Nintendo

GAME BOY COLOR

CGB-BD3E-USA

DRAGON WARRIOR III

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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TEEN (13+)

MILD VIOLENCE
SUGGESTIVE THEMES

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DRAGON WARRIOR III

CONTENTS

I ■ Dragon Warrior III's Tale 1
II ■ The Cast of Adventurers 2
III ■ Controls 6
IV ■ Starting Your Quest 8
V ■ Personality 10
VI ■ Castles and Towns 11
VII ■ Standard Commands 16
VIII ■ Battle Commands 22
IX ■ Changing Classes 25
X ■ Spells 26
XI ■ Items 30
XII ■ Take a Side Trip or Two 33
XIII ■ Monster Medals 35
Limited Warranty 37

DRAGON WARRIOR III'S TALE

Many years ago, the kingdom of Aliahan ruled the world. Although its former influence has diminished, its people lived in peace. That is, until the rise of the Demon Lord Baramos...The kingdom's great hero Ortega embarked on a journey to defeat Baramos, but was said to have perished from a plunge into the maw of a volcano.

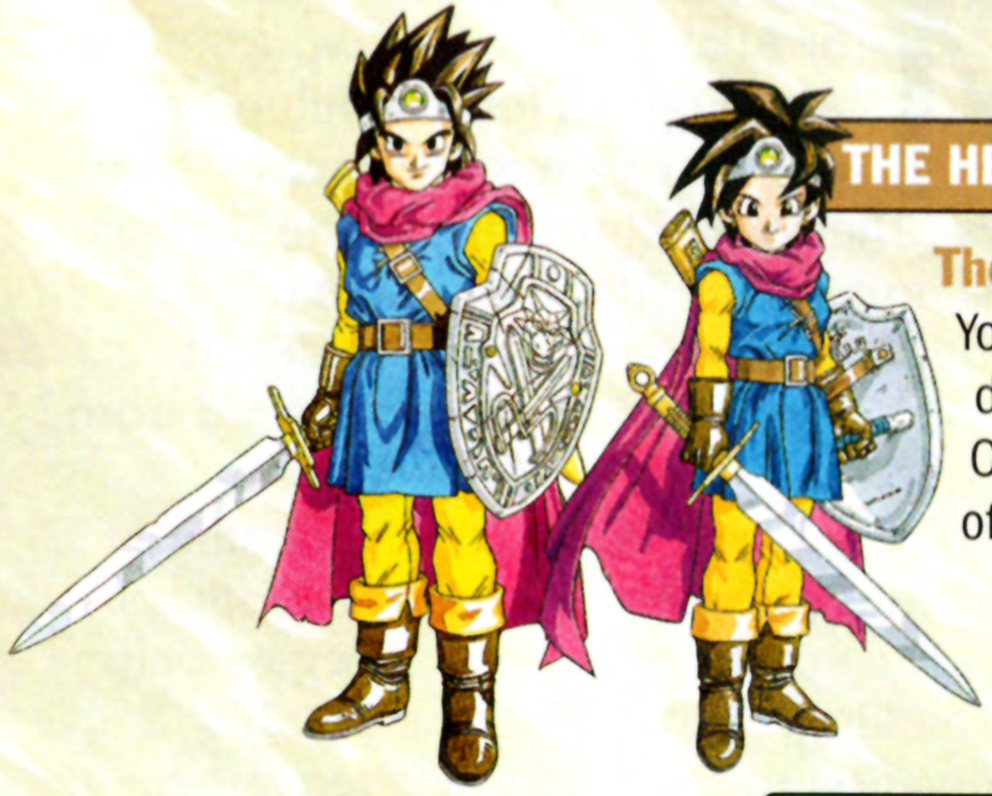
Over a dozen years later...A single youth strides purposefully into the castle of Aliahan.The youth is the hero Ortega's only child. The king, recognizing the youth's determination to succeed the fallen father, commands, "**defeat the Demon Lord Baramos**."

You are the young hero of Aliahan. Assemble a team of trusted companions for a spectacular quest to save the world from the terrors of the Demon Lord Baramos.

Let the adventure begin!

THE CAST OF ADVENTURERS

On the quest to defeat the Demon Lord, you need to assemble a four-person party of compatriots. When choosing your party, you pick from eight character classes, each with different abilities and attributes.



THE HERO — The Quest Leader

The quest's main character. That means you. You possess a balanced mix of offense and defense, and the ability to cast unique spells. Obviously, you're the leader of your small party of adventurers.

WARRIORS — Combat Specialists

Experts in physical combat using weapons. While they can use heavy, powerful weapons and equipment, they cannot cast spells.





FIGHTERS Human Lethal Weapons

Fighters rely on their lean, muscular bodies to deliver punishing punches. They won't wear heavy protective gear, so they can move quickly. Their chances of scoring critical hits in battle increase with their level.



MAGES Users of Attack Spells

Mages cast powerful spells to mow down monsters. They are physically frail, however, so they are not to be relied upon for physical attacks.



CLERICS Disciples of the Gods

As evil-hating followers of the gods, clerics can cast healing and reviving spells that are imbued with holy power. They are physically stronger than mages, and are capable of some physical combat.

THIEVES Extreme Survivalists



Thieves are experts at exploring the unknown. They possess abilities that make them invaluable to your quest. For example, they can identify the locations of hidden treasures in caves and towers. They also may steal items from monsters in battle.



DEALERS Utterly Fearless Merchants

Dealers have the uncanny knack of earning a little bit more money from battle than the others. They are also the only people who can appraise unknown items. At the start of the quest, they are comparable to the hero in abilities.

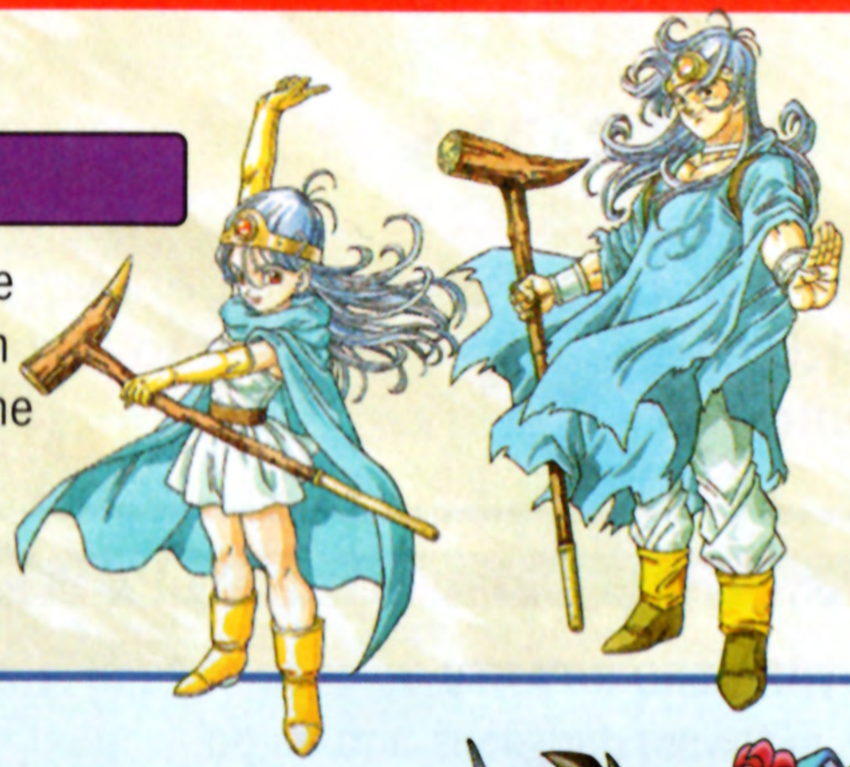


JESTERS Happy-go-lucky Clowns

Silly pranksters whose only source of pride is their luckiness. In battle, they may ignore your wishes to do whatever strikes their fancy. They learn new ways of fooling around when they level up.

SAGES The Chosen Holy Ones

The ultimate spellcasters, sages can cast all the spells of mages and clerics. What's more, they can also use powerful weapons. It's not easy to become a sage. It requires special dedication.



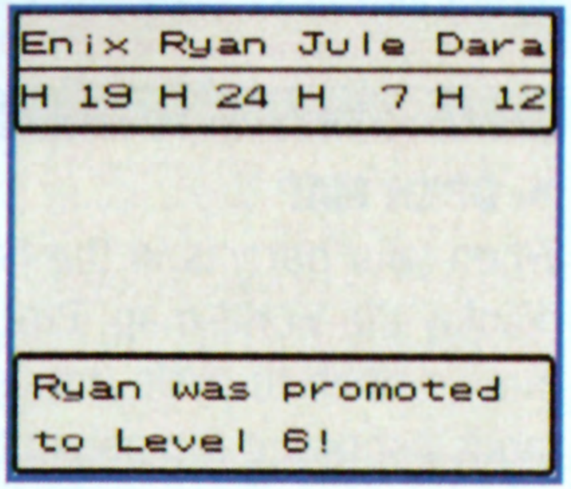
LET'S FORM A PARTY!

Out of the nine classes shown, you are the hero. That leaves eight classes from which you must choose your three companions. While you are free to form any party, consider the abilities of the various characters and how they will complement each other in battle. Also think about how your party is lined up—the character at the head of the line is the most likely to be hit in a battle.



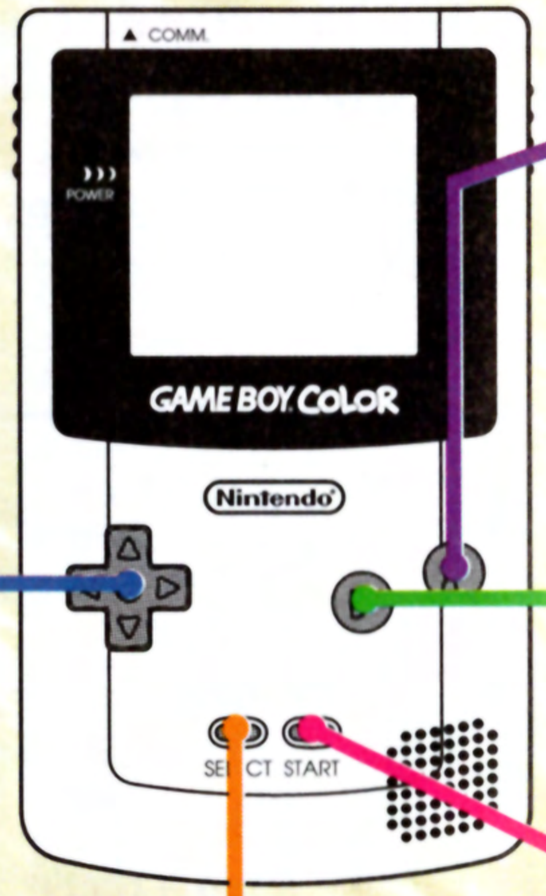
LEVELING UP = POWERING UP

You and your companions grow by gaining EX points (experience points) in battle. By earning set amounts of EX points, your characters level up. Every time a character levels up, his or her basic stats such as "STR" (strength) and "AGL" (agility) may rise. The ways in which the stats rise upon leveling up depend on the character's class and personality.



CONTROLS

Before you rush off on your quest to vanquish the Demon Lord, take a couple minutes to learn the basic button controls.



CONTROL PAD

MOVING THE HERO'S PARTY

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

MOVING THE CURSOR

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



SELECT

OPEN MAP

When your party is in the field, press to display the world map. Press it while the map is open to cycle through the three modes showing the present location, the location of the ship, and the map alone.

MEMORIZE SPEECH

Press this in towns, castles or other locations to make the hero memorize the last conversation you had with another character.



A BUTTON

ACTION BUTTON

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

Press it where there is nothing in front of the leader, and the leader will check underfoot.

CONFIRM COMMANDS

It's also used for confirming commands and selecting spells and items.



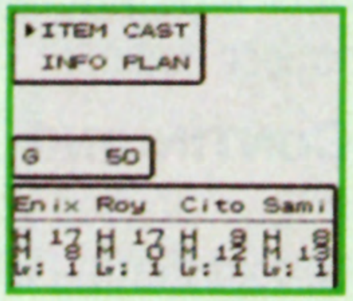
B BUTTON

OPEN THE COMMAND MENU

While walking, pressing this opens the command menu.

CANCEL COMMANDS

Press this button to cancel your previous selection (one that has been confirmed by the A Button), and return to the previous menu window or resume your quest.



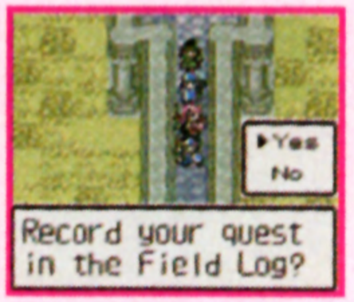
START

PAUSING THE QUEST

Except in battles, you can take a break from your quest by saving your progress in the Field Log.

Just press this button while walking. It may not be possible to pause your quest in certain situations.

Check page 9 for details on the Field Log.



IV Starting Your Quest

You are about to embark on a long journey of adventure. So learn how to manage your quest!

Starting a New Quest

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

Continuing a Quest

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





Other Menu Items

- **OPTION** Select to adjust the message display speed on an 8-step scale.
- **COPY FILE** You can copy one Journal to an unused Journal.
- **DELETE FILE** You can delete a selected Journal. Be careful—once you delete a Journal, its contents are gone forever.
  - **Delete Medals**
  - **Trade Medals**
  - **Check Medals**

Check page 35 for details on the Medal related menu items.



ENDING YOUR QUEST

When you're taking a break from your quest, make sure you save your progress. You can end your quest in two ways.



Ending a quest with a Journal entry

Talk to a king in his castle and he'll record your quest in a Journal of your choice. After making the Journal entry, the king will ask if you intend to leave right away. Reply, "Yes," to keep going. Reply, "No," to take a break from your quest. Later, you can resume your quest from where you left off by choosing the Journal in which you recorded.



▲ *You can save to a Field Log virtually anywhere.*

Ending a quest with a Field Log entry

Except in battle, you can record your progress in a Field Log whenever you like on your quest. Just press START to open the Field Log window and reply, "Yes," to the query, "Record your quest in the Field Log?" You can't save to the Field Log in a battle. It may also not be available in certain situations. Beware, a Field Log is deleted once you resume a quest from it.

PERSONALITY

The hero and companions have personalities. A character's personality influences the way he or she grows.

YOUR PERSONALITY?

The personalities of your party companions are determined by the adventurer's registrar, who we'll get to later. Your own personality is deduced at the start of your quest. Just reply truthfully to the questions posed by a mysterious voice.

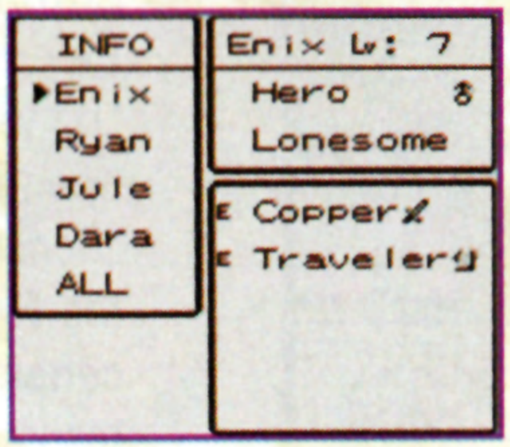
THE FINAL QUESTION

For the final question, you are suddenly whisked away to an unknown place where you will be faced with an interesting situation. Do as you see fit. That determines your personality.

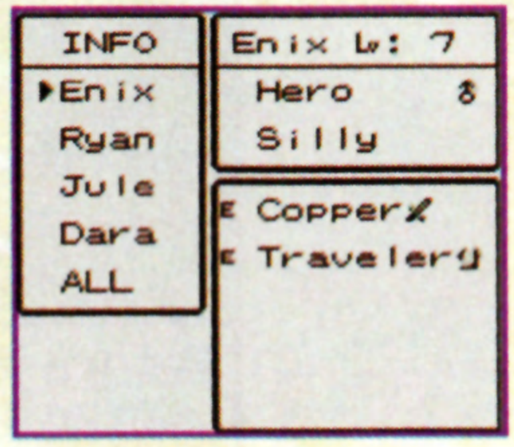
ONCE THE PERSONALITY IS DETERMINED...

You can check the basic stats of your character using the INFO command. The character's personality determines which stats are more likely to rise. Be aware that personality can be changed by how you behave in certain situations or by using an item.





▲ *The personality is "Lonesome."*



▲ *The personality has changed!*

VI Castles and Towns

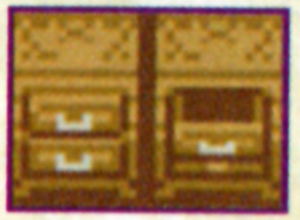
It's time to set out on your quest! After obtaining the king's blessing, go back to the town to gather companions, equip the party and ready supplies.

In castles and towns...

- **Gather information!**
  Walk up to people and press the A Button to converse with them. If you hear something important, press the SELECT Button to make the hero memorize it. The hero can "Recall" what was said later on.
- **Check things!**
  Look for dressers and vases. Check them out; they sometimes hide items or money. Stand in front of one and press the A Button to check.




Vase


Dresser


Bookshelf

Business establishments



- **Inn**
  Stay at an inn to restore HP (Hit Points) and MP (Magic Points) to the maximum levels.





- **Weapons and armor shop**
  This is a shop that sells weapons, armor, shields and other equipment. When buying, make sure that you're not buying something that isn't useable; what can be equipped varies from class to class.

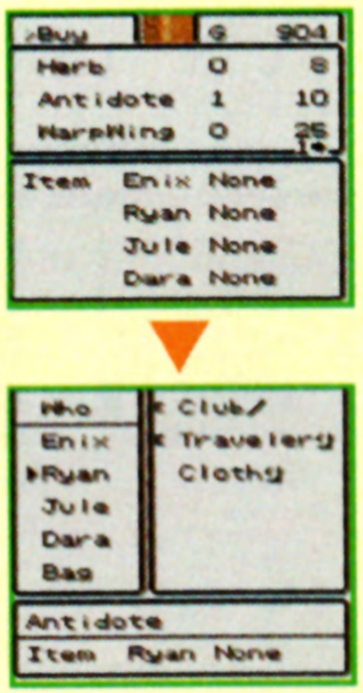


- **Item shop**
  A shop that sells useful items. There are also general shops that sell items, weapons and protective equipment.





BUYING ITEMS



Talk to the shopkeeper and choose whether you're buying or selling. This is what happens when you're buying.

WHAT WOULD YOU LIKE TO BUY?

The merchandise mix varies from shop to shop. If a shop carries many items, you can change the merchandise menu by pressing right or left on the Control Pad. At item shops and general shops, you can buy up to nine of a chosen item. After selecting the item, choose how many you want by pressing right or left on the Control Pad.

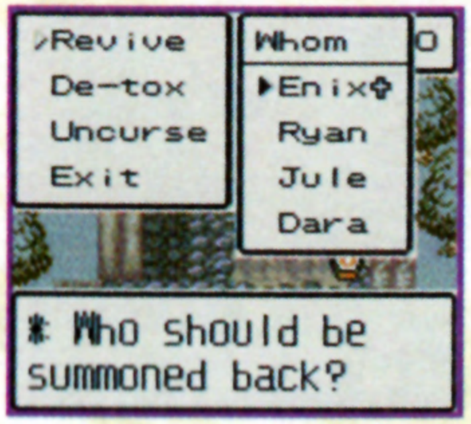
WHO IS THIS FOR?

Pick who should carry the item(s) you just bought. A weapon or protective equipment can be equipped on the spot. If the selected character has no room for items, the shopkeeper can move all unequipped items to the Bag.



Temple

If you're in a dire situation, a temple could help you with their divine powers. If any of your party members die, scoot over to a temple right away. Be aware, however, that temples require donations to do their work.



WHAT A TEMPLE CAN DO FOR YOU

REVIVE

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

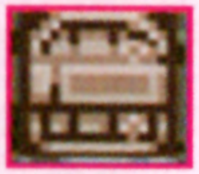
DE-TOX

Anyone poisoned in battle can be cured.

UNCURSE

Cursed weapons and equipment can be removed from the affected character. The item is destroyed when it is removed, however.

LOCKED DOORS



Thief Key



Magic Key



Final Key

Naturally, you need a key to open a locked door. There are three kinds of keys. If you have the Final Key, you can open any door. But at first, you should look for the Thief Key.



GOLD BANK

If your party is wiped out in a battle, you lose half your money. To avoid that added pain, you should save money in the Bank. You can deposit and withdraw money freely in 1,000G increments.



Ruida's Tavern

"A place of hellos and farewells where travelers gather in search of companions." The Tavern is where you find companions for your quest. To get your quest going, have a chat with the lady at the counter.



THE TAVERN'S SERVICES



❖ RECRUIT

Use this command to add members to your party from the tavern's patrons. Use the Control Pad to select a character from the roster, then press the A Button to add the character.

❖ DISMISS

Select the character you want to dismiss from your party and leave him or her at the Tavern. With the exception of what is equipped, all items that are in the character's possession are moved to the bag.



❖ ROSTER

Select this command to check the roster of characters at the Tavern. Select a character and press the A Button to check his or her stats in detail.

Check page 19 for details on status data.

❖ EXIT

Select this command to leave the Tavern's counter. You can also press the B Button to exit.

Registrar of Adventurers

At Ruida's Tavern, you can initially find three potential companions: a warrior, cleric and a mage. If you want other characters in your party, go upstairs in the Tavern and see the Registrar. He will help you register new adventurers in the class and gender you choose.

Find unique companions

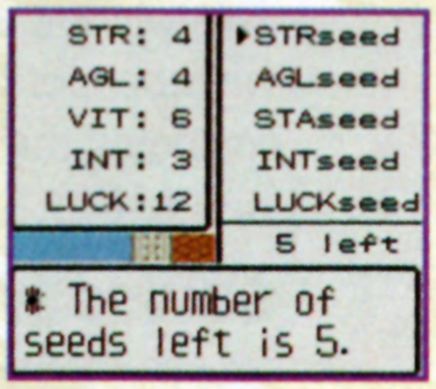
To register a new character, speak with the Registrar at his counter. He'll ask you for the character's name, gender and class.



◂ *Have the Registrar find you companions that fit your requirements.*

Five seeds determine the personality

Once you've found your desired character, you can use five seeds that affect the personality of the character. These seeds are gifts from the king to help you get started. You can either choose to pick the seeds yourself, or let the Registrar pick them for you.



◂ *How the five seeds are used affects the personality of the character.*

After registration

Once the character is made, the Registrar will ask you if he or she should be registered in the roster. Answer, "Yes," and the character is added to the roster so that he or she can be added to your party downstairs in the Tavern.



◂ *Once registered, the character can be recruited into your party at Ruida's Tavern.*

VII STANDARD COMMANDS

For progressing in your quest, you must learn how to use commands. In this section, the standard commands are examined.

FOUR BASIC COMMANDS

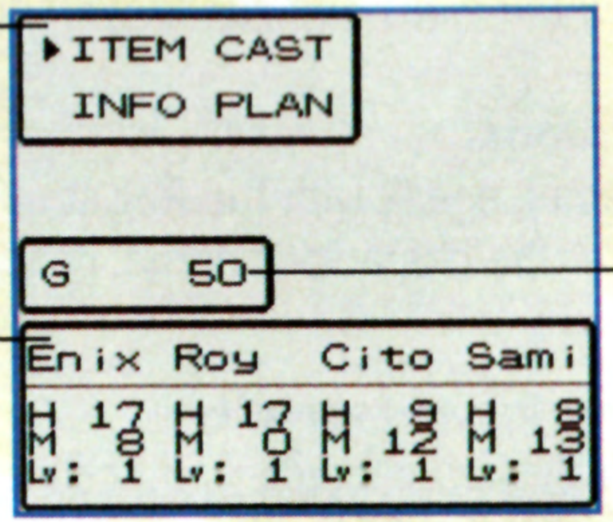
In most situations out of battle (such as in a town, or out on the field), pressing the B Button opens the command menu. Select the desired command using the Control Pad and confirm it using the A Button.

MAIN WINDOW

Choose from the four basic commands.

STATUS WINDOW

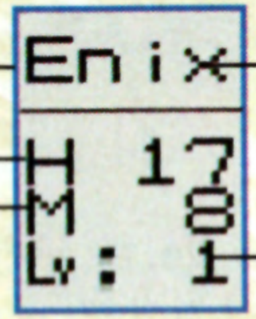
This window shows all members of the party including their HP, MP and level.



GOLD

G (Gold) is how money is counted in the worlds of Dragon Warrior III.

STATUS WINDOW DETAILS



HP

Stands for Hit Points and indicates the current health. The higher the better.

NAME

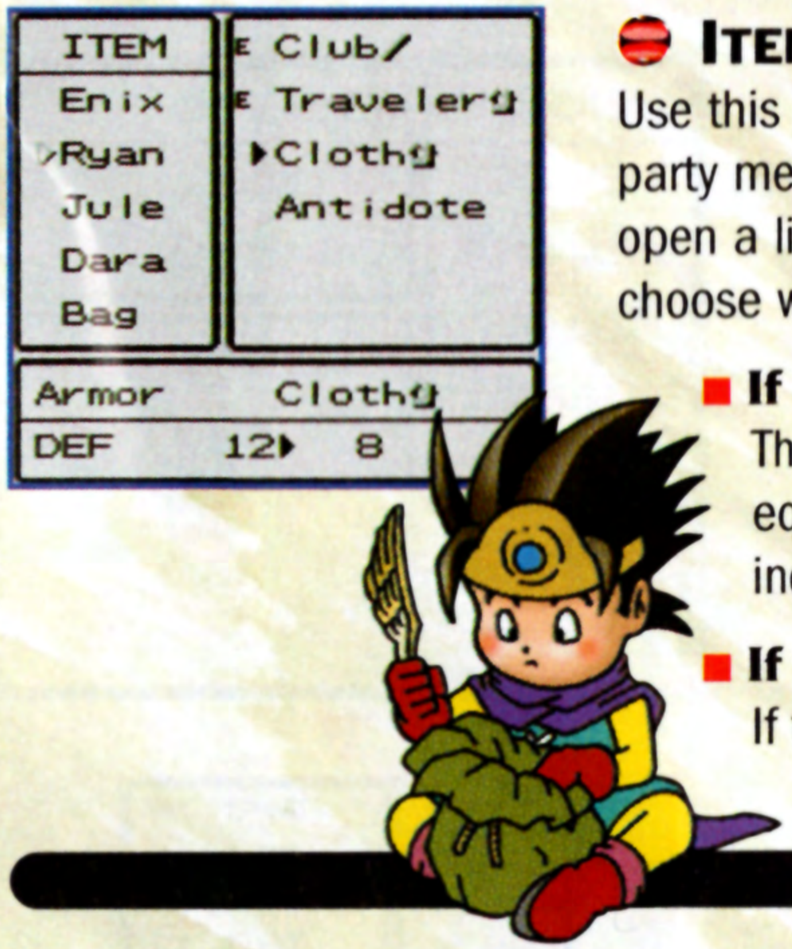
The party member's name.

MP

Stands for Magic Points. They are used for casting spells.

LV

Stands for level. This is a character's overall experience level.



ITEM

Use this command to check what items and equipment are held by individual party members and in the bag. Choose one party member or the bag to open a list of items, then choose an item. When you've chosen the desired item, choose what you want to do with it from the list of subcommands.

- **If a party member is chosen...**
  The list of items and equipment held by the character is shown. All equipped items such as a weapon and protective equipment are indicated by the letter "E."
- **If "Bag" is chosen...**
  If there is more than one of a specific kind of item, the quantity is shown.

"WHAT" SUBCOMMANDS

▶ **USE** You can use the selected item. For items such as an Herb, you must also specify who the item is to be used on.

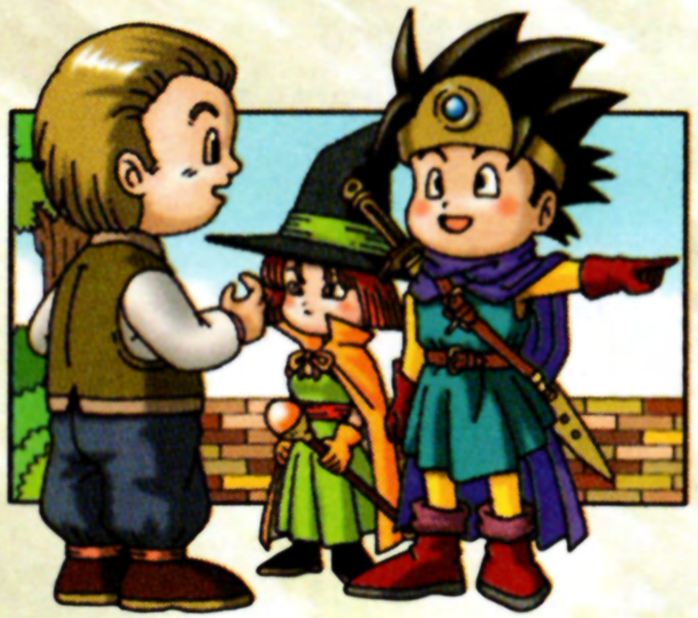
▶ **PASS** Items can be passed from one character to another, placed in the bag, or removed from the bag. If a piece of equipment (such as a weapon or protective equipment) is selected, it indicates whether the recipient can equip the item, and what effect it will have. A passed piece of equipment can be equipped right away.

▶ **EQPT** Stands for Equipment. Use this subcommand to equip a character with a piece of equipment in his or her possession. This subcommand is not shown if you select the bag.

▶ **SHOW** If there is a dealer in the party, he or she can appraise selected items.

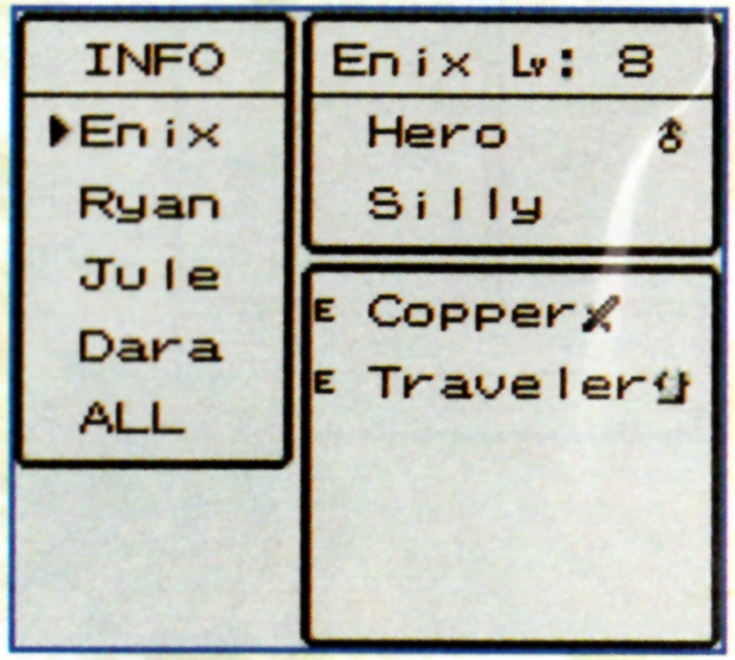
▶ **TOSS** Selected items can be thrown away. Beware, some items may never be obtained again if you throw them out.

▶ **EXIT** Select this to exit the ITEM menu.

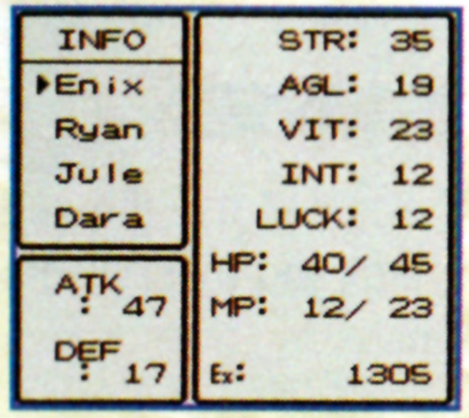


INFO

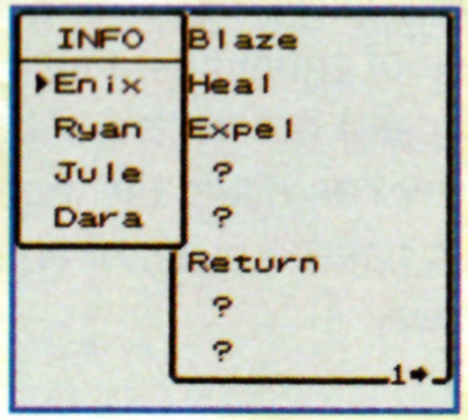
Use this command to check the detailed stats (such as personality and individual stats) of the hero and party members.



- This menu shows the selected character's present level, class, gender (♂: Male, and ♀: Female), personality and equipped items. Choose "All" in the menu to open the status menu of all party members.



- The spells learned by the selected character are listed. If the character learns more spells than what fits in a single window, an arrow is shown at the bottom right of the spell list. Press right or left on the Control Pad to switch the lists of spells.



STAT DESCRIPTIONS

◆ **LV (LEVEL)** Indicates the character's overall experience level. It rises as the character gains EX (experience) points by defeating monsters.

◆ **HP (HIT POINTS)** Indicates the character's health. It is lost through battle injuries and poison. If it drops to zero, the character dies.

◆ **MP (MAGIC POINTS)** The power used for casting spells. It is depleted when spells are cast. Spells can't be cast if there isn't enough MP.

◆ **STR (STRENGTH)** Strength rises with the character's level. Obviously, the higher it is, the higher the attack power (and hence more damage to the attacked monster).

◆ **AGL (AGILITY)** This indicates how quickly the character can move. The higher it is, the faster the character can attack. It also adds to the DEF (defense) rating of the character.

◆ **VIT (VITALITY)** This indicates how sturdy the character is physically. The higher it is, the more likely the character's maximum HP will rise.

◆ **INT (INTELLIGENCE)** Indicates the character's level of intelligence. It is strongly linked to MP. The higher it is, the more likely the character's maximum MP will rise.

◆ **LUCK** The higher this is, the less likely the character will be affected by spells such as those inducing sleep or paralysis.

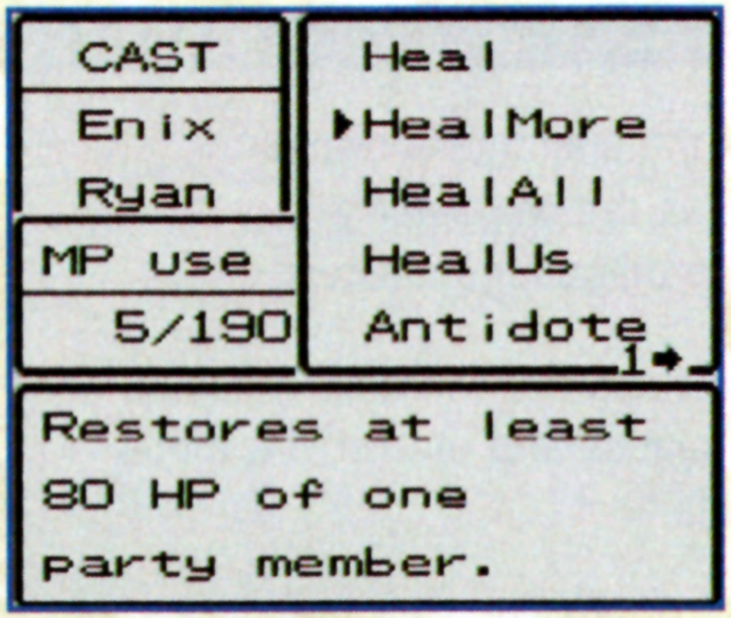
◆ **EX (EXPERIENCE)** The total amount of EX (experience) points earned by defeating monsters. Upon reaching certain EX points the character's experience level rises.

◆ **ATK (ATTACK POWER)** ATK is the sum of the character's STR and the equipped weapon's attack rating. The higher it is, the greater the damage the character can inflict with each hit.

◆ **DEF (DEFENSE POWER)** The character's overall defense rating including the defense provided by the equipped protective equipment. The higher it is, the lower the damage to the character when hit in battle.

CAST

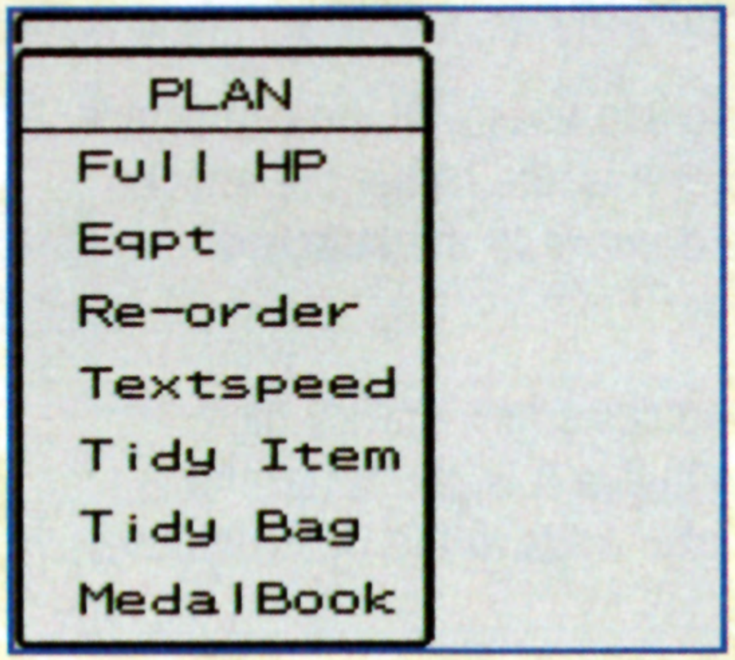
Use this command to cast a spell that can be used while walking. By selecting the character to cast a spell, the character's list of useable spells is displayed. By moving the cursor to a spell, the amount of MP it requires, the remaining MP and the spell's effect are shown.



◀ *Spells that can be used only in battle are not displayed.*

PLAN

This command is used for accessing seven subcommands for performing a variety of functions such as re-ordering the characters in the party and fully restoring the HP of all party members. They are useful for making your quest a little easier, so it's suggested that you learn how they work.



◀ *Learning the seven subcommands will help you.*

PLAN SUBCOMMANDS

▶ **FULL HP** This subcommand makes one (or more) party members use spells to automatically heal everyone. Naturally, MP will be consumed.

▶ **EQPT** Weapons and protective equipment are useless if they are not equipped. Use this command to equip your party members. Choose the character, then equip him or her in this sequence: weapon, armor, shield, headgear and accessory.



▲ *Data such as ATK and DEF are shown. Refer to them to choose the best equipment.*

▶ **RE-ORDER** Use this command to arrange your party members from the first to last in line. The member at the head of the line is the most likely to be hit, so it's best to put members with low HP or DEF at the back of the line.

▶ **TEXTSPEED** The text display speed can be adjusted on an 8-step scale.

▶ **TIDY ITEM** Other than equipped items, all items can be moved to the bag. You can choose between moving everyone's unequipped items or a single member's.

▶ **TIDY BAG** The items contained in the bag can be rearranged "By Type" or from "A to Z."

▶ **MEDALBOOK** Select this to open the book containing all the Monster Medals you have collected.

Check page 35 for details on the Medal related menu items.

VIII BATTLE COMMANDS

When you're outside of towns, in caves or in towers, monsters will appear without warning and challenge you to battle. Fight them by issuing the appropriate commands to your party members.

BATTLE SCREEN

In battle, each time the enemy hits, some of the party members will lose HP. If a member's HP drops to zero, the character dies. Use Herbs or other items, or healing spells to restore depleted HP.

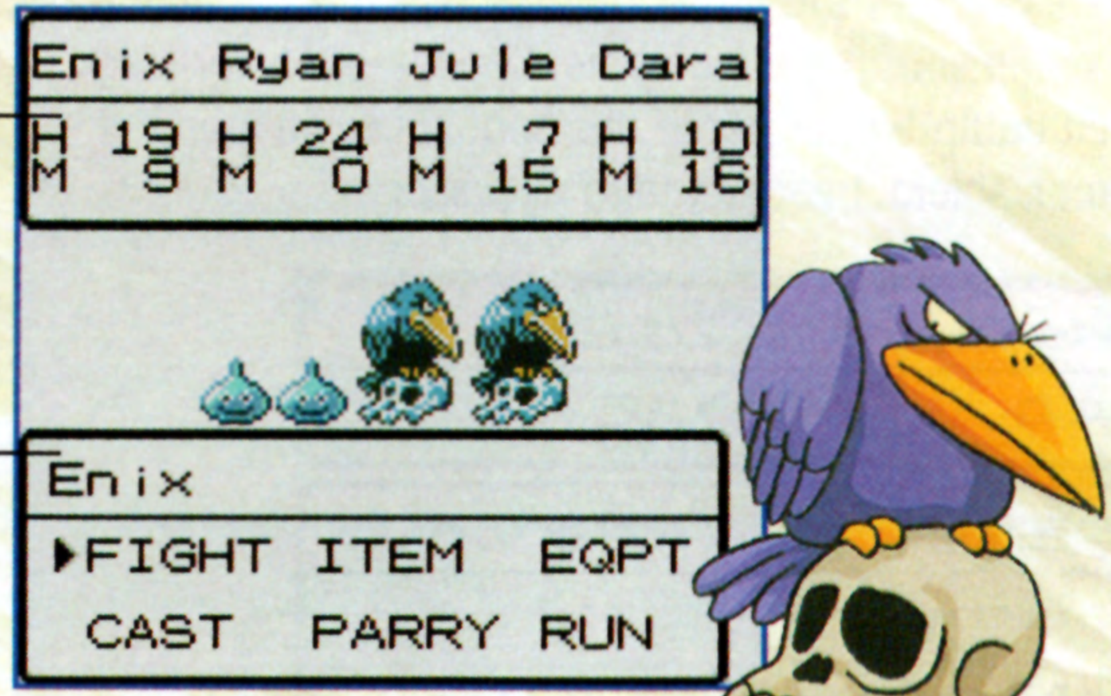
STATUS

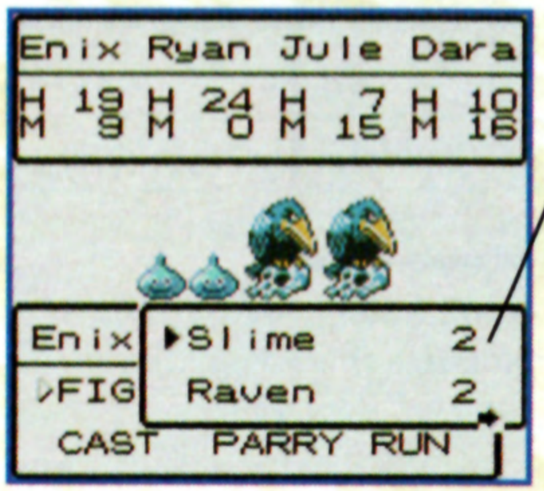
This window lists the HP and MP of all party members.

COMMAND WINDOW

Choose one of six battle commands in this window.

Choose your target monster(s) carefully. Pressing left or right on the Control Pad lets you choose your own party member(s) as the target.





MONSTERS

The monsters you face in battle are shown by their names and numbers for their quantities. Use the window to select target(s).



Six battle commands

Fight
Choose this command to physically strike a monster with a weapon or bare hand.

Cast
You can cast spells for attacking monsters or supporting your party members. Casting a spell consumes a set amount of MP. A spell cannot be cast if there is insufficient MP.

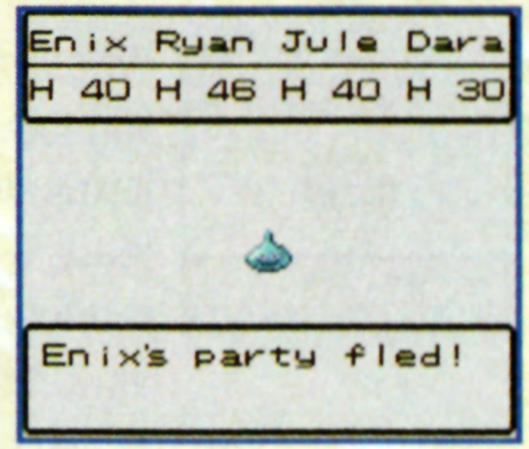
Parry
Choosing this command makes the character assume a protective pose to minimize damage from physical attacks.

Item
Choose this command to use an item in possession. Some items may unleash special powers if they are used in battle. Beware—you can't use items in the Bag during a battle.

Eqpt
You can change the weapon and protective equipment of characters during battle, but only if the character already has that item in their possession.

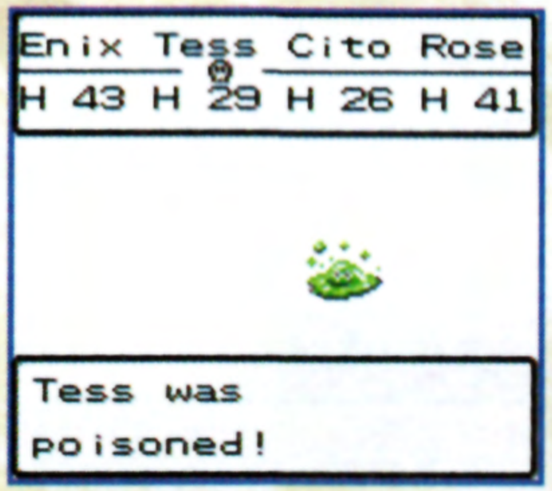
Run
Choose this command to flee from battle. However, there is no guarantee that you will be able to flee successfully.





▲ *Running away may be a wise choice at times*

The Status of Party Members



The health conditions of your party members could be altered in battle. If there is a status abnormality, the affected member will not be as effective in battle. While some heal over time, you should make the effort to heal problems right away since there is no telling when a battle will start. Some problems may need the help of a temple for curing.



Poison

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



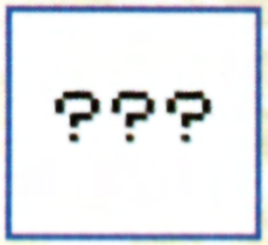
Paralysis

This problem makes it impossible for a character to move in battle. It can be cured by a Moon Herb or the NumbOff spell. It may wear off while walking.



Curse

When cursed, misfortune could befall the affected character. The spell CurseOff is used to lift a curse.



Confusion

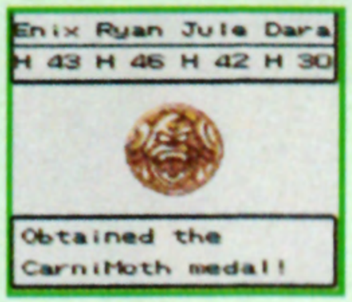
A confused character will attack friends and foes indiscriminately. Confusion can be cleared up by hitting the affected character. Confusion is lifted when the battle ends.



Death

A character can be brought back to life with a World Leaf or by using the Vivify or Revive spell.

MONSTER MEDALS



When monsters are defeated, they will leave money, and occasionally items. At times, a monster will leave a medal featuring the monster's relief. This is known as a Monster Medal.

For details, refer to page 35.

IX Changing Classes

At a certain point in your quest, your party members can change their classes. You should learn how class changes work before you make rash decisions.



How class changes work

How do you do it?

To change classes, your party must visit Dharma Temple. Party members who are deemed to have become sufficiently skilled in their classes are permitted to change classes. However, the hero, who has been entrusted with a special mission, is not permitted to change classes. Also, the other party members cannot change into a hero.

Basic class change rules

- **You must be sufficiently skilled**
  A character cannot change classes if he or she has not become sufficiently skilled in his or her present class. Characters must train in their present classes until they are recognized as having gained enough experience before changing classes.



- **Learned spells are retained**
  Characters will not forget any spell they have learned before changing classes. Spells learned in a previous class can be used after a class change.

- **Stats are halved after changing classes**
  When a character changes classes, his or her basic stats such as STR and AGL are halved.

- **All new classes start at Lv 1**
  When a character changes classes, he or she must train in the new class from level 1 again.



▲ *Having three party members change classes at the same time might be tough.*

A special class

- **Becoming a sage**
  A sage has incredible powers. However, not everyone can become a sage. To become a sage, a special ritual is required.

SPELLS

Your hero and party members learn many useful spells that aid them on their quest. In this section, the spells are described.

THE TYPES OF SPELLS

CATEGORIES OF SPELLS AND HOW THEY ARE LEARNED

The hero and the party members learn many spells on their quest. There are a variety of spells in several categories such as attack spells that inflict damage on monsters, and healing spells. Spells are learned by specific classes, so it's necessary to stick with certain classes if you want to learn spells.

LIST OF SPELLS

CATEGORY	NAME	EFFECT	CLASS
Attack	Blaze	A small fireball is launched at a monster.	Hero & Mage
	BlazeMore	A powerful fireball is launched at a monster.	Mage
	BlazeMost	A huge and intense fireball is launched at a monster.	Mage
	Firebal	Flames are blown at a group of monsters.	Hero & Mage
	Firebane	Powerful flames roast a group of monsters.	Mage
	Firebolt	Terrifying flames inflict severe damage on a group of monsters.	Mage
	Bang	Small explosions strike all monsters.	Mage
	Boom	Strong explosions blast all monsters.	Hero & Mage
	Explodet	Immense explosions devastate all monsters.	Mage
	Infernos	Razor-sharp winds tear at a group of monsters.	Cleric
	Infermore	A tornado of razor-sharp winds assails a group of monsters.	Cleric
	Infermost	A huge tornado of razor-sharp winds inflicts severe damage on a group of monsters.	Cleric

CATEGORY	NAME	EFFECT	CLASS
Attack	IceBolt	A small block of ice strikes one monster.	Mage
	SnowStorm	Powerful blasts of frigid air strikes a group of monsters.	Mage
	BlizMost	Countless shards of arrow-like ice pierce all monsters.	Mage
	Blizzard	A howling blizzard inflicts severe damage on one group of monsters.	Mage
	Zap	A vicious thunderbolt strikes one monster.	Hero
	Thordain	A powerful blast of electricity strikes all monsters.	Hero
	Beat	A death curse that affects one monster.	Cleric
	Defeat	A death curse that affects a group of monsters.	Cleric
	BeDragon	Transforms the mage into a fire-spewing dragon until the end of battle.	Mage
	Sacrifice	Instantly slays all monsters in exchange for the user's own life.	Cleric
Support	Disperse	Blows one monster far away from battle.	Cleric
	Sap	Greatly reduces the DEF of one monster.	Cleric
	Defense	Reduces the DEF of one group of monsters.	Cleric
	Sleep	Lulls one group of monsters into deep sleep.	Hero & Cleric
	StopSpell	Prevents one group of monsters from casting spells.	Hero & Cleric
	RobMagic	Steals MP from one monster.	Mage
	PanicAll	Causes one monster to become confused.	Mage
	Expel	A burst of sacred light makes one group of monsters disappear.	Hero & Cleric
	TwinHits	Doubles the ATK of one party member to enable more powerful attacks.	Mage
	SpeedUp	Raises the agility of all party members.	Cleric

CATEGORY	NAME	EFFECT	CLASS
Support	SlowAll	Reduces the agility of one group of monsters.	Cleric
	Transform	Transforms the user into a chosen character including all stats.	Mage
Defensive	Upper	Sharply raises the DEF of one party member.	Mage
	Increase	Raises the DEF of all party members.	Mage
	Ironize	Turns all party members into blocks of iron that can't be damaged.	Hero
	Surround	Confounds a group of monsters with a mirage, reducing their accuracy.	Cleric
	Bounce	Bounces back all spells launched at the user.	Mage
	Barrier	Raises the whole party's protection against fire and ice attacks.	Cleric
Healing	Heal	Restores the HP of one party member by a little.	Hero & Cleric
	HealMore	Greatly restores the HP of one party member.	Hero & Cleric
	HealAll	Fully restores the HP of one party member.	Hero & Cleric
	HealUs	Greatly restores the HP of all party members.	Cleric
	HealUsAll	Fully restores the HP of all party members.	Hero
Curative	Antidote	Removes poison from one party member.	Cleric
	NumbOff	Cures one party member of paralysis.	Cleric
	Awaken	Awakens all sleeping party members.	Cleric
	CurseOff	Removes a cursed piece of equipment.	Mage
Reviving	Vivify	May revive a dead party member to 1/2 HP.	Hero & Cleric
	Revive	Revives a dead party member to full HP.	Cleric
Travel	Return	Instantly carries the whole party to a previously visited castle or town.	Hero & Mage

CATEGORY	NAME	EFFECT	CLASS
Travel	Outside	Instantly carries the whole party out of a cave or tower.	Hero & Mage
	Repel	Keeps weak monsters away.	Hero
Others	StepGuard	Fully protects against damage-causing floors and poison bogs.	Mage
	Tiptoe	Reduces the likelihood of seeing monsters over a certain distance.	Thief
	Recall	Used to recall the memorized speeches of people.	Hero
	Remember	Used to deeply recall the memorized speeches of people.	Hero
	Recollect	Used to greatly recall the memorized speeches of people.	Hero
	Forget	Used to forget the memorized speeches of people.	Hero
	Passtime	Instantly turns the day into night, and vice-versa.	Mage
	X-Ray	Checks a treasure chest to determine if it is a monster or an item.	Mage
	Location	Identifies what floor the party is on in a cave or tower.	Thief
	EagleEye	Identifies the location of a nearby building or town.	Thief
	Smell	Determines the number of treasures on a given floor of a cave or tower.	Thief
	MapMagic	Indicates the presence of anything mysterious within sight.	Thief
	Excavate	Digs the ground underfoot to find money or an item.	Dealer
	Open	Opens any locked door.	Mage
	Whistle	A whistle is blown to attract monsters.	Jester
	YellHelp	Randomly summons a dealer, innkeeper or a priest.	Dealer
	Invisible	Makes the party invisible for a short while.	Mage
	Chance	The ultimate spell with completely random effects.	Mage

Sages learn the spells of both clerics and mages.
Warriors and fighters do not learn any spells.

XI ITEMS

Items can be bought at shops, obtained from treasure chests or taken from monsters. There are a variety of items whose categories are indicated by an icon. Here is what each of the icons means.

Item Icons


Axe


Boomerang


Hammer


Knife


Spear


Club, Stick


Sword


Rod, Staff, Wand


Whip


Apron


Armor


Bikini


Suit, Coat


Dress, Robe


Hat


Helmet


Shield


Boxers, Kilt


Abacus


Book, Scroll


Claw


Necklace


Ring


Tiara, Crown

Items for the quest

These items can be used by selecting them under the ITEM command. They provide many benefits, and are indispensable for your long journey.



HERB
Restores HP a little. It's an absolute must at the start of your quest.

ANTIDOTE
A type of an herb that cures a poisoned person.





SEEDS AND ACORN
Magical seeds and nuts that raise the abilities of characters. For example, STR seed raises strength, VIT seed raises vitality and LUCK seed raises luck.

WARP WING
When tossed into the air, it instantly carries the hero and friends to any previously visited town or castle.





MOON HERB
The root, which stores the power of moonlight, cures people of paralysis.

Weapons

Equipping a weapon raises the character's ATK. Weapons are usually for specific classes, and cannot be equipped by everyone.



STICK
A weapon made of hard cypress wood. Although this is one of the few weapons that anyone can equip, it isn't very strong.



COPPER SWORD
A long sword made from copper. It inflicts damage more by bludgeoning rather than cutting.

IRON CLAW
A weapon specifically for fighters. Three rigid claws tear at the target, inflicting severe damage.



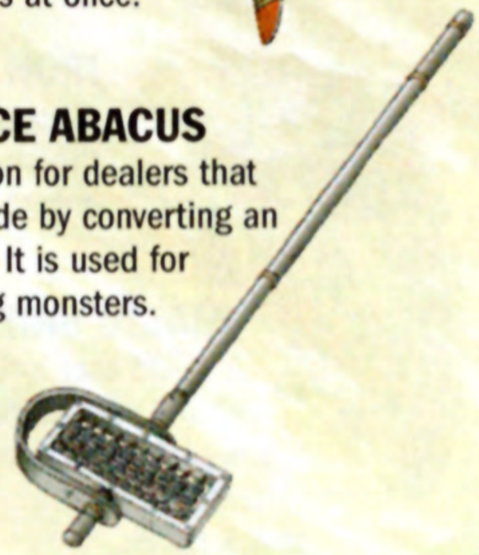


WOODEN BOOMERANG
A projectile weapon that strikes all monsters at once.



DRAGON TAIL
A whip fashioned from a dragon's tail. It strikes a group of monsters at the same time.

JUSTICE ABACUS
A weapon for dealers that was made by converting an abacus. It is used for clubbing monsters.



Protective equipment

These include armor, shields and helmets that provide protection against attacks. Some items not only raise DEF when equipped, they also have special effects.



LEATHER ARMOR
An armor made of hardened leather. It provides a relatively high level of protection in spite of its light weight.



FLASHY COAT
A loud, flashy and flamboyant coat that can be worn only by a jester. It offers a surprisingly high level of protection.



NINJA SUIT
An outfit exclusively for thieves, it is designed for ease of movement. It will occasionally dodge attacks on its own.



IRON HELMET
A rugged helmet that protects the whole head. It is heavy, so only the strong can equip it.



MAGIC SHIELD
A shield that is imbued with magical power. It reduces the intensity of enemy attack spells.



LEATHER SHIELD
A compact shield made of hardened leather. It is very light, so it can be equipped by virtually anyone.

Personality changers

There are special items that change the personalities of characters through use or equipping.

BOOKS
There are a variety of books that have the power to change the personality of any reader.

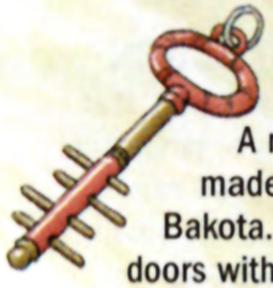


STONE WIG
This is a cursed helmet that makes the wearer stubborn.



Important items

There are also many items that are the keys to solving the quest's challenging mysteries.



THIEF KEY
A master key made by the thief Bakota. It opens most doors with simple locks.

DARK LAMP
Opening this magic lamp makes darkness flood out, instantly turning the day into night.





LAR MIRROR
A magical mirror that is said to reflect only the true face of whoever peers into it.



ZEN SCROLL
A scroll that leads to true enlightenment. It is indispensable for those seeking to be chosen for a holy class.

XII Take a Side Trip or Two...

There are several side events that should let you unwind from the rigors of the quest. But don't dawdle too long—you have a world to save!

Pachisi Tracks

There are gigantic pachisi tracks on which a party member becomes the playing piece. If the member successfully reaches the end, there could be amazing rewards to be had.

First, you need a Token

To play a round of pachisi, you need a Token. First, find a Token and present it to the attendant.



▲ *Only one person may enter.*



◀ *The player's status may even change.*

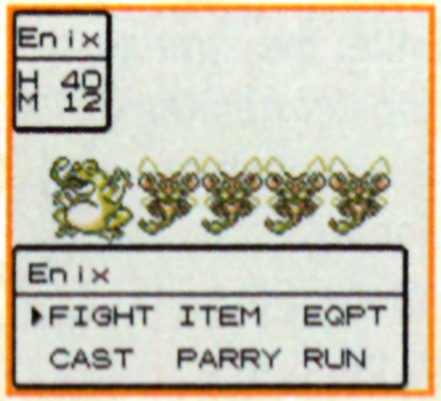
★ How to play

Like a regular steeplechase game, you roll a die and move on the course. The squares on which you land trigger a wide variety of events. You may find money, obtain an item, set off a trap, or even summon monsters. You'll have to rely on your intelligence and pure luck to make it to the goal.

DESCRIPTIONS OF COMMANDS



▲ *Advance by rolling the die.*



▲ *Be careful—try to avoid a needless tragedy.*

▶ **ROLL** Select this command to roll the die and move your character.

▶ **MAP** Use this command to examine the track on the current floor.

▶ **INFO** Select this to check the player's status. Because monsters can appear with no warning, keep track of your HP.

▶ **EXIT** You can abandon your pachisi game any time. However, you won't get your Token back.

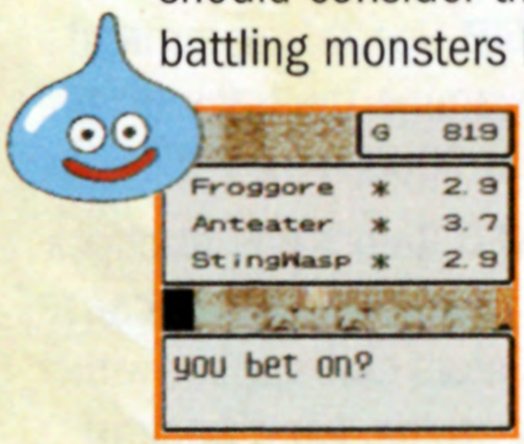


Monster stadiums

There are several monster stadiums around the world. They are secret clubs where people gather to bet on battling monsters.

★ Buy a Ticket as your bet

To place a bet, you must buy a Ticket. You should consider the odds that are listed for the battling monsters before you place your bet.



▲ *Place your bet on the monster you think will win.*

★ The battle

What monsters appear in battle depend upon your party's level. In battle, the strongest monster has the best chance of winning. However, the strongest monster's payout odds will also be relatively low. There is also no guarantee that the strongest monster will win. You should look at the combatants first, consider the likely outcome, and then place your bet.



▲ *A wild monster battle begins.*

If the monster you bet on wins, you earn back what you bet multiplied by the payout odds.

The Medal collector

You can find Tiny Medals scattered throughout the world. Somewhere in the world is a rather eccentric man who collects them.



▲ *Who is this man?*

★ Who is he?

The Tiny Medal collector is a total enigma. No one knows his age or his true identity. There are rumors that he comes from a very distinguished background, however.

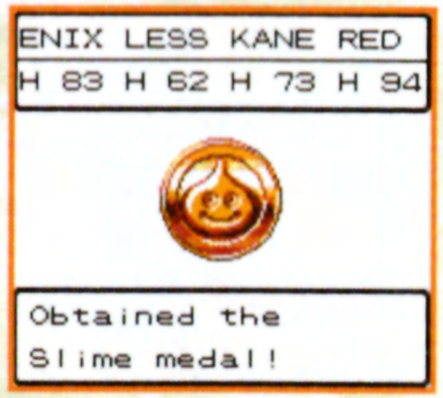
★ Exchange Medals for prizes

Collect Tiny Medals on your quest, then take them to the collector. He will gladly exchange them for attractive prizes. The more Tiny Medals you collect, the better the rewards. That's why it never hurts to look around.

Monster Medals

What are Monster Medals?

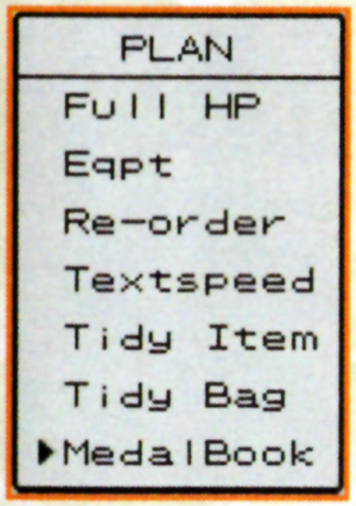
In rare instances, when defeated, a monster may also leave a medal with a relief of its likeness. That is a Monster Medal.



How many are there?

Every monster in the world has Monster Medals of its own. That means there are over 150 different kinds of medals. What's more, Monster Medals come in three grades, Gold, Silver and Bronze. If you manage to collect more than 150 different kinds, something happens. But, you'll have to see for yourself.

MEDAL BOOK MENU



▶ Delete Medals

This command deletes all collected Monster Medal data.

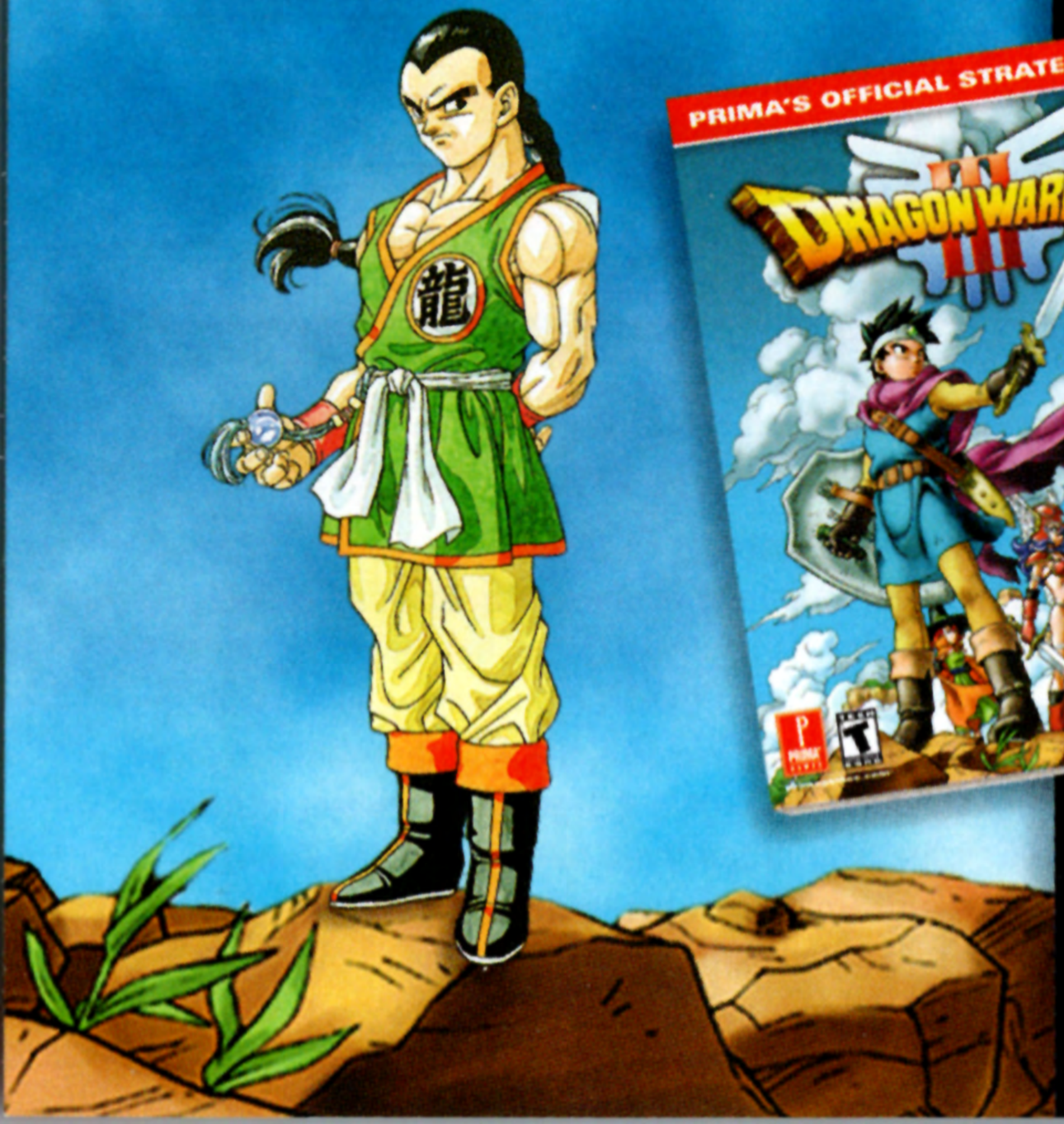
▶ Trade Medals

Use this command to trade Monster Medals with another person via a Game Link Cable. Make sure the Cable is properly connected, and choose the Give Medal command. Up to three Medals can be selected for trading. If you don't select any Medals of your own, you would be receiving your friend's Medal(s) as a gift. Once the Medals are chosen, select "End" to complete the trade.

▶ Check Medals

When this command is chosen, a list of all collected Monster Medals is shown. Move the cursor to any monster name, and the Medal is shown along with the monster's habitat. Pressing the A Button will also show the numbers of Medals that you have collected for that given monster in the three different grades, Bronze, Silver and Gold, from left to right. Once collected, a Monster Medal's artwork data is retained even if the Medal has been traded away.

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