Here’s my next entry for Dragon Quest game scripts. I wasn’t completely certain that this script was necessary because there is a Speeches FAQ on gamefaqs.com by rulerofevil2k. He or she painstakingly typed the entire script out by hand. It’s very impressive and a lot of work went into it, though, undoubtedly, there are typos and errors. I’ve tried this method before and it is pretty inefficient.

After some web-searching, I found a tool to extract the text from the game at romhacking.net. The raw text dump was obtained by using Dragon Warrior IV Text Utility 0.98576 created by Bongo`. With this, I felt confident that I could proceed with a game script.

The item artwork comes from the poster-sized insert that came with the game. I used images from the Dragon’s Den instead of scanning them myself.

Other artwork (for towns and castles) come from Enix’s Japanese Dragon Quest IV Official Guide Book volume 1. I found a download of it somewhere on the internet years ago. I have since obtained the book (and many, many other Enix and Square-Enix Official Guide Books). I may not be able to read it, but the pictures are well worth it.
Dragon Warrior IV

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

This isn’t fanfiction, but the actual text from the game formatted to read a little bit like a story. Some things are subjective, such as how to describe the different NPCs you encounter. What’s the difference between a guard or a soldier or a knight? My definition might be different than yours. So I’ve included the pics of the various NPC sprites so that you’ll understand who I mean when I say “Guard on the left” or “Merchant in the southwest corner.” Lastly, DQ games aren’t always linear; there’s definitely an open-endedness to the games, which is definitely part of their appeal. However, in creating a game script, I have to make logical choices about the order of each town’s text. Please don’t take my subjective placement of text as anything official. While the text is drawn straight from the game, the description of NPCs and the order of the text is all me.

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

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

That should do it. Please enjoy this game script for Dragon Warrior IV (NES version). Any comments can be sent to me by PM through the Dragon’s Den forum or to my email address, erinndbell@gmail.com.
Cast of Characters
The Chosen Ones and their Companions

Ragnar  Healie  Alena  Cristo  Brey

Taloon  Strom  Laurent  Nara  Mara

Orin  Hero  Heroine  Hector

Panon  Lucia  Doran  Hero-Ghost

Non-Player Characters

Kings  Princesses/Queens  Guards  Gentlemen/Royal Ministers  Soldiers

Men in blue  Women in orange  Little Boys  Women in purple  Old Men

Merchants  Bards  Tough Guys  Nuns  Priests
Dragon Warrior IV

Master Dragon  Rosa  Saro  Necrosaro
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Chapter 1
The Royal Soldiers

This is a story about royal soldiers of a small country called Burland. One of the Royal Soldiers is you, Ragnar. One morning, the King summons all the soldiers to the Castle court....

Royal Minister: The King will speak to you. Listen carefully.
King of Burland (continued): Everyone, at ease. You must have heard the rumor that children have been vanishing recently. The mothers from Izmit Village came to me in tears this morning begging for help. As the King of this country, I cannot ignore this problem any longer. Find the cause of these disappearances and report to me! Go, my soldiers! {The soldiers depart and a young woman comes up to Ragnar.}
Woman in orange (continued): Oh, Soldier, please find our children! They’re alive! I know it!
Soldier (walking away slowly): Let’s go slow, Ragnar. Let’s go slow....
King of Burland: I am counting on your good work, Ragnar.
Royal Minister: What are you waiting for? Go. Go now.
Guard on the left: If you get injured, return to a town and rest at an inn.
Guard on the right: For long trips, take along Medical Herbs.
Guard in east guardhouse: If you keep walking outside, night will fall.

Dresser – Medical Herb

Old man in library: Oh, Ragnar, I’m researching something.
Man in blue: We came from Izmit Village.
Guard on castle parapet: The sky makes me uneasy these days.
Woman in orange in back garden: Don’t fall behind the other soldiers.
Guard outside treasure vault: Hey, Ragnar, still here? Haven’t the others already left for Izmit Village?
Merchant outside treasure vault: I hear that monsters which only appeared at night are now appearing during the day. Troubled times, aren’t they?
Guard in west guardhouse: Monsters have been around for some time. They may be the cause of the recent disappearances of children.
Guard in throne room: This is the King of Burland’s chamber.
Bard: Our King is truly admirable.
Royal Minister: You can record your progress at any House of Healing. Wherever you go, find one...and record your progress on the Imperial Scrolls of Honor.

King of Burland: Welcome back, Ragnar! I see you haven’t progressed much. You must find the cause of the disappearances at once. I am counting on your good work, Ragnar.

Guard pacing the front entrance on the left: This is Burland Castle.

Guard pacing the front entrance on the right: I won’t let anyone suspicious pass!

**Burland Castle Town**

Old man: A splendid castle, always.... I wish to be a royal soldier. Say...can you take me along? (Yes/No)

Old man (if you say ‘No’): I understand. Sorry I bothered you.

Old man (if you say ‘Yes’): Really!? I shall follow you then.

Old man (again): Gasp...Gasp...too tough for an old man. Go on alone, please.
Chapter 1: The Royal Soldiers

Soldier in town square: Burland’s King is good-natured and keeps taxes low. Unfortunately, he can’t spend much on your equipment. Accumulate gold to buy more powerful weapons and armor. Be sure to equip yourself with them after you buy them.

Woman in orange near armor shop: Izmit Village is on the coast beyond the cave west of this Castle.

Woman in orange in armor shop: Even though they’re strong, monsters can’t enter towns. But why do children vanish?

Merchant at the table in armor shop: Want to buy something? If so, go outside and talk to me from across the counter.

Little boy upstairs: Is it true that children are vanishing? I’m not a kid anymore, so I guess I’m safe.

Old man in house near well: Ragnar, did you know? Some doors aren’t locked. They open without a key.

Man in blue in Inn: You may find out something at Izmit Village.

Woman in orange, pacing in front of house near Inn: I’m Flora. My husband, Alex, hasn’t returned from his last trip. Tell me if you see him!

Man in blue at west entrance: This is the Castle Town of Burland.
Sign: Report the Sighting of Suspicious People!
    The King of Burland

Burland Castle Town (night)

Man in blue, in bed in Inn: Zzz...Zzz...
Old man outside Inn: The woman of this house is waiting for her missing husband to return. How sad....
Flora: Alex will return, won’t he?
Merchant in Flora’s house: How long will she wait? She should give up hope and marry me.
Merchant in armor shop: We’re closed for today. Come back tomorrow.
Little boy, upstairs in bed: Weep...I want to go the bathroom, but I’m too scared!
Woman in orange, upstairs in bed: Sss...Sss...
Soldier in house near well: Monsters seem to be getting stronger.
Old man in house near well: Hmm...something awful may be happening somewhere.
Burland Castle (night)

Old man in library: Hmm...the more I compare, the more similarity I find. The present weather resembles that of past times when monsters reigned.
Guard patrolling the main hall: Ho hum...guarding isn’t fun.
Woman in orange: Worry for my missing child makes sleep impossible....Please find my child....
Guard asleep on castle parapet: Aha! You monsters! Oops...I was just dreaming....
Guard in top bunk in west guardhouse: Zzz...Zzz...
Guard in bottom bunk in west guardhouse: I’ll go to sleep. I’m happiest when I go to sleep.
Guard on the left: The King is asleep.
Guard on the right: Stay at an inn tonight and come back tomorrow.

Cave to Izmit

Treasure chest – Medical Herb
Soldier: Ragnar, I’m on my way to Izmit Village too.
Treasure chest – 40 gold
Izmit

**Man in blue**: Welcome to Izmit Village.
**Nun in Inn**: I’m a traveling prophetess. I can see the future. A chosen one will soon appear somewhere in this world.

**Dresser – Medical Herb**

**Cat upstairs in Inn**: Meow...
**Innkeeper, from behind counter**: My wife says Pocos was playing with some funny shoes when he vanished....

**Man in blue in schoolyard**: This is a school.
**Woman in orange**: Wait! Stop!
**Little boy**: No way!
**Gentleman**: Welcome, Soldier. I’m teaching now. Perhaps we can talk at night.

**Little boy in middle front desk**: You’re a soldier. That’s great! I’ll be a royal soldier someday.
**Little boy in front left desk**: The missing child? Pocos of the inn? He flew away into the sky.
Little boy in back left desk: Don’t interrupt. I’m studying!

Woman in orange near pond: Soldier, please find my child! He vanished like smoke before my eyes.

Soldier: Hey, Ragnar, it’s you. You came to this village too. The tower west of here looks suspicious. I wonder how we can get in.

Woman in purple in house: The man in jail stole some bread. Seems he lost his memory.... He acts like a child. He must have been through some ordeal.

Tough guy in underground jail (Alex): Get me out, sir. I was hungry and stole some bread. That’s all I did. Sob...

Sign (outside village): Do Not Play in the Woods.

Izmit (night)

Nun in bathroom of Inn: I’m a traveler. I’m going to take a bath. Please leave.
Merchant in house behind item shop: Our son vanished too! Who’s doing this? What do they want?
Little boy in schoolyard: They say the man in the underground jail is named Alex. He’s my pal.
Gentleman in classroom: We were just talking about the incidents. I believe the children know something.
Woman in orange: Don’t worry, Principal. Children always have secrets.
Soldier: Can kids really vanish before your eyes? It’s impossible!
Little boy in house: Alex, let’s play again tomorrow. Mumble...Mumble...
Man in blue (outside Inn window): What? I’m not snooping! Keep quiet, and I’ll tell you something. I saw the man in the underground jail before...in the Castle Town of Burland...maybe. Why don’t you go back there?
Alex: Yes, I’m Alex...monsters are coming! I’m scared!

Cave to Izmit

Soldier: I’m in trouble...I’m lost....

Burland Castle Town

Flora: What? Alex is in Izmit Village? Caught stealing? Take me there, please! [Flora joins Ragnar!]
Chapter 1: The Royal Soldiers

Cave to Izmit

**Soldier:** What? You can take me to the exit? No thanks! I can find the way out myself!

**Izmit**

![Image of the secret playground]

**Flora in underground jail:** It’s you, isn’t it?
**Alex (continued):** Who are you, ma’am?
**Flora (continued):** Don’t you recognize me? I’m Flora, your wife!
**Alex (continued):** ......
**Flora (continued):** Don’t you even remember this? Smack!
**Alex (continued):** ...... ...Flora!
**Flora (continued):** Yes, it’s me!
**Alex (continued):** What came over me? I must have lost my mind in fear after being attacked by monsters. Soldier, thanks for finding me. I remember...hearing this from some children... ...the secret playground is 4 steps to the south and then 4 steps to the east of the village signpost. Something may be there. You’d better check it out.
Flora (continued): Be careful, Soldier.

Bottom of Old Well

Voice (as you approach well): Come this way....
Voice (as you approach first fork in cave): Come this way....
Voice (if you go left): If you go that way, you’ll go back....
Voice (as you approach second fork): Come this way....
Voice (if you turn right): Not that way....
Voice (if you head toward the north stairs): Not that way....
Voice (as you approach third fork): Come this way....
Voice (if you go straight): Not that way....
Voice (as you approach first fork on the second level): Come this way....
Voice (if you go straight): Not that way....
Chapter 1: The Royal Soldiers

Voice (if you take either of the middle paths): Not that way....
Voice (as you approach third fork): Come this way....
Voice (if you turn right): Not that way....
Command: Search – Ragnar opens the treasure chest! Finds the Flying Shoes!
Ragnar obtains the Flying Shoes.
Command: Item – Flying Shoes – Use – Ragnar wears the Flying Shoes. Started flying high up into the sky.
Ragnar bumps into the ceiling!
Treasure chest (B2) – 600 gold

Healer: I’m Healie. I’m a Healer, but I dream of becoming human. If I make friends with humans, perhaps I’ll become one. Take me along. (Yes/No)
Healie (if you say ‘No’): No? If you change your mind, come back again, OK?
Healie (if you say ‘Yes’): Hurray! Thanks! [Healie joined the Party!]
Treasure chest (B1) – Medical Herb Pot (1F) – Medical Herb Pot (1F) – Agility Seed

Burland Castle

King of Burland: Welcome back, Ragnar! I can see you’ve found something. Hmm...Flying shoes? I see.... Anyway...rescue the children at once. I am counting on your good work, Ragnar.
Loch Tower

**Command**: Item – Flying Shoes – Use – Ragnar wears the Flying Shoes. Started flying high up into the sky.

**Witch (on top floor, as you approach)**: Come this way, you brat!

**Little boy (continued)**: Let me go! I don’t want to go!

**Soldier (on third floor)**: Oh, Ragnar! I found the old well by chance and came this far. The monsters in this tower are very tough! I should have let Healie whom I met in the well join me. I envy you.

- Treasure chest (3F) – Wing of Wyvern
- Treasure chest (2F) – 640 gold
- Treasure chest (3F) – Strength Seed
- Treasure chest (2F) – Scale Shield
- Treasure chest (1F) – Luck Seed
- Treasure chest (1F) – Sword of Malice
Soldier (on first floor): Ra...Ragnar...I’m nearing my end....Listen well.... Somewhere in this world, the Ruler of Evil is about to resurrect. Also, according to a prophecy, the Hero who shall defeat him is now growing up. The evil ones intend to destroy the Hero while he or she is growing and still weak. Ragnar, save all children....

Little boy, Pocos (on basement level, as you approach): Help! Help me!

Pocos (again): Help me, sir! They say I’m the Hero and treat me badly!

Eye monster: I have no business with a lowly royal soldier!

Saro’s Shadow: You fool! As you wish, I’ll smash you to bits.

Battle text: Saro’s Shadow appears. Giant Eyeball appears. ... The foes are defeated.

Saro’s Shadow (after defeating him): I can’t believe I lost.... I’m sure other monsters will seek out and destroy the Hero.... All mankind will eventually be offered up to the Ruler of Evil. I’ll see you in the Evil World....Gasp!

Pocos (continued): Hurray! Thank you sir!
We can go home, right? I heard you can go home if you jump from the top.

**Soldier (on first floor):** No answer. Seems to be a corpse. Ragnar remembers his comrade’s words. ‘Somewhere in this world, the Ruler of Evil is about to resurrect. Also, according to a prophecy, the Hero who shall defeat him is now growing up. The evil ones intend to destroy the Hero while he or she is growing and still weak. Ragnar, save all children....’

**Soldier (on third floor):** Hmm...is that so? Very well! I'll go tell the King about the Ruler of Evil and the Hero. Return these children to their mothers. Farewell!

**Burland Castle**

**King of Burland:** Ragnar! Welcome back! You must take the children to Izmit Village. I will hear your story later. Go now, Ragnar.

**Izmit**

**Little boys:** Ahh! It’s mother! Hurray!
**Item Shop owner:** Oh! You’ve found the vanished children! Th...Thank you.
**Innkeeper:** What? Our child has returned? Th...Thank you.
**Pocos:** Mother, he saved me.
**Woman in orange:** How can I ever thank you?
**Little boy (circling his mother):** Hurray! Hurray!
Chapter 1: The Royal Soldiers

**Woman in orange (from Burland):** Thank you so much. Remember me? I’m the mother who begged you to save my child at Burland Castle.
**Man in blue in schoolyard:** You’re a true soldier. Keep it up!
**Gentleman:** Now, I can teach without worry. Thank you.
**Little boy in front middle desk:** You’re so strong!
**Little boy in front left desk:** I decided. I’ll be a soldier too.
**Little boy in back left desk:** It’s not true that the Ruler of Evil will resurrect, is it?
**Soldier:** Hey, Ragnar! I’m impressed!
**Woman in purple in house:** The man in jail went home with his wife. They told me to thank you for them.

Cave to Izmit

**Soldier:** What? You already saved the children? Yeaaaah!

Burland Castle Town

**Alex:** You’re that soldier! It’s me, Alex. Thanks for saving me.
**Flora:** I’m indebted to you for my husband’s safe return. Thank you.
**Man in blue in Inn:** You’re a true soldier. Keep it up!
Soldier: Ragnar! Good work. Say... will you let me take credit for saving the children? I was only kidding. You’re so naive.

Woman in orange, near armor shop: Thank you. Now we can live without fear.

Woman in orange, in armor shop: We can let our kids outside now, can’t we? Thank you.

Little boy upstairs: Yeah! Yeah! I can play outside tomorrow.

Old man near item shop: If I were young, we could have fought together....What a pity.

Burland Castle

Guards on left or right: Hurry! The King is waiting!

King of Burland: Ragnar! Welcome back! I’m truly impressed with your accomplishment. I’m proud of having a soldier like you! I will give you a reward. Name anything you want. What?

You want to go on a journey?

Ragnar (continued): .........

King of Burland (continued): You intend to find and protect the Hero who is still a child.... I see....You’ll have my full
support! Ragnar, this is a farewell gift from me. Take it! {3000 Experience Points.} Ragnar, have a safe journey!

Thus, Ragnar left on a journey in search of the Hero....

The End of Chapter 1
The Royal Soldiers

**Game Instructions:** The story up to this point will be saved on the Imperial Scrolls of Honor. Is that alright? (Yes/No)
(If you say ‘No’): If you don’t save, you’ll begin from the last point you saved in Chapter 1 again. Is that alright? (Yes/No)
Chapter 2
Princess Alena’s Adventure

Somewhere, long ago, there was a very tomboyish princess named Alena. The King was constantly upset by her behavior. One morning, he summoned the Princess to his chamber....

Voice: Princess! Princess Alena! Your father wants to see you!

Santeem Castle

King of Santeem: Alena, your tutor informed me you’re planning a journey to test your strength. I forbid it. You’re the Princess of this country. I won’t allow you to venture into the outside world where monsters lurk! Never go outside this Castle! Is that clear? That’s all!

King of Santeem (again): What’s wrong, Alena? You still insist on going out? (Yes/No)

King of Santeem (if you say ‘Yes’): Never! Why are you so reckless?

King of Santeem (if you say ‘No’): Good, you understand! That’s more like it. You can go to your room, now.

Royal Minister: The King only says these things because he is concerned about you. Please understand.

Brey: Princess! Why are you such a tomboy? Your late mother was so refined. As your tutor I feel responsible for how you’ve turned out.
Guard on the right: The chambers of the King and the Princess are upstairs.
Woman in purple in servants’ chambers: I requested that the wall in the Princess’ chamber be fixed. Don’t ever kick the wall again, please.
Man in blue: Oh, Princess. I’m fixing the wall. Can you wait awhile?

Dresser – Feather Hat
Guard near staircase in throne room: This is Santeem Castle.
Guard patrolling main hall: Ah, Princess! You look well.
Cristo in chapel: Princess Alena, your tutor, Brey, told me you plan to go out alone. That’s so reckless! If something happens to you, I...I mean the King will be devastated.
Priest in chapel: Something ominous is approaching from the eastern sky. I hope nothing terrible will happen to our Castle.

Dresser – Fairy Water
Soldier near kitchen: I’m so hungry. When will the food be ready?
Woman in purple in kitchen: I must cook meals. I’m so busy.
Merchant in dining room: I hear the Princess is a real tomboy. I’d like to see her in person. Heh, Heh...
Woman in dining room: He’s a nice man, but he has a big mouth.
Old man in east garden: If the Princess leaves the Castle, she may fall into evil hands.
Guard on the left: By the King’s order, I can’t let you pass.
Guard on the right: Please return to your chamber.
Command: Search – Alena inspects the wall. It seems the wall, repaired with flimsy boards, can be broken through by kicking. Do you want to kick it? (Yes/No)
Observation (if you say ‘Yes’): Alena kicks through the wall.
Cat on castle roof: Meow...
Brey (as you escape the castle): Princess! It’s reckless to journey alone! If you’re determined, I’ll accompany you!
Cristo (continued): I, your humble servant, will accompany you also, Princess! Let’s go now. [Brey and Cristo joined the Party!]

Surene

Woman in orange near entrance: Welcome to Surene Town.
Soldier in Inn upstairs: Hmm...you’re a woman, yet you’ve embarked on a dangerous journey. I recommend you build your strength around this town first.
Peddler behind armor shop: My fellow merchants said the Princess left on a journey. Oops! That’s supposed be a secret. OK?
Sign: Wait a Minute! You Need to Upgrade Your Equipment!

Surene’s Guild of Arms Merchants
Nun in Church: Go north then east. You’ll find a small mountain village.
Tough guy above Church: I fell in love with her. I wish she’d marry me.
Nun above Church: I’m sorry. I can’t. I’m too old for you.
Bard on balcony (Marone): I’m Marone the poet. Blue Sky, Wandering Clouds, La, La, La...

Santeem Castle

Guards on the left or right: Oh! I’m glad you’re back safely.

Guards in main hall (if Alena is dead):
Oh, Princess...! How terrible....

Royal Minister (if Alena is dead): Oh, no. Princess....We must revive her at any cost.

King of Santeem: You returned, Alena! You don’t have to explain. I know you’ll go out again even if I try
to stop you. Remember one thing, though. Never venture into lands where I can’t look out for you.

**King of Santeem (if Alena is dead):** Oh, Alena! How tragic.... I feared this would happen....

**Guard on the left:** The King says you can pass now.
**Guard on the right:** Be very careful on your journey.

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**Surene (night)**

**Tough guy upstairs in Inn:** That Marone! He’s lucky. I wish I could sing like him....

**Peddler, sleeping in Inn:** I hear singing. I think I’ll sleep soundly.

**Nun in bed above Church:** Sss...Sss...

**Nun on balcony above Church:** Marone’s songs are always lovely!

**Marone:** Shining Crescent, Glittering Stars, La, La, La...

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**Santeem Castle (night)**

**Soldier:** Yum...Yum...I’m hungry.

**Women in purple, in lower level servants’ quarters:** Sss...Sss...

**Guard on east side of castle:** Gurg...Gurg...

**Princess...oh, no...Mumble...Mumble...**

**Priest:** I feel anxious. I can’t sleep.
Chapter 2: Princess Alena’s Adventure

**Merchant in dining room:** The Princess is leaving on a journey? Of course, I won’t tell anyone. I’m known to be tight-lipped. Heh, Heh, Heh!

**Old man:** We were just speaking of the Princess.

**Royal Minister:** Thank goodness. You returned safely.

**Man in blue, in top floor servants’ quarters:** Her reckless acts shame us. Oops, Princess!? Excuse me....

**Man in blue (if Alena is dead):** Her reckless acts shame us. Oh, Princess...! How terrible....

**Woman in purple:** Sss...Sss...

**Guard in front of King’s chamber:** The King is already asleep.

![Map](image)

**Sign:** East to The Village of Tempe
Tempe

**Woman in purple in small graveyard:** This is Tempe, a cursed village. If my daughter hadn’t been born here, she’d still be alive.

**Little boy near Inn:** Hurray! You came to beat the monster, right?

**Bard in Inn:** How tragic...that couples must be separated.

**Gentleman in house near graveyard (village chief):** I must offer my daughter, Nina, to save the village. Isn’t there anyone strong enough to put an end to the monster? (Yes/No)

**Village Chief (if you say ‘No’):** I understand....

**Village Chief (if you say ‘Yes’):** Oh! You will? If that’s true, please go see the shaman!

**Woman in purple, in bed in chief’s house:** Uhh, Nina, uhh....

**Merchant near well:** The chief’s daughter, Nina, is to be offered. My son was going to marry her....

**Old man in house near well:** Some time ago a monster moved into the northern wood. He threatens to destroy the village if we don’t offer him young girls.
Man in blue, in house near item shop: No! I won’t let them offer you. If we run away....
Woman in orange (Nina): I can’t leave my parents....
Priest: You plan to destroy the monster? It only appears when given offerings. Are you willing to be given as an offering? (Yes/No)
Priest (if you say ‘No’): No one wants to die. By the way...
Priest (if you say ‘Yes’): You are? Please wait. The offering litter will arrive soon. Get in the offering litter please. (Yes/No)
Priest (if you say ‘No’): No one wants to die. By the way...
Observation (if you say ‘Yes’): {Man in blue and merchant bring in wagon.}
Man in blue: I’ll never forget what you’ve done!
Merchant: Please be careful.
Priest (when you get in the litter): Don’t ever litter the litter.
Man in blue (continued): This is no time for puns, Shaman!
Priest (continued): Right. Sorry....
Battle text: Rabidhound appears. Chameleon Humanoid appears. Rabidhound appears. ... The foes were defeated.

The news of the monster’s demise spread through the village like wildfire. And a new day began....

**Little boy near Inn**: Hurray! The monster’s gone!
**Nina (in chief’s house)**: We’re getting married.
**Man in blue**: I’ll never forget what you’ve done!
**Woman in purple**: I’d given up hope....Thank you so much.

**Village Chief near well**: The item shop has opened again. Tempe will come back to life. Thank you.
**Old man**: You’re so strong! Hmm...you’re traveling to prove your strength. I suggest you enter the tournament in Endor in the east. You can go to Endor from the shrine southwest of here.
**Priest**: Everyone appreciates what you’ve done.
Anyway...
Chapter 2: Princess Alena’s Adventure

**Bard on dais behind Church:** If you go east after leaving the woods, you will reach Frenor.

*On the ground – Lifeforce Nuts*

**Tempe (night)**

**Little boy in house near well:** Sss...Sss...

**Bard:** You don’t look like commoners. Aren’t you of noble birth? (Yes/No)

**Bard (if you say ‘No’):** OK...if you say so.

**Bard (if you say ‘Yes’):** I was right. You’re the Princess’ Party!

**Merchant:** Now I can take care of my business. Thanks.

**Man in blue, in house near item shop:** Thanks for everything.

**Nina (in chief’s house):** Thanks. Have a safe journey.

**Village Chief:** I think I’ve seen you before.... Was it at the Castle? I can’t remember.

**Woman in purple, sleeping in bed:** Sss...Sss...
**Frenor**

**Woman in orange, running toward Inn**: This is Frenor. The Princess of Santeem is here. I’ll go see her.  
**Old man**: The innkeeper entertained the Princess’ Party lavishly. I might offer her my small savings too.  
**Dwarf in house near graveyard**: The Golden Bracelet was our treasure. It caused too much conflict among us and was finally hidden away in the southern cave.  
**Woman in orange, now in front of Inn**: I wonder why the Princess is here.  
**Man in blue**: You came to see the Princess? She’s upstairs in the inn.  
**Little boy**: Do you know where my dog is?  
**Merchant**: I wish to get acquainted with the Princess.  
**Woman in purple**: Since she’s a princess, I thought she’d be prettier.  
**Innkeeper**: Welcome to our inn...however, a princess is staying here, so I can’t really welcome you....  
**Imposter Princess (upstairs, as you approach)**: No! Let me go! Help! Someone!  
**Old man**: Oh, no! Princess!  
**Priest, lying on ground**: Gasp! I’m hurt.
Tough guy (as you approach): Stop! Or the Princess will be harmed!
Old man in Inn room (after you’ve chased the kidnappers): I can’t believe it! May...I mean the Princess was kidnapped.
Priest, in bed: Would you rescue the Princess? If you succeed, you will be handsomely rewarded.
Innkeeper: Weep...
Woman in orange: My goodness! The Princess was kidnapped!
Man in blue: Why was she kidnapped?
Merchant: I hope she’s alright.
Woman in purple: Any princess would be an attractive target for the wicked.
Little boy: My dog, Kit, brought this letter. I’ll read it. ‘To get the Princess back unharmed, bring the village treasure, the Golden Bracelet, to the graveyard tomorrow night.’
What’s this?
Kit: Bow, Wow!
Cave South of Frenor

Treasure chest (B1) – Wing of Wyvern
Treasure chest (B1) – 360 gold
Treasure chest (B1) – Agility Seed
Treasure chest (B2) – Magic Potion
Treasure chest (B2) – Golden Bracelet

Frenor

Tough guy: I see you’ve brought what we want. Give it to me now! (Yes/No)
Tough guy (if you say ‘No’): Don’t you want the Princess back alive! Give it to me! (Yes/No)
Tough guy (when you say ‘Yes’): I got it! Here’s the Princess. Bye!
May (imposter princess): Thanks for rescuing me. I’ve learned a lesson. I’m not really a princess. My name is May. I’m just an actress. I got carried away
because people treated me nicely when I pretended to be a princess.... I’ll join my companions now. It’s not much, but I’ll give you this Thief’s Key. [Alena obtains the Thief’s Key.]
Bye...real princess....

Thereafter, the fake princess, May, and her companions disappeared. And a new day began....

Woman in orange: This is the Town of Frenor.
Old man: I offered my savings to the Princess... but she refused. They say she was a fake, but she wasn’t a crook.
Woman in purple: The Princess was a fake. I knew a real princess wouldn’t come to a town like this.
Man in blue: By the way, a bazaar is held at an oasis in the southern desert. If you’re heading south, you should visit it.
Dwarf: You gave the Golden Bracelet to the kidnappers. Hmm.... I hope nothing bad will happen.
Little boy: A bazaar is held in the southern desert, right?
Santeem Shrine

**Guard**: This is the Travel Door to Endor. The King told me not to let the Princess pass.

**Frenor (night)**

**Man in blue**: Zzz...Zzz...
**Little boy**: Sss...Sss...
**Old man**: I can’t sleep. On nights like this, I remember my old days. I used to live in the eastern town of Endor. I often went to the tournament.

Santeem Castle

**Old man in back room of castle**: The King moans late at night. I wonder if he’s having nightmares....

*Dresser – Wing of Wyvern*
Chapter 2: Princess Alena’s Adventure

**Santeem Castle** *(night)*

**King in his bedchamber:** Umm...Umm...Zzz...Zzz...

**Surene** *(night)*

**Soldier in locked room of Inn:** Zzz...Zzz...

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**Bazaar**

**Sign:** A Desert Bazaar Now Open!  
**Merchant near entrance:** Rumor is there’s a shrine, far east of here, which leads to Endor.  
**Horse:** Neigh!  
**Woman in purple:** Would you like these rare jars? Take a look.

*Pot – Gum Pod*
Pot – Strength Seed

Guard (as you approach): Alena! I’ve been looking for you. Return to the Castle immediately! The King is in trouble!

Woman in purple: Try our delicious meals. You’ll love them, I guarantee!

Merchant: They say a tournament is going on in Endor.

Old man: If you go to Endor, watch the tournament.

Merchant on west side of bazaar: I bought too many things. They’re so heavy.

Bazaar (night)

Woman in purple (sleeping in Inn): Zzz...Zzz...

Old man: Sss...Sss...

Merchant (asleep at weapon shop stall):

Grzz...Grzz...

Woman in purple: Whew! I’m tired. Come back tomorrow.

Woman in purple (at item shop stall): On nights like this, when I can see the stars clearly, I get homesick.

Merchant: We travel from place to place giving bazaars like this.

Man in blue: Sorry, we’re closed for today.
Santeem Castle

Guard near stairs in throne room (as you pass by):
It’s awful. The King can’t speak!
Royal Minister: How terrible! He can’t speak! This must be kept a secret, but if he remains like this.... Yes, I know! Goz, the old man who lives in the backyard shed, may know a remedy.
King of Santeem: ..................
Guard on the right: The King keeps peace in this country. Don’t let others know.
Woman in purple: The King hasn’t spoken to me in a while. Is anything wrong?
Old man (Goz): The King lost his voice!? I know Marone, the poet, damaged his throat once. Now he has the loveliest voice in the country. He may know what to do.
Surene

**Marone:** Yes, I’m Marone. Why is my voice so lovely? I think taking Birdsong Nectar, an elfin medicine helped. I found it in a desert bazaar during a trip. La, La, La...

Bazaar

**Guard:** Oh, Alena! How’s the King? I’ve been very worried....

**Man in blue:** Birdsong Nectar? This shop once had some. You might get some in the western tower where they say elves visit.
Chapter 2: Princess Alena’s Adventure

Birdsong Tower

Escaped prisoner: The door is locked. I can’t go upstairs.

- Treasure chest (3F) – 1200 gold
- Treasure chest (3F) – Strength Seed
- Treasure chest (3F) – Wing of Wyvern

Elf on top floor: Yeek! You’re humans. Lita, we’re leaving now!

Lita (other elf, continued): Yes, sister. Oops! I dropped the medicine!

First Elf (continued): Don’t worry about it. Hurry!

On the ground – Birdsong Nectar

Santeem Castle

Command (at night in King’s bedchamber): Item – Birdsong Nectar – Use
But the King is asleep....
Command (during the day in throne room): Item – Birdsong Nectar – Use
Alena administers the Birdsong Nectar to the King.
King of Santeem (continued): ...........Un?
Ah...Ah...Oh! I I can speak! I can speak! You did....I thank you. I had terrible dreams. A big monster came out of the Evil World and was destroying everything. At first, I intended to keep them to myself, but I kept having the same dreams over and over again. I became worried, so I decided to tell the Counsel about them. Then I lost my voice. Something terrible may be about to happen.... I won’t stop you anymore. Travel the world and see what’s happening. Brey and Cristo, I place Alena’s safety in your hands!
King of Santeem (again): Continue your journey safely. I’ll think about the dreams I had. I think I had another dream besides those nightmares, but I can’t remember it....
Royal Minister: How fortunate! The dreams the King had worry me, however....
Woman in purple: The King has spoken to me. What a lovely voice he has!
Guard on the left: The King told me. You can pass.
Guard on the right: Be careful on your journey.

Santeem Shrine

Guard: The messenger delivered the King’s permission. You can pass now.
Endor Shrine

**Innkeeper:** This is the country of Endor. The Castle is in the east.

**Peddler:** There should be a Travel Door to Santeem around here, but I can’t find it.

Endor Shrine (*night*)

**Peddler:** Grzz...Grzz...

**Ragnar:** I’m Ragnar, a soldier from Burland. I’m searching for the Hero. ...guess you wouldn’t understand what I’m talking about....Excuse me.

**Sign:** Bridges Belong to Everyone. Do Not Vandalize Them.
Endor Castle Town

Man in blue near entrance: Welcome to the Castle Town of Endor.
Woman in orange at pub in Inn: Hello! Please enjoy our meals.
Tough guy: I lost again. What should I tell my wife?
Bard upstairs in Inn (Laurent): I dedicate to you this song of glory...
An Iron Claw on the Right Hand, La, La, La...
Peddler (upstairs in Inn): Have you been to the underground casino? I won today!
Bunny girl in casino: Welcome to the Casino. Only coins can be used here. Please purchase coins from the Coin Seller in the back.

Soldier at poker table: Alright! Via a Double-or-Nothing, I now have 16 coins instead of 8! I’m hooked!

Bunny girl near poker table: You can exchange your coins with items at the Exchange Counter to the right.

Tough guy near monster arena: How are you doing? Winning? (Yes/No)

Tough guy (if you say ‘No’): Luck may come soon. Wait it out, OK?

Tough guy (if you say ‘Yes’): Good. Let it ride. Got it? Let it ride!

Merchant behind monster arena: No! My day’s wages are gone! Weep...

Woman in purple near slot machines: I’m out of luck today.

Soldier near exchange counter: No matter how much you win, you won’t be able to cash in coins. It’s wise to gamble only with the money you won’t need.

Woman in orange in town square: Do you know? A tournament will be held in the Castle.

Woman in purple: My worthless husband! Where is he?

Sign: The Tournament Held Now!

Guard on east side of town: Guarding is hard.

Guard on east side of town, when he arrives at the pub and sits down: How delicious!

Woman in purple in northeast house: It’s tough to create a menu every night.

Scholar: You’re here for the tournament too? I believe... the King has a motive for attracting the strong in this way.
**Woman in orange on balcony**: Look! The clouds are moving swiftly to the west. What’s happening?

**Guard on west side of town (Strom)**: Many people are in Endor to see the tournament.

**Old man in southwest house**: Are you asking if the shop downstairs is closed? I’m old and plan to retire after selling it.... Is there someone who wants to start a business here?

**Guard at castle gate**: You came to see the King? (Yes/No)

**Guard (if you say ‘No’)**: Then you came for the tournament, correct? Proceed through one of the two small doors on either side.

**Guard (if you say ‘Yes’)**: If so, proceed through this door.

**Guards on right and left**: If you go straight down this corridor, you’ll come to a big building. It’s the Coliseum.

**Guard in front of main building**: This is the Coliseum where the Tournament is held.

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**Endor Coliseum**

**Soldier behind check-in counter**: To enter the tournament, take the left stairs. To just watch it, use the ones on the right.

**Guard in front of contestants’ entrance**: Only those registered can enter the tournament. Obtain permission from the King

**Man in armor to the right of stairs**: I’m watching this. Don’t talk to me now.

**Man with dark hair**: I just love this excitement!
Man in armor: I’m sure Necrosaro will be the winner.
Man with dark hair: The man behind me is so noisy....
Man in armor: I wouldn’t fight like that! No, not that way! Go, yeah, go like this!
Man with dark hair: Excuse me! You’re blocking my view!

Treasure chest (secret basement on west side of castle) – Lifeforce Nuts

Endor Castle

Guard in main hall: The King is upstairs.
Man in blue on the right: The King here is rash and does whatever comes to his mind. He worries everyone.
Woman in purple: The tournament’s winner will marry our Princess. I sympathize with her.
Old man in armory: Monsters began appearing in Endor recently. Our King started the tournament to attract the strong....
Soldier: If you enter the tournament, watch out for the man called Necrosaro. He is immensely strong and utterly merciless.
Guard in basement dining hall: To enter the Castle at night, you must evade sentries.
Woman in orange: I’m afraid that the Princess will end up marrying the man called Necrosaro.
Woman in purple: We have many things to wash. How busy!
Tough guy in cell: Watch out for Necrosaro!
Guard in throne room: This is the King of Endor’s chamber.
Royal Minister: The King has made a terrible promise. Would you listen to the Princess’ story?
Princess Mia: My father proclaimed that the tournament’s winner will marry me. If the winner is a woman, I won’t be required to marry. Please enter and win the tournament. Princess Alena, I envy you for being so free.
King of Endor: Welcome! The King of Santeem told me about you. I admire that you’re concerned over this doomed world and are embarking on a journey to prove your strength! I have a request. Win the tournament. To tell the truth, I’m regretting what I’ve promised....

   King of Endor (continued, if Alena is dead):
   Cristo/Brey, please revive Princess Alena at once!

Scholar in library: Necrosaro....What an unlucky name.
Woman in purple in upstairs dining hall: I have to wipe the table clean. Wipe...Wipe...
Chapter 2: Princess Alena’s Adventure

Endor Coliseum

Guard in front of contestants’ entrance: Princess Alena. The best of luck to you.

Guard in front of contestants’ entrance (if Alena is dead): The King has given only Princess Alena permission to enter. However, you’re not properly equipped.

Knight: Shut up! Don’t talk to me! I’m terribly sorry...I’m jittery before my fight.

Guard at entrance staircase: The fighting arena is upstairs. Once you’re up there, there’s no retreat.

Soldier in bed: Hmm...terrifying...Necrosaro’s strength is beyond our comprehension.

Guard outside door near well: This is a shortcut to the outside of the Castle. Use it if you’re in a hurry.

Endor Castle Town (night)

Guard at entrance: This is the Castle Town of Endor.

Merchant at pub: Meals after hard work taste great.

Tough guy: Have you been to the north already? (Yes/No)

Tough guy (if you say ‘No’): Even if you want to go, you can’t right?

Tough guy (if you say ‘Yes’): You reached a wrecked bridge? Who did such a terrible thing?

Laurent (sleeping in Inn upstairs): Sss...Sss...

Soldier: A fighter called Necrosaro is advancing in the tournament. What a malevolent name....
Dragon Warrior IV

**Woman in purple**: Grzz...Grzz...there! Necrosaro! Mumble...Mumble...

**Scholar in bed in northeast house**: My daughter is always looking at the sky these days. What’s got into her?

**Woman in purple**: Sss...Sss...

**Woman in orange on balcony**: Look! A shooting star! I hope it’s not a bad omen.

**Tough guy in town square**: I’m not full yet.

**Old man sleeping in southwest house**: You want to buy the shop? No, you better not. You don’t have business experience.

**Woman in purple in Church**: I’m grateful I had another peaceful day.

**Guards in front of Coliseum**: The tournament is only held during the day. Come back again.

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**Endor Castle (night)**

**Guard patrolling main hall**: You’ve come to the Castle so late at night. I can’t allow you here. Leave now!

**Guard asleep in quarters**: Grzz...Grzz...

**Man in blue in armory**: How many soldiers have been done in by Necrosaro! It’s like an extermination.

**Woman in orange in basement dining hall**: I just don’t like that man called Necrosaro.

**Woman in purple**: I bet Necrosaro will be the winner. He looks mean!

**Guard**: I can’t keep up with women’s silly talk.

**Guard in throne room**: The King and the Princess are both asleep.
Woman in upstairs dining hall: I have to clean here. Clean...Clean...

Endor Coliseum

Cristo (in the Coliseum): Princess, I’ll cheer you on from here.
Brey (continued): The best of luck to you!
King of Endor (continued): Welcome, Princess Alena! You must defeat 5 opponents to go on to the final match! Necrosaro is the only one who has defeated 5 opponents so far. Good luck!
Battle text: Hun appears. {Fighter}...battle...
Alena was defeated.
Observation (if you lose): Alena woke up in bed.
Cristo (continued): Princess! You’re awake! How are you?
Brey (continued): I’m so sorry you didn’t win....
Cristo (continued): They say you can use Medical Herbs even during battles....

Brey (continued): In any case, you must be stronger. Shall we go, Princess?

Cristo (in the Coliseum): Princess, I’ll cheer you on from here.
Brey (continued): The best of luck to you!

King of Endor (continued): Welcome, Princess Alena! You must defeat 5 opponents to go on to the final match! Necrosaro is the only one who has defeated 5 opponents so far. Good luck!

**Battle text:** Hun appears.

... Hun was defeated.

**Announcer:** Princess Alena defeated FIRST! Alena, do you want to use your Medical Herb before the next match? (Yes/No)

**Announcer (if you say ‘No’):** The next opponent is Roric!

**Battle text:** Roric appears.

... Roric was defeated.

**Chest drop from Roric – Medical Herb**

**Announcer:** Princess Alena defeated SECOND! Alena, do you want to use your Medical Herb before the next match? (Yes/No)
Chapter 2: Princess Alena’s Adventure

**Announce (if you say ‘Yes’):** {You use a Medical Herb.} Do you want to use more Medical Herb?

**Announcer (if you say ‘Yes’ but don’t have any more):** Alena, you don’t have any Medical Herb!

**Announcer (if you say ‘No’ or continued from above):** The next opponent is Vivian!

**Battle text:** Vivian appears.

...  
Vivian was defeated.

**Chest drop from Vivian – Medical Herb**

**Announcer:** Princess Alena defeated THIRD! Alena, do you want to use your Medical Herb before the next match? (Yes/No)

**Announcer (if you say ‘No’):** The next opponent is Sampson!

**Battle text:** Sampson appears.

...  
Sampson was defeated.

**Chest drop from Vivian – Medical Herb**

**Announcer:** Princess Alena defeated FOURTH! Alena, do you want to use your Medical Herb before the next match? (Yes/No)

**Announcer (if you say ‘No’):** The next opponent is Linguar!

**Battle text:** Linguar appears.

**Wrong choice:** Linguar<-> was a mirage.

**Rounds 2 and beyond:** The Linguar splits!

Linguar was defeated.

**Announcer:** Princess Alena has defeated 5 opponents!

**King of Endor (continued):** Congratulations, Princess Alena! The final match is next. Call Necrosaro. Where is he? Bring Necrosaro now! {A guard goes inside to look but returns without him.} What?
Necrosaro is missing? Hmm.... ........ We can’t wait for him forever. I declare Princess Alena the winner of this tournament!

Brey (continued): Princess, good going!
Cristo (continued): Princess Alena, congratulations on your victory!

Endor Castle

King of Endor in throne room (continued): Princess Alena, I thank you for winning! I know your father, the King of Santeem, will be proud of you. Perhaps you should return home and let him know you’re alive and well.
Princess Mia (continued): Thanks to you, I won’t have to marry someone I despise. If Princess Alena was a man... What am I saying....please forget what I’ve said.
Royal Minister: How strong Princess Alena is! I’m impressed.
Guard in main hall: Congratulations on your victory!
Old man in armory: After Necrosaro vanished, monsters stopped appearing.
Soldier: Necrosaro...vanished, a mysterious man.
Guard in basement dining hall: Congratulations on your victory!
Woman in orange: I’m happy for the Princess.
Endor Castle Town

Guard (as you enter): Princess Alena, return to Santeem Castle immediately! G Gasp! {He disappears.}

Guard in front of Coliseum on the right: Now the tournament is over, the Coliseum is closed.
Guard in front of Coliseum on the left: Congratulations on your victory!
Woman in purple near sign in town square: It seems the tournament is over.
Woman in orange near sign: Do you know? The winner of the tournament is a young woman.
Scholar in northeast house: After Necrosaro vanished, monsters stopped appearing.
Woman in orange at pub: Really? You’re Princess Alena? Congratulations! Have anything you want. It’s on me!
Tough guy: Maybe I ought to get an autograph!
Laurent (upstairs in Inn): Congratulations on your victory!
Peddler: Oh, you’re Princess Alena! You’ve been the talk of us merchants.
Strom (on west side of town): Congratulations on your victory!
Old man in southwest house: Isn’t there anyone who wants to buy my shop and do business here?
Command (inside Endor Castle Town): Spell/Item – Return/Wing of Wyvern – Santeem Brey chants Return! / Cristo hurls the Wing of Wyvern into the sky!
But the strange force works and contains Return/Wing of Wyvern!

**Command (outside Endor Castle Town):** Spell – Return/Wing of Wyvern – Santeem
Brey chants Return! / Cristo hurls the Wing of Wyvern into the sky!

**Santeem Castle**

**Brey (in the throne room):** How strange! What happened?
**Cat:** Meow, Meow, Meow!
**Cristo (upstairs):** Where’s everybody? Hello? Is anyone here? [But there was no reply....]
**Brey (after leaving through Alena’s room):** How strange! What happened?

What did the dreams of the King of Santeem mean? ...the mysterious Necrosaro, why did he suddenly disappear? ...and what befell the people of Santeem? Determined to solve these mysteries, Princess Alena’s Party embarked on another journey....

The End of Chapter 2
Princess Alena’s Adventure
Game Instructions: The story up to this point will be saved on the Imperial Scrolls of Honor. Is that alright? (Yes/No)
(If you say ‘No’): If you don’t save, you’ll begin from the last point you saved in Chapter 2 again. Is that alright? (Yes/No)
Chapter 3
Taloon the Arms Merchant

This is Lakanaba, a small town far north of Endor. A man named Taloon lives in this town. He works for someone now, but his dream is to become the world’s greatest arms merchant someday.

Lakanaba

Neta: Wake up. You must go to the shop soon or the boss will scold you again. Darling! {You get up.} You’re up at last. Here’s your lunch. Go out and head west. Don’t be a sleepy-head, OK? Have a nice day.

Neta (again): Go out and head west. Don’t be a sleepy-head. Have a nice day.

Little boy: Mumble...Mumble...see you later, daddy.

Pot – Medical Herb
Man in blue at item shop: Work hard and soon you might own a shop like mine.
Little boy in town: The innkeeper said he wanted to talk to you.
Old man (north of Taloons house, Tom):
   Taloone, I’m old and my limbs are getting weak.
   I’ll pay you to take me to the House of Healing.
Will you? (Yes/No)
Tom (if you say ‘No’): That’s too bad.
Dog in backyard in cage: Bow, Wow, Wow!
Dog (again): Bow, Wow.
Tom (if you say ‘Yes’): Push me!
Tom (again): Come on, son. You can push better than that!
Tom (when you reach the Church): I’m finally here.
   Thanks. This is for you. [Taloon receives ## gold pieces.]
Tom (again): My son was a fool to leave the town. He never writes. I wonder what he’s doing?
Nun in Church: Grandpa Tom wishes everyday for his vagabond son’s safe return.
Sign: Keep off the Flower Bed!
Man in blue near entrance: Welcome to the Town of Lakanaba. Oh, it’s you, Taloone. I didn’t have to greet you!
Woman in purple upstairs in armor shop: Do you want to talk to my husband? He’s working now. Come back at night.
Innkeeper: Taloone, have you heard of the Iron Safe? (Yes/No)
Innkeeper (if you say ‘No’): A guest said the Iron Safe might be in a northern cave. I also heard it should
protect your money even when you’re defeated by monsters.

**Innkeeper (if you say ‘Yes’):** You’d better get the Iron Safe before you go south.

**Taloon’s boss (as you approach):** You’re late. Come in the shop. Quick! {You follow him inside.} Stand there. Customers will come to you. I’ll pay you on commission so work hard. I’ll be downstairs.

**Customer (if you talk to him or her from in front of counter):** What a shop! How long must I wait?

**Taloon’s boss at the end of the day:** It’s getting late. Let’s close for the day. Thanks for working. Here are your wages for today. [Taloon receives ### gold pieces!] See you tomorrow. {It’s night when you leave the shop.}

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**Lakanaba (night)**

**Taloon’s boss in basement:** Zzz...Zzz...

**Innkeeper:** Taloon, you’ll go south if you get the Iron Safe, won’t you? I hear a big castle called Endor is in the south. You’ll make a lot of money there.

**Soldier in Inn:** I see. You want to be the world’s greatest arms merchant. You need to gain experience in fighting too. Good arms merchants should know how to use weapons properly.

**Man in blue:** Zzz...Zzz...

**Merchant on second floor of armor shop:** What? You want to own a shop? You should go to Endor and buy one there. Then you can call for your family.... Nice to have a dream, eh?
**Woman in purple:** Sss...Sss...

**Nun in town square:** Let’s hope the world won’t end. Without the world, you won’t have any business.

**Tom:** The dog in the backyard is my son’s. He only obeys my son. That’s why I keep him caged.

**Little boy:** Welcome home, daddy! Yes, I’ve been a good boy. When I grow up, I’ll work as hard as you and let you two live in comfort!

**Neta:** Welcome home. You worked late today. Rest well. Good night.

**Neta (the next morning):** Wake up, darling. It’s morning. Here’s your lunch. Have a good day.

**Neta (again):** I hope he have our own shop someday. You’re not the type to work for others forever. That’s why I married you. Of course that wasn’t the only reason...Tee, Hee...

**Neta (if you go downstairs and come back):** Forgot something? Work hard...smack!

**Taloon’s boss across the counter:** Don’t stand there. Come around here. Or are you here as a customer today? (Yes/No)

**Taloon’s boss (if you say ‘Yes’):** Oh, I see.

**Taloon’s boss (if you say ‘No’):** If that’s the case, come here quickly.

**Taloon’s boss behind the counter:** I’ve been waiting for you. You’ve come to work, right? (Yes/No)

**Taloon’s boss (if you say ‘No’):** I see. I know you want to try many things. No problem. Do what you want. If you want to work here again, come back.

**Taloon’s boss (if you say ‘Yes’):** Stand there. Customers will come to you. I’ll pay you on commission so work hard. I’ll be downstairs.
**Taloon’s boss (if you stop working in the middle of the day):** What? Do you want to stop for today? (Yes/No)
**Taloon’s boss (if you say ‘No’):** Then go back to work. See me when you’re done for the day, OK?  
**Taloon’s boss (if you say ‘Yes’):** Thanks. Let me add up your earnings for today. Here are your wages.  
[Taloon received ## gold pieces!] See you tomorrow.

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**Cave North of Lakanaba**

**Observation:** There’s a button. Do you want to push it? (Yes/No)

*Treasure chest – Chain sickle*

**Observation:** There’s a button. Do you want to push it? (Yes/No)

**Tough guy on fifth floor:** You came to find the Iron Safe too? I think that rolling boulder has something to do with it.

**Command:** Search – Taloon opens the treasure chest! Finds the Iron Safe! Taloon obtains the Iron Safe.
Observation: A message is carved in the floor. ‘To Those Who Travel in Search of Treasure: Return the treasure you’ve stolen to this place. Then the exit way will appear....’ Do you want to return the Iron Safe? (Yes/No)
Observation (if you say ‘Yes’): Taloon puts the treasure back where it was.
Treasure chest – Iron Safe

Lakanaba

Neta (if you come back during the day): You’re back. Are you tired? Rest well. Good night.
Neta (the next morning): Wake up, darling. It’s morning. Here’s your lunch. Have a nice day.
Man in blue in house near entrance: I hear that foxes who like to trick people live around here. Watch out for them.

Woman in orange: Hi, Traveler! Want to dance with me?

Da Gardi: I’m da Gardi, an architect. This girl won’t let me go.... I decided to marry her and stay in this village. Ha, Ha, Ha.

Woman in red: Why don’t you stay in this village, too? Yelp, Yelp! Oops, I caught a cold?

Gentleman: Hello, Traveler! Are you lost? (Yes/No)

Gentleman (if you say ‘No’): Really? Well, have a good trip!

Gentleman (if you say ‘Yes’): Oh, that’s too bad. Why don’t you stay here tonight? (Yes/No)

Gentleman (if you say ‘No’): Really? Well, have a good trip!
Gentleman (if you say ‘Yes’): Sleep well!

Bonmalmo

Scholar in Inn: I hear there are foxes around here who trick people. A dog could get rid of them.  
Tough guy near shops: So you came from Lakanaba, eh? A man from Lakanaba is imprisoned in the Castle. To speak to him, you must evade the guards.  
Armor merchant: This is an armor shop. Since the monsters began roaming around, everyone has been buying armor. I’ve nothing left to sell you.  
Guard outside castle: Welcome to Bonmalmo Castle.  
Merchant: We can’t get to Endor because the bridge is broken. Da Gardi, an architect, should be able to repair it easily....  
Guard in throne room: Endor is a wealthy country. Our King is determined to conquer it.  
King of Bonmalmo: Where’s da Gardi? Isn’t he back yet? We can’t invade Endor until he repairs the bridge!
**Old man in armory**: We’re short of armor in this Castle. How about selling me some of yours? (Yes/No)

**Old man (if you say ‘No’)**: That’s too bad.

**Old man (if you say ‘Yes’ but have no armor)**: But you don’t have any armor. Come back when you have some.

**Old man (if you say ‘Yes’)**: What do you want to sell?

**Old man (if you try to sell anything other than armor)**: Thanks, but we have enough weapons and other things.

**Old man (if you try to sell an important item)**: If you sell that, you’ll be in big trouble! I shouldn’t buy that from you.

**Old man (if selling armor)**: The [armor]? I’ll pay ## gold pieces for it. Is that OK? (Yes/No)

**Old man (if you say ‘No’)**: That’s too bad.

**Old man (if you say ‘Yes’)**: Alright, it’s done. Do you have anything else to sell? (Yes/No)

**Old man (if you say ‘No’)**: Alright, if you get more armor, come back.

**Guard near royal bedchamber**: Endor is south of here. I went there once, before the bridge crumbled. I met an old man there who wanted to sell his shop.

**Woman in purple**: This is our Prince’s room. People like you are not welcome here. Get out!

**Prince Reed**: I’m Reed, this country’s Prince. Assuming you’re a traveling merchant, I’ve a favor to ask you.... Meet me at night in the weapon shop’s backyard.

**Woman in purple (continued)**: Prince, you shouldn’t talk with such a lowly commoner. Leave now!

**Woman in purple (again)**: Leave now!
**Prince Reed (again):** Meet me at night in the weapon shop’s backyard.

**Guard patrolling the dungeon (if you’re caught):** Who are you? This is Jail! You can’t talk to the prisoners! Leave!

**Guards in the dungeon:** This is Jail! You can’t talk to the prisoners! Leave!

**Prisoner:** That man over there is a petty thief. I think he’s from Lakanaba.

**Man in blue:** Hey, Taloon! It’s me! That’s right, I’m the son of Grandpa Tom. How stupid I was to get caught and sent to prison. No more thieving for me. You’re a merchant, right? Would you get me a Wing of Wyvern?

**Tom’s son (when you bring a wing of wyvern):** Oh, you already have one? Could I have it? I’ll make it up to you when I return to my town. (Yes/No)

**Tom’s son (if you say ‘No’):** Come on! Give it to me. (Yes/No)

**Tom’s son (when you say ‘Yes’):** Thanks a lot! Don’t worry, I’ll work hard when I return to the town. I’ll see you then, OK? [Tom’s son hurled the Wing of Wyvern!]

**Prisoner:** I don’t see that man there anymore.

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**Bonmalmo (night)**

**Woman in purple:** Prince! Prince! Oh no! Where is he?

**Guard on the left:** You may not enter the Castle at night!
Guard on the right: It’s late. Come back tomorrow.
Prince Reed: Oh, here you are! It’s me, Prince Reed. I’d like you to go to Endor as soon as the bridge is repaired. And hand this letter to the Princess of Endor.
Prince Reed (continued, if your inventory is full): You can’t carry any more things. Come back after selling or discarding some.
Prince Reed (continued): [Taloon received the letter!] I’m counting on you.
Prince Reed (again): Please take the letter to the Princess of Endor as soon as the bridge is repaired. I’m counting on you.
‘Dear Mia, Princess of Endor:
Many days have passed, yet I haven’t been able to tell my father about us. Worse still, my father seems to be planning to invade Endor. We must stop him. Please inform your father of this and...’
But the Princess of Endor isn’t here!

Lakanaba (night)

Innkeeper: Taloon, have you been to Endor? (Yes/No)
Innkeeper (if you say ‘No’): Is the bridge still down? I heard da Gardi went to fix it. What happened?
Innkeeper (if you say ‘Yes’): I bet it’s a bustling place.
Soldier in Inn: Ah-choo! A fox tricked me out of all my armor. Someone else was also tricked by foxes. What was his name? I think it sounded like da Gardi....
**Tom:** My son says he'll work hard. I’m so relieved to hear that. My son? He’s in the backyard by the dog cage.

**Lakanaba (day)**

**Tom:** Oh, Taloon. My son’s returned! Thank you. I’m so glad.

**Tom’s son:** Taloon! It’s me, Tom’s son! Thanks so much for everything! Yes, I’ll reward you. What? You just want to borrow my dog, Tov? No problem. He loves to hunt foxes. I’m sure he’ll be a great help.

**Tov (continued):** Bow, Wow, Wow!

**Tom’s son (continued):** Tov, always obey Taloon.

**Nun in Church:** Grandpa Tom’s son is back! How wonderful!

**Foxville**

**Tov (as you enter Foxville):** Bow, Wow, Wow!

**Tov (when you catch up with him):** Bow, Wow.

**Gentleman:** No! Help! I hate dogs! It’s too late...my supernatural power is....

**Fox:** Yelp, Yelp! I’m sorry. Please let me go. I won’t play tricks anymore. (Yes/No)

**Fox (if you say ‘No’):** Don’t be so cruel! Forgive me! (Yes/No)

**Fox (when you say ‘Yes’):** Thanks! Here, let me give you this armor in appreciation. [Taloon obtains the Full Plate Armor.]
Yelp, Yelp! Bye now!

Da Gardi (continued, walks in from the right): I’m da Gardi. What happened? When I woke up, the village was gone.... That’s right! I was supposed to go to Bonmalmo Castle.... I have to go now. Excuse me!

Lakanaba

Tom’s son: Hi, Taloon! You came here to return my dog? (Yes/No)

Tom’s son (if you say ‘No’): Well, come back whenever you feel like returning my dog. I’ll be here.

Tom’s son (if you say ‘Yes’): Good boy, Tov. Now, go back to your cage. I wish you the best of luck, Taloon.

Bonmalmo

Tough guy: I heard the prisoner from Lakanaba escaped. Oh well, he was such a small time criminal, nobody cares.

Merchant: An architect named da Gardi just arrived. I’m sure he’ll fix the bridge soon!

King of Bonmalmo: How skilled da Gardi is! He came here and repaired the bridge in no time. Now I can invade Endor. Ha, Ha, Ha!
Endor Castle Town

**Man in blue near entrance:** Welcome to the Castle Town of Endor.

**Woman in orange at pub in Inn:** Hello! Please enjoy our meals.

**Tough guy:** So you came here to make money. There are many ways to make money here, I guess.

**Ragnar (in casino):** I’m Ragnar, a soldier of Burland. I came here hoping the person I’ve been searching for might be at the tournament.... But it’s over and the Casino also seems to be closed for a while.

**Peddler upstairs in Inn:** Are you a merchant too? Did you come for the Silver Statue? (Yes/No)

**Peddler (if you say ‘No’):** Oops! Forget what I said then. Ha, Ha, Ha.

**Peddler (if you say ‘Yes’):** Me too. I’m certain it will fetch a great price.

**Laurent (upstairs in Inn):** I’ve trained myself to cast some spells. How about hiring me for 600 gold pieces for 5 days? (Yes/No)

**Laurent (if you say ‘No’):** Well, if you change your mind, please come see me.

**Laurent (if you don’t have enough money):** Oh, you don’t seem to have enough money. When you do, please come back.

**Laurent (if you say ‘Yes’):** Oh, you do? Let’s go then. [Laurent joined the Party!]

**Guard on east side of town:** Guarding is hard.

**Woman in purple in northeast house:** Our family has been wealthy for a long time, and my husband is a
collector of valuable things. Still, we can't use up all our money. He, He, He.

Scholar: I love to collect antiques. I hear the Silver Statue exists somewhere. I want it. I don’t care what it costs.

Woman in orange on balcony: Look how swiftly the clouds rush across the sky! Something dreadful might be happening somewhere...

Strom (guard on west side of town): I hear magnificent treasures are in the cave, but many terrible monsters live there. Why don’t you hire me as your guardsman for 400 gold pieces for 5 days? (Yes/No)

Strom (if you say ‘No’): Oh well. If you change your mind, come see me.

Strom (if you say ‘Yes,’ but Tov is still with you): But I hate dogs! Return him and come back.

Strom (if you don’t have enough money): But you don’t have enough money. Come back when you do.

Strom (if you say ‘Yes’): Oh, you do? Alright! I’ll go anywhere with you. [Strom joined the Party!]

Old man in southwest house: Are you asking if the shop downstairs is closed? I’m old and plan to retire after selling it.... Is there anyone who has the King’s permission to do business and wants to buy my shop?

Woman in orange in town square: Did you know that a tournament was held at the Castle recently?

Sign: The Winner of the Tournament:
Princess Alena!

Woman in purple in town square: The monsters disappeared shortly after the tournament, but they came back again. What’s going on?
Guard: Are you a merchant who has done business with us before? (Yes/No)
Guard (if you say ‘No’): Then you came to sell the King something. We don’t deal with new merchants unless they’ve got something extraordinary. You should forget it.
Guard (if you say ‘Yes’): If so, proceed through this door.
Guard in front of Coliseum on the right: Now the tournament is over, this place will be closed for a while.
Guard in front of Coliseum on the left: You aren’t allowed to enter. Leave!

Endor Castle

Guard in main hall: The King is upstairs.
Man in blue on the right: A man named Necrosaro was about to win the tournament. But he suddenly disappeared. I wonder why.
Old man in armory: The King has so many responsibilities. He doesn’t have time to worry about our weapons.
Soldier: I see you’re an arms merchant. I hear there are many powerful weapons these days. The soldiers in this Castle are still using copper swords. It’s a shame....
Guard in basement dining hall: I hear that a man named da Gardi repaired many bridges.
Woman in orange: Are you the grocer? What? You’re an arms merchant? Don’t you know this is a kitchen?
Woman in purple: We have many things to wash. How busy!
**Tough guy in cell:** Watch out for Necrosaro!

**Guard in throne room:** This is the King of Endor’s chamber.

**Royal Minister:** Our King meets with all types of people. Watch your manners in front of him.

**King of Endor:** I commend you for traveling so far to see me. Hmm...you want my permission to own a shop here in Endor? (Yes/No)

**King of Endor (if you say ‘No’):** Oh, that’s good. Too many people have been making the same request.

**King of Endor (if you say ‘Yes’):** I heard your request. I’ll think about it. You can leave now.

**Princess Mia:** You came from Lakanaba? That must mean the bridge was repaired!

**Command:** Item – Prince’s Letter – Use –

Taloon reads the Prince’s Letter.

‘Dear Mia, Princess of Endor:

Many days have passed, yet I haven’t been able to tell my father about us. Worse still, my father seems to be planning to invade Endor. We must stop him. Please inform your father of this and...’

**Princess Mia (continued):** Oh, Reed! I have to tell my father! Father!

**King of Endor(continued):** I heard the news, Mia. You do not need to worry. Taloon is the name, isn’t it?

Would you take this scroll to the King of Bonmalmo? [Taloon receives the Royal Scroll!]

Please hurry.

**Princess Mia (again):** My father probably has a good idea. I always trust him.

**King of Endor (again):** Give this letter to the King of Bonmalmo. It’s not the time for us humans to be
fighting each other. Help prevent the war, and I'll give you permission to own a shop.

**Command:** Item – Royal Scroll – Use – Taloon reads the Royal Scroll.

‘Dear Friend, King of Bonmalmo:
Please listen to what I must say. It appears that my daughter, Mia, and your son, Reed, are in love. They don’t have to marry now, but I do look forward to their marriage....

   The King of Endor’

But the King of Bonmalmo isn’t here!

**Scholar in library:** Once, long ago, there was a sword called the Zenithian Sword. Whoever possessed it was able to ascend into the sky.

**Woman in purple in upstairs dining hall:** I have to wipe the table clean. Wipe...Wipe...

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**Endor Shrine**

**Innkeeper:** Do you want to work here? Sorry, I don’t need any new workers.
Nun: It’s said that somewhere in this world, there’s a sword called the Zenithian Sword. Find it and give it to someone with a noble heart to save this world!

**Santeem Shrine**

Guard: This is the country of Santeem. No outsiders can enter. You better go back.

**Endor Castle Town (night)**

Guard at entrance: This is the Castle Town of Endor.
Merchant in pub: You must have the King’s permission to own a shop in this town. It’s not easy to get his permission.
Soldier in Inn upstairs: I heard that people disappeared from Santeem in the west. What happened to them?
Woman in purple: Mumble...Mumble...If the Silver Statue is in the cave, he should just go get it.... My husband is such a coward.
Woman in orange on balcony of northeast house: Look! A shooting star! I hope it’s not a bad omen.
Tough guy in town square: I’m so tired! Hey brother, how’s it going? Are you making money? (Yes/No)
Tough guy (if you say ‘No’): Well, keep trying!
Tough guy (if you say ‘Yes’): That’s good.
Woman in purple in Church: They say the monsters began appearing because the Ruler of Evil is about to revive.
Endor Castle (*night*)

**Old man in armory:** I hear the Hero, who will save this world, is growing up somewhere.

**Man in blue:** There’s a rumor that the Ruler of Evil will revive.... I just don’t know what to believe....

**Woman in orange in basement dining hall:** I think Necrosaro disappeared from the tournament because he had more important things to do.

**Woman in purple:** I was sure that Necrosaro would win the tournament....

**Guard:** I can’t keep up with women’s silly talk.

Bonmalmo

**Command:** Item – Royal Scroll – Use – Taloon reads the Royal Scroll.

‘Dear Friend, King of Bonmalmo:

Please listen to what I must say. It appears that my daughter, Mia, and your son, Reed, are in love. They don’t have to marry now, but I do look forward to their marriage....

The King of Endor’

**King of Bonmalmo (continued):** Oh, is that so? If my son, Reed, marries the princess of Endor, he’ll be the next king of Endor. I won’t have to invade Endor. I appreciate what you’ve done. I’ll dispatch a messenger right away. You can go now.

**King of Bonmalmo (again):** My son, Reed, will be the next King of Endor. Ha, Ha, Ha!
**Prince Reed:** I heard the story from my father. If you happen to go to Endor, please tell Mia that... I’m looking forward to our marriage!

**Scholar in Inn:** The monsters are getting stronger these days. Many castles are buying many weapons and armor. I envy you for being an arms merchant. You must be making tons of money.

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### Endor Castle

**King of Endor:** Taloon! Welcome back! I received the message from the King of Bonmalmo. Thanks for your help. As promised, I give you permission to own a shop.

**King of Endor (again):** Taloon, keep up the good work, not only for yourself but for the world and all its people. Remember to report to me when you open a shop.

**Princess Mia:** I can marry Reed! It’s like a dream! Taloon is your name, is it not? Thank you so much. I’m so grateful.

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### Endor Castle Town

*Old man in southwest house:* Are you asking if the shop downstairs is closed? I’m old and plan to retire after selling it... How about buying my shop for 35000 gold pieces? (Yes/No)

*Old man (if you say ‘No’):* That’s too bad.
Chapter 3: Taloon the Arms Merchant

Old man (if you say ‘Yes’ but don’t have enough money): But you don’t have enough money. Don’t tease me.

Cave East of Endor

Old man: I began digging a cave to go to an eastern port town. I dreamt of owning a ship and retrieving all the treasures of the world. But I ran out of money and I’m getting old too. If there were 60000 more gold pieces, the excavation could be started again. Would you like to carry on my dream? (Yes/No)

Old man (if you say ‘No’): Too bad....

Old man (if you say ‘Yes’): Are you sure? Then you must own a shop first. Everything starts there.
Cave of the Silver Statuette

Treasure chest (3B) – Wing of Wyvern

Tough guy: What is this cave? I can’t get a treasure chest!

Observation: There’s a button. Do you want to push it? (Yes/No)

   Treasure chest (2B) – Morning Star
   Treasure chest (2B) – 760 gold
   Treasure chest (2B) – Medical Herb
   Treasure chest (2B) – Iron Spear

Tough guy: A short while ago water suddenly poured down from above. I almost drowned! But I survived that ordeal and got to the treasure chests. Sorry!

   Treasure chest (3B) – Broad Sword
   Treasure chest (3B) – Half Plate Armor
   Treasure chest (4B) – Silver Statuette

Strom (when his 5 days of employment are over): My 5 days have passed. I’ll leave now. Take care! Bye!
Laurent (when his 5 days of employment are over): Sorry, my 5 days have passed. I must go. Farewell!

Endor Castle Town

Scholar in northeast house: Wait a minute! Isn’t that the Silver Statue in your hand?! I’ll pay 20000...no, 25000 gold pieces for it! Will you sell it to me? (Yes/No)
Scholar (if you say ‘No’): No? If you change your mind, come back anytime and sell it to me.
Scholar (if you say ‘Yes’): Thank you so much!
Scholar (again): The Silver Statue is beautiful. ...by the way, I hear there once was a sword called the Zenithian Sword. I want it. I don’t care what it costs.
Old man in southwest house: Are you asking of the shop downstairs is closed? I’m old and plan to retire after selling it.... How about buying my shop for 35000 gold pieces? (Yes/No)
Old man (if you say ‘Yes’): You do? Alright, from now on, you’re the owner of this shop.

Thus Taloon finally gets his own shop and calls for his family.

Neta: How wonderful! This is our shop! It’s a dream come true! I’ll work hard from now on! Let’s work together to make this the world’s greatest shop! I love you...Smack!
Neta (again): Are you tired already? It’s still early, but you want to sleep? (Yes/No)
Neta (if you say ‘No’): I’ll stay at the shop and you bring in the merchandise, OK? When you speak to me over this counter, I’ll take the goods you bring and put them up for sale.

Neta (if you say ‘Yes’): Rest well. Good night.

Neta (the next morning): Wake up, darling. It’s morning. Here’s your lunch. Have a good day.

Little boy (upstairs): Alright, Daddy! You finally own a shop!

Neta (from other side of counter): Welcome home, darling. Have you brought more merchandise? (Yes/No)

Neta (if you say ‘No’): Then come over here....

Neta (if you say ‘Yes’): What shall I put up for sale?

Neta (if your inventory is empty): Huh? You don’t seem to have brought anything back today.

Neta (if you try to sell an important item): I think the [item] is too valuable to sell. You’d better keep it.

Neta (when you choose an item): The [item]? I’ll sell it for [##] gold pieces! Is that OK? (Yes/No)

Neta (if you say ‘No’): You don’t want to sell it? Keep it then.

Neta (if you say ‘Yes’): Alright, I’ll put it up for sale. Anything else for sale? (Yes/No)

Neta (if you say ‘No’): We’re through stocking, right? Would you like to see what we have for sale? (Yes/No)

Neta (either way): I’ll try hard to get good prices. You work hard too. Smack!

Neta (if you say ‘Yes’ but have no merchandise): We don’t have any merchandise! Bring some soon.
Endor Castle

King of Endor: Taloon! I hear you own a shop now. How about taking a big order from me? I want you to collect weapons and armor for my soldiers and deliver them to the people downstairs. My order is 7 Broad Swords and 7 suits of Half Plate Armor!

Old man in armory: When you fill the order, you’ll be paid 60000 gold pieces. You can buy them in other towns if you want. Do your best.

Soldier: Are you here to deliver weapons and armor to the King? (Yes/No)

Soldier (if you say ‘No’): The rest of the order is... # Broad Swords! # suits of Half Plate Armor! Keep bringing them.

Soldier (if you say ‘Yes’ but don’t have any Broad Swords or Half Plate Armor): What? You haven’t brought anything yet? The rest of the order is... 7 Broad Swords! 7 suits of Half Plate Armor! Keep bringing them.

Soldier (if you say ‘Yes’): Then I’ll take your Broad Sword and Half Plate Armor. # Broad Swords! # suits of Half Plate Armor! I’ve made a record of the delivery. The rest of the order is... # Broad Swords! # suits of Half Plate Armor! Keep bringing them.
Lakanaba

Man in blue behind item shop counter (when you have a shop): You now own a shop in Endor? That’s great!

Lakanaba (night)

Merchant on second floor of armor shop (when you have a shop): I heard you bought a shop in Endor. Congratulations! You’re the most successful person from our town.

Cave East of Endor

Old man (when you have a shop): I began digging a cave to go to an eastern port town. I dreamt of owning a ship and retrieving all the treasures of the world. But I ran out of money and I’m getting old too. If there were 60000 more gold pieces, the excavation could be started again. Would you like to carry on my dream? (Yes/No)

Old man (if you say ‘Yes’): You do? Then I’ll wait for you to bring me 60000 gold pieces.
Endor Castle Town

Neta (from other side of counter): Welcome home, darling. Have you brought more merchandise? (Yes/No)
Neta (if you say ‘Yes’): Before receiving the merchandise, I’ll give you the proceeds from yesterday’s sales. [Taloon receives [##] gold pieces!]
What shall I put up for sale? {Neta shop talk}

Endor Castle

Soldier: Are you here to deliver weapons and armor to the King? (Yes/No)
Soldier (if you say ‘Yes’): Then I’ll take your Broad Sword and Half Plate Armor. # Broad Swords! # suits of Half Plate Armor! I’ve made a record of the delivery.
Great! You filled the order. You’ll be paid as promised. [Taloon received 60000 gold pieces!] I appreciate your effort. I wish you good luck in your business.
Old man: Ho, Ho, Ho. You made a tremendous amount of money. Use it wisely.
King of Endor: Thanks for providing the weapons and armor to my soldiers. By the way, have you heard of the Zenithian Sword? I hear it’s the most powerful sword in the world. It can even break rocks, they say. I wish I could get it....
Cave East of Endor

Old man (if you have enough money): I began digging a cave to go to an eastern port town. I dreamt of owning a ship and retrieving all the treasures of the world. But I ran out of money and I’m getting old too. If there were 60000 more gold pieces, the excavation could be started again. Would you like to carry on my dream? (Yes/No)

Old man (if you say ‘Yes’): You do? Yes, I’ve received 60000 gold pieces. I’ll use this money to hire people and restart the excavation. Be assured it’ll be finished.

Old man (if you leave and come back in): Taloon. Look, I started the excavation again. When it’s done I’ll send a message to your house. It will be soon.

Miner (top): Heave ho, Heave ho, Dig and Dig... They say the Casino in Endor reopened. I’ll go there soon!

Miner (bottom): Dig and Dig and Dig and Dig...

Endor Castle Town

Neta: Hello, darling. What? A message? No, I haven’t received any. Anyway, aren’t you a little tired of working? I hear the Casino reopened. Why don’t you go there and relax?

Neta (if go down to the casino and then come back): Hello, darling. I just received a message that the cave was just completed. I didn’t understand what it meant.... Are you leaving on a journey again? (Yes/No)
Neta (if you say ‘No’): You don’t have to lie to me.... I’ve heard about the Zenithian Sword too. You want to search for it, right?
Neta (if you say ‘Yes’): Alright, I won’t say anything.
Neta (either way): You’re always chasing dreams.... But that’s what I love about you. Why don’t you go? I’ll be waiting for your return.

Endor – Branca Tunnel

Old man: Taloon! The cave is finished! Carry on my dream and collect as many treasures as possible.
Soldier: I’m traveling the world in search of a legendary sword. If you go through the cave and reach an eastern country, you may find out something about it.
Woman in red: Endor has a casino and an eatery. We can find jobs there!
Tough guy: We’re going to Endor.
Guard: Many people go through this cave hoping to fulfill their dreams. Taloon, I wish you good luck on your journey.
Thus Taloon left for the east in search of legendary weapons and treasures. To collect every weapon and to become the world’s greatest arms merchant was his dream.

The End of Chapter 3
Taloon the Arms Merchant

**Game Instructions:** The story up to this point will be saved on the Imperial Scrolls of Honor. Is that alright? (Yes/No)

*(If you say ‘No’)*: If you don’t save, you’ll begin from the last point you saved in Chapter 3 again. Is that alright? (Yes/No)
Chapter 4
The Sisters of Monbaraba

The story you’re about to witness is about two beautiful sisters who travel, seeking to avenge their father. Mara, the older sister, is a dancer. Nara, the younger one, is a fortuneteller. The story begins in Monbaraba, a town of song and dance.

Monbaraba

Crowd: Mara! You’re the best!
Crowd: Yahoo!
Crowd: I love you, Mara!
Nara (continued, backstage): Good performance, sis. Did you see him?
Mara (continued): No. I didn’t see a cute guy in the audience today either.
Nara (continued): No, I mean him. Our sworn enemy, Balzack!
**Mara (continued)**: Oh, right. No, I didn’t see him either.
**Nara (continued)**: I see....
**Master (continued)**: Don’t be so discouraged. If you continue traveling, someday you’ll find him. Here, I’ll pay you up through today. Thanks for performing for us. [Mara and Nara receive 100 gold pieces!] You’re so popular. I want you to stay longer, but I don’t want to interfere with your pursuit of revenge. Rest well tonight and leave in the morning. Have a safe journey.
**Nara (the next morning)**: Good morning, sis. Shall we leave now?
**Bunny girl**: Though it was only for a short time, I enjoyed working with you. I hope you succeed in your pursuit of revenge.

**Pot – Medical Herb**

**Merchant**: Oh, so you’re searching for the man who murdered your father.
**Man in blue in theater**: This is a theater. The Master is in the basement waiting room.

**On the ground – 80 gold**

**Master**: So...you’re finally leaving. I think it’s a good idea to return to Kievs once in a while. Don’t forget to visit your father’s grave. Take care....

**Dresser – Strength Seed**

**Tough guy near empty shop**: I hear, Edgar, an alchemist in Kievs, was murdered by his pupil, Balzack. What? You’re his daughters? Oh, I feel so sorry for you.
**Man in blue**: This is Monbaraba, a town of music and dance. The Village of Kievs is in the north.
**Woman in purple above empty shop**: No one’s downstairs? My husband has gone somewhere again!
Chapter 4: The Sisters of Monbarba

Priest in Inn: I don’t know who you’re looking for. There’s no one here but me. Get out!
Man in blue on second floor of house west of Church: Zzz...Zzz...
Tough guy in house south of pub: That Lynn! Where did she go? I’ll punish her if I find her!
Bunny girl: Sorry, the eatery opens at night.
Guard near shops: I hear Lynn from the eatery ran away. She was so popular.

Monbaraba (night)

Tough guy walking toward pub: Curses! Where did Lynn go? She’s been summoned to Keeleon Castle.
Man in blue on second floor of house west of Church: I hope you find Balzack, the object of your revenge, soon.
Tough guy in pub: Hey! Aren’t you Edgar’s daughters? Did he succeed in turning iron to gold? If he did, he could become a king.
Bunny girl behind bar: Greetings! Eat and sing! Forget your problems!
Guard: I wonder why Edgar was murdered by his pupil, Balzack....
Merchant: Good food after work is the best! Ah, so delicious!
Bunny girl in first room on second floor: People like you shouldn’t come here.
Bunny girl in second room: What? Is this a Pufpuf room? I can’t tell you.
Woman in purple in third room: This was Lynn’s room. Where is she now?
Man in blue between pub and shops: Alchemy? Yes, I know. Isn’t it a method of turning iron into gold?
Man in blue at theater entrance: Let’s dance and enjoy the music!
Merchant at theater entrance: The stage is downstairs. Mara! I thought you left town. You’re back!
Master: The Castle people are summoning girls to the Castle. They say they are having feasts there. Where’s the Castle? It’s far north from here beyond Kievs.
Bunny girl: I’m a new dancer. I’ll try to become as popular as Mara, the former star here.
Crowd (if you go on stage): Yahoo!
Crowd: Shake more!
Crowd: Ahooo!
Tough guy on stairs: Mara, it’s you! I heard you quit, but you’re back. I’m glad!
Guard on the left: Watching dance relaxes me....
Guard on the right: I bought the cheapest ticket...I didn’t know I’d be stuck in the back!
Tough guy on the right: This crowd! Don’t they have anything better to do?
Merchant on the left: I can’t see a thing! This post blocks my view!
**Soldier on the left**: The man behind me is noisy. Can’t he act like a gentleman?

**Old man on the left**: Yeee Haaa!

**Merchant on the right**: Wow! I love watching the show up close!

**Man in blue on the right**: Mara! I’m so excited to talk with you.

**Man in blue on the right (if Mara is dead)**: Oh, Mara! You are...no!

**Man in blue in entertainers’ quarters**: Many girls are summoned to the feasts held almost every night at Keeleon Castle. No girl ever returns from there!

**Woman in purple above empty shop**: He came back and fell asleep while I was out looking for him. Where was he?

**Merchant in bed**: Zzz...Zzz...that cave has a secret...Zzz...Zzz...

**Priest in Inn**: Zzz...I strive to save the injured...Zzz...

**Lynn (bunny girl in Inn)**: {She runs out the back as soon as you open the door and go in.} Don’t tell anyone I’m here. I don’t want to go to the Castle! I heard that a coup broke out at Keeleon and the King was overthrown. The new King, calling himself an alchemist, is performing horrible experiments.
Sign: North to The Village of Kievs

Kievs (night)

Innkeeper: You’re Edgar’s daughters! I can’t accept money from you. You’re from this village. There’s no charge. Would you like to stay? (Yes/No)
Innkeeper (if you say ‘No’): I see. Be careful on your journey.
Soldier in Inn: I heard an awful rumor on my way here. The new King of Keeleon has allied himself with the evil ones.
Farmer in house northeast of inn: Zzz...Zzz...
Woman in purple: It’s a shame a man like Edgar was betrayed by his pupil. Say, didn’t Edgar have another pupil? Orin...that’s his name, I think. He was terribly injured too. Where is he now?
Old man in house near corral: Rumor is Edgar failed to make gold. But he made an extraordinary discovery. Ah...the Secret of Evolution...that’s it.
Farmer in corral: The new King of Keeleon’s taxation is severe. I have to work late every day. Grumble...Grumble...
Horse: Brrr!
Horses in corral: Neigh!
Sign: The House of Edgar, Alchemist
Pot – Lifeforce Nuts
Dog in front of Edgar’s grave: Uuur...Uuur...
Slime in basement: Don’t hurt me! I’m not a bad Slime! Do you know? Orin used to break open locked doors.
Innkeeper: You’re Edgar’s daughters! I can’t accept money from you. You’re from this village. There’s no charge. Would you like to stay? (Yes/No)
Innkeeper (if you say ‘Yes’): Rest well.
Innkeeper (the next morning): Good morning. Have a safe journey.

Farmer in field north of Inn: This is the Village of Kiev. You must be Edgar’s daughters! You’re back!
Farmer in field east of Inn: How long has it been since Edgar died? The stray puppy Nara took in back then has grown up.

Woman in purple near stream: Hey, it’s you, Nara! Isn’t it nice to be back in your hometown?

Woman in purple near stream (if Nara is dead): Oh, Mara! I told you not to seek revenge....

Dog: {He comes right up to you as you approach.}

Bow, Wow, Wow! {Afterwards, he kind of follows around behind you.}

Old man in field near Edgar’s house: I despise Balzack! He became Edgar’s pupil to steal his invention. By the way, this is a secret.... Orin, Edgar’s other pupil, is hiding in the cave west of this village. Orin may know Balzack’s whereabouts....

Keeleon Castle
Observation about silver doors: There’s no key.
Guard: This is the Great Keeleon Castle.

Cave West of Kiev

Merchant on first floor: You’ve come to this cave looking for the Sphere of Silence, haven’t you? I’ve come from Monbaraba. I think you’d better give up. I just can’t find a way downstairs.
Treasure chest – Wing of Wyvern
Treasure chest – Lamp of Darkness

Orin (tough guy): Huh? Mara and Nara! It’s me, Orin! You’re after revenge? I’ve been recovering, dreaming of revenge too. Balzack allied himself with the evil ones and gained great magic powers. But the Sphere of Silence should help you overcome his magic powers! I’ll accompany you. Let’s go! [Orin joined the Party!]
Treasure chest – 240 gold
Treasure chest – Lifeforce Nuts
Treasure chest – Sphere of Silence
Orin (if you already have the Sphere of Silence): Huh? Mara and Nara! It’s me, Orin! You’re after revenge? I’ve been recovering, dreaming of revenge too. Balzack allied himself with the evil ones and gained great magic powers. But the Sphere of Silence should help you overcome his magic powers! Oh, you already have it! I’ll accompany you. Let’s go! [Orin joined the Party!]

Kievs

Woman in purple in house northeast of Inn (when Orin is in the party): Isn’t that you, Orin? You’re alive. Glad to see you again!

Keeleon Castle

Guard: This is the Great Keeleon Castle. Observation about silver doors: It’s locked! But Orin breaks the lock. Woman in red upstairs in chamber on the left: Good food, dance, and song.... Isn’t this place like paradise? Scholar in chamber on the right: I’m this Castle’s scholar of magic. What type of magic? I wouldn’t tell you. Ha, Ha, Ha. Woman in red, running through hallway: Get out of my way! I’ll be caught! Eee, Eee...
**Tough guy chasing woman in red:** Wa, Ha, Ha! I’ll catch you!

**Soldier on back balcony:** Strange...I hear voices below.

**Guard in northwest tower:** This Castle’s Counsel is a nervous type. Some time ago, the man who made a big sound by the Counsel’s room was thrown into jail in the port town. Where’s the port town? It’s on the shore north of this Castle.

**Female warrior on front balcony:** Though this Castle’s Counsel is haughty, he’s a coward. Try making a big noise by his room. He’ll run screaming into the King’s room.

**Man in blue on front balcony:** I believe only the Counsel knows where the King’s room is. Follow him and you may find it, but be careful.

**Counsel:** I’m the Counsel. This is my room. Leave now or I’ll have you put in jail.

**Guard in guardhouse:** Where’s the King’s chamber? I don’t know. They say the new King is always in the secret chamber.

**Guard in dungeon:** Doze...Doze...

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**Keeleon Castle (night)**

**Tough guy on front balcony:** He, He, He. I won’t let you go. He, He, He.

**Woman in red:** No! I’ll be caught! Huff, Huff.

**Soldier on back balcony:** Zzz...Zzz...Ah...Ah-choo!...Zzz...Zzz...
**Woman in red in chamber on the left:** Indulging in ultimate luxury is allowed here. I’m so HAPPY!

**Man in blue in bed in chamber on the right:** The old man next to me talks in his sleep. I can’t sleep.

**Scholar in bed or pacing around the room:** Mumble...Mumble...Bring more girls! In order to complete the Secret of Evolution, the essence of girls’ youth is needed....

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**House of Prophecy**

**Nun:** This is the House of Prophecy. The man you seek revenge upon is protected by a tremendous evil force. Worry not. I see you are protected by radiant lights. They are small and frail now, but more lights will join them and they’ll fuse into one powerful force. Be patient. When you are sunk in the depths of despair... then shall your true journey begin.
Chapter 4: The Sisters of Monbarba

Haville

Guard at entrance: This is Haville, a port town where ships bound for Endor depart.
Woman in red in pub (Joy): I’m Joy. Thanks for coming to see me. But we open only at night.
Man in blue behind bar: Sorry, we’re not open yet.
Farmer on second floor of Inn: I fell in love with a girl! I’ll marry her. Who’s she? Her name is Joy! Hee ha!
Woman in orange near docks: Where’s my grandpa?
Old man on pier: There’s a big coliseum in Endor across this sea.... I used to fight in the coliseum when I was young. I long for those days....
Tough guy at the top of ship’s gangplank: Do you have a Boarding Pass? If not, I can’t let you aboard.
Tough guy near jail: The regulation has become more strict since the new King took over Keeleon. It’s very difficult to get boarding passes these days.
Guard in jail: This is Jail. Those who disobey the King of Keeleon are put here.
Prisoner in first cell: I didn’t disobey the King. I just accidentally ignited gunpowder near the room of the Castle’s Counsel.... The gunpowder?
I got it at Aktemto Mine when I was working there. **Scholar in middle cell**: I hear the Sphere of Silence can contain the magic spells of your opponent. **Yeti-monster in third cell**: Gwoon, Gwoon.

**Haville (night)**

**Guard in pub**: Really? You’re on a journey of revenge? The object of your revenge is named Balzack?! The name of Keeleon’s new King is also...I think...Balzack.... No, must be someone else.  
**Man in blue behind bar**: Welcome! Eat and sing! Have a good time!  
**Merchant**: I hear a princess won the tournament in Endor.  
**Woman in red waiting on tables**: It’s hard to keep up with all the orders.  
**Joy (dancing in pub)**: I’m Joy. Let’s dance!  
**Farmer (dancing with Joy)**: I’m happy! Yes, HAPPY!  
**Tough guy**: Where’s my order? Where is it?  
**Tough guy on second floor of Inn**: Zzz...Zzz...  
**Woman in orange**: Our father used to work in this country’s mine. We came here to see him, but he died before our arrival. What should I tell my little brother, Pipin? Sob...  
**Little boy (Pipin)**: Zzz...Zzz... Father, it’s me, Pipin! Mumble...Mumble...  
**Old man sleeping on pier**: Zzz...Zzz...  
**Woman in orange**: My grandpa is here again. Endor must be dear to him, but we can’t see Endor from here....
Guard in front of shipyard: Ships don’t leave at night. Come back during the day.
Man in blue near shops: You can’t get boarding passes anymore. Only those who obtained them in the former King’s time have them. The next ship may be the last one to leave this town.

Aktemto

Woman in purple near entrance: This is Aktemto, a mining town. It’s not safe to live here anymore.
Bard in Inn: This place, once a bustling town, is doomed. My wife died here too....
Old man in southwest house: The Castle prohibited gunpowder manufacturing. If you need gunpowder, take some of what’s left in the mine. Cough...Cough...
Miner near Church: Foul gas began welling out of the mine and made many people sick.
Sign: Dangerous! Stay Away!
Woman in purple in house north of Church: You’d better flee at once or you’d end up like that person there.
Miner in bed: Cough...Cough...Don’t enter the mine if you cherish your life. When the foul gas began welling out of the mine, monsters began appearing.... Cough...Cough...

Skeleton in swamp: No answer. Seems to be a corpse. A letter is held in one hand.
‘Dear Father:
How are you? Are you coming back soon? Little Pipin misses you a lot. We’re thinking of visiting you soon....’

Aktemto (night)

Bard in front of grave: This is the grave of my wife, Helga. Dear Helga, the time of our reunion seems to be nearing....

Woman in purple in southwest house: My grandpa is an expert in gunpowder manufacturing, but it’s prohibited now.

Priest in Church: I don’t feel good. I need a rest. Come back tomorrow. Cough...Cough...

Miner in middle bed in house north of Church: Cough...Cough...That mine should yield more gold. I won’t give up... Cough...Cough...

Woman in purple in house north of Church: Zzz...Zzz...

Miner in the top right bed: Cough...Cough...

Flamespirits near mine entrance: A curse on those who raid our ruins.... Crackle...Crackle...
Aktemto Mine

**Miner on the right:** Watch out. Many monsters lurk here.
- Treasure chest – Mystic Acorns
- Treasure chest – Silver Tarot Cards

**Miner on second floor near graves on the left:**
Many of my buddies died. Cough...Cough...

**Miner on third floor on the right:** The poisonous gas or the monsters...I don’t care. I'll continue until I find the gold. Dig and Dig and Dig and Dig...

**Miner on the left:** You’ve come for gunpowder? It’s in the jar. But it’s damp and may not work except to make a loud noise.
- Treasure chest – Gunpowder Jar

Keeleon Castle

**Command:** Item – Gunpowder Jar – Use
Nara uses the Gunpowder Jar!

**Counsel (after he leaves his room):** What are you doing here? Get away!

**Command:** Search – Nara checks the wall. There’s a button. Would you like to press it? (Yes/No) ‘Yes’:
Nara pushes the button on the wall. The door opens.

**Guard:** Wh...Who are you? This is King Balzack’s room.

**Balzack:** I remember. You’re Edgar's daughters. You came here to avenge your father. Yes, I’m Balzack. Edgar tried to destroy the Secret of Evolution which he
accidentally discovered. What a fool. With it, he could have ruled the world.... Look at me! At my strength! At my superior body!

**Battle text:** Balzack appears.

... 

Mara raises the Sphere of Silence overhead. Balzack’s spells are contained!

... 

Balzack is defeated. 

**Keeleon (beast sprite, immediately after Balzack is defeated):** What a failure, Balzack! What can we tell Necrosaro? 

**Balzack (continued):** Keeleon, please don’t tell this to Necrosaro. 

**Keeleon (continued):** Don’t worry. I can’t let you die now. You, Edgar’s daughters! Come! I’ll fight you. 

**Battle text:** Keeleon appears. ... Nara’s/Mara’s Party is demolished!

**Old man (or Orin???, when the party awakens in the dungeon):** Are you awake? You were terribly injured. Cough...Cough... 

**Old man:** Cough...Cough...I’m nearing my end. I wanted to escape from this country, but I ran out of strength. You’re still young. I’ll give you my Boarding Pass. It’s in the chest in the back. Escape for me and live....

![Treasure chest – Boarding Pass](image)

**Guard in courtyard (as you exit from the secret passageway):** A jailbreak!

**Orin (continued):** They’ve found us! Hurry! {Four more guards leave the castle as you start to run away.} I’ll stop them. Run! Now!

**All Guards:** Wait! You can’t escape!
Orin (if you leave the castle and come back): I...I don’t think I can accompany you anymore. I know you regret what happened, but leave this country now and build up your strength. I’ll be wishing you...a safe journey... Gasp!
Observation about Orin: No answer. Seems to be a corpse.

Haville

Tough guy on ship’s gangplank: You brought a Boarding Pass. Hurry! The ship will sail soon. {He steps aside.}
Tough guy (again): The cabins are downstairs.
Merchant in captain’s quarters: My fellow merchant, Taloon, has opened a shop in Endor. I’m on my way to congratulate him.
Tough guy in captain’s quarters: I hear some people tried to destroy the King of Keeleon.
Captain (dwarf sprite): I’m the captain. We’ll sail soon. Wait in your cabin.
Man in blue on deck: This ship’s destination is Endor. I’m excited!
Tough guy belowdecks: When will this ship sail? Be patient. Why don’t you talk with the passengers and the captain?
Bard in first cabin on the left: This ship carries with it the memories of many different people. I don’t know what you’ve been through, but cheer up. Good things will come if you live....
Farmer: Oh, Joy! Why can’t you...? Darn! I could marry another girl! Weep... Weep...

Woman in orange in second cabin: I won’t tell my brother, Pipin, what happened to our father... until he’s old enough to bear agony and despair....

Pipin: I’m Pipin. We came to this country to see our father. But my sister says we’re going back. I don’t understand.

Captain: Once the ship leaves, you won’t be able to come back to this country. Do you have anything you should take care of before leaving? Can we sail now? (Yes/No)

Captain (if you say ‘No’): In that case, go finish what you have to do. We’ll wait for you.

Captain (if you say ‘Yes’): Well then, let’s sail. Raise the Anchor!

Captain (when you arrive at Endor): The ship arrived at Endor!

This is how Mara and Nara, without fulfilling their wish, left their home country. What are the small lights which will help them? Their new journey to search for them has just begun.

The End of Chapter 4
The Sisters of Monbaraba

Game Instructions: The story up to this point will be saved on the Imperial Scrolls of Honor. Is that alright? (Yes/No)
(If you say ‘No’): If you don’t save, you’ll begin from the last point you saved in Chapter 4 again. Is that alright? (Yes/No)
There was a small, nameless village deep in the mountains far east of Endor. The villagers lived quietly. They never left the village or let outsiders enter. Only the villagers were supposed to know of the village’s existence. But...

Hometown

Mother (woman in purple): It’s done. HERO, my dear child. Take this lunch to your father at the pond. He’s fishing. Greet everyone you pass, OK?

Mother (again): Deliver the lunch, then you can have yours, OK?

Guard at entrance: This is the entrance to the village. I guard this entrance so no strangers can enter. HERO, do you want to go outside? (Yes/No)
Guard (if you say ‘Yes’): You’re not ready to go out yet. You must be much stronger.
Guard (if you say ‘No’): That’s good. You must be much stronger to go out.
Man in blue near Inn: Hi, HERO, taking a walk? It’s a beautiful day, isn’t it?
Innkeeper: A poet wandered into this village last night. Against village rules, I let him in. I hope it won’t cause trouble.
Bard: I’m a traveling poet. I was lost in the mountains and found this village. I didn’t know there was a village deep in these mountains.
Celia, in flowerbed (elf sprite): Good morning, HERO! It feels so good to rest like this! HERO, I hope we can stay friends forever.
Soldier: Ha! Bonk! Ha, Ha, Ha! HERO, you must always guard yourself. Mastery of swordsmanship is harder than it appears. Understand?
Father (scholar) near pond: You brought me lunch, HERO?

Father (continued, if you ate the lunch): What? You ate my lunch? Oh, goodness!
Father (continued, either way): HERO, you’re already 17 years old, entering adulthood. Listen, HERO, you must always be righteous and strong, whatever happens.
Builder in underground cellar: Hi, HERO, this is a cellar.

Pot – Medical Herb
Mother: Thank you! Do you want your lunch? (Yes/No)
Mother (if you say ‘No’): OK, why don’t you go and play outside?
Mother (if you say ‘Yes’): OK, sit there. I’ll make it.
Innkeeper (continued): Monsters finally found this village! They’ll be here any second!
Mother (continued): Oh, no! HERO, flee now! Don’t worry about me. {You walk toward the innkeeper.}
Innkeeper (continued): Follow me!
Guard (continued): We’ll stop the monsters! Take HERO to a safe place!
Celia (continued): HERO! If anything happens to you, I…. Hide! Hurry! I’ll be there soon!
Soldier (continued): Those monsters! They found HERO! We only needed a little more time to make HERO the great Hero! This way, HERO! Come! {He now leads you.}
Father (continued): HERO, the time I’ve feared has come. We didn’t tell you this before, but we are not your true parents. We want to explain, but we have no time…. You must hide now.
Builder (continued): Oh no! The monsters are coming! We must fight!
Soldier (when you arrive in the secret room): Listen well, HERO. The monsters seek to end your life! You are a threat to them. Born with a hidden power, you have the potential to become strong enough to destroy any evil being. But you’re still weak. Escape and survive! Understand? {He leaves. You can hear sounds of battle and magic spells.}
Celia (continued, to male hero): HERO…. I’ve enjoyed growing up with you....
Celia (continued, to female hero): HERO, you’re so cute I’ve always thought of you as my little sister....

Celia (continued, either way): Don’t worry. I won’t let them take your life. [Celia chants Transform. Celia transforms into an exact replica of HERO!] Goodbye, HERO.... {There are more battle sounds.}

Observation (continued): The monsters’ voices are heard from outside.

Voice (continued): Necrosaro, we’ve destroyed HERO the Hero!

Necrosaro (continued): Well done! Everyone, return to our base!

On the ground – Feather Hat

Woodsman’s Shack

Dog: Bow, Wow.

Woodsman (dwarf sprite): Who are you? Are you a traveler? This is a woodsman’s shack. You look so gloomy. I hate gloomy kids. Get off this mountain right away! You can go to the Castle.
Woodsman (as you move to leave, if you haven’t searched the pots yet): Wait a second! You can’t travel like that. You’d better take the things from those jars in that room!

- Pot – 50 gold
- Pot – Medical Herb
- Pot – Leather Armor

Branca

Guard at entrance: This is Branca Castle.
Soldier marching out of castle: We’re traveling the world to defeat the monsters. Do you want to join our party? (Yes/No)
Soldier (if you say ‘No’): Alright. See you then.
Soldier (if you say ‘Yes’): Oh, sorry! Our party is full. You should find your own allies.
Priest (second in line): I heard the monsters destroyed the Hero who was to save the world. Don’t worry, we will save the world.
Bunny girl (third in line): We have nothing to fear.
Peddler (last in line): These people visit many places. I can make lots of money by following them.

Bard upstairs in Inn: There’s a legend in this country. When a great evil arises, a Hero will emerge.

Merchant northeast of Inn near pond: Thanks to the cave Taloon made, now we can get to Endor in the far west.

Man in blue in house: Poor Taloon! Because his cave opened a pathway between countries, the monsters are after him.

Old man in house near shops: It’s hopeless! I hear the Hero who was to defeat the Ruler of Evil was destroyed.

Guard near staircase: Our King is upstairs.

Guard outside castle treasure vault: I hear a famous fortuneteller is staying in Endor. I want to consult her.

Woman in red (dancing in castle): One, Two, One, Two, La, La, La...

Second woman in red: How do you like our dance? We’re imitating the moves of the famous dancer in Endor. She told me she was searching for the Hero with her little sister.

Guard in throne room: This is King Branca’s chamber.

Royal Minister: You’re not a member of that four-member party that was just here? Many people, claiming they can defeat the monsters, come to see the King.

Princess: I hear the Princess of Endor and the Prince of Bonmalmo are getting married. I’m envious.

King of Branca: Welcome! So you are traveling to save the world too. Your name is HERO? A good name! I’ll
tell you what you must do. Prevent the resurrection of the Ruler of Evil at any cost.

**King of Branca (continued, to male hero):** HERO, I wish you luck!

**King of Branca (continued, to female hero):** It must be hard for a girl like you, but I wish you luck, HERO!

**Woman in purple in back garden:** Once a celestial maiden came down to the heart of the northern mountains. She fell in love with a young woodsman, and they had a baby. Where is the baby now? Oh, it’s just a fairy tale.

## Branca (night)

**Merchant on second floor of Inn:** Zzz...Zzz...

**Old man walking past castle to the pond:** Walking at night feels so good.

**Man in blue in house:** Zzz...Zzz...

**Guard near staircase:** The King is asleep.

**Guard outside castle treasure vault:** Doze...

**Woman in red:** An old man stands by the pond every night. It’s creepy!

**Old man at pond:** Whenever I see the moon’s reflection on the water, I remember this. Long ago, a woodsman’s family lived in the northern woods. The son met a beautiful girl in the woods and fell in love with her. One day he was struck by lightning and died. His father is still a woodsman and lives alone in the mountains.
Woodsman’s Shack (*night*)

**Dog (running up to you as you enter):** Bow, Wow, Wow!

**Woodsman:** It’s you again! Stay here tonight if you want to!

**Woodsman (the next morning):** Are you going to sleep forever? Get out of here!

**Woodsman (again):** What? You think I’m rude but have a soft heart? Oh, c’mon! Get lost!

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**Endor – Branca Tunnel**

**Randomly as you pass in front of the guard in the middle of the tunnel:** Congratulations! You’re the 1000th person to travel through this tunnel since its opening! You’ll receive a terrific prize from the King of Endor. It’s 2000 coins you can use at the Casino in
Endor! It’ll be deposited at the Casino under your name! Congratulations!

**Guard:** This cave connects Endor and Branca.

**Soldier:** What a great man Taloon is to have dug a cave like this.

**Old man:** If you ever meet Taloon, tell him this old man is worried about him.

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**Endor Castle Town**

**Man in blue near entrance:** Welcome to the Castle Town of Endor.

**Laurent (upstairs in Inn):** It’s wonderful that the Princess of Endor and the Prince of Bonmalmo got married. At least, we must avoid conflict among ourselves.

**Peddler:** Have you been to the underground casino? I won today!

**Woman in orange at pub in Inn:** Hello! Please enjoy our meals.
**Tough guy:** I saw a girl walking down to the Casino. What a beauty!

**Mara at slot machines:** Be quiet! I can’t concentrate! I’ll recover my losses and surprise my little sister, Nara.

**Woman in orange in town square:** A wedding is being held at the Castle.

**Guard on east side of town:** Guarding is hard.

**Woman in purple in northeast house:** It’s tough to create a menu every night.

**Scholar:** Did you know that Necrosaro who was in the tournament was not human? It’s just a rumor, but I thought he was too strong to be a human.

**Woman in orange on balcony:** Long ago, black clouds drifted into the eastern sky. Soon after, I heard the Hero who was to save the world died.

**Strom (on west side of town):** They were right! Her predictions come true. Why don’t you let her tell your fortune.

**Nara:** Would you like to hear your fortune for just 10 gold pieces? (Yes/No)

**Nara (if you say ‘No’):** A fortune is like moonlight in the darkness. If you change your mind, come see me.
Neta: This is a vault where you can leave items and money for safe keeping. How may I help you?
Neta (if you say ‘Exit’): Have a safe journey.
Neta (behind counter): My husband, Taloon, is on a journey to search for a legendary sword. It’s rumored that the monsters are chasing him. I hope he’s traveling with someone strong.
Little boy: Because my father is away, we can’t get our stock replenished. That’s why my mother started a vault business.
Sign: Congratulations! Prince Reed and Princess Mia!
Woman in purple in town square: The monsters disappeared shortly after the tournament, but they came back again. What’s going on?
Guard at castle gate: If you want to go to the wedding, enter the Coliseum through the small doors on the left or right.
Guards on right and left: If you go straight down this corridor, you’ll come to a big building. It’s the Coliseum.
Guard in front of main building: This is the Coliseum, where the wedding is.

Endor Coliseum

Soldier behind counter: You came to see the wedding? Go up the stairs on the right.
Guard in front of preparation room: There’s a waiting room in the back for the bride and bridegroom.
Man in armor to the right of stairs: It’s always nice to watch weddings.
Man with dark hair below stairs: Oh, now I want to get married too!
Man in armor to the left: How long does this wedding last?
Man with dark hair in front: The man behind me is so noisy....
Man in armor in back: Oh, come on! Just grab her and kiss her!
Man with dark hair to the right of stairs: Excuse me! You’re blocking my view!

Endor Castle

Guard in main hall: The King’s chamber is upstairs.
Man in blue on the right: The King here is rash and does whatever comes to his mind. He worries everyone. At least this marriage was a good thing.
Old man in armory: Far east of Branca there is a big desert. Even ships are for sale at the port town south of the desert.
Soldier: Somewhere in this world the Ruler of Evil is about to resurrect.
Woman in purple: I didn’t know the Princess had someone she loved. It’s nice she could marry him.
Guard in basement dining hall: I hear the man named Taloon crossed the eastern desert. Even if he did it for wealth, I still think he’s brave.
Woman in orange: This is the Castle Kitchen.
Woman in purple: We have many things to wash. How busy!
Tough guy in cell: Watch out for Necrosaro!
Guard in throne room: This is the King of Endor’s chamber.
Royal Minister: Our King is at the wedding.
Scholar in library: According to old books, the Ruler of Evil seemed to have been the being who achieved the highest level of evolution. Fearing his overwhelming power, the good forces in this world imprisoned him.
Woman in purple in upstairs dining hall: I have to wipe the table clean. Wipe...Wipe...

Endor Castle Town

Nara: Would you like to hear your fortune for just 10 gold pieces? (Yes/No)
Nara (if you say ‘Yes’): Alright, I’ll tell your fortune. I see seven lights around you. They are small now, but they will soon grow...what? You are the Hero! I’ve been searching for you, the one with the untapped power to defeat the evil ones. [Nara joined the Party!]
Let’s go. My sister, Mara, should be at the Casino.
Strom: Thanks to Nara, I now know how I should live my life. Everyone has their own destiny.
Nara (when you talk to Mara at the slot machine in the casino): I knew you’d be here!
Mara (continued): Uh-oh!
Nara (continued): You spend all the money I earn on gambling! We’re broke!
Mara (continued): I’m sorry....
Mara (continued, if Hero is dead): Whose ghost is this?
Mara (continued, if Hero is alive): Huh? Who is this?
Nara (continued): This is the Hero we’ve been searching for.
Mara (continued): How nice! You can take care of us from now on, right? [Mara joined the Party!] Let’s go!
Tough guy at bar in pub: I love to dine with a beautiful girl.

Endor Castle Town \((\textit{night})\)

Soldier upstairs in Inn: Even if the world ends today, our love shall remain unchanged forever. What a line, huh?
Woman sleeping in Inn upstairs: The wedding was magnificent!
Guard in front of Coliseum on the left: The wedding is only held during the day.
Guard in front of Coliseum on the right: It’s our custom to continue weddings for several days. Come back tomorrow.

Endor Castle \((\textit{night})\)

Guard patrolling main hall: You’ve come to the Castle so late at night. I can’t allow you here. Leave now!
Man in blue in armory: Oh, that old man started rambling nonsense again.
**Woman in orange in basement dining hall:** I think Necrosaro disappeared from the tournament because he had more important things to do.

**Woman in purple:** Necrosaro was a monster... he disappeared in the middle of...

**Guard:** I can’t keep up with women’s silly talk.

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**Endor Shrine**

**Innkeeper:** I hear that the people of the Castle in the western country of Santeem are still missing.

**Guard near travel door:** I’m a soldier from Santeem. I was guarding the shrine on the other side. Our Princess Alena was saying someone called Necrosaro was suspicious....
Bonmalmo

**Scholar in Inn**: The monsters are getting stronger these days. Many castles are buying many weapons and armor. I’m not sure how effective ordinary weapons and armor will be against the evil monster.

**Tough guy**: Have you seen the wedding in Endor? I bet it’s gorgeous.

**Guard in throne room**: The King is at Prince Reed’s wedding.

**Merchant**: In the far eastern country of Branca they tell this story. A celestial nymph from the sky fell in love with a young woodsman, and soon they were expecting a child. If it’s true, what do you think has become of the child?

**Old man in armory**: We used to buy armor here, but we won’t have to do that anymore. From now on we can import as much armor as we want from Endor.

**Guard**: The wedding must be going on in Endor now.

**Woman in purple**: I raised Prince Reed. I’m sure he’ll become a great king....
Guards patrolling the dungeon: This is Jail. You’d better leave or you’ll be thrown into it.
Prisoner: Darn! It’s so boring!

Branca

Guard outside castle treasure vault: There’s a rumor a man named Taloon crossed the eastern desert with a caravan.
Woman in red: Huh? Haven’t I seen you before?
Royal Minister: You want to go east? I’m afraid you won’t be able to cross the desert without a wagon.
Princess: I hear the Princess of Endor and the Prince of Bonmalmo are getting married. I’m envious. Really? The wedding is going on? I wanted to attend too.

Desert Inn

Horse with wagon: Whinny
Hector (sailor sprite): You’re traveling to save the world? You want the wagon? No. I don’t trust you. Leave me alone! (Yes/No)
Hector (if you say ‘Yes’): Never come back!
Hector (if you say ‘No’): You just don’t get it, do you? I used to travel like you. One day I heard of a cave where the world’s most valuable treasure was hidden. I went to the cave with my best friend. I trusted him, but he betrayed me and... Darn.... I just can’t trust anyone anymore! Go away!
Peddler: It’s too bad. A wagon is essential for crossing the desert, but the owner is....
Innkeeper (behind the counter): Have you talked to the wagon’s owner? I’m his father. He once went to an eastern cave with his friend. Only my son returned, unconscious and injured, on his horse, Primrose. He changed after that. He doesn’t trust anyone. What happened in that cave, I wonder....
Treasure chest – Lunch
Cave of Betrayal

**Command**: Door or Search – The door looks sturdy, but it might break with the combined force of 3 people! {Towards the end of the hallway, Nara and Mara fall through a pit.}  
**Observation (on first floor)**: It seems the combined strength of 3 people is necessary to break the door open.
Mara or Nara (on second floor): You’ve come to save us!

Nara or Mara (continued): We’ve been waiting for you... to fall into the Evil World! {They reveal themselves to be two Licklick monsters.}

**Battle text:** Liclick appears. Liclick appears. ... Liclick was defeated. {After the battle, HERO falls down a pit.}

**Minidemons chasing Nara and Mara on third floor:** He, He, He! I’ll eat them, and you’ll be next.

Nara or Mara, when you try to go up the stairs, or talk to them directly: The ones you saw upstairs were our impostors. There’s no hope of escape... for YOU! {They reveal themselves to be two Tricksy Urchins and two Vampire Bats.}

**Battle text:** Vampire Bat appears. Tricksy Urchin appears. ... The foes were defeated.
Mara, on third floor (no matter who you talk to): HERO, you’ve come to rescue us! That’s what you thought I would say.... You won’t fool us again. You’re not HERO! We’ll fight you this time!

Nara (continued): Wait sis! I think this is really HERO. I can tell.

Mara (continued): Really? Then answer this. Was Nara at the Casino in Endor? (Yes/No)

Nara (if you say ‘Yes’): I was right! This is a monster!

Mara (continued): I still think it’s HERO. HERO, it’s you, isn’t it?

Mara (continued): Really? Then answer this. Was Nara at the Casino in Endor? (Yes/No)

Maya (when you say ‘No’): Hmm...you may be right.

Nara (continued): Sorry we doubted you. We’ve been chased by your imposter for so long....

Mara (continued): Let’s go now!

Treasure chest – Symbol of Faith
Desert Inn

Hector (when you have the Symbol of Faith): You again? Ha? Wh...What’s that gem? Why? Looking at it seems to purify my mind.... The Symbol of Faith.... I got it! The most valuable treasure has been none other than trusting each other! I’ve been wrong. Let me join your Party. Of course we can take the wagon. [Hector joined the Party!] Shall we go now? {He leads you out to the corral.} This is my horse, Primrose. Everyone, be nice to her, OK? Let’s go! {You head south into the desert.}

Peddler (when you re-enter): South of this desert, lies Konenber, a port town.
Innkeeper: My son seems to have straightened out. Thanks. Look after him, will you?
Aneaux

Man in blue at entrance: Welcome to Aneaux, a spa town.

Tough guy in front of Inn: Hello there! Your first time in this town? Shall I show you around? (Yes/No)

Tough guy (if you say ‘No’): You’re sure? By the way, you’d better avoid this inn. It’s not good.

Tough guy (if you say ‘Yes’): Alright. Follow me! {He leads you west first.} Over here is a weapon shop and an armor shop. You can buy your equipment here. {Then he takes you further west and turns north.} This is an item shop. They don’t carry souvenirs, though. {He keeps leading the party north to the graveyard.} Here lies Ruvas the Soldier who saved this town. {Next he heads toward the church.} And this is.... Excuse me. Nurse, I’d like to show that to them.

Nurse (continued): Of course. {The nun steps aside and lets them enter.}

Tough guy (continued): This is the armor they believe Ruvas wore. They say this armor has a very mysterious power. {He leads you out of the church and
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toward the spa.} And this is the Aneaux Spa. Very refreshing after a long journey. {Finally, he leads you past a second inn.} By the way, have you decided where to stay tonight? I recommend this inn. The people are courteous and the price is reasonable. Well, I must go now. Bye! {He walks behind the counter of the second inn.}

**Woman in orange near spa:** The Port Town of Konenber is far south of here.

**Old man at spa:** Yes, I feel relieved. My son brought me to this spa.

**Guard behind spa:** Hmm...I think that Ruvas’s Armor is fake. Someone switched the real armor with the fake?

**Nurse in Church:** Ruvas the Soldier was a great man. Many years ago, when monsters terrorized this town, he fought with them... and perished along with the last monster in the final battle.

   **On the ground – Strength Seed**

**Woman in purple in house near graveyard:** A ghost appears at the graveyard. Do you believe it?

**Little boy:** Have you seen the armor kept at the House of Healing? Isn’t it impressive?

**Farmer upstairs in Inn:** Well, I just wanted to do something nice for the old geezer, so I brought him here.

**Woman in orange:** The spa waters are known to make your skin silky. Should I try to make my skin even more beautiful?
Aneaux (night)

**Farmer upstairs in Inn:** That spa must have been really good for him. He’s sleeping like a baby.

**Old man:** Sss...Sss...

**Woman in orange in spa (to male leader):** I’m going to bathe in the spa pool.

**Woman in orange in spa (to female leader):** Do you want to come with me to bathe? You’re not afraid of the water, are you? Just jump in! Look at those muscles! Did you inherit them from your father or your mother?

**Little boy upstairs in Church:** Waaa...I’m scared... Monsters are here... Zzz...Zzz...

**Woman in purple in house near graveyard:** Cleaning up is hard work. Don’t bother me.

**Merchant:** A merchant named Taloon stopped by this town. He had lots of money and was talking about buying a ship. What an ambitious man!

**Woman in orange:** Sss...Sss...

**Skeleton in front of grave (as you approach):** I’m Ruvas. They called the armor I wore the Zenithian Armor. Somebody stole it.
Konenber

**Woman in orange near entrance:** This is Konenber, a port town.

**Gentleman in house north of item shop:** Deep in the mountains, north of faraway Branca, they just discovered a village rampaged by monsters. The people of Santeem, across the sea, vanished without a trace. Do these events have some connection to the rumor the Ruler of Evil will resurrect?

**Tough guy in town square:** A ship is being built at the wharf. It’s the big building to the left.

**Merchant south of wharf in stall on the right:** You’re unfortunate. Until recently, ships used to sail out of here.

**Woman in purple in stall on the left:** I don’t feel like opening my shop these days. A port town without ships! What a joke!

**Nun in house near Inn:** The eastern lighthouse was invaded by monsters recently. Since then, it’s been shining evil lights on the sea.
**Woman in purple in Inn:** Welcome! How would you like a map of the world? (Yes/No)
**Woman (if you say ‘No’):** Are you sure? Well, come back any time.
**Woman (if you say ‘Yes’):** Funny, I thought I had some more. They’re gone. Hmm....
**Bard upstairs in Inn:** Some fell in despair after the monsters sank the ships.... I pity them.
**Woman in purple:** The locked room over there must remain closed.
**Man in blue in pub:** Sorry, we open at night.
**Man in blue south of pier:** Darn, my ship is gone! The lighthouse in the east is responsible. Since the monsters took over the lighthouse, it’s been emanating an evil light that sinks ships.
**Woman in purple on ship at the docks:** Children are always restless!
**Little boy:** Hurray! It’s a ship! Hurray!
**Merchant on deck:** When can we sail? The cargo will rot soon.
**Soldier in captain’s quarters:** The last ship to leave here was sailing south. They say the Princess of Santeem was on board. I bet she was a beauty.
**Tough guy:** I’m the captain of this ship. I want to sail too. However, when a ship leaves the shore, the lighthouse shines eerily and makes the sea rage violently.
**Woman in orange below deck:** I’m frustrated because we can’t sail. If I were a lot stronger, I’d go wipe out the monsters in the eastern lighthouse....

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**Dresser – Small Medal**
Builder inside wharf: This is a wharf. We’re building a new ship.
Old man on dock: Whose ship is this? Looks quite expensive.
Little boy: Wow! What a big ship!
Builder below deck: Taloon said he wanted to go south. A sailing expert who has a priceless map lives on a southern continent, in a town called Mintos.

Dresser – Small Medal

Sailor at the front of the ship: A new ship is useless here. You can’t sail out of the harbor because the lighthouse is causing havoc.
Sailor near captain’s quarters: What? Who’s the owner of the ship? Go ask my boss!
Dwarf in captain’s quarters: I’m worried. We’re building this ship for Taloon, but he’s so rash. He went to the lighthouse to destroy the monsters who are making sailing impossible.
Tough guy near helm: Why isn’t Taloon back? The ship’s almost finished. I hope the monsters at the lighthouse haven’t got him.
Sailor moving between docks and Taloon’s ship: Move! Please! You are blocking the dockhand’s way.

Konenber (night)

Woman in purple in house north of item shop: My husband! He thinks too much. That’s why he’s growing bald!
Priest in front of Church: Wh...Who are you? I...I was only telling her an old proverb.
Woman in orange: If you have love, an age difference doesn’t matter. Is there really such a proverb?
Tough guy in front of wharf: This wharf is closed at night.
Tough guy in captain’s quarters on the ship at the docks: Mumble...Mumble...The ship is sailing out... Grzz...Grzz...
Woman in orange at helm: Starboard the Helm! Just joking!
Soldier below deck: Zzz...Zzz...
Merchant below deck: Oh, no! The ship is sinking!
Mumble...Mumble...
Woman in purple: Zzz...Zzz...
Little boy: Sss...Sss...
Man in blue asleep on pier: My ship...Zzz...Zzz...
Man in blue near shops: !! {He runs off toward the church.} I’m sorry. I was tempted but... I haven’t stolen anything yet. Forgive me! (Yes/No)
Man in blue (if you say ‘No’): Please, show me mercy. (Yes/No)
Man in blue (when you say ‘Yes’): Thank you! I’ll tell you something in gratitude. You can exchange Small Medals for items.
Bard upstairs in Inn: Zzz...Zzz...
Merchant: Doze...Doze...
Woman in purple: Sss...Sss...
Flamespirit in locked room: Crackle...Crackle... You may go if you want to.... But I’m sure your ship will be sent to the bottom of the sea....
Man in blue in pub: Sure...a sea voyage is nice...
Merchant: Taloon is a fine example of an arms merchant! He plans to travel the world in his own ship to search for legendary weapons.
Bunny girl: How would you like to marry? (Yes/No)
Bunny girl (either way): You’re so naive. I was only kidding!
Tough guy: I wish I could save enough money to buy my own ship too... but I spend too much! Why?
Man in blue behind bar: Are you searching for someone? I saw an unusual group of three people. It was a princess and her escorts. They said they were after a man called Necrosaro.

Great Lighthouse

Taloon (as you approach): Oh! I don’t know who you are, but you’ve come at the right time! I want to extinguish the Evil Fire burning in this lighthouse. But powerful monsters have been preventing me from going any farther. Will you extinguish the Evil Fire for me? (Yes/No)
Taloon (if you say ‘No’): I beg you, please! (Yes/No)
Taloon (when you say ‘Yes’): I thank you! The Fire of Serenity burned in this lighthouse until recently. They
say a remnant of it still burns somewhere in this lighthouse. It should be able to extinguish the Evil Fire. Shall I repeat this? (Yes/No)

Taloon (if you say ‘Yes’): [repeats from “The Fire of Serenity burned in this lighthouse...”]

Taloon (if you say ‘No’): I’m counting on you. I’ll be waiting for you in the port town. {He runs off.}

Konenber

Taloon on the pier: It’s you! I was looking at the sea. Yes, the ship will be completed soon. I’ll wait for you to return with good news.

Dwarf in captain’s quarters of Taloon’s ship: I’m worried. We’re building this ship for Taloon, but he’s so rash. He went to the lighthouse to destroy the monsters who are making sailing impossible. It seems he couldn’t do it, and he’s back in town.

Tough guy near helm: You’ll do that for Taloon?...defeat the monsters at the lighthouse? Be careful, OK?
Great Lighthouse

Treasure chest (1F) – Luck Seed
Treasure chest (1F) – 400 gold
Treasure chest (3F) – Magic Potion
Treasure chest (2F) – Strength Seed

Minidemon on third floor: Kii...Kii...Where’s Taloon? I’ve been waiting to ambush him. I heard he was coming to this lighthouse. He must have gotten scared and headed back to town! I’ll go there and get him! Kii...Kii... [The monster chants Return!] KiKeee!

Observation about Minidemon: No response. Seems unconscious.

Treasure chest (3F) – Full Moon Herb
Treasure chest (3F) – Boomerang
Treasure chest (3F) – Man-Eater Chest
Treasure chest (4F) – Fire of Serenity
Treasure chest (5F) – Golden Barrette

Monsters (as you approach): Kekiki! Burn! Burn! The Evil Fire will sink all the ships. Kekiki! Ha! Who’s there? {They get in front of you and block the Evil Fire.} Kekiki! You fools! You’ve come at the right moment. I’ll throw you into this Evil Fire as kindling! Kekiki!
Battle text: Flamer appears. Lighthouse Bengal appears. Flamer appears. ... The foes were defeated.

Command: Item – Fire of Serenity – Use

HERO throws the Fire of Serenity in the fire! The Evil Fire ceases and the Fire of Serenity starts burning!

Konenber

Man in blue behind counter in pub: Incredible! You defeated the monsters at the lighthouse?

Tough guy near Church: We can’t always judge people by their looks, but you’re somebody special, aren’t you? (Yes/No)

Tough guy (if you say ‘Yes’): As I thought. I could tell!

Tough guy (if you say ‘No’): Don’t be so modest? I can tell.

Merchant south of wharf in stall on the right: You defeated the monsters in the lighthouse? Th...Thank you!

Woman in purple in stall on the left: The eastern lighthouse has returned to normal. Thanks to you, ships can now leave.

Nun in house near Inn: Many hardships may be ahead of you. Don’t ever give up hope....

Man in blue south of pier: My ship remains sunken. Weep...

Taloon in front of wharf: Thank you! The evil lights are gone, and the sea is so calm now. And the ship is finally finished! I’ve one favor to ask of you. Monsters are after me. I’d feel safer being with strong people like
you. Let me join you. Let’s travel together all over the world! (Yes/No)

**Taloon (if you say ‘No’):** Why not? Come on.

(Yes/No)

**Taloon (when you say ‘Yes’):** I appreciate it! Let’s leave right away. [Taloon joined the Party!] Starboard the Helm! {He leads you inside the wharf and onto his ship.}

**Taloon, outside Konenber:** Now let’s head south! I hear an old sea expert who has a valuable map lives in the Town of Mintos down south.

**Tough guy in wharf (back in Konenber):** I remember fondly my days building Taloon’s ship.

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**Mintos**

**Merchant in front of Inn on the left:** Welcome! Stay here!

**Merchant on the right:** We still have some good rooms available today.
**Woman in orange in front of Church:** This is the Town of Mintos. Old Howden, a mentor for aspiring merchants, lives here.

**Man in blue in southeast house:** I took Old Howden’s quiz too.... I still don’t have the answer. Oh, I want that Treasure Map!

**Little boy in house near town square:** Aren’t we good children? We’re helping with the housework.

**Little boy on the right:** I became gravely ill when I was little. My grandfather from Soretta brought me a root of Padequia. It cured me completely.

**Man in blue in town square:** Old Howden was an adventurer. The many treasures he discovered enabled him to start a business. Now he’s tremendously successful.

**Tough guy in back row:** Gurz...Gurz...

**Woman in orange:** I’m a merchant’s daughter. I have to study business.

**Merchant:** Old Howden’s stories are quite instructive. Don’t sell things, sell hearts! I’m struck with admiration by this idea!

![Howden (old man giving lecture)](image)

**Howden (old man giving lecture):** What?

Are you asking if I’m the old man who’s an expert on the seas? (Yes/No)

**Howden (if you say ‘Yes’):** You idiot! I’m not only an expert on the seas but on the whole world also. Come back again!

**Howden (if you say ‘No’):** I’m impressed... I’m not only an expert on the seas but on the whole world also. You seem promising. What do you say? Would you like to take my quiz? (Yes/No)

**Howden (if you say ‘No’):** I see. That’s too bad.
Howden (if you say ‘Yes’): Here’s the quiz. What’s most important in business?
HERO (continued): ..........?
Howden (continued): Mmm.... Well Done! Don’t say anything...yes, Silence Is Golden!
HERO (continued): ???
Howden (continued): I’ll give you the Treasure Map. I discovered it when I was young but haven’t been able to uncover its secret.... Please accept it!
    Howden (continued, if your inventory is full): I really meant it, but you can’t carry any more things! Come back again.
Howden (continued): [HERO received the Treasure Map!] Perhaps you can reveal the secret of this Treasure Map. Good luck!

On the ground – Small Medal
Soldier near shops: The chancellor staying at the big inn fell ill. The legendary herbal medicine, Padequia, should cure him....
Bard inside Inn: There’s a small country called Soretta in the very eastern reaches of this land. When I told this to the Princess at the inn, she darted out.
Cristo: Oooh...Oooh...
Brey: One of my traveling companions is gravely ill. Our mistress, Princess Alena, went to get medicine alone. I’m very worried.... You look kind. Will you find Princess Alena and help her? (Yes/No)
Brey (if you say ‘No’): As I feared....
Cristo (continued): Oooh...Oooh...
Brey (if you say ‘Yes’): That’s very thoughtful of you. I’ll accompany you! [Brey joined the Party!] I must ask
the people of this inn to take care of Cristo. I’ll meet you outside later. {He leaves.}

**Mintos (night)**

**Man in blue near weapon shop:** Ah, Ah, Ah... Ah-choo! It gets chilly at night.

**Tough guy in town square:** Huh? I fell asleep. That old man’s stories are boring.

**Woman in orange in house near town square:** My hometown is in the far reaches of this land. It’s a village with a small castle. I wonder if they still grow Padequia.

**Tough guy:** I remember that a short time ago, a rugged man named Ragnar was in this town.

**Little boy in bed:** Zzz...Zzz...

**Little boy in bed:** Sss...Sss...

**Man in blue in southeast house:** Zzz...Zzz...

**Bard in bed upstairs in Inn:** Zzz...Zzz...

**Soldier on Inn rooftop:** Old Howden’s success began when he opened an inn here.

**Howden:** I opened an inn, hoping to meet travelers who had information that would help me uncover the secret of the Treasure Map. I’ve made enough money already. I don’t need any more treasure.
Chapter 5: The Chosen Ones
Part 1: Gathering Companions

Shrine East of Mintos

**Peddler:** Soretta Castle is in the far south.

*On the ground (behind shrine) – Small Medal*
Soretta

Farmer south of Inn: Looking for someone? Hmm...some time ago, a girl named Alena was here. She had three men with her. One was rugged and another snobbish.

Woman in purple near castle: This is Soretta, the country known for growing Padequia, the cure-all herb. Well, at least it used to be....

Farmer in field near castle: No response... Seems to be just a scarecrow.

Guard: Welcome to Soretta Castle! Please come in.

Guard in throne room: This is King Soretta’s chamber.
Royal Minister: You came to see the King? Our King is out working in the fields. This country is so poor even the King must work.

Woman in purple: The extinction of Padequia devastated this country’s economy. We can’t make this country prosper no matter how hard we work. Poor King....

Farmer in southern field: I’m a farmer, just a ploughman, Hey! Been plowing fields for thirty years, Hey! Ho! Padequia Roots? The drought five years ago destroyed them all. That’s why I now grow carrots, radishes, and such.

Old man in southeast house: You came from Mintos? My married daughter lives there.

King of Soretta, in field: I’m the King of this country. It’s been some time since the extinction of Padequia. The record states the former King kept a Padequia Seed in the southern cave as a precaution against catastrophe.... Unfortunately, monsters now lurk in the cave, and we can’t get in. Sorry, I can’t help you. If I had the Padequia Seed, I could....

Soretta (night)

Merchant at stream north of Church: Night fishing is the best kind of fishing. Some time ago I almost caught a Giant Octopod! I’m not lying!

Guard at castle: This is Soretta Castle. The King is already asleep.
Farmer sleeping in castle: Zzz...Zzz...I’m happy just to have a roof over my head.
Woman in purple: Sss...Sss...
Royal Minister: Zzz...Zzz...
King in bed: Grzz...Grzz...You Monsters of the Southern Cave! Mumble...Mumble...

Cave of the Padequia

Treasure chest (B1) – Agility Seed

Soldier, leading four-person party: Hi, it’s you again! Don’t you remember? We met at Branca Castle. Sorry we couldn’t let you join us then because we were full.
Guard (second in line): I’m traveling to save the world from the hands of the Ruler of Evil.
Bard (third in line): Princess Alena, back there, joined us. We’ve accompanied her to this cave.

Princess Alena (fourth in line, if Brey is not in the line-up): You’re looking for Padequia too? Sorry, but we’ll get the Padequia Seed first!
Princess Alena (fourth in line, if Brey is in the line-up): Hey, it’s you, Brey! What are you doing here? What? You’re looking for the Padequia Seed with them? You shouldn’t have worried. We’ll find the Padequia Seed and save Cristo!

- Treasure chest (B2) – Mystic Acorns
- Treasure chest (B2) – Robe of Serenity
- Treasure chest (B2) – 800 gold
- Treasure chest (B3) – Padequia Seed
- Treasure chest (B3) – Man-Eater Chest

Soretta (night)

Woman in purple in castle: What? You’ve found the Padequia Seed? The King will be overjoyed to hear that! Please come back again tomorrow morning!

Soretta

King in field: Huh? Ohhhhhh! The Padequia Seed. It is indeed! Finally... Hurry! Plant the seed in this field! Yes, Padequia grows instantly. [HERO plants the Padequia Seed in the field. A Padequia bud shoots out instantly!] Thank you! Our country is saved! Take this Padequia Root. [HERO obtained the Padequia Root!]

King (again): Cheers for Padequia! I’ll work even harder in the fields from now on! Cheers!
Farmer in nearby field: I’m a farmer, just a ploughman, Hey! Been plowing fields for thirty years, Hey! Ho! I’ll grow Padequia from now on. Hey! Ho! Royal Minister in throne room: You saved us! This country will be fine.
Woman in purple in castle: Thank you for retrieving the Padequia Seed. I’m sure this country will thrive again.
Woman in purple near castle: This is Soretta, the country known for growing Padequia, the cure-all herb.
Farmer in field near Inn: You’ve found the Padequia Seed? Amazing!

Soretta (night)

Merchant: Ouch! A Man O’ War stung me!
King: Grzz...Grzz...

Mintos

Princess Alena (as you approach, if Brey is in the line-up alone): Brey! You’re back safely! What? You found the Padequia Root? I tried myself but couldn’t find it. I’m impressed, Brey!

Princess Alena (as you approach): You found the Padequia Root? I couldn’t find it myself and returned empty-handed. I’m grateful!

Alena (continued, either way): Quick! Cristo needs the Padequia!
Brey (if he didn’t join the party before): We’ll never forget what you’ve done for us. Thank you!

Command: Item – <Holder> – Padequia Root – Use <Holder> grinds the Padequia Root and gives it to Cristo! Cristo’s complexion returns to normal at once, and he recovers!

Cristo (continued): Umm...Ha! Princess!
Alena (continued): You’re fine, Cristo.
Cristo (continued): I’m ashamed. I’m the one who should be looking after you.
Alena (continued): Don’t worry, Cristo. Now let’s resume our journey to find Necrosaro!

Brey (continued, if Brey is in the line-up alone): Princess, about that....
Alena (continued): What? Are you sure? Someone else is also searching for Necrosaro? I’d like to see them. Would you please bring them?
Cristo: I’d like to meet too.

HERO (continued):

........!

Alena (continued): What’s the matter? Huh? HERO too...Necrosaro...
Cristo (when HERO is in the line-up and you talk to Princess Alena or Cristo, or continued from above): I heard Necrosaro destroyed the Hero’s village. Is HERO the...?

Princess Alena (continued): Really? Then we should journey together. [Alena’s party joined the Hero’s
Party! They go out ahead and get in the wagon. {Even if there’s room for them in the line-up.}

**Bard (as you exit Cristo’s room):** Please wait! I’m sorry but I eavesdropped on your conversation. I didn’t know that HERO was the Hero who will save the world! A man named Ragnar, searching for the Hero, once stayed at this inn. Ragnar said he was going to a country named Keeleon in the far west....

**Soldier near shops:** If you sail straight to the west, you’ll reach Keeleon Castle.

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**Hector (as you leave Mintos):** Excuse me, everyone! I know I must take over my father’s inn someday. I’ve decided to study management under Old Howden. Goodbye, Primrose! Goodbye, everyone! Best of luck! [Hector left the Party!]

**Hector (if you go back to the Mintos Inn):** Hello! It’s me, Hector! See? I’m working hard! {Inn talk...}
Keeleon Castle

**Bard (Healie):** I’m a traveler named Healie. Please rescue Ragnar in the Castle! You can sneak in if you have a Magic Key. You may find out something in Haville, a northern port town.

**Guard at castle gate on the left:** This is the Great Keeleon Castle. If you don’t want any trouble, leave immediately!

**Guard on the right:** A short while ago, we caught a suspicious, traveling soldier sneaking into the Castle. As soon as his interrogation by the counselor is over, he’ll be taken to the King. His life will probably be over then. Unlucky man....

**Command:** Search – HERO searches the area around feet. There were stairs.

**Observation about old man in cell:** No answer. Seems to be a corpse.
Haville

Guard at entrance: This is Haville, a port town where ships bound for Endor depart. The last ship to leave this port left some time ago.
Farmer upstairs in Inn: I’m here to see Joy, the girl who gave my brother the cold shoulder. I’ll convince her how good he is!
Tough guy (used to be weapon merchant): Magic Keys? Such bizarre things... DO EXIST! Unfortunately I don’t have one. They say alchemists could make one easily. I remember alchemists used to live in the southern village, Kievs.
Guard in front of wharf: After the gypsy sisters fled by ship, the King’s regulations became even more strict. We may never see another ship leave this port.
Tough guy near jail: No more ships are in service.
Guard in jail: Another visitor? Many visitors come to see the prisoners these days....
Prisoner in first cell: King Balzack of Keeleon seems to have a hidden master. According to rumor, he’s not
human. When I told this to a soldier called Ragnar, he left quickly.

**Scholar in middle cell:** Is the House of Prophecy still on the shore?

### Haville (night)

**Farmer dancing in pub:** Joy is too pretty for my brother. I’ll marry her!

**Guard in pub:** King Balzack of Keeleon appears even less often than before. Good for me, I can take it easy.

**Man in blue near shops:** It seems true that the Ruler of Evil will revive soon. I’m afraid we won’t be able to take a walk at night anymore.

### House of Prophecy

**Nun:** This is the House of Prophecy. Ragnar, a soldier from Burland, came searching for the Hero. I told him
what the Hero looks like. The lights are glowing even more radiantly. Your encounter may take place soon.

**Kievs**

**Peddler in Inn:** I’m a traveling merchant. Until recently, I held a desert bazaar in the country of Santeem. Now that the bazaar is over, I’m on my way to Monbaraba in the south. Well, allow me to do business with you. {Weapon shop talk...}

**Woman in purple northeast of Inn (if Mara and/or Nara are in the line-up):** My Mara! My dear Nara! You’re alright.

**Woman in purple (continued, no matter who is in the line-up):** What? A Magic Key? Edgar’s pupil Orin had one.

**Farmer in field east of Inn:** The Alchemist, Edgar, was assassinated for trying to destroy something called the Secret of Evolution. Evolution is how man evolved from apes or something like that, right? I wonder what will become of us if we keep evolving!

**Woman in purple near stream:** I saw a Slime in the village. Porta the dog is chasing it barking.

**Old man in field near Edgar’s house:** Oh, my! Porta the dog is very fond of you. Or maybe it’s just that you smell like a Slime. You chatted with a Slime recently?

**Slime in basement:** Don’t hurt me! I’m not a bad Slime! I remembered! Edgar had a secret laboratory somewhere else. If I remember correctly, it’s in the western cave. I think you’ll find a Magic Key there.
Monbaraba

**Tough guy behind Inn:** The King must be outrage that I didn’t take Lynn to the Castle. Tell no one that I’m hiding here, OK?

**Man in blue on second floor of house west of Church:** Mumble...Mumble...tonight is the night I’ll appear on stage....

**Guard near shops:** Did you come here across the sea? If so, did you see the rocky, mountainous island where the monsters are said to live? (Yes/No)

**Guard (if you say ‘No’):** I hear there’s a big island rimmed by rocky mountains in the far eastern sea. They say there’s a castle of monsters on the island.

**Guard (if you say ‘Yes’):** No one who has gone to the island has ever returned. You’d better stay away.

**Woman in purple above empty shop:** No one’s downstairs? My husband has gone somewhere again!

**Tough guy near entertainers’ quarters:** Panon, a funny jester, is here now. Go to the theater at night if you want to talk to him.

**Merchant:** Ha, Ha, Ha.... Panon’s show last night was really hilarious.

**Bunny girl:** I heard Lynn got safely out of this town with the shaman. They must be living happily together somewhere....

**Master:** Thanks to Panon, our shows have sold out every night. Heh, Heh...

**Master (if Mara is in the line-up):** It’s you, Mara! Did you avenge your father? I see.... Best of luck to you!
Panon: Are you travelers? I’m performing tonight. By all means, please come!

Monbaraba (*night*)

Tough guy in pub: Despite many rumors, the Ruler of Evil still hasn’t resurrected! I dare him to come back to life!

Man in blue in first room on second floor: I’ve become pretty popular with girls since I came here. Ha, Ha, Ha!

Bunny girl: Sorry. I’m seeing this person now. Come back later.

Bunny girl in middle room (if there is more than one person in the line-up): You have companions? You must come alone.

Bunny girl in middle room (if the lone character is male): This is a Pufpuf room. Would you like to try Pufpuf? (Yes/No)

Bunny girl (if you say ‘No’): Too bad.... Come again.

Bunny girl (if you say ‘Yes’): I’ll start. Pufpuf...Pufpuf...

HERO (male), Ragnar, Cristo, Taloon, or Brey (continued): ........

Bunny girl (continued): Pufrin...Pufrin...

HERO (male), Ragnar, Cristo, Taloon, or Brey (continued): ???

Bunny girl (continued): Pufrico...Sooya! It’s over. Now you’ve been through Pufpuf therapy, you’ll be popular with girls. Be confident from now on, OK?
Bunny girl in middle room (if the lone character is female): You want to work here? Don’t. Pufpuf is not easy to master.

Woman in purple in third room: Lynn, who used to live here, must now be living happily somewhere else.

Guard in theater on the left: Yaaeee, Ha, Ha!

Guard on the right: I bought the cheapest ticket...I didn’t know I’d be stuck in the back!

Tough guy on the right: This crowd! Don’t they have anything better to do?

Merchant on the left: I can’t see a thing! This post blocks my view!

Soldier on the left: I’ll use that joke someday!

Old man on the left: Phuff, Phuff, Phuff! Laughing like this every night is the secret of long life.

Man in blue on the right: Gya, Ha, Ha! My belly hurts from laughing!

Merchant on the right: Wa, Ha, Ha! Panon is sure funny!

Bunny girl behind stage: Will I ever have my turn on stage? I’m discouraged.

Panon on stage: Hello, you’ve come at the right moment. I have a tale to tell. Would you hold the edge
of my coat? Yes, that’s right. Are you ready? Get your hands off my tail!

**Tough guy on stairs:** I want to be on stage too....

**Tough guy on stairs (if Mara is in the line-up):** Mara, it’s you! I heard you quit, but you’re back. I’m glad!

**Man in blue in entertainers’ quarters:** I didn’t get my turn today either.... When will I debut?

**Woman in purple above empty shop:** He came back and fell asleep while I was out looking for him. Where was he?

**Merchant in bed:** Mumble...Mumble...I could open many doors with a Magic Key....

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**Cave West of Kiev**

**Merchant on first floor:** I came because I heard the secret laboratory of an alchemist was here.... I just can’t find a way downstairs. I know the mechanism to open the entrance is at the bottom of a treasure chest, but.... Hmm...
Observation: HERO searches the area around feet. There’s a button on the bottom of the treasure chest! Do you want to push it? (Yes/No) ‘Yes’: {Some stairs appear.}

- Pot – Small Medal
- Treasure chest – Magic Key

**Keeleon Castle**

**Guard in guardhouse**: Each time a new King is crowned, the terror in this country intensifies.

**Guard in northwest tower**: Sometimes I see smoke in the far distance. Am I seeing things?

**Guards escorting Ragnar (as you approach)**: Quiet!

**Ragnar (continued)**: You can’t stop me! {He knocks the two guards out.}

**Ragnar (as you approach, if HERO is not in the line-up)**: Aren’t you the Hero’s companions? I want to see the Hero now!
**Ragnar (as you approach, when HERO is in the line-up):** I’ve finally found the Hero I’ve been searching for! You fit the description I heard at the House of Prophecy! I hear the ones in this room belong to the evil force which plans to destroy the world. Let’s defeat them and reveal the source of evil which drives them! Let’s go inside! {He opens the secret door and leads the party inside the throne room.}

**Guards following the party inside:** Intruders!

**Ragnar (continued):** I’ll handle them! You take care of the monster!

**Guards:** Toaaaaaaah! Ugahh!

**Guards (again):** You wicked...Ouch!

**Ragnar (if you try to help):** Eeee! Hurry! I’ll take care of this. You’ll go to Keeleon!

**Guards (again):** Eeyeah!

**Guard in throne room:** Ha! What are you?

**Keeleon:** I’m Keeleon. I rule this country now, not King Balzack.

**Keeleon (continued, if Nara and/or Mara are in the line-up):** Huh? You! You were chasing Balzack to seek revenge! Too bad, Balzack isn’t here anymore...Ha, Ha, Ha!

**Keeleon (continued, either way):** This will be a fun way to pass time. I’ll show you how inferior humans are. Regret being born with such fragile bodies!

**Battle text:** Keeleon appears. ... Keeleon was defeated.

**Chest drop from Keeleon – Full Plate Armor**

**Keeleon (when you defeat him):** I...I’m defeated.... Who are you? Are you the Hero who is prophesied to destroy the Ruler of Evil? You can’t be! I heard Necrosaro destroyed the Hero.... Gasp!
Guard in throne room: Ha? What have I been doing all this time?
Ragnar: Very impressive! HERO, let’s fight together to save the world! [Ragnar joined the Party! Ragnar went ahead first and got in the wagon! {Even if there’s room for him in the line-up.}]
Tough guy on second floor: Hey! Step aside!
Woman in red chasing tough guy on second floor: I was chased around too much. I won’t forget that.
Woman in red in chamber on the left: Huh? I was about to become the next subject of an experiment in the Secret of Evolution? What’s the Secret of Evolution, anyway?
Scholar in chamber on the right: He, He, He. I’ve done something you won’t like.... The Secret of Evolution is already in the hands of Necrosaro.
Soldier on back balcony: Strange...I don’t hear a voice from downstairs anymore.
Counsel: You defeated Keeleon? Oh, no! Spare me, please! The abominable Balzack is in Santeem Castle! I’ve given you valuable information, haven’t I?
Guard at castle gate: This is the Great Keeleon Castle. That’s not true anymore.
Healie: I’m a traveler named Healie. Please tell Ragnar that I wish him the best of luck in his journey.... and I, Healie, thank him greatly.... Farewell! {He leaves the castle.}
Guard in guardhouse: Thank you very much. Peace will come to this country too.
Keeleon Castle *(night)*

**Tough guy on front balcony:** Forgive me. Bow, Wow!  
**Woman in red:** I won’t forgive you even if you turn around 100 times!  
**Scholar on second floor of castle, in bed or pacing around the room on the right:**  
Mumble...Mumble...Bring more girls! Young girls look healthy...Zzz...Zzz...

House of Prophecy

**Nun:** The time has come.... Now that you, the Chosen Ones, have converged, you shall be able to defeat evil. Your enemy is the resurrecting Ruler of Evil...whose name is Es.... Gasp! .......... {She disappears.}

Aktemto

**Woman in purple at graveyard:** This is Aktemto, a mining town. The man who was at the graveyard passed away too....  
**Old man in southwest house:** Hack...Hack...will I be alive tomorrow?

Aktemto Mine

**Miner on bottom floor of cave on the left:** Dig, Dig, Dig...
Old Man’s Island

Yeti-monster: Gwoon, Gwoon.
Old man: It’s been ages since the last time I saw humans! You must watch out! They say long ago the Ruler of Evil’s palace existed somewhere around here.

Pot – Small Medal

Endor Castle Town

Neta (if Taloon is in the line-up): Oh, dear! It’s you! Welcome home! Don’t worry about me. I’ll be here when you return after fulfilling your dream.
Soldier in southeast locked shop: I’m here because I heard this shop has many unique goods.

Endor Castle

Woman in orange in royal suite, in front of locked door: This is the dressing room of the King and the Princess.
Old man in secret castle tower: The sky looks ominous! I’m afraid the Ruler of Evil is about to resurrect!

Endor Castle Town

Tough guy in southeast locked shop, after you fall from secret castle tower: You shouldn’t be here. Jump off from there and get out!

Treasure chest – Multi-edge Sword
Treasure chest – Strength Seed
Chapter 5: The Chosen Ones
Part 1: Gathering Companions

Endor Castle Town (night)

Peddler in locked shop: I hear the Golden Bracelet, which was for sale, was stolen by monsters. What will they do with such a thing?

Endor Castle (night)

Princess Mia (in bed in royal suite):
Sss...Sss...Father, I’m sorry...Sss...Sss

Prince Reed (in bed): Mia...I love you...Zzz...Zzz...

King of Endor (in outer chamber): Ho, Ho, Ho! I never expected the Princess to marry so young. Now I’ve lost my place to sleep. Ho, Ho, Ho!

Treasure chest – Pink Leotard
Treasure chest – Feather Hat
Dresser – Small Medal
Endor Shrine

Guard near travel door: I’m a soldier from Santeem. I was guarding the shrine on the other side. Our Princess Alena was saying someone called Necrosaro was suspicious....
Guard (continued, if Alena is in the line-up): Oh, my goodness! It’s you, Princess! You’re alright.... Weep...

Frenor

Woman in orange at entrance: This is the Town of Frenor.
Woman in purple in northwest house: There was once a kidnapping in this town. The kidnappers took the Golden Bracelet as ransom.
Man in blue: The Golden Bracelet was this town’s treasure. It must have fetched a great price. What a waste!
Old man near northeast house: A terribly injured man was brought here recently by a woman. He must still be at the inn.
Little boy near weapon shop: The old graveyard keeper knows a lot about the Golden Bracelet.

Orin upstairs in Inn: I’m Orin. I was a pupil of Edgar the alchemist. I wonder how Edgar’s daughters are doing....
Woman in red: I found Orin as I was escaping from Keeleon Castle. I thought he was dead from his terrible wounds. When the soldiers closed in on me, he suddenly rose and fought.... I owe him my life! Blush....
Dwarf: Do you wish to hear about the Golden Bracelet? (Yes/No)
Dwarf (if you say ‘No’): Don’t be so ignorant. You’d better listen.
Dwarf (continued, or if you said ‘Yes’): The Golden Bracelet is a tool used in magic and alchemy. It’s said to possess the power to amplify the force of darkness and create the undulation of evil energy. Therefore, it could cause a catastrophe if misused.

Orin (if Nara and/or Mara are in the line-up): Oh, Edgar’s daughter! It’s me, Orin! Listen to me. The object of your revenge, Balzack, seems to be under the protection of Necrosaro. By using the Secret of Evolution, Necrosaro intends to make the monsters even more powerful. We have to destroy the Secret of Evolution before he succeeds! Your late father, Edgar, would have wished this also.

   On the ground (priest’s garden, at night) – Mystic Acorns

Tempe (night)

Old man near Church (if Alena is not in the line-up): Until recently, a monster terrorized this village.... A pretty woman appeared one day and defeated him.

Old man near Church (if Alena is in the line-up): Oh, you’re...thank you very much for saving the village!

Bard near pond east of Church: Let’s hope for the peace in this world.

Nina (in chief’s house): I’m expecting a child. This village will be a lively place.

Man in blue: I’ll have to work hard for my baby too!

Village Chief in bed: I can’t sleep. How true is the rumor that the Ruler of Evil will resurrect?

Merchant in house north of Inn: Zzz...Zzz...
Tempe

Little boy near Inn: This is the Village of Tempe.
Little boy (continued, if Alena is in the line-up): Wow! It’s the young woman who defeated the monster some time ago.
Village Chief: My daughter, Nina, will soon have a child. I’ll do everything to keep peace in this village until the child is grown.
Woman in purple: They say monsters are now living in Santeem Castle. I’m worried....

Surene

Soldier upstairs in Inn (if Alena is in the line-up): Princess Alena! How nice to see you again!
Soldier (continued, or if Alena is not in the line-up): I used to be a soldier of Santeem. One day the
King tried to tell his people the meaning of his dreams. I left the Castle to run an errand that morning.... The counselor had said that the King would talk about the Ruler of Evil.

**Woman in orange near signpost:** This is Surene. It used to be the Castle Town of Santeem.

**Nun in Church:** I’m a traveling prophetess from Branca. In far away Branca, they tell a story of a celestial woman who fell in love with a young woodsman. She came down from the sky. Do you believe anyone really lives up in the sky?

**Tough guy in room above Church:** I want to comfort this Nurse... but I’m not eloquent nor can I sing like Marone. How unbearable....

**Nun:** Weep...Weep...neither the kind King nor the people of Santeem live here anymore....

**Marone:** I’m Marone the poet.

Blue Sky, Wandering Clouds, La, La, La...

To find out why the people disappeared, Princess Alena... is searching for the man called Necrosaro.... La, La, La...

**Peddler:** Monsters started living in Santeem Castle. How terrible....

**Scholar beneath secret weapon shop:** Legend was that Santeem’s former Kings could foretell the future. If that’s true, the present King may have that same power.

**Woman in purple in southeast house:** My grandfather was the tutor of the King of Santeem. He’s very proud of that.

**Old man:** This happened when the King was still a child. He woke up in the middle of the night and begged me... to put up a signpost to help his daughter
who was in trouble. Let me see...where did I put it up?...what did it say?...I can’t remember.

**Dog behind secret weapon shop:** Bow, Wow!

**Sign:** Zenithian Castle is high up in the sky. Master Dragon lives there. Master Dragon is so strong. Long ago, he imprisoned the Ruler of Evil in darkness. I think the people of Stancia in the northern sea can tell you more about Zenithian Castle.

### Surene (night)

**Tough guy upstairs in Inn:** I practiced singing so that I could sing as beautifully as Marone. Ready? Here it goes.... {Cursed melody plays.}

**Peddler:** Uuun...Uuun...I beg you. Don’t let him sing, please....

**Soldier:** Uuun...Uuun...

**Nun on Church balcony:** I’m worried.... Where have the people of Santeem been taken?

**Marone:** I’m Marone the poet. I dedicate this requiem to the vanished people of Santeem. {Sad town music plays.}

**Nun (continued):** Stop, Marone! The people of Santeem are still alive!

### Santeem Castle

**Minidemon near main stairs:** Kiii! We monsters have taken over Santeem Castle! The King of this Castle is Balzack!
**Flamespirit guarding treasure vault:** I’m guarding the treasure under Balzack’s order. Leave immediately! Crackle...Crackle...

**Minidemon in kitchen:** Kiii! I’m hungry! That Balzack drives me hard. Blame him, not me! Kiii! {The Minidemon attacks.}

**Minidemon in throne room:** That Balzack! Who does he think he is? I wouldn’t work for him if it wasn’t for Necrosaro’s order. KiKii!

**Cat on castle roof:** Meow, Meow, Meow!

**Slime on roof:** I’m not a bad Slime. I came to see my friend, Meena the cat, because I was concerned about her. Meena says the King of Santeem had a strange power. She says you should talk to a person in Surene who can tell you more.

**King Balzack (if Mara or Nara are not in the line-up):** I’ve already reached the ultimate form of evolution! My body is like a super-being’s!

  **King Balzack (if Mara and/or Nara are in the line-up):** Edgar’s daughter! You’ve come! I didn’t expect to fight with you again! Look at me! I’ve changed beyond recognition, haven’t I? I’m Balzack!

**King Balzack (continued, either way):** Even Necrosaro the Master...no that Necrosaro is no match for me. Come! You foolish, weak humans!

**Battle text:** Balzack appears. ... Balzack was defeated.

**King Balzack (when you defeat him):** It...It’s impossible! My body, supposedly invincible, is terribly wounded.... But as long as the Secret of Evolution exists, I will never fall.... I will...I will...Gasp!
Minidemon appears behind throne (continued): The experiment seems to have failed. We must report to Necrosaro....

Minidemon appears to the left of throne (continued): The Golden Bracelet is necessary to perfect the Secret of Evolution. It’s said the Golden Bracelet amplifies the evil force!

Minidemon appears to the right of throne (continued): When we obtain the Golden Bracelet and perfect the Secret of Evolution... our time, the time of the evil force, will come! Ha, Ha, Ha! {They all disappear, as well as Balzack.}

Treasure chest – Strength Seed
Treasure chest – Flute of Uncovering
Treasure chest – Magma Staff

Stancia Castle Town

Woman in orange near entrance: Welcome to Stancia, a waterway town.
**Soldier in Inn:** I’ve reached this far searching for the Zenithian Helm. I’ve heard the King here has it.

**Tough guy at dock:** You’ve come to accept the King’s challenge, haven’t you? You can only enter the Castle by boat. Good luck!

**Woman in red in pub:** Sorry, the eatery only opens at night.

**Old man:** Here in Stancia, we have an old legend about Zenithian Castle. The scholar at our Castle knows the legend well.

**Woman in purple in house near pub:** I must cook a meal before my husband returns.

**Pot – Small Medal**

**Person on boat in northeastern corner of town:** La, Di, La...Your Beautiful Face, Reflecting On Water...

**Excuse me...EXCUSE ME!** We’re having a rendezvous. Don’t intrude!

**Nun in Church:** The Zenithians always look after us.

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**Stancia Castle**

**Guard at castle gate:** This is Stancia Castle’s entrance.
Old man: You came because you saw the King’s proclamation? (Yes/No)
Old man (either way): Whoever makes the King laugh heartily will receive any reward they desire.
Knight: I’m here to keep monsters out of the Castle. The monsters are getting smarter, so I must watch carefully.
Man in blue in northwest chamber: My mother used to tell me when I was little... there was a castle above the clouds, and the master of dragons lived there.
Woman in orange: If there’s really a master of dragons in Zenithian Castle, someone should go ask him... to destroy the Ruler of Evil and other monsters.
Woman in purple in the middle: They say monsters took over the Castle of the southern country of Santeem. I don’t blame the King for wanting to laugh away his fears.

Dresser – Small Medal
Female warrior: I hate weapons and armor. They’re so heavy! We must be prepared for the monsters’ attack, though.
Guard at main stairs: To see the King, go up these stairs.
Royal Minister on the left: Everyone here has been gloomy since the monsters appeared. That’s why the King issued the proclamation even though he knew he would be laughed at.
Scholar in library: In this country, we have an old legend about Zenithian Castle. Whoever obtains the Zenithian Armor, Helm, Shield, and Sword will be allowed into Zenithia. Only the Helm has been handed down in our royal family.
Guard near balcony: What’s black and white and red all over? A penguin falling down the stairs! Isn’t that funny?

Bard on balcony: I want to go to Zenithian Castle. Yet I don’t think I can find all of the Zenithian weapons and armor. I heard, however, the Zenithian Shield was once at Burland Castle....

Peddler: I saw a funny jester in a town I once visited. His name was Panon, I think. He’ll probably be able to make the King laugh.... Where could he be now?

Peddler (second in line): What should you do when you have a problem? Ignore it because it won’t go away!?

Woman in orange (first in line): Don’t talk to me! I’m next.

Woman in orange (after her turn): I became nervous in front of the King and forgot my joke! I hate myself!

Peddler (after his turn): I couldn’t make him laugh a bit. Shoot! I’ll try again!

Princess in royal suite: I believe my father had a good reason for his actions, but....

Woman in purple: The King issued such a strange proclamation. I wonder what he’s up to.

Guard: If you can make the King laugh, you’ll receive any reward you want. Go for it!

King of Stancia: Welcome! Your name is HERO? Make me laugh. What’s the matter? Hurry! [HERO told many jokes. Alas, the King didn’t laugh.] You’re not funny.... Come back with better jokes.
Stancia Castle Town (night)

Peddler in Inn: Umm...I can’t come up with a good joke. Why does the King want a hearty laugh in these troubled times anyway?
Soldier in bed: Zzz...Zzz...
Tough guy on dock: Grzz...Grzz...
Nun in Church: Where did the shaman go?
Priest in pub: No matter what, we’ll all be destroyed by someone called the Ruler of Evil. What good will my work do anyway?
Woman in red: Customers are gloomy these days.
Miner: The world won’t come to an end. Tell me I’m right, please! (Yes/No)
Miner (if you say ‘Yes’): You’re so considerate...Sob...Sob...
Miner (if you say ‘No’): Sob...Sob...
Woman in orange outside pub: Is there really a castle above the clouds?
Woman in purple in house near pub: His appetite is amazing!
Merchant: Working on my boat shop makes me hungry. Where’s my meal?

Stancia Castle (night)

Man in blue in bed in northwest chamber: 
Zzz...Zzz...
Woman in orange in bed: Sss...Sss...
Royal Minister in bed in northeast chamber: 
Zzz...Zzz...Laugh and grow fat...Mumble...Mumble...
Bard in bed: Sss...Sss...
Female warrior in bed: Umm...Umm...
Guard sleeping in room above library: Zzz...Zzz...
Guard: Why did the deer cross the road? Because the chicken was on vacation! Not bad, right?
Princess on balcony: I hope the time when we can all laugh heartily will come soon.
Guard in front of royal suite: The King is already asleep.

Monbaraba (night)

Panon on stage: You want to talk? Not now, please. See me in the dressing room tomorrow around noon.

Monbaraba

Panon in theater: What? Come with you? (Yes/No)
Panon (if you say ‘No’): Hmm...I must have been hearing things.
Panon (if you say ‘Yes’): I see. The King of Stancia has the Zenithian Helm you’ll need for your journey.... And to get it, you’ll need my talent.... By any chance, do you intend to go to Zenithian Castle? No, you don’t have to tell me. I understand. I’ll accompany you. [Panon joined the Party! Panon went ahead first and got into the wagon. {Even if there’s room in the line-up.}]
Master: It’s difficult to replace Panon. I’ve no choice. I must resume the old singing and dancing revue....
Merchant: We can’t hear Panon’s stories anymore. Too bad....
Tough guy: This town has the best singing and dancing revue there is!

Monbaraba (night)

Man in blue (in theater, front row right): Panon’s stories were funny, but I enjoy dance too.
Soldier: That dancer was so cute! I want to see her again!
Bunny girl behind stage: I’ll try to become as popular as Panon who used to be the star performer here.

Stancia Castle

King of Stancia (to Panon at the head of the line-up): Welcome! Your name is Panon? Make me laugh. What’s the matter? Hurry!
Panon (continued): Allow me to speak. I can’t make you laugh.
King of Stancia (continued): ...?
Panon (continued): However, I believe the people who brought me here surely can! Please give them the Zenithian Helm. They will save the world and bring the days when everyone will be able to laugh without worry.
King of Stancia (continued): Hmm... Panon! You perceived my true intention! The reason I issued the proclamation was to cheer up this country. I thought if I brought lots of funny entertainers here, they would make my people happy. But I’ve realized you can’t
cheer up people who have lost hope. Your request is well taken. I place all my hope in you!

King of Stancia (continued, if your inventory is full): ...I really meant it, but you can’t carry any more things! Come back to receive it!

King of Stancia (continued): Take this Zenithian Helm! [HERO received the Zenithian Helm.]

King of Stancia (again): I’ll be waiting anxiously for the day to come when all people will be able to laugh wholeheartedly! Until then, I’ll keep issuing the proclamation.

Panon (when you leave the castle): Well, seems my task is over. I’ll resume my wandering. Goodbye, HERO. I wish you success! [Panon left the Party!]

Burland Castle Town

Flora upstairs in house near Inn: I owe my present happiness to Ragnar. I wonder where he is now.
Flora (if Ragnar is in the line-up): Ragnar! Thanks for what you did. I’m now living happily with Alex.

Man in blue in Inn: I’m surprised! I hear that some people are gathering Zenithian weapons and armor in order to get to Zenithia.

Old man in house near well: Do you know...there’s a key which even unlocks jail doors made of iron bars? They say the queen of a certain castle has it. What? A queen means a woman king!
Little boy on second floor of northeast shop: I’m staying home alone. Aren’t I a good child?  
Soldier in town square: I hear you can have a strange dream in Izmit Village.

Burland Castle

Guard in west guardhouse: I heard the Zenithian Shield was once in this Castle. I also heard the King of Stancia had the Zenithian Helm. I wonder if he still has it....  
Guard near treasure vault: This is the Castle’s treasure chamber.  
Guard (if Ragnar is in the line-up): Hey, Ragnar! You’re still here? What a dunce!  
Treasure chest – Lifeforce Nuts  
Treasure chest – 160 gold  
Treasure chest – Iron Helmet  
Treasure chest – 320 gold  
Treasure chest – Strength Seed  
Treasure chest – Agility Seed  
Woman in orange in back garden: Aren’t you Ragnar’s companions? Please tell him I wish him the best of luck in his journey. Blush...  
Woman in orange (if Ragnar is in the line-up): Ragnar! Glad to see you’re fine.  
Merchant: I hear the Golden Bracelet, which was for sale, was stolen by monsters. What will they do with such a thing?  
Man in blue in castle guest room: Have you heard the story from the old man in the next room? (Yes/No)
**Man in blue (if you say ‘No’):** Then come back after you hear it.

**Man in blue (if you say ‘Yes’):** How can we find Master Dragon? Perhaps, we don’t need to find him because he should know it by now if he’s really a master.

**Old man in library:** Hmm... I got it! The Ruler of Evil must be the monster that completed the ultimate evolutionary step. It’s written that Master Dragon, fearing the evolved monster’s incredible power, imprisoned him underground. Now the Ruler of Evil is about to resurrect. We must inform Master Dragon immediately!

**Guard in east guardhouse:** Master Dragon lives in Zenithian Castle.... It’s just an old man’s silly talk.

**Guards at stairs:** The King is upstairs.

**Guard at stairs on the right (if Ragnar is in the line-up):** Oh, Ragnar! Glad to see you in good spirits.

**King of Burland (if Ragnar is in the line-up):** Oh, Ragnar! Welcome back! I’m glad you found the Hero.

**King of Burland (continued, or if Ragnar is not in the line-up):** I learned recently that the Zenithian Shield was once in this Castle. It seems that in my grandfather’s time, the shield was given to the Queen of Gardenbur. Gardenbur is the Castle which rises from the heart of the eastern mountains. What were my grandfather’s intentions? I wonder....

**Royal Minister:** Gardenbur Castle is surrounded by rocky mountains. There used to be a cave which led through the mountains. A volcanic eruption blocked the cave with lava. The Magma Staff might be able to melt a pathway through the mountains....
Royal Minister (continued if you have the Magma Staff): You already have it? Good.

**Burland Castle Town (night)**

**Flora:** The stars are shining.... Look! Our stars! Oops, you’re not Alex. How embarrassing....
**Alex:** I’m Alex. I lost my memory once, but now I’m living happily with my wife.
**Alex (if Ragnar is in the line-up):** Oh, Soldier! It’s me, Alex. Thanks for saving me.
**Old man in house near well:** Perhaps, the Ruler of Evil has resurrected at last!

**Cave of Izmit**

**Soldier:** In the south, beyond this cave, stands Burland Castle. You knew? You’re really somebody, aren’t you?

**Izmit Village**

**Man in blue near entrance:** Welcome to Izmit Village. Everyone here is talking about the strange dream. You should talk to the people before you stay at the inn.
**Man in blue in Inn:** When I stay at this inn, I keep having the same dream. It’s creepy!
Innkeeper (behind counter): Our guests say they had the same strange dream here. The word spread, and no one will stay here. What should I do?
Soldier near pond: You’re Ragnar’s companions? You’d better stay at the inn too.
Soldier (if Ragnar is in the line-up): Aren’t you Ragnar? Glad to see you looking so great!
Woman in purple in house north of Inn: I’m making dessert for my child. I love being a mother!
Woman in orange at school: I came to pick up my child. Shouldn’t school be over soon?
Pocos (little boy in bottom right desk): I’m Pocos. You can have a strange dream at my inn! Isn’t that exciting?
Little boy in bottom left desk: You are wiping out the monsters? I admire you!
Little boy in middle left desk: Know what? Pocos, the innkeeper’s son, once flew into the sky!
Little boy in top left desk: Why do interesting things only happen to Pocos? He’s lucky.
Little boy in top right desk: The kid in front of me always turns around. I can’t concentrate!
Principal: Please don’t interrupt our studies.

Izmit Village (night)

Little boy on second floor of item shop: Which cave should we explore next? I’ll talk with Pocos.
Principal in classroom: First the kidnapping of the children, now the strange dream.... When will we ever be able to live in peace?
Chapter 5: The Chosen Ones
Part 2: The Zenithia Mystery

**Woman in orange**: Worries never cease, do they?
**Soldier**: Hmm...everyone has the same dream.... It’s quite strange.

**Woman in purple in house north of Inn**: 
Doze...Doze...

**Little boy**: Sss...Sss...

**Woman in orange upstairs in Inn**: I forget all my worries when I look at my sleeping child’s face.

**Pocos**: Sss...Sss...

**Observation (when you spend the night at the Inn)**: HERO has fallen into a deep sleep.... Seems to have begun dreaming....

{An elf girl stands at the window at the top of a tower, while Saro steps into view and plays a flute. The melody makes some stairs appear, and Saro walks up to the girl in the window.}

**Saro (continued)**: Rosa, have you been a good girl?

**Rosa (continued)**: Saro....

**Saro (continued)**: Rosa, I’ve decided to exterminate all of mankind. The world will soon see its end. Until
my ambition is fulfilled, you stay here.... {He walks away.}

**Rosa (continued):** Wait, Saro! ........
Someone...someone must stop Saro! Or the world will cease to exist.... Please.... Someone.... Listen to me....
{The dream fades away.}

**Rosa (continued):** Someone.... Listen to me....

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**Command:** Item – Magma Staff – Use

Hero uses the Magma Staff!

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**Gardenbur (night)**

**Female warrior in front of castle on the left:** We close the gate at night for safety. Come back tomorrow.

**Female warrior in front of castle on the right:** Only women live in this Castle. Our Queen is a very beautiful woman.
Gardenbur

Female warrior in front of castle on the left: Welcome to Gardenbur Castle.
Man in blue in northeast corner outside castle: I like it outside! I’m taking a break!
Woman in orange inside castle: Aha! Travelers! A passage must be open now. That’s good.
Nun: I’ve been studying the art of prophecy. The Queen, recognizing my talent, gave me the Bronze Amulet. It’s my treasure!
Female warrior near Inn: We guard as well as any men!
Woman in purple in castle kitchen: What? I didn’t hear you. I’m busy now.
   Pot – Small Medal
Woman in red: The rumor is that the Ruler of Evil will resurrect at last.
Woman in red near stoves: The Ruler of Evil must be male. If I’m right, he may have a weakness for girls.
Female warrior: I prefer a strong man, no matter how he looks.
Merchant: I haven’t been able to leave since the volcanic eruption.... What? A passage is now open? Hmm...should I be happy or what?

Old man in chapel: I’m the only man living in this Castle. Phhh, Phhh, Phhh. You envy me, don’t you? By the way.... {Save talk...}

Female warrior in dungeon: Yawn.... I’m bored. Where’s the excitement?

Tough guy in cell: Believe me! I haven’t stolen any clothes!

Fighter in cell: I can’t tell anyone I lost a fight to a woman soldier....

Cat outside library: Meow...

Woman in purple in library: This is an old story. When the Queen’s grandmother was young... she received something called the Zenithian Shield from Burland’s King.

Woman in orange: I’m studying the rumors related to the Ruler of Evil. The resurrection of the Ruler of Evil...the prophecy of the maturing Hero who shall defeat him... Master Dragon in Zenithia... and the baby born to a celestial nymph in Branca.... I’m beginning to understand the meaning of all these stories....

Woman in orange in dressing room on the left: This is the Queen’s dressing room. Don’t touch those beautiful dresses with your dirty hands!

Woman in purple in chamber on the right: The Queen speaks harshly, but she’s actually tender hearted. She would have enjoyed a commoner’s life if she hadn’t been born into the royal family. I feel sorry for her.

Dresser – Agility Seed
Female warrior in throne room: The Queen is very strict. Watch your manners.
Queen of Gardenbur: You must be travelers. We’ve had peace because we’ve been cut off from the outside world.... Leave immediately.
Bard in room north of Inn: Hello! Why don’t you check the drawer? You’ll find something. {He leaves.}
Nun (if try to leave): Thieves! Help!
Female warrior (continued): You bold thieves!
You’re under arrest! Come! {She takes you to the first cell in the dungeon and then leaves.}
Female warrior (continued a few seconds later): Get out! The Queen will see you. {You immediately arrive in the throne room.}
Queen of Gardenbur (continued): I’m the Queen of this country. I judge all accused. You’re accused of stealing the prophetess’s Bronze Amulet. Do you admit you stole it? (Yes/No)
Queen of Gardenbur (if you say ‘Yes’): Don’t try to get away with a lighter sentence by simply confessing. You’re on trial. You must tell the truth. I ask you again. Did you steal the Bronze Amulet? (Yes/No)
Queen of Gardenbur (when you say ‘No’): The prophetess says she saw you steal it. Do you still insist you didn’t steal it? (Yes/No)
Queen of Gardenbur (if you say ‘No’): That’s different from what you said! I’ll ask you again. The prophetess says she saw you steal it. Do you still insist you didn’t steal it? (Yes/No)
Queen of Gardenbur (when you say ‘Yes’): Then who stole the Bronze Amulet? If you insist you’re falsely accused, I’ll give you a chance to find the real thief. However, I’ll have to keep one of you as a
hostage. Soldiers! Put one of them into jail! Go find the thief now! {You immediately arrive back in the dungeon.}

Female warrior in dungeon (continued): We’ve taken Ragnar [or Cristo or Brey or Taloon] as hostage. To change the hostage, talk to me.

Female ally in cell: I’m counting on you. Get me out of here soon.

Female warrior in dungeon: Do you want to change the hostage? (Yes/No)
Female warrior (if you say ‘No’): To change the hostage, talk to me.
Female warrior (if you say ‘Yes’): Who will be the hostage? [HERO] I believe HERO is indispensable to you.... I’ll take someone else. We’ve taken [Name] as hostage. {The detainees are exchanged.} [Character who was in jail] should return to the wagon. To change the hostage, talk to me.

Male ally in cell: I’m counting on you. Catch the thief.

Woman in purple in castle kitchen: Where do I think the thief may be? If I were the thief, I’d hide in a cave.

Nun in her room: That Bronze Amulet is my treasure. Return it to me, please.

Queen of Gardenbur: Believing in your innocence, I gave you a chance to find the thief. Do not betray my faith in you. Go now.

Man in blue outside castle in northeast corner: Have I seen a suspicious man? Well, I saw a snobbish looking person running south.
Gardenbur Cave

Treasure chest (B1) – Small Medal
Treasure chest (B1) – Agility Seed
Treasure chest (B1) – 1200 gold
Treasure chest (B2) – Strength Seed
Treasure chest (B2) – Iron Mask
Treasure chest (B2) – Dragon Shield

Observation about bard in bed on third floor: Seems sound asleep.... He’s holding the Bronze Amulet against his chest. {He wakes up.}

Bard (continued): Huh? It’s you! No! You won’t catch me!

Bakor (when you catch him): Darn!

Battle text: Bakor appears. ... Bakor was defeated.

   Chest drop from Bakor – Agility Seed

Bakor (when you defeat him): Mercy on me! I admit my wrongdoing!

Female warrior (continued): Splendid, HERO! The Queen ordered me to follow you. She instructed me to offer assistance if necessary. I’ll take him to the Castle.
HERO, you return to the Castle. Bye! {She drags Bakor behind her as she leaves.}

Gardenbur

**Queen of Gardenbur**: HERO, you found the thief! The soldier who returned first, informed me. Use this key to get your companion out of jail.

**Queen of Gardenbur (continued, if your inventory is full)**: I meant it, but you don’t seem to be able to carry anymore things. Come back again.

**Queen of Gardenbur (continued)**: [HERO obtained the Final Key!] Also, take the Zenithian Shield from this Castle’s basement. It’s yours. My people told me you’re on journey to defeat the Ruler of Evil. I also heard monsters used to live south of here in Rosaville. You may find out something there. I suggest you visit Rosaville.

**Female warrior in throne room**: Actually, I’ve believed in your innocence from the beginning. I could tell by the look in your eyes.

**Woman in purple in castle kitchen**: You caught the real thief? I’m glad for you.

**Female warrior in dungeon**: You’re leaving, aren’t you? I’ll miss you.... What am I saying?

**Detained male ally through the cell door**: You caught the thief? Good! Let me out of here then!

**Detained male ally when you open the door**: Good to be out! Let’s leave! [<Name> goes out ahead and gets in the wagon!]
Detained female ally through the cell door: You proved our innocence? Please let me out of here then!

Detained female ally when you open the door: I’m relieved! Shall we leave now?
{<Name> goes out ahead and gets in the wagon!
{Even if there is room in the line-up.}

Bakor in cell: What a bungle I made! Those three basements in this Castle I heard about.... I couldn’t find them either.... I hate myself....

Treasure chest – Zenithian Shield
Nun: The Queen returned the Bronze Amulet to me. I’m sorry I suspected you even for a moment.... Forgive me.

Treasure chest – Fire Claw

Lakanaba (night)

Innkeeper (behind counter, if Taloon is in the line-up): Taloon! I went to Endor too, but... I lost all my money at the Casino....Sob...

Merchant upstairs above armor shop: What do you want? It’s so late.

Merchant (if Taloon is in the line-up): Hello! Taloon! You look wonderful! The news that you purchased a ship has reached this town. What a feat!

Tom: Doze...Doze...

Tov (in front of Taloon’s old house): Bow, Wow. {If Taloon is in the line-up, he moves out of the way.}
Tom’s son in Taloon’s old house: Taloon! It’s me, Tom’s son. Your wife sold me this house. I’m determined to become a great merchant like you.
Nun: I’m in love. Blush...

Lakanaba

Man in blue at entrance: Welcome to the Town of Lakanaba.
Nun in Church: Please save the world.
Nun in Church (if Taloon is in the line-up): Please save the world. Taloon! Grandpa Tom appreciates what you’ve done. Of course, I appreciate it too.... Blush...
Tom: Thanks to one man, my son changed and began working.
Tom (if Taloon is in the line-up): Oh! Taloon! How can I ever thank you? My son is working hard and is married now.
Tom (if you push him): Hey, Hey! Where do you intend to take me?
Man in blue behind item shop counter (if Taloon is in the line-up): Hello! Taloon! You look wonderful!
Tom’s son in weapon shop behind counter (if Taloon is in the line-up): Taloon! It’s me, Tom’s son! I decided to work hard and asked the boss to hire me.
Taloon’s old boss in shop basement: Want to buy something? If you want weapons, go to the shop upstairs.
Taloon’s old boss (if Taloon is in the line-up): Taloon! How is your business in Endor? (Yes/No)
Taloon’s old boss (if you say ‘Yes’): Keep it up! You have a cute wife.
Taloon’s old boss (if you say ‘No’): What? You’re traveling in search of a legendary sword? Hmm...
Soldier in Inn: I’m searching for the Zenithian Armor. I suspect it’s in the nearby cave.

King of Small Medals: I collect Small Medals from all over the world.

King (if you don’t have any Small Medals): I reward those who bring them to me.

King (if you have Small Medals): You brought some Small Medals? You can give them to me. I’m keeping your ## Small Medals. Is there anything you want?

(Yes/No)

King (if you say ‘No’): Come back anytime!

King (if you say ‘Yes’): What do you want?

King (if you don’t have enough Small Medals): The [item]. Is that correct? Sorry but I can’t give you that
unless you bring more Small Medals. Do you want anything else? (Yes/No)

**King (if you say ‘No’):** Come back anytime!

{The travel door in the basement connects to the travel door on the right at the Shrine East of Mintos. The travel door on the left at the Shrine East of Mintos connects to the travel door in the Shrine Northwest of Riverton, a town which you can’t access without a ship.}

**Shrine of Breaking Waves**

- Treasure chest – Small Medal
- Treasure chest – Zenithian Armor
- Treasure chest – Small Medal
Rosaville

Dwarf near entrance: This is Rosaville where we Dwarves live.

Dwarf in north house: An elf called Rosa used to live in this village. Her teardrops turned into rubies. Some humans began treating her badly in order to make her cry all the time.

Yeti-monster in corral: Sob...Sob...Poor Rosa. If Saro hadn’t rescued her, the humans would have devastated her.

Dwarf in Inn: Some time ago, an old man came and opened a shop. Humans sure know how to run a business.

Little boy near tower: I’m not lying! At night, a beautiful girl looks out a window of that tower.

Soldier near tower: I came here searching for an elf who sheds ruby teardrops. I’ll be rich if I can capture the elf!

Dwarf in tower: Will the Ruler of Evil destroy us Dwarves if he resurrects? I’m worried....
Horse: Neigh! Don’t worry. Saro will take care of it. Neigh!
Cat: Meow...Meow...I have to thank Saro. The Secret of Evolution is nice!
Dog: Bow, Wow! Saro made me smarter. I can speak man’s language!
Nun: This is a place for Dwarves and animals. You humans are not welcome. Please leave.
Dwarf in tower basement: Saro made this tower. They say he had a secret chamber built somewhere inside it... and has been hiding something precious there.

Rosaville (night)

Soldier in Inn: Zzz...Zzz. Cry harder! Shed ruby teardrops! Mumble... Mumble...
Nun in tower: A young monster called Saro used to live in this village. He left the village determined to rule the world. He was gentle to Rosa, though.
Saroknight (armored monster sprite): I won’t let you pass! You’re finished!
Battle text: Saroknight appears. ... Saroknight was defeated.

   Chest drop from Saroknight – Sphere of Silence
Slime: I won’t let you treat Rosa badly! What? You’re not here to hurt her? Then I’ll tell you something. It’s said the Staff of Transform is in a royal crypt on the
cape southwest of Endor. I think if you use it, you’ll be able to sneak into the monsters’ castle. 

**Rosa:** The world is about to be obliterated by the monsters. The ruler of the monsters is Saro. He’s renamed himself Necrosaro and intends to use the Secret of Evolution to become even more formidable. Please, stop Saro...no Necrosaro. I don’t want him to continue on this evil path... even if it means ending his life...Sob...Sob... [HERO obtains Ruby Teardrops! However, they crumble silently away....]

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**Seaside Village**

**Little boy near entrance:** This is Seaside Village. **Old man in house near entrance:** This is a village that even time has left behind. Are you familiar with the legend of the Sandglass of Regression? (Yes/No) **Old man (if you say ‘No’):** The legend says the Sandglass of Regression can reverse time slightly. **Old man (if you say ‘Yes’):** I see....
Gentleman in town square: Our ancestors were pirates. Many years ago they settled on the land... leaving the treasures they’d stolen deep behind a water cascade somewhere in this world.... They say among the treasures was the ultimate weapon, the Metal Babble Sword.

On the ground – Small Medal

Woman in purple on seashore: I hear that long ago this village possessed the Stone of Drought which could stop even the flow of a water cascade.

Woman in orange on seashore: This is the graveyard of our pirate ancestors. This graveyard is submerged by water each night, like a man drowning in the sea.

Woman in purple in empty shop: My slothful husband! Sleeping is all he does! What’s he thinking?

Merchant in bed in empty shop: Zzz...Zzz...

Man in blue (behind counter): I’m working. Come back at night if you want to talk!

Woman in orange on second floor of item shop: Being in the trade, my husband knows much about tools.

Seaside Village (night)

Gentleman on seashore: The tide always rises like this at night and submerges the beach.

Little boy asleep in empty shop: Sss...Sss...

Man in blue on second floor of item shop: Are you the one who wants to know about the Sandglass of Regression? (Yes/No)
Man in blue (if you say ‘No’): Very well. Feel free to stay.
Man in blue (if you say ‘Yes’): Our ancestors used it in battle. You use it to reverse time after a wrong move in battle. It’s not essential you own it, but it may come in handy.

On the ground – Stone of Drought

Cascade Cave

Command: Item – Stone of Drought – Use
HERO uses the Stone of Drought.

Treasure chest (B1) – Sandglass of Regression
Treasure chest (B2) – Small Medal
Treasure chest (B3) – Mask of Corruption
Treasure chest (B3) – 1040 gold
Treasure chest (B4) – Metal Babble Sword
Haville

Pot (first cell) – Small Medal
Pot (third cell) – Small Medal

Royal Crypt

Treasure chest (B3) – Staff of Antimagic
Treasure chest (B3) – Small Medal
Treasure chest (B1) – Staff of Transform

Endor – Branca Tunnel

Old man (if Taloon is in the line-up): Taloon! You’re alive! Good to see you again.
Branca

Treasure chest – Mystic Acorns
Treasure chest – 120 gold
Treasure chest – Small Medal

Aneaux (night)

Ruvas’s ghost in front of grave (if you have the Zenithian Armor, as you approach): Oh, you’ve found my armor! I’ll give it to you. Use it to save the world!
Konenber
Treasure chest (upstairs in Inn) – Sword of Decimation

Riverton

Man in blue on west bank: Hello! How would you like a flying vessel? (Yes/No)
Man in blue (either way): I wish to say that, but I don’t have any yet. It’s almost complete. All I need is a gas lighter than air.
Person on boat near west bank: Welcome to Riverton, a riverside town.
Bard on central island: Long ago, men flew in vessels. It’s said the Ruler of Evil stole the essential component of the vessels. It was probably buried along with him.

On the ground – Small Medal
Nun in graveyard: They say the monsters’ castle is on this island. No one has ever returned from the castle.

Sign: WANTED! The Gas Canister!

The Item Shop

Cat in southeastern house: Meow...

Observation about boat shop near east bank: No response. No one seems to be in.

Woman in purple on east bank: I saw it! The giant statue upstream walked!

**Riverton (night)**

Woman in purple in northeastern house: My husband doesn’t listen to my stories.

Tough guy: I’m too tired from work. I don’t want to hear her silly talk about a giant statue that walks.

Nun in southeastern house: According to old books, the essential component of the flying vessels was kept in a sturdy canister.

Man in blue: How frustrating! If only we had a gas lighter than air, we could fly!

Woman in orange: Can we really make flying vessels?
Shrine of the Colossus

**Priest:** It’s said that the great ones catch teardrops in their hands. Journey carefully.

- Treasure chest (1F) – Small Medal
- Treasure chest (B1) – 640 gold
- Treasure chest (2F) – Agility Seed
- Treasure chest (4F) – Demon Hammer
- Treasure chest (4F) – Mimic

**Observation:** There is a lever. Do you want to pull it? (Yes/No) ‘Yes’: The Giant Statue, Colossus, begins moving!
Dire Palace

All Monsters in castle (if you haven’t transformed or are human-looking): {These messages seem to be randomly generated. Afterwards, you fight a monster based on the sprite.}
You crook!
You jail breaker!
Yummm! A delicious looking human!
   {Tiger monsters become Bengals.}
   {Beast monsters become Leaonars.}
   {Witch monsters become Imposters.}
   {Armored monsters become Rhinobands.}
   {Skeletons become Necrodains.}

{If you look like a monster, the monsters will talk to you as if you’re an ally.}

Tiger monster at entrance: This is Dire Palace, the monsters’ castle!
Beast monster: Necrosaro’s been busily traveling all over the world lately. The day we take over the world from mankind seems near.

Witch in basement kitchen: Sniff...Sniff...I smell humans....

Pot – Small Medal

Tiger monster upstairs: Long ago, Esturk, the Ruler of Evil, reached the final phase of evolution. Fearing his formidable power, the celestial master imprisoned him underground.

Woman in purple in first cell (if you are human-looking): Huff...Huff...I’ll become thin by running....

Woman in purple in first cell (if you are monster-looking): No! I...I’m not tasty!

Man in blue in second cell (if you are human-looking): I’m thin so I’ll be the last to be eaten.

Man in blue in second cell (if you are monster-looking): I’m too skinny. I know the person in the next room will taste better.

Priest in third cell (if you are human-looking): I don’t care what happens to others! As long as I survive!

Priest in third cell (if you are monster-looking): Help! Somebody help me!

Merchant through secret back exit (if you haven’t transformed): It’s surprising you came out of this Castle alive. I got it! You used the Staff of Transform to assume the monsters’ shapes, right? (Yes/No)

Merchant (if you say ‘No’): I heard the Staff of Transform is kept in a royal crypt in the Endor area.

Merchant (if you say ‘Yes’): I knew it!

Merchant (if you are human- OR monster-looking): Yeek! Let me go! What? You used the Staff
of Transform to assume the monsters’ shapes? I’m relieved....

**Armored monster in main castle:** What are you doing here? You’ll be late for the meeting. Hurry to the meeting room on the second floor.

**Skeleton monster in room on the left:** [No answer. Seems to be a corpse. Alas, it was a skeleton monster.] Don’t wake me up! I’m sleepy. Mumble...Mumble...

**Minidemon in room on the right:** Poor humans! Without wings, they can’t fly! But I hear they used to fly in things called balloons.

**Minidemon upstairs, heading toward conference room:** I have to hurry. Can’t be late for the meeting.

**Armored monster outside conference room:** What are you doing there? Get in quickly! Necrosararo will be here any minute.

**Minidemon, once he sits down:** Phew! I made it.

**Tiger monster (if you are monster-looking):** Your seat is behind mine. Say hello to everyone, then sit in your seat and be quiet.

**Armored monster:** Necrosaro, who has long been absent, has returned.... Why?

**Skeleton monster:** Hmm...could it be possible that the Hero, who we thought we’d destroyed, is alive?

**Witch:** Maybe the Secret of Evolution is perfected.

**Armored monster from outside:** Quiet! Necrosararo will arrive shortly!

**Saro (teleports into room):** Everyone!

Something terrible has just happened at Aktemto! Esturk, the Ruler of Evil, seems to have revived! It seems men dug too deep and reached the Evil World. We must go to Aktemto now! We’ll bring Esturk the Great to our Castle! [Necrosararo chants
Return!] {Nearly every monster leaves the conference room.}

**Minidemon in conference room:** As prophesied, Esturk has resurrected! Our time has come at last!

**Armored monster in throne room:** What are you doing here? You should be at Aktemto! You know Aktemto is on the cape northwest of Keeleon Castle, don’t you?

**Armored monster downstairs:** Esturk the Great has emerged from underground! If Necrosaro perfects the Secret of Evolution... even the celestial master won’t meddle with us! Ha, Ha, Ha!

**Tiger monster in kitchen:** Hmm...I still don’t get it. Where does the food go when skeleton monsters eat?

**Skeleton monster in kitchen:** I’m hungry...

**Minidemon in kitchen:** He, He, He! Today’s main dish is Human Stew.

**Minidemon upstairs:** Santeem’s King is unlucky! His dream revealed that men would inadvertantly aid Esturk’s resurrection... and he tried to stop the excavation at Aktemto. That’s why he was crushed by the evil force. Even we monsters didn’t guess Esturk was imprisoned there.

**Treasure chest – Mimic**
**Treasure chest – Small Medal**
**Treasure chest – Aeolus’ Shield**
**Treasure chest – Mimic**

Fall off ledge on second floor of castle, walk over barrier to reach east side of tower and stairs.

**On the ground – Lifeforce Nuts**
Aktemto

Woman in purple at entrance: This is Aktemto, a mining town. Actually, it used to be.... You’d better flee!
Priest at graveyard: Oh, my.... The end has come!
Miner passed out near mine entrance: My co-workers struck upon something extraordinary! But monsters suddenly raided the mine and...
Cough...Cough...

Aktemto Mine

Observation about miner near entrance: No answer. Seems to be a corpse.
Miner running around on second floor: Monsters! Monsters are coming! Help!
Observation about skeleton on third floor: No answer. Seems to be a corpse.
Tiger monster on the left: Darn! This is a maze! I’m lost....
Minidemon: Kiii! Have to find Esturk the Great at once.

On the ground (B4) – Small Medal
Miner at end of the mine: Finally! I’ve struck upon a hoard of treasure! Gasp!
Chapter 5: The Chosen Ones
Part 2: The Zenithia Mystery

Treasure chest – Small Medal
Treasure chest – Mimic
Treasure chest – 2480 gold
Treasure chest – Agility Seed
Treasure chest – Strength Seed
Treasure chest – Small Medal
Treasure chest – Mimic

**Skeleton monster:** We’re Esturk the Great’s servants. We’ve lived for eons. He made us immortal. As long as he lives, so shall we!

**Each Monster in Esturk’s chamber:** Don’t get any closer! Esturk the Great is reviving! Leave now!

(Yes/No)

**Monster (if you say ‘Yes’):** Leave! Now!

**Monster (if you say ‘No’):** You won’t? I have no choice then!

**Battle text:** Rhinoking appears. Bengal appears. ... The foes were defeated.

{Battle with Esturk begins as soon as you step in front of him.}

**Battle text:** Esturk appears. ... Esturk was defeated.
Observation about Esturk after defeat: No answer. Seems to be a corpse.

Necrosaro (after Esturk is defeated and you try to move away): {Saro walks in over the barrier floor with an armored monster.} I can’t believe it! Esturk the Great was destroyed! According to the prophecy, only the Hero, a descendant of Zenithians, is capable of defeating the Ruler! Are you...are you the...!? {A minidemon walks in.}

Minidemon (continued): Necrosaro! We have bad news! Your Rosa, the elfin girl, has been abducted by humans!

Necrosaro (continued): What? Curses! Everyone! We must return to our base! {They all leave.}

Treasure chest – Gas canister

Command (inside Esturk’s Crypt): Spell – HERO – Outside

HERO chants Outside! But the strange force works and contains Outside!

Dire Palace

Beast monster near the stairs to the basement: Necrosaro hasn’t returned from Aktemto. What happened to him?

Armored monster: I hear Rosa the Elf, Necrosaro’s beloved, was abducted by humans. Necrosaro will be furious if he hears this.

Armored monster on the second floor: Something is wrong! No one returns from Aktemto.
Minidemon in conference room: I heard a bad rumor.... Esturk the Great resurrected but was destroyed by the Hero. I don’t believe it!

Rosaville

Yeti monster: Blub...Blub...Poor Rosa. She was hiding from humans but was found again.
Little boy: The humans who were here took the elfin girl in the tower somewhere.
Slime in tower: Rosa was captured! They took her towards Izmit.

Izmit Village

Observation (when you sleep at the Inn): HERO has fallen into a deep sleep.... Seems to have begun dreaming.... {Rosa is being attacked by a tough guy, a soldier and a miner.}
Tough guy: Cry! Shed Ruby Teardrops!
Soldier: Cry harder! Harder!
Necrosaro (continued): {He suddenly appears behind Rosa.} Rosa! You! What have you done to her? {He destroys the attackers.}
Rosa (continued): Sa...Sar...Saro...you’ve...come for me.... Please listen to my last words.... Give...please...give up your obsession and come with me.... Aaah! {She disappears.}
Necrosaro (continued): R...Rosa! ........ Those humans! I will let them suffer for this! I promise! {The vision turns red and you wake up.}

Riverton

Man in blue on east bank: May I take a look at that strange canister you’re holding? (Yes/No)
Man in blue (if you say ‘No’): Why not?
Man in blue (if you say ‘Yes’): Wow! There’s gas inside! This could be.... Could you possibly give me this canister? (Yes/No)
Man in blue (if you say ‘No’): But, please.... (Yes/No)
Man in blue (when you say ‘Yes’): I appreciate it! Come back tomorrow, won’t you? I think I’ll be able to give you something wonderful!

Man in blue the next day: Welcome back! I finally completed a flying balloon! I’ll give you the first one. It’s outside!
Man in blue (again): The gas from the canister is essential for flying balloons. Now I can make many balloons!

Riverton (night)

Nun in southeast house: Even a balloon won’t be able to take you high above the sky to Zenithia. But if you use it to survey the world, you may find a way to Zenithia.
Woman in orange: I can’t believe there’s a castle up in the sky.

Gottside

Old man at entrance: This is Gottside, the closest town to Zenithia.
Nun in northeast house: This is the closest island to Zenithia. But it’s also close to the world of darkness. There’s a formidably perilous cave on the west side of this island.
Dresser – Small Medal
Merchant in southwest corner of town: I hear that somewhere on this island there’s a tower leading to Zenithia.
Elf: Not everyone who climbs the tower to Zenithia can enter Zenithia. It’s said only those who possess all of the Zenithian weapons and armor can enter....
Nun in center of town: Esturk who came back to life was destroyed by the Hero as prophesied. But the next Esturk is about to be born!
Old man: It’s an awful thing! They say the monster called Necrosaro has perfected the Secret of Evolution.
**Priest on the right:** According to rumors, Necrosaro began using the Secret of Evolution deep underground.

**Nun:** I’m afraid! With the Golden Bracelet, the Secret of Evolution will be even more devastating than before.

**Priest on the left:** I know it. Only hatred drives Necrosaro now. Unless stopped now, he’ll evolve into the most horrible being.

**Gentleman:** I’m a prophet. The prophesy that Esturk would come back to life and be destroyed by the Hero was true. But I know of no prophesy for the future thereafter.

**Old man:** The person sleeping there fell down from the sky.

**Zenithian man in cell (if HERO is not in the lineup):** What happened to <First four letters of HERO’s name>? Must see <First four letters of Hero’s name> at once!

**Zenithian man in cell:** <First four letters of HERO’s name>! I’ve been waiting for you. Go see Master Dragon now. Or the world will be obliterated!

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**Zenithian Tower**

**Voice (when you try to enter):** [A voice is heard....] This is Zenithian Tower. Only those who are eligible can enter.... Leave!
Shrine of the Horn

Treasure chest – Baron’s Horn
Treasure chest – Dress of Radiance
Elfville

Elf at entrance: This is Elfville.
Fox behind Inn: Bark, Bark! The giant tree in this village is a world tree.
Wizard west of tree: Monsters began living in the world tree.
Elf west of tree: This world tree has many leaves. You will find the leaves very useful.
First Elf east of tree: What could that be? I hear voices from the top of the tree.
Second Elf east of tree: I think I hear someone calling for help. They’re saying to come up in groups of three....
Giant World Tree

On the ground (2F) – Leaf of World Tree
Command: Search – HERO searches the area around feet. Find the Leaf of World Tree! But the Leaf of World Tree doesn’t come off!
Treasure chest (2F) – Staff of Healing
Treasure chest (4F) – Dew of World Tree

Zenithian woman (Lucia): Please help me. I’m Lucia. I came here to collect the leaves of world trees... but was attacked by monsters. They broke my wings. Would you take me back to Zenithian Castle? (Yes/No)
Lucia (if you say ‘No’): You must think it’s dangerous to go to Zenithian Castle.
Lucia (if you say ‘Yes’ but there are four people in the line-up): Oh, you will! Your group is full now. I’ll wait until you come back with fewer companions.
Lucia (if you say ‘Yes,’ and there are less than four people in the line-up): Oh, you will! To enter Zenithian Tower, you must be equipped with all of the Zenithian weapons and armor. I feel it. The Zenithian Sword is hidden somewhere in this tree. Shall we leave? [Lucia joined the Party!]
Elfville

First Elf east of tree: I don’t hear any more voices....
Second Elf east of tree: Oh, you completed the rescue? I’m glad.

Zenithian Tower

Treasure chest (4F) – Magic Potion
Treasure chest (2F) – Mystic Acorns
Treasure chest (4F) – Small Medal
Treasure chest (5F) – Mysterious Bolero
Treasure chest (9F) – Dragon Shield
Zenithian Castle

Observation (if Lucia is in your party but dead): A mysterious force revives Lucia!
Lucia (continued, or if Lucia is in your party when you arrive): Thanks to you, I’m back in Zenithian Castle! I have to let everyone know I’m back. See you later!
Zenithian guard on the left: This is Zenithian Castle.
Zenithian guard on the right: This is Master Dragon’s castle.
Minidemon in greenhouse: What am I doing? I’m growing world trees. I’ll give you the Dew of World Tree.

Minidemon (continued, if your inventory is full): I meant it, but you can’t carry any more things. Come back again.
Minidemon (continued): [HERO obtained the Dew of World Tree!]
Minidemon (again): Oh, you want the Dew of World Tree? Don’t be so greedy. When it’s gone, I’ll give you more.

Minidemon (if you don’t have any Dew of World Tree): Oh, you want the Dew of World Tree? Hmm...don’t tell anyone, OK? [HERO obtained the Dew of World Tree!]

Zenithian man near skylight: What’s happening? Ominous clouds are covering the earth.

Zenithian woman in bedchamber: Many years ago, a girl went down to earth and fell in love with a young woodsman. They soon had a child. Not long after, the woodsman was struck by a bolt of lightning and died. The girl was taken back to Zenithia. She’s never forgotten the child she left behind on earth. If she saw HERO, she’d cry with joy. Sob...Sob...

Dresser – Small Medal

Wizard in library: You can’t read any of those books, can you? Ask those two to read for you.

Zenithian woman in library: Do you wish to read this book? (Yes/No)

Zenithian woman (if you say ‘No’): Very well.... Perhaps later....

Zenithian woman (if you say ‘Yes’): The History of a Battle. Ehem...

Long ago, Esturk, the Ruler of Evil created a terrible thing, the Secret of Evolution. Esturk used it to evolve into a super being. Upon discovering this, the Zenithians, joined by Master Dragon, fought against Esturk. After a long battle, Esturk was imprisoned deep
underground. Do not wake him. Do not go near him.

...says the book. Later it was found that Esturk’s Secret of Evolution had been imperfect. It didn’t incorporate the Golden Bracelet, an amplifier of the evil undulation.

**Zenithian man in library:** Do you wish to read this book? (Yes/No)

**Zenithian man (if you say ‘Yes’):** About the Secret of Evolution. Ehem... The Secret of Evolution is a method to distort the natural evolutionary process. Through the use of this method, unnatural beings may be created. The Secret of Evolution is the source of all evil things. It must not be handed down to further generations. Bury it deep underground....

...says the book. But ages later, it was rediscovered. The rancor of those affected by it may have led to the rediscovery.

**Zenithian woman outside:** I wonder how many hundreds of years it’s been since wingless people came here.

**Zenithian man on the left:** I hear something horribly evil is coming to life on earth.

**Lita dancing on the right:** Huh!

**Elf dancing on the left:** Twirl...Twirl...

**Elf dancing in the middle:** Humans! Lita, don’t talk to them!

**Lita (continued):** I won’t, sister. Huh!

**Zenithian guard on the left:** Here is our ruler, Master Dragon!
**Zenithian guard on the right:** I see...HERO is the Hero, a Zenithian and human descendant. It appears that Master Dragon has always cared about HERO.

**Master Dragon:** I’m Master Dragon. I rule this Castle. I oversee the world from this place. I already know what brought you here. Unfortunately even I cannot stop Necrosaro’s ultimate evolution.... I’m not as omnipotent as you might expect. By the way, humans are curious creatures. Inherently weak humans can do miraculous things at times. I’ll place my hope in you! HERO, the Hero, a Zenithian and human descendant! You might be able to defeat the ultimate evil form. I bestow upon you the power of my hope! {Hero gets a gift of 10,000 Experience Points.} [The Zenithian Sword starts to glow fiercely!] HERO, go now! Beneath this Castle is the entrance to the world of darkness. That Zenithian Sword will be a tremendous help to you.

**Baby dragon in chapel garden on the right:** Grururu...

**Nun in chapel:** It’s reported that Necrosaro built barriers to protect the Secret of Evolution. To stop him, the barriers must be broken. Good luck, HERO!

**Baby dragon on the left (Doran):** Gwoon, Gwoon.

**Lucia:** It’s you! Thanks to you, I can take care of these children. I want to show my appreciation.... Come here, Doran! Take Doran with you. He’ll be a good help. [Doran joined the Party! Doran goes out ahead and gets in the wagon! {Even if there is room in the line-up.}] Good luck to you all!

**Dwarf:** You’re embarking on a difficult journey, aren’t you? I called your wagon here with the Baron’s Horn.
Zenithian woman near hole in the clouds: It was terrifying! The evil undulation rose from the earth and beneath us and then penetrated the clouds.

Final Cave

- Treasure chest (B1) – Dress of Radiance
- Treasure chest (B2) – Small Medal
- Treasure chest (B4) – Lifeforce Nuts
- Treasure chest (B4) – Water Flying Clothes
- Treasure chest (B3) – Staff of Jubilation
- Treasure chest (B3) – Mimic
- Treasure chest (B2) – Demon Armor
- Treasure chest (B3) – 3280 gold
- Treasure chest (B3) – Strength Seed
- Treasure chest (B3) – Agility Seed
- Treasure chest (B3) – Lifeforce Nuts
- Treasure chest (B7) – Mirror Shield
- Treasure chest (B7) – Lifeforce Nuts
Final Refuge

**Flamespirit becomes Zenithian woman**: This is the Final Refuge. I’ve been waiting for you. Necrosaro has barriers around his palace. His evolution is in progress. Unless you break the four barriers, some mysterious force will prevent your progress. Break the barriers first! Best of luck to HERO and the companions! {She restores everyone’s health.} Do you wish to have your progress recorded on the Imperial Scrolls of Honor? (Yes/No)

**Zenithian woman (if you say ‘No’)**: Go now.

**Zenithian woman (if you say ‘Yes’)**: I certainly recorded it. Go now.
Den of Gigademon

On the ground (west swamp) – Small Medal

Clay monster: DO NOT PROCEED ANY FURTHER.... LEAVE.... {You are immediately sent upstairs.}

Gigademon: I commend you for coming this far! I’ll give you a reward. Check the floor behind you.

Gigademon (if you talk to him instead of turning around): He, He, He! You could have ended your life in peace if you hadn’t struggled. You fools!

Gigademon (if you turn around): Kekiki! You shouldn’t turn your back on an enemy, you fool!

Battle text: Gigademon appears. ... Gigademon was defeated.

Gigademon (when he is defeated): Gasp!
[One of the shields seems to have broken....]
Den of Infurnus Shadow

**Infurnus Shadow**: Are you the ones who threaten Necrosaro’s evolution? I’ll send you to oblivion!

**Battle text**: Infurnus Shadow appears. ... Infurnus Shadow is defeated.

Chest drop – Sword of Miracles

**Infurnus Shadow (when he is defeated)**: Kkkk.... You’re good, I admit.... Enjoy your moment of glory. But remember the ever evolving Necrosaro will destroy you all. Wa, Ha, Ha! Gufff! [One of the shields seems to have broken....]
Den of Anderoug

**Anderoug**: It’s my duty to guard these barriers. I won’t let you break them. Come fight if you dare!

**Battle text**: Anderoug appears. Anderoug appears. Anderoug appears. ... Anderoug was defeated.

**Anderoug (when he is defeated)**: Uggg.... How devastated Necrosaro was after losing Rosa! All mankind deserves to be exterminated.... Glory to Necrosaro! Gasp! [One of the shields seems to have broken....]
Den of Radimvice

Treasure chest – Zombie Mail

Priest (Radimvice): I’m impressed you reached here, HERO. But it’s too late. Soon Necrosaro shall awake as our ruler. Only hatred shall remain in his soul. I shall demolish you! I’m the one who ordered the abduction of Rosa! Ha, Ha, Ha!

Battle text: Radimvice appears. Demighoul appears. ... The foes were defeated.

Radimvice (when he is defeated): How I regret.... My curse on you.... Gafff! [One of the shields seems to have broken....]

Final Refuge

Zenithian woman: This is the Final Refuge. I’ve been waiting for you. The barriers are gone! Don’t forget. If you use the Baron’s Horn before the final battle, you
can call the wagon. Best of luck to HERO and the companions! Do you wish to have your progress recorded on the Imperial Scrolls of Honor?

**Necrosaro’s Palace**

**Battle text (if you run into a clay monster):** Clay Doll appears. ... Clay Doll was defeated.  
**Skeleton:** No answer. Seems to be a corpse.  
**Flamespirit:** Crackle...Crackle.... Don’t proceed any further!

- Treasure chest (1F) – Small Medal
- Treasure chest (2F outside) – Sage’s Stone
- Treasure chest (2F) – Lifeforce Nuts
- Treasure chest (2F) – Staff of Thunder

**Knight/Armored monster:** No answer. Seems to be a corpse.

**Command:** Item – Baron’s Horn – Use  
HERO uses the Baron’s Horn.
Necrosaro (as you approach): Gaahhh...! Who are you? I’m Necrosaro. I have just awoke as the Ruler of Evil. Urrggg...! Can’t remember anything.... But I know what I need to do. Gawaa...! I must exterminate you all!

Battle text: Necrosaro appears.
Necrosaro’s arm disappears! {on the left, end of first round}
Necrosaro’s arm disappears! {on the right, end of second round}
Necrosaro’s head disappears! {end of third round}
Necrosaro’s belly writhes grotesquely.... {beginning of fourth round}
Necrosaro chants Bounce! {after growing large arms, legs, and head.}
Necrosaro was defeated.
Necrosaro (when he is defeated): Guaarrr...! Is this my end? I’m burning...my body is melting away.... Ugrrrr.........! Gufff!
Master Dragon: I’m Master Dragon. I oversee the world from this Castle. [<Name> revives!] HERO, the Hero, a Zenithian and human descendant! Thanks to you and your friends, the Secret of Evolution, along with Necrosaro, has been driven deep down into the abyss of the world. With the threat gone, peace will rule the world again! The Eight Chosen Ones! I thank each one of you. Ragnar, your performance was splendid. Alena, you’ve performed with bravery and courage. Brey and Cristo, I commend your devotion to Alena and your contribution to the quest. Mara and Nara, I’m sure your father would be proud of you! Taloon, continue to benefit the world and its people with your genius in trade. And HERO! You’ve proven to be an extraordinary leader! You won’t have to return to the earth. I shall allow you to live with us in this Zenithian Castle. Eh? What’s wrong? You wish to
return to the earth with them? Hmm.... Very well. I’ll honor your wish. The friendship which has grown among you during this journey is so firm, no one can ruin it. HERO, I assure you.

**Zenithian guard on the left**: Oh, HERO! You’re the true Hero!

**Zenithian guard on the right**: We shouldn’t underestimate human courage.

**Zenithian woman on the left**: You lack wings, yet you defeated the Ruler of Evil! Hard to believe!

**Zenithian woman on the right**: Very impressive! Very! Why don’t you stay and live with us?

**Zenithian man on the left**: Oh, HERO! You’re the true Hero!

**Lita**: Let’s be friends from now on.

**Elf dancing in the middle**: Hmm...not all humans are bad. Don’t you think so, Lita?

**Lita (continued)**: I agree, sister.

**Elf dancing on the left**: Twirl...Twirl.... Peace has returned to the world!

**Zenithian man in library**: I’ll be busy! I have to add this latest event to the history.

**Zenithian woman in library**: Upon reflection, I think Necrosaro was unfortunate too.

**Wizard**: Your words will be recorded here and will be handed down to future generations.

**Lucia**: HERO and others! I’ll always be proud that I traveled with you!

**Doran (on the right)**: Gogogooon!

**Dwarf**: You defeated the second Ruler of Evil! Incredible!

**Baby dragon on the left**: Gugoon, Gugoon.
Nun in chapel: Thank you very much. I won’t have to watch people suffer anymore.
Priest in chapel: Everything turned out fine!
Zenithian man by skylight: Look at the earth people’s joyous faces.
Zenithian woman in bedchamber: HERO, even though you don’t have a father or a mother, you have such fine friends.... Everyone, please be true friends to HERO forever. Sob...Sob...
Minidemon in greenhouse: Well done! I think better of you now.
Zenithian guard on the left: You’re leaving, aren’t you? Take care....
Zenithian guard on the right: Your balloon and wagon are outside.

The End
# APPENDIX A

## Lists

### HEROES and HELPERS

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<thead>
<tr>
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### HEROES’ and HELPERS’ GENDERS

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### HEROES’ and HELPERS’ DESCRIPTIONS

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### SPELLS

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**SHEILDs**

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### HELMETS

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Dragon Warrior IV

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"RETURN" LOCATIONS

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MONSTERS

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## MISCELLANEOUS CODES AND TEXT IN WINDOWS

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<th>’s Double</th>
</tr>
</thead>
<tbody>
<tr>
<td>In EQUIP menu</td>
<td>Can Not</td>
</tr>
<tr>
<td>In Endor Tournament, as in how many opponents Alena has defeated.</td>
<td>FIRST</td>
</tr>
<tr>
<td>In Endor Tournament, as in which opponent is next.</td>
<td>Roric</td>
</tr>
<tr>
<td>In EQUIP menu</td>
<td>NON EQUIPPED</td>
</tr>
</tbody>
</table>
## APPENDIX B

### Command Menu

**Left Side:**

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>If you choose TALK, but no one is there.</strong></td>
<td>There’s no one in that direction.</td>
</tr>
<tr>
<td><strong>If you choose TALK, but you are facing the back of a sign.</strong></td>
<td><code>&lt;Leader&gt;</code> looks at the sign post. But it’s the wrong side. Can’t read the message.</td>
</tr>
<tr>
<td><strong>If you choose EQUIP, but the character can’t equip the item.</strong></td>
<td><code>&lt;Name&gt;</code> can’t be equipped with the <code>&lt;Item&gt;</code>.</td>
</tr>
<tr>
<td><strong>If you EQUIP a cursed item.</strong></td>
<td>The <code>&lt;Item&gt;</code> is cursed.</td>
</tr>
<tr>
<td><strong>If you choose EQUIP, but the character is cursed.</strong></td>
<td>Doesn’t come off due to a curse!</td>
</tr>
<tr>
<td><strong>If you choose DOOR, but there is no door.</strong></td>
<td>There’s no door here.</td>
</tr>
<tr>
<td><strong>If you choose DOOR, but the door is locked.</strong></td>
<td>There’s no key.</td>
</tr>
<tr>
<td><strong>If you choose DOOR, but you don’t have the right key.</strong></td>
<td>The lock doesn’t turn.</td>
</tr>
</tbody>
</table>
**SPELL:**

<table>
<thead>
<tr>
<th>Condition</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>If you choose SPELL, but the ally doesn’t know spells.</td>
<td>&lt;Name&gt; can’t use spells.</td>
</tr>
<tr>
<td>If you choose SPELL, but the ally doesn’t know field spells.</td>
<td>&lt;Name&gt; doesn’t know a spell which can be used while moving.</td>
</tr>
<tr>
<td>If you choose SPELL, but the ally doesn’t have enough MP.</td>
<td>Not enough MP!</td>
</tr>
<tr>
<td>If you choose SPELL, but the ally is dead.</td>
<td>Being lifeless, &lt;Name&gt; can’t cast spells.</td>
</tr>
<tr>
<td>If you choose SPELL, but the ally is paralyzed.</td>
<td>Being paralyzed, &lt;Name&gt; can’t cast spells.</td>
</tr>
<tr>
<td>If you choose SPELL.</td>
<td>&lt;Name&gt; chants &lt;Spell&gt;!</td>
</tr>
<tr>
<td>If you cast a SPELL that has no effect.</td>
<td>But nothing happens.</td>
</tr>
<tr>
<td>Heal/Healmore/Healall</td>
<td>&lt;Target&gt;’s wounds heal!</td>
</tr>
<tr>
<td>Antidote</td>
<td>The poison leaves &lt;Target&gt;’s body!</td>
</tr>
<tr>
<td>Casting Return in a place with a ceiling.</td>
<td>&lt;Name&gt; bumps into the ceiling!</td>
</tr>
<tr>
<td>Repel effect wears off</td>
<td>The effect of Repel wears off.</td>
</tr>
<tr>
<td>Casting X-Ray on an empty chest.</td>
<td>The treasure chest seems to be empty.</td>
</tr>
<tr>
<td>Casting X-Ray on a</td>
<td>A yellow light glows in the</td>
</tr>
<tr>
<td>chest containing gold.</td>
<td>treasure chest.</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------</td>
</tr>
<tr>
<td>Casting X-Ray on a chest that is a monster.</td>
<td>A red light glows in the treasure chest.</td>
</tr>
<tr>
<td>Casting X-Ray on a chest containing an item.</td>
<td>A blue light glows in the treasure chest.</td>
</tr>
<tr>
<td>NumbOff</td>
<td>&lt;Name&gt;’s numbness goes away!</td>
</tr>
<tr>
<td>Healus</td>
<td>The wounds of &lt;Caster&gt; and the others heal.</td>
</tr>
</tbody>
</table>

**ITEM:**

<table>
<thead>
<tr>
<th>If you choose ITEM, but the ally doesn’t have anything.</th>
<th>&lt;Name&gt; isn’t carrying anything.</th>
</tr>
</thead>
<tbody>
<tr>
<td>If you choose USE, but the ally is paralyzed.</td>
<td>Unable to move, &lt;Name&gt; can’t use the item.</td>
</tr>
<tr>
<td>If you choose USE, but the ally is dead.</td>
<td>Being lifeless, &lt;Name&gt; can’t use the item.</td>
</tr>
<tr>
<td>If you USE an item that has no effect.</td>
<td>But nothing happens.</td>
</tr>
<tr>
<td>Medical Herb</td>
<td>&lt;Target&gt;’s wounds heal!</td>
</tr>
<tr>
<td>Antidote Herb</td>
<td>The poison leaves &lt;Target&gt;’s body!</td>
</tr>
<tr>
<td>Fairy Water effect wears off</td>
<td>The effect of the Fairy Water wears off.</td>
</tr>
<tr>
<td>Wing of Wyvern</td>
<td>&lt;Name&gt; hurls the &lt;Item&gt;</td>
</tr>
</tbody>
</table>
### Dragon Warrior IV

<table>
<thead>
<tr>
<th>Item</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength Seed</td>
<td>&lt;User&gt;’s Strength goes up &lt;###&gt; point(s)!</td>
</tr>
<tr>
<td>Agility Seed</td>
<td>&lt;User&gt;’s Agility goes up &lt;###&gt; point(s)!</td>
</tr>
<tr>
<td>Luck Seed</td>
<td>&lt;User&gt;’s Luck goes up &lt;###&gt; point(s)!</td>
</tr>
<tr>
<td>Lifeforce Nuts</td>
<td>&lt;User&gt;’s Maximum HP goes up &lt;###&gt; point(s)!</td>
</tr>
<tr>
<td>Mystic Acorns</td>
<td>&lt;User&gt;’s Maximum MP goes up &lt;###&gt; point(s)!</td>
</tr>
<tr>
<td>Magic Potion or Wizard’s Ring – when MP is already maxed</td>
<td>But MP isn’t increased more.</td>
</tr>
<tr>
<td>Meteorite Armband – when it is already equipped</td>
<td>&lt;Name&gt; already has the &lt;Item&gt; on!</td>
</tr>
</tbody>
</table>

#### If you choose APPRAISE, but Taloon is paralyzed.
Unable to move, <Name> can’t check the item.

#### If you choose APPRAISE, but Taloon is dead.
Being lifeless, <Name> can’t check the item.

#### If you choose TRANSFER
<Holder> hands the <Item> to <Name>.

#### If you choose
Doesn’t come off due to a
<table>
<thead>
<tr>
<th><strong>TRANSFER, but the item is cursed.</strong></th>
<th><strong>curse!</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>**If you choose **TRANSFER, but the second ally has no room.</td>
<td><strong>But &lt;Name&gt; can’t carry any more things.</strong></td>
</tr>
<tr>
<td><strong>If you try to TRANSFER to an uncontrollable companion.</strong></td>
<td><strong>But &lt;Name&gt; can’t carry anything.</strong></td>
</tr>
<tr>
<td><strong>If you TRANSFER to the same ally.</strong></td>
<td><strong>&lt;Holder&gt; holds the &lt;Item&gt; in the other hand.</strong></td>
</tr>
</tbody>
</table>
| **Ally 1 TRANSFERS to a paralyzed ally.** | **<Ally 1> puts the <Item> in <Ally 2>’s Tool Bag.**  
**OR**  
**When obtaining a treasure, the only ally with an open slot is paralyzed.** | **<Leader> puts the <Treasure> in <Ally>’s Tool Bag.**  
**OR**  
**<Ally 1> gives the <Item> to <Ally 2>’s ghost.**  
**OR**  
**<Leader> gives the <Treasure> to <Ally>’s ghost.** |
| **Ally 1 TRANSFERS to a dead ally.** | **<Ally 2> takes the <Item> from <Ally 1>’s Tool Bag.** |
| **Ally 1 is paralyzed and TRANSFERS to Ally 2.** | **<Ally 2> takes the <Item>** |
| **Ally 1 is dead and** | ****
<table>
<thead>
<tr>
<th>TRANSFERS to Ally 2.</th>
<th>from &lt;Ally 1&gt;’s ghost.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ally 1 is paralyzed and TRANSFERS to Ally 2 who is also paralyzed.</td>
<td>&lt;Leader&gt; takes the &lt;Item&gt; from &lt;Ally 1&gt;’s Tool Bag and puts it in &lt;Ally 2&gt;’s Tool Bag.</td>
</tr>
<tr>
<td>Ally 1 is dead and TRANSFERS to Ally 2 who is also dead.</td>
<td>&lt;Leader&gt; takes the &lt;Item&gt; from &lt;Ally 1&gt;’s ghost and gives it to &lt;Ally 2&gt;’s ghost.</td>
</tr>
<tr>
<td>Ally 1 is paralyzed and TRANSFERS to Ally 2 who is dead.</td>
<td>&lt;Leader&gt; takes the &lt;Item&gt; from &lt;Ally 1&gt;’s Tool Bag and gives it to &lt;Ally 2&gt;’s ghost.</td>
</tr>
<tr>
<td>Ally 1 is dead and TRANSFERS to Ally 2 who is paralyzed.</td>
<td>&lt;Leader&gt; takes the &lt;Item&gt; from &lt;Ally 1&gt;’s ghost and puts it in &lt;Ally 2&gt;’s Tool Bag.</td>
</tr>
<tr>
<td>TRANSFER from a paralyzed Ally to himself.</td>
<td>&lt;Leader&gt; takes the &lt;Item&gt; from &lt;Ally&gt;’s Tool Bag and returns it to &lt;Ally&gt;’s Tool Bag.</td>
</tr>
<tr>
<td>TRANSFER from a dead Ally to himself.</td>
<td>&lt;Leader&gt; takes the &lt;Item&gt; from &lt;Ally&gt;’s ghost and returns it to &lt;Ally&gt;’s ghost.</td>
</tr>
</tbody>
</table>

If you choose DISCARD, but it is a quest item.

<table>
<thead>
<tr>
<th>If you choose DISCARD, but it is a quest item.</th>
<th>You shouldn’t throw that away!</th>
</tr>
</thead>
</table>

If you choose DISCARD.

<table>
<thead>
<tr>
<th>If you choose DISCARD.</th>
<th>Do you want to discard the &lt;Item&gt;?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes</td>
<td>&lt;Name&gt; discards the &lt;Item&gt;.</td>
</tr>
</tbody>
</table>
### Appendix B
#### Command Menu

<table>
<thead>
<tr>
<th>Paralyzed Ally DISCARDS an item.</th>
<th>&lt;Leader&gt; takes the &lt;Item&gt; from &lt;Ally&gt;’s Tool Bag and discards it.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dead Ally DISCARDS an item.</td>
<td>&lt;Leader&gt; takes the &lt;Item&gt; from &lt;Ally&gt;’s ghost and discards it.</td>
</tr>
</tbody>
</table>

**SEARCH:**

If you choose SEARCH over a treasure chest.

<table>
<thead>
<tr>
<th>Result – empty</th>
<th>But the treasure chest is empty....</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result – Gold, solo</td>
<td>&lt;Name&gt; obtains &lt;##&gt; gold piece(s).</td>
</tr>
<tr>
<td>Result – Gold, party</td>
<td>&lt;Leader&gt;’s Party obtains &lt;##&gt; gold piece(s).</td>
</tr>
<tr>
<td>Result – Man-Eater Chest</td>
<td>The treasure chest is a Man-Eater Chest!</td>
</tr>
<tr>
<td>Result – Mimic</td>
<td>The treasure chest is a Mimic!</td>
</tr>
<tr>
<td>Result – Item</td>
<td>Finds the &lt;Item&gt;!</td>
</tr>
<tr>
<td></td>
<td>&lt;First person with open slot&gt; obtains the &lt;Item&gt;.</td>
</tr>
<tr>
<td>Inventory is full – solo</td>
<td>But &lt;Name&gt; can’t carry any more things.</td>
</tr>
<tr>
<td></td>
<td>Do you want to discard something? (Yes/No)</td>
</tr>
<tr>
<td>Inventory is full – party</td>
<td>But &lt;Leader&gt;’s Party can’t carry any more things. Do you want to discard something? (Yes/No)</td>
</tr>
<tr>
<td>--------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>No – solo</td>
<td>&lt;Name&gt; gives up the &lt;Treasure&gt;.</td>
</tr>
<tr>
<td>No – party</td>
<td>&lt;Leader&gt;’s Party gives up the &lt;Treasure&gt;.</td>
</tr>
<tr>
<td>Yes</td>
<td>Who’ll discard something?</td>
</tr>
<tr>
<td></td>
<td>What do you want to discard?</td>
</tr>
<tr>
<td>Solo</td>
<td>&lt;Name&gt; discards the &lt;Item&gt; and acquires the &lt;Treasure&gt;.</td>
</tr>
<tr>
<td>Party</td>
<td>&lt;Name&gt; discards the &lt;Item&gt; and acquires the &lt;Treasure&gt;.</td>
</tr>
<tr>
<td>Discarded item belongs to a paralyzed Ally.</td>
<td>&lt;Leader&gt; takes the &lt;Item&gt; from &lt;Ally&gt;’s Tool Bag and puts the &lt;Treasure&gt; in it.</td>
</tr>
<tr>
<td>Discarded item belongs to a dead Ally.</td>
<td>&lt;Leader&gt; takes the &lt;Item&gt; away from &lt;Ally&gt;’s ghost and gives the &lt;Treasure&gt; to the ghost.</td>
</tr>
<tr>
<td>If you SEARCH the ground.</td>
<td>&lt;Leader&gt; searches the area around feet.</td>
</tr>
<tr>
<td>Result – empty</td>
<td>But nothing is found.</td>
</tr>
<tr>
<td>If you SEARCH in the ocean.</td>
<td>&lt;Leader&gt; jumps off the ship and dives into the sea.</td>
</tr>
<tr>
<td>Result – empty</td>
<td>But nothing is found.</td>
</tr>
</tbody>
</table>
### If you SEARCH by a pot.

<table>
<thead>
<tr>
<th>&lt;Leader&gt; checked inside the jar.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result – empty</td>
</tr>
<tr>
<td>But nothing is found.</td>
</tr>
</tbody>
</table>

### If you SEARCH by a dresser.

<table>
<thead>
<tr>
<th>&lt;Leader&gt; checks inside the drawer.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result – empty</td>
</tr>
<tr>
<td>Nothing special is found.</td>
</tr>
</tbody>
</table>

### Miscellaneous:

<table>
<thead>
<tr>
<th>If Hector, Panon, Lucia, or Doran are the only one in the line-up.</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;Name&gt;, not being one of the Chosen Ones, doesn’t know what to do!</td>
</tr>
<tr>
<td>Use TACTICS Command to change members.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>If a dead character is the only one in the line-up and tries to move.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can’t move this way!</td>
</tr>
<tr>
<td>Use TACTICS Command to change members.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>If a dead character is the only one in the line-up and tries to talk.</th>
</tr>
</thead>
<tbody>
<tr>
<td>You can’t talk this way!</td>
</tr>
<tr>
<td>Use TACTICS Command to change members.</td>
</tr>
</tbody>
</table>
Villagers when the party is monster-looking (or when Healie or Doran are at the front of the line-up):

<table>
<thead>
<tr>
<th>Group</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kings</td>
<td>‘Nooo! Monsters!’</td>
</tr>
<tr>
<td>Gentlemen</td>
<td>‘Yeek! Get away from me!’</td>
</tr>
<tr>
<td>Guards</td>
<td>‘You monsters! I’ll take care of you!’</td>
</tr>
<tr>
<td>Bards</td>
<td>‘Auugh! My end has come!’</td>
</tr>
<tr>
<td>Women in orange</td>
<td>‘Yuk! Help!’</td>
</tr>
<tr>
<td>Men in blue and Farmers</td>
<td>‘What are you?’</td>
</tr>
<tr>
<td>Little boys</td>
<td>‘I’m not afraid of monsters!’</td>
</tr>
<tr>
<td>Old men</td>
<td>‘Oh, my...Fuuf!’</td>
</tr>
<tr>
<td>Merchants</td>
<td>‘Oh, no! Monsters are in the town! This is the end!’</td>
</tr>
<tr>
<td>Soldiers</td>
<td>‘You bold monsters! Come!’</td>
</tr>
<tr>
<td>Tough guys and Dwarves</td>
<td>‘Eiiyaa! Monsters!’</td>
</tr>
<tr>
<td>Princesses and Queens</td>
<td>‘Monsters! Help! Someone, help!’</td>
</tr>
<tr>
<td>Priests</td>
<td>‘Someone, help me!’</td>
</tr>
<tr>
<td>Women in red and Bunny girls</td>
<td>‘Don’t come near me!?’</td>
</tr>
<tr>
<td>Peddlers</td>
<td>‘Yiee! I have some money. Spare me!’</td>
</tr>
<tr>
<td>Female warriors</td>
<td>‘Don’t come any closer or I’ll bash you!’</td>
</tr>
</tbody>
</table>
### Command Menu

<table>
<thead>
<tr>
<th>Character</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dogs</td>
<td>‘Garrru!’</td>
</tr>
<tr>
<td>Cats</td>
<td>‘Gyanyanya!’</td>
</tr>
<tr>
<td>Horses</td>
<td>‘Snrrt!’</td>
</tr>
<tr>
<td>Women in purple</td>
<td>‘You! Bonk, Bonk...’</td>
</tr>
<tr>
<td>Scholars</td>
<td>‘Uh! I...I’d better run!’</td>
</tr>
<tr>
<td>Nuns</td>
<td>‘Please spare us!’</td>
</tr>
<tr>
<td>Hector at Mintos Inn</td>
<td>‘Ooops!’</td>
</tr>
</tbody>
</table>
APPENDIX C
Shop Text

House of Healing Text:
Day greeting: ‘Welcome to the House of Healing. What can I do for you?’
Night greeting: ‘Welcome to the House of Healing. It’s so late at night. What do you need?’

<table>
<thead>
<tr>
<th>Save</th>
<th>‘Tell me all you’ve achieved so far. Then I shall write it down on the Imperial Scrolls of Honor. Is that alright?’ (Yes/No)</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>‘You changed your mind. Very well. Are you continuing your quest?’ (Yes/No)</td>
</tr>
<tr>
<td>Yes</td>
<td>‘I certainly recorded your progress. Are you continuing your quest?’ (Yes/No)</td>
</tr>
<tr>
<td>Yes</td>
<td>‘I wish you a safe journey.’</td>
</tr>
<tr>
<td>No (after saving)</td>
<td>‘A good rest should invigorate you for tomorrow. Rest well.’ Turn off the power while holding the RESET Button in. If you turn off the power without holding the RESET Button in, you may lose all that is recorded in the Imperial Scrolls of Honor!</td>
</tr>
<tr>
<td>Condition</td>
<td>Response</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>No (after not saving)</td>
<td>‘I need to make sure. The Imperial Scrolls of Honor won’t be updated. Do you still want to end?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘If that’s the case, continue your quest. I wish you a safe journey.’</td>
</tr>
<tr>
<td>Yes</td>
<td>‘A good rest should invigorate you for tomorrow. Rest well.’ Turn off the power while holding the RESET Button in. If you turn off the power without holding the RESET Button in, you may lose all that is recorded in the Imperial Scrolls of Honor!</td>
</tr>
<tr>
<td>When you return</td>
<td>‘Welcome back, &lt;Leader&gt;!’ ‘I wish you a safe journey.’</td>
</tr>
<tr>
<td>Inform</td>
<td>‘I can see....’ ‘&lt;Name&gt;, you’ll need &lt;##&gt; more Experience Point(s) to reach the next level.’</td>
</tr>
<tr>
<td>Afterward</td>
<td>‘I wish you a safe journey.’</td>
</tr>
<tr>
<td>Revive</td>
<td>‘Who is to be revived?’</td>
</tr>
<tr>
<td>Character is not dead</td>
<td>‘You must be kidding! &lt;Name&gt; is alive!’</td>
</tr>
<tr>
<td>Detoxicate</td>
<td>‘Who is to be treated?’</td>
</tr>
<tr>
<td>Character is not poisoned</td>
<td>‘But &lt;Name&gt; is not afflicted by poison.’</td>
</tr>
<tr>
<td>Uncurse</td>
<td>‘Whose curse is to be lifted?’</td>
</tr>
<tr>
<td>Character is not cursed</td>
<td>‘But &lt;Name&gt; is not afflicted by a curse.’</td>
</tr>
</tbody>
</table>
not cursed

<table>
<thead>
<tr>
<th>Valid choice</th>
<th>‘The fee is &lt;##&gt; gold piece(s). Is that alright?’ (Yes/No)</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>‘Very well, you don’t want our service. If you change your mind, come back anytime.’</td>
</tr>
<tr>
<td>Yes, but not enough gold</td>
<td>‘I’m sorry, but you don’t have enough money to pay for our service. Come back again when you have enough money.’</td>
</tr>
<tr>
<td>Yes – Revive</td>
<td>‘Please be quiet. I shall bring back the wandering spirit of &lt;Name&gt; to this world....’</td>
</tr>
<tr>
<td>Yes – Detoxicate</td>
<td>‘Now I’ll administer the antidote to &lt;Name&gt;.’</td>
</tr>
<tr>
<td>Yes – Uncurse</td>
<td>‘Please be quiet. I shall remove this abominable curse from &lt;Name&gt;....’</td>
</tr>
<tr>
<td>Afterward</td>
<td>‘Can I do anything else for you?’</td>
</tr>
<tr>
<td>Exit</td>
<td>‘Very well. Travel safely. Come back anytime.’</td>
</tr>
</tbody>
</table>

**Inn Text:**

**Innkeepers during the day:** ‘Good afternoon. Welcome to the Wayfarer’s Inn.’

**Innkeepers at night:** ‘Welcome to the Wayfarer’s Inn. You must be very tired from your long journey.’
### Appendix C

#### Shop Text

(continued)  ‘One night’s stay is <##> gold piece(s). Would you like to stay?’ (Yes/No)

<table>
<thead>
<tr>
<th>Answer</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>‘Farewell. Do come again.’</td>
</tr>
<tr>
<td>Yes, but not enough gold</td>
<td>‘I’m sorry, but you don’t have enough money. Please come again when you do.’</td>
</tr>
<tr>
<td>Yes</td>
<td>‘Enjoy your stay.’</td>
</tr>
<tr>
<td>The next morning</td>
<td>‘Good morning. Have a safe journey.’</td>
</tr>
</tbody>
</table>

#### Weapon Shop Text:

‘This is a weapon shop. What would you like to do?’
(Buy/Sell/Exit)

<table>
<thead>
<tr>
<th>Action</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>Buy</td>
<td>‘What do you want?’</td>
</tr>
<tr>
<td>Not enough gold</td>
<td>‘The &lt;Item&gt;? You don’t have enough money for that.’</td>
</tr>
<tr>
<td>Valid choice – solo</td>
<td>‘The &lt;Item&gt;? Thank you.’</td>
</tr>
<tr>
<td>Valid choice – party</td>
<td>‘The &lt;Item&gt;? Thank you. Who shall take this?’</td>
</tr>
<tr>
<td>Person’s bag is full – solo</td>
<td>‘Sorry, but &lt;Name&gt; can’t carry any more things.’</td>
</tr>
<tr>
<td></td>
<td>‘I can’t sell you this unless you reduce the number of items you’re carrying by selling or discarding some.’</td>
</tr>
<tr>
<td>Person’s bag is</td>
<td>‘Sorry, but &lt;Name&gt; can’t carry any</td>
</tr>
</tbody>
</table>

270
| full – party | more things.’
|-------------|--------------------------------------------------|
| ‘Does someone else want to take this?’

| Person can’t equip item | ‘<Name> can’t be equipped with this.
|-------------------------|-------------------------------------------|
| Is that alright?’ (Yes/No)

| No | ‘Does someone else want to take this?’

| Yes, and Person is in the line-up or solo | ‘Here you go, <Name>.’

| Yes, and Person is in the wagon | ‘Alright, I’ll deliver this to <Name> in the wagon.’

| Yes, and Person is dead and in the line-up | ‘Alright, I’ll give this to <Name>’s ghost.’

| Sell – solo | ‘What would you like to sell?’

| Sell – party | ‘Whose belongings would you like to sell?’

| Choose Healie | ‘No way! I don’t deal with monsters!’

| Person is an uncontrollable companion | [<Name> doesn’t seem to want to sell it.]

| Person has no items | ‘Are you kidding? <Name> doesn’t have anything.’

| Quest Item | ‘The <Item>?’
|------------|-------------------------------------------|
| ‘Hmm...this is my honest advice.... I think you’d better keep that.’

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### Valid item

<table>
<thead>
<tr>
<th>'The &lt;Item&gt;?'</th>
<th>'I’ll pay &lt;##&gt; gold piece(s) for it. Is that alright?' (Yes/No)</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>'That’s too bad.'</td>
</tr>
<tr>
<td>Yes, and Person is in the line-up or solo</td>
<td>'Thank you.'</td>
</tr>
</tbody>
</table>
| Yes, and Person is in the wagon | 'Thank you.'
| 'I’ll get the item from <Name> in the wagon.'                                      |
| Yes, but item is cursed and equipped | 'Thank you.'
| {Cursed music} [Due to a curse, it won’t come off your arm.] Too bad....’ |
| Afterward     | 'Anything else?'                                                                                  |
| Exit          | 'Drop by again!'                                                                                 |

### Armor Shop Text:

‘This is an armor shop. What do you want to do?’
(Buy/Sell/Exit)

<table>
<thead>
<tr>
<th>Buy</th>
<th>‘What would you like to buy?’</th>
</tr>
</thead>
<tbody>
<tr>
<td>Not enough gold</td>
<td>‘The &lt;Item&gt;? Sorry, but you don’t have enough money.’</td>
</tr>
<tr>
<td>Valid choice – solo</td>
<td>‘The &lt;Item&gt;? Thank you.’</td>
</tr>
<tr>
<td>Valid choice –</td>
<td>‘The &lt;Item&gt;? Thank you. Who will</td>
</tr>
<tr>
<td>Party</td>
<td>Take it?</td>
</tr>
<tr>
<td>--------------</td>
<td>----------</td>
</tr>
<tr>
<td>Person's bag is full – solo</td>
<td>‘But &lt;Name&gt; has too many things already.’&lt;br&gt;‘Why don’t you reduce the number of things you’re carrying by selling or discarding some?’</td>
</tr>
<tr>
<td>Person's bag is full – party</td>
<td>‘But &lt;Name&gt; has too many things already.’&lt;br&gt;‘Does anyone else want to take this?’ (Yes/No)</td>
</tr>
<tr>
<td>Person can’t equip item</td>
<td>‘&lt;Name&gt; can’t be equipped with this. Do you still want it?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘Does anyone else want to take this?’ (Yes/No)</td>
</tr>
<tr>
<td>Yes, and Person is in the line-up or solo</td>
<td>‘Here you go, &lt;Name&gt;.’</td>
</tr>
<tr>
<td>Yes, and Person is in the wagon</td>
<td>‘I’ll deliver this to &lt;Name&gt; in the wagon.’</td>
</tr>
<tr>
<td>Yes, and Person is dead and in the line-up</td>
<td>‘Then I’ll give it to &lt;Name&gt;’s ghost.’</td>
</tr>
<tr>
<td>Sell – solo</td>
<td>‘What would you like to sell?’</td>
</tr>
<tr>
<td>Sell – party</td>
<td>‘Whose belongings would you like to sell?’</td>
</tr>
<tr>
<td>Choose Healie</td>
<td>‘No way! I don’t deal with monsters!’</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>Person is an uncontrollable companion</td>
<td>[&lt;Name&gt; doesn’t seem to want to sell it.]</td>
</tr>
<tr>
<td>Person has no items</td>
<td>‘&lt;Name&gt; doesn’t seem to have anything.’</td>
</tr>
<tr>
<td>Quest Item</td>
<td>‘The &lt;Item&gt;?’ ‘I’d like to buy that…. But I don’t think you should sell such a valuable item.’</td>
</tr>
<tr>
<td>Valid item</td>
<td>‘The &lt;Item&gt;?’ ‘I’ll pay &lt;##&gt; gold piece(s) for it. Is that acceptable?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘That’s too bad….’</td>
</tr>
<tr>
<td>Yes, and Person is in the line-up or solo</td>
<td>‘Thank you.’</td>
</tr>
<tr>
<td>Yes, and Person is in the wagon</td>
<td>‘Thank you.’ ‘Then I’ll get it from &lt;Name&gt; in the wagon.’</td>
</tr>
<tr>
<td>Yes, but item is cursed and equipped</td>
<td>‘Thank you.’ {Cursed music} [Due to a curse, it won’t come off!] ‘How scary! Let’s call off this deal.’</td>
</tr>
<tr>
<td>Afterward</td>
<td>‘Is there anything else?’</td>
</tr>
<tr>
<td>Exit</td>
<td>‘Thank you for your business. Come back again.’</td>
</tr>
</tbody>
</table>
**Item Shop Text:**
‘This is an item shop! What would you like to do?’
(Buy/Sell/Exit)

<table>
<thead>
<tr>
<th>Buy</th>
<th>‘What would you like?’</th>
</tr>
</thead>
<tbody>
<tr>
<td>Not enough gold</td>
<td>‘I’m afraid you don’t have enough money to buy that.’</td>
</tr>
<tr>
<td>Valid choice – solo</td>
<td>‘The &lt;Item&gt;, right? Thank you.’</td>
</tr>
<tr>
<td>Valid choice – party</td>
<td>‘The &lt;Item&gt;, right? Thank you. Who’s going to take this?’</td>
</tr>
<tr>
<td>Person’s bag is full – solo</td>
<td>‘But &lt;Name&gt; can’t carry any more things. Come back after reducing the number of things you’re carrying.’</td>
</tr>
<tr>
<td>Person’s bag is full – party</td>
<td>‘But &lt;Name&gt; can’t carry any more things. Shall I give this to someone else?’ (Yes/No)</td>
</tr>
<tr>
<td>Person can’t equip item</td>
<td>‘&lt;Name&gt; can’t use this. Do you still want it?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘Shall I give this to someone else?’ (Yes/No)</td>
</tr>
<tr>
<td>Yes, and Person is in the line-up, or solo</td>
<td>‘Here you go, &lt;Name&gt;!’</td>
</tr>
<tr>
<td>Scenario</td>
<td>Response</td>
</tr>
<tr>
<td>-------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Yes, and Person is in the wagon</td>
<td>‘&lt;Name&gt; is in the wagon? I’ll deliver it to the wagon then.’</td>
</tr>
<tr>
<td>Yes, and Person is dead and in the line-up</td>
<td>‘Then I’ll give it to &lt;Name&gt;’’s ghost.’</td>
</tr>
<tr>
<td>Sell – solo</td>
<td>‘What can you sell me?’</td>
</tr>
<tr>
<td>Sell – party</td>
<td>‘Whose items can you sell me?’</td>
</tr>
<tr>
<td>Choose Healie</td>
<td>‘No way! I don’t deal with monsters!’</td>
</tr>
<tr>
<td>Person is an uncontrollable companion</td>
<td>[‘&lt;Name&gt; doesn’t seem to want to sell it.’]</td>
</tr>
<tr>
<td>Person has no items</td>
<td>‘Huh? &lt;Name&gt; has no items.’</td>
</tr>
<tr>
<td>Quest Item</td>
<td>‘The &lt;Item&gt;? Hmm....’</td>
</tr>
<tr>
<td></td>
<td>‘It’s hard to appraise that. I think you’d better not sell or discard things like that.’</td>
</tr>
<tr>
<td>Valid item</td>
<td>‘The &lt;Item&gt;? Hmm....’</td>
</tr>
<tr>
<td></td>
<td>‘I’ll pay &lt;##&gt; gold piece(s) for that. Is that OK?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘Oh, you changed your mind? Too bad....’</td>
</tr>
<tr>
<td>Yes, and Person is in the line-up or solo</td>
<td>‘Thank you for selling it to me.’</td>
</tr>
</tbody>
</table>
Yes, and Person is in the wagon | ‘Thank you for selling it to me.’ ‘I’ll get the item from <Name> in the wagon then.’
---|---
Yes, but item is cursed and equipped | ‘Thank you for selling it to me.’ {Cursed music} [It won’t come off due to a curse!] ‘I can’t buy it then.’
Afterward | ‘Anything else?’ (Yes/No)
Exit | ‘Please come back again!’

**Taloon working in Lakanaba weapon shop:**
‘Is this a weapon shop?’ (Yes/No)
---|---
No | ‘No? Sorry I bothered you.’
Yes if buying | ‘Can you show me things for sale?’ (Yes/No)
---|---
No | ‘What are you? Show them to me.’ (Yes/No)
Yes | ‘I’ll take the <Weapon>. The price is <##> gold pieces, right?’ (Yes/No)
No | ‘You like kidding people, don’t you? I’ll take the <Weapon>. The price is <##> gold pieces, right?’ (Yes/No)
No again | ‘You’ll give me a discount!? How much is the <Weapon>? How about <##> {about 10% off} gold pieces?’ (Yes/No)
No again | ‘What? You raised the price? The
<table>
<thead>
<tr>
<th>No again</th>
<th>‘If that’s the case, I won’t buy it. Bye!’</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes to higher price</td>
<td>‘I’ve no choice. I’ll pay it. Thanks a lot!’</td>
</tr>
<tr>
<td>Yes to regular or lower price</td>
<td>‘I made a good purchase. Thanks, I’ll come again.’</td>
</tr>
<tr>
<td>Yes, but bag is full</td>
<td>‘Excuse me, but I have too many things. I’ll sell or discard them somewhere. See you.’</td>
</tr>
<tr>
<td>Yes, but not enough money</td>
<td>‘Oops, I don’t have enough money for that. Sorry, I’ll be back.’</td>
</tr>
<tr>
<td>Yes, but can’t equip</td>
<td>‘Hmm...I can’t be equipped with this. Can you still sell it to me?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘I knew it.... Sorry I bothered you.’</td>
</tr>
<tr>
<td>Yes</td>
<td>‘Thanks a lot. I’ll give this to my friend. Bye now.’</td>
</tr>
<tr>
<td>Yes if selling</td>
<td>‘I have a weapon to sell. Will you buy it?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘I see. I’ll try other places then.’</td>
</tr>
<tr>
<td>Yes</td>
<td>‘It’s the &lt;Weapon&gt;. How about paying &lt;##&gt; gold pieces for it?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘You don’t want it...I see. I’ll try other places.’</td>
</tr>
<tr>
<td>Yes</td>
<td>‘You have a critical eye! You’ll be a good merchant! Thanks.’</td>
</tr>
</tbody>
</table>
Vault Text:
‘This is a vault where you can leave items and money for safe keeping. How may I help you?’ (Leave/Pick Up/Exit)

<table>
<thead>
<tr>
<th>Leave</th>
<th>‘Very well. What do you want to leave?’ (Gold/Item)</th>
</tr>
</thead>
<tbody>
<tr>
<td>???Gold, but vault is full</td>
<td>‘&lt;###&gt; gold piece(s)? I’m terribly sorry, but I can’t keep any more of your money.’</td>
</tr>
<tr>
<td>Gold</td>
<td>‘You’d like to leave money? You can leave money in 1,000 gold-piece increments. How much would you like to leave?’</td>
</tr>
<tr>
<td>More than you have</td>
<td>‘I’m sorry to inform you, but you don’t seem to have that much.’</td>
</tr>
<tr>
<td>???Gold, but vault is nearly full</td>
<td>‘You can deposit only ## pieces of gold more.’</td>
</tr>
<tr>
<td>Valid amount</td>
<td>‘&lt;###&gt; gold pieces. Very well. I'll take good care of it.’</td>
</tr>
<tr>
<td>Afterward</td>
<td>‘Anything else?’ (Leave/Pick Up/Exit)</td>
</tr>
<tr>
<td>???Item, but vault is full</td>
<td>I’m terribly sorry, but the vault is full and I can’t take any more things.’</td>
</tr>
<tr>
<td>Item</td>
<td>‘Who’s going to leave something?’</td>
</tr>
<tr>
<td>Person is an uncontrollable</td>
<td>[&lt;Name&gt; doesn’t seem to want to leave things.]</td>
</tr>
<tr>
<td>companion</td>
<td>'But &lt;Name&gt; doesn’t seem to have anything.'</td>
</tr>
<tr>
<td>-----------</td>
<td>------------------------------------------</td>
</tr>
<tr>
<td>Person has no items</td>
<td>'What would you like to leave?'</td>
</tr>
<tr>
<td>Valid choice</td>
<td>'The &lt;Item&gt;? When you pick it up, there will be a charge of 10 gold pieces. Is that alright?' (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>'You changed your mind.'</td>
</tr>
<tr>
<td></td>
<td>'Anything else?' (Leave/Pick Up/Exit)</td>
</tr>
<tr>
<td>Yes, but the item is cursed and equipped</td>
<td>{Cursed music} [Due to a curse, the &lt;Item&gt; won’t come off.] ‘I can’t keep such an item. How creepy....’</td>
</tr>
<tr>
<td>Yes</td>
<td>‘I’ll take good care of it.’</td>
</tr>
<tr>
<td>Afterward</td>
<td>'Will you leave other items?' (Yes/No)</td>
</tr>
<tr>
<td>Pick Up</td>
<td>'What would you like to pick up?'</td>
</tr>
<tr>
<td>Gold, but none saved</td>
<td>'Money? I’m not keeping any of your money.'</td>
</tr>
<tr>
<td>Gold</td>
<td>‘I’m keeping &lt;##&gt; gold pieces for you. How much do you want?’</td>
</tr>
<tr>
<td>???Gold, but more than you can carry</td>
<td>‘You can't take that much!’</td>
</tr>
<tr>
<td>More than is saved</td>
<td>‘&lt;##&gt; gold pieces? Sorry, but you didn’t leave that much money.’</td>
</tr>
<tr>
<td>Valid amount</td>
<td>‘&lt;##&gt; gold pieces? Very well. Here you are.’</td>
</tr>
<tr>
<td>Item, but none saved</td>
<td>‘What? You didn’t leave anything....’</td>
</tr>
<tr>
<td>Item</td>
<td>‘Which item shall I return to you?’</td>
</tr>
<tr>
<td>------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>After choice</td>
<td>‘The &lt;Item&gt;? I charge 10 gold pieces. Is that alright?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘You changed your mind.’</td>
</tr>
<tr>
<td>Yes, but not enough gold</td>
<td>‘Hmm...you don’t have enough money. I can't return the item.’</td>
</tr>
<tr>
<td>Continued, if you have gold stored</td>
<td>‘Would you like to take out your money first?’</td>
</tr>
<tr>
<td>Yes</td>
<td>‘Who’ll carry this?’</td>
</tr>
<tr>
<td>Person’s bag is full – solo</td>
<td>‘&lt;Name&gt; doesn’t seem to be able to carry any more things. First reduce the number of items by leaving some here or by selling or discarding them.’</td>
</tr>
<tr>
<td>Person’s bag is full – party</td>
<td>‘&lt;Name&gt; doesn’t seem to be able to carry any more things. Would someone else carry this?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘You changed your mind.’</td>
</tr>
<tr>
<td>Valid choice</td>
<td>‘I’ll return this to you.’</td>
</tr>
<tr>
<td>Person is dead and in the line-up</td>
<td>‘Alright, I’ll give this to &lt;Name&gt;’s ghost.’</td>
</tr>
<tr>
<td>Person is paralyzed</td>
<td>‘Alright, I’ll put this in &lt;Name&gt;’s Tool Bag.’</td>
</tr>
<tr>
<td>Afterward</td>
<td>‘Anything else?’ (Leave/Pick Up/Exit)</td>
</tr>
<tr>
<td>Exit</td>
<td>‘Have a safe journey.’</td>
</tr>
</tbody>
</table>
**King of Small Medals:**
‘I collect Small Medals from all over the world. You brought some Small Medals? You can give them to me. I’m keeping your <##> Small Medal(s). Is there anything you want?’ (Yes/No)

<table>
<thead>
<tr>
<th>Response</th>
<th>Response to Player</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>‘Come back anytime!’</td>
</tr>
<tr>
<td>Yes</td>
<td>‘What do you want?’</td>
</tr>
<tr>
<td>Valid choice</td>
<td>‘The &lt;Item&gt;. Is that correct?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘What do you want?’</td>
</tr>
<tr>
<td>Yes, but not enough medals</td>
<td>‘Sorry but I can’t give you that unless you bring more Small Medals.’</td>
</tr>
<tr>
<td>Yes, enough medals</td>
<td>‘You want the &lt;Item&gt;, right?’</td>
</tr>
<tr>
<td>Person’s bag is full</td>
<td>‘Who will take it?’</td>
</tr>
<tr>
<td>Person’s bag has room, and you still have medals</td>
<td>‘But &lt;Name&gt; can’t carry any more things. Will anyone else take it?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘Come back anytime!’</td>
</tr>
<tr>
<td>Yes</td>
<td>‘Who will take it?’</td>
</tr>
<tr>
<td>Afterward</td>
<td>‘Do you want anything else?’ (Yes/No)</td>
</tr>
</tbody>
</table>
**APPENDIX D**

**Appraisals**

Taloon appraises the `<Item>`.

<table>
<thead>
<tr>
<th>Regular Item</th>
<th>‘Hmm...must be an item.’</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lunch</td>
<td>‘Looks delicious! I’m sure you’ll feel better if you eat this.’</td>
</tr>
<tr>
<td>Prince’s Letter, Royal Scroll</td>
<td>‘What awful hand writing! Only I can read something like this. Ehem!’</td>
</tr>
<tr>
<td>Iron Safe, Silver Statuette, Treasure Map, Padequia Root, Stone of Drought, Symbol of Faith, Gunpowder Jar, Boarding Pass</td>
<td>‘Hmm...A mysterious object.’</td>
</tr>
<tr>
<td>Gum Pod</td>
<td>‘Phew! I can’t stand it!’</td>
</tr>
<tr>
<td>Zenithian Sword</td>
<td>‘So this is the Zenithian Sword! I was expecting something more spectacular....’</td>
</tr>
<tr>
<td>Zenithian Sword (powered up)</td>
<td>‘Look at it glow! This sword is something, after all!’</td>
</tr>
<tr>
<td>Dancer’s Costume</td>
<td>What cute clothes!</td>
</tr>
<tr>
<td>Item</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>Medical Herb, Antidote Herb, Padequia Seed</td>
<td>‘Must be a medicine.’</td>
</tr>
<tr>
<td>Fairy Water</td>
<td>‘Should repel weak monsters.’</td>
</tr>
<tr>
<td>Strength Seed</td>
<td>‘I think this increases Strength.’</td>
</tr>
<tr>
<td>Agility Seed, Meteorite Armband</td>
<td>‘Should increase Agility.’</td>
</tr>
<tr>
<td>Luck Seed</td>
<td>‘Should increase Luck.’</td>
</tr>
<tr>
<td>Lifeforce Nuts</td>
<td>‘This increases the Maximum HP!’</td>
</tr>
<tr>
<td>Mystic Acorns</td>
<td>‘This increases the Maximum MP!’</td>
</tr>
<tr>
<td>Wing of Wyvern</td>
<td>‘This flies you to the destination of your choice!’</td>
</tr>
<tr>
<td>Full Moon Herb</td>
<td>‘This ends paralysis!’</td>
</tr>
<tr>
<td>Magic Potion, Wizard’s Ring</td>
<td>‘I think this restores MP.’</td>
</tr>
<tr>
<td>Scent Pouch</td>
<td>‘I think this releases a scent monsters love.’</td>
</tr>
<tr>
<td>Leaf of World Tree</td>
<td>‘This revives anyone!’</td>
</tr>
<tr>
<td>Dew of World Tree</td>
<td>‘I think this restores everyone’s HP at once.’</td>
</tr>
<tr>
<td>Weapon</td>
<td>‘Hmm...must be a weapon.’</td>
</tr>
<tr>
<td>Armor</td>
<td>‘Hmm...must be armor.’</td>
</tr>
<tr>
<td>Shield</td>
<td>‘Hmm...must be a shield.’</td>
</tr>
<tr>
<td>Helmet</td>
<td>‘Hmm...must be a cap or helmet.’</td>
</tr>
<tr>
<td>??? What reason</td>
<td>‘I don’t know what to tell you.’</td>
</tr>
<tr>
<td>No Special Effect</td>
<td>‘I don’t think this will produce any</td>
</tr>
<tr>
<td>Item</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Generic Special Effect</td>
<td>‘Furthermore, I think this will produce some special effect when used as item in battle.’</td>
</tr>
<tr>
<td>Poison Needle</td>
<td>‘You should be able to defeat any monster by penetrating its vital spot with this.’</td>
</tr>
<tr>
<td>Sphere of Silence, Sandglass of Regression</td>
<td>‘I think this produces some special effect if used in battle.’</td>
</tr>
<tr>
<td>Sandglass of Regression</td>
<td>‘But it seems it can only be used effectively once a day.’</td>
</tr>
<tr>
<td></td>
<td>‘It seems that this can only be used once.’</td>
</tr>
<tr>
<td></td>
<td>‘It seems that this can be used time after time.’</td>
</tr>
<tr>
<td>Golden Barrette</td>
<td>‘Equipped with this, I think you’ll lessen the chance of being confused.’</td>
</tr>
<tr>
<td>Sacred Robe, Dress of Radiance, Mirror Shield</td>
<td>‘Equipped with this, I think you’ll lessen damage from spells.’</td>
</tr>
<tr>
<td>Water Flying Clothes</td>
<td>‘Equipped with this, I think you’ll lessen damage from fires.’</td>
</tr>
<tr>
<td>Equip Text</td>
<td>‘The following can be equipped’</td>
</tr>
</tbody>
</table>
| with this: | OR |<Name>.’  
|---|---|---
|<Name> and <Name>.’ |<Name>, <Name> and <Name>.’ |<Name>, <Name>, <Name>, <Name> and <Name>.’ |
|<Name>, <Name> and <Name>.’ |<Name>, <Name>, <Name>, <Name>, <Name>, and <Name>.’ |<Name>, <Name>, <Name>, <Name>, <Name>, and <Name>.’ |
|‘It seems anyone can be equipped with this.’ |‘It seems I can’t be equipped with this.’ |‘It seems I can be equipped with this.’ |
|‘It seems that only I can be equipped with this.’ |‘I don’t think any of us can be equipped with this.’ |
|Sell Price |‘A shop should pay <##> gold piece(s) for this.’ |
|Sell Price – quest item |‘What an awesome object! No store is likely to be able to appraise the value of this.’ |
APPENDIX E
Casinos

Casino Coin Seller Text:
‘This is the Coin Seller. <Leader> has <##> coin(s) now. 1 coin costs <##> gold piece(s). How many do you want?’

<table>
<thead>
<tr>
<th>Choice</th>
<th>Text</th>
</tr>
</thead>
<tbody>
<tr>
<td>‘&lt;##&gt; coin(s)? That’s worth &lt;##&gt; gold piece(s). Is that alright?’ (Yes/No)</td>
<td></td>
</tr>
<tr>
<td>No</td>
<td>‘&lt;Leader&gt; has &lt;##&gt; coin(s) now. 1 coin costs &lt;##&gt; gold piece(s). How many do you want?’</td>
</tr>
<tr>
<td>Yes, not enough money</td>
<td>‘Sorry but you don’t have enough money.’</td>
</tr>
<tr>
<td>Yes, enough money</td>
<td>‘Thank you. Good luck!’</td>
</tr>
<tr>
<td>Leave (press B)</td>
<td>‘Thank you very much.’</td>
</tr>
</tbody>
</table>

Casino Exchange Counter Text:
‘You can exchange coins for items at this Exchange Counter.’

No coins  ‘<Leader> now has... no coin. When you have coins, come back.’
<table>
<thead>
<tr>
<th>Has coins</th>
<th>‘&lt;Leader&gt; has &lt;##&gt; coin(s) now. Would you like to get items?’</th>
<th>(Yes/No)</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>‘We’ll keep the rest of the coins for you. Come again.’</td>
<td></td>
</tr>
<tr>
<td>Yes</td>
<td>‘What would you like?’</td>
<td></td>
</tr>
<tr>
<td>Yes, not enough coins</td>
<td>‘You don’t have enough coins for the &lt;Item&gt;.’</td>
<td></td>
</tr>
<tr>
<td>Yes, enough coins</td>
<td>‘The &lt;Item&gt;? Is that correct?’</td>
<td>(Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘&lt;Leader&gt; has &lt;##&gt; coin(s) now. Would you like to get items?’</td>
<td>(Yes/No)</td>
</tr>
<tr>
<td>Yes</td>
<td>‘Who will take it?’</td>
<td></td>
</tr>
<tr>
<td>Person’s bag is full</td>
<td>‘But &lt;Name&gt; has too many things already.’</td>
<td></td>
</tr>
<tr>
<td></td>
<td>‘Does anyone else want to take this?’</td>
<td>(Yes/No)</td>
</tr>
<tr>
<td>Person is an uncontrollable companion</td>
<td>[&lt;Name&gt; doesn’t seem to want to carry it.]</td>
<td></td>
</tr>
<tr>
<td></td>
<td>‘Does anyone else want to take this?’</td>
<td>(Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘We’ll keep the rest of the coins for you. Come again.’</td>
<td></td>
</tr>
<tr>
<td>Yes</td>
<td>‘Who will take it?’</td>
<td></td>
</tr>
<tr>
<td>Person is in the line-up</td>
<td>‘Here you go, &lt;Name&gt;.’</td>
<td></td>
</tr>
<tr>
<td>Person is in</td>
<td>‘I’ll deliver this to &lt;Name&gt; in the</td>
<td></td>
</tr>
</tbody>
</table>
Monster Arena Text:
‘Step right up! Witness the breathtaking fights among monsters from all countries! Pick the winning monster, and you’ll rake in the coins! Here’s the next fight’s monsters and their odds. Which monster do you want bet on?

<table>
<thead>
<tr>
<th>Exit (press B)</th>
<th>‘Are you leaving? Come back again!’</th>
</tr>
</thead>
<tbody>
<tr>
<td>After choice</td>
<td>‘For each fight, you can bet from 1 to 50 coins. How much do you want to wager?’</td>
</tr>
<tr>
<td>Exit (press B)</td>
<td>‘Are you leaving? Come back again!’</td>
</tr>
<tr>
<td>After bet</td>
<td>‘On &lt;Monster&gt;, &lt;##&gt; coin(s), right? Now watch the fight.’</td>
</tr>
<tr>
<td>If you press B during the fight</td>
<td>‘Oh, calling it quits? You don’t mind losing your wager?’ (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>‘Please enjoy the next battle.’ {Fight continues.}</td>
</tr>
<tr>
<td>Yes</td>
<td>‘This battle is terminated.’</td>
</tr>
<tr>
<td>If your choice loses and you quit (press B) early</td>
<td>‘You’re leaving, aren’t you?’</td>
</tr>
</tbody>
</table>
### Appendix E: Casinos

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>If your choice loses</td>
<td>`&lt;Monster&gt; was defeated. Sorry, you’ve lost.</td>
</tr>
<tr>
<td>If the fight is a draw</td>
<td>‘Attention please! We call this match a draw due to overtime. Your wagers will be returned. Enjoy the next match!’</td>
</tr>
<tr>
<td>If your choice wins</td>
<td>`&lt;Monster&gt; emerges the winner! Congratulations! You’ve won &lt;###&gt; coin(s).</td>
</tr>
<tr>
<td>After a win</td>
<td>You may wager these winnings on the next match. Do you want to? (Yes/No)</td>
</tr>
<tr>
<td>Yes</td>
<td>Here’s the next fight’s monsters and their odds. Which monster do you want bet on?</td>
</tr>
<tr>
<td>No, or after a loss or a draw</td>
<td>The next fight will begin shortly. Do you want to play again? (Yes/No)</td>
</tr>
<tr>
<td>Yes</td>
<td>Here’s the next fight’s monsters and their odds. Which monster do you want bet on?</td>
</tr>
<tr>
<td>No</td>
<td>‘Are you leaving? Come back again!’</td>
</tr>
</tbody>
</table>

**Poker Text:**

‘This is a poker table. Would you like to play?’ (Yes/No)

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>‘Drop by any time.’</td>
</tr>
<tr>
<td>Yes</td>
<td>Please place your wager. You can bet</td>
</tr>
</tbody>
</table>
From 1 to 100 coins.

<table>
<thead>
<tr>
<th>After bet and deal</th>
<th>Select the cards you want to HOLD. Then press DEAL.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Loss</td>
<td>Sorry, you’ve lost. Do you want to play again? (Yes/No)</td>
</tr>
<tr>
<td>Win</td>
<td>Congratulations! You’ve won &lt;##&gt; coin(s). If you win, you will get 40 coins. Will you try Double-or-Nothing No.&gt;&lt;#&gt;? (Yes/No)</td>
</tr>
<tr>
<td>No</td>
<td>Do you want to play again? (Yes/No)</td>
</tr>
<tr>
<td>Yes</td>
<td>Select a higher card than this from the 4 cards.</td>
</tr>
<tr>
<td>If you tie</td>
<td>It’s a tie! Try again.</td>
</tr>
<tr>
<td>If you run out of coins</td>
<td>You don’t have any coins. Please come back after buying some.</td>
</tr>
</tbody>
</table>

**Slot Machine Text:**
‘There’s a slot machine? Will you play?’

<table>
<thead>
<tr>
<th>No</th>
<th>(No special text.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes</td>
<td>To insert a coin, press UP on the Control Pad. To start, press the A Button.</td>
</tr>
<tr>
<td>Loss</td>
<td>Sorry, you’ve lost.</td>
</tr>
<tr>
<td>Win</td>
<td>Congratulations! You’ve won &lt;##&gt; coin(s).</td>
</tr>
</tbody>
</table>
Afterward | Do you want to play the slot machine one more time? (Yes/No)
## APPENDIX F

### Battle Text

<table>
<thead>
<tr>
<th>Beginning</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ally first strike text A, single enemy type</td>
<td>But &lt;Enemy&gt; appears.</td>
</tr>
<tr>
<td>Ally first strike text A, multiple enemy types</td>
<td>But &lt;Enemy&gt; is bewildered!</td>
</tr>
<tr>
<td>Ally first strike text B, single enemy type</td>
<td>But the foes are bewildered!</td>
</tr>
<tr>
<td>Ally first strike text B, multiple enemy types</td>
<td>But &lt;Enemy&gt; hasn’t seen you!</td>
</tr>
<tr>
<td>Enemy first strike text A, single enemy type</td>
<td>But the foes haven’t seen you!</td>
</tr>
<tr>
<td>Enemy first strike text A, multiple enemy types</td>
<td>&lt;Enemy&gt; attacks before you’re ready!</td>
</tr>
<tr>
<td>Enemy first strike text A, single enemy type</td>
<td>The foes attack before you’re ready!</td>
</tr>
<tr>
<td>Enemy first strike text B, multiple enemy types</td>
<td>&lt;Enemy&gt; suddenly attacks!</td>
</tr>
<tr>
<td>MEMBER text, but there is no wagon</td>
<td>The wagon isn’t here.</td>
</tr>
<tr>
<td>MEMBER text, but there’s no one in wagon</td>
<td>There’s no one in the wagon!</td>
</tr>
<tr>
<td>Generic MEMBER text</td>
<td>&lt;Ally&gt; scrambles into the</td>
</tr>
<tr>
<td>A, REMOVE or SWITCH</td>
<td>wagon!</td>
</tr>
<tr>
<td>---------------------</td>
<td>------</td>
</tr>
<tr>
<td>MEMBER text A, if ally is dead</td>
<td>&lt;Leader&gt; shoves &lt;Ally&gt;’s ghost into the wagon!</td>
</tr>
<tr>
<td>MEMBER text A, if ally is paralyzed or asleep</td>
<td>&lt;Leader&gt; shoves &lt;Ally&gt; into the wagon!</td>
</tr>
<tr>
<td>Generic MEMBER text B, ADD or SWITCH</td>
<td>&lt;Ally&gt; jumps out of the wagon!</td>
</tr>
<tr>
<td>MEMBER text B, if ally is dead</td>
<td>&lt;Leader&gt; drags out &lt;Ally&gt;’s ghost from the wagon!</td>
</tr>
<tr>
<td>MEMBER text B, if ally is paralyzed or asleep</td>
<td>&lt;Leader&gt; drags out &lt;Ally&gt; from the wagon!</td>
</tr>
<tr>
<td>Generic RUN text – solo</td>
<td>&lt;Name&gt;’s runs away!</td>
</tr>
<tr>
<td>Generic RUN text – party</td>
<td>&lt;Leader&gt;’s Party runs away!</td>
</tr>
<tr>
<td>Generic RUN text – enemy</td>
<td>&lt;Enemy&gt; runs away!</td>
</tr>
<tr>
<td>Failure</td>
<td>But there’s no escape!</td>
</tr>
<tr>
<td>Generic ATTACK text</td>
<td>&lt;Ally/Enemy&gt; attacks!</td>
</tr>
<tr>
<td>Successful hit on enemy</td>
<td>&lt;##&gt; Damage Point(s) to &lt;Enemy&gt;!</td>
</tr>
<tr>
<td>Successful hit on ally</td>
<td>&lt;Ally&gt; gets &lt;##&gt; Damage Point(s)!</td>
</tr>
<tr>
<td>Ally critical attack</td>
<td>A terrific blow!</td>
</tr>
<tr>
<td>Enemy critical attack</td>
<td>A terrible blow!</td>
</tr>
<tr>
<td>Failed attack</td>
<td>A miss! No damage to &lt;Target&gt;!</td>
</tr>
<tr>
<td>Failed attack because of</td>
<td>&lt;Target&gt; eludes nimbly!</td>
</tr>
<tr>
<td>---------------------------</td>
<td>------------------------</td>
</tr>
<tr>
<td>Failed attack because</td>
<td>But &lt;Target&gt; is in the</td>
</tr>
<tr>
<td>Ally got in the wagon</td>
<td>wagon!</td>
</tr>
<tr>
<td>Failed attack because</td>
<td>But &lt;Target&gt; isn’t alive!</td>
</tr>
<tr>
<td>Ally died</td>
<td></td>
</tr>
<tr>
<td>Generic SPELL text</td>
<td>&lt;Ally/Enemy&gt; casts &lt;Spell&gt;!</td>
</tr>
<tr>
<td>If Caster has low MP</td>
<td>Not enough MP.</td>
</tr>
<tr>
<td>SPELL failure</td>
<td>Doesn’t work on &lt;Target&gt;!</td>
</tr>
<tr>
<td>Generic ITEM USE text</td>
<td>&lt;Ally&gt; uses the &lt;Item&gt;!</td>
</tr>
<tr>
<td>ITEM USE failure</td>
<td>But nothing happens!</td>
</tr>
<tr>
<td>Ally has no items</td>
<td>&lt;Ally&gt; doesn’t have an item.</td>
</tr>
<tr>
<td>Generic ITEM – EQUIP</td>
<td>&lt;Ally&gt; holds the &lt;Item&gt;!</td>
</tr>
<tr>
<td>text</td>
<td></td>
</tr>
<tr>
<td>Ally is cursed and tries</td>
<td>&lt;Ally&gt; is cursed and can’t</td>
</tr>
<tr>
<td>to EQUIP something</td>
<td>change equipment.</td>
</tr>
<tr>
<td>Generic PARRY text</td>
<td>&lt;Ally/Enemy&gt; is on guard!</td>
</tr>
<tr>
<td>End of Battle – failure,</td>
<td>&lt;Name&gt; passes away!</td>
</tr>
<tr>
<td>solo</td>
<td></td>
</tr>
<tr>
<td>End of Battle – failure,</td>
<td>&lt;Leader&gt;’s Party is</td>
</tr>
<tr>
<td>party</td>
<td>demolished!</td>
</tr>
<tr>
<td>(continued)</td>
<td></td>
</tr>
<tr>
<td>Damage results in</td>
<td>&lt;Enemy&gt; was defeated.</td>
</tr>
<tr>
<td>enemy defeat</td>
<td></td>
</tr>
<tr>
<td>Damage results in ally defeat</td>
<td>&lt;Ally&gt; passes away!</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>End of Battle, single enemy type</td>
<td>&lt;Enemy&gt; was defeated.</td>
</tr>
<tr>
<td>End of Battle, multiple enemy types</td>
<td>The foes were defeated.</td>
</tr>
<tr>
<td>Result – solo</td>
<td>&lt;Name&gt; gains &lt;##&gt; Experience Point(s).</td>
</tr>
<tr>
<td>Result – party</td>
<td>Each gains &lt;##&gt; Experience Point(s).</td>
</tr>
<tr>
<td>End of Battle – treasure, single enemy type</td>
<td>&lt;Enemy&gt; has a treasure chest!</td>
</tr>
<tr>
<td>End of Battle – treasure, multiple enemy types</td>
<td>The foes have a treasure chest!</td>
</tr>
<tr>
<td>Result – gold</td>
<td>Gained &lt;##&gt; gold pieces!</td>
</tr>
<tr>
<td>Level Raised</td>
<td>&lt;Name&gt;’s Level goes up!</td>
</tr>
<tr>
<td></td>
<td>Strength goes up &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td></td>
<td>Agility goes up &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td></td>
<td>Vitality goes up &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td></td>
<td>Luck goes up &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td></td>
<td>Intelligence goes up &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td></td>
<td>The Maximum HP goes up &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td></td>
<td>The Maximum MP goes up</td>
</tr>
</tbody>
</table>
<##> point(s)!
<Name> learns the spell
<Spell>!

**More Spell Text:**

<table>
<thead>
<tr>
<th>Spell</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heal/Healmore/Healall/</td>
<td>&lt;Target&gt;’s wounds heal!</td>
</tr>
<tr>
<td>Healus/Healusall</td>
<td></td>
</tr>
<tr>
<td>NumbOff</td>
<td>&lt;Target&gt;’s numbness wears off!</td>
</tr>
<tr>
<td>Awake – success</td>
<td>&lt;Name&gt; wakes up!</td>
</tr>
<tr>
<td>If ally is already awake</td>
<td>But nothing happens!</td>
</tr>
<tr>
<td>Vivify/Revive – success</td>
<td>&lt;Target&gt; revives!</td>
</tr>
<tr>
<td>Vivify – failure</td>
<td>&lt;Target&gt; doesn’t revive!</td>
</tr>
<tr>
<td>Farewell</td>
<td>&lt;Target&gt;’s wounds heal!</td>
</tr>
<tr>
<td></td>
<td>&lt;Target&gt; revives!</td>
</tr>
<tr>
<td></td>
<td>&lt;Caster&gt; expires from exhaustion.</td>
</tr>
<tr>
<td>Upper/Increase</td>
<td>&lt;Target&gt;’s Defense Power goes up &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td>SpeedUP</td>
<td>&lt;Target&gt;’s Agility goes up &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td>Bikill</td>
<td>&lt;Target&gt;’s Attack Power doubles!</td>
</tr>
<tr>
<td>Bounce</td>
<td>A radiant wall of lights appears before &lt;Caster&gt;!</td>
</tr>
<tr>
<td>Barrier</td>
<td>A thin cloth of lights</td>
</tr>
<tr>
<td>Spell</td>
<td>Effect</td>
</tr>
<tr>
<td>-----------------------</td>
<td>----------------------------------------------------------------------</td>
</tr>
<tr>
<td>StopSpell</td>
<td>&lt;Target&gt;’s spells are contained!</td>
</tr>
<tr>
<td>FendSpell</td>
<td>A violet fog surrounds &lt;Target&gt;!</td>
</tr>
<tr>
<td>Ironize – solo</td>
<td>&lt;Caster&gt; becomes ironized!</td>
</tr>
<tr>
<td>Ironize – party</td>
<td>&lt;Leader&gt;’s group becomes ironized!</td>
</tr>
<tr>
<td>Attempted solo attack</td>
<td>&lt;Name&gt; becomes ironized, impervious to attack!</td>
</tr>
<tr>
<td>Attempted group attack</td>
<td>&lt;Leader&gt;’s Party becomes ironized, impervious to attack!</td>
</tr>
<tr>
<td>Ironize wears off – solo</td>
<td>The effect of Ironize on &lt;Caster&gt; wears off!</td>
</tr>
<tr>
<td>Ironize wears off – party</td>
<td>The effect of Ironize on &lt;Leaders&gt;’s Party wears off!</td>
</tr>
<tr>
<td>Expel</td>
<td>&lt;Enemy&gt; is sent into the lights.</td>
</tr>
<tr>
<td>Sap/Defence – on enemies</td>
<td>&lt;Target&gt;’s Defense Power is lowered by &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td>Sap/Defence – on allies</td>
<td>&lt;Target&gt;’s Defense Power goes down &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td>Sleep/Sleepmore – on enemies</td>
<td>&lt;Target&gt; is put to sleep!</td>
</tr>
<tr>
<td>Sleep/Sleepmore – on allies</td>
<td>&lt;Target&gt; falls asleep!</td>
</tr>
<tr>
<td>Surround</td>
<td>&lt;Target&gt; is surrounded by mirages!</td>
</tr>
</tbody>
</table>
### Dragon Warrior IV

<table>
<thead>
<tr>
<th>Spell/Effect</th>
<th>Description</th>
</tr>
</thead>
</table>
| RobMagic                          | `<Target>` is robbed of `<##>` MP point(s)!
| Chaos                             | `<Target>` becomes confused!                                                |
| Beat/Defeat – success on enemies   | `<Target>` is defeated!                                                     |
| Beat/Defeat – success on allies    | `<Target>` passes away!                                                     |
| Beat/Defeat – failure             | `<Target>` doesn’t pass away!                                               |
| Thordain if less than 4 party members | But not all 4 members are here!                                      |
| BeDragon                          | `<Caster>` turns into a giant dragon!                                       |
| Return – solo                     | `<Caster>` bumps into the ceiling!                                         |
| Return – party                    | `<Leader>`’s Party bumps into the ceiling!                                  |
| Transform                         | `<Caster>` assumes the shape of `<Target>`!                                 |
| Chance                            | `{see Appendix G}`                                                          |

### More Item Text:

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wing of Wyvern – like Return</td>
<td><code>&lt;Name&gt;</code> hurls the <code>&lt;Item&gt;</code> into the sky!</td>
</tr>
<tr>
<td>Fairy Water – like Blaze</td>
<td><code>&lt;Name&gt;</code> scatters the <code>&lt;Item&gt;</code>!</td>
</tr>
<tr>
<td>Full Moon Herb – like NumbOff</td>
<td><code>&lt;Target&gt;</code>’s numbness wears off!</td>
</tr>
<tr>
<td>Scent Pouch</td>
<td><code>&lt;Name&gt;</code> takes out the</td>
</tr>
</tbody>
</table>
### Appendix F

#### Battle Text

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strange smells fill the area!</td>
<td></td>
</tr>
<tr>
<td>&lt;Target&gt; is pleased!</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Wizard’s Ring</th>
<th>&lt;Name&gt; puts the &lt;Item&gt; on a finger and meditates.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wizard’s Ring and Magic Potion result</td>
<td>&lt;Name&gt;’s MP is restored by &lt;###&gt; point(s)!</td>
</tr>
<tr>
<td>Wizard’s Ring random result</td>
<td>The ring silently crumbles away!</td>
</tr>
<tr>
<td>Meteorite Armband</td>
<td>&lt;Name&gt; puts on the &lt;Item&gt;!</td>
</tr>
<tr>
<td>Boomerang (just attacks one enemy)</td>
<td>&lt;Name&gt; throws away the Boomerang!</td>
</tr>
<tr>
<td>Poison Needle random success</td>
<td>The Poison Needle penetrates &lt;Enemy&gt;’s vital spot!</td>
</tr>
<tr>
<td>Sword of Miracles attack effect</td>
<td>&lt;Target&gt;’s wounds heal!</td>
</tr>
<tr>
<td>Sandglass of Regression</td>
<td>&lt;Name&gt; scatters the Sandglass of Regression!</td>
</tr>
<tr>
<td></td>
<td>Time reverses!</td>
</tr>
<tr>
<td>Mysterious Bolero random effect</td>
<td>&lt;Wearer&gt; sucks up &lt;###&gt; MP point(s)!</td>
</tr>
<tr>
<td>Mirror of Ra</td>
<td>&lt;User&gt; looks into the &lt;Item&gt;!</td>
</tr>
<tr>
<td>If Target is not Transformed</td>
<td>The mirror reflects the image of &lt;original form&gt;.</td>
</tr>
<tr>
<td>If Target is Transformed</td>
<td>The true image of &lt;Ally&gt; who is disguised as &lt;Target&gt; is seen!</td>
</tr>
</tbody>
</table>
If Target is Transformed and Ironized

<table>
<thead>
<tr>
<th>Special Item Use A</th>
<th>&lt;Name&gt; flings up the &lt;Item&gt;!</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sword of Malice – like Firebal??</td>
<td>{No special text.}</td>
</tr>
<tr>
<td>Staff of Jubilation – monsters smile and miss turn</td>
<td>&lt;Target&gt; smiles affectionately.</td>
</tr>
<tr>
<td>Effect</td>
<td>&lt;Target&gt; is smiling!</td>
</tr>
<tr>
<td>Magma Staff – like Boom</td>
<td>A fireball shoots out from the tip of the staff!</td>
</tr>
<tr>
<td>Sword of Lethargy – like Sleepmore</td>
<td>Eerie mists surround the enemy!</td>
</tr>
<tr>
<td>Fire Claw – like Blazemore??</td>
<td>A blaze streams out of the sword!</td>
</tr>
<tr>
<td>Ice Blade – like Snowblast</td>
<td>A blizzard roars out of the sword!</td>
</tr>
<tr>
<td>Staff of Antimagic – like StopSpell</td>
<td>Eerie mists surround the enemy!</td>
</tr>
<tr>
<td>Staff of Punishment – like Infermore</td>
<td>Fireballs gush out from the staff!</td>
</tr>
<tr>
<td>Sword of Decimation – like Defence</td>
<td>The sword gives a ghastly groan!</td>
</tr>
<tr>
<td>Staff of Healing – like Healmore</td>
<td>&lt;Target&gt;’s wounds heal!</td>
</tr>
<tr>
<td>Item Name</td>
<td>Effect Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-----------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Zenithian Sword – like nullify enemy attack</td>
<td>Blinding lights shine upon &lt;Target&gt;.</td>
</tr>
<tr>
<td>If Target is Transformed</td>
<td>&lt;Target&gt; turns back into its original form!</td>
</tr>
<tr>
<td>Result</td>
<td>The effect of the spell on &lt;Target&gt; wears off!</td>
</tr>
<tr>
<td>Staff of Thunder – like Firebane??</td>
<td>A bolt of lightning shoots out from the staff!</td>
</tr>
<tr>
<td><strong>Special Item Use B</strong></td>
<td>&lt;Name&gt; raises the &lt;Item&gt; overhead.</td>
</tr>
<tr>
<td>Abacus of Virtue – like Expel</td>
<td>The blinding lights of Justice shine upon the enemy!</td>
</tr>
<tr>
<td>Sphere of Silence – like StopSpell</td>
<td>&lt;Target&gt;’s spells are contained!</td>
</tr>
<tr>
<td>Metal Babble Shield – like FendSpell</td>
<td>A violet fog surrounds &lt;User&gt;! Spells don’t reach &lt;User&gt;!</td>
</tr>
<tr>
<td>Zenithian Shield – like Bounce</td>
<td>A radiant wall of lights appears before &lt;Holder&gt;!</td>
</tr>
<tr>
<td>Shield of Strength – like Healmore on self</td>
<td>&lt;Name&gt;’s wounds heal!</td>
</tr>
<tr>
<td>Aeolus’ Shield – blow off all monsters (No EXP)</td>
<td>&lt;Target&gt; is blown away!</td>
</tr>
<tr>
<td>Leaf of World Tree – like Revive</td>
<td>&lt;Name&gt; grinds the Leaf of World Tree and gives it to &lt;Target&gt;! &lt;Target&gt; revives!</td>
</tr>
<tr>
<td>Spell/Effect</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Sage’s Stone – like Healus</td>
<td>&lt;Ally&gt;’s wounds heal!</td>
</tr>
<tr>
<td>Silver Tarot Cards</td>
<td>&lt;Ally&gt; starts reading Tarot Cards!</td>
</tr>
<tr>
<td>Silver Tarot Cards, someone other than Nara</td>
<td>But &lt;Ally&gt; can’t read Tarot Cards!</td>
</tr>
<tr>
<td>Silver Tarot Cards, Nara</td>
<td>Nara draws the Card of &lt;Card&gt;!</td>
</tr>
<tr>
<td>Justice – like Expel</td>
<td>The blinding lights of Justice shine upon the enemy!</td>
</tr>
<tr>
<td></td>
<td>Doesn’t work on &lt;Enemy&gt;!</td>
</tr>
<tr>
<td></td>
<td>OR</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; is sent into the lights.</td>
</tr>
<tr>
<td>the Stars</td>
<td>Nara thinks if the battle is won, twice the usual amount of money can be made!</td>
</tr>
<tr>
<td>Evil – like StopSpell on Nara</td>
<td>Evil mists pour from the Card and engulf the area!</td>
</tr>
<tr>
<td></td>
<td>Nara’s spells are contained!</td>
</tr>
<tr>
<td>the Tower</td>
<td>Glittering Thor attacks Nara’s group!</td>
</tr>
<tr>
<td></td>
<td>&lt;Ally&gt; gets &lt;##&gt; Damage Point(s)!</td>
</tr>
<tr>
<td>the Moon – like Surround</td>
<td>The moonlight illuminates the enemy!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; is surrounded by</td>
</tr>
</tbody>
</table>
### Appendix F

#### Battle Text

<table>
<thead>
<tr>
<th>Mirages!</th>
<th>The sunlight shines upon the allies!</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Sun – like Healusall</td>
<td>&lt;Ally&gt;’s wounds heal!</td>
</tr>
<tr>
<td>Strength – like Bikill on random Ally</td>
<td>&lt;Ally&gt;’s morale is boosted!</td>
</tr>
<tr>
<td>Perfection – like Defeat on allies</td>
<td>&lt;Ally&gt;’s Attack Power doubles!</td>
</tr>
<tr>
<td>the Terminator</td>
<td>Nara draws the Card of Perfection!</td>
</tr>
<tr>
<td></td>
<td>A blood-freezing chill attacks Nara!</td>
</tr>
<tr>
<td></td>
<td>&lt;Ally&gt; doesn’t pass away!</td>
</tr>
<tr>
<td></td>
<td>OR</td>
</tr>
<tr>
<td></td>
<td>&lt;Ally&gt; passes away!</td>
</tr>
</tbody>
</table>

### Other Text and Enemy Special Moves:

<table>
<thead>
<tr>
<th>Enemies starting a battle under a condition.</th>
<th>But &lt;Enemy&gt; is asleep!</th>
</tr>
</thead>
<tbody>
<tr>
<td>But &lt;Enemy&gt; is paralyzed!</td>
<td></td>
</tr>
<tr>
<td>But &lt;Enemy&gt; is confused.</td>
<td></td>
</tr>
<tr>
<td>Sometimes happens after a Parry</td>
<td>&lt;Enemy&gt; comes to help!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; calls for reinforcements!</td>
</tr>
<tr>
<td>Success</td>
<td>&lt;Enemy&gt; appears.</td>
</tr>
<tr>
<td>Failure, i.e. if the</td>
<td>But no help arrives!</td>
</tr>
</tbody>
</table>
### Dragon Warrior IV

<table>
<thead>
<tr>
<th>enemy is confused</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>&lt;Enemy&gt; rolls over!</td>
</tr>
<tr>
<td></td>
<td>&lt;Ally/Enemy&gt; is assessing the situation.</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; is flustered.</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; is building up power.</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; takes a deep breath!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; is dazed!</td>
</tr>
<tr>
<td>Enemy changes appearance</td>
<td>&lt;Enemy&gt;’s expression changes!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; looks scared!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; gets serious!</td>
</tr>
<tr>
<td>Roar</td>
<td>&lt;Enemy&gt; gives a hideous, shrieking roar!</td>
</tr>
<tr>
<td>Result – success</td>
<td>&lt;Target Ally&gt; cowers!</td>
</tr>
<tr>
<td>Result – failure</td>
<td>It doesn’t work on &lt;Target Ally&gt;!</td>
</tr>
<tr>
<td>Effect</td>
<td>&lt;Name&gt; freezes in fear!</td>
</tr>
<tr>
<td>Strange Dance</td>
<td>&lt;Enemy&gt; dances a strange dance!</td>
</tr>
<tr>
<td>Result – success</td>
<td>&lt;Target&gt;’s MP is lowered by &lt;##&gt; point(s)!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; uses a Medical Herb!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; gives the Leaf of World Tree to &lt;Target Enemy&gt;!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; swings the Staff of Thunder!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; swings the Sword of Lethargy!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; holds the Shield of Strength overhead!</td>
</tr>
</tbody>
</table>

305
<table>
<thead>
<tr>
<th>Battle Text</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;Enemy&gt; holds the Sphere of Silence overhead!</td>
</tr>
<tr>
<td>Blazeghost/Demighoul miss (1)</td>
</tr>
<tr>
<td>Oops! No damage to &lt;Target&gt;.</td>
</tr>
<tr>
<td>Blazeghost/Demighoul miss (2)</td>
</tr>
<tr>
<td>Wow! &lt;Target&gt; splits!</td>
</tr>
<tr>
<td>Slimes becoming a King Slime</td>
</tr>
<tr>
<td>!? The &lt;Enemy&gt; s...</td>
</tr>
<tr>
<td>Turns into &lt;Enemy&gt;!</td>
</tr>
<tr>
<td>&lt;Enemy&gt; tries a body attack!</td>
</tr>
<tr>
<td>Normal result</td>
</tr>
<tr>
<td>&lt;Ally&gt; gets &lt;##&gt; Damage Point(s)!</td>
</tr>
<tr>
<td>Random result</td>
</tr>
<tr>
<td>&lt;Enemy&gt; explodes into bits!</td>
</tr>
<tr>
<td>Noctobat attack</td>
</tr>
<tr>
<td>Eerie mists stream out of &lt;Enemy&gt; and engulf the area!</td>
</tr>
<tr>
<td>Spite Spirit attack</td>
</tr>
<tr>
<td>Together, &lt;Enemy&gt;’s Party summons mysterious mists!</td>
</tr>
<tr>
<td>Effect (of both above)</td>
</tr>
<tr>
<td>But the spell is nullified!</td>
</tr>
<tr>
<td>Poison Attack – success</td>
</tr>
<tr>
<td>&lt;Target Ally&gt; is poisoned!</td>
</tr>
<tr>
<td>Sleep Attack – success</td>
</tr>
<tr>
<td>&lt;Target Ally&gt; falls asleep!</td>
</tr>
<tr>
<td>Paralyzation Attack – success</td>
</tr>
<tr>
<td>&lt;Target Ally&gt; is paralyzed!</td>
</tr>
<tr>
<td>Breath Attack – Poison</td>
</tr>
<tr>
<td>&lt;Enemy&gt; emits poison gas!</td>
</tr>
<tr>
<td>Result – success</td>
</tr>
<tr>
<td>&lt;Target Ally&gt; is poisoned!</td>
</tr>
<tr>
<td>Result – failure</td>
</tr>
<tr>
<td>----------------------------------</td>
</tr>
<tr>
<td>Breath Attack – Sleep</td>
</tr>
<tr>
<td>Result – success on enemies</td>
</tr>
<tr>
<td>Result – success on allies</td>
</tr>
<tr>
<td>Result – failure</td>
</tr>
<tr>
<td>Breath Attack – Paralyzation</td>
</tr>
<tr>
<td>Result – success</td>
</tr>
<tr>
<td>Result – failure</td>
</tr>
<tr>
<td>Breath Attack</td>
</tr>
<tr>
<td>Breath Attack</td>
</tr>
<tr>
<td>Breath Attack</td>
</tr>
<tr>
<td>Breath Attack</td>
</tr>
<tr>
<td>Breath Attack</td>
</tr>
<tr>
<td>Breath Attack</td>
</tr>
<tr>
<td>Nullifying Attack</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Necrosaro’s special healing</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>
### Status During Battle:

<table>
<thead>
<tr>
<th>Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleeping</td>
<td>&lt;Name&gt; is asleep.</td>
</tr>
<tr>
<td>Sleep wears off</td>
<td>&lt;Name&gt; wakes up.</td>
</tr>
<tr>
<td>Paralyzed</td>
<td>&lt;Name&gt; is paralyzed.</td>
</tr>
<tr>
<td>Confused</td>
<td>&lt;Name&gt; is confused.</td>
</tr>
<tr>
<td>StopSpelled</td>
<td>But spells are contained.</td>
</tr>
<tr>
<td>Low MP</td>
<td>Not enough MP.</td>
</tr>
<tr>
<td>If protected by Bounce</td>
<td>The spell bounces off the wall of lights!</td>
</tr>
<tr>
<td>If protected by FendSpell</td>
<td>Spells don’t reach &lt;Name&gt;!</td>
</tr>
</tbody>
</table>
### APPENDIX G

#### Chance Spell

<p>| Chaos on everyone (meaning allies and enemies) | &lt;Ally/Enemy&gt; becomes confused! |
| Chaos on everyone except HERO | &lt;Ally/Enemy&gt; becomes confused! |
| Everyone’s spells are nullified (like Spite Spirit’s attack). | Eerie mists stream out of &lt;Caster&gt; and engulf the area! |
| Sleep on everyone | &lt;Enemy&gt; is put to sleep! &lt;Ally&gt; falls asleep! |
| Everyone loses all MP. | &lt;Ally/Enemy&gt;’s MP is gone! |
| Just enemies lose all MP. | &lt;Enemy&gt;’s MP is gone! |
| Healusall on everyone | &lt;Ally/Enemy&gt;’s wounds heal! |
| Healusall just on allies | &lt;Ally&gt;’s wounds heal! |
| Everyone “psyches up.” | &lt;Ally/Enemy&gt; builds up power! |
| Everyone takes damage. | An earthquake hits! The tremor makes standing impossible! &lt;##&gt; Damage Point(s) to &lt;Enemy&gt;! &lt;Ally&gt; gets &lt;##&gt; Damage Point(s)! |
| Like Defeat | An earthquake hits! |</p>
<table>
<thead>
<tr>
<th>Spell</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cracks run through the ground!</td>
<td>&lt;Enemy&gt; falls into a crack!</td>
</tr>
<tr>
<td>Battle ends abruptly.</td>
<td>&lt;Caster&gt; calls the most fearful thing!</td>
</tr>
<tr>
<td></td>
<td>&lt;Ally&gt; falls unconscious!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; flees!</td>
</tr>
<tr>
<td>Like Expel (1)</td>
<td>Blinding lights engulf the area, and a snow white dragon appears!</td>
</tr>
<tr>
<td></td>
<td>The dragon carries off &lt;Enemy&gt;!</td>
</tr>
<tr>
<td>Like Expel (2)</td>
<td>&lt;Enemy&gt; explodes into bits!</td>
</tr>
<tr>
<td>Attacks all Enemies.</td>
<td>A mountainous giant, laughing hideously, appears!</td>
</tr>
<tr>
<td></td>
<td>The giant attacks!</td>
</tr>
<tr>
<td></td>
<td>The giant withdraws laughing!</td>
</tr>
<tr>
<td>Surround on all enemies</td>
<td>&lt;Enemy&gt; is surrounded by mirages!</td>
</tr>
<tr>
<td>All enemies become Metal Slimes.</td>
<td>&lt;Enemy&gt; turns into a Metal Slime!</td>
</tr>
<tr>
<td></td>
<td>OR</td>
</tr>
<tr>
<td></td>
<td>The foes turn into a Metal Slime!</td>
</tr>
<tr>
<td>Upper on all allies</td>
<td>&lt;Ally&gt;’s Defense Power goes up &lt;###&gt; point(s)!</td>
</tr>
<tr>
<td>SpeedUp on all allies</td>
<td>&lt;Ally&gt;’s Agility goes up &lt;###&gt; point(s)!</td>
</tr>
<tr>
<td>BeDragon on all allies</td>
<td>&lt;Ally&gt; turns into a giant</td>
</tr>
</tbody>
</table>
| Dragon Warrior IV | dragon!  
<Ally> emits a violent blaze! |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>All allies make critical hits.</td>
<td>The morale of &lt;Leader&gt;’s Party is boosted!</td>
</tr>
</tbody>
</table>
| All allies or random enemy group lose a turn. | A hideous grumble is heard out of nowhere!  
<Ally Enemy> is bewildered!  
OR  
The foes are bewildered! |
| Caster is attacked, and if he survives, turns into an ice dragon. | A blinding light shines upon <Caster>!  
<Caster> gets <##> Damage Point(s)!  
<Caster> turns into a glittering dragon!  
<Caster> emits a gleaming, icy gust of wind! |
| Caster gets three free turns. | Time stops!  
Time restarts! |
| Like Sandglass of Regression | Time reverses! |
| Like Tarot Card of the Stars | <Caster> thinks if the battle is won, twice the usual amount of money can be made! |
| Any dead ally will revive. | ‘Chance! <pause>Chance!  
<pause>Chance....’  
Wonder <Name> revives!  
OR  
<Caster>’s voice echoes |
| Like Return or Wing of Wyvern; returns to a random “Return” location (if no ceiling). | through the area in vain. | {No special text.} |
## APPENDIX H

### Confused During Battle

| Hero       | HERO trips and falls!  
<table>
<thead>
<tr>
<th></th>
<th>Fortunately there's no injury!</th>
</tr>
</thead>
</table>
| Hero       | HERO raises the <Equipped Weapon?> overhead!  
|            | But nothing happens! |
| Hero       | HERO: ‘I’m a Slime. He, He, He....’ |
| Hero or    | <Name> throws away the <Equipped Weapon>! {Doesn’t really throw it away.} |
| Ragnar     | Ragnar brandishes a weapon!  
|            | Loses control and falls! |
|            | Ragnar gets <##> Damage Point(s)! |
| Ragnar     | Ragnar cheers on <Ally>!  
|            | Ragnar: ‘Hip, Hip, Hurray <Ally>!’ |
| Alena      | Alena starts crying!  
|            | Alena: ‘I want to go home! Sob...Sob...’ |
| Alena      | Alena grabs and throws away <Enemy>!  
|            | <##> Damage Point(s) to <Enemy>! |
| Alena      | Alena: ‘KIEEEE!’  
|            | Alena starts testing strength by breaking the stones nearby! |
| Cristo     | Cristo picks up and throws a stone!  
|            | It hits <Enemy>!  
|            | <##> Damage Point(s)! |
| Cristo     | Cristo begins a lecture!  
<p>|            | Cristo: ‘Be good to travelers....’ |
| Cristo     | Cristo: ‘Can you tell me the way to Aliahan?’ |</p>
<table>
<thead>
<tr>
<th>&lt;Enemy&gt; doesn't respond!</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Nara</strong></td>
</tr>
<tr>
<td>Takes off the &lt;Equipped Armor&gt;!</td>
</tr>
<tr>
<td><strong>Nara</strong></td>
</tr>
<tr>
<td>Doesn't respond!</td>
</tr>
<tr>
<td><strong>Nara</strong></td>
</tr>
<tr>
<td>Is charmed by Nara!</td>
</tr>
<tr>
<td><strong>Nara</strong></td>
</tr>
<tr>
<td>Screams!</td>
</tr>
<tr>
<td><strong>Nara</strong></td>
</tr>
<tr>
<td>'Yeek! Stop! Please stop!'</td>
</tr>
<tr>
<td><strong>Nara</strong></td>
</tr>
<tr>
<td>‘Where am I? Who am I?’</td>
</tr>
<tr>
<td><strong>Nara</strong></td>
</tr>
<tr>
<td>Is predicting who will win!</td>
</tr>
<tr>
<td><strong>Mara</strong></td>
</tr>
<tr>
<td>Joins the battle! {Becomes Leader.}</td>
</tr>
<tr>
<td><strong>Mara</strong></td>
</tr>
<tr>
<td>Grasps at &lt;Enemy&gt;!</td>
</tr>
<tr>
<td><strong>Mara</strong></td>
</tr>
<tr>
<td>Bounces off!</td>
</tr>
<tr>
<td><strong>Mara</strong></td>
</tr>
<tr>
<td>Blows a kiss!</td>
</tr>
<tr>
<td>&lt;Enemy&gt; is happy!</td>
</tr>
<tr>
<td><strong>Brey</strong></td>
</tr>
<tr>
<td>Digs a trap!</td>
</tr>
<tr>
<td>&lt;Enemy&gt; falls into a trap!</td>
</tr>
<tr>
<td><strong>Effect</strong></td>
</tr>
<tr>
<td>&lt;Enemy&gt; can't get out of the hole!</td>
</tr>
<tr>
<td><strong>Brey</strong></td>
</tr>
<tr>
<td>Chants Explo_&lt;pause&gt;d&lt;pause&gt;e&lt;pause&gt;...</td>
</tr>
<tr>
<td><strong>Brey</strong></td>
</tr>
<tr>
<td>But can't remember the rest of the spell!</td>
</tr>
<tr>
<td><strong>Brey</strong></td>
</tr>
<tr>
<td>'What was I supposed to do?'</td>
</tr>
<tr>
<td><strong>Taloon</strong></td>
</tr>
<tr>
<td>Jumps back into the wagon!</td>
</tr>
<tr>
<td><strong>Taloon</strong></td>
</tr>
<tr>
<td>Throws 1 gold piece!</td>
</tr>
<tr>
<td>&lt;###&gt; Damage Point(s) to &lt;Enemy&gt;!</td>
</tr>
<tr>
<td><strong>Taloon</strong></td>
</tr>
<tr>
<td>Starts counting money!</td>
</tr>
<tr>
<td><strong>Taloon</strong></td>
</tr>
<tr>
<td>'One, Two.... The total is &lt;###&gt; gold piece(s). That's seems right.'</td>
</tr>
<tr>
<td><strong>Taloon</strong></td>
</tr>
<tr>
<td>Starts a business!</td>
</tr>
<tr>
<td><strong>Taloon</strong></td>
</tr>
<tr>
<td>'Would you like this &lt;Item&gt;? I'll give you a discount.'</td>
</tr>
<tr>
<td><strong>Enemy</strong></td>
</tr>
<tr>
<td>Is scared!</td>
</tr>
<tr>
<td><strong>Doran or</strong></td>
</tr>
<tr>
<td>&lt;Ally/Enemy&gt; is barking weirdly!</td>
</tr>
<tr>
<td>Enemy</td>
</tr>
<tr>
<td>---------------</td>
</tr>
<tr>
<td>Doran or Enemy</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Enemy</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Doran or Enemy</td>
</tr>
<tr>
<td>Ragnar or Enemy</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Mara</td>
</tr>
<tr>
<td>Brey</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>
### APPENDIX I

#### Taloon in Chapter 5

<table>
<thead>
<tr>
<th>Sometimes when an enemy casts a spell</th>
<th>But Taloon quickly covers its mouth!</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dazed</td>
<td>Taloon is dazed!</td>
</tr>
<tr>
<td>Psyches up</td>
<td>Taloon is building up power.</td>
</tr>
<tr>
<td>Shouts</td>
<td>Taloon suddenly shouts!</td>
</tr>
<tr>
<td>Success</td>
<td>&lt;Enemy&gt; cowers!</td>
</tr>
<tr>
<td>Failure</td>
<td>It doesn’t work on &lt;Enemy&gt;!</td>
</tr>
<tr>
<td>Sings</td>
<td>Taloon starts singing a lullaby.</td>
</tr>
<tr>
<td>Success</td>
<td>&lt;Enemy&gt; is put to sleep!</td>
</tr>
<tr>
<td>Failure</td>
<td>Doesn’t work on &lt;Enemy&gt;!</td>
</tr>
<tr>
<td>Steals</td>
<td>Taloon catches &lt;Enemy&gt; off guard and steals a treasure chest!</td>
</tr>
<tr>
<td>Calms</td>
<td>Taloon: ‘Calm down, everybody!’</td>
</tr>
<tr>
<td>Result 1</td>
<td>Calmed down by Taloon, the foes withdraw.</td>
</tr>
<tr>
<td></td>
<td>Calmed down by Taloon, &lt;Enemy&gt; withdraws.</td>
</tr>
<tr>
<td>End Result</td>
<td>The foes disappeared.</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; disappeared.</td>
</tr>
<tr>
<td>Result 2</td>
<td>The foes become even more infuriated!</td>
</tr>
<tr>
<td></td>
<td>&lt;Enemy&gt; becomes even more infuriated!</td>
</tr>
<tr>
<td>Puns</td>
<td>Taloon makes an awful pun!</td>
</tr>
</tbody>
</table>

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### Success  
<Enemy> shakes with laughter!

### Effect  
<Enemy> is shaking with laughter!

### Trips  
Taloon trips!  
At that instant, a weapon hits <Enemy>!  
A terrific blow!

### Throws sand  
Taloon grabs and throws sand on the ground!

### Success  
The sand gets in <Enemy>’s eyes!

### Failure  
Doesn’t work on <Enemy>!

### Calls for help  
Taloon calls for reinforcements!  
Traveling merchants appear out of nowhere!  
The merchant army attacks! {At most 3 times.}  
The merchants vanishes.

### Wiggles finger  
Taloon wiggles a finger in a circle!

### Success  
<Enemy> becomes dizzy!

### Failure  
<Enemy> wasn’t watching!

### Effect  
<Enemy> is confused.

### Sweeps legs  
Taloon sweeps legs!

### Success  
<Enemy> trips!

### Effect  
<Enemy> is writhing after tripping.

### Dances  
Taloon dances a strange dance!

### Result  
<Target>’s MP is lowered by <##> point(s)!
'I'll put this in [$49]'s Tool Bag then.'
'Alright,I'll put this in [$49]'s Tool Bag.'
'I'll put this in [$49]'s Tool Bag.'
'I'm terribly sorry,but the vault is full,and I can't take any more things.'
'[$47] gold piece[$4C]?'
'I'm terribly sorry,but I can't keep any more of your money.'
But [$49] has no one to hand things to.
[$49]'s Party isn't carrying anything.
'Doesn't seem to be cursed.'
'Sir,help me!'
'Who are you?'
[$50] was carried to the wagon.
Neta:'I'm sorry....'[key1]
Neta:'I haven't been able to keep up with you.Our inventory is full.'[key1]
Neta:'Would you like to see what we have for sale?'
'[$49],you're already strong!''[key1]
[$49] checks the book shelf.[key1]
No important books are found.
[$49],paralyzed,cant't move.
[$49] checks the oven.[key1]
[$49] checks the sink.[key1]
[$49] checks the grave.[key1]
This door doesn't seem to open.
Nara:'Help!'
[$49] can't be equipped with any more things.
'A monster!'[key2]
Huh? [$4B]Healie is the name?'[key2]
Sorry but I can't sell you anything....'
'Bye....'
'But you don't seem to be able to carry that much money.'

Alena:'I couldn't find the Padequia Root.'
Alena:'Brey told me that [$49] is searching for Necrosaro.Is that right?'[key1]

[$49] receives the Fire of Serenity from [$49] and throws it into the fire.

'You can't pass up this fight.Which monster do you want to bet on?'
If you press the A Button, the reels will stop spinning starting from left to right.

'Since you've won over 10000 coins, we must stop now.'

[$50]:'........'

You can't pass up this fight.
A voice is heard....[key2]
This is Zenithian Castle. Only those who are eligible can enter.'[key2]

Leave!
'You can't take any more coins.'[key2]
We look forward to your next visit.'

Isn't there someone who wants to start a business here?
Yelp,Yelp!

Look how swiftly the clouds rush across the sky!'[key2]

Something dreadful may be happening somewhere....

[$4E]No one is inside.

Creeek...Creeek...

[$4E]Tom:'I'm finally at the House of Healing. Thanks so much. Here's your reward!'[key1]
Taloon received [$47] gold piece[$4C].
[$4E]Tom:'I'm so grateful.'[key1]
Tom:'It must have been fate that led you to my son.'
Phew...I love breaks!'[key1]
[$49] comes back to life![key1]

BATTLE TEXT UNKNOWNS:
[$49] uses up its last ounce of power![$4B]
[$49] is jerked away!
[$49] is attacked but is saved by [$49]![$4B]
[$49] falls unconscious!
But nothing happens here!
A hypnotic song is heard from somewhere....
[$49] becomes more confused!
But the situation hasn't changed at all!
[$49] doesn't revive!
But pulled back by a strange force![$4B]
Mysterious sounds reverberate!
[$49] didn't get it!
[$49] jumps back!
But is jumped over!
[$49] is brought down!
Together,[$49]'s Party starts a raging blaze!
[$49]'s Party was defeated!
[$49] raises a hand overhead![$4B]
[$49]:'I'm a Slime.Te,He,He....'[new]
[$47] Damage Point[$4C]!
It misses [$49]!
[$49] body slams into [$49]!
[$49] leaps on [$49]!
[$49] starts slamming with its body!
[$49]'s Party casts [$4A] together!
[$49]'s MP isn't sufficient!
The [4A] isn't cast!
[49] fails to cast [4A]![4B]
[49] throws a Boomerang at [49]!
The area grows even darker!
An eerie fog appears out of nowhere and engulfs the area![4B][4B]
A giant bird appears out of nowhere and carries off
[49]'s Party in its big claws![4B][4B][4B]
The dragon carries off the foes![4B]
But the [48] hits the ceiling and falls back.[4B]
[49] gives the [48] to a companion!
[49] blows the [48].
[49]'s Agility doubles!
[49] comes to!
[49] crawls out of the pit!
[49] walks away downcast!
[49] finds additional gold piece![4C]!
The foes leave a treasure chest behind!
[49] leaves a treasure chest behind!
[49] diverts the foes' attention and lets the Party flee![4B][4B]
[49] diverts [49]'s attention and lets the Party flee![4B][4B]
The body is immobile due to a curse!
[49]'s Party is perplexed!
[49] is perplexed!