

Dragon Warrior III

Game Script
Compiled by
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Raw Text
Provided by
Tom-Servo

Only Permitted to be Hosted at Dragon's Den
<http://www.woodus.com/den/>

Last updated
November 20, 2012

Foreword and Acknowledgements

Here's my next entry for Dragon Quest game scripts. The raw text dump was provided by hacker extraordinaire Tom-Servo from the Dragon's Den forums. Some screenshots were provided by Woodus and King Zenith. Most of the item artwork comes from the poster-sized insert that came with the game, however, the images for the orbs were not very useful. A web search resulted in the main orb image on the front of the Explorer's Handbook. It was edited and uploaded by geminate on the Dragon Quest Wiki (http://dragonquest.org/wiki/Main_Page). King Zenith took that image and worked his magic on it to get me the six colored orbs. They are simply gorgeous and I'm so happy to have them in the game script.

Thanks go to Woodus for hosting this game script at the Dragon's Den, but obviously all thanks and credit should go to Enix Corporation and Nintendo of America for making and producing such a wonderful series of games.

This isn't fanfiction, but the actual text from the game formatted to read a little bit like a story. Some things are subjective, such as how to describe the different NPCs you encounter. What's the difference between a guard or a soldier or a knight? My definition might be different than yours. So I've included the pics of the various NPC sprites so that you'll understand who I mean when I say "Guard on the left" or "Merchant in the southwest corner." Lastly, DQ games aren't always linear; there's definitely an open-endedness to the games, which is definitely part of their appeal. However, in creating a

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game script, I have to make logical choices about the order of each town's text. Please don't take my subjective placement of text as anything official. While the text is drawn straight from the game, the description of NPCs and the order of the text is all me.

Also, I've taken out the single quote marks that indicate speaking, so I've had to add brackets [] when there's "unspoken" text mixed in. And sometimes I may describe what's going on visually in the game with braces {}. So just remember that when you see text in braces, it is just my description, and text in brackets is game text.

Lastly there is some text from the raw text dump that I just could not match with anybody in the game. It only amounts to 1 or 2% of the game script but it is still annoying to me. I've included these unmatched lines in an appendix. Maybe one day I'll come back to this and suddenly find where they belong.

That should do it. Please enjoy this game script for Dragon Warrior III (NES version). Any comments can be sent to me by PM through the Dragon's Den forum or to my email address, aeryn_b@hotmail.com.

Cast of Characters



Hero (m/f)



Soldier (m)



Soldier (f)



Fighter (m)



Fighter (f)



Pilgrim (m)



Pilgrim (f)



Wizard (m)



Wizard (f)



Merchant (m)



Merchant (f)



Goof Off (m)



Goof Off (f)



Sage (m)



Sage (f)



Any female party member wearing the Revealing Swimsuit or Magic Bikini



Kings



Princesses/
Queens



Guards



Gentlemen/
Ministers



Men



Women



Little Boys



Old Men



Merchants



Tough Guys



Priests



Knights

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Bards



Prisoners



Elves/
Fairy Spirits



Dancers



Cats



Horses



Dwarves



Ramia



Women
in blue



Jipangese Men & Women



Trumpet
Guards



Skeletons/
Ghosts



Monsters



Slimes



Flame Spirits



Himiko



Orochi



Baramos

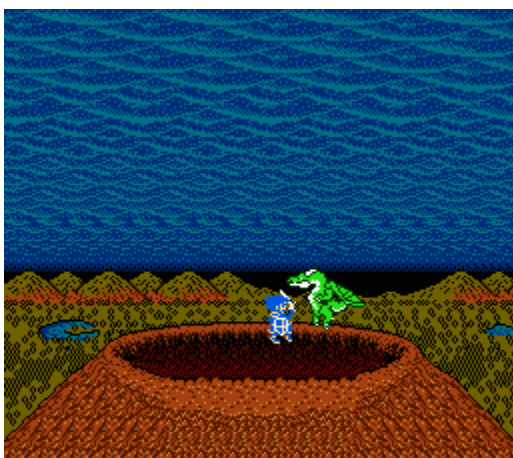
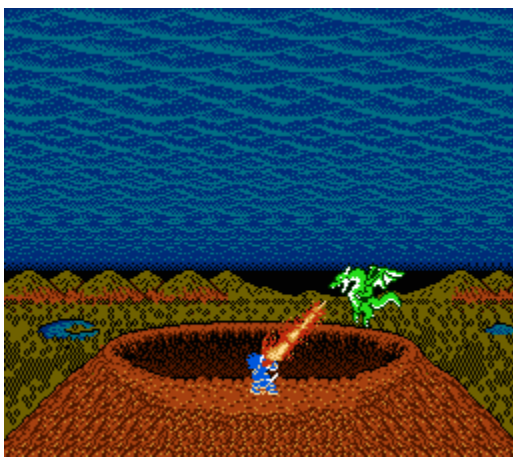


Dragon
Queen



Zoma

PROLOGUE



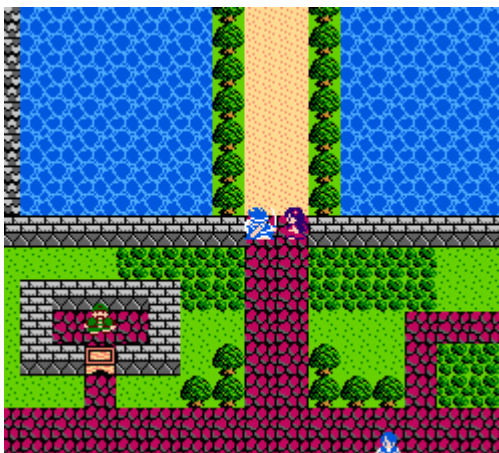
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It was Hero's sixteenth birthday.

Voice: Wake up dear! Wake up Hero.

Mother: Wake up, Hero! It's morning! Today is a very important day. This is the first time that you, Hero, shall go to the castle. I have raised you as a brave young lad for this very day.

Mother, at stairs: So, come with your mother.



Mother, at castle: If you go straight, you'll come to the castle. Remember your manners in front of the king. All right, be on your way now.

Mother (if you talk to her again or if you try to go into town): What's the matter, Hero. Go along and meet the king.

Aliahan Castle

Guards (on the right and left): Welcome to the castle of Aliahan.

Guard on the left near main stairs: His highness is upstairs.

Guard on the right near main stairs: His highness is anxiously awaiting you.

Guard in throne room: When you return from your travels, have the results of your labors recorded in the Imperial Scrolls of Honor. That way, even if you rest from your journeys for a while, you can restore your status.

King of Aliahan: Welcome unto thee, Hero, son of the brave Ortega! It is said that thy father Ortega met his end when he fell into a volcano's crater at the end of a battle. We do hereby accept your petition to follow in the footsteps of your brave father. Thy enemy shall be the Archfiend Baramos. The name of the Archfiend Baramos is yet unknown in the world of men. If things remain unchanged, before long the world will be destroyed by the Archfiend. Baramos must be defeated! Seek companions at the local eatery and start your quest. [Hero receives money for his party.] Farewell! Until we meet once more, Hero!

Royal Minister: A solo journey is too dangerous. It's best to go to Luisa's Place at the west edge of town and find some companions.

Guard on the right: In a fight, the farther back you stand the less damage you incur. Pay attention to the formation.

Guard on the left: Equip yourself with weapons and armor and ready yourself! It's not enough that you have them!

Bard in throne room: The castle gates close at night. You can only have an audience with the king during the day.

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Woman in throne room: Brave hero! Please bring peace to the world quickly!

Woman at the back of the castle: Didn't you see the princess? My princess! My princess!!

Princess: I cannot go out because of the Archfiend. I don't think I can stand it anymore. Every day like this!

Guard in castle dungeon: If you want to talk to a prisoner, you'll have to do it through iron bars.

Tough Guy in first cell: Anyway, you don't have the key to open the jail! Get away from here!

Prisoner in second cell: Blast it! That blasted old man in the Tower of Najima! He stole a key from me, Bakor!

Man on east side of castle: Rumor has it that you can go from the cave on the promontory to the Tower of Najima.

Old Man on west side of castle: They say that the key made by the thief Bakor can easily open all doors with simple locks.

Guard in southwest corner of castle: The thief Bakor, who once wreaked havoc in this town, is now in jail. Ha, ha, ha.

Aliahan

Man in town square: If you walk along the ocean from the castle you'll come to a cave on the promontory.

Woman on east side of town: When I'm here in town, the idea that the Archfiend will destroy the world seems impossible.

Knight in the House of Healing: Aliahan is a continent surrounded by the sea. But I hear there are bigger continents beyond the sea.

Priest in the House of Healing: At your service, my good people! How may I serve you? (Detoxicate) Hero is not afflicted by poison! Is there anything else? (Yes) Welcome to the House of Healing. (Uncurse) Hero is not afflicted by a curse! Is there anything else? (Yes) Welcome to the House of Healing. (Revive) Who is to be brought back to life? (Hero) Surely you jest! Hero lives! Is there anything else? (No) Be well then. Good luck to you!

Man in front of southeast house: If you go out of town and walk for a long time, by and by, you'll reach the edge of night.

Old Man near well: Hast thou seen the island floating to the west of this castle? (Yes/No)

Old Man (if you say 'No'): You should see it as soon as you go outside.

Knight, in Armory: Are you the son of the brave Ortega? Your father was a great man!

Merchant: This store deals in weapons and armor. Do you wish to see our wares? (Yes) What will you buy? (B=No) Come again, y'hear!

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 2 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Merchant: This shop deals in tools. What can we do for you? (Buy) What are you in the market for? (B=Leave) Well, I look forward to doing business with you again.

Old Man on west side of town: Aliahan once reigned over the entire world. Then came a war in which many lost their lives. At that time the Travel Door connecting across the ocean was closed off.

Woman on west side of town: This is the castle town of Aliahan. If you go north, you'll come to the village of Reeve.

Merchant in eatery: This is the Vault. How may I help you? (B) Thank you very much!

Knight in eatery: If you're going to take anyone along, you'd best take a soldier, a pilgrim and a wizard. Hiccup!



Luisa: This is Luisa's Place. This is the eatery where people gather, meet or part with companions. What's on your mind, dear? (See List) Very well. I will record your current status in the Imperial Scrolls of Honor? (Yes/No)

Luisa (if you say 'No'): I'm sorry, but I just can't. Come again after your condition has changed, so it can be recorded.

Luisa (if you say 'Yes'): Whose information do you want to see?

Luisa: Is there anything else? (Add Member) Who do you want to add to your party? (B=Cancel) If you want to add a companion who's not on the list, first go up to the second floor. If you go to the registry first, I'll be happy to add whoever you like to the list. Is there anything else? (Leave Member) Part with someone? With who? What do you mean? Hero is alone! Is there anything else? (No) Come back again!

Tough Guy on second floor of eatery: Goof-offs are really useless. If you want to take one along, wait until you get strong and take one along just for laughs.

Bard: Sages are a chosen few. Only those few who can withstand the rigorous training can become sages.

Cat: Meow!

Man: This is the Adventurer's Hall of Registration. I can register anyone you wish to include among your

companions. Once you register them here, you may depart with them from the eatery downstairs. Do you have new companions to register? (No) Well, if you ever want to register a new person, please come back again.

Old Man in Mother's house (grandfather): Your father, Ortega, was a great hero. And my son!

Mother: Welcome back, Hero my dear. You must be exhausted. Sit down and rest. **(with companions)** Your friend(s) should come in and rest, too.

Mother (the next morning): Good morning! Time to get up and go, Hero.

Mother (again): What wrong, Hero? Is the life of adventure too tough? Aren't you going to get up and go? (Yes/No)

Mother (if you say 'No'): That's right! The blood of the great Ortega runs through your veins! Come on then! It's time to go! Like your fine brave father!

Mother (if you say 'Yes'): As your mother, I'd like you to stay with me always, Hero. But there comes a day when children must part with their parents. Come on then! It's time to go! Like your fine brave father!

Mother (if Hero is dead): Oh, mercy! My dear sweet Hero! Please help Hero! He's/She's my only child!

Royal Minister, when you have companions: First find a key. Everything begins with that.

King of Aliahan: Welcome! Our brave young hero of Aliahan! Hero needs 29 more experience points to go to the next level. Shall I inscribe the results of your journeys in the Imperial Scrolls of Honor? (Yes/No)

King of Aliahan (if you say 'Yes'): I surely made a record of it.

King of Aliahan (continued from last or if you said 'No'): Well, what about it? Are you about to continue on your journey? (Yes/No)

King of Aliahan (if you say 'Yes'): Be off with you then Hero!

King of Aliahan (if you say 'No'): Well then, why not rest for a while? Until we meet again, Hero!

In Game Instructions: Good work! Hold in the RESET button while turning off the power. If you turn off the power without holding the RESET button in, you may lose all that is recorded in the Imperial Scrolls of Honor!!

King of Aliahan (upon your return): Welcome back! Hero needs 29 more experience points to go to the next level. Be off with you then Hero!

Aliahan Castle Town (night)

Bard in Inn: Hey you! Didn't we meet upstairs from the eatery this afternoon?

Knight: Zzz... Zzz...

Knight asleep in town square: Well hi! D-didn't I meet y-you at the eatery today? Hiccup!

Arms merchant: We're closing for the day. Please come back again tomorrow!

Man in southeast house: What business do you have this late at night?

Woman in southeast house: Won't your mommy be worried if you don't go home?!

Guard at castle entrance on the right: Stay overnight at the inn and come back in the morning please.

Guard at castle entrance on the left: The king has certainly turned in for the night already!

Mother: Oh! You're back late. I'm glad you're safe and sound. Go upstairs and rest now. **(with companions)** Your friend(s) should come in and rest, too.

Old Man near well: Hast thou seen the island floating to the west of this castle? (Yes/No)

Old Man (if you say 'Yes'): That which you see rising up on that island is the Tower of Najima.



Reeve

Woman at entrance: Welcome to the village of Reeve.

Man in house east of tool shop: Did you obtain the Thief's Key? (Yes/No)

Man (if you say 'No'): I hear there is a cave in the forest south of this village that connects to the Tower of Najima.

Tough Guy near Inn: When you walk outside of town you may encounter things in some suspicious places. It's

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not good enough to look from a distance. Get up real close.

Horse: Neigh!

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 2 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Little Boy in Inn: Scorch a lot of monsters, OK? They did in my Mama and Papa. Whimper, whimper.

Little Boy (to female hero): Wow! Erin is a woman? What's that? I'm wrong? Sure looks like a woman to me.

Man near boulder: Heave ho! Ugh! No way! It's too heavy. It won't budge!

Man (when you move the boulder): Wow! That strength of yours will come in handy someday!

Reeve (night)

Tough Guy in Inn: That child's parents were done in by monsters, they say. Poor thing.

Little Boy: Zzz... Zzz...

Cave on the Promontory

Treasure Chest – Medical Herb

Treasure Chest – Wayfarer's Clothes

Treasure Chest – 16 gold

Tower of Najima

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 2 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Treasure Chest (2F) – 40 gold

Treasure Chest (3F) – Leather Helmet

Treasure Chest (3F) – Wing of Wyvern

Old Man (4F): So, you have come, Hero! I dreamed that I gave you this key. So I give you the Thief's Key. Do you accept it? (Yes/No)

Old Man (if you say 'No'): I see. Even my dreams sometimes don't come true...

Old Man (if you say 'Yes'): Well then, be off with you Hero! I'll go back to my dreaming.



Old Man (again): Welcome Hero. Did the key come in handy? (Yes/No)

Old Man (if you say 'Yes'): See! My dreams often do come true!

Old Man (if you say 'No'): Even my dreams sometimes don't come true..

Aliahan Castle

Guard asleep in doorway at night: Zzz... Zzz...

Old Man in castle's back room: You can break open the seal on the Travel Door using the Magic Ball, I hear.

Merchant behind locked door in southeast corner of castle: The Magic Ball can break down walls, they say.

Woman on east side of castle: Long ago, the Travel Door used to be in the easternmost part of Aliahan.

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Man behind locked door on west side of castle: They say there is an old man who makes Magic Balls in the village of Reeve.

Royal Minister, when you get the Thief's Key: A young hero from Aliahan will travel the world again!

Man behind locked door in Inn: Seems the man in the front room tried to make a Magic Ball and failed.

Tough Guy behind locked door in Inn: I w-wanted to sail the far seas.



Forest Cave

Treasure Chest – 32 gold

Treasure Chest – Medical Herb

Treasure Chest – Agility Seed

Reeve

Man in house east of tool shop: Did you obtain the Thief's Key? (Yes/No)

Man (if you say 'Yes'): I'm glad about that.

Guard behind locked door in Inn: If you journey east and go over the mountains they say you will find a small lake.

Old Man in locked northeast house: I've heard the story already. Go ahead and break the seal with this Magic Ball!



Old Man (if your inventory is full): Huh? You guys are all full up already. Come back another time.

Old Man (again): People across the distant seas are surely waiting and hoping for a hero to come from Aliahan.

Shrine East of Aliahan

Old Man (to male hero): Oh, young man! Do ye have the Magic Ball? (Yes/No)

Old Man (to female hero): Oh, young lady! Do ye have the Magic Ball? (Yes/No)

Old Man (if you say 'No'): That's out of the question! Go back to Reeve!

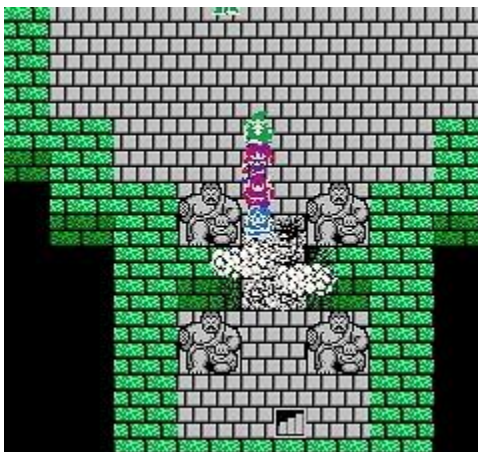
Old Man (if you say 'Yes'): You must go to the Cave of Enticement. You will find it near a spring.

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Cave of Enticement

Old Man: This is the Cave of Enticement. But the stairway is sealed off by a stone wall.



Command: Item – Magic Ball – Use
Hero sets up the Magic Ball on the wall.

Old Man (again): This is the Cave of Enticement. The seal has already been broken!

Treasure Chest – Antidote Herb

Treasure Chest – Magic Knife

Romaly

Guards on the left and right: Welcome to the Castle of Romaly!

Man: It seems that brave heroes will soon come from Aliahan to defeat the Archfiend.

Knight in shops: People are more distraught and cold-hearted than they were long ago.

Man in fight ring: This fight ring is only for monsters!

Man behind counter on the right: Hear the odds for the next match! Only 5 pieces of gold! Are you interested? (Yes/No)

Man (if you say ‘No’): What’s this? You can’t pay even 5 pieces of gold? You better go home then.

Knight: If you want to watch the match, buy a ticket at the shop on the left.

Woman: Shush! I’m trying to concentrate!

Merchant: Ha, ha, ha! I can’t be beat!

Tough Guy: Shoot! Nothing’s going right today!

Old Man: This is it. Get going! Mummff!

Tough Guy behind counter on the left: Step right up!

Witness the breathtaking fights right here in this stadium! You pick the monster that wins and rake in the cash! The tickets are # piece(s) of gold each! Whaddya say? Wanna try your luck? (No) You kidding? You’re not interested? Come back again!

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 3 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Woman in Inn: I just can't believe that the Archfiend will conquer the world.

Guard in southeast corner of town: The king here blows hot and cold. I'd be careful.

Little Boy: You guys hail from Aliahan? I could tell right away!

Guard in front of castle: Do you hail from Aliahan by any chance? We've been expecting you!

Woman in House of Healing: To the far north of this castle lies the village of Kanave.

Prisoner in west tower: Kandar is supposed to be living in the Tower of Shanpane and gathering accomplices. I wonder if he's still there.

Knight in castle halls: First, go north!

Old Man in east tower: My son loves having a good time. That hasn't changed even since he has become king. We're in trouble deep.

Guard in castle halls: There are terrible monsters in the east... But first it's best to set out for the north to try out your skills.

Man in garden: Numbness will heal by itself if you just wait, but if you use the Full Moon Herb it will heal right away.

Guard near main stairs: His highness is anxiously awaiting you.

Guard in throne room: Ah, people from Aliahan! Our warmest welcome to you!

Bard in throne room: The Tower of Shanpane looms far to the west of the village of Kanave.

Princess: I hear Aliahan is a beautiful place. I'm sure the people there have beautiful hearts too.

Royal Minster: Please listen to our king's request!

King of Romaly: I welcome you! We've heard tell of the brave hero, Ortega. [experience, etc...] Well now, I have something to ask of you. Someone named Kandar has stolen the Golden Crown from the castle. If you fetch me that I will acknowledge you as a true hero. Go then, Hero!

Romaly (*night*)

Little Boy asleep in Inn: Mumble... mumble. If that Archfiend shows up, I'll protect you Mama...

Woman in Inn: Quiet! My son will wake up!

Guard in Inn: Archfiend? Just an old wive's tale.

Old Man in east tower: Zzz... Zzz...

Portoga Shrine

Guard: You can go to Portoga if you have the Magic Key.

Kanave

Woman near entrance: This is Kanave, a small village surrounded by mountains.

Knight in graveyard: There is a renowned fighter sleeping here. They say he defeated a bear with his bare hands.

Man near entrance: If you go west from this village, you will come to the Tower of Shanpane.

Old Man on village island: Even a very weak wizard can bring down a monster by hitting a vital point with a Poison Needle. Long ago they used to sell them at the item store.

Knight near shop: I have come here in pursuit of Kandar. Apparently, he has fled to a tower somewhere.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 4 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Tool Merchant from behind counter: Oh! Please! You shouldn't come in here!

Merchant in northeast eatery: This is the village eatery. Relax and make yourself at home.

Man in eatery: There is a Sleeping Village somewhere? This I can't believe.

Woman in eatery: Yeah, but the thing is, the villagers made the elves angry, so the whole village was put to sleep.

Little Boy on floor above eatery: If I know Mama and Papa, they'll be back at nightfall.

Kanave (night)

Knight asleep in graveyard: Zzz... Zzz...



Ghost in graveyard: I am a great warrior. It is said that I once defeated a bear with my bare hands. But if you want to know the truth, I used iron claws! Ha, ha, ha!

Knight in Inn: Blast it! I won't be fooled again! I'll get you Kandar! Zzz... Zzz...

Tools Merchant asleep in bed: Zzz... Zzz...

Treasure Chest (upper) – Poison Needle

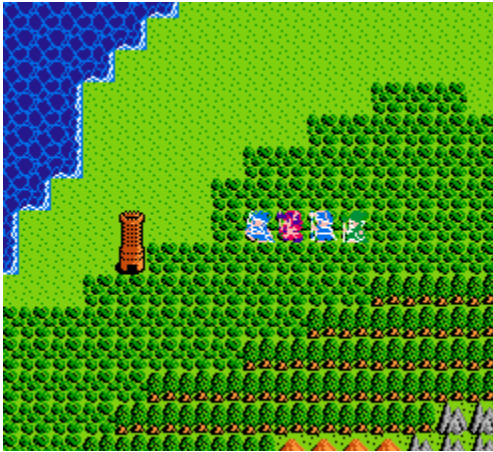
Treasure Chest (lower) – Club

Man outside eatery: Shoot! They say they're closing already.

Merchant on floor above eatery: It is rumored that the elves live hidden in the forest west of Noaniels.

Little Boy in bed: Zzz... Zzz...

Woman in bed: Have you seen my husband? Oh! I must have dozed off.



Tower of Shanpane

Tough Guy on 1F: This is the notorious Tower of Shanpane!

Treasure Chest (1F) – Wing of Wyvern

Treasure Chest (3F) – 384 gold

Tough Guy on 3F: Apparently there are thieves in this tower.

Guard on the right on 5F: Whoa! Get a load of these weirdos!

Guard on the left: Yep! We better go tell the boss.

Kandar on 6F: You done well to get this far. I gotta hand it to ya. Just one thing. Ain't no one can catch us! See ya, suckers! Ha, ha, ha. {You fall down a trapdoor.}

Kandar (when you run into him on 4F): Stubborn fools! I'll show you who's boss!



Kandar (when you defeat him): I give! Will you let me go if I give you the Golden Crown? Will ya? Please! (Yes/No)

Kandar (if you say 'No'): Don't talk like that! Forgive me! I beg you! Please! (Yes/No)

Kandar (when you say 'Yes'): Thanks! I'll never forget this! G'bye!



Treasure Chest (5F) – Golden Crown

Romaly

King of Romaly: Oh! You have returned the Golden Crown. How splendid! You are indeed a true hero! What say ye? Wilt thou not rule this land in my place?
(Yes/No)

King (if you say 'No'): Speak ye not thusly. Accept instead, if for the sake of experience alone.

King (when you say 'Yes'): It is done! Henceforth Hero shall rule as king of this castle!

Command: Status – It is said that long ago the king was very powerful.

Command: Search – The king examines the area at his feet but finds nothing.

Command: Spell – The king cannot use that spell.

Command: Item – The king bears no items.

Command: Equip – The king is already wearing the royal robes.



Royal Minister: A new king is crowned! All hail King Hero!

Princess: Oh, you were wonderful, Hero! Won't you come and live with your princess forever?!

Bard in throne room: Oh, that your majesty would deign to address me makes me truly happy!

Guard in throne room: All hail the new king!

Guard near main stairs: The king lights the life of all his subjects.

Man in garden: Your highness! I have heard that the Wizard's Wand can fire fireballs at enemies. Besides, it can be used any number of times.

Guard in castle halls: All hail the new king!

Knight in castle halls: Oh, it's you Hero. You've come up in the world, I see.

Old Man in east tower: He crowned you?! What a joke! He's still up to his old tricks!

Prisoner in west tower: You let Kandar flee? You're too lax, your highness.

Woman in House of Healing: Your highness! I beseech thee! Please rescue the village of Noaniels in the far north!

Woman (if you've already saved Noaniels):

What? You say the curse has already been lifted?
You are a true king!

Guard in front of castle: All hail the new king!

Little Boy: Wow! Look! The king! It's the new king!

Innkeeper: Oh! Your highness! Are you going for a walk?

Woman in Inn: Oh my! Your majesty honors this humble traveler with his kind words. I'm truly thrilled, your majesty.

Guard in southeast corner of town: Your highness! Do you know of the Cloak of Evasion? I heard it was for sale at Noaniels.

Guards on the left and right: Your highness! It is perilous to venture out of the castle.

Man: Your highness! Hasn't the brave hero from Aliahan come yet? That's odd.

Arms merchant: We owe it to the king that we can do business each day.

Tools merchant: Your highness! Please lower the taxes on your subjects.

Knight in shops: The king was headed in the direction of the fight ring when I last saw him.

Man in fight ring: Oh?! Your highness! What are you doing in a place like this?

Man behind counter on the right: This is not a place that befits the likes of a king.

Knight: All hail the new king!

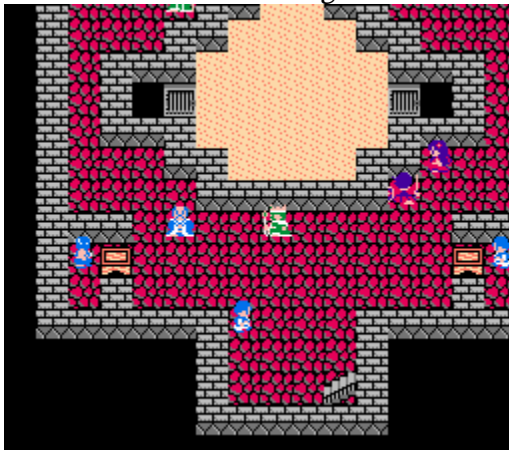
Woman: Oh! Your highness! You are well I trust.

Merchant: Gambling? Wouldn't think of it! No, we're just watching, that's all.

Tough Guy: Look everybody! The king!

Old Man: Mumf... mumf...

Tough Guy behind counter on the left: This is not a place that befits the likes of a king.



Gentleman: Ho, ho, ho! It is I. The former king. The common people have it good indeed! I never knew gambling was so much fun. I know thou shalt do a fine job ruling this land. Carry on! (Yes/No)

Former king (if you say 'Yes'): Well, until we meet again! Ho, ho, ho!

Former king (if you say 'No'): What's this? You tire already of being king? (Yes/No)

Former king (if you say 'No'): Whew! That's a relief! Well, until we meet again! Ho, ho, ho!

Former king (if you say 'Yes'): I see. I shall not make ye continue in something ye dislike. I understand now, Hero. It's better for thee to continue your travels.

King (back in throne room): I would have offered you my kingdom... Alas... [experience, etc.] By the way, what dost thou say? Do ye want to take my place again? (Yes/No)

King (if you say 'No'): Oh, I see... Well, be on your way then!

Noaniels

Old Man in southwest house: At any rate, return the Dream Ruby to the elves. If you don't, the spell on the village will never be broken! The hidden village of the elves is in the west forest.



Hidden Village of the Elves

Elf at entrance: This is the hidden village of the elves. My mother will be mad if I talk to a human!

Horse: Neigh!

Old Man: That the village was put to sleep is my son's fault. Because he eloped with an elfin princess... I've come here in my son's place to seek amends. But they won't forgive us.

Elf merchant: I cannot sell anything to a human being. Please leave if you will!

Elf: Aah! A human! I'll be kidnapped!

Elf Queen: Long ago my daughter, Anne, fell in love with a human. She took the Dream Ruby and went to him, never to return. After all, what hope do an elf and a human have? Anne must have been fooling herself. I can't stand the sight of humans! Get away from me!

Elf Queen (continued, if you already got the Dream Ruby): Please wait. Is that which you carry, the Dream Ruby, by any chance? What! Are you saying that Anne and that man cast

themselves into an underground lake?! Oh! Why was I so hard on them?! What am I to do...
...Now I see. Here, take this Wake Up Powder with you and go back to the village. Then you may remove the curse. Anne would want it that way. Oh, Anne! Forgive your mother!

Noaniels Cave

Treasure Chest (B₁) – Wing of Wyvern

Priest on B₁: Somewhere in this cave is a Healing Spring.

Treasure Chest (B₁) – 288 gold

Treasure Chest (B₃) – Acorns of Life

Treasure Chest (B₂) – Strength Seed

Treasure Chest (B₂) – Magic Knife

Treasure Chest (B₃) – 80 gold

Treasure Chest (B₃) – 224 gold

Treasure Chest (B₃) – 48 gold

Treasure Chest (B₃) – Fairy Water

Treasure Chest (B₄) – Dream Ruby



Observation: A message is also found in the treasure chest. Hero reads the message. ‘Forgive me, mother, for departing this world ahead of you. If my love for him, that of elf for human, is forbidden in this world. At least I can be with him in the one beyond... Anne’

Hidden Village of the Elves

Elf Queen: Is that which you carry, the Dream Ruby, by any chance? What! Are you saying that Anne and that man cast themselves into an underground lake?! Oh! Why was I so hard on them?! What am I to do... ..Now



I see. Here, take this Wake Up Powder with you and go back to the village. Then you may remove the curse. Anne would want it that way. Oh, Anne! Forgive your mother!

Elf Queen (again): That doesn't mean I like humans now. Go now!

Old Man: This can't be! My son? Dead?!

Noaniels

Command: Item – Wake Up Powder – Use

Hero puts the Wake Up Powder in the palm of his hand. Look! The villagers are starting to wake up!

Man at entrance: Yawn! Welcome to the village of Noaniels.

Woman near Inn: My heavens! Sleeping in such a place? How embarrassing.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 5 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Woman in Inn: Did you hear me snore while I was asleep? (Yes/No)

Woman (if you say 'No'): I must have had a sound sleep, then.

Woman (if you say 'Yes'): Really? I'm embarrassed.

Knight upstairs in Inn: Art thou the son of the brave hero of Aliahan, Ortega? (Yes/No)

Dragon Warrior III

Knight (if you say 'No'): Oh! I thought you were someone else.

Knight (if you say 'Yes'): I thought it was only yesterday that Ortega was in the room next door. He must have headed to Assaram in search of a key. But... it is hard to believe so many years have passed since then and that Ortega is gone.

Woman upstairs in Inn: Oh! Ortega! You're gone forever! Sob, sob.

Old Man on west side of town: Thank you very much.

Tough Guy: If you have Spider's Web, you can slow the monsters down.

Man near shop: Ah! A fine sleep! How many years have I slept I wonder.

Little Boy near shop: No, I'm not sleepy in the least!

Old Man in northeast house: Long ago in Assaram, I've heard tell of the Magic Key. Assaram is east of Romaly.

Little Boy on south path: ... That's right. I was on my way to visit Grandpa.

Old Man in southwest house: I don't know how I can ever thank you!

Assaram

Woman at entrance: Welcome to the town of Assaram.

Tough Guy at entrance: This town is known for belly dancing.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 7 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Man on east side of town: I hear a country named Isis lies in the desert to the west.

Guard in northeast shops: If you go south of the desert and walk along the mountains, you'll come to a shrine in a swamp. I think the old man that lives there knows about the Magic Key.

Man in town square: When you buy an item in this town, try not to let on that you really want it.

Merchants in northwest weapon and armor shop and in west tool shop: Oh! My friends! I've been waiting for you! Would you like to see my wares? (Yes/No)

Merchant (if you say 'No'): Don't be that way! Take a look! (Yes/No)

Merchant (when you say 'Yes' but then press 'B' to leave): How's that? Nothing to your liking? That's too bad. Please come again.

Merchant (when you say 'Yes' and choose to buy something): Oh, you know good merchandise! That's ## pieces of gold. Shall I wrap it up for you? (Yes/No)

Merchant (if you say 'No'): I see you're good at bartering. You've bested me. OK, let's make it ## pieces of gold. Is that more to your liking? Will you take it? (Yes/No)

Merchant (if you say 'No'): If I go any lower I'll lose money! But again, you're a friend... OK, let's make it ## pieces of gold. Is that more to your liking? Will you take it? (Yes/No)

Merchant (if you say 'No'): Show some mercy! Do you want me to go broke? Well, all right. OK, let's make it ## pieces of gold. Is that more to your liking? Will you take it? (Yes/No)

Merchant (if you say 'No'): Oh, I see. Too bad. Come back again.

Merchant (if at any time you say 'Yes'): You'll take it? My everlasting friend! Do come again!

Merchant (if at any time you say ‘Yes’ but don’t have enough room in your inventory): Oh, you’re already carrying all you can. Come again another time.

Merchant (if at any time you say ‘Yes’ but don’t have enough money): But, you don’t have enough money! Come again another time.

Tough Guy in front of house near town square: This is a nice town. Especially at night! Ha, ha, ha.

Man in theater: This theater is only open at night. Please don’t interrupt rehearsals. OK, 1 and 2 and...

Dancer on the far left: Pant... pant...

Dancer in the middle left: Everybody! Keep it up! Let’s have no quitters!

Dancer in the middle right: Hum, hum, hum...

Dancer on the far right: Oh! My goodness! I keep making mistakes!

Assaram (*night*)

Man asleep in Inn: Zzz... Zzz...

Guard in Inn: Mumble... mumble

Guard near northeast shops: They say you can use the Poison Moth Powder to confuse a monster.

Dancer in town square to a female character in the lead: Good evening, young lady. The stars are beautiful



tonight, wouldn’t you say?

Dancer in town square to a male character in the lead, or the hero either gender: Hey, cutie pie!

Want to have your fortune told? (Yes/No)

Dancer (if you say ‘No’): Oh, too stuck up, huh? If you have a change of heart, I’ll be here.

Dancer (if you say ‘Yes’): You will?! Ooh, I’m so excited! Come with me then.

Dancer (when you follow her to her house): I can't tell all of your fortunes at once. Just you come, OK?

(Yes/No)

Dancer (if you say 'No'): Oh, really? That's too bad. I guess this is goodbye.

Second in line (male, if you say 'Yes' to the Dancer):

You liked it, huh? I want you to tell me about it later.

Second in line (female, if you say 'Yes' to the Dancer):

Ooh! No! That's ridiculous!

Dancer (when you follow her upstairs): Sit down here, OK? Let's turn the lights off, OK? (Yes/No)

Dancer (if you say 'No'): Don't say that.

Dancer (continued or if you said 'Yes' before): I'm turning them off now-- Look into the crystal, look deeply...

Leader (continued): Yes, everything is getting clearer, clearer, clearer...

Leader (continued): Wow, I, I can't believe...

Voice: Nice crystal ball, eh? I operate the slide show underneath.

Dancer (talking to the Tough Guy who is now on the bed): Oh, Dad! You gave it away again!

Tough Guy: Ha, ha! I couldn't resist!

Dancer: How does your shoulder feel? Is the stiffness gone? Come again.

Tough Guy in the hidden room: No need to be angry, your fortune sounded great. Ho, ho, ho!

Second in line (male): How was it?

Leader: ...

Second in line (male): OK, I guess. Let's go.

Second in line (female): I don't want to hear about it! Let's go!

Dragon Warrior III

Merchant at the theater entrance: Welcome to our theater!

Man in back: Shush! I want to watch this!

Merchant on right: I just love belly dancing!

Tough Guy on left: Yeah, Vivian! Hubba, hubba!

Dancer on left: I knew you could pick it up quickly.

Dancer in front center: I'm Vivian, star of the show.

Dancer on right: Oh, do you want to dance with us?

...shing, shing, shing... Come on, give it a try! It's not so hard.



Norud's Cave

Dwarf: I am Norud the Dwarf. Who are all of you? Get out of here!

Treasure Chest (right) – Club

Treasure Chest (left) – Training Suit



Desert Shrine

Old Man: Are you in search of the Magic Key?
(Yes/No)

Old Man (if you say 'No'): In that case I won't say anything.

Old Man (if you say 'Yes'): I hear that the key lies in a Pyramid in the northern part of the desert. But first, before you go there, go to the Castle of Isis. You'll find it at the edge of an oasis.



Isis

Bard in graveyard: This is the desert country, Isis, created by the late Pharaoh.

Woman near well: Water is what we value the most.

Woman on path: You come from Aliahan? I'm afraid I don't know very much about that country.

Woman in west house: My husband runs a weapon shop.

Bard on north side of town: Oh boy! With the Meteorite Armband on, I'm faster. That's great!

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 10 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Priest in southern house: No one may laugh at Socrus. That's indisputable!

Knight on path: This country is ruled by a very beautiful queen.

Man in house near Inn: I am Socrus. I just sit here and wait for night to fall.

Knight in weapon shop: In the north desert there is a royal grave called a Pyramid.

Isis Castle

Guards on left and right: Welcome to the Castle of Isis.

Cats on left and right: Meow!

Dancer on the right: Did you come here through the desert? The skin on your noses is peeling.

Tough Guy in southeast room: The pyramid has already been pillaged by many thieves.

Dancer in upper hallway: Ah! Sturdy folk!

Dancer on the left: Please be careful! I hear there is a place in the Pyramid where spells won't work.

Tough Guy in the southwest room: They say there are many traps in the Pyramid.

Guard in throne room on the right: I would give my life for the queen! Oh, my queen!

Guard in throne room on the left: It is our job to look after the queen.

Dancer in throne room: There is a secret to the Pyramid in the songs the children sing.

Cat in throne room: Sigh!

Little Boy on the right: C'mon. Let's all sing together!

Little Boy on the left: ...The round button is the Button of the Sun. Open the door with the small button.



Oh, which to try? Oh, which to test? First to the east, then to the west...

Dancer near throne on the right: We are the ladies-in-waiting of the queen.

Dancer near throne on the left: Nothing can frighten the queen. The Archfiend himself kneels before the beauty of our queen.

Queen of Isis: Everyone speaks so highly of me. But what becomes of beauty that blossoms briefly, only to fade away? Hero needs ## more points to go to the next level. [other party members, etc.] Would you like to inscribe your exploits in the Imperial Scrolls of Honor? (Yes/No)

Queen of Isis (if you say 'Yes'): Very well, I shall record this.

Queen of Isis (continued from last or if you said 'No'): Do you plan to leave right away again? (Yes/No)

Queen of Isis (if you say 'Yes'): I hope for your safe return.

Queen of Isis (if you say 'No'): Well, good night then. I look forward to meeting you again.

Queen of Isis (when you return): Welcome back! You've done well!

Isis (night)

Merchant in west house: Do you want some weapons? (Yes/No)

Merchant (if you say 'Yes'): If you do, come to my shop during the day.

Merchant (if you say 'No'): Well then, armor is it? (Yes/No)

Merchant (if you say 'Yes'): If you do, come to my shop during the day.

Merchant (if you say 'No'): I know! You want the Meteorite Armband! Am I right? If that's so, I hear it's in the castle.

Knight in Inn, asleep: Zzz... Zzz...

Socrus in house near Inn: I am doing this while I wait for day to break.

Isis Castle (*night*)



Cat on left side of castle: Heh, heh, heh! I am the Archfiend's familiar. You'll meet with a tragic end! Heh, heh heh!

Guards on left side in upper and lower bunks: Zzz...
Zzz...

Guard on right side in upper bunk: Mumble... mumble. If you have something to say wait until tomorrow. Zzz...
Zzz...

Guard on right side in lower bunk: Huh! Help! A monster cat. Zzz... Zzz...

Guard in throne room on the right: Oh! Your majesty!
Zzz... Zzz...

Guard in throne room on the left: The queen has already retired.

Little Boy on the bottom: Mumble... mumble

Little Boy on the top: Groan! I can't sleep!

Cat in castle courtyard: Meow!

Tough Guy on upper left side of castle courtyard (day or night): I'm looking for the Meteorite Armband, which is supposed to be in this castle somewhere.



Treasure Chest – Meteorite Armband

Skeleton who appears after opening the treasure chest: Are you the ones who have disturbed my slumber? (Yes/No)

Skeleton (if you say 'No'): Oh, not you, huh?

Sorry. My mistake.

Skeleton (if you say 'Yes'): Well, are you also the person who took the contents of the treasure chest? (Yes/No)

Skeleton (if you say 'No'): Oh, not you, huh?

Sorry. My mistake.

Skeleton (if you say 'Yes'): You're an honest person, aren't you. All right then. There is nothing more I need. I'll give it to you.

Pyramid

Treasure Chest (1F-SW) – empty

Treasure Chest (1F-SE) – empty



Treasure Chest (1F-E lower) – Man-Eater Chest

Treasure Chest (1F-E middle) – Man-Eater Chest

Treasure Chest (1F-E upper) – empty

Treasure Chest (1F-N right) – empty

Treasure Chest (1F-N left) – empty

Treasure Chest (1F-NW) – empty

Treasure Chest (2F-SW left) – empty

Observation (left of far right button, right of far left button, or far left button): There is a small button in the wall. Do you want to push it? (Yes) {A hole appears and you fall through.}

Observation (far right button): There is a small button in the wall. Do you want to push it? (Yes) Hero pushes the button.

Observation (far left button): There is a small button in the wall. Do you want to push it? (Yes) Hero pushes the button. The sound of a boulder moving is heard from some quarter.



Treasure Chest (3F left) – Vitality Seed

Treasure Chest (3F right) – Magic Key

Command: Search – Hero examines the door. It is written on the door that a curse shall befall all those who enter herein.

Command: Search (caskets against the walls) – Hero examines the casket. The casket is made of stone. The lid is too heavy to open.

Command (for each treasure chest): Search – Hero examines the ground at his feet. Hero opens the treasure chest! From out of nowhere, eerie voices are heard...



Voices: Who dares to raid the King's treasure? Who dares to disturb our slumber? Four Mummy Men appear!

Treasure Chest (4F upper far left) – 176 gold

Treasure Chest (4F upper middle left) – 40 gold

Chest (4F upper middle right) – Strength Seed

Treasure Chest (4F upper far right) – 80 gold

Treasure Chest (4F upper right) – Agility Seed

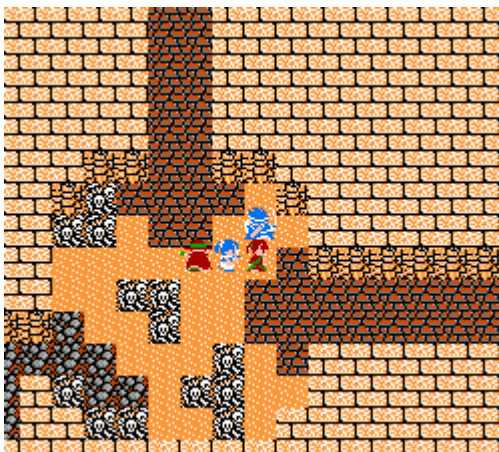
Treasure Chest (4F lower right) – 112 gold

Treasure Chest (4F lower far right) – 24 gold

Treasure Chest (4F lower middle right) – 304 gold

Dragon Warrior III

Chest (4F lower middle left) – Wing of Wyvern
Treasure Chest (4F lower far left) – 56 gold
Treasure Chest (4F lower left) – Medical Herb
Treasure Chest (4F upper left) – 24 gold
Treasure Chest (5F) – Flashy Clothes



Command: Search – Hero examines the ground at his feet! Gosh! A stairway!



Casket – Golden Claw

Isis Castle

Guards in the east and west treasure vaults: All the treasure in the castle belongs to the queen.

Gentleman in central chamber: My brother, too, liked gazing at the water like this. But since he set off for the east and headed for the town of Assaram, he has not returned.

Dancer in queen's chamber: These are the queen's chambers.

Isis Castle (night)

Dancer in queen's chamber on the right: Don't! You're waking me up!

Dancer on the left (if hero is male): Wowie! It's a man! Zowie!!

Dancer on the left (if hero is female): At least I thought so... Sorry I yelled.

Dancer patrolling the chamber: Please leave.

Cat: Purr, purr.

Dancer on the upper right: Snore... Snore...

Queen of Isis: I am most happy you have come to meet me in hiding. I can't really do anything for you, but I'll



give you a gift. Look all around me.

On the ground – Wizard's Ring

Queen of Isis (again): Well, time for you to go.

Treasure Chest (west, upper right) – 72 gold

Treasure Chest (west, upper left) – 64 gold

Chest (west, lower left) – Wing of Wyvern

Chest (west, lower right) – Intelligence Seed

Chest (east, upper left) – Wayfarer's Clothes

Chest (east, upper right) – Acorns of Life

Treasure Chest (east, lower right) – 80 gold

Chest (east, lower left) – Poison Moth Powder

Assaram

Woman in theater's back room: You have business with the head of the troupe? Come back again this evening.

Gentleman in northwest house: It is said that the only way to go east is to take a secret passage that only the dwarves know. However, Norud the Dwarf won't tell me the way. I guess we can ask Norud's friend, the king of Portoga.

Assaram (*night*)



Monster in northwest house: Meow ...??? Ugh! This isn't the shape I wanted to change into! Oh well, it doesn't matter. [One Demonite appears!]

Dancer in the theater's back room: In the craggy mountains there is a cave that connects to the eastern lands, it is said. And we tried to go there, you see. But the cave was closed off halfway through and we just met a dwarf named Norud.

Man in the theater's back room: Those are the reasons I couldn't go east. I'm the leader of this troupe.

Aliahan Castle

Guard in treasure vault: I owe a lot to the brave Ortega. I'll pretend I don't see what you're doing.

Treasure Chest (upper right) – 128 gold

Treasure Chest (middle right) – 336 gold

Treasure Chest (lower right) – Fighting Suit

Treasure Chest (lower left) – Agility Seed

Treasure Chest (middle left) – Strength Seed

Treasure Chest (upper left) – Wing of Wyvern

Romaly

Knight at the very back of castle: It is said that they make what you call a ship in the country to the west, Portoga.

Portoga

Man at entrance: This is Portoga.

Bard: Once, two young people in love came here. I wonder what happened to them?

Man on road: The king loves pepper.

Man across from tool shops: A grain of pepper is worth its weight in gold. We have no such valuable things here.

Woman near Inn: Just once before I die, I'd like to have a taste of that thing called pepper.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 10 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Horse: Neigh!

Old Man: What? You want a ship? You must go see the king.

Woman in house: I am Sabrina. I am thinking about my beloved. At night I get so frightened. Oh! My Carlos!

Portoga Castle

Guard at entrance: Welcome to the Castle of Portoga.

Merchant: To the east is a shrine where you may change your profession.

Woman: Oh! How scary! In the east aren't there only barbarians?

Treasure Chest (right) – Spider's Web

Treasure Chest (middle) – Vitality Seed

Treasure Chest (left) – 88 gold

Old Man in throne room: I speak only the truth. Do you wish to hear the truth? (Yes/No)

Old Man (if you say 'No'): That's a pity.

Old Man (if you say 'Yes'): Haste makes waste! That's the honest truth! Heh, heh, heh.

Guard in throne room: Many people have gone to the east, never to be heard from again.

King of Portuga: It is said that in a country in the far east, black pepper may be had in plenty. Therefore I say unto thee, go ye to the east and report back to me what thou dost encounter there. Whensoever thou shouldst return with black pepper, I wilt acknowledge thee as heroes true and grant thee a ship. If thou wouldst show Norud this, my scroll, he wilt serve thee as thine guide.



[Hero takes the scroll from the king.] Then, be off with you!

King of Portuga (again): What's the matter? I shalt await thy return with black pepper.

Command: Item – Use – Royal Scroll – <Bearer> reads the Royal Scroll.

'My dear Norud'

'Please guide the bearers of this scroll to the secret passage called Bolef's Path.'

'signed, King of Portuga.'

However, Norud is not here.

Portoga (night)

Man in horse corral: Ah, my dear Sabrina. I can neither see nor talk to her now. Dost thou know Sabrina?
(Yes/No)

Man (if you say 'No'): I see.

Man (if you say 'Yes'): Well, please tell her... Carlos loves her still!

Cat in house: Meow!

Merchant in bed in house: Zzz... Zzz... Grr.

Little Boy in bed in house: Groan! I can't sleep!

Guard outside castle on the left: The king has certainly turned in for the night already!

Guard outside castle on the right: Stay overnight at the inn and come back in the morning please.

Norud's Cave



Norud: I am Norud the Dwarf. Who are all of you? Get out of here!

Command: Item – Use – Royal Scroll – <Bearer> reads the Royal Scroll.

'My dear Norud'

'Please guide the bearers of this scroll to the secret passage called Bolef's Path.'

'signed, King of Portoga.'

Norud (continued): Ahem! So thou wouldst go east?
(Yes/No)

Norud (if you say 'No'): Well then, there is nothing I can do for you.

Norud (if you say ‘Yes’): Ahem! It is the request of the king of Portoga! Come along with me then!

Norud (when you catch up to him): Ahem! Wait there if you please!

Norud (after he breaks through the wall): Very well. Come this way. This is the secret passage.



Promontory of Olivia

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 12 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Guard in bed, at night: I've heard tell there is a shrine jail in the middle of this lake.

Baharata

Woman at entrance: Welcome to the town of Baharata.

Merchant near entrance: Black pepper? The shop just downstairs sells it.

Knight in pepper shop: I came to buy pepper. But the seller is not doing business because his daughter was kidnapped. What am I to do?

Knight outside pepper shop: The Staff of Force is a weapon that can convert MPs into Attack Power that can be used against an enemy. This will use up MPs when you fight, but it is good to use when your spell has been blocked.

Man at riverbank: Oh! My darling Tania.

Old Man at riverbank: Hear ye, wayfarers all. My dear granddaughter, Tania was kidnapped by vile folk. That youth there is Tania's sweetheart, Galen. I thought that the two of them would marry... You seem to be strong. Will you save Tania?

Galen (continued): I'll go! I couldn't ask that of a complete stranger. Wait here! I'll go save Tania!

Old Man (continued): Galen!

Old Man (again): If for some reason Galen, too, should be captured...

Woman at riverbank: We are purifying ourselves in the waters of the sacred river.

Man at riverbank: We have traveled a great distance for this.



Woman in blue: The Archfiend is the destroyer of all things. He reigns over the realms of darkness and death.

Knight in southeast house: I hear the kidnappers live in a nearby cave.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 12 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Knight in Inn: Deep in the northern mountains is the Shrine of Dhama, where you can change your profession.

Baharata (*night*)

Man in Inn: The waters of the sacred river Ganges are the source of life.

Woman in Inn: I'll be in the sacred river again tomorrow.

Knight in Inn: Zzz... Zzz...

Merchant in southeast house: What's this? The world will soon be destroyed by the Archfiend?

Knight in southeast house: I've heard talk of the Archfiend, but that's just an old wive's tale.

Woman asleep in southeast house: Aaah! Zzz...



Cave of Baharata

Guard: I saw a man go south, right into a wall of darkness. Then, from out of that darkness, I heard a sound like a key turning in a lock.

Treasure Chest (B1 NE room, right) – 552 gold

Chest (B1 NE room, up) – Man-Eater Chest

Treasure Chest (B1 N room) – Fairy Water

Treasure Chest (B1 NW room, up) – 232 gold

Chest (B1 NW room, left) – Medical Herb

Chest (B1 SW room) – Man-Eater Chest

Treasure Chest (B2 upper right) – Acorns of Life

Treasure Chest (B2 upper left) – Strength Seed

Treasure Chest (B2 lower left) – Intelligence Seed

Treasure Chest (B2 lower right) – Agility Seed

Guards on the left or right as you approach: So, who would you be now? You're thinking you want to join us, huh? (Yes/No)

Guards (if you say 'Yes'): The boss is out now. Come back later! {They drag you out of the room.}



Guards (if you say 'No'): Well, we can't let you pass, now can we boys? Get 'em! [Four Kandar Henchmen appear!]

Woman (as you approach her cell): Oh, brave hero! Save me! I am Tania, kidnapped from the town of Baharata.

Galen (as you approach his cell): The button that opens this door should be near the table at the end of the corridor.

Observation: There is a small button in the wall. Do you want to push it? (Yes/No)

Galen: Oh, Tania!

Tania (continued): Dearest!

Tania(continued): We'll be able to go home, won't we?

Galen (continued): When we get back let's get married!

Tania (continued): Oh, my darling!

Tania (continued): Thank you, brave hero.

Tania (as you leave the room): Aaah!!

Kandar (continued): Nya, ah, ah. Now that I'm back, you'll never get away!

Tania (continued): Save me, brave hero!

Random party member(?) (as you approach): Leave him to us! Run! Quick!

Tania (continued): I'll never forget this!

Kandar (continued): You again? Who are you guys anyway? This time I'll finish you off!



Kandar (when you defeat him): Curses! I'm no match for you. I beg of you! I promise you I'll change! I've seen the error of my ways! Spare me! I beg you! (Yes/No)

Kandar (if you say 'No'): Don't be so cold-hearted! Don't say things like that! C'mon! Please! I beg of you! I promise you I'll change! I've seen the error of my ways! Spare me! I beg you! (Yes/No)

Kandar (when you say 'Yes'): Thanks! Thanks! I really mean it! Be well! Until we meet again!

Baharata

Knight in pepper shop: I was able to buy some with your help. Thank you very much.

Galen: Come in! Welcome! This is a pepper store. Hi fellows! It's me, Galen! Thanks for saving me! Are you in need of pepper? (Yes/No)

Galen (if you say 'Yes' but your inventory is full): Here you are! It's on the house. But it looks like you have plenty of things already. Come back again when you can carry more. See you.



Galen (if you say 'Yes'): Here you are! It's on the house.

Galen (if you say 'No' or if you talk to him again): Take care. They say the Shrine of Dhama is deep in the mountains of the north.

Old Man in room above pepper shop: I'm truly grateful to you.

Tania: We inherited the shop from our grandfather.

Dhama Shrine

Gentleman: Welcome to the Shrine of Dhama! [experience, etc.] Shall I inscribe the results of your journeys in the Imperial Scrolls of Honor? (Yes/No)

Gentleman (if you say 'Yes'):

Gentleman (if you say 'No'): Well, what about it? Are you about to continue on your journey? (Yes/No)

Gentleman (if you say 'Yes'): Be off with you then Hero!

Gentleman (if you say 'No'): Well then, why not rest for a while? Until we meet again, Hero!

Man in Inn: It is said that in the far eastern seas is a golden country called Jipang.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 2 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Merchant on the left: I think I wish to become a Fighter.

Woman on the left: I want to become a Wizardess.

Old Man on the right: I want to be a young girl.

Man on the right: I want to become a Merchant and make a lot of money!

Tough Guy in upper left corner: Even when you lose your experience points by changing professions, your past deeds will be of some kind of benefit.

Tough Guy in upper right corner: When a wizard becomes a soldier, he becomes a soldier who can use magic!

Minister: This is the Shrine of Dhama, where people come to change professions. Do you wish to do so? (Yes/No)

Minister (if you say 'No'): So. You're not changing professions after all. Very well. So, be on your way!

Minister (if you say 'Yes'): Whose profession do you wish to change?

Minister (if you choose the hero): Idiot! You wish to quit being a hero!? That one thing I will not allow!! So, be on your way!

Minister (when you choose a party member who isn't at level 20 yet): Huh! <Name> isn't even at full <Class> status! Wait till you get to a higher status! So, be on your way!

Dhama Shrine (night)

Old Man in Inn: Zzz... Zzz... Ooh! That's nice!

Man: Zzz... Zzz... What do you want to buy?

Woman: Snore... snore. Firebane!

Tough Guy: They all seem to be dreaming.

Merchant: Zzz... Zzz... Achoo!



Tower of Garuna

Woman in upper room: Life is pilgrimage toward enlightenment and salvation. I welcome you to the Tower of Garuna.

Woman in lower room: If you possess the Book of Satori, a sage you may become.

Treasure Chest (1F) – Intelligence Seed

Old Man (take middle travel door): Hold on there! What are you doing interrupting my meditation!

Treasure Chest (3F) – Man-Eater Chest



Treasure Chest (3F) - 248 gold

Treasure Chest (6F) - Iron Helmet

Treasure Chest (2F) - Book of Satori

Jipang Shrine

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 15 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.



Jipangese Man in left room: I come from the land where the sun rises. The many-headed serpent called Orochi terrorizes us there.

Muor

Man at entrance: This is Muor, the most remote village in this land.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 12 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Old Man: Didst thou come by ship? (Yes/No)

Old Man (if you say 'No'): Why, did you come on foot?! What curious folks!

Old Man (if you say 'Yes'): I thought as much!

Woman near House of Healing: Popota is a crack water pistoler!

Tough Guy near House of Healing: Hey there!

Papagatero! Papagatero! Is that you? What? You're not him? Well, you sure look like him!

Woman in southeast house: My son, Popota, has gone to the market to play.

Man behind counter on the left: Welcome to the market!

Merchant behind counter on the far right: It's Papagatero! Welcome! What? You're not him? Well, you sure look like him!

Old Man in house behind market: Ah! Welcome, Papagatero!

Woman in room above market: Popota is a frisky boy. He was scolded by his mother for shooting a water blaster at people.

Little Boy on right: Wow! It's Papagatero! What? You're not him? Well, you sure look like him!

Little Boy on left: My name is Popota. Papagatero gave me a water gun he made. Since you guys remind me of Papagatero, I'll give you this.



Command: Item – Use – Water Blaster

Hero shoots the Water Blaster!

Target (female): C'mon! Stop that!

Target (male): Yikes! This is cold!

Bard: Are you guys from Aliahan by any chance? I thought so. Papagatero said he came from there too. I think in Aliahan he went by... Ortega. I remember him saying how he regretted leaving his son, behind.

Muor (night)

Tough Guy asleep in Inn: Zzz... Zzz...

Merchant in house behind market: Hi there, Papagatero! Long time no see. Where have you been? What? You're not him? Well, you sure look like him!

Portoga Castle

King of Portoga: I hail thee, Hero. Thou hast done well and returned with black pepper. As promised, I shall give unto thee a ship! Go thee out in front and behold!

King of Portoga (again): It is indeed good, this pepper. I verily must have partaken in excess, for I am sleepy.

Priest on dock south of castle: Baramos put a curse on the two young friends. So the two... well, it's a tragic story.



Shrine South of Portoga



Tough Guy: From here, if you row south along the coast, you'll go around the cape of Tedanki. If you keep going along the shoreline you'll reach Baharata and finally Jipang, known as the golden country. It is said that whosoever gathers the 6 Orbs, scattered throughout the world, can travel anywhere without a ship. Anyway, go south!

Tedanki (night)

Man at entrance: Welcome to the village of Tedanki!

Old Man: This is carrying a joke too far, wouldn't you say? This village destroyed by an Archfiend!? Come now.

Man: They say the Archfiend resides deep in the northern mountains of the Necrogond.

Guard: If you go east around the cape of Tedanki and go up the river, you'll find a dark gaping hole in the earth. That's the volcano's crater.

Woman: How great it would be to be able to fly!

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 31 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Guard at prison: This is a prison. Get out!

Old Man in northeast house across swamp: Oh, wayfarer! It is best to first find the Final Key, that which unlocks the door of the jail. Go to the island of Lancel to the distant south of Baharata.

Observation about skeleton in bed in room above weapon



shop, during the day: No response. Looks dead.

Treasure Chest – Lamp of Darkness

Observation about skeleton in jail cell: No response.

Looks dead. ...but something was scrawled on the wall: 'I wanted to give someone the Orb I had while I was still alive.'

Jipang

Jipangese Woman at entrance: Here, here! I bid you the warmest welcome to Jipang.

Little Boy: Omigosh! An outlander!

Old Man: Alas! My only daughter chosen to be offered to the Orochi!

Little Boy near village well: Oh no!! My darling older sister, Yayoi, has been chosen for the next offering!

Jipangese Woman near well: If we do not offer someone, the Orochi will attack and devour everyone.

Command: Search – Hero examines the ground at his feet. Look! There's a woman hiding in this jar!



Yayoi: I beg of you! Let me at least bid farewell once more to the place where I was born and raised!

Old Man on west side of village: The Orochi is a terrifying monster!

Jipangese Woman in northwest house: The next offering may be... me. Help!

Priest near northwest house: I have come here to spread the teachings. But, alas, everyone here is devoted to Himiko.

Jipangese Man outside northeast house: Orb?? What's that? I ain't sure what you mean, but if it's anything like a crystal ball, Himiko has one.

Jipangese Woman inside northeast house: Oh, I'm so glad it's a boy! If it had been a girl, I would have always worried she would become an offering.

Jipangese Man on path to mansion: We owe our existence to Himiko. And Himiko hath said that we must offer someone to the Orochi.

Jipangese Man at mansion entrance on the left: These are the quarters of our master Himiko!

Jipangese Man at mansion entrance on the right: Does everyone dress in such a strange manner in foreign lands? How weird!

Jipangese Woman in northwest room of mansion: If you slay the many-headed serpent, the Orochi, Himiko would most certainly rejoice.

Jipangese Man in northwest room: Himiko is vexed by the Orochi.

Jipangese Man in southeast room: In recent times, Himiko has acquired a strange supernatural power.

Jipangese Woman in northeast room: Offerings are chosen by Himiko's prophecy.

Jipangese Man in Himiko's chamber: This is Himiko's chamber.

Himiko: Are you the outlander called Hero? I despise outlanders!

Jipangese Man in the field east of the mansion: I wonder if Yayoi got away safely. I loosened the ropes to help set her free.

Jipang (*night*)

Jipangese Man at entrance: W-welcome to Jipang! Oh! I wasn't expecting you!

Priest in south house: Powers above! Help this servant's daughter! I beseech thee!

Little Boy in northwest house: Zzz... Zzz...

Jipangese Woman in northwest house: Zzz... Zzz...

Jipangese Man in northeast house: Zzz... Zzz...

Little Boy in northeast house: Oh, mother. Mmm...

Jipangese Woman in northeast house: Aaah! Zzz...

Dragon Warrior III

Jipangese Man at mansion entrance on the right: Himiko has already retired for the evening. Please come another time!

Jipangese Men in northwest room: Zzz... Zzz...

Jipangese Man in southeast room: Zzz... Zzz... Mmm.

Jipangese Women in northeast room: Aaah! Zzz...

Himiko: Sss... Sss...

Cave of Jipang



Treasure Chest (B1) – Noh Mask



Battle Text: The Orochi is defeated! The Orochi has a treasure chest. Hero finds the Orochi Sword!

Jipang

Jipangese Man in Himiko's chamber (after defeating Orochi and following it through the travel door):

Himiko! You must tend to your injuries at once!

Wherever did you get into such a fight?

Jipangese Man (when you talk to him): Himiko has been injured! Oh, what to do! Please get out!



Himiko: You are the only ones who have seen my true form. So long as you're good and keep quiet, I won't eliminate you. Understood? (Yes/No)

Himiko (if you say 'Yes'): Ho, ho! Good for you!

Himiko (if you say 'No'): Heh, heh, heh. I see. Now you'll never get out alive. I'll see how you taste on a skewer!

Observation (when you defeat Himiko/Orochi again):

Himiko is the Orochi! That rumor has spread throughout the country like wildfire. And so the day breaks...



Treasure Chest – Purple Orb

Jipangese Man in Himiko's chamber: Oh! The Orochi turned into Himiko! How horrible!

Jipangese Woman in northwest room of mansion: How awful! Himiko turned out to be the Orochi!

Jipangese Man in northwest room: Thank you very much.

Jipangese Man in southeast room: Anyway, it's cause for celebration!

Jipangese Woman in northeast room: The real Himiko must have been destroyed by the Orochi's fang.

Jipangese Man at mansion entrance on the right: Brave Hero! You are indeed strong!

Jipangese Man at mansion entrance on the left: These ain't Himiko's quarters no more.

Jipangese Man on path to mansion: Thank you very much!

Jipangese Man outside northeast house: You have indeed performed an honorable deed!

Jipangese Woman in northeast house: The truth can now be told. My child was really a daughter.

Priest: Himiko has died. Now it is you that are like unto the immortals! There is nothing that can be done.

Jipangese Woman in northwest house: Thank you very much!

Old Man on west side of village: I hear that you may find the Invisibility Herb on an island to the distant south of the town where the sacred river flows.

Jipangese Man in southwest storage shed: Thank you very much. Thanks to you I can live my life in happiness.

Yayoi: We owe our lives to you. How can I ever thank you?

Little Boy near village well: Wow! Yayoi has been rescued!

Jipangese Woman near village well: Thank you very much!

Old Man in south house: Now my daughter and I can live in peace. Thank you very much.

Jipang (night)

Jipangese Man at entrance, at night: Welcome to Jipang!

Lancel

Woman at entrance: This is the tiny village of Lancel.

Knight at entrance: Our village is small, but the shrine is large.

Knight in shop: I am on a journey looking for the Final Key. But to obtain the key, they say I need some kind of vase.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 15 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.



Knight in Inn: The Vase of Drought is supposed to be in the Castle of Eginbear. Eginbear is an island country to the north of Portoga.

Woman near Inn: I am the daughter of the tool shopkeeper. Please buy some Invisibility Herbs.

Knight near north shrine: From this shrine, you can go to a cave known as the Navel of the Earth, they say.

Dwarf on left side of shrine: Do you have the Invisibility Herb? If you do, go to the Castle of Eginbear. Heh, heh, heh!

Eginbear

Guard at entrance: This is the historic Castle of Eginbear. Yokels aren't welcome here! No sword, no shield, no service!



Command: Item – Invisibility Herb – Use

Hero sprinkles the Invisibility Herb on his body.

Guards (when you're invisible): What? There it is again. Or am I just hearing things?



Observation: The effect of the Invisibility Herb has worn off.

Guard on the left: Ho-hum Being a castle guard sure gets tiring.

Gentleman: Good afternoon, country folk!

Gentleman (if you're invisible): Gee!

Man in locked room: It is said that somewhere in this world is a vase that has the power to dry up the ocean. What? In this castle? Incredible!

Man (if you're invisible): Oh, I must be hearing things!

Merchant in locked room: It is said that long ago a shrine sunk into the ocean and that now there are shoals at that spot.

Merchant (if you're invisible): Huh? Did someone call out?

Little Boy outside castle: I know about that. The Final Key is in a shrine somewhere.

Little Boy (if you're invisible): What was that??

Woman in castle garden: The one over near the pond is the princess of the castle.

Woman (if you're invisible): Yikes! Whose voice is that?

Princess: I heard that! You're not from around here, are you. Hee, hee, hee.

Princess (if you're invisible): Is somebody there?
Is someone hiding over there?

Woman to the right of garden: These are the king's and princess's chambers.

Guard: The king is upstairs.

Guard in throne room: Try not to make any careless mistakes when you meet the king.

Royal Minister: In the far western seas is a new continent where the tribe of Indians called the Soo lives.

King (if you're invisible): Whoa! Did you hear that voice?! Who is that?!

King of Eginbear: I am a very broad minded king. I won't make light of thee because ye hail from the provinces. [experience, etc.] Be off with you then Hero!

Tough Guy on right side of castle: Arranging the 3 boulders on the blue floor in the basement is supposed to make something happen. If you fail, you should go out of the basement and try again.

Tough Guy (if you're invisible): What? What's going on here?

Eginbear (*night*)

King: Zzz... Zzz...

Princess: Zzz... Zzz...

Royal Minister in throne room: Ahem! This was not meant for your eyes to see. Can you keep it to yourself? If you do, I'll tell you this instead. On the shore of the

continent to the west is a small field surrounded by trees. I'd go there and see what I find.



Treasure Chest – Vase of Drought

Hidden Village of the Elves

Elf (if you're invisible): Even if you make yourself invisible, we'll know where you are.

Old Man (if you're invisible): Huh? Maybe I heard something... then again, maybe not.



New Town Field

Old Man: I think I'll build a town here. Once a town is built it will be a good thing for everyone. But I'll need some merchants. I'm not particular. Even if someone's level is low, if they become a merchant I won't mind. Any takers?

Soo

Woman at entrance: This is the village of the Soo.

Old Man in south house: Was there a town directly east of here in a small field by a shore? (Yes/No)

Old Man (if you say 'No'): Long, long ago people left this village to go there to build a town and have never returned.

Old Man (if you say 'Yes'): Oh! That's great!

Man near Inn: We not tell lies.

Horse: Neigh!

Innkeeper: Welcome to the Wayfarers Inn. One night's stay is 5 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Man on west side of village: This my horse. You like horse, eh?

Horse: Neigh!

Woman near well: They say the Echoing Flute is in a tower somewhere.

Old Man in north house: There is an island covered with ice called Greenlad in the North Seas. They say a great wizard lives in a field on that island.

Little Boy: If you play the Echoing Flute in a place where there is an orb, the echo will come back.

Man in east house: The Vase of Drought come originally from this village. However, someone who come here many moons ago from across the eastern ocean take vase away.



Horse: I am Ed, the talking horse. If you find the Vase of Drought, use it in the shoals of the western ocean.

Soo (night)

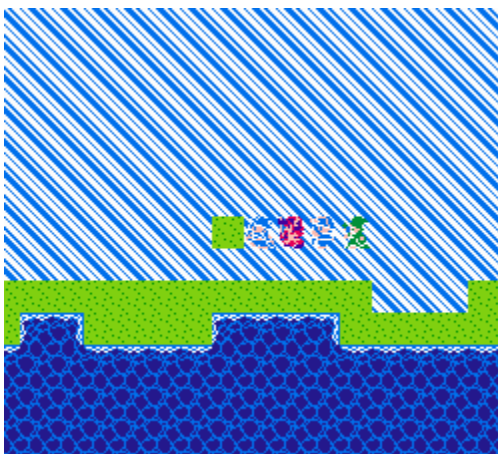
Man near well: My horse is a horse, of course of course, but he doesn't talk. The talking horse is somewhere else.

Woman in east house: Mumble... mumble

Man in east house: Zzz... Zzz...

Woman in north house: Aaah! Zzz...

Little Boy: Aaah! Zzz...



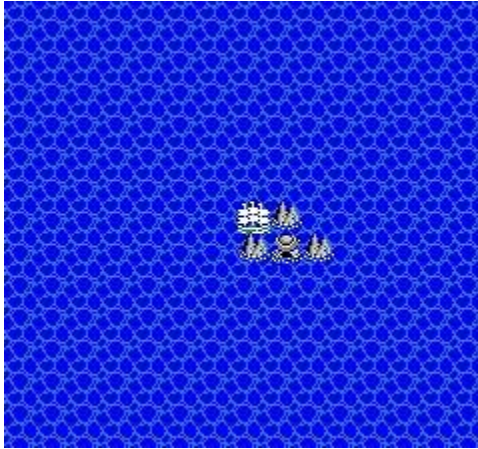
Greenlad

Old Man: It's been many years since I've met another person. Let me see. When was the last time? It was that time the pirates came and left a strange bone. Well, never mind. By the way, do you know anything about the Staff of Change? (Yes/No)

Old Man (if you say ‘No’): With that staff you can change your shape into anything you like. I hear tell that the king of Samanao has it.

Old Man (if you say ‘Yes’): Really!? Is that true!? Well, that’s what I want. Ha, ha, ha.

The Shoals



Command: Item – Vase of Drought – Use



Hero sets the Vase of Drought afloat on the ocean.

Treasure Chest – Final Key

Skeleton: There is a great pit called Giaga, deep in the mountains of the Necrogond. All misfortunes emanate from that pit.

World Tree Forest Shrine

Cat: Meow.

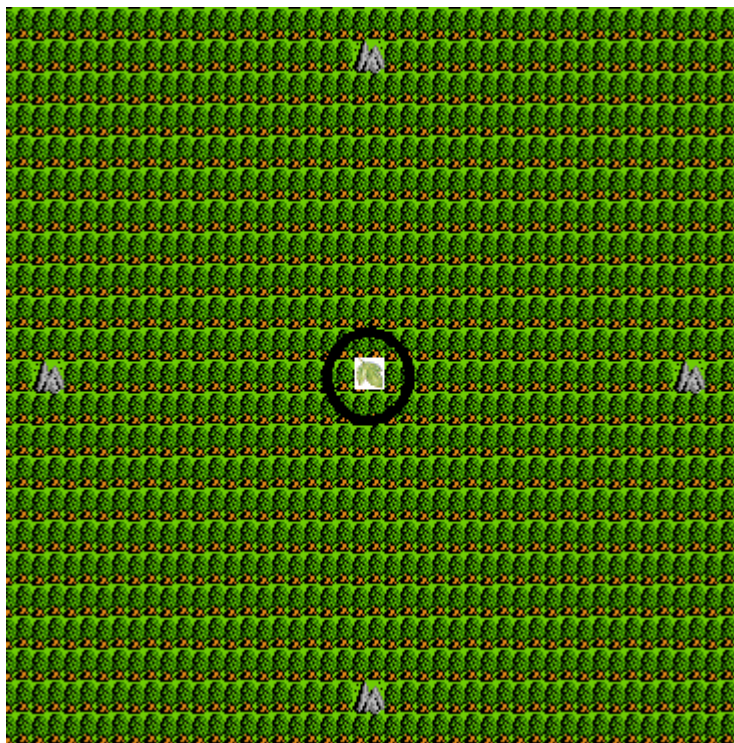
Dragon Warrior III

Dwarf: I, too, once fought at the side of the brave hero Ortega. They say that Ortega died when he fell into a volcano's crater, but I can't believe it.

Cat: Meow? (Yes/No)

Cat (if you say 'No'): Meow!

Cat (if you say 'Yes'): From here go south and explore the midst of the four mountains. Meow!



Command: Search – Hero examines the ground at his feet. Hero finds the Leaf of World Tree!

Observation (while sailing past the Promontory of Olivia): From out of nowhere, a plaintive voice is heard...



Tower of Arp

Treasure Chest (5F right) – Man-Eater Chest

Treasure Chest (5F left) – Clothes

Treasure Chest (5F far left) – Man-Eater Chest

Treasure Chest (4F lower left) – Acorns of Life

Treasure Chest (4F lower right) – Acorns of Life

Treasure Chest (4F upper right) – 552 gold

Treasure Chest (4F upper left) – Echoing Flute



Command: Item – Echoing Flute – Use

Hero blows the Echoing Flute. But from here, no echo comes back.

Pirates' House

Man at entrance: That house up ahead is where the pirates live. I'd steer clear of it.

Gentleman in cell: The pirates come back here at night.

Command: Item – Echoing Flute – Use

Hero blows the Echoing Flute. {Echo music plays.}

Pirates' House (*night*)

Tough Guy on the left: We travel the seven seas.

Tough Guy in front of boss's room: This is the boss's room.

Dancer: Do you find it strange that I'm a woman, be the boss.

Dancer (if you say 'No'): Humf. One thing I don't like is a flatterer!

Dancer (if you say 'Yes'): You get straight to the point, don't you? Ooh, I like that. Do you know the island of Luzami? From here its south and slightly west.

Tough Guy guarding locked room: We steal only from scoundrels.

Tough Guy in center of hideout: You're searching for an orb? Come to think of it, that was among the spoils of one of our thefts. What did I do with that anyway?

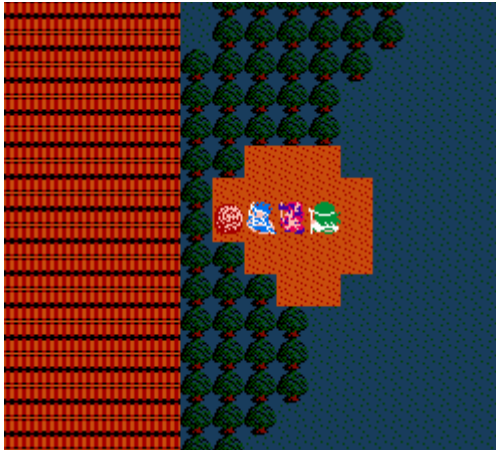
Merchant in upper right: Don't interrupt! We're talking business here!

Tough Guy across from Merchant: Gee! You can do better than that!

Knight in upper right: I've been to Aliahan many times. It's a real nice place!

Tough Guy in bottom bunk on left: Long ago, I once saw a Phantom Ship wandering the seas.

Tough Guy in top bunk on left: We probably came across the Phantom Ship because we used the Sailor's Thigh Bone. We gave the bone to an old man in Greenlad.



Command: Search – Hero examines the ground at his feet. Gosh! A stairway!



Treasure Chest (left) – Strength Seed

Treasure Chest (middle) – Red Orb

Treasure Chest (right) – Wing of Wyvern

Luzami

Woman at entrance: This is the forgotten island of Luzami.

Man in house on right: The world is round and revolves in space. Because no one would believe me in this, I was exiled to this island. Nevertheless, the world is turning.

Old Man in upper house: I am a prophet. I have foreseen thy coming. The Castle of the Archfiend is deep in the mountains of the Necrogond. Before long, thou wilt heave the Sword of Gaia into a volcano's crater and thine own path shalt unfold before thee!



Merchant in house on left: Legend has it that the Sword of Gaia was possessed by a man called Simon.

On ground (in front of grave) – Intelligence Seed

Aliahan

Tough Guy in jail: Thanks for letting me out. I'll tell you something now. They say there is a castle somewhere where the Dragon Queen lives.

Lancel

Gentleman on right side of shrine: The Yellow Orb has passed from hand to hand and circled the globe. The Echoing Flute will certainly come in handy!

Gentleman on left side of shrine: I foresee that the companions you have parted with will help fulfill your hopes.

Priest: Welcome Hero! At this shrine you may try your courage! Is there one among you with the courage to fight alone? (Yes/No)

Priest (if you say 'No'): I respect your honesty! You may leave.

Priest (if you say 'Yes'): Very well. Come with me!

Second in line (male): Good luck!

Second in line (female): Please be careful! Come back soon!

Priest (when you follow him to the exit): Well then, be off Hero!

Navel of the Earth



Treasure Chest (B₁ upper right) – Mimic

Treasure Chest (B₁ upper left) – 248 gold

Treasure Chest (B₁ lower left) – Mimic

Chest (B₁ lower right) – Intelligence Seed



Treasure Chest (B₁, from B₂ lower right stairs)

– Armor of Terra Firma

Voice (if you take lower path): Turn back!

Voice: You better turn back!

Voice: Turn back!

Voice: You better turn back!

Voice: You better turn back!

Voice: Turn back!

Voice: Turn back!

Voice: You better turn back!

Voice: You better turn back!

Voice: Ho, ho, ho! I must acknowledge your strength of will. However, rashness by itself cannot be said to be courage. It is also necessary to have the ability to listen to others.

Voice (when you take upper path): Turn back!

Voice: You better turn back!

Voice: Turn back!



Treasure Chest (B₃ left) – Medical Herb

Treasure Chest (B₃ right) – Blue Orb

Lancel

Second in line (male): I was so worried! I'm so glad you're safe!

Second in line (female): You've come back! I'm so happy!

Priest (continued): Come now. Calm down, calm down... Anyway... Welcome back! I see you are safe! Were you courageous? You are the one who knows best. Well, be on your way.

Tedanki (night)



Prisoner in jail cell: I have waited long for this day to come. Here. Take this Orb!

Prisoner (again): Place the Orb on the altar of Liamland in the distant south.



Tedanki (day)

Skeleton in jail: No response. Looks dead. But scribblings are found on the wall 'I'm glad I was able to hand over the Orb while I was still alive...'

Liamland

Elf (either on the left or the right): We are

Elf (other one on the right or the left): We are

First Elf: ...protecting the egg.

Second Elf: ...protecting the egg.

First Elf: When the Six Orbs are placed on the Throne of the Golden Crown

Second Elf: the legendary phoenix, Ramia, will come back to life.

Command: Item – Purple Orb – Use

Hero gives the Purple Orb as an offering.

Command: Item – Red Orb – Use

Hero gives the Red Orb as an offering.

Command: Item – Blue Orb – Use

Hero gives the Blue Orb as an offering.

Command: Item – Green Orb – Use

Hero gives the Green Orb as an offering.

New Town Field

Old Man: I think I'll build a town here. Once a town is built it will be a good thing for everyone. But I'll need some merchants. What do you say, Merchant? Will you accept the job? (Yes/No)

Old Man (if you say 'No'): I see. That's too bad.

Old Man (if you say 'Yes'): Really? Merchant will give up the journey and settle down in this town? Is that really what you want? (Yes/No)

Old Man (if you say 'No'): I see. That's too bad.

Old Man (if you say 'Yes'): Oh, I'm grateful. From this day forward Merchant and I shall start to build a town together!

Merchant (continued): Well, I'm going to stay here. I'll send the things I've been carrying to the Vault at Aliahan.

Old Man (after your Merchant leaves you): For being so kind, I will give you a hint. In the village of Soo, in the middle of this continent, there is a well. Check the area around it carefully.

Dragon Warrior III

Merchant: Thanks for many favors. Goodbye Hero! I'll never forget our travels together!

New Town (Version I)

Merchant: Hey there Hero! It's me, Merchant! I've changed, huh? I'm building a shop here now.

Soo



On ground (in front of well) – Staff of Thunder

New Town (Version II)

Old Man: Thanks to you, we now have shops. Thank you very much!

Merchant: Hey there Hero! Long time no see! It's me, Merchant! Just you wait and see. I'm going to make this a big town!

New Town (Version III)

Man at entrance: I can't believe that there is a town here now!

Merchant in southeast house: Hey there Hero! It's me, Merchant! I'm building a theater next!

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 2 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Woman on west side of town: No doubt this will become a big town!

Old Man in south house: Thanks to you, this town is growing and growing.

New Town (Version III, *night*)

Knight in Inn: Mumble... mumble Where in tarnation is that Sword of Gaia! Zzz... Zzz...

Merchant in south house: Making this town the very best in the world is what keeps me going.

Old Man: That Merchant is a real wheeler-dealer!



Travelers' Shrine

{Take right Travel Door.}

Shrine East of Samanao

Priest: Apparently the personality of the King of Samanao has changed. That the hero Simon be banished through the Travel Door, there on the right, was the king's bidding, I hear.

{Take right Travel Door.}

Promontory of Olivia Shrine



Bard: This is the promontory of Olivia. This is where Olivia, despairing of her beloved lost in a storm at sea, hurled herself to her death. But they say that even now she cries out to ships that pass to call them back. If someone were to offer her an item belonging to her beloved, Errol, her soul might be released. Rumor has it that the ship in which Errol sailed also wanders as a phantom.

Samanao

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 20 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Man in shop (during funeral): The shopkeepers are all attending the funeral.

Woman in blue in graveyard on left: Weep, weep, weep...

Little Boy on right: Won't Papa ever come home again?

Woman in blue in middle: Oh, my darling! Why did you have to die?! Waaah!

Merchant on right: He was put to death only for bad-mouthing the king. How absurd!

Man on left: Oh, Baranao! You were such a good man!

Priest in front: Powers above! May the soul of Baranao rest in peace.

Man near entrance (after funeral): This is the town of Samanao.

Tough Guy in house in graveyard: The Staff of Change is what has made the king strange. That's what I think anyway. What about you? (Yes/No)

Tough Guy (no matter what you say): As I thought. I thought you'd say that.

Woman in blue in graveyard: How could such a thing happen? My husband would be mortified! Sob, sob.

Woman near shops: Many people are executed every day. Even though the king used to be very kind...

Man in southeast house: If you hold your life dear, I wouldn't go near the castle.

Old Man in southeast house: There's no reason I should have lived so long.

Merchant (behind counter): Heh, heh, heh. You're wrong I'm afraid. Go in that direction.

Old Man near river: The king goes to bed at night alone on the second floor.

Man near castle: I am the son of Simon. I travel seeking the whereabouts of my father. Rumor has it that he is in a jail somewhere.

Samanao (night)

Woman in blue in house: Any words of comfort just make me feel sad. Sob... sob.

Little Boy in bed: Papa! Mumble... mumble...

Merchant: The store is closed for the day. Come back tomorrow.

Tough Guy in shop: You can change into anything when you use the Staff of Change.

Samanao Castle

Guard on the left: This is the Castle of Samanao.

Guard on the right: Have you been beckoned here by the king? (Yes/No)

Guard (if you say 'No'): Now, you best be on your way.

Guard (if you say 'Yes'): Don't lie! I wasn't told the likes of you would come!

Guard on the right side of castle: This is a service entrance. Do you have some business here? (Yes/No)

Guard (if you say 'No'): If that's the case, it's better to go around front.

Guard (if you say 'Yes'): Well, come on in.

Woman near tables: This is the castle kitchen.

Woman on right: Stay out of the way! If dinner is late we'll have our heads to pay!

Guard in upper left room: Do you suppose the king has sold his soul to the Archfiend?

Guard in dungeon: This is a prison. Get out!

Princess in back of castle: How could such a kind father turn so... I can't help but think the king is a different person than before.

Dancer in throne room on the right: I'd just do anything for the king. Ha, ha, ha!

Dancer in throne room on the left: The king's a swell guy! Ha, ha, ha!

Guards in throne room: Who are you anyway?

Guard at stairs behind throne: This is the Castle of Samanao.

King of Samanao when you approach: Wretches! How didst thou enter herein? Methinks thee indeed scoundrels! Cast these varlets into prison!

Guards: All right, come along!

Guard in prison: Over here!

Guard (continued, once you're at cell): Get in!

Guard (continued, once you're in cell): Keep quiet!

Guard (when you break out of cell): Zzz... Mmm... The king sure has been strange lately. But I can't defy the king. I can't leave, but the rumors say there may be an escape passage from this dungeon. Zzz...

Bard in upper left cell: I'm a wandering poet. I wonder if I shall meet my end here like Simon, who rotted away in the jail of a shrine in a lake in the northeast of distant Romaly. Egad!

Dancer in lower left cell: Monsters have begun to haunt people. It's scary!

Skeleton in upper middle cell: No response. Looks dead.

Knight in upper right cell: It is said that the Mirror of Ra, which shows the true image of all those reflected therein, lies in a cave to the south.

King in final cell: Is anyone there? I am the king of this realm! Someone stole the Staff of Change from me and assumed my form. How mortifying!

False King of Samanao (if you return to throne room): How didst thou get out of jail? Thou art indeed imbeciles to return here!

Samanao Castle (night)

Woman in servants' quarters in top bunk: Eeek! Your highness! Forgive me! Zzz... Zzz...

Woman in servants' quarters in bottom bunk: Praise be unto the heavens for the good fortune!

Guard at stairs behind throne: The king has certainly turned in for the night already!

False King of Samanao asleep in royal bedchamber: Who hath awakened me? Mumble... mumble... Tomorrow... Come back tomorrow.

Cave Southeast of Samanao

Treasure Chest (B2 first) – 128 gold
Treasure Chest (B2 second) – Strength Seed
Treasure Chest (B2 third) – 56 gold
Treasure Chest (B2 fourth) – Wing of Wyvern
Treasure Chest (B2 fifth) – 568 gold
Treasure Chest (B2 sixth) – 24 gold
Treasure Chest (B2 seventh) – Acorns of Life
Treasure Chest (B2 eighth) – Medical Herb
Treasure Chest (B2 ninth) – 320 gold
Treasure Chest (B2 upper left) – Mimic
Treasure Chest (B2 upper right) – Mimic
Treasure Chest (B2 lower right) – Mimic
Treasure Chest (B2 lower left) – Mimic
Treasure Chest (B2 first on upper path of lower room) – Vitality Seed
Treasure Chest (B2 second) – 24 gold
Treasure Chest (B2 left) – Mimic

Treasure Chest (B2 right) – Mimic

Treasure Chest (B2 middle path) – Mimic

Treasure Chest (B2 left) – Mimic

Treasure Chest (B2 right) – Stone of Life

Treasure Chest (B3 left path) – Animal Suit

Treasure Chest (B3 island) – Mirror of Ra



Samanao Castle

Command: Item – Mirror of Ra – Use

Hero peers inside the Mirror of Ra. Look! There is an image of a sleeping monster reflected in the mirror!



Monster: You saw me? Cackle, cackle, cackle! Now I won't let you get out alive!
[One Boss Troll appears!]

Observation (when you defeat the monster): The false king is no more! Thereupon, the true king is rescued from prison. And so the day breaks...

Treasure Chest – Staff of Change



Guards in front of castle: Hi you guys! Come in! Come in!

Woman in kitchen on right: Now we don't have to cook with bats and lizards anymore. Hooray!

Dancer on west side of castle: Hey! Remember me? I'm the dancer who was locked up in the jail. Thanks for saving me!

Guard on west side of castle: There sure are many things in this world.

Guard in prison: Thanks to you, everyone was rescued from jail. Thanks very much.

Knight in secret prison tunnels: What? You say the real king returned and released everyone from jail? I see...What a fool I've been!

Princess: My kind father has returned! It's like a dream come true!

Guards in throne room: I was very rude. Please forgive me.

King of Samanao: I never thought I would sit here again! I thank you, Hero! [experience, etc.] I owe my life to you. Take care in your travels!

Samanao

Man in southeast house: Thank you very much.

Old Man in southeast house: It appears that the true king has returned! I'm glad I lived to see this day!

Woman near shop: With this, peace has returned to our land.

Woman in blue in graveyard: Thank you very much. My husband is now in thy care. Boo hoo!

Tough Guy in house in graveyard: Well? Was my guess right? (Yes/No)

Tough Guy (no matter what you say): As I thought. I thought you'd say that.

Merchantville (New Town v. IV)

Woman at entrance: Welcome to Merchantville. This is the town that Merchant built.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 15 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Tough Guy in Inn: Rumor has it that the Silver Orb is in the shrine in the Necrogond. But, to go there, you need the Sword of Gaia.

Tough Guy in town square: I hear there is a shrine in the village of Lancel. They say from there you can go to a cave where the Blue Orb is.

Old Man on west side of town: Hello there. remember me? I'm the old guy who was here from the beginning. Merchant has made people work too hard and I hear the townsfolk are rebelling.

Tough Guy outside northwest house: This is Merchant's home.

Merchant: Thank you for coming here. This town is finally getting into shape, don't you think?

Treasure Chest (left) – 240 gold

Treasure Chest (right) – Luck Seed

Man on west side of town: Merchant makes us townsfolk work too hard!

Tough Guy at theater entrance: Come right in!

Dancer on the left: Whoa! I can't see straight!

Tough Guy in back: I didn't know you could dance?

Man in front: Great! Yeah!

Bard on stage: La-di-la!

Dancer on stage: So, how did you enjoy the performance?

Woman on the right: Welcome! Come in and make yourselves at home!

Tough Guy as you leave theater: Heading back? Well I'll take the toll fee then. All together that's 50,000 pieces of gold. (Yes/No)

Tough Guy (no matter what you say): Oh, a friend of Mr. Merchant's? Well then..., it's OK.

Merchantville (night)

Bard asleep in Inn: Zzz... Zzz...

Tough Guy outside northwest house: Merchant has gone to bed! Go home!

Old Man: I need to meet with Merchant and tell him what the townsfolk are thinking. Please let me pass!

Man behind jail on the right: Merchant's way of doing things is unbearable!

Tough Guy behind jail: Looks like we'll have to start a revolution.

Man behind jail on the left: Don't spread this story around, huh!

Merchantville (New Town v. V)

Guard at entrance: This is the town of Merchantville. But it's not just Merchant's town anymore.

Man near theater: Seems I remember a man who came to town selling an Yellow Orb.

Innkeeper: Good afternoon. Welcome to the Wayfarers Inn. One night's stay is 15 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Bard in Inn: Rumor has it that the Silver Orb is in the shrine in the Necrogon. But, to go there, you need the Sword of Gaia.

Little Boy near Inn: It's a lie, isn't it? That you and Merchant used to be friends. It must be.

Guard in weapon shop: I am a soldier of this town. My advice to strangers is to get out while the getting's good.

Old Man in northwest house: Finally, a revolution occurred and they threw Merchant in jail. Who would have thought!

Treasure Chest – Empty

Treasure Chest – Empty

Woman on west side of town: Thinking back now, it seems better in Merchant's time.

Guard outside jail: This is a jail.

Merchant in jail: Hey there Hero! It's me, Merchant! I was just doing this for the sake of the townsfolk and now it's come to this. Oh, I almost forgot. Please look behind the chair in my house. Let's all hope for Hero's safe conduct in his journey.

Woman in theater in back: My child is singing next.

Little Boy in back: It's beginning. My heart's in my throat.

Woman on right: This is the site of the kids singing contest.

Man in front: Kids these days are good at singing.

Little Boy on stage: ...La, la, la-di-lie, We will fly beyond the sky!...



On ground (behind chair) – Yellow Orb

Merchantville (night)

Man in front of theater: We're closed evenings. Please come back tomorrow.

Hidden Village of the Elves

Command: Item – Staff of Change – Use

Hero raises the Staff of Change over his head.

Elves (when you change into a dwarf): The dwarf is my friend.

Greenlad

Old Man: Ah! That's the Staff of Change! I've been wanting that too. How about this. What if I trade you this Sailor's Thigh Bone for that Staff of Change?

(Yes/No)

Old Man (if you say 'No'): Oh, not interested, huh? I thought as much.



Old Man (if you say 'Yes'): Really! Are you serious? Ask and ye shall receive, they say! Oh, thanks! Heh, heh, heh!

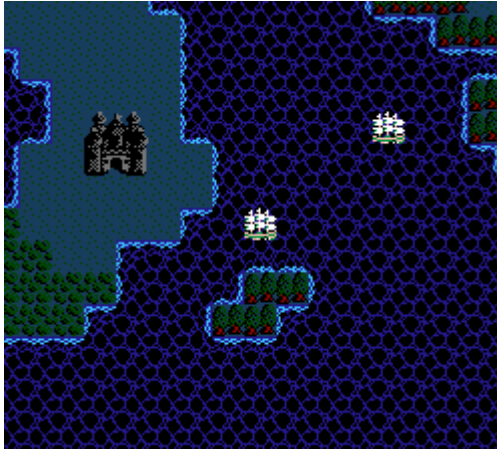
Old Man (in a different form): It's me! It's me! Heh, heh, heh!

Command: Item – Sailor's Thigh Bone – Use

Hero holds the Sailor's Thigh Bone by the thread and the Sailor's Thigh Bone begins to spin.

to the north/## to the south

to the east/## to the west is the direction indicated.



Phantom Ship

Skeleton at helm: My boat is unsinkable in any storm!
Ha, ha, ha.

Monster: Cackle, cackle! How appropriate! Corpses on the Phantom Ship! One Minidemon appears!

Knight in aft cabin: Hey! You don't look like ghosts.
Well then, you must be after the treasure too.

Flame Spirit: Death by drowning is excruciating. I don't want to die!

Skeleton at lower left oar: Rowing is a job only for slaves or criminals.

Prisoner at lower middle left oar: No response. Looks dead.

Skeleton at upper middle left oar: This is hard work.

Skeleton at upper left oar: We're all slaves!

Flame Spirit at bow of ship: Yo ho! There's a storm coming! Aaah!!

Skeleton at upper right oar: Heave ho, heave ho.

Errol (Prisoner at upper middle right oar): Olivia! The ship is sinking. We will never meet again for all eternity! I hope at least that somehow you find happiness.

Prisoner at lower middle right oar: Yeah, I bumped a man off. But the guy named Errol never committed any crime, as far as I know. Poor sucker.

Skeleton at lower right oar: No response. Looks dead.

Treasure Chest (back right) – 144 gold

Treasure Chest (back middle) – 136 gold

Treasure Chest (back left) – 128 gold

Treasure Chest (front left) – Mimic

Treasure Chest (front right) – Full Moon Herb

Treasure Chest (back cabin) – Locket of Love



Command: Item – Locket of Love – Use

Hero uses the Locket of Love. The spirit of Errol and Olivia's devotion to each other radiates from the area. But nothing is happening now.

Promontory of Olivia

Observation: From out of nowhere, a plaintive voice is heard...

Command (immediately afterward): Item – Locket of Love – Use

Hero uses the Locket of Love. The spirit of Errol and Olivia's devotion to each other radiates from the area.

Olivia: Oh, Errol, my beloved! I've been waiting for you such a long time!

Errol (continued): My dear Olivia. Never again shall we be parted!

Olivia (continued): Errol!

Observation (continued): The curse on Olivia is broken.



Shrine Jail

Flame Spirit at entrance: This is the desolate cell of the shrine's jail.

Skeleton in upper left cell: No response. Looks dead.



Flame Spirit in lower left cell: I am the spirit of Simon. Investigate the area near my corpse.

Skeleton in bed in lower right cell: No response. Looks dead.

On ground (at foot of bed) – Sword of Gaia



Volcano Crater

Dragon Warrior III



Command: Item – Sword of Gaia – Use
Hero throws the Sword of Gaia in the crater!

Cave of Necrogond



Treasure Chest (2F NW) – 784 gold
Treasure Chest (2F middle) – Thunder Sword
Treasure Chest (2F far west) –
Swordedge Armor



Shrine of Necrogond

Gentleman: I'm amazed you've made it this far! You can surely defeat the Archfiend! Here! Take with you this Silver Orb!



Liamland

Command: Item – Yellow Orb – Use

Hero gives the Purple Orb as an offering.

Elf (either on the left or the right): We are

Elf (other one on the right or the left): We are

First Elf: ...protecting the egg.

Second Elf: ...protecting the egg.

First Elf: When the Six Orbs are placed on the Throne of the Golden Crown

Second Elf: the legendary phoenix, Ramia, will come back to life.

Elves: You have already placed the Red Orb, Yellow Orb, Purple Orb, Blue Orb, Green Orb on the throne as an offering.

Command: Item – Silver Orb – Use

Hero gives the Silver Orb as an offering.

Elf (either on the left or the right): We have waited

Elf (other one on the right or the left): We have waited

First Elf: so long

Second Elf: so long

Elves: for this day to come.

First Elf: Let us rejoice.

Second Elf: Let us rejoice.

First Elf: The time has come.

Second Elf: Awake, awake, the time is high...

First Elf: to fly on wings into the sky

Second Elf: Higher, higher into the sky!

Dragon Warrior III



Observation: The legendary phoenix Ramia has returned to life.

First Elf (continued): Only he with heart that's pure,

Second Elf: canst ride Ramia, divine and sure.



Castle of the Dragon Queen

Horses at entrance: This is the Castle of the Dragon Queen, which is nearest to the upper realms.

Dwarf on left: I fear the queen is quite near the end of her life.

Dwarf on right: The queen is ill. But it seems she will lay an egg in exchange for her life.



Dragon Queen: You stand before the Dragon Queen... If thou possess the courage to do battle with the Archfiend, I will give unto thee the Sphere of Light! I hope, with this Sphere of Light, that thou canst hasten the return of peace to this land. For I, too, am with child...



Dwarf on left (after the queen has died): Oh, the poor queen!

Dwarf on right: At long last, the queen has laid an egg in exchange for her life. Oh, my queen!



Great Pit of Giaga

Guard: This is the Great Pit of Giaga. We're the guardians of the pit.

Guard near bunks: No one who has entered this pit has ever returned.

Castle of Baramos, the Archfiend

Skeleton in dungeon cell: No response. Looks dead.



Treasure Chest (top) - Demon Axe

Treasure Chest (middle) - Wizard's Ring

Treasure Chest (bottom) - Unlucky Helmet

Skeleton in throne room: No response. Looks dead.



Baramos: So thou hast finally made it here, eh Hero? But, alas, too soon. For thou and thine do not yet know thyselfs well enough to oppose the Archfiend Baramos! Thou wilt regret thy coming indeed! You shall be dead for good, for I wilt surely feast on thine innards!



Observation, after the battle: You have defeated Baramos. A warm light engulfs the area.

Command: Spell – Return – Aliahan
Hero chants Return.

Aliahan

Woman at entrance: Welcome back to Aliahan! The rumor that you defeated Baramos reached here ahead of you!

Old Man near entrance: What! You defeated the Archfiend Baramos!? You are indeed heroes true!

Grandfather: There is none so brave as Hero! And he is my grandchild!

Mother: Welcome back Hero dear! Your mother is so happy! I wish your father could see you now! Oh, Hero!

Man upstairs in Inn: With this, surely peace will come to this world.

Man in town square: Quickly! Into the castle! The king will surely be delighted to hear this news.

Knight in Armory: You are indeed a true son of Ortega! This marks the birth of a young hero!

Old Man at well: What! You defeated the Archfiend Baramos!? You are indeed heroes true!

Man in front of southeast house: With this, surely peace will come to this world.

Woman on east side of town: Ah! Baramos dead! It's like a dream come true!

Knight in the House of Healing: You are indeed true heroes!

Aliahan Castle

Guards at entrance: Well then, hurry! To the king! He anxiously awaits you!

Man in room south of treasure vault: Three cheers for Hero!

Princess: Even though Baramos is no more, they won't let me go out of the castle. I think my father just doesn't want to let me go out.

Guards and Royal Minister in throne room: Hurry! To the king!

King of Aliahan: Oh, Hero! You did well in defeating the Archfiend Baramos! You are indeed a true son of Ortega! The whole country sings your praises, Hero! Everyone! Hear me! Let us celebrate! {The room shakes and grows dark, and all the guards disappear.}

Observation (continued): ...from out of nowhere, an unearthly voice is heard...

Zoma: Ha, ha, ha! I am Zoma, Master Archfiend who rules the dark realms. By the powers I possess, before long, this world too will be locked in darkness. Anguish and suffering be thine! It is thy suffering that brings me joy! Ha, ha, ha...

King of Aliahan: What is the meaning of this? Just when we thought peace had come to our world! How shall I tell my subjects of the coming of a world of darkness? Swear you'll keep this news of the Archfiend Zoma a secret! I'm tired now... You're dismissed.

Royal Minister: The king seems to have lost all his power.

Portoga

Carlos: It's so nice to see Sabrina's face once more.
Thank you so much.

Sabrina: Ah, to be able to meet my Carlos again! Thank you so, so much. Oh, how silly of me. As a token of my appreciation, I give you this Sword of Illusion. The Sword of Illusion is a mysterious sword that only women can use.

Bard: Thanks to you defeating Baramos, the curse on the two young friends has been lifted.

Great Pit of Giaga

Guard: A terrible thing has happened! A rumbling of the earth has opened a crack and something has gone through a huge pit.



World of Darkness/Alefgard:Harbor

Tough Guy: I haven't seen your face before. I know! You must have come from the upper world! This is the world of darkness called Alefgard.

Little Boy: If you go east from here you'll come to Tantegel Castle.

Breconaly

Man at entrance: Welcome to Breconaly.

Innkeeper: Welcome to the Wayfarers Inn. One night's stay is 1 piece of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Knight in Inn: Ugh! I'm stuffed! I ate too much! My belly is about to burst!

Woman near Armory: The Archfiend Baramos has been defeated, you say? But Baramos and his cronies are merely underlings of the Master Archfiend, Zoma.

Tough Guy on north side of town: It is said our ancestors came to this land after passing through the Great Pit of Giaga.

Prisoner in northeast house: Hey there! You remember me!? It's me, Kandar! To express my gratitude, I'll let you in on something. I hear there's something called the Stones of Sunlight in Tantegel Castle.

Tough Guy in northeast corner of town: In the north, in a cave through which nothing may pass, there is a bottomless fissure. They say it was created when the Archfiend came into this world.

Woman on east side of town: Alefgard is a world of darkness sealed off to the rest of the worlds. Here there is only despair.

Little Boy in east house: I am studying how to lift curses.

Old Man in east house: When rain and sunlight are combined you get a Rainbow Bridge. That's how the old story goes.

Knight near Inn: The Archfiend sips on despair, feasts on hatred and quenches his thirst on sadness.

Knight on east side of town: If you walk along this road you'll come to Tantegel Castle.

Woman in southeast house, south of castle: The Ring of Life is a source of life. If you wear the ring, as you walk, your strength will be restored.

Tantegel Castle

Guards at entrance: Welcome to Tantegel Castle.

Old Man in southeast corner of castle: Good fortune be with these brave souls from a far off land!

Woman in central courtyard: I believe that someday in this land, too, the day will break.

Man in central courtyard: If you look across the sea from this castle, what you see in the distance is the Master Archfiend's castle.

Little Boy in southwest corner of castle on right: I wonder if even the Archfiend has something to fear.

Little Boy in southwest corner of castle on left: The Archfiend has stolen and hidden the weapons and armor of the castle.

Treasure Chest (top) – Empty

Treasure Chest (middle) – Empty

Treasure Chest (bottom) – Empty

Woman in northwest upper room: Once many brave men stayed here.

Tough Guy in back of castle: Aliahan!? I've heard that name somewhere before.

Guard in northeast corner of castle: I've heard that a spirit, Rubiss, created this country. However, the curse of the Archfiend has apparently sealed in even Rubiss.

Cat: Meow!



Gentleman in secret dungeon: What? The Stones of Sunlight? There's nothing like that here! But that's odd. I had a dream. In the dream, someone comes to leave the stones with me on the day that day breaks in this country.

Woman on east side of castle: This is the castle kitchen.

Treasure Chest – Stones of Sunlight



Guard in southeast corner of castle: To be able to defeat the Master Archfiend Zoma... Ah, the stuff of dreams. However... If you are able to gather the Sword of Kings, the Armor of Radiance and the Shield of Heroes there may be a chance...

Guard at entrance to throne room: This is the chamber of King Raosu.

Old Man in throne room: Rumor has it that the Fairy Flute is in the village of Kol.

Woman in throne room: I cared for the great Ortega. He suffered terrible burns and collapsed outside of the castle.

Guard in throne room: They say the village of Kol is east of here by boat.

Bard in throne room: Brave hero, Hero! Please allow me to sing your praises!

'...From distant shores far far away
Came the hero, Hero, la, la-di-lay...'

Royal Minister: Many brave heroes have set out to defeat the Archfiend. But I know of none that has returned. Even Ortega...

King of Tantegel: Yes? You're here from the upper world to defeat the Archfiend? Welcome, I am the king of this country. [experience, etc.] Shall I inscribe the results of your journeys in the Imperial Scrolls of Honor? (Yes/No)

King of Tantegel (if you say 'Yes'): I surely made a record of it.

King of Tantegel (continued from last or if you said 'No'): Well, what about it? Are you about to continue on your journey? (Yes/No)

King of Tantegel (if you say 'Yes'): Be off with you then Hero!

King of Tantegel (if you say 'No'): Well then, why not rest for a while? Until we meet again, Hero!

King of Tantegel (upon your return): Hero! I am glad to see you're back safely! [experience, etc.] Be off with you then Hero!



Cave Southwest of Tantegel

- Treasure Chest (B1 east) – Wizard's Ring
- Treasure Chest (B1 northeast) – 1016 gold
- Treasure Chest (B2 east) – Invisibility Herb
- Treasure Chest (B2 west, left) – Mimic
- Chest (B2 west, right) – Armor of Hades



Cave North of Tantegel

Treasure Chest (B3, bottom) – 960 gold

Treasure Chest (B3, right) – Stone of Life

Treasure Chest (B3, middle) – 1016 gold

Treasure Chest (B3, left) – Mimic

Treasure Chest (B3, top) – Shield of Heroes



Shrine Northwest of Tantegel

Woman: My son, Garin, has caused me hardship. Since the day he left on a journey singing a song, I haven't seen him.

Knight: If it's the Silver Harp you're wondering about, I think my son, Garin, took it with him.

Hauksness

Man at entrance: Welcome to the desert town of Hauksness.

Knight near tool shop: Unless the Master Archfiend is defeated, day shall never break in this land.

Arms Merchant: This is a weapon and armor shop. Right now though, I'm trying to think of a name for the baby that's going to be born.

Innkeeper: Welcome to the Wayfarers Inn. One night's stay is 25 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Knight in Armory: I am looking for some Oricon. I heard there is some in this town.

Woman near Armory: I'm going to have a baby! And, because of that, my husband spends all his time trying to think of a name for the baby.

Woman in southwest house: An old man who sneezes a lot lives next door.

Old Man in southwest house: Achoo! Achoo!! Who's spreading rumors about me? Aaachoo!!!

Knight in south house: Do you have the Sphere of Light? If you don't yet, I hear it is in the world above.

Man near pasture: East of here lies the town of Cantlin.

Woman near well: I saw something glittering once in a pasture. Yes, it was in the brush I recall.



Horses: Neigh!

On ground (in middle of grass) – Oricon

Woman in northeast corner of town: I know about that, dear. A flute is buried four paces south of the Baths of Kol.

Cantlin

Guard at entrance: This is the fortress city, Cantlin. But this fortress would never withstand an attack by the Archfiend.

Innkeeper: Welcome to the Wayfarers Inn. One night's stay is 25 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.

Bard (Garin) in Inn: Yeah, I'm Garin. The Silver Harp? I left it at home.

Guard on east side of town: The people have stopped working out of despair and fear of the Archfiend.

Man asleep on east side of town: Zzz... Zzz...

Old Man in covered park: If you want to go the the Island of the Archfiend, go and visit the old man at the shrine.

Old Man south of covered park: To go to the Island of the Archfiend you'll need to take three items, the Stones of Sunlight, the Staff of Rain and the Sacred Amulet.

Woman in right room above west shops: Oh, to be born in a world such as this! My poor pitiful child! Boo hoo!

Merchant: I'll die no matter what. It's no use working.

Little Boy: You guys look tough.

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Merchant in upper left room above west shops:

Mumble... mumble Yes. Come right in. Zzz.. Zzz...

Old Man in lower left room above west shops: I'm working on creating a monster. Then I'll have the monster protect this town. I know! I'll name the monster Golem.



Shrine South of Cantlin



Fairy Spirit: I'm the fairy spirit that once served Rubiss. I give you this Staff of Rain. May fortune be with you!



Fairy Spirit (again): Please save this world for Rubiss's sake too.

Rimuldar

Woman at entrance: Welcome to the town of Rimuldar.

Innkeeper: Welcome to the Wayfarers Inn. One night's stay is 20 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.



Treasure Chest in Inn – Ring of Life

Man in town square: You just can't defeat the Archfiend unless you have the Sphere of Light! But, sad as it is, the Sphere of Light cannot be found anywhere in Alefgard.

Little Boy in town square: You guys are going to destroy the Archfiend? You're too late. I'm sure Ortega is tending to that.

Knight in Armory: I saw an aged man standing at the west edge of the island. I wonder where that man is now.

Woman in north house: The Sacred Amulet is the proof of Rubiss's love.

Old Man in north house: Rumor has it that the Armor of Radiance is in the tower that Rubiss is sealed in.

Old Man on center island: Poor brave hero Ortega! He didn't know how to cross to the evil island and lost his life in the ocean depths!

Woman in southwest house: There is a world above this one filled with light? Unbelievable!

Man in southwest house: This is the Place of Prophecy. When drops of liquid light up the darkness, a bridge of rainbow will appear at the western end of this island.

Merchant in upstairs House of Healing: Powers above! Please save this land!

Knight behind Inn: Oh, I'm worried. You don't suppose someone will steal the baggage I left at the Inn? There is an important item Ortega gave me to keep inside.

Guard in secret prison: That prisoner is a liar who is constantly deceiving everyone.

Prisoner: I've heard there is a secret passage behind the throne in the castle of the Archfiend.

Woman outside of town in northeast corner: He'd said he'd be here at the edge of town, but he's late. Humf!

Old Man in northwest house: I'd sure like to take a look at the Magic Key at least once in my life.

Man outside town on far west side: The Sage's Stone will heal everyone's wounds and can also be used any number of times. By the way, she's late, isn't she?

Shrine Northwest of Tantegel



Treasure Chest in secret basement – Silver Harp



Shrine South of Rimuldar

Old Man (without the Sacred Amulet): This is a Shrine of Honor. If thou were a hero true, the Sacred Amulet

thou wouldst carry, therefore, as proof. Since thou dost not, I prithee depart to return anew.

Old Man (if you have the Sacred Amulet but not the Stones of Sunlight or Staff of Rain): When sunshine and rain do meet, a Rainbow Bridge is made. Go then and search for that.

Rimuldar

Old Man in northwest house: Would you show me the Magic Key that you have? Oh, this is it? I'm thinking of making the same thing and selling it.

Swamp Cave

Tough Guy near entrance on right: Dig, dig, keep on digging. Dig, dig and dig again.

Tough Guy near entrance on left: We're digging a tunnel.

Tough Guy at end of tunnel on left: Dig, dig. Quickly. I want to get to Rimuldar.

Tough Guy at end of tunnel on right: Heave ho, heave ho, heave ho.

Kol

Man at entrance: Welcome to the village of Kol.

Man in village square: I hear that the Sword of Kings was shattered into pieces by the Archfiend.

Woman in village square: The proprietor of the item store is highly skilled. He buys useless things, restores them and resells them.

Innkeeper: Welcome to the Wayfarers Inn. One night's stay is 31 pieces of gold. Wouldst thou bed down within? (No) Farewell. Do come again.



Woman near bath: These are the open air baths.

On the ground – Fairy Flute

Knight behind Inn: Rumor has it that Rubiss is sealed inside a tower on an island to the west.

Woman in blue in northwest corner of town: Powers of good are the light and the Archfiend is the darkness. You should be able to weaken the magical powers of the Archfiend if you have the Sphere of Light.

Jipangese Woman in west house: When it looked like we were about to become offerings to the Orochi, we fled. My husband used to be a swordsmith in Jipang.

Tough Guy in southwest corner of village: If you have the Fairy Flute you can free Rubiss from the curse that turned her into a stone statue.

Merchant in eatery: Rumor has it that the Sword of Kings was made of Oricon.

Man in eatery: A man who they say came from Jipang is upstairs.

Jipangese Man in tool shop: This shop deals in tools. What can we do for you? (Sell) Whose possessions do you wish to sell? (Hero) What are you going to sell me? (Oricon) The Oricon? I can pay 22,500 pieces of gold for that. Do you accept? (Yes) Thank you for your business! Do you have anything else to sell? (No) Well, I look forward to doing business with you again.



Tower of Rubiss

Treasure Chest (1F right) – 1016 gold

Treasure Chest (1F left) – Mimic

Old Man (outside tower on upper right side): If you have the Fairy Flute, proceed to the fifth floor.

Tough Guy (outside tower on lower left side): If you think about how you're walking, you're sure to be able to walk on the revolving floor.

Chest (2F bottom, upper left) – Acorns of Life

Chest (2F bottom, lower left) – Acorns of Life

Chest (2F bottom, lower right) – Acorns of Life

Chest (2F bottom, upper right) – Vitality Seed

Treasure Chest (2F top, lower right) – 960 gold

Treasure Chest (2F top, upper right) – Mimic

Chest (2F top, upper left) – Full Moon Herb

Treasure Chest (2F top, lower left) – Mimic

Chest (4F center) – Armor of Radiance

Treasure Chest (3F northwest tower) – Mimic



Command: Item – Fairy Flute – Use

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Hero blows the Fairy Flute.

Rubiss: Ah! It's like a dream come true! You have broken the seal. I am the spirit, Rubiss, who created this land of Alefgard. As a token of my gratitude, I shall give you this Sacred Amulet. And if you vanquish the Master Archfiend, I shall repay my debt of gratitude someday. I am the spirit, Rubiss. I yearn for the return of peaceful times to this country.



Kol

Jipangese Man in tool shop: This shop deals in tools. What can we do for you? (Buy) What are you in the market for? (Sword of Kings) You mean the Sword of Kings? Good choice if I do say so myself. Who will take possession? (Hero) Can I show you anything else? (No) Well, I look forward to doing business with you again.



Shrine South of Rimuldar

Old Man (with the Sacred Amulet): This is a Shrine of Honor. Welcome! Welcome! Now it is the time that sunshine and rain do meet. I give unto thee this Rainbow Drop!



Old Man (after he gives you the Rainbow Drop): This is a Shrine of Honor. Your business is finished here! Be on your way!



Command: Item – Rainbow Drop – Use
Hero raises the Rainbow Drop to the skies.

Zoma's Castle



Observation (3 times): From out of nowhere, ominous voices are heard... 'We are the guards of the Archfiend's Chamber! To enter you'll have to defeat us first!' [Two Granite Titans appear!]

Command: Search – Hero examines the ground at his feet! Gosh! A stairway!

Chest (B3 southwest) – Multi-edge Sword

Observation: Look! A hero is fighting a monster alone!



Observation (after the battle): The hero has won, but in winning seems to have spent his last ounce of power.

Ortega (continued): It's all over for me... Oh, traveler. Please hear my dying words. I am Ortega of Aliahan. If you happen to go to Aliahan in your travels, please visit Hero and tell of what transpired here. Ask him to forgive his father who could not bring peace to this world. Tell h..Aaah!

Treasure Chest (B5 far left) – Mimic

Treasure Chest (B5 left) – Stone of Life

Chest (B5 middle left) – Leaf of World Tree

Treasure Chest (B5 middle right) –

Sage's Stone



Treasure Chest (B5 right) – Wizard's Ring

Treasure Chest (B5 far right) – Mimic

Zoma: Hero! I bid thee welcome to thine altar of



offering! It is I who will bring about the destruction of all things! All living beings shall be demolished by me and the entire world shall sink into despair. Commencing

with thine own demise, Hero! Come, my servants.
Destroy them so that I may thrive on their suffering.

Battle Observation: One King Hydra appears!



Battle Observation: One
Baramos Bomus appears!



Battle Observation: One Baramos Gonus
appears!



Zoma (as you approach): Hero! Why do you struggle to
live? My joy is thy destruction. My beauty thy death!
Come forward then, and die in peace!



Zoma (after the battle): Hero! Thou hast defeated me!
But heed my words. So long as brightness exists, so doth
the darkness. This vision I do see... From darkness deep,
one more will follow me. But when that time doth arrive,
thou wilt too have aged and died. Heh, heh, hehh..Aargh!
Observation (as you exit the Cave North of Tantege): A
sound like something closing is heard from up in the sky.

Shrine Northwest of Tantegel

Woman: May all rejoice! My son, Garin, may at last return!

Knight: I can't believe it. You defeated the Master Archfiend! What a splendid soul!

Hauksness

Man at entrance: You are all indeed true heroes!

Merchant: Thank you very much! Thanks to you, day has dawned again in this land.

Arms Merchant: I have named my child Yukinov. This name shall be handed down across generations.

Knight in Armory: I am looking for some Oricon. I heard there is some in this town.

Woman near Armory: Oh, I didn't know the light could be so bright! It's a dream come true!

Old Man in southwest house: Well done indeed! You have brought peace again unto this land!

Horses: Hip, Hip, Neigh!

Cantlin

Guard at entrance: You are indeed a true hero! The king anxiously waits you!

Bard (Garin) in Inn: Hey! It's me, Garin! I tired of my wanderings and have returned home.

Man asleep on east side of town: Zzz... Zzz...
Something... so bright... but it's a dream... Mumble...
mumble.

Shrine South of Cantlin

Fairy Spirit: Rubiss told me to convey her thanks. She will never forget the deeds of Hero. She hopes to meet you again.

Rimuldar

Little Boy in town square: Three cheers for Hero! Hip, hip, Hooray!

Priest in House of Healing: We're so grateful you were sent to us!

Prisoner: From now on let me call you boss!

Old Man in northwest house: I finally succeeded in making a Magic Key! But I must have done something wrong. When I use it once, it breaks. What can I do?

Shrine South of Rimuldar

Old Man: We cannot dare to hope that this will never happen again. Therefore, your lineage must continue into the future. I hope to live to see that day.

Cave to Rimuldar

Tough Guy: You defeated the Master Archfiend, did you? Hooray!

Kol

Knight behind Inn: Rumor has it that Rubiss is sealed inside a tower on an island to the west.

Woman in blue in northwest corner of town: With Zoma dead, the hole in space connecting to the other world seems to have closed. And the world of Alefgard, brimming over with light, is starting anew. Why not spend the rest of your days here?

Jipangese Woman in west house: I'd forgotten morning could be so beautiful!

Jipangese Man in tool shop: I'll never think of my old home anymore. From now on this will be my world!

Breconaly

Kandar: From now on let me call you boss!

Tantegel Castle

Woman in northwest upper room: Wow! You're the first hero who has ever gone to the Master Archfiend's castle and returned alive!

Cat: Hip, hip, Meow!

Gentleman in secret dungeon: Oh! My dream has come to pass! Yes, I have the Stones of Sunlight safely in my hands!

Woman on east side of castle: Oh boy! I'm busy! Gotta get ready for the celebration!

King of Tantegel (as you go up the stairs): Hero! Thou hast defeated the Master Archfiend! May I offer thee my deepest gratitude! Due to thine efforts, day has finally dawned again in our country! Hero! Thou art a true hero! I hereby bequeath unto thee that which is our country's highest honor, the order of Erdrick, bearing witness to your status as a true hero! Hero, uh, I mean, brave Hero of Erdrick. Thou wilt forever remain the stuff of legends of the people of Erdrick!

Thus a true warrior was born, and Hero became known as Erdrick, Hero of Aliahan. There was no equal.

However, shortly thereafter, the Hero [Hero's Name] mysteriously disappeared and has not been seen since.

Many a story has been told of that darkest of nights when Erdrick left his weapon, armor and amulet behind.

Legend says they have been handed down to worthy warriors of future generations as the Sword of Erdrick, the Armor of Erdrick, and the Emblem of Erdrick.

Thus, the legend was born.

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The End

APPENDIX A

Input Name Screen, if you name your player “Erdrick” or similar: INPUT YOUR NAME!

Luisa’s Place Text:

‘This is Luisa’s Place. This is the eatery where people gather, meet or part with companions. What’s on your mind, dear?’ (Add Member/Leave Member/See List)

After any choice	‘Very well. I will record your current status in the Imperial Scrolls of Honor?’ (Yes/No)
No	‘I’m sorry, but I just can’t. Come again after your condition has changed, so it can be recorded.’
Yes	(Game is saved automatically)
Add Member	‘Who do you want to add to your party?’
Cancel Choice (with B button)	‘If you want to add a companion who’s not on the list, first go up to the second floor. If you go to the registry first, I’ll be happy to add whoever you like to the list.’
Choose Someone	‘You’re adding <Name> to your party, right? Done. <Name>! Hero is calling you.’ [<Name> is added to the party.]
Add Member, but nobody in list	‘But there’s just no one here who can join you, sweetie. Go to the second floor to register the people you want and come back here, OK?’
Add Member, but have full	‘Oh my! And with all the people you have with you already? Unless you part

party	company with someone, you can't add anyone new, honey.'
Leave Member, but no party	'Part with someone? With who? What do you mean? Hero is alone!'
Leave Member	'Who will you part with?'
Cancel Choice (with B button)	'Deary me! Did you change your mind? That's probably just as well.'
Choose Someone	'You're going to part with <Name>, correct? (Yes/No)
Yes, choice is Hero	'Ooh, that's creepy! You can't part company with yourself!'
Yes, and choice leaves only ghosts in party	'Oh, very funny! You can't depart on your journey with only dead companions!'
Yes, valid choice	'<Name>, you rest for a while.' [Hero part with <Name>.]
See List	'Whose information do you want to see?'
See List, but it is empty	'Oh, my! There is no one registered on the list. Go to the second floor to register the people you want and come back here, OK?'

'Is there anything else?' (Yes/No)

NO: 'Come back again!'

Registry Text:

'This is the Adventurer's Hall of Registration. I can register anyone you wish to include among your

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companions. Once you register them here, you may depart with them from the eatery downstairs. Do you have new companions to register?' (Yes/No)

No	'Well, if you ever want to register a new person, please come back again.'
Yes	'Well then, I shall register your present condition in the Imperial Scrolls of Honor. May I?' (Yes/No)
No	'Well, if you ever want to register a new person, please come back again.'
Yes	'Who will you register?'
Yes, but have full registry	'To register anyone else, you'll have to erase someone's name. Shall I proceed?' (Yes/No)
No	'Oh, you've changed your mind? That's probably just as well.'
Yes	'Whose name will you erase?'
Erase someone with items	'You can't drop a person who has an item.'
Erase the Hero	I'm sorry, but you can't erase a Hero's name.
Erase someone	'You're erasing <Name>? There's no undoing it, you know. Shall I go ahead?' (Yes/No)
No	'Oh, you've changed your mind? That's probably just as well.'
Yes	'<Name> is erased. You may now register a new party member. Who will you register?'
Reusing a name	'Huh? That person is already registered! Do you want to register anyone else?'

Naming someone "Erdrick"	'Edrick? Oh, you mean Erdrick! The name Erdrick demands the utmost respect! Only a true hero may bear that name, it is said. Even I cannot register that person! Do you want to register anyone else?'
After naming	'Is this the right person?' (Yes/No)
No	'Oh, you're giving up on that, huh? All right then. Do you want to register anyone else?'
Yes	'Do you want to register anyone else?'

Deeds' Recorders if you die:

King of Aliahan: 'Oh, for shame, Hero! You died! I will grant thee one more chance. [experience, etc.] Don't disgrace the name of your father, Ortega! Go now Hero!'

King of Romaly and Gentleman at Dhama Shrine: 'Oh, for shame, Hero! You died! I will grant thee one more chance.'

Queen of Isis: 'Oh, Hero, it's a pity you had to die! I'll give you one more chance.'

King of Eginbear: 'Oh! Hero! What a hick! You had to go off and die! I will grant thee one more chance.'

Priest of Lancel: 'Oh, Hero! You have been defeated. Would you like to try once more?' (No) 'Be off then.'

King of Samanao: 'Oh, Hero! Who would have thought that one so strong as you would be defeated! I will grant thee one more chance.'

King of Tantegel: 'Oh, Hero! How pitiful that you had to die! I will grant thee one more chance.'

House of Healing Text:

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Day greeting: ‘At your service, my good people! How may I serve you?’

Night greeting: ‘What is it that you need so late at night?’

Detoxicate	‘Who is to be treated?’
Person is not poisoned	‘<Name> is not afflicted by poison!’
Uncurse	‘Whose curse is to be removed?’
Person is not cursed	‘<Name> is not afflicted by a curse!’
Revive	‘Who is to be brought back to life?’
Person is not dead	‘Surely you jest! <Name> lives!’
Valid choice	‘The fee is <##> pieces of gold. Wilt thou pay?’ (Yes/No)
No	‘The donation is a token of gratitude and respect! Ingrates! You should be ashamed not to give anything!’
Yes, but not enough gold	‘Oh, I’m sorry, but I can see you don’t have enough money to pay for my services.’
Yes – Detoxicate	‘Now I shall administer the antidote to <Name>!’
Yes – Uncurse	‘Powers above, grant us thy help! Remove this abominable curse from <Name>.’
Yes – Revive	‘I beckon the spirit of thy faithful servant, <Name>, return from its wanderings to again reside here!’
Afterward	‘Is there anything else?’ (Yes/No)
Yes	‘Welcome to the House of Healing.’
No	‘Be well then. Good luck to you!’

Inn Text:

Upper world innkeepers during the day: ‘Good afternoon. Welcome to the Wayfarers Inn. One night’s stay is ## pieces of gold. Wouldst thou bed down within?’ (Yes/No)

Upper world innkeepers at night and all Lower world innkeepers: ‘Welcome to the Wayfarers Inn. You must be tired from your long journey. One night’s stay is ## pieces of gold. Wouldst thou bed down within?’ (Yes/No)

No	‘Farewell. Do come again.’
Yes, not enough gold	‘I am very sorry, but thy money doth not suffice.’
Yes, enough gold	‘Enjoy thy stay here!’
The next morning	‘Good morning! See you later.’

Arms Shop Text:

‘This store deals in weapons and armor. Do you wish to see our wares?’ (Yes/No)

No	‘Come again, y’hear!’
Yes	‘What will you buy?’
Not enough gold for choice	‘Hate to say it, but it looks like you’re a little low on money.’
Afterward	‘Is there anything else you need now?’ (Yes/No)
No	‘Come again, y’hear!’

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Yes	(Shop Inventory)
Valid choice	‘You mean the <Item>? A good choice, if I do say so myself. Who will take it?’
Person’s bag is full	‘Beg your pardon? It appears <Name> cannot have anything more. Perhaps someone else?’ (Yes/No)
No	‘Please come again after you sell or throw something away.’
Yes	(Party List)
Person can’t equip item	‘<Name> cannot equip himself/herself with that. Do you still want it?’ (Yes/No)
No	‘Who will take it?’
Yes, or Person can equip item	‘Here you go <Name>!’

Tools Shop Text:

‘This shop deals in tools. What can we do for you?’
(Buy/Sell)

Buy	‘What are you in the market for?’
Not enough gold for choice	‘I’m sorry, but you have insufficient funds to buy that.’
Afterward	‘Can I show you anything else?’ (Yes/No)
No	‘Well, I look forward to doing business with you again.’
Yes	(Shop Inventory)
Valid choice	‘You mean the <Item>? Good choice if I do say so myself. Who will take possession?’
Person’s bag is	‘I’m sorry, but it appears <Name>

full	cannot have anything more. Perhaps someone else can take it?' (Yes/No)
No	'Well, I look forward to doing business with you again.'
Yes	'Who will take possession?'
Person can't equip purchase (or just specifically the Sword of Kings?)	'<Name> cannot use this. Do you still want it?' (Yes/No)
No	'Who will take possession?'
Yes, or valid person	'Can I show you anything else?' (Yes/No)
Sell	'Whose possessions do you wish to sell?'
Person has no items	'<Name> has nothing to sell!'
Valid person	'What are you going to sell me?'
Choice is a Quest Item	'I'm terribly sorry, but we don't buy those here.'
Afterward	'Do you have anything else to sell?' (Yes/No)
No	'Well, I look forward to doing business with you again.'
Yes	'Whose possessions do you wish to sell?'
Valid choice	'The <Item>? I can pay ## piece(s) of gold for that. Do you accept?' (Yes/No)
No	'That's a pity. Do you have anything else to sell?' (Yes/No)
Yes, but can't	'But you can't take that much money!'

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carry that much gold	
Yes	‘Thank you for your business!’
Yes, but item is cursed and equipped	‘Thank you for your business!’ The <Item> is stuck to the body because of the curse. ‘I see. What a pity.’
Afterward	‘Do you have anything else to sell?’ (Yes/No)

Vault Text:

‘This is the Vault. How may I help you?’ (Leave/Pick Up)

Leave	‘Yes, indeed. What can I keep here for you?’ (Gold/Item)
Gold, but vault is full	‘I’m sorry. The safe is full and you can’t deposit any more money.’
Gold	‘If it’s 1,000 pieces of gold or more, I can keep it here for you. How much will you leave here?’
More than you have	‘I find it hard to believe you have that much!’
Gold, but vault is nearly full	‘You can deposit only ## pieces of gold more.’
Valid amount	‘So it’s ## pieces of gold, is it? Very well, you can entrust it to me.’
Afterward	‘Will there be anything else?’ (Yes/No)
No	‘Thank you very much!’
Yes	(Leave/Pick Up)
???Item, but vault is full	I’m sorry. The vault is full and I can’t take anything else.’

Item	‘Who is going to leave something?’
Person has no items	‘But <Name> doesn’t seem to have anything.’
Valid choice	‘What do you want to leave here?’
Valid item	‘So it’s the <Item>, is it? There will be a charge of ## piece(s) of gold to pick it up. Is that satisfactory?’ (Yes/No)
No	‘Oh, a change of heart, huh?’
Yes, but the item is cursed and equipped	[Cursed music] ‘Sorry, but there’s no way in the world I can keep that!’
Yes	‘All right then. I’ll take good care of it!’
Afterward	‘Is there anything else you want to leave here?’
No	‘Thank you very much!’
Pick Up	‘Yes! What would you like back?’
Gold, but none saved	‘Huh? I don’t have a single piece of your gold here!’
Gold	‘I am keeping ## pieces of gold here for you now. How much do you want to get back?’
Gold, but more than you can carry	‘You can't take that much!’
More than is saved	‘You’re not keeping that much here!’
Valid amount	‘## pieces of gold, is it? Here you are.’
Item, but none saved	‘Huh! I don’t have any items in storage.’
Item	‘What would you like to get back?’
After choice	‘The <Item>? The service charge is ## piece(s) of gold? Is that OK?’ (Yes/No)

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No	‘Oh, a change of heart, huh?’
Yes, but not enough gold	‘You don’t have enough money. That makes it tough! I can’t return anything to you.’
Yes	‘Who is getting this?’
Person’s bag is full	‘<Name> cannot have any more items. ‘Perhaps someone else can take it?’ (Yes/No)
No	‘Oh, a change of heart, huh?’
Valid choice	‘Here’s your item, <Name>.’
Afterward	‘Do you want anything else back?’ (Yes/No)
Yes	(List of items in vault)
No	‘Thank you very much!’

Appraisals:

<Merchant> takes the <item> and checks it out.

Quest Item	<Merchant> : ‘This is a nice piece of work, isn’t it. I doubt even the shopkeeper could put a price on this.’
Regular Item	<Merchant> : ‘This looks like a useful item.’
Weapon	<Merchant> : ‘This looks like a weapon.’
Armor	<Merchant> : ‘This looks like armor.’
Shield	<Merchant> : ‘This looks like a shield.’
Helmet	<Merchant> : ‘This looks like a helmet.’
Sell Price	<Merchant> : ‘This is worth <##> piece(s) of gold if sold to an item store.’
If Not Cursed	<Merchant> : ‘It doesn’t look especially cursed.’

Monster Arena Text:

‘Step right up! Witness the breathtaking fights right here in this stadium! You pick the monster that wins and rake in the cash! The tickets are ## pieces of gold each! Whaddya say? Wanna try your luck?’ (Yes/No)

No	‘You kidding? You’re not interested?’
Yes, but not enough gold	‘What's this? Looks like you don’t have enough money, friend! Come back again!’
Yes	(List of monsters)
After choice	‘<Monster> is it? All right then. The match is about to begin, so go right in!’
If you press B during the fight	‘Oh, calling it quits? Is it OK with you to lose your bet?’ (Yes/No)
No	(Fight continues)
Yes	‘Very well. Please come again.’
If your choice wins	<Monster> comes out on top! Hero obtains ## pieces of gold.
If your choice loses	<Monster> comes out a winner. Hero’s bet is lost.
If your choice loses and you quit (press B) early	‘Oh, packing it in? What a shame!’
If the fight is a draw	‘Ladies and gentlemen of the court, now hear ye. This match has ended in a draw. Thy bets shalt be returned and we prithee enjoy the coming match.’

Class Changing at Dhama Temple:

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‘This is the Shrine of Dhama, where people come to change professions. Do you wish to do so?’ (Yes/No)

No	‘So. You’re not changing professions after all. Very well. So, be on your way!’
Yes	‘Whose profession do you wish to change?’
Choose Hero	‘Idiot! You wish to quit being a hero!? That one thing I will not allow!! So, be on your way!’
Choose Person below level 20	‘Huh! <Name> isn’t even at full <Class> status! Wait till you get to a higher status! So, be on your way!’
Valid person	‘Which profession does <Name> want to choose?’
Choose same class	‘Dunce! You’re already that! So, be on your way!’
Valid class	‘<Name> wants to be <class>?’ (Yes/No)
No	‘So. You’re not changing professions after all. Very well. So, be on your way!’
Yes	‘Are you prepared to begin your training again from level one?’ (Yes/No)
No	‘So. You’re not changing professions after all. Very well. So, be on your way!’
Yes	‘Very well. From now on <Name> is a <Class>. So, be on your way!’
Becoming a Sage	‘Well then... this ought to put some spark into you. Heaaaah!!’ [<Name> achieves enlightenment and becomes a sage.] ‘So, be on your way!’

APPENDIX B (Battle Text)

Beginning, single enemy	<Enemy> appears!
Beginning, single enemy type	<Number> <Enemy> appear!
Beginning, multiple enemy types	<Number> <Enemy>, <Number> <Enemy> and <Number> <Enemy> appears!
Ally First Strike Text, single enemy type	<Enemy> is taken off guard and bewildered.
Ally First Strike Text, multiple enemy types	Your foes are taken off guard and bewildered.
Enemy First Strike Text, single enemy type	<Enemy> suddenly mounts an attack.
Enemy First Strike Text, multiple enemy types	Your foes suddenly mount an attack.
Generic Fight Text	<Ally/Enemy> attacks!
Result – success	<##> damage point(s) for <Target>.
Generic Spell Text	<Ally/Enemy> chants <Spell>.
If Caster has low MP	MP is not high enough!
Result – failure	It has no effect on <Target>.
Generic Item – Use Text	<Ally> uses the <Item>.
If Holder cannot use item	<Name> cannot use the <Item>.
Generic Item Result	But nothing happens!
Generic Item – Equip different weapon Text	<Ally> grabs the <Item>.
Generic Parry Text	<Ally/Enemy> protects itself.

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Generic Run Text – ally	<Leader>'s party attempts to flee.
Generic Run Text – enemy	<Enemy> starts to flee.
Result – failure	But all escape paths are blocked.
End of Battle – failure	<Leader>'s party is wiped out.
End of Battle – failure, solo Hero	<Name> is dead.
Damage results in enemy defeat	<Enemy> is defeated!
Damage results in ally defeat	<Ally> is dead.
End of Battle, single enemy or single enemy type	You have defeated <Enemy>.
End of Battle, multiple enemy types	You have vanquished all your foes.
Result	All party members gain <##> experience point(s).
Result – solo run (or just Lancel cave??)	<Name> thereby gains <##> experience point(s).
End of Battle – treasure, single enemy type	<Enemy> had a treasure chest.
End of Battle – treasure, multiple enemy types	Your foes had a treasure chest.
Result	<First person with open slot> opens the treasure chest! <First person with open slot> finds the <Item>!
Bag is full	However, <Leader>'s party can't carry any more items. Do you want to discard

	something? (Yes/No)
No	<Leader> gives up the <Treasure>.
Yes	Who will discard something? What will you discard?
	<Leader> discards the <Item> and acquires the <Treasure>.
	You obtain <##> piece(s) of gold.
	<Merchant Name> has also found <##> piece(s) of gold.
Level Raised	<Name> goes up to the next level!
	Strength goes up <##> point(s). Agility goes up <##> point(s). Vitality goes up <##> point(s). Luck goes up <##> point(s). Intelligence goes up <##> point(s). The Maximum HP goes up <##> point(s). The Maximum MP goes up <##> point(s). <Name> learns a new spell.

More Fight Text:

Ally attack	A tremendous hit!
Enemy attack	A terrible blow!
Dodge – success	<Target> dodges nimbly.
Ally attack fails	Missed! No damage to <Target>!

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Enemy attack fails | Missed! <Target> is unhurt.

More Spell Text:

Heal/Healmore/Healall /Healus/Healusall	<Target> has recovered!
Antidote	The poison leaves <Target>'s body.
NumbOff	<Target>'s numbness goes away.
Awake – success	<Target> has awakened!
If ally is already awake	But <Target> is awake!
???If ally does not wake up	But <Target> is not awake.
Vivify/Revive – success	<Target> comes back to life.
Vivify – failure	<Target> does not come back to life.
Upper/Increase	<Target>'s defense power goes up <##> point(s).
StopSpell – on enemies	<Target>'s spell is contained.
StopSpell – on allies	<Target>'s spell is deflected.
Bounce	A wall of light appears before <Caster>.
Surround	<Target> is surrounded by a cloud of mirages.
Barrier – success	A garment of light, like unto silk, surrounds the <Leader>.
Ironize	<Leader>'s party is ironized!
Attempted attack – on solo hero	<Name> is ironized, impervious to attack.
Attempted attack – on party	<Leader>'s party is ironized, impervious to attack.

Ironization wears off	Ironize is no longer effective.
Expel	<Enemy> disappears into the light.
Sleep	<Target> is put to sleep.
SpeedUP	<Target>'s Agility goes up <##> point(s).
Sap/Defence – on enemies	<Target>'s Defense Power is lowered <##> point(s).
Sap/Defence – on allies	<Target>'s Defense Power has gone down <##> point(s).
Limbo – on enemy	<Target Enemy> is sent flying into the far distance.
Limbo – on ally	<Target Ally> is sent flying far away.
Slow	<Target>'s Agility goes down <##> point(s).
RobMagic	<##> MP point(s) are snatched from <Target>.
Bikill	<Target>'s Attack Power increases!
Chaos	<Target> is confused.
Chaos on confused target	<Target> becomes even more confused.
Transform	<Caster> changes into the spitting image of <Target>.
Beat/Defeat – success	<Ally?/Target Enemy>'s life is snuffed out.
Beat/Defeat – failure	<Target> did not die.
Sacrifice	<Enemy> shatters into pieces. <Caster>'s power wanes and its life comes to an end.
BeDragon	<Caster> assumes the shape of

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	a huge dragon!
Chance	(see below)

- 1) <Enemy> shatters into pieces.
= Like Sacrifice.
- 2) <Leader>'s party gains additional Attack Power.
=All ally attacks are tremendous hits.
- 3) The foe is taken off guard.
=All allies get one free turn.
- 4) Time ceases!
=Caster gets three free turns.
- 5) <Ally/Enemy> is confused.
=Chaos on everyone.
- 6) <Ally> has recovered!
=Healus on allies.
- 7) <Caster> has recovered!
=Heal on caster.
- 8) <##> MP point(s) are snatched from <Enemy>.
=RobMagic on all enemies.
- 9) <Enemy> departs.
All your foes depart.
=Like Expel. All remaining enemies depart; no EXP or gold for those enemies.
- 10) <Ally/Enemy> is put to sleep.
=Sleep on everyone.
- 11) However, the spell is broken.
=StopSpell on everyone(?).
- 12) <Leader>'s party changes its formation.
- 13) <Caster> calls forth something unbelievably frightening.
<Ally> faints.
<Enemy> starts to flee.
=Battle ends with no victory.(?)

14) '...Chance... chance... chance...', <EB>the echo of
<Caster>'s voice resounded all through the area.

=Nothing happens.(?)

15) The area is engulfed in a fierce darkness.

=Nothing happens.(?)

16) But nothing happens!

=Repeats for each ally.(?)

More Item Text:

Medical Herb – like Heal	<Target> has recovered!
Antidote Herb – like Antidote	The poison leaves <Target>'s body.
Wing of Wyvern – like Return (to Aliahan)	<Name> flings the <Item> into the air.
Fairy Water – like Blaze??	<Name> scatters the <Item>.
Full Moon Herb – like NumbOff	<Target>'s numbness goes away.
Dream Ruby	<Name> looks inside the <Item>. <Name> is numb and unable to move.
Spider's Web – like Slow	<Name> heaves the <Item>.
Poison Moth Powder – like Chaos	<Name> scatters the <Item>.
Wizard's Ring	<Name> puts the Wizard's Ring on his/her finger and makes a wish.
Result – random	The ring silently crumbles into pieces.

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Meteorite Armband/ Golden Claw/Ring of Life/Sacred Amulet	<Name> puts the <Item> on.
Black Pepper	<F5> scatters the <F4>.
Result – success	<F5><F2> sneezes!
Result – failure	<FF><F5><F2> doesn't sneeze.
Leaf of World Tree – like Revive	<Name> grinds up the <Item> and gives it to <Target>. <Target> comes back to life.
Stone of Life (when Holder is target of Beat/Defeat/Sacrifice?)	The Stone of Life shatters in <Holder>'s place.
Silver Harp	<Name> strums the <Item>.
Result	<Enemy> is delighted.
Stone of Sunlight – like Awake	<Name> raises the <Item> to the skies.
Shield of Strength – like Healmore	<Name> raises the <Item> to the skies.
Fairy Flute – like Sleep	<Name> blows the <Item>.
Sage's Stone – like Healus	<Name> raises the <Item> to the skies.
Sphere of Light	<Name> uses the Sphere of Light. The ball glows even more brightly. The thread of light twines around the Archfiend and removes his robe of darkness.
Special Weapon Use	<Name> raises the <Item> overhead.
Wizard's Wand – like Blaze	Fireballs burst forth from the staff.

Staff of Judgment – like Infernos/Firebal??	The fireballs burst forth and split into pieces.
Orochi Sword – like Defence	A blue light dances across the ground.
Staff of Thunder – like Infermore/Firebane??	A thunderclap peals from the staff.
Thunder Sword – like Boom	A lightning bolt bursts from the sword.
Sword of Illusion – like Chaos	A pink fog flows out from the sword.
Staff of Rain – like StopSpell	Black rain clouds engulf your foe.
Snowblast Sword – like Snowblast	A blast of snow storms out from the sword.
Staff of Reflection – like Bounce	Ripples of light form a shining wall.
Thor's Sword/Sword of Kings – like Firevolt??	A deafening thunderclap rips through the air.
Poison Needle – random success	The Poison Needle penetrates <Enemy>'s vital spot.

Using Dream Ruby outside of battle:
<Name> falls asleep!

Enemy Special Moves:

	<Enemy> is assessing the situation.
	<Enemy> calls for reinforcements.
Result – success	Another <Enemy> appears.
Result – failure	But no help arrives!
Poison Attack – success	The poison has affected <Target Ally>.
Paralyzation	<Target Ally> is numb and unable to

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Attack – success	move.
Sleep Attack – success	<Target Ally> is put to sleep.
	<Enemy> dances a curious dance.
Result – success	<##> MP point(s) are snatched from <Target Ally>.
Breath Attack – Sleep	<Enemy> emits gales of sweet breath.
Result – success	<Target Ally> is put to sleep.
Result – failure	<Target Ally> is not asleep!
Breath Attack – Poison	<Enemy> emits gales of toxic breath.
Result – success	The poison has affected <Target Ally>.
Result – failure	<Target Ally> repels the poison.
Breath Attack – Paralyzation	<Enemy> emits gales of scorching breath.
Result – success	<Target Ally> is numb and unable to move.
Result – failure	<Target Ally> dodges the gale of breath.
Breath Attack – Flame	<Enemy> emits gales of flaming breath.
Breath Attack – Blizzard	<Enemy> emits gales of blizzard breath.
Nullifying Attack	A freeze beam shoots out from Zoma's fingertip. Zoma nullifies the power of all the spells of <Leader>'s party.

Status During Battle:

Sleeping	<Name> is asleep.
Paralyzed	<Name> is numb and unable to move.
Confused	<Name> is confused.
Blocked spell	But the spell is contained.
Low MP	MP is not high enough!
Confusion knocked clear	<Target> has come to its senses.
If protected by Bounce	The wall of light reflects the spell back.
If Cursed – random missed turn	Can't move because of a curse!

Goof-Off Antics:

1	<Name> is assessing the situation.
2	<Name> sings a song.
3	<Name> is taking a break.
4	<Name> breaks out in a smile.
5	<Name> is lost in thought.
6	<Name> gives a kind glance.
Result	It has no effect on <Enemy>.
7	<Name> cheers on his/her companions.
8	<Name> suddenly starts to flee. But all escape paths are blocked.
9	<Name> gets tangled up in his own legs and falls down.
10	<Name> spruces himself/herself up.
11	<Name> protects itself.
12	<Name> beckons the heavens.
13	<Name> is honing his body to be ready for anything.

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14	<Name> remarks smugly: 'I wouldn't fight if I were you. Even a victory would be hollow.'
Result	It has no effect on <Enemy>.
15	<Name> recoils!
16	<Name> points his/her finger at <Enemy> and guffaws.
Result	<Enemy> becomes enraged.
17	<Name> suddenly pinches <Ally>. <Pinchee> : 'Hey!! What do you think you're doing?'
18	<Name> starts doing Jazzercise!
19	<Name> dances a curious dance.
20	<Name> calls for reinforcements. But no help arrives!
21	<Name> casts the spell, Explodet. But nothing happens!
22	<Name> pokes at the dead monster.
23	<Name> begins to mimic the arms shopkeeper: 'This store deals in weapons and armor...'
Result	<Enemy Group> is momentarily transfixed.
24	<Name> is chewing onion-flavored gum.
25	<Name> suddenly found he/she couldn't move a single muscle.
26	<Name> pretends to be dead. But fools no one!
27	<Name> speaks ill of <Enemy>.
Result	<Enemy> becomes enraged.
28	<Name> suddenly becomes enlightened.
29	<Name> blusters: 'Do you realize who you

	are speaking to? Impertinent!’
Result	But nothing happens!
30	<Name> soft soaps <Enemy>.
Result	It has no effect on <Enemy>.
31	<Name> suddenly turns around and rolls up a sleeve. ...exposing a small tatoo!
Result	<Enemy> is momentarily transfixed.
32	<Name> blows a kiss.
Result	It has no effect on <Enemy>.
33	<Name> makes an awful pun.
Result	<Enemy Group> is momentarily transfixed.
34	<Name> catches a whiff of the socks. The strong smell is drifting everywhere.

APPENDIX C (Unmatched)

But nothing is happening here.

It seems the power of the ring is used up.

The powder rides on the wind and spreads throughout the area...

<F5> takes the <F4> from <F5>'s Tool Bag and throws it away.

<F5> puts the <F4> in <F5>'s Tool Bag.

<F5> takes the <F4> from <F5>'s Tool Bag.

<F5> takes the <F4> from <F5>'s Tool Bag and puts it in <F5>'s Tool Bag.

<F5> takes the <F4> from <F5>'s Tool Bag and gives it to <F5>'s ghost.

<F5> takes the <F4> from <F5>'s ghost and puts it in <F5>'s Tool Bag.

<F5> takes the <F4> from <F5>'s Tool Bag and returns it to <F5>'s Tool Bag.

<F5> examines the wall.

'Cursed be those who disturb my sleep!'

<F5> takes the <F4> from <F5>'s ghost and lets it have the <F4>.

<F5> throws away the <F4> from <F5>'s Tool Bag and lets it have the <F4>.

<F5> is dead and cannot equip <B1> with anything.

<F5> sprinkles the <F4> all around.

'Quickly! To the king!<EF>

'Oh, powers that reside above! I invoke thee!'

'All right then, I'll give it to this ghost.

'All right then, I'll put it in this Tool Bag.

'All right then, I'll give it to this ghost.

'All right then, I'll put it in <F5>'s Tool Bag.

'Is this the person you want?'

'Here's a list of the monsters and the odds. Which one do you want to put a bet on?'

'Nonsense! <F5> is dead!'

'Mumble.. mumble Confounded monster! Zzz.. Zzz...

'Oh! Carlos!'

'Boo hoo...

'Long live the new king!'

'They say the Book of Satori is in the Tower of Garuna in the far north.'

'There is still someone alive?! Well, perish now!'

'There was an enormous fissure underneath that place. They call it the Mark of the Archfiend's Claw.'

'Oh, what has become of my <F5>!'

'Wow! <F5> is a woman?' 'What's that? I'm wrong? Sure looks like a woman to me.'

'Ough!'

'Because of this, the name of Aliahan will ring throughout the land. This is cause for celebration!'

'Looking at the stars like this I feel like my heart is cleansed. By the way...

<F5> : 'Oh, you get to have all the fun? I want to hear about it later, OK?'

<F5> : 'Well, I never get to go first! It's just not fair!'

'But it looks like you have plenty of things already. Come back again.'

'Anyway it's cause to celebrate!<EB>Day has broken in Alefgard!'

'I will sing your story so it will go down in song!...La, la, la. And his name was <F5>!...

BATTLE TEXT UNKNOWNNS:

<F5> attacks <his/her> party.

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All your foes start to flee.

<F5><F2> suddenly ceases the attack and withdraws.

<F5><F2> is unable to flee.

Wait! You better not give up now!

Regretfully, Adventure Log <#> has vanished.

The spell is reflected back by the wall of light.

<F5> assumes <his/her> original shape.

The effect of the <Spell> is gone.

However, the intended foe isn't there.

<F5><F2> gets <##> damage point(s) and becomes paralyzed.

<F5> obtains the <Item>.

But, alas, it is the same as before.

<F5> assumes <his/her> original shape.

<F5>'s strength is sapped by poison.

<F5><F2>'s life comes to an end.

'Huh!?'

<F9> can't use a spell.

<F9> can't use a spell.

<F5><F2> is not listening.

<F5> is confused for some reason.

<F5> lies down for a nap.

But <Bo> companions are not there.

But no one is listening.

The Archfiend Baramos shattered into little pieces!