Nintendo

GAME BOY COLOR

DMG-AEDE-USA

DRAGON WARRIOR I & II

Adventurer's Guide

ENIX

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

Contents

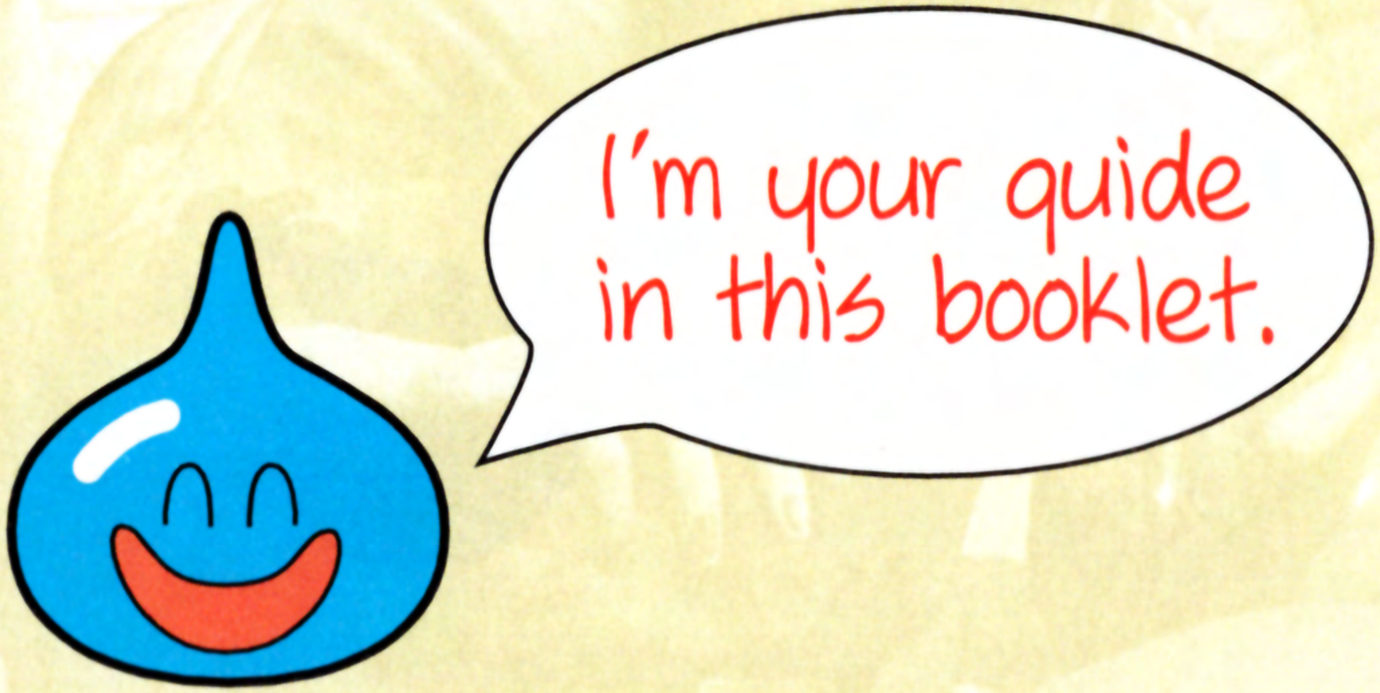
Dragon Warrior's Tale 6
Dragon Warrior's World 8
Dragon Warrior II's Tale 10
Dragon Warrior II's World 12
Controls 14
Starting Your Quest 16
Ending Your Quest 17
Know Your Journal 18
Know Your Commands 20
Castles and Towns 24
The Outside World 28
Battling Monsters 30
Know Your Items 34
Know Your Spells 38
Dragon Warrior I & II Lists of Spells 42
Slimon's Dragon Warrior I & II Advice 44



Welcome to the World of Dragon Warrior!

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

Your guide,
Slimon the Slime.



Play one of two games!

DRAGON WARRIOR I

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

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

DRAGON WARRIOR II

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

Indicates things that appear only in Dragon Warrior II.



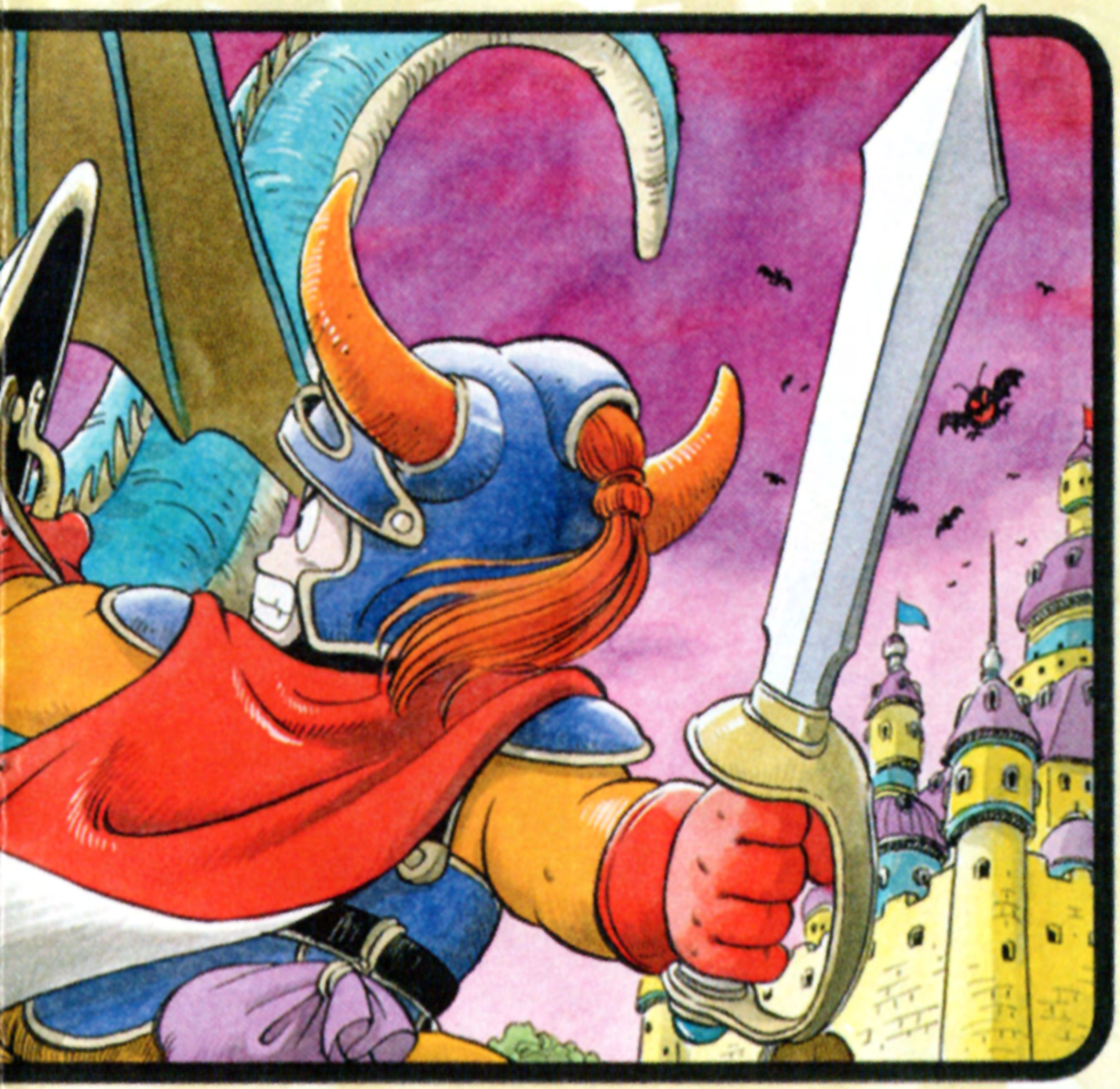
If there are no icons... the item applies to both Dragon Warrior I and II.

DRAGON WARRIOR I

Dragon Warrior's Tale

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





Hero

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

Lady Lora

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



Dragon Warrior's World





Dragon Warrior takes place in a world called Alefgard!


Garinham
Kol
Cantegel
Cantegel Castle
DracoLord's Castle
Rimuldar
Mercado

Dragon Warrior II's Tale

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

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

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

Prince of Lorasia

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



Prince of Cannock

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

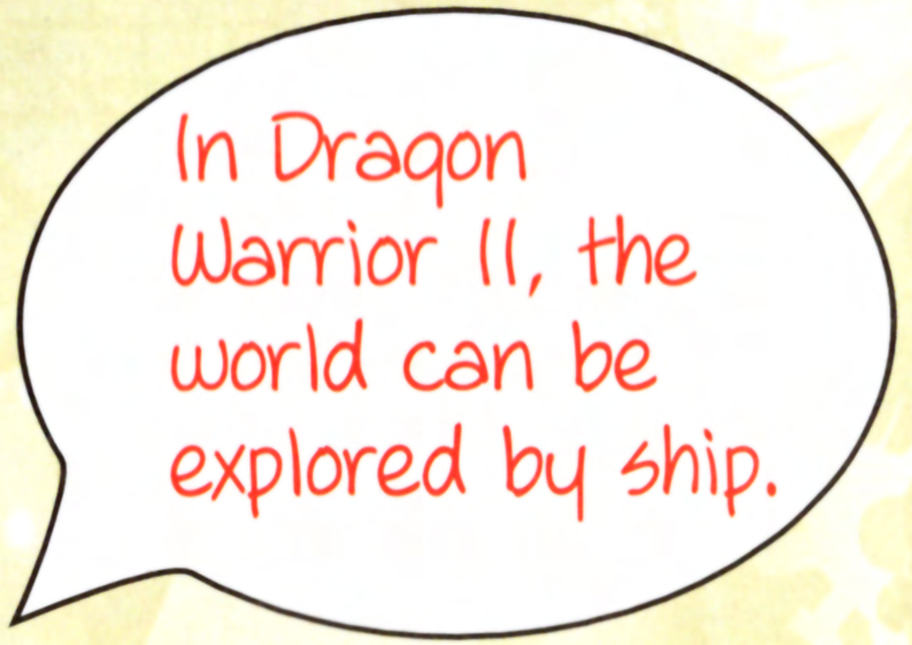
Princess of Moonbrook

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

Dragon Warrior II's World





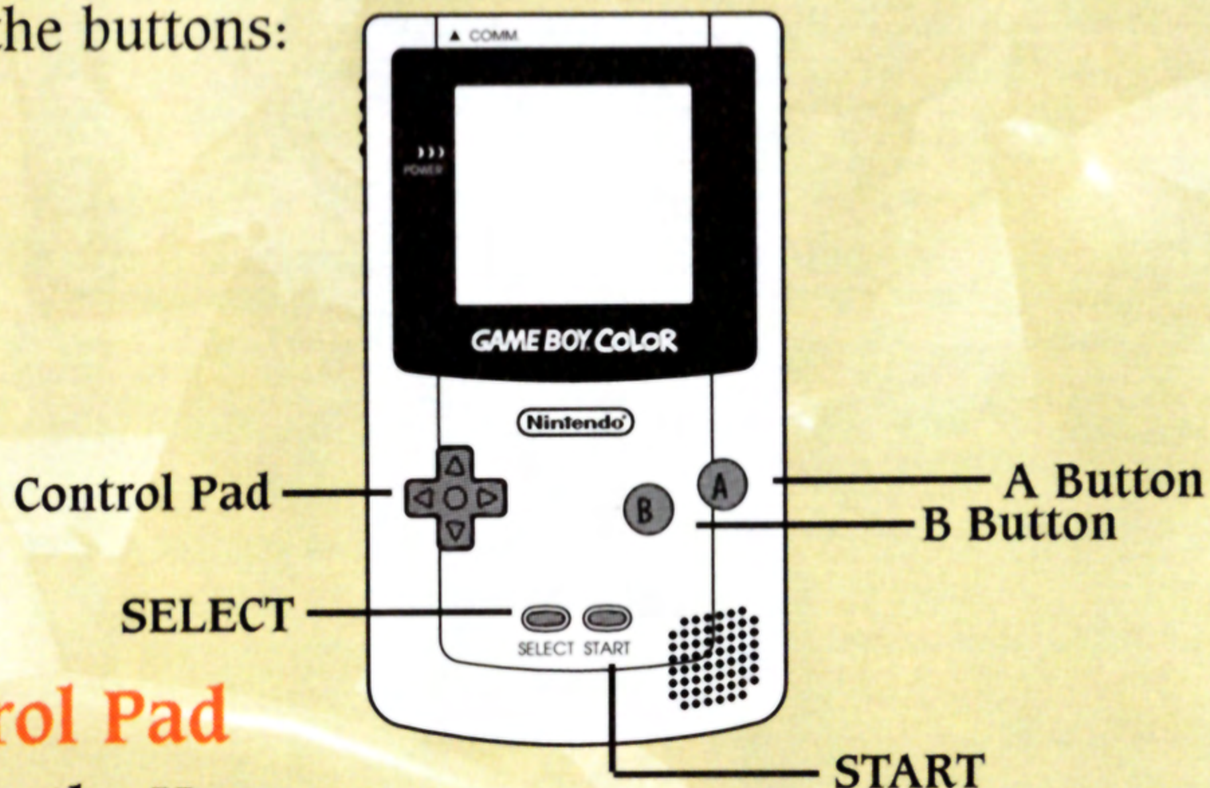



Cannock
Tantegel
Leftwyne
Lorasia
Lianport
Hamlin
Osterfair
Beran
Wellgarth

Controls

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

Learn the buttons:







Control Pad

Moving the Hero

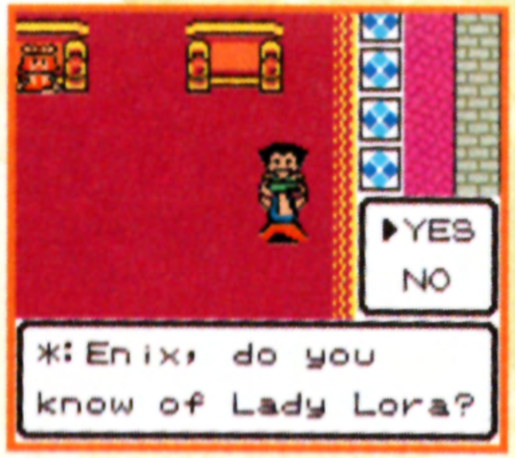


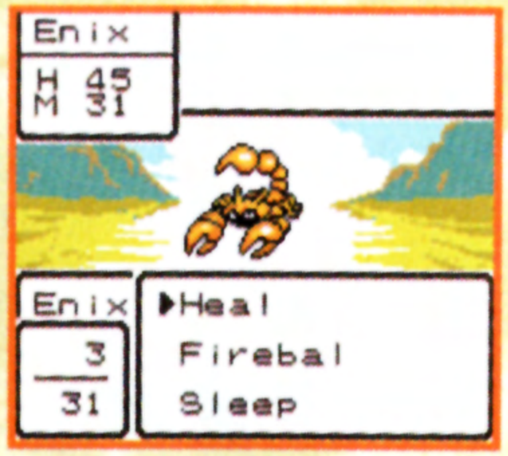
On the field, in towns, dungeons, and so on, this is used to move the hero around.

Moving the cursor

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

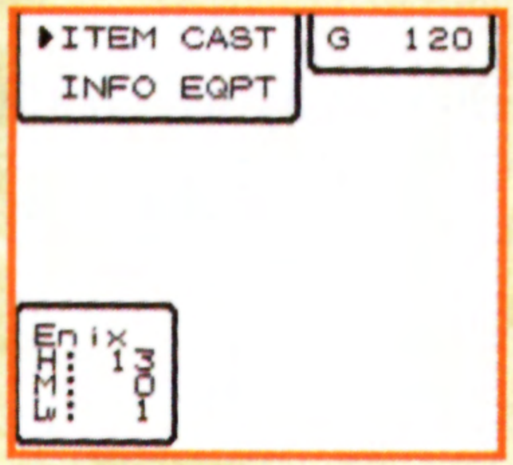






A Button
Action button
This is a convenient, all-in-one button for talking to people, opening doors, examining things, looking underfoot, and even checking underwater.

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



B Button
Open the command menu
While walking, pressing this opens the command menu.
Cancel commands
Press this button to close the command menu and resume your quest.

START
Pausing the quest
Except in battles, you can take a break from your quest by saving your progress in the Field Log. Check page 17 for details.

SELECT
It's not used at all.

Starting Your Quest

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





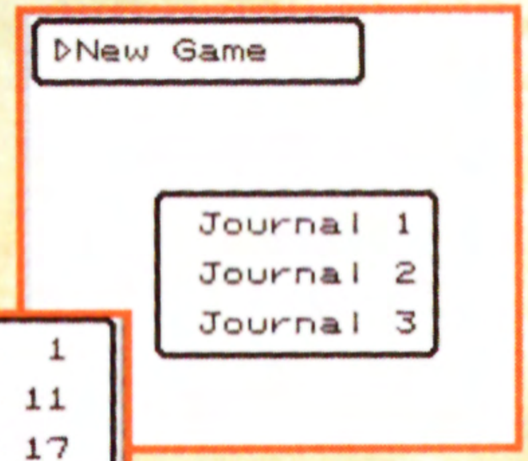
Select "I" or "II"



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

Starting a new game

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



Continuing a game

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



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

Ending Your Quest

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

Ending a quest with a Journal entry

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



Ending a quest with a Field Log entry

Except in battle, you can record your progress in a Field Log whenever you like on your quest. Just press START to open the Field Log window and choose "Yes". You can't save to the Field Log during a battle.



You can end your quest in two ways!



Know Your Journal!

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

There are three Journals each for I and II.

Settings

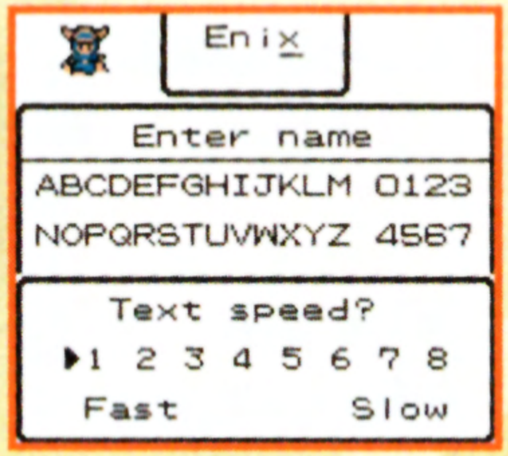
The message display speed may be adjusted on an 8-step scale. The smaller the number, the faster the display speed.

Copy Journal

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

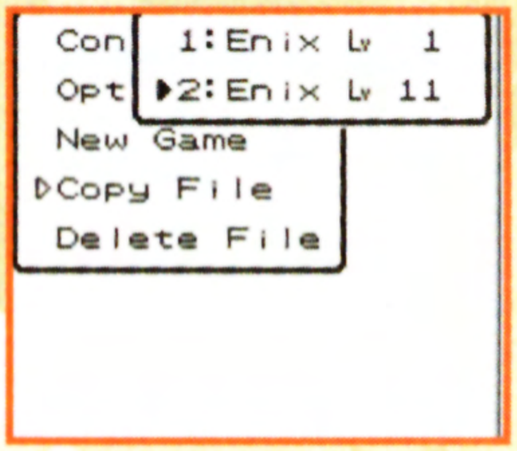
DEL Journal

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

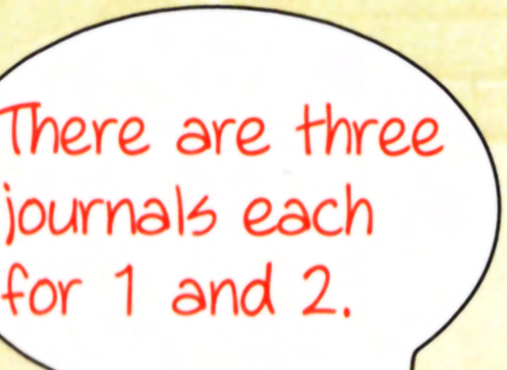


Change the text speed to suit your needs.

Delete old Journals then make new Journals.



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



How Journals may be lost...

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

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

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



A Journal and the Field Log are entirely different!

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

Journal	Field Log
You can resume a quest from one as often as you like.	Resuming your quest from a Field Log deletes it.

Know Your Commands!

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

Info

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

Choose the character

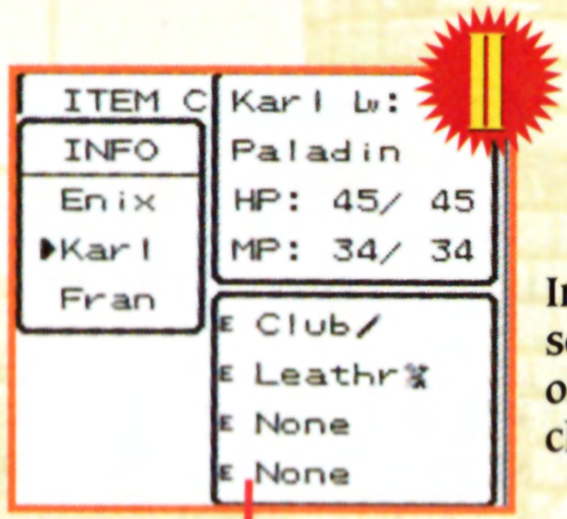
II: In II, select one of three characters.

A Button
Status information
The ratings of various status elements are listed as numbers.



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

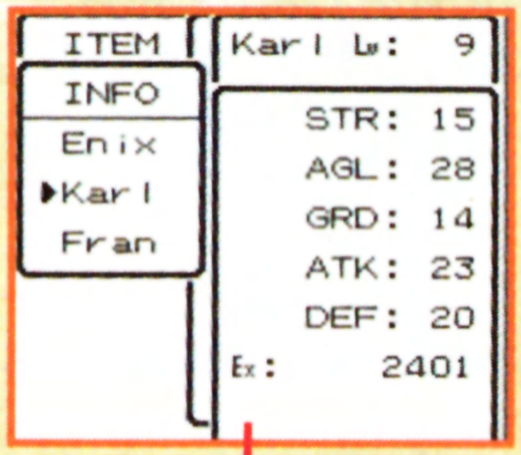




In II, select one of three characters.

A Button

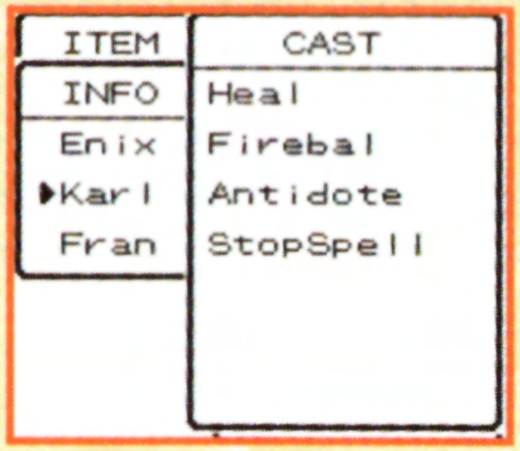




The ratings of various status elements are listed as numbers.

A Button





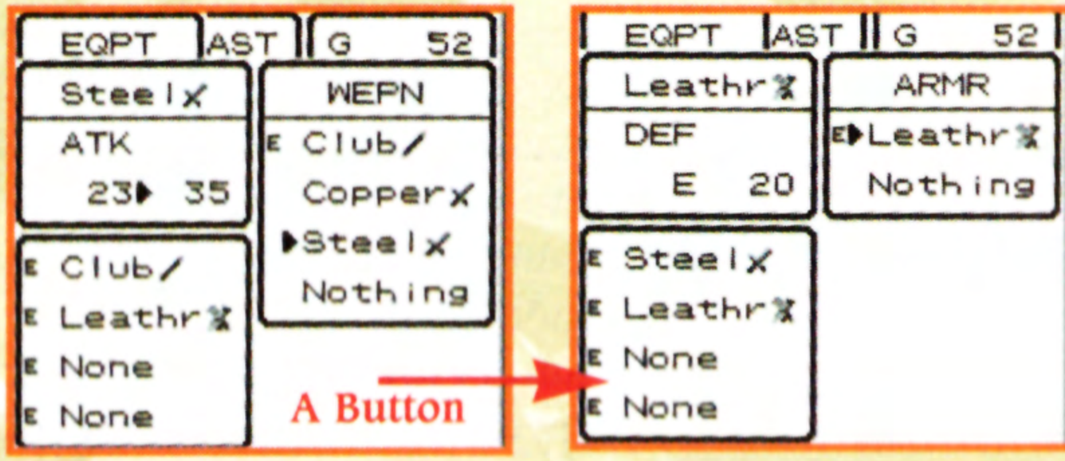
The spells learned by the selected character may also be checked.

Status info definitions

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

EQPT

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



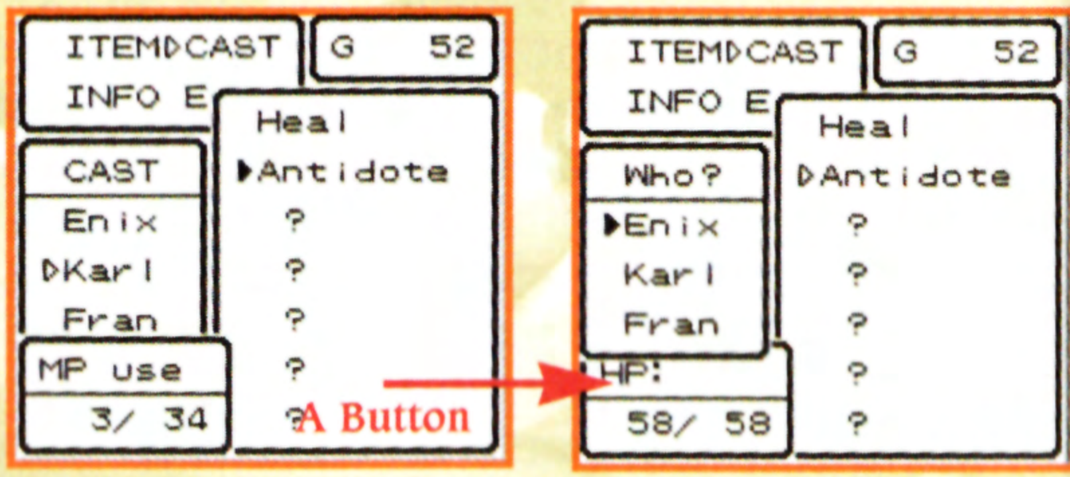
Currently equipped items are indicated by an "E."

Choose items to be equipped.

Cast

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

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



Move the cursor to the spell to be cast.

For some spells, the target has to be specified.

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

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

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

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

For using an item on a specific character...
Face the specific character, open the Item menu and use the item.

Opening the Command menus

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



Quest Screen | Command Menu | Command Window

Castles and Towns

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



Castle



Town



Village



Shrine





Inn

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



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



Weapon & armor shop



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



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



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

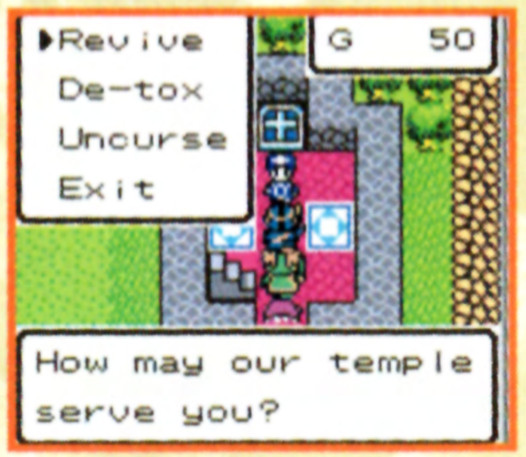




Unnecessary items can be sold too.



Talk to the shopkeeper across the counter.



Talk to the priest if you need help.

Revive

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

De-tox

Anyone poisoned in battle can be healed.

Uncurse

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

House

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



Make sure you have a word with everyone you see.



The king waits for you in his chamber.

King

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

Storage service

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



Items can be freely stored and retrieved.



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

Other Things in Towns and Villages




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



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

I

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

II

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

I

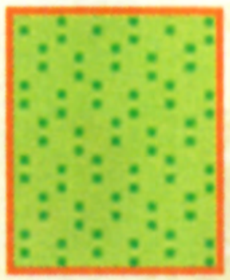
To check underfoot or deep in the sea, press the Action Button when there is nothing in front of you.



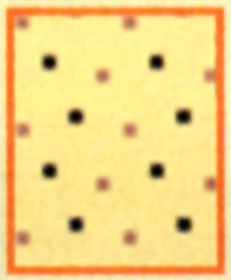
The Outside World

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

There's all kinds of terrain.



Grassland



Desert



Forest



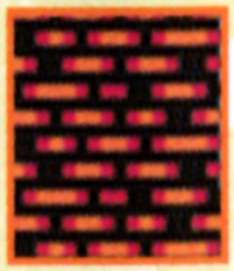
Mountain



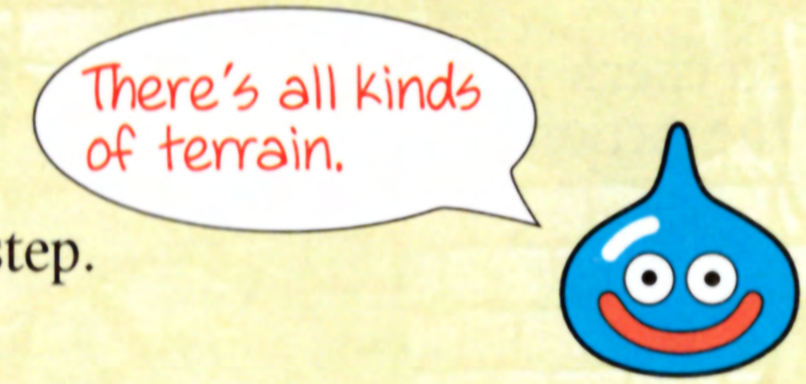
Grassland and desert areas are relatively free of monsters, making them somewhat safer for travel. In contrast, monsters are out in force in forests and mountains.



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



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



Cave



Tower



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

Up stairway



Down stairway



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

Sea



Shoals



I

You need torches for caves

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



II

Explore the world by boat!

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

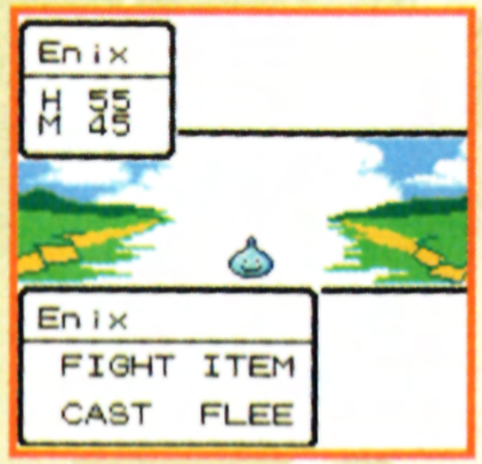
Battling Monsters

Become powerful by battling monsters!

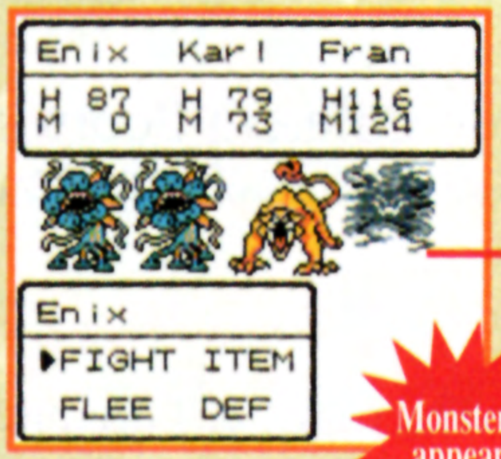
When you're outside of towns or in caves, monsters could suddenly appear and challenge you to battle. If you beat monsters, you are rewarded with EX points and gold. Fight often and make your hero's party more powerful!

At certain EX point levels, the character levels up.

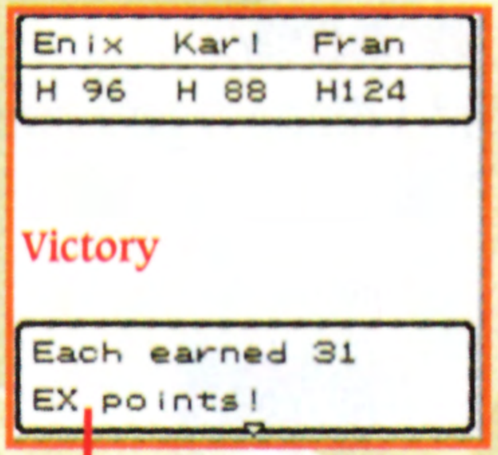
Save your gold to buy better weapons and protective gear.



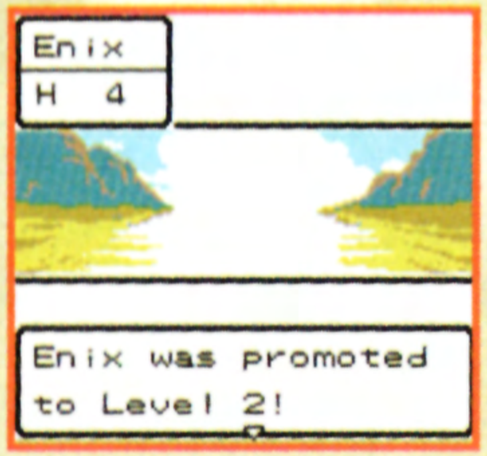


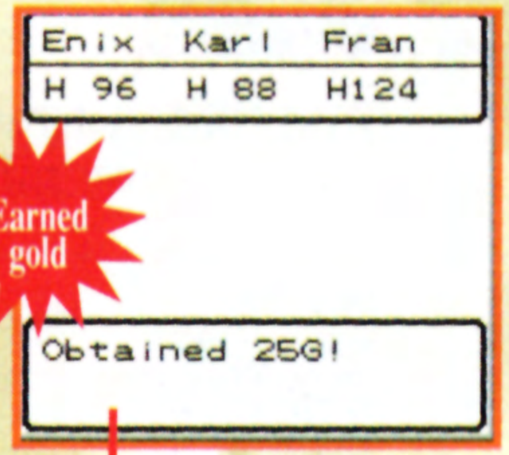


Monsters appear



Level up



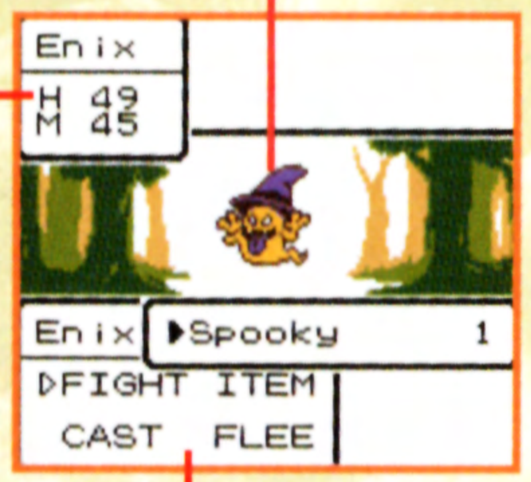


Upgrade equipment



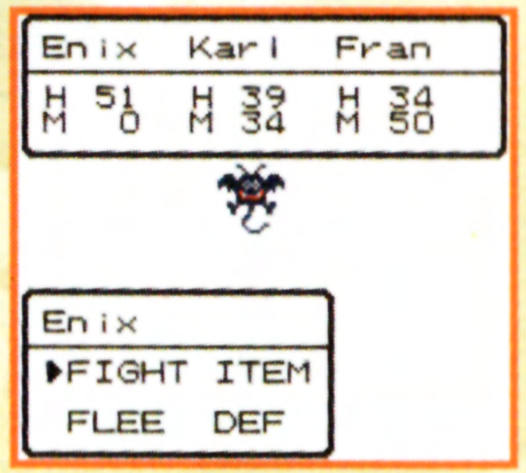
Battle tips

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



Fight

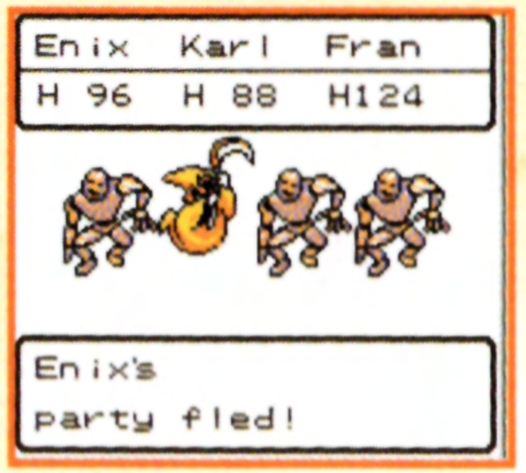
Choose this command to physically strike a monster with a weapon or bare knuckle. The higher the character's STR and the weapon's ATK rating, the greater the damage you can inflict on the targeted monster.



The greater the ATK, the greater the damage.

Flee

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



Battle strong monsters after leveling up.

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

Cast

You can cast spells for attacking monsters or healing your characters. Check the section on spells on page 38.



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



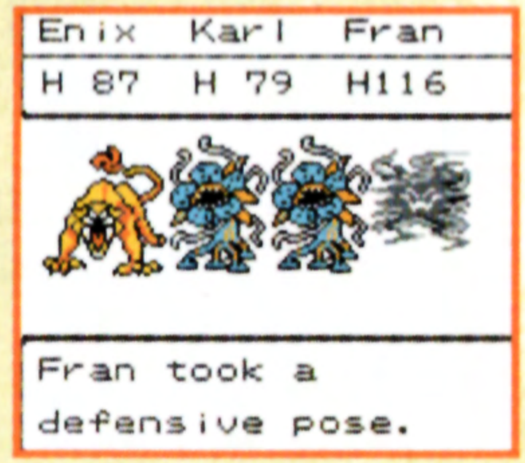
Choose the spell to be cast by using the Control Pad and the A button

The Prince of Lorasia can't use spells.

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

DEF

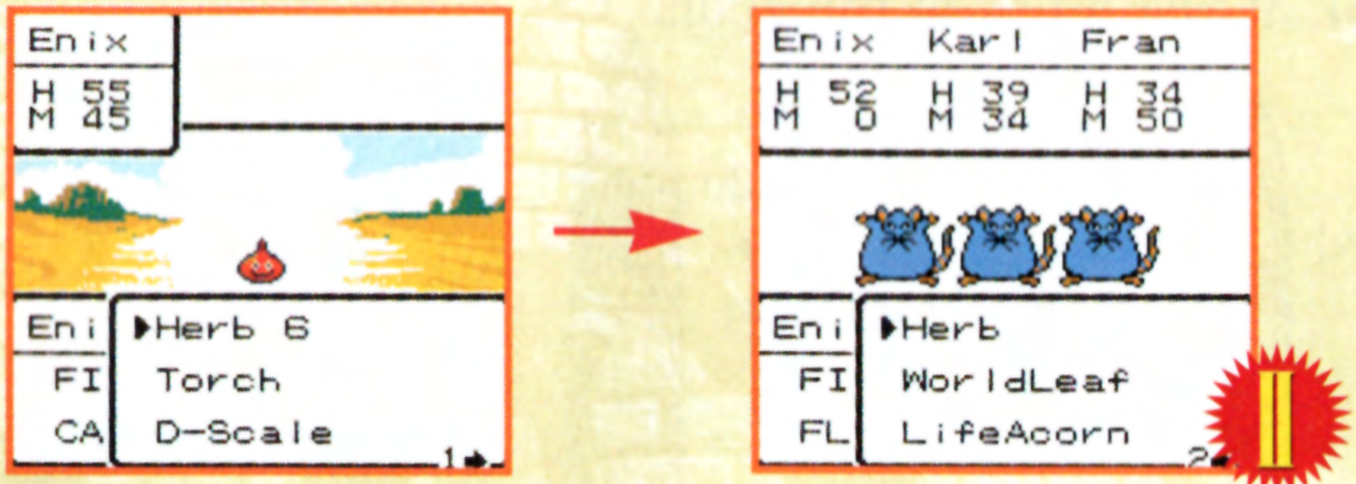
Choose this command to raise the DEF of a character for one turn. It reduces the amount of damage the character will take in the one turn. If a character's HP is low, use this command and get another character to use a healing item or spell.



Get a character healed while he is parrying attacks.

Item

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



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

Choose the target.

The conditions of party members

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

Poison

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

Curse

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

Death

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

Know Your Items!



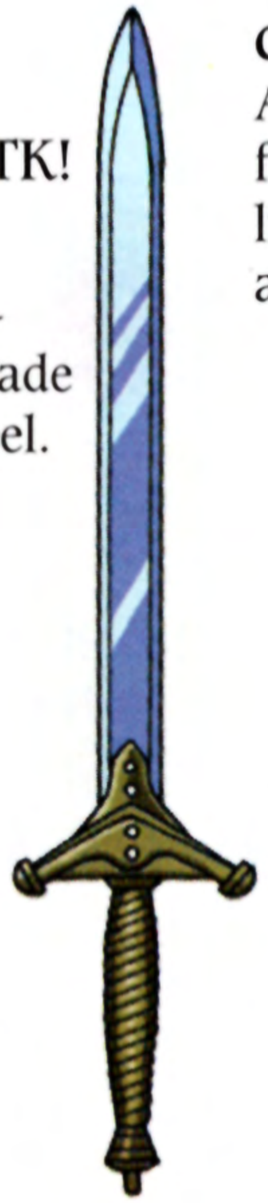
Items can be bought at shops, obtained from treasure chests and or gained through other means. They will all help your quest in some way. Here's a brief look at just a few of the items you'll come across.

Weapons

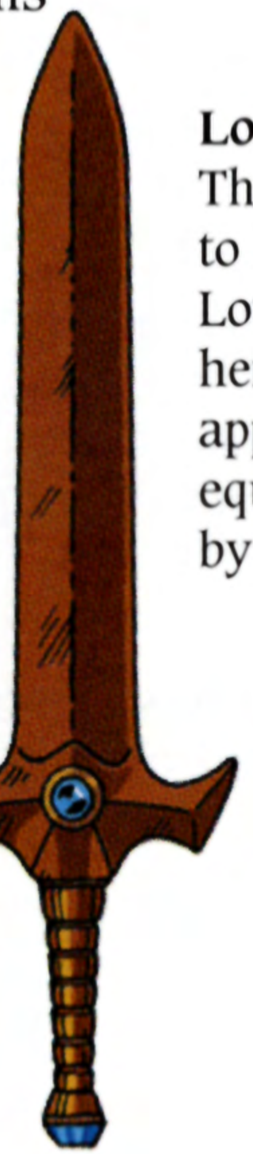
Equip them to raise your ATK!



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



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



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



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



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



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

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



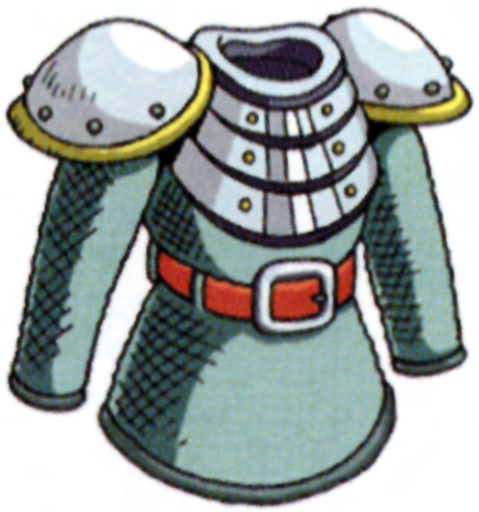


Wizard Wand
This is not very powerful as a weapon. However, try using it as an item in battle – it has the same effect as the spell Firebal!

Protective gear

Items

Use items to make your quest go easier!



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



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

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





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







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



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

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

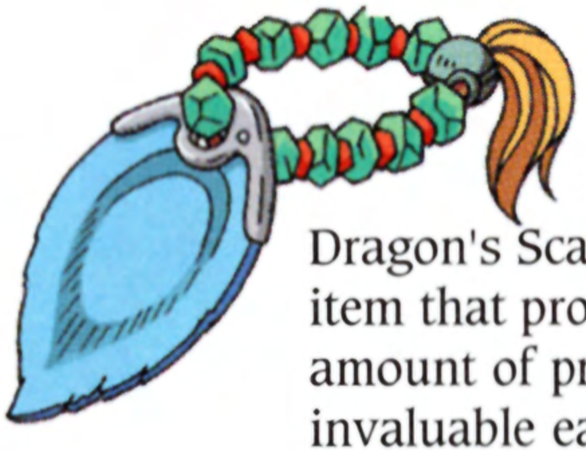


Warp Wing
A magical item. When tossed
into the air, it instantly carries
the hero and friends to wherever
you last saved in a Journal.





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



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



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

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



Know Your Spells!

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

First, there are spells you use in battle.



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

Attack Spells

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



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

Defeat
A death-dealing spell that could instantly slay monsters.



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

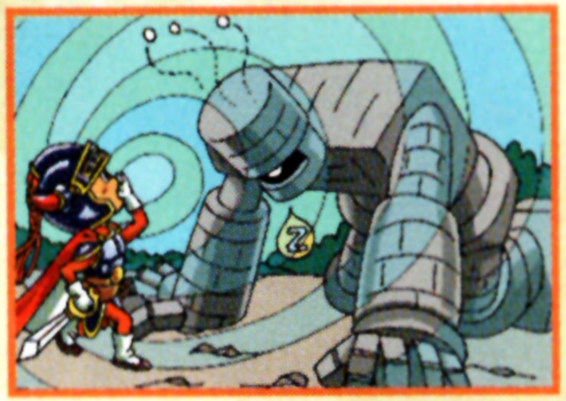
Infernos
An attack spell that tears at monsters with razor-sharp winds.

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



Support Spells

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



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

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

Defense Spells

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

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

Healing Spells

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

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



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

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



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

Mystery Spell

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



Travel Spells



Radiant
A spell for illuminating pitch-black places.

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

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



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

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

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



Dragon Warrior I & II Lists of Spells

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

Dragon Warrior I's Ten Spells

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



Dragon Warrior II's 22 Spells

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

Slimon's Dragon Warrior I & II Advice!

Slimon's here to answer some frequently asked questions! Check them out for leading your worlds to peace!

Dragon Warrior I

Q What should I do if I reach a new town or village?

You should first talk to everyone. After all, collecting information is a basic step in your quest. You'll also want to check the weapon & armor shop to see if it offers better equipment than what you have now.

Q What are some interesting monsters?

Metaly
This monster tends to flee at its first opportunity so it's hard to defeat. But if you do manage to beat one, you earn a lot of EX points!



Goldman
A monster that is very durable, but worth a lot of money if you defeat it.

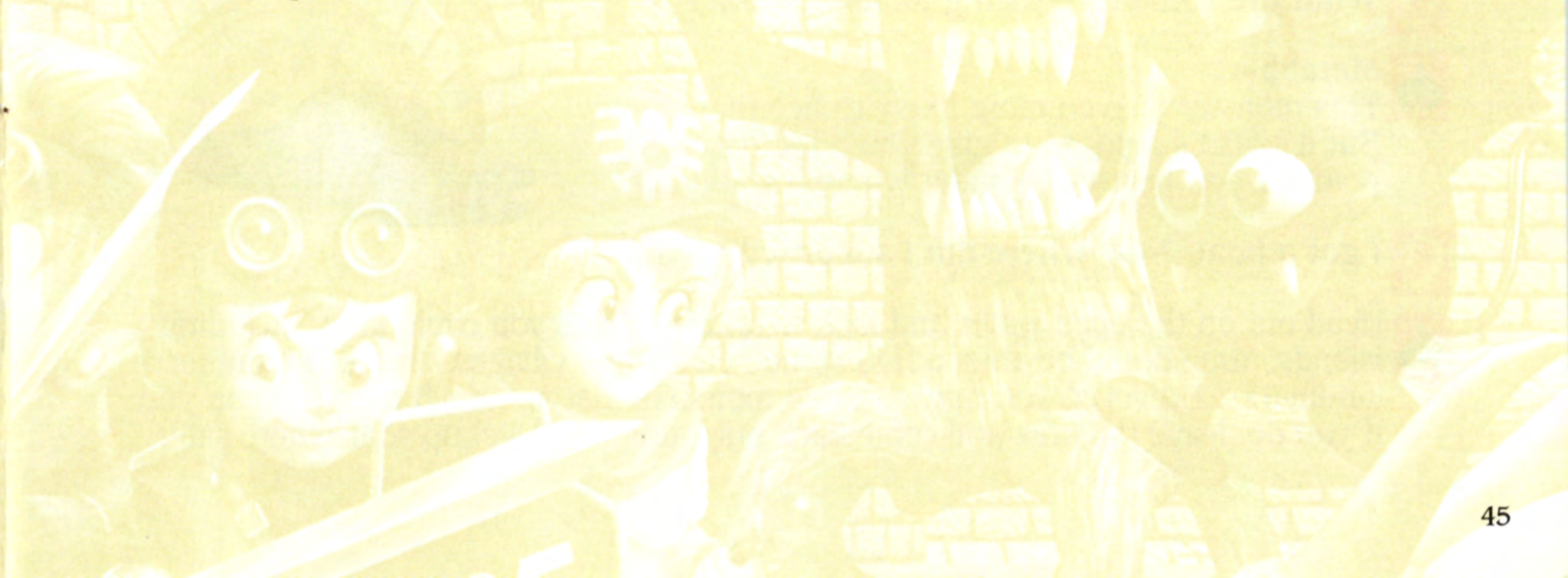


Q There are doors I can't open.

When you get along in your quest, there should be a place that sells Keys. It's in a hard-to-find place, but you'll be sure to find it if you check towns thoroughly from corner to corner.

Q The enemies are too tough. I keep getting killed and can't get ahead.

Remember to restore your hero's HP whenever it looks dangerous. You should carry as many Herbs as possible. Instead of traveling far away and fighting tough monsters, try staying close to towns that let you recover and fight monsters that aren't so tough to beat. You should venture far only after you've become stronger. Also, you should record your progress in a Journal when you level up.



Dragon Warrior II

Q How about some advice for party battles?

In II, you face several monsters in battle at one time. So even if you defeat one, the others can still attack you. You should think about the sequence in which monsters should be defeated. Also consider how support spells like Sleep could be used. Think about the roles of your three characters too. The Prince of Lorasia is only good for physically attacking. The Princess of Moonbrook is a powerful spellcaster. The Prince of Cannock is capable of using weapons and spells. Keeping that point in mind, choose their battle roles to make the best use of their abilities.

Q What are some interesting monsters in II?

Metabble
This monster is even more likely to flee than Metaly. But it's also supposed to give you a lot more EX points if you beat it. I wonder where it could be?



Q I got a boat. Now where am I supposed to go?

Head out on the open water and look for places where you could land, including islands. You should be able to find some new towns, villages, shrines and other landmarks. However, you may run into monsters that are much tougher than you. If you do, leave the area and come back only after you level up somewhere safer.

Credits

Scenario & Game Designer
Yuji Horii

Monster Designer
Akira Toriyama

Music Composer
Koichi Sugiyama

Localization Specialist
Nob Ogasawara

Enix America Inc.

Localization Manager
Mitsuru George Torii

Product Manager
John Laurence

Play Testers
Ryan Cleland
Tony Kimmons
Rei Nakazawa
Jerry Vorhies

Intern
Naomi Tsukada

Sales/Marketing Manager
Andrew Stein

Accounting/Credit Manager
Misuzu McMillan

Administrative Assistant
Yuri Kato

President
Paul Handelman

Enix Corporation

Artwork
Naoki Oishi

Technical Support
Teruhiko Hanawa
Kenjiro Kano
Hiroshi Sato
Hideki Yoneyama

Public Relations
Hiroka Shibahara

Assistant Producer
Jun Miyamoto

Producers
Keiji Honda
Hitoshi Suino
Yuu Miyake

Executive Producer
Yukinobu Chida

President
Yasuhiro Fukushima

Notes

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