



**Dragon Quest
Gameplay Instruction Manual
Fan Translation for the Dragon's Den by ButThouMust**

<http://www.woodus.com/den>

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¹ All page numbers noted are the original page numbers from the manual.

Dragon Quest
Adventure Guide
—To Be Given to All Heroes—



Map of Alefgard
Pages 2-3



1. Radatome Plains
2. Garaiya Peninsula
3. Rimuldar Island
4. Domdora Desert
5. Merkid Plateau

Story

Pages 4-5

Long ago, the land of Alefgard was shrouded in darkness.

However, it is said that the legendary hero Roto defeated the lord of that darkness, the Demon King. It is said that he overcame monsters using the Ball of Light bequeathed to him by God, and that he restored the land to peace.

The Ball of Light was passed into the keeping of King Larus the First, who ruled the land of Alefgard, and for a long time, there was peace.

But in the time of Larus the Sixteenth, the avatar of the Devil, called the Dragon King, appeared from parts unknown and plundered the Ball of Light from the castle, sealing it in darkness.

Because of this the long peace was lost, and the world again slipped into an age of darkness.

Monsters flourished and spread throughout the land, and citizens and travelers both suffered from their evil ways. Beautiful grasslands, which had been as medicine to the weary eyes of travelers, changed to poisonous marshes, and the travels of the people were obstructed.

Rumors spread that whole towns and villages were destroyed by the monsters, leaving no survivors.

How the people dreamed that the land might be restored to peace!

But of all the brave souls who went out to do battle with the Dragon King, not one returned alive.

From that time, how many countless years have passed?

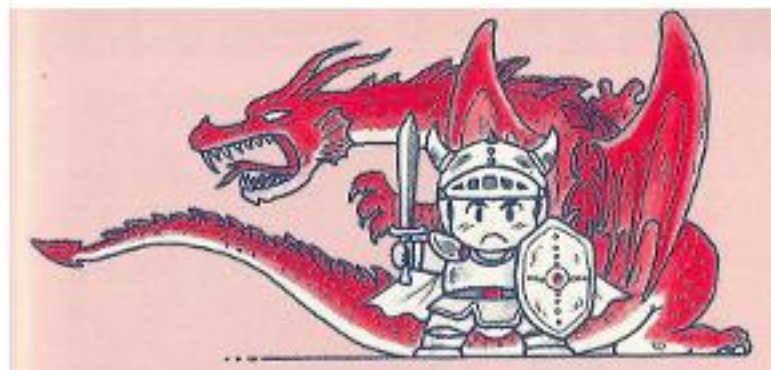
But the great seer Mutsuheta (ムツヘタ) said:

“Soon, somewhere in this land, a descendant of the legendary hero Roto will appear and slay the Dragon King.”

Indeed, that descendant of the legendary hero Roto is none other than you.

Come and stay awhile in this land. Gather knowledge of the deeds of legendary heroes before you. Perform brave deeds yourself and defeat the Dragon King.

Your adventure has now begun.



Game...Start!

Welcome to the World of Dragon Quest!

Pages 6-7

- Insert the Dragon Quest game cartridge into your Family Computer and turn on the power switch. On your screen, the title text will appear, and the opening music will begin to play. From here, if you press the Start button, the screen will change to the image shown in Figure 1.



Figure 1. You can use the directional pad to change the message speed!

- Using the Select button, you can choose between starting a new game (START²) and continuing a game you have already begun (CONTINUE). By pressing right or left on the directional pad, you can change the game's message speed. (SLOW means the text will move slowly, NORMAL is an average speed, and choosing FAST means the text will scroll quickly.)³

² Words in ALL CAPS were printed in English in the original manual.

³ The words SLOW, NORMAL, and FAST appear on the screen in English, and they are printed in English in the Japanese manual with *furigana* (pronunciation kana) above them. This text was included in the manual to explain their meaning to Japanese readers unfamiliar with the English

- If you are beginning a new game, move the triangular cursor to START and press the Start button on the controller. The screen will change to what you see in Figure 2, where you can enter your own name. Use the directional pad to select a character and the A Button to input that character on the screen.



Figure 2. You can play the game using your own name.

- If you make a mistake, move the cursor to 『もどる』 (backspace) and press the A Button. In this way, you can go back one character at a time.
- For characters like 『だ』 (da) and 『じ』 (ji) that use special marks like the *dakuten*, you will need to enter 『た』 (ta) and then 『゛』 (*dakuten*). (For this purpose, such marks appear on the screen.)
- Names can be up to four characters long. (*Dakuten* count as one character each.) If you have a name like 『ゆきのぶ』 (Yukinobu) that uses *dakuten*, you can think of a heroic-sounding name like 『ゆきのん』 (Yukinon) and use that instead.
- All right! Now that we have that out of the way, let's begin our adventure!

language. While redundant in this translation, the text is included in the name of completeness.

How do I continue!?

Return using the Spell of Resurrection!

Page 8

- On the title screen, move the cursor to CONTINUE and press the start button.
- The screen will change to what you see in Figure 3, and you will be able to enter the Spell of Resurrection. If you enter the spell that was given to you by the king when you ended your previous play session, you will be able to return to that point in the game.

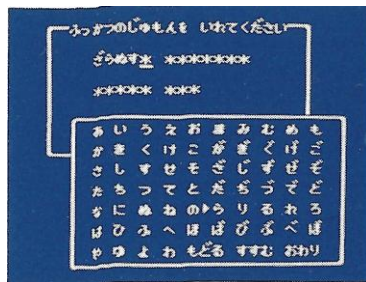


Figure 3. Continue a previous game using the Spell of Resurrection!

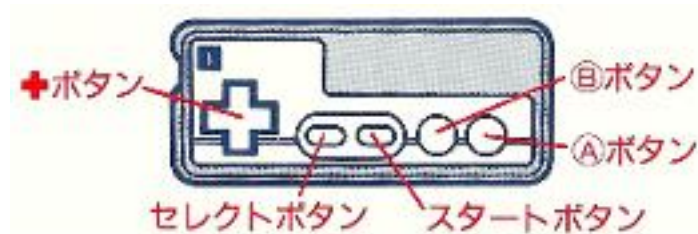
- Any time you want to quit playing, be sure to visit the king and write down the Spell of Resurrection you receive from him.



Your adventure can't start without this!

Understanding the Controller and Menus

Pages 9-10



- **Directional Pad:** This button allows you to move your character, which will be in the center of the screen, to the left and right as well as up and down.
- **A Button:** If you press this button, the command window will open, and you can also use it to input commands. Using the directional pad, move the triangular cursor to the command you want to input and push the A Button.
- **B Button:** If you want to cancel a command while you are in the process of selecting it, you can press the B Button to cancel.



While moving about on the field, press the A Button, and the command window will appear.

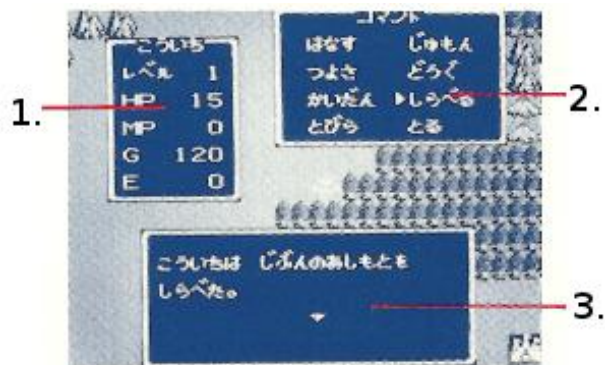


Figure 4. Use the directional pad to select a command and the A Button to input it. (Cancel with the B Button.)

1. Status Window
2. Command Window
3. Text Display Window

The Status Window displays your character's current status. HP is life force. MP is magic power. G is gold. E is experience. These are explained in detail on page 17.

Talking to People, Using Items...

Normal Commands

Pages 11-14

To enter a command, press the A Button to bring up the command window. Use the directional pad to select a command, and press the A Button to confirm it. (To cancel, use the B Button.)

Talk (はなす): If you select this command, you will also need to select the direction of the person to whom you want to talk. (See Figure 5.) Use the directional pad to select the direction, then press the A Button again.



Figure 5. Select the direction in which you would like to speak using the directional pad.

To talk to someone, he or she needs to be right next to you, or you will not be able to use this command. However, to speak to someone on the other side of a counter, such as in a shop or an inn, stand next to the counter and enter the command toward it. (See Figure 6.)



Figure 6. At shops and inns, you can speak to people across the counter.

Strength (つよさ): Using this command, you can determine how strong you are at the present time. This is explained in detail on page 17.

Stairs (かいだん): If you position your character directly over a staircase and select this command, you will climb or descend the stairs. Note, however, that your character has to be standing directly on top the stairs or the command will not work.



Door (とびら): If you have a key, use this command to open a door. Because keys disappear after being used once, you will need one key for each door you want to open.

Spell (じゅもん): Using this command will allow you to chant a magic spell. Select the spell you want to cast by using the directional pad, then press the A Button. If your character does not know any spells yet, you will not be able to use this command.

Item (どうぐ): Use this command to use any items you may be carrying. You can also use this command to check and see which items are in your inventory. To do this, select the Item command. Then, when you have looked at your inventory, press the B Button to close the window and return to movement mode.



Figure 7. Use the directional pad to choose the item you want to use, then press the A Button. If you just want to confirm what is in your inventory, press the B Button to close the window.

Search (しらべる): If you use this command, you can search the ground around your feet.

Take (とる): When you want to open up a treasure chest and take what is inside, position your character directly on top of the chest and use this command. The Take command only works on treasure chests.



Fight, Heroes!

Combat Commands

Pages 15-16

When you leave the safety of towns and villages, it is likely that you will be attacked by a variety of monsters. When you encounter monsters, the combat window will open automatically.

Fight (たたかう): Using your weapon (or, if you do not have a weapon, your bare hands), you will attack a monster. In the beginning, it is unlikely that you will defeat a monster with just one attack. You will take damage, too, so please be patient and take however many turns you need. Each attack will deplete a monster's life force a small amount, and when the monster's life force is completely gone, you will have defeated it.

Run (にげる): When you take damage, your HP (life force) displayed in the status window will diminish. If your life force falls to zero, you will die. Therefore, if you think a battle may be too dangerous, you should run away. Knowing when to run is a part of the art of war, too.

Spell (じゅもん): You can also chant magic spells instead of attacking with weapons. In battle, you can use spells to heal your own wounds, or you can use them to attack your enemies.

Item (どうぐ): In battle, using this command, you can use any medicinal herbs you might have in your possession to heal your wounds.



Figure 8. Keep on fighting until your enemies are defeated, but remember to watch your HP.



Know Your Own Strength!

This is your character!

Pages 17-19



Figure 9. Use the "Strength" command to learn about your abilities.

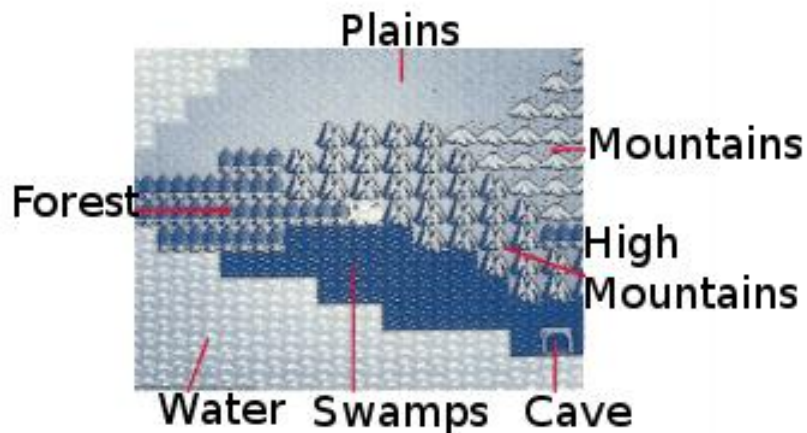
- **Level (レベル):** This represents your level of ability as a hero. At the start of the game, your level will be 1. By fighting monsters, you will earn experience points, however, and your level will increase. When you level up, you will become stronger, and you may learn spells as your character grows and matures.
- **HP (Hit Points):** This is your life force. When you battle monsters and receive damage, your HP will decrease. Additionally, if the number falls to zero, you will die.
- **Maximum HP (さいだいHP):** If you stay at an inn, any HP you have lost will be restored to this maximum number. When you level up, your maximum HP will increase, allowing you to endure more damage.
- **MP (Magic Power):** This is the power by which you cast magic spells. When you cast a spell, your MP diminishes. Different spells will diminish your MP by different amounts.
- **Maximum MP (さいだいMP):** When you stay at an inn, MP that have been lost will be restored to this maximum number.
- **G (Gold):** This is how much money you have in your possession. When you defeat monsters, you will acquire a quantity of gold. By saving your gold, you will be able to purchase stronger, higher quality weapons and armor.
- **E (Experience):** This is the experience you have earned from fighting. When you defeat monsters, you will receive a certain number of experience points according to the strength of the monster. When your experience increases to a certain number, you will level up, and your character will mature a bit, becoming stronger.
- **Power (ちから):** This is a measure of your physical power. When you level up, this number will increase.
- **Agility (すばやさ):** Much as with Power, when you level up, your character will become more agile. Agility helps you not only avoid enemy attacks, but also makes it easier to run away.
- **Attack Power (こうげき力):** When this number is high, you will inflict more damage on monsters when you attack. Attack Power increases along with your Power, but it can also be increased by equipping more powerful weapons.
- **Defense Power (しゅび力):** When this number is high, you will take less damage when monsters attack you.



Walk Around the Wide World of Alefgard!

Explanation of Terrain

Pages 20-23



Plains

You can walk about normally on the plains. Few monsters live in these regions.



Forests

You may enter forests as well. However, compared to the plains, forests are home to far more monsters.



Mountains

If you venture into the mountains, you will find many more monsters living there. If you do not want to encounter monsters, it is best not to travel through the mountains.



High Mountains

Extremely tall, craggy mountains. You are not able to climb or cross these.



Swamps

These are poisonous swamps. For each step you take on this terrain, you will lose two hit points. When you must venture into poisonous swamps, pay attention to your HP and use medicinal herbs and spells to restore your health while walking.



Cave Entrances

If you move over these areas, you will be automatically transported to the interior of the cave. When entering caves, be sure to bring a torch with you. If you enter one by mistake, simply select the Stair command without taking a single step and you will leave the cave.



Bridges

Be wary of bridges. When you cross a bridge, you will enter a location where stronger monsters live.

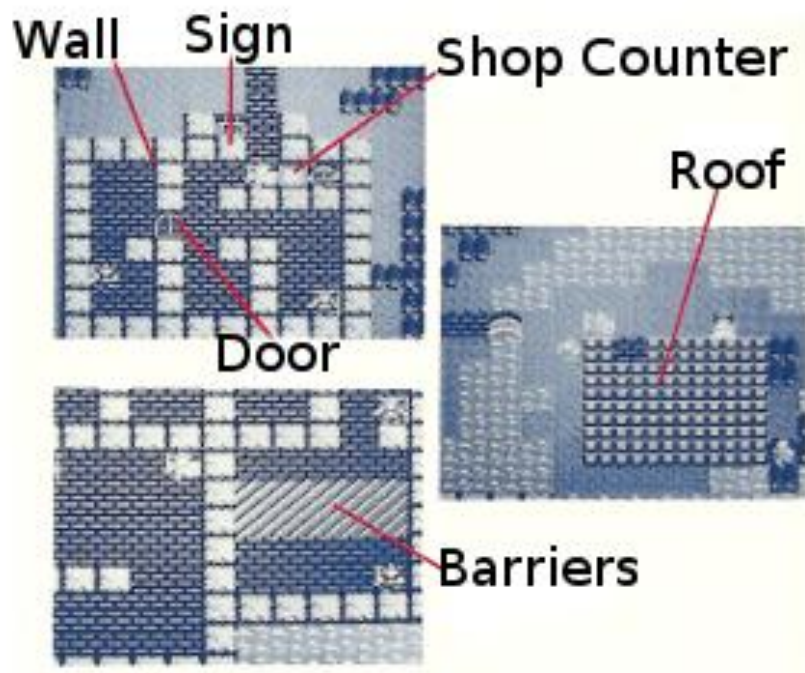


Castles and



Towns

When you move over areas like these, you will enter towns and castles. When you discover a new town, it is a good idea to enter and see what you find there.



Stairs

These are ascending and descending stairs. To use them, stand over them and use the Stair command.



Barriers

If you walk through barriers, you will lose 15 hit points for each step. Crossing barriers requires a great deal of courage and strength.



Shop Counter

In shops, approach the counter directly to speak with shopkeepers.



Door

If you have a key, use the Door command to open the door.



Roof

Houses with roofs like these always have entrances. It is a good idea to go inside and see what you might discover.

Shops

Buy and Sell Weapons, Armor, and More!

Pages 24-25

To do business at a shop, first approach the counter and speak to the merchant. The merchant will ask what you would like to buy (and, in some cases, what you would like to sell). When you sell things, the merchant will give you half the amount you paid for it. Merchants in Alefgard are extremely stubborn, so you will not be able to convince them to sell you items at a lower price or to buy items from you for more money, unfortunately.

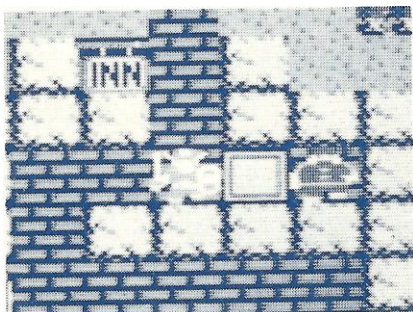


Figure 10. Approach the counter and talk to the shopkeeper!

Weapon and Armor Shops

Here, you can purchase weapons and armor. The signboard on the right is the mark of these shops, but be aware that some shops do not have signs. Additionally, available items and prices are different at some shops.



Item Shops

Torches, medicinal herbs, and other useful things can be bought at these shops. You can also sell items you have discovered in your adventures here.

Inns

If you spend the night at an inn, the HP and MP you have lost on your adventures will be restored to maximum levels. The sign on the right is posted outside of all inns, but the price of room and board will vary from place to place.



Key Shops

At these businesses, you can buy magical keys that will open any door. However, just which town is home to a key shop is something you will have to discover for yourself.

Holy Water Shops

It is said that there are shops that sell holy water that will repel monsters, but the details of this rumor are not well known. If you are interested in knowing more, you should search for these places yourself.

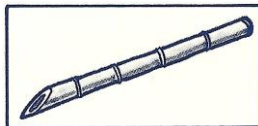
Weapons and Armor That You Can Use!

Pages 26-30

Weapons

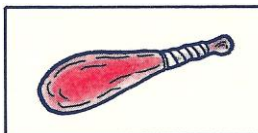
Bamboo Pole

Just an ordinary cut piece of bamboo, and as such, it is an easy weapon to use. It is inexpensive, but it has little attack power.



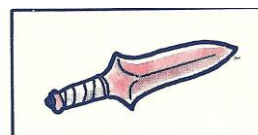
Club

A broad, round piece of oak that has been shaved, it is easy to grip and hold. It is more powerful than the bamboo pole.



Copper Sword

A long sword made from copper. It will damage the enemy a fair amount.



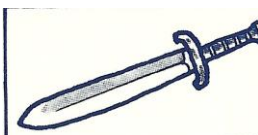
Iron Axe

A battle axe completely constructed of iron. It is heavy and difficult to wield, but it is a powerful weapon.



Steel Sword

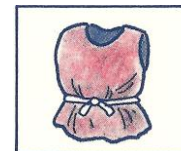
A long sword made of steel. Light and strong, it is a truly powerful weapon.



Armor

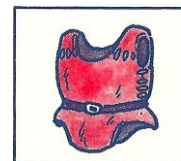
Cloth Clothes

Clothes made of thick fabric. As armor, they do not offer much in the way of defense, but you will endure attacks from enemies a little bit better than if you were naked.



Leather Clothes

Clothing made for battle from tanned hides that have been hardened and joined together with glue. They are light and easy to move in, and they offer a goof bit more protection the cloth clothes. Still, they are not particularly strong armor.



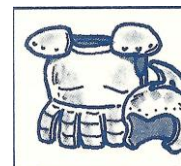
Chain Mail

Woven from light metal links, the chain mail is easy to move around in, and the damage enemies will inflict on you will be quite a bit less.



Iron Armor

Armor made from beaten metal plates. It is heavy and more difficult to move around in, but it offers strong defense against enemy attacks.



Steel Armor

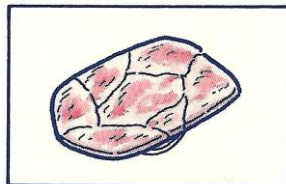
This armor is constructed from specially made steel. It is strong and durable, and it offers truly significant protection.



Shields

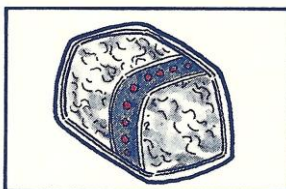
Leather Shield

This shield is made from a broad piece of wood over which cow and sheep hides have been stretched. It is light and easy to carry, it is used widely all over Alefgard.

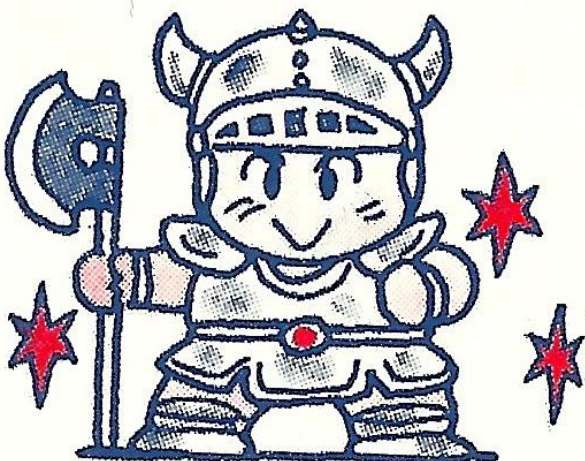


Iron Shield

Cast from iron and decorated with a delicately engraved design on its surface. It is strong and sturdy, and the leather shield's protective power does not even begin to compare.



*Whether there are more powerful weapons and armor to be found is not something this guide can tell you. That is something you will have to investigate for yourself.



A Variety of Items and Their Uses

Pages 31-33



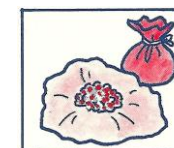
Torch

Use these to bring light to the dark passages of dungeons. Made from thin, young branches with its top soaked in pine resin and oil, this item can be purchased in almost all item shops.



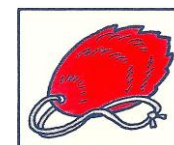
Medicinal Herbs

Powdered medicine made from Mandrake root and Mugwort leaves. One pouch can restore 20-35 HP.



Dragon Scale

It is said that long ago, this item fell from the body of a dragon. A fossil that is light green in color and can fit in the palm of the hand, it holds mysterious powers and slightly increases your defense.



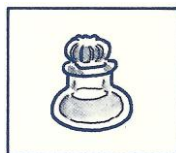
Chimera's Wing

It is said that if a Chimera is struck and killed by lightning, its wings will fall to the ground imbued with a mysterious power. If a person hurls the Chimera's wing into the sky, he or she will be transported back to his or her hometown in an instant.



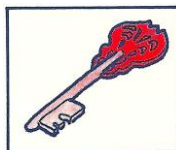
Holy Water

Holy water collected with a silver ladle under a full moon and purified upon the altar of Aura, the Goddess of Light. Those who sprinkle this water upon themselves will, for a time, be able to travel without fearing the approach of evil creatures. However, the holy power of the water does not extend to caves, where the light never reaches, and it will have no effect on monsters possessing great evil power.



Key

A magical key that can open locked doors. This key will work on any door, but the key can only be used once. After that, it will vanish.



*Naturally, these are not the only items you can find. When you discover an item that was previously unknown to you, what manner of thing will it be? This is something that you will have to discover for yourself.

Torches, medicinal herbs, Chimera's wings, holy water, and keys will disappear from your inventory once they have been used, but other items will not be lost if you experiment with using them.

Magic Spells

Pages 35-37

At the very beginning of your adventure, you will not know any spells. But as you gain experience in combat and your level as a hero increases, you will learn spells, one by one, that will be appropriate to your quest.

Hoimi

When you have been injured while fighting monsters, chanting this spell will allow you to heal your wounded body without staying at an inn. You can use it both while traveling and while fighting, and each time you cast it, you will recover 10-15 HP. This spell costs 4 MP.

Gira

This is an attack spell. When you cast this spell, small balls of fire will shoot from your fingertips and strike the monster you have targeted. Each time you use this spell to attack, you will deal 5-12 points of damage to the enemy, and you will use 2 MP.

Laliho

If you are attacked by a particularly troubling monster, you should cast this spell. Before your eyes, the monster will fall into a deep sleep. This spell costs 2 MP, but it will not work every time it is used.

Remira

Inside caves and dungeons, chanting this spell will summon a magical light to illuminate the area around you. The light shed by a torch cannot even compare. You will be able to see far into the distance ahead of you.



Mahoton

There are many monsters who can also use spells. When you encounter them, chant this spell. If the spell works, the monsters' spells will be sealed away, and they will not be able to use them.

Riremito

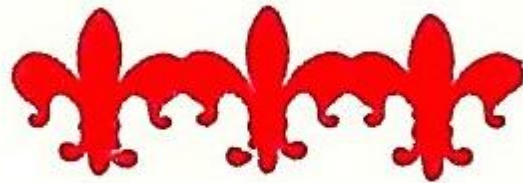
At times, you may find that your adventures lead you into caves and dungeons, and you may not be able to safely make your way back to the surface. In that event, chant this spell, and you will be instantly transported to the surface.

Rura

If you travel far from Radatome Castle and find you cannot make your way back there, chant this spell. You will soar high into the sky and, in an instant, returned to the castle.

Tohelos

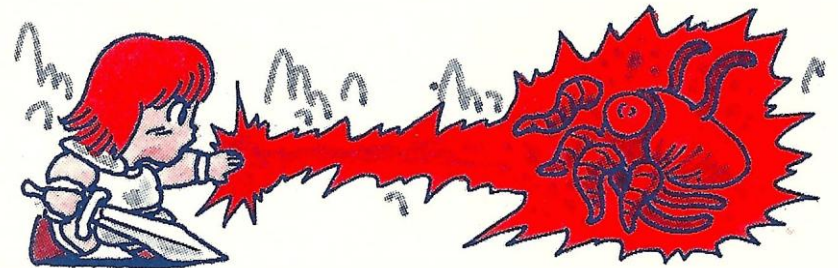
When you chant this spell, you will be protected by a holy aura, and monsters will not be able to approach you. It will not work in caves where the stench of evil is strong, and, like holy water, it will not repel extremely powerful monsters.

**Behoimi**

The Dragon King's immediate underlings are so strong that it is not unheard of for them to deal more than 30 HP worth of damage—meaning that Hoimi and medicinal herbs will not be sufficient. Behoimi is far stronger spell than Hoimi, and one casting can restore 75-100 HP.

Begiram

This spell is much more powerful—and more frightening—than Gira. It is said that those who can cast this spell can call lightning from above and use it to attack their enemies. When you chant this spell, lightning will shoot from the tips of your fingers like a knife, and the majority of monsters are not likely to survive.



When the Day's Adventure is Over, Go See the King and Learn the Spell of Resurrection!

Pages 38-39

Your adventure will take longer than you expect.

It is extremely unlikely that you will complete it in just one day.

When you are ready to end your play session, return to Radatome Castle and meet with the king on the second floor.

There, the king will teach you the Spell of Resurrection.

Write this spell down on a piece of paper.

After that, turn off the power switch on your Famicom, and if you have the Spell of Resurrection, you can continue where you left off the following day. Choose CONTINUE on the game start screen, and enter the spell. Your status from the previous day (your level, experience, naturally, but also your weapons, armor, and other items) will be restored just as they were.

Of course, if you write down the Spell of Resurrection incorrectly, you will not be able to return to your game, so be sure to write it down carefully, check it, and also enter it carefully.



There are also other times when you should meet with the king and receive the Spell of Resurrection. If you write the spell down and something does not go as you would like, you can simply reset the game, enter the spell, and do things again starting from that point.

Also, even if it has been just a little while, go see the king again whenever you level up.



Figure 11. Whenever you want to stop playing, go see the king, learn the Spell of Resurrection, and write it down!

What do I do first!?

Starting Your Adventure Off Correctly

Pages 40-41

- Begin a new game from the start. Enter your name, and you will appear in front of the king. Now, press any button, and the king will begin to speak to you.
- Listen to the king's words, then go and take the three treasure chests he mentions. Next, speak with the three soldiers in the throne room. They will share much helpful information for your journey. (Enter commands with the A Button and the directional pad. This is covered in detail on Page 11 in the section titled "Normal Controls." For more information, read that section.)
- Now, open the door so your adventure can start. Go down the stairs, and you will be on the first floor of the castle. There are a lot of people wandering around here, aren't there? If you walk south (down), you will be able to leave the castle.
- East (right) of the castle, you should be able to see a town. Enter the town and go north (up) to find a weapons and armor shop. Buy your weapon and armor here.
- At the shop, there are many things for sale, but you only have 120 Gold. Will you buy the Club and Cloth Clothing, or will you get the Bamboo Pole and the Leather Clothing? Whatever you choose to buy is up to you.
- Once you leave town, your battles will begin. Walk around for a bit, and monsters will attack you. At Level 1, you are still very weak, but you should be able to win battles against Slimes. Fight with many of them.
- After you have defeated a number of Slimes, you will have taken some damage, and your HP will probably have fallen a bit low. If the borders of the menus become red, that is a danger sign. Return to town, stay at the inn, and restore your HP.
- If you wander too far from Radatome Castle, strong monsters will appear. At first, don't wander too far. Battle Slimes, and return to town and stay at the inn when necessary.
- If you do this, you'll soon mature into a Level 2 hero. At that time, go meet with the king, and he will tell you how many experience points are required to advance to Level 3.
- At Level 3, you will learn a spell, and your strength and agility will also increase, so you will be able to fight Drakees.
- And when you arrive at Level 4, you will learn the spell Gira! With Gira, defeating strong monsters like those Magicians will no longer be just a dream.
- In this way, you will gradually become stronger, and you will be able to range out farther and farther on your adventures.
- The hero Roto defeated the Demon King. But defeating the Dragon King and creating a new legend—the person who does that will be you.



Travel Tips

The Way to Defeat the Dragon King!

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Keep an Eye On Your Status Window!

If you stop and stand in one place, a window will appear in the upper left-hand corner of the screen. When you are traveling, always keep an eye on this window and make your decisions based on what you see there.

For instance, if your HP drops dangerously low during a battle, cast Hoimi or use a Medicinal Herb. If your HP and MP are both too low to go on, return to town at once and stay at the inn to restore your strength.

If, for some reason, you should happen to die, you will be revived, but you will lose half the gold you were carrying as a penalty.

Know the Strength of the Monsters!

The monsters roaming Alefgard each have their own HP totals and attack patterns. Slimes can take about 3-4 HP before they die, yet Rikanto (Wolves) and Skeletons can endure many times that amount of damage before dying.

Remember how many HP an enemy has and how it goes about attacking. Bear in mind its weaknesses, and think about these while fighting.

Manage Your Items!

The many items you can buy at item shops will be useful. For instance, you might think that once you know Hoimi, you no longer need Medicinal Herbs, but if you encounter an unexpectedly strong monster, you may find you have used up all your MP, you'll be glad to have them.

If you have extra money and you plan to roam far from the castle, be sure to buy Chimera's Wings. Without a doubt, you'll soon think, "Ah, I'm so glad I brought these!"

Gather Information!

To defeat the Dragon King, you must—of course—become strong and find the place where the Dragon King is located.

In order to do this, completely explore the towns located here and there all over Alefgard, talk to the people there, and collect information from them.

At first, you may not understand everything you are told, but later on this information will be useful to you.

If possible, it is a good idea to record things the townspeople tell you in a notebook or something similar.

