

YOU'VE GOT THE GAME, NOW GET THE GUIDE!



-  Detailed maps of every enchanted area of the kingdom
-  Hot tips on locations of every item
-  In-depth walkthrough
-  Complete character statistics
-  Full list of spells

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Nintendo

GAME BOY COLOR

DMG-AEDE-USA-1

DRAGON WARRIOR III



Adventurer's Guide


ENIX®

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Welcome to the World of Dragon Warrior!

The Dragon Warrior legend begins anew on Game Boy! Assume the roles of heroes descended from Loto, the legendary hero, and explore the world of Dragon Warrior.

Play one of two games!



A hero appears in Alefgard who will face the mighty DracoLord. Battle monsters one-on-one as you explore the towns and villages on your way to the evil DracoLord's castle.



Indicates items, spells and other aspects of the game that appear only in Dragon Warrior I.



Three descendants of Loto embark on a quest to thwart the evil cult leader, Hargon, from his plan for world domination. Battle monsters, solve mysteries and restore peace to the world.



Indicates things that appear only in Dragon Warrior II.



I'm your guide in this booklet.

Your guide, Simon the Slime.

Dragon Warrior's Tale

Alefgard, a continent ruled by King Lars XVI of Tantegel, has been transformed into a world of monsters by DracoLord. The evil DracoLord has easily rebuffed every effort to defeat him. One day, an oracle prophesied: "In the distant past, the legendary hero Loto defeated the demon king and saved Alefgard from the black shadow of evil. A descendant of Loto will soon arrive. That progeny will bring DracoLord to justice!" Several years later, just as predicted, a hero descended from Loto appeared. The hero's long quest now begins!



Hero

A young descendant of Loto who set foot in Alefgard. He is the brave warrior who must take the treacherous journey to defeat DracoLord. (In other words, it's YOU!)

Lady Lora

Lars's only daughter. She has been abducted by monsters under DracoLord's orders. It's rumored she's held captive in a cave somewhere.



If there are no icons... the item applies to both Dragon Warrior I and II.



DRAGON WARRIOR II

Dragon Warrior II's Tale

The hero of Dragon Warrior departed Alefgard with Lady Lora as his bride. Together they founded a beautiful kingdom on a distant continent. That kingdom eventually split into three prosperous kingdoms.

One day, a hundred years later, an injured soldier arrives in Lorasias, one of the three kingdoms, bearing terrible news. Hargon, a sinister cult leader, is trying to destroy the world with the power of a terrifying being that lives only for chaos.

The Prince of Lorasias, the Prince of Cannock and the Princess of Moonbrook, three descendants of Loto, band together to embark on a grand quest of adventure and danger to halt Hargon's evil design.

Prince of Lorasias

A hot-blooded prince who has stood up to save the world. Although he's not capable of using any magic, his mastery of weapons is second to none.



Prince of Cannock

A prince who, although a little timid, is also kindly and committed to peace. He is a warrior who is adept at using both weapons and spells.

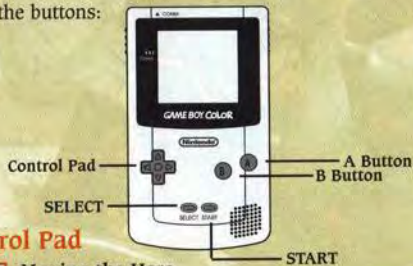
Princess of Moonbrook

Although somewhat strong-willed, the princess has a pure and virtuous soul. She is more adept at using spells in battle than weapons.

Controls

If you don't learn the controls, you won't be able to explore the worlds of Dragon Warrior. Memorize the controls and save the world!

Learn the buttons:



Control Pad



Moving the Hero

On the field, in towns, dungeons, and so on, this is used to move the hero around.

Moving the cursor

It's also used for moving the cursor to select commands, spells and items in windows.



Learn the names of the buttons!



A Button

Action button

This is a convenient, all-in-one button for talking to people, opening doors, examining things, looking underfoot, and even checking underwater.

Confirm commands

It's also used for confirming commands and selections of spells and items. Also use it for scrolling through text when you see the triangle icon at the bottom of the window.



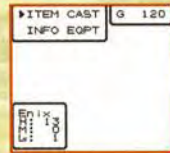
B Button

Open the command menu

While walking, pressing this opens the command menu.

Cancel commands

Press this button to close the command menu and resume your quest.



START

Pausing the quest

Except in battles, you can take a break from your quest by saving your progress in the Field Log. Check page 9 for details.



SELECT

It's not used at all.

Starting Your Quest

Starting fully prepared is your first step towards saving the world! Learn how to manage your quest!



Let's get started!

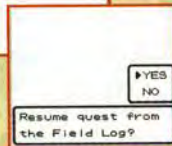
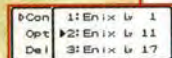
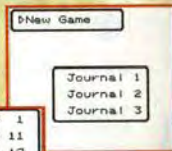
Select "I" or "II"

Insert the Game Pak into the Game Boy and turn it on. The Title Screen will appear. Choose which game you want to play, "I" or "II." Press the A Button to confirm your choice.



Starting a new game

If you're playing for the first time, you have to make a Journal to record your progress. Choose one of three Journals. After you name your hero, your quest begins!



Continuing a game

If you have paused your quest, you will be told that a Field Log exists. You can start where you left off by choosing "Yes." By choosing "No," you will resume your quest from the saved Journal. You may also start from a Journal by choosing "Resume quest," then choosing one of the three Journals.

Choose "Yes" to resume your quest from the Field Log. Choose the Journal you want to play.

Ending Your Quest

Learning how to take breaks from your quest properly is the quickest way to save the world!

Ending a quest with a Journal entry

Talk to a King in his castle and he'll record your quest in a Journal of your choice. You can choose to take a break from your quest there. Later, you can resume your quest from where you left off by choosing the Journal in which you recorded.



Ending a quest with a Field Log entry

Except in battle, you can record your progress in a Field Log whenever you like on your quest. Just press START to open the Field Log window and choose "Yes".



You can end your quest in two ways!

Know Your Journal!

A Journal records such information such as the hero's level and equipment. Learn how they work to help your quest!

There are three Journals each for I and II.

Settings

The message display speed may be adjusted on an 8-step scale. The smaller the number, the faster the display speed.

Copy Journal

You can copy one Journal to an unused Journal. If there isn't an unused Journal, delete another Journal and copy to it.

Delete File

For each game, I and II, up to three Journals may be made. If they're all used, you can delete one or more to make room for a new Journal for starting a new quest.

There are three journals each for 1 and 2.



Change the text speed to suit your needs.



If you copy a Journal, you may resume your quest from the copy instead of the original.



Delete old Journals then make new Journals.

How Journals may be lost...

A Journal is vital to your quest because it is the record of your achievements. If you lose your Journal, everything you worked for in your quest is wiped out. If you do anything silly like the examples below, you could end up losing your precious Journal.

Inserting the Game Pak with the Game Boy on

Make sure your Game Boy is turned off before you insert the Game Pak. Also, make sure the power is OFF before you take out the Game Pak.

Abusing the Game Pak

The Game Pak is very delicate. Dropping it or bumping it could cause it to lose Journals. Treat the Game Pak with respect!



Never ever do this!

A Journal and the Field Log are entirely different!

You can resume your quest as often as you like from a Journal. On the other hand, a Field Log is deleted as soon as you resume your quest from it. You should use a Field Log only to take a break from your quest wherever it's inconvenient to record your progress in a journal. If you use a Field Log in a town or a cave, you'll resume your quest at the entrance.

Journal

You can resume a quest from one as often as you like.

Field Log

Resuming your quest from a Field Log deletes it.

Know Your Commands!

For a successful quest, you must learn how to use commands like "EQPT" and "CAST." Master them and master your destiny.

Info

Examine the status of your hero and his comrades. The various attributes of the hero like strength and agility are collectively known as status.



Learn what commands mean.

Choose the character

| ITEM | C | Karl Lv: 1 |
|-------|---|------------------------------------|
| INFO | | Paladin |
| Enix | | HP: 45/ 45 |
| ▶Karl | | MP: 34/ 34 |
| Fran | | E Club/ Leathr% None None |

In II, select one of three characters.

A Button

Info

| ITEM | Karl Lv: 9 |
|-------|------------|
| INFO | STR: 15 |
| Enix | AGL: 28 |
| ▶Karl | GRD: 14 |
| Fran | ATK: 23 |
| | DEF: 20 |
| | E: 2401 |

The ratings of various status elements are listed as numbers.

A Button

Learned Spells

| ITEM | CAST |
|-------|-----------|
| INFO | Heal |
| Enix | Firebal |
| ▶Karl | Antidote |
| Fran | StopSpell |

The spells learned by the selected character may also be checked.

Status info definitions

- LV** The character's overall strength level. It starts at "1" but it will rise as the character gains EX (experience) points by defeating monsters.
- HP** Stands for Hit Points and indicates the character's health. It is lost through battle injuries and poison. If it drops to "0", the character dies.
- MP** Stands for Magic Points. Casting spells depletes it. Spells can't be cast if there isn't enough MP.
- E** Stands for Equipped. It indicates the weapon and the kinds of protective gear that the character has equipped.
- STR** Stands for Strength. It rises with the character's level. Obviously, the higher it is, the more powerful the attack power.
- AGL** Stands for Agility. It rises with the character's level. The higher it is, the faster the character can attack.
- GRD** Stands for Guard, the character's basic defense rating. It rises with the character's level. The higher it is, the greater the character's defensive rating.
- Max. HP** The character's maximum HP. Staying at an inn restores HP to maximum level.
- Max. MP** The character's maximum MP. Staying at an inn restores MP to maximum level.
- ATK** Stands for Attack power. The higher it is, the greater the damage the character can inflict with each hit. ATK is based on the character's STR and his weapon's attack rating.
- DEF** Stands for Defense power. The higher it is, the lower the damage to the character when hit in battle. DEF is based on the character's own GRD and the defense ratings of equipped protective gear.
- EX** Stands for Experience. The character earns EX points by defeating monsters. Upon reaching certain EX points, the character's LV increases.
- Seals** An icon is shown for each Seal found. You must collect all the Seals that are scattered throughout the world.

EQPT

This stands for Equipment. Use this command to equip your characters with weapons and protective gear. Open this menu and select displayed weapons and protective gear. The ATK or DEF of the selected weapon or protective gear when equipped is displayed. Use these numbers to outfit your characters with the best available equipment. Open this menu and equip weapons first followed by armor, shield, headgear (II only) and accessory items.

| EQPT | AST | G | 52 |
|----------|---------|---|----|
| Steelx | WEPN | | |
| ATK | E Club/ | | |
| 23 | 35 | | |
| E Club/ | Copperx | | |
| E Leathr | Nothing | | |
| E None | | | |
| E None | | | |

A Button

| EQPT | AST | G | 52 |
|----------|----------|---|----|
| Leathr | ARMR | | |
| DEF | E Leathr | | |
| E 20 | Nothing | | |
| E Steelx | | | |
| E Leathr | | | |
| E None | | | |
| E None | | | |

Currently equipped items are indicated by an "E."

Choose items to be equipped.

Cast

Use this command to make a character cast a spell. Select the spell with the Control Pad then press the A Button. Beware, some spells can be used only in battle. You also can't use spells if there aren't enough MP.

Move the cursor to the spell to be cast and press the A Button. For some spells, the target has to be specified.

| ITEM | CAST | G | 52 |
|--------|------------|---|----|
| INFO | E Heal | | |
| CAST | E Antidote | | |
| Erix | ? | | |
| E Karl | ? | | |
| E Fran | ? | | |
| MP use | ? | | |
| 3/34 | | | |

A Button

| ITEM | CAST | G | 52 |
|--------|------------|---|----|
| INFO | E Heal | | |
| Who? | E Antidote | | |
| Erix | ? | | |
| E Karl | ? | | |
| E Fran | ? | | |
| MP! | ? | | |
| 58/58 | | | |

Move the cursor to the spell to be cast.

For some spells, the target has to be specified.

Item

Open this menu to use items. First choose the character (II), then use the A Button to choose what item you want to use. Next select what you wish to do with the item.

Use

You can select and use an item that the character is holding.

Toss

Unnecessary items can be thrown away. Don't worry, you can't throw important items away.



Pass

Items can be passed from one character to another. Choose the item then choose who should receive it.



For using an item on a specific character...

Face the specific character, open the Item menu and use the item.

Opening the Command menus

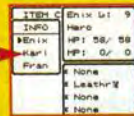
From the quest screen, press the B Button to access the Command menu. Select the appropriate command with the Control Pad and press the A Button to access the various Command submenus.



Quest Screen



Command Menu



Command Window

Castles and Towns

We're almost ready to leap into the worlds of Dragon Warrior! In castles, towns and villages, you can obtain information and prepare for your quest.



Castle



Town



Village



Shrine

Inn

Stay at an inn to restore HP and MP to maximum levels. The price of visits vary from inn to inn.



Stay at an inn if your HP and/or MP gets low.



If you want to talk to someone, walk up to them and press the A Button.



Weapon & armor shop



This is a shop that sells weapons, armor, shields and other equipment. Shops have different merchandise.



Item shop

A shop that sells items like Herbs and Warp Wings. Shops offer different kinds of merchandise.



Church

The church will help you out in serious situations for small donations of gold.



Revive

A dead character can be brought back to life. The amount of donation required depends on the dead character's level.

De-tox

Anyone poisoned in battle can be healed.

Uncurse

Cursed weapons and equipment can be removed from the affected character and destroyed.



Unnecessary items can be sold too.



Talk to the shopkeeper across the counter.



Talk to the priest if you need help.

House

People's homes. The people at home may have the very information that you're after.



King

He lives in a castle. He records your Journals and tells you how many EX points are needed for characters to level up.

The king waits for you in his chamber.

Storage service

Each character can hold only ten items. If a character has no room for any more items, you can put items in storage. You can also deposit money for safekeeping.



Items can be freely stored and retrieved.



Saved Gold isn't lost, even if the hero's party is wiped out.



Make sure you have a word with everyone you see.

Other Things in Towns and Villages



Dressers and Vases

Look for dressers and vases. Check them out - they sometimes hide items. Stand in front of one and press the Action (A) Button to check.



Door

Doors open with keys

In I, any door can be opened if you have a Key. Just stand in front of a door and press the Action (A) Button. A Key can be used only once.

Several kinds of doors

In II, Keys don't break after just one use. But, there are several kinds of doors, each requiring a different kind of Key. If the Key doesn't fit, a door won't open.

Key Shop

In I, there's supposed to be a shop somewhere that sells Keys that will open any door.



To check underfoot or deep in the sea, press the A Button with nothing in front of you.

The Outside World

Let's set out on your quest! But you better get to know the field, the world outside towns and castles, if you want to get anywhere!

There's all kinds of terrain.



Grassland



Desert



Forest



Mountain



Grassland and desert areas are relatively free of monsters, making them somewhat safer for travel. In contrast, monsters are out in force in forests and mountains.



Craggy mountains

These mountains are far too treacherous to enter. You have to go around them.



Poison bog

A dangerous bog that steals HP with every step. Barrier floors are even more dangerous.

There's all kinds of terrain.



Cave



Tower



Caves and towers hide many secrets and possibly treasure! Even though they are infested by scary monsters, make sure you explore these landmarks thoroughly!

Up stairway



Down stairway



Just like in towns and villages, you can go to different floors in caves and towers using stairs. Remember where they are so you can get back out in a hurry if you need to.



Ocean



Shoals



You need torches for caves

The caves of I are pitch black. You'll need Torches to light your way. You can also use the spell Radiant.



Explore the world by boat!

While on your quest in II, you will get an opportunity to get a boat. With a boat you can cross the sea, expanding the world you can explore. However, a boat can't enter shallow waters.

Battling Monsters

Become powerful by battling monsters!

When you're outside of towns or in caves, monsters could suddenly appear and challenge you to battle. If you beat monsters, you are rewarded with EX points and gold. Fight often and make your hero's party more powerful!

At certain EX point levels, the character levels up.

Save your gold to buy better weapons and protective gear.



Don't get wiped out by monsters!



Level up



Upgrade equipment



Battle tips

If you run into monsters, the battle screen is shown. The status of the hero and his party is displayed along with commands and the enemy monsters with their names (in II, their numbers are also displayed). Use the Control Pad to choose a command, press the A Button to confirm it, and the battle is on! Each monster has HP. Reduce a monster's HP to "0" to defeat it.

Fight

Choose this command to physically strike a monster with a weapon or bare knuckle. The higher the character's STR and the weapon's ATK rating, the greater the damage you can inflict on the targeted monster.

Flee

Choose this command to flee from monsters. You should flee if it looks like you'll be creamed. However, monsters may cut off your escape route!

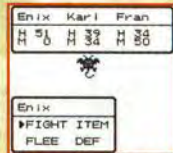


In II, if the first character chooses "Flee", the whole party will try to run.

Monsters



Commands



The greater the ATK, the greater the damage.



Battle strong monsters after leveling up.

Cast

You can cast spells for attacking monsters or healing your characters. Check the section on spells on page 30.



Choose the spell to be cast by using the Control Pad and the A Button.

For some spells, you need to designate the target(s).

The Prince of Lorasias can't use spells.

The hero from Lorasias can't use any spells. On the bright side, he is strong so he should concentrate on attacking in battles.

DEF

Choose this command to raise the DEF of a character for one turn. It reduces the amount of damage the character will take in the one turn. If a character's HP is low, use this command and get another character to use a healing item or spell.



Get a character healed while he is parrying attacks.

Item

Choose this command to use an item in battle. Items like a Torch and Repellent can be thrown as weapons. Some weapons may also unleash special powers if they are used as items. On the other hand, there are some items that have no effect when used in battle.



Choose the item to be used from the character's item list.

The conditions of party members

In II, the health conditions of your characters could be altered in battle. For example, they could be poisoned or cursed. Restore them by using items and spells.

Poison

When poisoned, a character loses HP while walking. Poison can be healed by using an Antidote item, the Antidote spell or by visiting a church.

Curse

When cursed, a character may become incapable of moving in battle. Get the curse lifted as soon as possible wherever possible, usually a church.

Death

A character dies if his HP drops to "0". He can be revived at a church or by using the Revive spell.

Know Your Items!

Items can be bought at shops, obtained from treasure chests and or gained through other means. They will all help your quest in some way. Here's a brief look at just a few of the items you'll come across.

Weapons



Club

A weapon hewn from a stout log. It's obviously not very powerful as a weapon.



Steel Sword

A long, double-edged sword made of tempered steel. It is quite powerful.

Copper Sword

A long sword made from copper. It's a little stronger than a Club.



Loto Sword

The sword said to be used by Loto, the brave hero. There is apparently other equipment used by Loto.



Sickle

A short sickle fitted with a weighted chain for hurling. It is relatively strong.



Flame Sword

A powerful sword that embodies the power of fire. It could be used as an item in battle.



Thundr Sword
Thunder Sword—a very rare sword that is infused with the power of thunder. It is very difficult to obtain.



Wizard Wand

This is not very powerful as a weapon. However, try using it as an item in battle – it has the same effect as the spell Fireball!



Equip them to raise your ATK.

Protective Gear



Chain Mail

An armor made from woven chains. It provides a moderate level of protection.



Steel Armor

A sturdy armor that is also quite heavy. Only the strongest warriors could equip it.



Iron Shield

A shield fashioned out of a thick sheet of iron. It provides more protection than a Leather Shield.



Some equipment not only raises DEF, but also has special effects!



Iron Helmet

A rugged helmet that also happens to be heavy. A weak character can't equip this.



Evade Cloak

A magical cloak that makes it easier for the character to dodge monster attacks.



Antidote

An herb that is used for clearing poison out of the body. Use it if a character is poisoned by a monster in battle.



Warp Wing

A magical item. When tossed into the air, it instantly carries the hero and friends to wherever you last saved in a Journal.



Seeds and Acorn

Magical seeds and nuts that raise the abilities of characters. Examples include the ATK Seed, DEF Seed and Life Acorn.

Key

A Key can open any door just once. You can hold up to six Keys.



D Scale

Dragon's Scale - An equippable item that provides a small amount of protection. It's invaluable early in the game.



Torch

Used for lighting up pitch-black caves. It can also be hurled in battle.



Items

Use Items to make your quest easier!

Herb

Restores HP a little. Use it if you want to preserve your MP.

Know Your Spells!

Used correctly, spells make even the most difficult challenges a breeze. In this section, all the spells in the games are examined.

First, there are spells you use in battle.

Attack Spells



Let's start with the spells that are used in battle.

Firebal

A small fireball is launched from the spellcaster's fingertip to strike a monster.



Firebane

A more powerful version of Firebal, this spell inflicts damage on all monsters.



Defeat

A death-dealing spell that could instantly slay monsters.



Explodet

The most powerful attack spell, Explodet causes a huge blast right in front of all the monsters in battle.



Infernos

An attack spell that tears at monsters with razor-sharp winds.



Sacrifice

A powerful spell that wipes out enemy monsters in exchange for the spellcaster's own life.



Support Spells

StopSpell

If it works, this spell disables the ability of monsters to cast spells.



Sleep

A spell that puts targets to sleep for several turns, if it works.



Defense

A spell that lowers the DEF of monsters, making them more vulnerable to attacks.

Defense Spells



Surround

This spell surrounds the targets in a fog to reduce the accuracy of their attacks.



Increase

This spell raises the DEF of the party, making the members stronger against attacks.

Healing Spells

Heal

A spell that restores HP. It can be used in the field or during battle.

HealMore

A more powerful version of Heal. It can be used in the field or during battle.



HealAll

A spell that fully restores HP however badly the character is injured.



Revive

A spell that revives a character that has died. It does not restore the revived character's MP, however.



Antidote

A spell that flushes poison out of the chosen character's body.

Mystery Spell



Chance

A strange spell that has unknown consequences when used in battle, some good, some bad.

What's going to happen?



Travel Spells



Radiant

A spell for illuminating pitch-black places.

Return

A spell that instantly returns the hero and friends to wherever you last saved in a Journal. It has no effect in a cave.



Repel

A spell that keeps weak monsters away in the field. It only affects monsters that are weaker than your hero.



Open

A convenient spell that pops open any door. Just cast this spell in front of the door to be opened.



Outside

Cast it in a cave or a tower to instantly return to the entrance.



StepGuard

A spell that fully protects the hero and friends from poison bogs and barrier floors. That means no HP loss when crossing such treacherous terrain!

These spells help your quest.



Dragon Warrior I & II Lists of Spells

These are the complete lists of spells that appear in DW I and II. See how useful they could be to your quest.

Dragon Warrior I's 10 Spells

| Spell | MP use | Effect |
|-----------|--------|--|
| Firebal | 2 | Inflicts approximately 20HP damage on the target. |
| Firebane | 5 | Inflicts approximately 60HP damage on the target. |
| Sleep | 2 | If it succeeds, the target falls asleep for several turns. |
| StopSpell | 2 | Disables the ability of enemies to cast spells. |
| Heal | 3 | Restores HP by 25~30. |
| HealMore | 8 | Restores HP by 85~100. |
| Radiant | 2 | Illuminates pitch-black places. |
| Outside | 6 | Instantly carries the hero out of a cave. |
| Return | 8 | Instantly returns the hero to Tantegel Castle. |
| Repel | 2 | Keeps away monsters that are weaker than the hero. |



Dragon Warrior II's 22 Spells

| Spell | MP use | Effect | Scope |
|-----------|--------|--------------|---|
| Firebal | 2 | One enemy | Inflicts approximately 20HP of damage on one target. |
| Firebane | 4 | All enemies | Inflicts approximately 60HP of damage on all enemies. |
| Infernos | 4 | Enemy group | Inflicts approximately 30HP of damage on each enemy in the target group. |
| Defeat | 4 | Enemy group | May instantly kill enemies in the target group. |
| Explodet | 8 | All enemies | Inflicts approximately 80HP damage on all enemies. |
| Sacrifice | 1 | All enemies | Wipes out all enemies in return for the spellcaster's life. |
| Sleep | 2 | Enemy group | If it succeeds, the monsters in the target group fall asleep for several turns. |
| StopSpell | 3 | Enemy group | Disables the ability of enemies to cast spells. |
| Defense | 2 | Enemy group | Lowers the DEF of the target enemy group. |
| Surround | 2 | Enemy group | Lowers the attack accuracy of the target enemy group. |
| Increase | 2 | All allies | Increases the DEF of all allies. |
| Heal | 3 | One ally | Restores HP by 25~30. |
| HealMore | 5 | One ally | Restores HP by 85~100. |
| HealAll | 8 | One ally | Fully restores HP. |
| Antidote | 3 | One ally | Heals one character of poison. |
| Revive | 15 | One ally | Brings a dead character back to life. |
| Outside | 6 | Entire party | Instantly returns the hero's party to the entrance of a cave or tower. |
| Return | 6 | Entire party | Instantly carries the hero's party to wherever the last Journal entry was made. |
| StepGuard | 1 | Entire party | Provides full protection against poison bogs and barrier floors. |
| Repel | 2 | Entire party | Keeps away monsters that are weaker than the hero's party. |
| Open | 2 | One door | Opens any door instantly. |
| Chance | 15 | Unknown | A battle spell that has unknown consequences. |

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