

= Dragon Quest VI =

Dragon Quest VI : Realms of Revelation ( ????????VI ???? , Doragon Kuesuto Shikkusu Maboroshi no Daichi , " Dragon Quest VI : Land of Illusion " ) , Dragon Quest VI : Realms of Reverie in Europe , is a role @-@ playing video game developed by Heartbeat and published by Enix ( now Square Enix ) for the Super Famicom as a part of the Dragon Quest series and as the last Dragon Quest game in the Zenithia trilogy . It was released on December 9 , 1995 , in Japan , developed by Heartbeat ; whereas the previous Dragon Quest games were developed by Chunsoft . In July 2007 , Square Enix announced a series of remakes of Dragon Quest IV : Chapters of the Chosen , Dragon Quest V : Hand of the Heavenly Bride and Dragon Quest VI : Realms of Revelation for the Nintendo DS , making this the first time the game in question got released on other consoles and overseas . Like its predecessor , Dragon Quest VI was a Japan @-@ only release as the larger ROMs needed for English dialog were cost @-@ prohibitive ( the game was already 32 megabits in size , the limit for SNES ROMs without using bank switching ) . In addition , the game 's release occurred very late into the SNES 's lifespan , by which time Enix had dropped support for the console outside Japan . The title was finally released overseas for the Nintendo DS in North America on February 14 , 2011 , and in Europe on May 20 , 2011 . A version of the game for Android and iOS was released in Japan on June 10 , 2015 , and worldwide in English on June 24 , 2015 .

As the sixth installment to the Dragon Quest series , the graphics and gameplay remain close to the other games , with minor additions and upgrades . The graphics were vastly improved from Dragon Quest V : Hand of the Heavenly Bride , which was also for the SNES , but had rather unimpressive graphics due to being an early game on the console . Navigation remains largely unchanged from the previous games and the turn @-@ based battles are still in first @-@ person . The class system from Dragon Quest III returns , with minor adjustments . The large cartridge ROM used by the game resulted in an extremely high price of 11 @,@ 970 yen ( about 137 dollars ) , Dragon Quest VI sold 3 @.@ 2 million copies in Japan , becoming the best selling game of 1995 . The DS version sold an additional one million copies by March 2010 .

The story follows the traditional Dragon Quest " Hero " on a quest to save the world . In this particular installment , the heroes also have to endure the personal struggle of amnesia , as many of the main characters do not initially remember who they are . After completing a series of quests , the player learns that in addition to a Real World , there is also a Dream World , made up of people 's dreams , and that there is a great evil that wants to conquer both . The Hero and his new party work together to save both worlds from the ever @-@ growing threat .

= = Gameplay = =

Dragon Quest VI is a traditional , turn @-@ based role @-@ playing video game ( in an overhead perspective ) which features random battles and a character class system that the Hero and his party members acquire new skills and spells . The Hero travels around the world gathering a party throughout his adventure . To progress in the story , the party must defeat specific boss monsters or trigger specific flags . In order to defeat the bosses , the player must spend time training the party by gaining experience points from battles to advance in character and class levels .

Other new features were added to the series , such as the monsters being animated when they attack . The Slime Arena and Best Dresser Contest were new mini @-@ games introduced ; the casinos return from previous Dragon Quest games . Like previous games , mini medals can be found hidden throughout the worlds and can be traded for items . There are bonus dungeons and a few extra characters after beating the main storyline . There is a day and night system , as in some previous installments ; with certain storyline events happening at night . While the Monster Master class can catch monsters in the original Super Famicom version it is not a major part of the game . Another returning feature from the past two games is the use of the wagon , which allows characters to be swapped out for other ones on the world map .

This Dragon Quest , similar to Dragon Warrior III and Dragon Warrior VII , has a class system . Once the party gets to Alltrades Abbey , they have the option of becoming one of several starter

classes . Each class has eight levels , which are gained by winning a specific number of battles ( unlike character levels , which are gained by earning experience points ) , and advancing in level teaches a character new spells and / or skills , which are retained across class changes . Once a character has mastered a specific set of two or three starter classes , they can change into a hybrid class which builds on their themes ; for example , mastering Warrior and Martial Artist unlocks the Gladiator Class , which learns powerful physical attacks , and mastering certain hybrid classes unlocks the Hero class . Some of the classes give special bonuses beyond their stats and abilities such as the Merchant who gives a small bonus to the party 's income after every battle , or the Sage who receives a discount to MP costs . To master a class , the character must fight a set number of battles as that class . Once certain hybrid classes are mastered , a stat relating to that class will permanently go up . There are two secret classes as well , Dragon ( Hackasaurus ) and Liquid Metal Slime , which are unlockable through consumable books . Dragon Quest VI was the first game in the series to include abilities or skills ( ??? , tokugi ) ( special attacks and other techniques which are not spells and usually do not cost MP ) for human party members . These special techniques were added to the remakes of III , IV and V later on .

= = Plot = =

= = = Setting = = =

Like the other Dragon Quest games in the series , the setting of Dragon Quest VI is very medieval , complete with castles , knights , and magic . The main world is divided into the " Real World " and " Dream World " , each with a separate , but similar map . To get from one world to the other , the party uses special warps ( such as in wells ) , by ascending / descending stairs on the world map or falling through holes in the " Dream World " to the " Real World " . If something cannot be found in the " Real World " , it may appear in the " Dream World " , such as with Spiegelspire , at the middle of the game .

= = = Story = = =

Dragon Quest VI opens as the Hero and his party of a mysterious woman and a bulky man approach Murdaw , the demon king 's castle . After the girl uses an ocarina to summon a dragon , the party enters the castle and comes face to face with Murdaw ( Mudo " ????? " in Japanese version ) . Overpowering the trio , the demon king appears to destroy each member of the party , but suddenly , the Hero wakes up in the mountain town Weaver 's Peak . Tania , a young woman from Weaver 's Peak , insists that he was having a bad dream and introduces herself as his sister .

After getting off the bed , the Hero is then given a task to get a crown in preparation for the annual Mountain Spirit festival from the elder which takes him to Haggleton . However he finds out the man that is supposed to make the crown has gone out somewhere to the northwest of town and never came back . The hero then heads in that direction and finds a large hole with the crown maker just barely hanging on . The hero attempts to rescue him and succeeds but in the process , slips and falls to the world below . In this mysterious world , the hero finds a nearby town in which the townspeople cannot see him . The hero grabs a tip from one of the townspeople that there 's a special well to the north which people went in never came back ; thus the hero heads in that direction and returns to his world .

After getting the ceremonial crown from the crown maker for no charge after saving his life , the hero heads back to Weaver 's Peak just in time for the festival to begin . During the festival , the hero receives a mysterious vision that a great evil was to take over the world and asks him to leave the village in preparation for this disaster . The next day , the hero finds out that the world that he stumbled onto was called the " Phantom World " and is given a pass by the elder which allows him entry into Somnia , where he can meet the king .

At Somnia , the hero meets Carver , which doesn 't seem to remember the hero . The Hero then

meets Captain Blade , leader of Somnia 's military which gives the potential soldier candidates a task to find a special item in a tower . The hero manages to find this item successfully and formally becomes a soldier of Somnia . After a task which the Hero and Carver work together to get a horse for an old man , Carver also becomes a soldier of Somnia and himself and the hero are given permission to talk to the king where they learn to defeat Murdaw , they need the Mirror of Ra . The Hero and Carver discover another portal similar to the one near Haggleton , which eventually leads them to Port Haven , another town where they can not be seen . Milly , also appearing to have lost her memory , does see them and helps them become visible via Madame Luca 's help .

The party discovers a Somnia Castle in the ? Phantom World ? and learns that the prince is missing and that the Hero looks like him . They also meet Captain Rusty , who bears a striking resemblance to Captain Blade . Gaining entrance to the Moonmirror Tower , the party meets Ashlynn , a woman who was invisible in the ? Phantom World ? at first , too , and together they find the Mirror of Ra . The four of them travel to Murdaw 's castle , in the original world . After defeating Murdaw , the Hero uses the Mirror on him . Murdaw then turns into the King of Somnia , confused and unaware of what happened . The king reveals that the original world is in fact the Dream World and the Phantom World is the Real World . Upon traveling back to the Real World , the King of Somnia thanks the party for defeating Murdaw in his dreams , but that the real Murdaw lives and that the party must travel to Ghent to retrieve a boat to get to Murdaw 's lair . In Ghent , Nevan , a healer , joins the party and allows them to use the Ghent Clan 's ship . During the fight with the real Murdaw , the Hero gets is again sent back to Weaver 's Peak . However , with the Mirror of Ra , the Hero warps back into the battle and defeats Murdaw .

The Queen of Somnia tells the Hero to discover who he really is . The quest leads the party to Arkbolt , where a terrible monster is blocking a nearby cave . The reward for defeating the monster is the famed Sunderbolt Blade , but before the party can strike the final blow , a warrior by the name of Terry kills the monster , winning the sword . After traveling both worlds , the party learns that Murdaw was not the only evil in the world , having fought several other monsters that all seem to be connected .

In Sorceria , the party learns that this is Ashlynn 's home . The elders tell Ashlynn that the Demon Lord is watching her and give her the powerful spell Magic Burst to fight him . The party also learns that the only way to get to the Demon Lord is through Zenith Tower , but to activate the tower , they need to collect the sword , armor , shield , and helmet of legend . While doing so , the Hero meets his double in Real Weaver 's Peak , who gets spooked , and speaks ' Y @-@ You . Y @-@ You 're m @-@ m @-@ me ! ' , and says that he must prove himself to be faithful to his family if he is to join powers . Returning to Real Somnia , the King and Queen tell the Hero that he is indeed the prince . When he fused with his clone , the Hero gained his memory back , much like Ashlynn and Carver had done .

The party reaches Cloudsgate Citadel and meets Dhuran ( ???? ) , who claims to have taken over the castle . He summons Terry to fight the party and then fights the party himself . Dhuran then reveals that all the enemies the party has faced were just pawns of Mortamor , the Archfiend . Milly reveals that Terry is her brother and Terry decides to join the party and fight against Mortamor .

Once Cloudsgate Citadel is back to normal , the party speaks to King Zenith who informs them of Mortamor 's doings and how to reach the Dread Realm . Mortamor plans on merging both worlds . The party 's horse fuses with Pegasus , allowing the party to fly to the Dread Realm . Several challenges await in the Dread Realm , with one such challenge being the party 's strength suddenly and unexpectedly plummeting . With the help of two Supreme Sage brothers , Benjamin and Isaac , the party enters Mortamor 's Castle . After solving many puzzles , they come face to face with Mortamor and defeat him . Isaac reveals that the Dread Realm is falling apart and Pegasus helps them escape . After returning to the Real World , everyone parts ways , with Ashlynn having to return to the Dream World since her Real World self doesn 't exist anymore . With Mortamor 's link between the Real World and the Dream World severed , the Dream World vanishes , with only Cloudgate Castle being the remaining visible portion in the Real World . It 's then shown that Ashlynn is in the castle , taking care of the newly hatched Zenithian Dragon .

= = Development = =

= = = Production = = =

The scenario designer , as in all previous Dragon Quest games , was Yuji Horii . Similarly , the lead artist was Akira Toriyama and the sound was composed by Koichi Sugiyama . This is the last game in the series to feature the Tenkuu no Shiro ( Castle in the Sky ) trilogy .

A prequel , Dragon Warrior Monsters ( Dragon Quest Monsters : Terry 's Wonderland in Japan ) , was released in 1998 . This game featured Terry and Milly years before the events of Dragon Quest VI . It was released in North America the next year , even though Dragon Quest VI was never released in North America . Along with Terry and Milly , several of the main enemies , including Mortamor , reappear , however , their previous roles have been eliminated , making them appear as just normal enemies . Mortamor and Murdaw ( DeathMore and Mudou , respectively , in the localization ) do appear as very challenging , very late in @-@ game bosses , though .

= = = Release = = =

The initial release was delayed over a year because of Enix wanting to further develop their game . The game was eventually shown at Shoshinkai in November 1995 . Dragon Quest VI was released a few weeks later on December 9 , with the very steep price of 11 @,@ 400 yen ( roughly over 100 U.S. dollars ) . The game went on to sell over 3 @.@ 2 million copies . In Japan , the game made the news in 2005 , when a Japanese student threatened another student over an argument about which Dragon Quest is the best , the student doing the threatening favoring Dragon Quest VI .

Like its predecessor , Dragon Quest VI did not receive an English @-@ language localization because of being cost @-@ ineffective . At 4MB , it was one of the largest games made for the SNES as well as the largest the console could support without adding bank @-@ switching circuitry to the cartridge , and translating it would have necessitated even bigger and more expensive ROMs . In addition , the game was a late release for the SNES and by the time an English localization could be finished , Enix had already dropped support for the console in North America and moved to the PlayStation .

= = = Nintendo DS remake = = =

The Dragon Quest VI enhanced remake for the Nintendo DS was announced in late 2007 by Square Enix and was developed by ArtePiazza . The game was released in Japan on January 28 , 2010 , in North America on February 14 , 2011 , and in Europe on May 20 , 2011 .

This version has a few differences

The after @-@ battle monster recruitment has been removed . In the original 1995 Super Famicom version of Dragon Quest VI , certain types of monsters can be randomly recruited if they are defeated with a Monster Master in the party . In the 2010 DS remake , this system has been removed , instead , there are certain Slimes that will join you once you accomplish a specific task . Lizzie still remains recruitable .

Since this version comes with a built in map of both worlds on the top of the screen , the World Map and the Magic Map have been removed .

The ' Tag Mode ' system from Dragon Quest IX has been implemented , which allows wireless communication and data transfer between two DS systems .

A Slime Curling mini @-@ game was added .

The names of the following characters from this game were changed in Dragon Quest IX as follows : Mireille ( Mireyu ) as Milly , Hassan as Carver , Barbara ( B?bara ) as Ashlynn , Redach ( Reidakku ) as Somnia , and San Marino as Port Haven .

On April 28 , 2008 , it was reported that Square Enix has applied for the trademark " The Realms of Reverie " at the United States Patent and Trademark Office , leading to speculation that it was the

localized title for this game . On May 20 , 2008 , Square Enix opened up the North American site featuring the three Dragon Quest DS remakes , acknowledging Realms of Reverie as the official subtitle , as well as confirming a release in North America . The title was later changed to " Realms of Revelation " just prior to release . Listings in some stores , including on price tags and the like , still use the " Reverie " title .

Mark Franklin , director of Public Relations at Nintendo , made the claim that Dragon Quest VI : Realms of Revelation ? will give fans unique access to a classic game in the series for the first time ? outside Japan .

= = Related media = =

= = = Soundtracks = = =

As with every Dragon Quest , Koichi Sugiyama composed the music and directed all the associated spinoffs . Three soundtracks were released for the music of Dragon Quest VI . The first was a two @-@ disk soundtrack , which included an orchestral performance and an OST . The second soundtrack was released on August 23 , 2000 , and just had the orchestral version . This version was released by SPE Visual Works ( now Aniplex ) , and was named Dragon Quest VI ~ The Dream World ~ Symphonic Suite . This version was featured on Dragon Quest Daizenshu Vol . 2 , which is a compilation of Dragon Quest music . A second Symphonic Suite edition of the OST was performed in March 2005 and released on July 19 , 2006 , also by Aniplex . The Symphonic Suite tracklist is as follows :

All songs written and composed by Koichi Sugiyama .

= = = Manga = = =

A 10 @-@ volume manga adaptation of the game was also made , which titled Dragon Quest Maboroshi no Daichi ( ????????? ???? , lit . Dragon Quest : Land of Illusion ) . It was authored by Masaomi Kanzaki and published by Enix in the Monthly Sh?nen Gangan between 1997 and 2001 . The storyline roughly follows that of the video game from which it was based but with several differences , such as the inclusion of the character Kizu Buchi , a spotted slime .

= = Reception = =

Kurt Kalata of Gamasutra praised the game 's storyline , particularly its innovative scenario . While comparable to the light @-@ dark world setting of The Legend of Zelda : A Link to the Past , Dragon Quest VI featured a unique real world and dream world setting , which he suggests had an influence on the later Square role @-@ playing games Chrono Cross and Final Fantasy X. Kalata also praised the gameplay improvements , including its class system that improves on Dragon Quest III and is now more similar to Final Fantasy V , and the addition of a bag that improves on the inventory management of previous games . He concludes that it is " still a fantastic game . "

= = = Sales = = =

Despite the very high price of 11 @, 970 yen ( about 100 US dollars ) , Dragon Quest VI sold 3 @. 2 million copies in Japan , of which 2 @. 5 million were sold before the end of 1995 resulting in it becoming the best selling game of 1995 . In 2010 , Dragon Quest VI for the Nintendo DS sold almost a million copies in Japan in its first week . The game sold over 1 @. 2 million copies by March 2010 .

According to Nintendo Power , Dragon Quest VI was originally planned for North American release in the spring of 1996 under the title " Dragon Warrior V. " However , the Super Nintendo localization of the game never happened , Enix having already given up on the U.S. market . Square , one of the

only companies still willing to bring console role @-@ playing video games to the United States , was also still struggling to get their games to sell in the United States , and therefore , Dragon Quest VI had no companies willing to take a risk for it . In Nintendo Power vol . 81 , the staff wrote an article on Dragon Quest VI , hoping the game would find a North American release . They also suggested why the series might not appeal to the American audience : there is too much fighting and not enough adventuring . Other critics have mentioned that class building becomes tedious and that the dual worlds are too overwhelming , both possible reasons against a US release . Dragon Quest VI was listed as # 7 among the 10 Best Japanese Games Never Released in the U.S. by GamePro magazine in their May 2005 issue .