

DRAGON™ WARRIOR

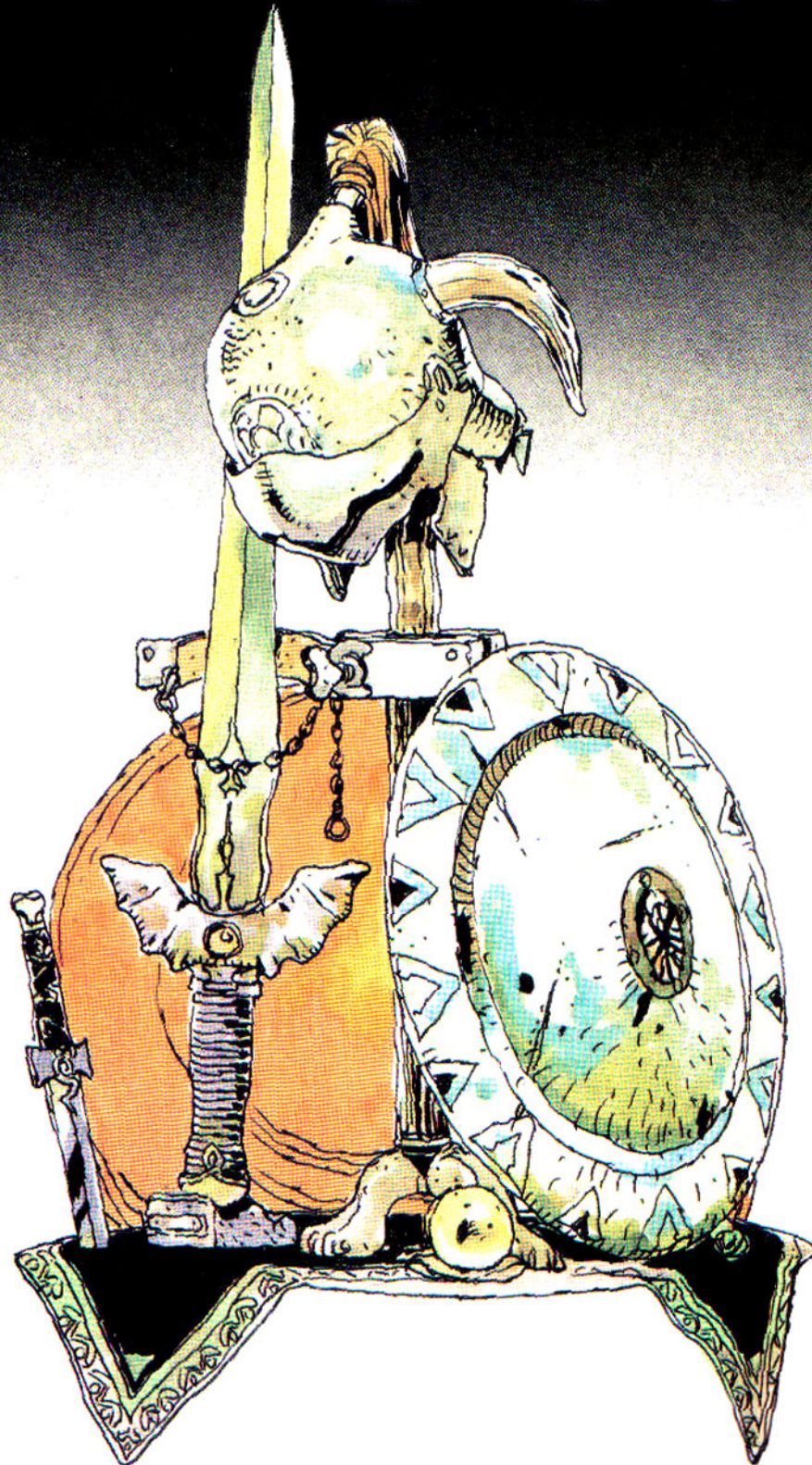
STRATEGY GUIDE

\$2.50

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POWER™



From the Shadows of the Age of Myths Comes a Haunting Legacy





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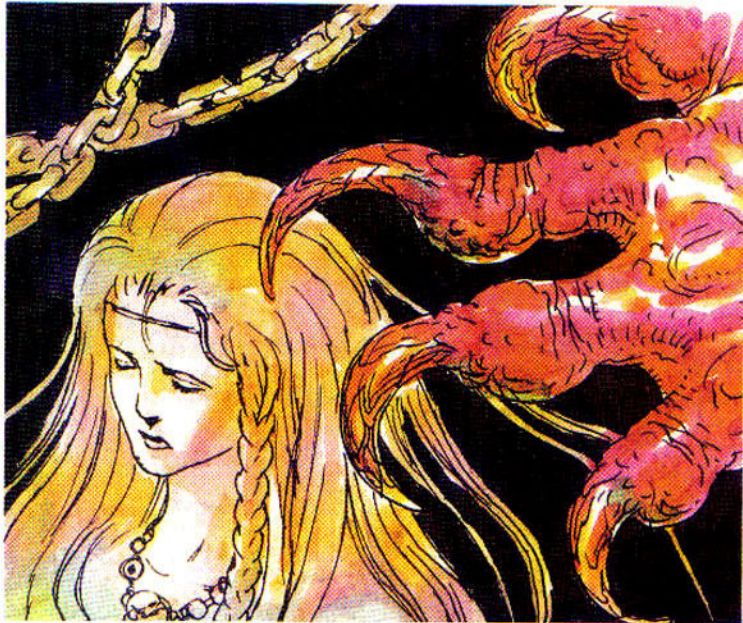
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SOME LEGENDS

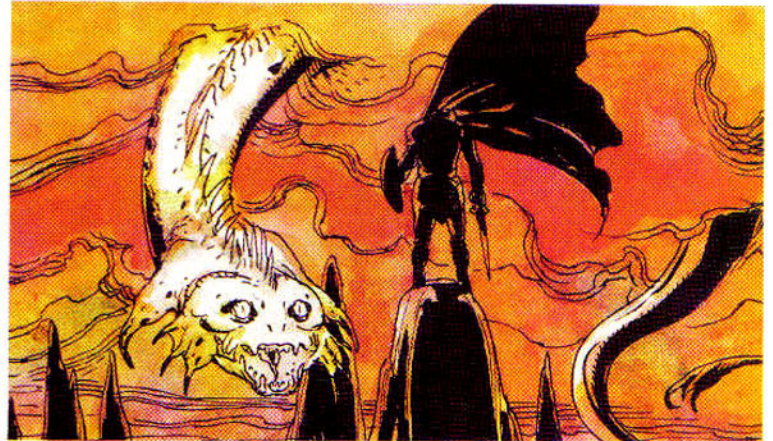
In a time before memory, in a land that was lost, a man known as Erdrick freed the Kingdom of Alefgard. He was a great warrior and wielded powerful magic, and alone he set himself against the evil power that sought to take over the land. In this quest Erdrick triumphed, but he knew that it was only the beginning.



By the strength of his arm and the sharpness of his mind, Erdrick had rescued the people from a fate of shadows and misery. Soon, life in the kingdom resumed its slow and steady pace. Generation followed generation, living peaceful lives on farms that had once thundered with battle and towns whose walls had been besieged by the dark minions. But the scars of war were covered by plough and brick so that in time the memory of Erdrick's deeds began to fade until they were only the seeds of fairytales. The skies were bright and the earth fertile and warm. Who could imagine the stark terror of dragons in such a world? No one believed that it could happen again...

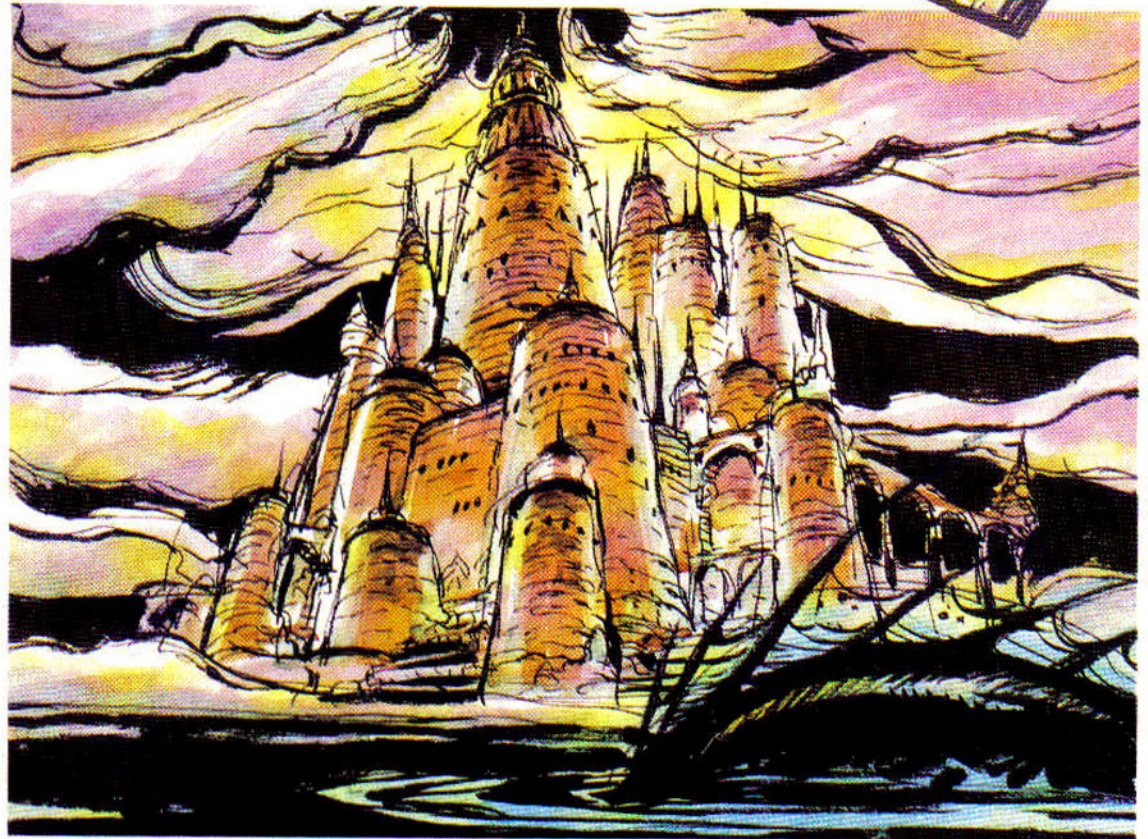
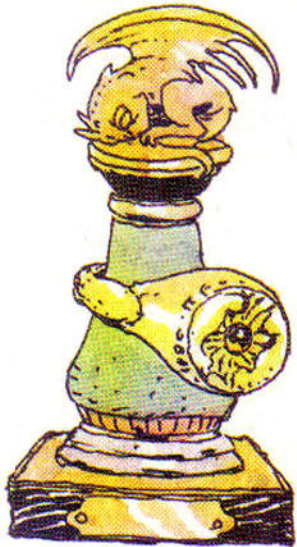
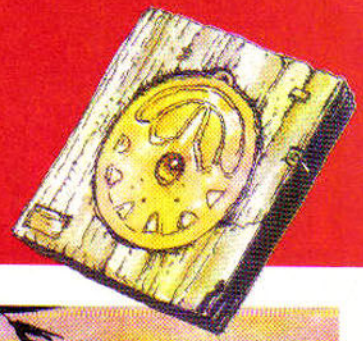
Then, like a recurring nightmare, Alefgard once more fell into darkness. Rumors spread of monsters creeping down from the mountains, of dragons swooping out of the clouds and of the black walls of the castle Charlock

rising again on the Isle of Dragons. Fear spread over the land like a plague. Towns were torched. Creatures roamed the countryside, wreaking evil wherever they went. Through a sky darkened by smoke and ash, the sun burned a deep red. Crops failed. Cows didn't come home. And merchants dared not venture beyond the protective walls of the largest towns.

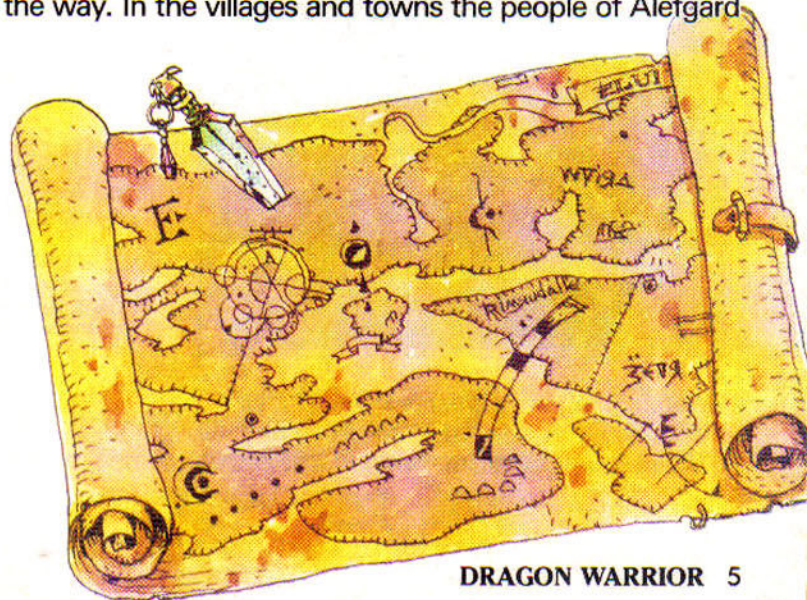


Even with all of this, the worst was still to come. Gwaelin, daughter of King Lorik, disappeared one night in the clutches of a fiend. It was the final straw. Despair settled over the people like a shroud. Alone in Tantegel Castle, King Lorik mourned, his grief blinding him to the necessities at hand. Alas, few living men recalled the ancient tales of Erdrick's great quest, and fewer still thought the tales anything but myths. How could one man challenge the power that had returned to Charlock. What good was a sword against a dragon whose breath was hot enough to melt steel? Few, if any, believed the prophecy predicting that in a time of great need a hero would appear—a descendant of Erdrick—to champion the cause of Alefgard. Any wise man or woman will tell you that a grain of truth may lie hidden in even the most outlandish story, and such was the case with the legend of Erdrick, for when things seemed darkest and hope was as uncertain as a flickering candle on a distant mountain, a stranger did come.

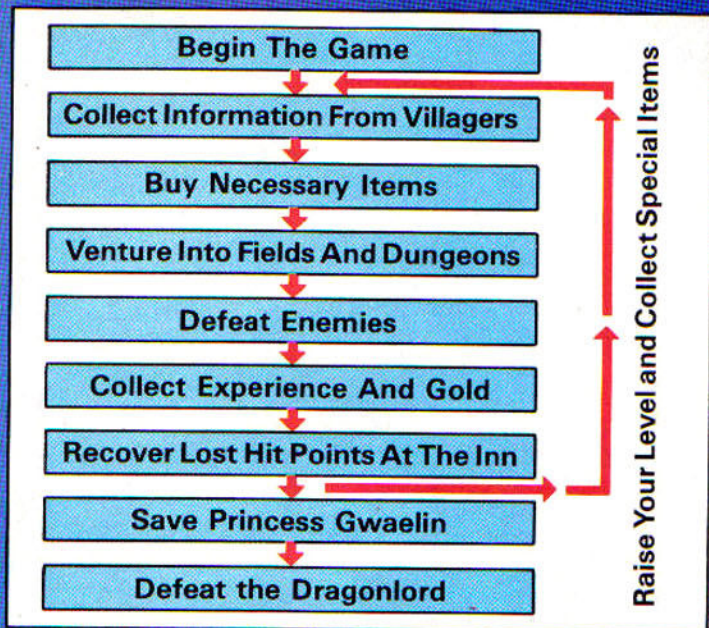
NEVER DIE!



The unexpected hero who came was of another world and did not seem like a great warrior at all. No armor, no weapons, no knowledge of the lands or peoples of Alefgard. How could one such as this dare to face the waiting dangers? The people scoffed. Inconceivable! Insane! But King Lorik saw a light in the stranger's eyes, a light of honesty and courage, and for the first time since Gwaelin had been lost he took heart. Gifts were given to the newcomer as well as advice. The enemies were ruthless. They were guided by the power of a being that knew no fear. Little, however, was known of the Dragonlord other than that he dwelled in the island fortress known as Charlock, surrounded by the most terrible of his servants—the dragons. It was also suspected that, through his many spies, the Dragonlord was aware of all that happened in Alefgard. This then was the enemy the stranger faced. One thing only was certain; the road would be long and the dangers constant. Little did the Dragon Warrior realize at the time how much help would be available along the way. In the villages and towns the people of Alefgard stood ready to assist the hero. Treasures awaited discovery. Magic spells would be learned as the stranger gained experience in the secret ways of the land. And words of wisdom out of the past lay buried near at hand—words left by the great warrior, Erdrick. And so began the quest of the Dragon Warrior. Compelled by forces that transcended time and space, the stranger set out to achieve what no other person dared even contemplate and to solve the shadowy puzzles left by an ancestor from another age. The success of the hero is limited by one factor alone, and that factor is you. For you are the Dragon Warrior!



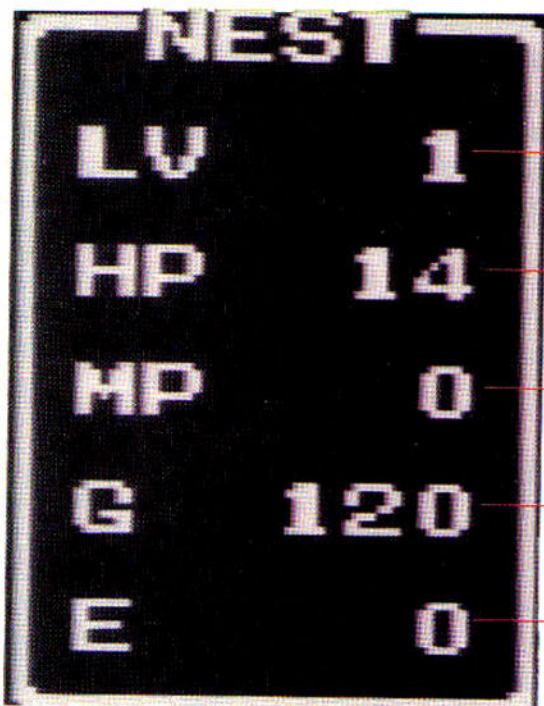
HOW to PLAY



A World of Fantasy

As the hero destined to fight for the people of Alefgard, you are cast in a role which is set in an exciting but deadly universe. Role Playing Games like Dragon Warrior provide a setting in which your character must develop from a novice to a master, gaining knowledge, solving puzzles, and mastering the arts of sorcery and swordplay. There is no one correct way to play the game, but there are strategies that will serve you well as you seek clues to the mysteries of Alefgard. Take care that you do not become lost in this strange new world.

CONDITION WINDOW



LEVEL

Shows which level you have currently reached.

HIT POINT

Your HP indicates how much damage you can withstand.

MAGIC POINT

Shows how much MP you have with which to cast spells.

GOLD

The amount of Gold you are carrying at the moment.

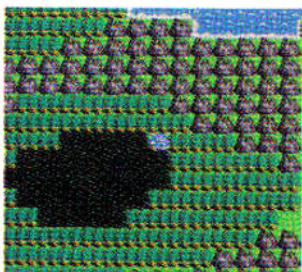
EXPERIENCE

The cumulative total of experience you've earned.

Push your A Button and the Condition Window pops up on the left side of the Game Screen. In this window you will find your current condition listed for Level, Hit Points, Magic Points, Gold, and Experience.



The open grasslands of the plains around Tantegel Castle and Breconary hide fewer enemies than the forests, mountains, or deserts.



The Swamps of Alefgard contain swift acting poisons. Each step in the swamp will decrease your HP so it is vital that you cross only when you are strong.

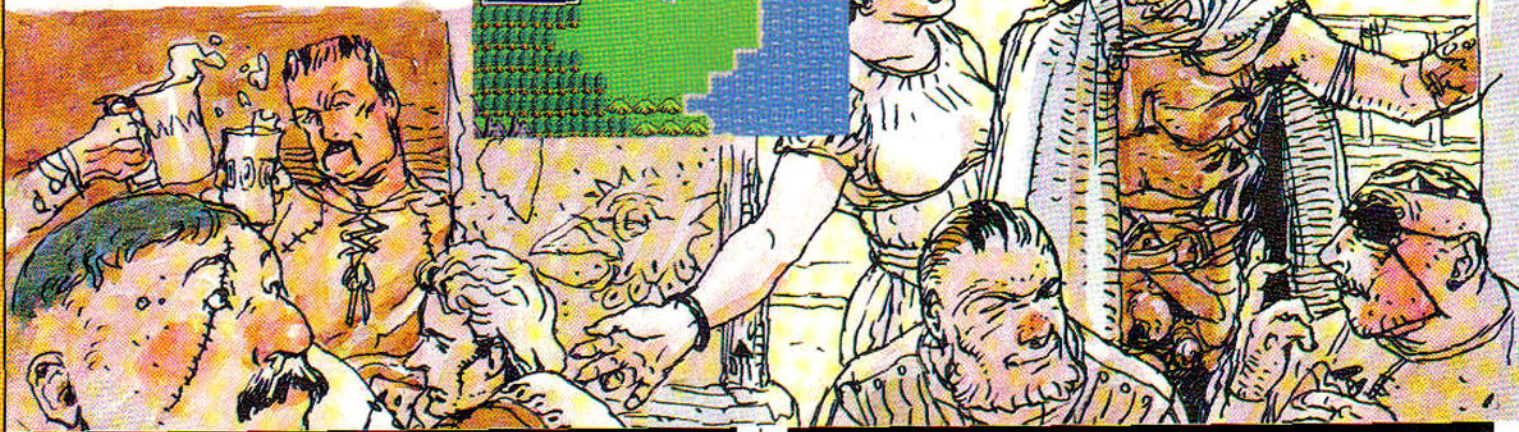
Watch your Hit Points carefully. The HP indicates how much damage you can take. The Level rises with increases in Experience.

COMMAND WINDOW



Within the Command Window are most of the commands you will use during the game. It is here that you choose to speak to a man in a shop, open a door, search an area, or view your status.

By pushing the A button both the Command Window and the Condition Window open up. The Command Window and its options are used to perform actions.



TALK

Listening to the people of Alefgard will help you learn the secrets of success. The Talk command allows you to speak to anyone if you are facing them directly. Remember their words and use them to solve riddles.



Select TALK from the Command Window with your cursor and push A.



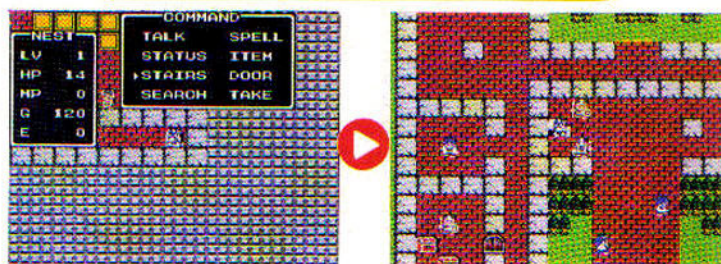
STATUS

Strength
Agility
Maximum HP
Maximum MP
Attack Power
Defense Power
Weapon
Armor
Shield

NAME :	NESTER
STRENGTH :	4
AGILITY :	4
MAXIMUM HP :	14
MAXIMUM MP :	0
ATTACK POWER :	4
DEFENSE POWER :	2
WEAPON :	
ARMOR :	
SHIELD :	

If you choose STATUS from your Command Window the Status Window will appear on the right side of the game screen. STATUS lists your Strength, Agility, Weapons, and other valuable information.

STAIRS



To walk up or down a set of stairs you must first select the STAIRS option from the Command Window. Having chosen this option, you will automatically use the stairs, which will take you to a new level of the castle or dungeon.

SPELL

The magic Spells you learn throughout the game can be used when you activate the SPELL command. Once selected, a list of Spells will appear in a window on the right side of the game screen.



The Hurt Spell will reduce the Hit Points of your opponent.



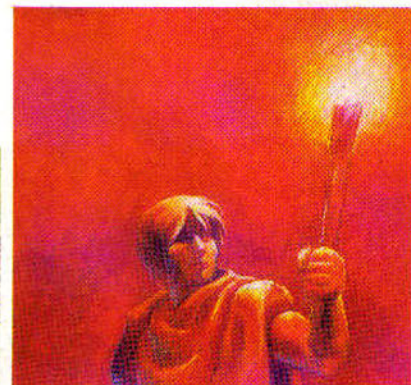
SEARCH

Hidden in secret places about Alefgard are items that will greatly aid you in your quest. By choosing SEARCH, you will be able to search the section of ground on which you are currently standing. Good luck!



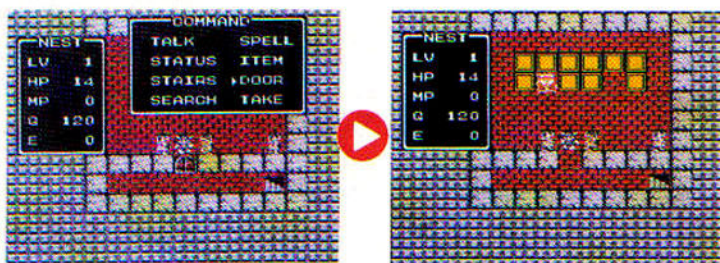
ITEM

The healing power of medicinal Herbs restores your HP during or after a battle.



When you want to see your list of Items, choose the ITEM option and a window will appear showing all the Items you have collected. Used Items are removed from the list.

DOOR



In the towns, castles and labyrinths you visit many doors that bar your way. Only the use of a magical key will open them. Once you have found a shop that sells keys, go to a locked door and select DOOR.

TAKE

The TAKE command allows you to claim an item that you discover such as the contents of a Treasure Chest. Beware of certain items that you may not want to take.



Stand directly over the Chest, select TAKE, and the item will be yours.

BATTLE SCREEN



FIGHT

Select FIGHT if you want to attack the enemy. If you do not defeat the monster in your first onslaught, you will be asked to choose another command. Either continue the battle or run.



The enemy will appear suddenly in your path. Most will fight you, but some will run away.



RUN

Instead of attacking an opponent you may choose the RUN option and take to your heels. Remember that you may be blocked by the enemy and you may have to fight anyway.



Early on you may not be strong enough to face all enemies.

While hiking about Alefgard or stealing through the many dark caverns, from time to time you will encounter an enemy. Suddenly the monster is facing you and the Battle Screen will pop up. At this point you have four choices; you can Fight, Run, use a Spell, or use an Item. When choosing a course of action, you should take into account your HP and the strength of the enemy.

SPELL

The magical Spells of Hurt and Hurtmore can be used to inflict a great deal of damage on the enemy. Heal and Healmore should be used when you are running low on HP. Knowing when to use Sleep and Stopspell is also vital.



The complete list of Spells will appear, but only six of them can be used when fighting.

ITEM

The final option during a battle is to use an Item. When you select ITEM from the Battle Screen, a list of your current items will appear. During a battle, the only item that will help is the Medicinal Herb, which is used to boost your HP. It's a good idea to carry a few Herbs when you travel.



Although all of your Items appear in the list, most will not affect the fight.

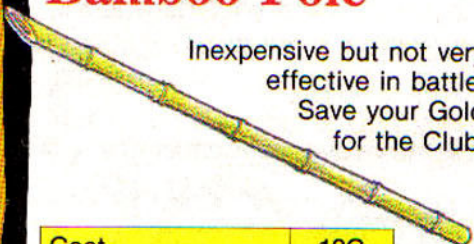
ITEMS

There are many valuable Items available in the shops of Alefgard, and others that can be found hidden in dungeons or Treasure Chests. Some Items have magical properties, but they can be used only once, unlike Spells. In many towns you will find weapons and armor to strengthen you.

WEAPONS

Bamboo Pole

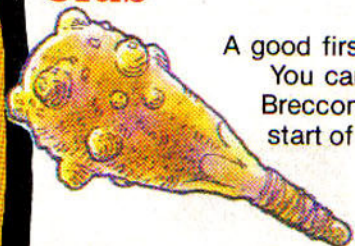
Inexpensive but not very effective in battle. Save your Gold for the Club.



Cost	10G
Increased Strength	+ 2

Club

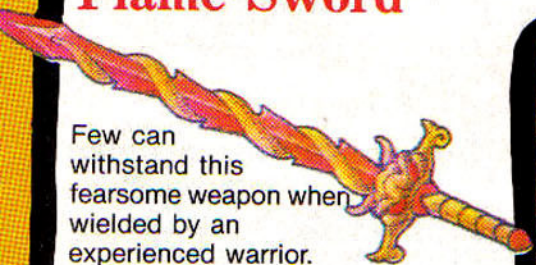
A good first weapon. You can buy it in Breconary at the start of the game.



Cost	60G
Increased Strength	+ 4

Flame Sword

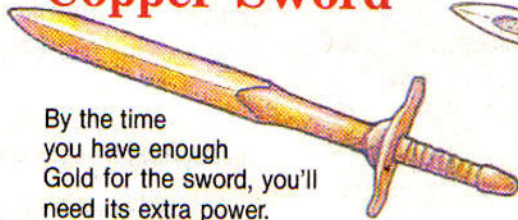
Few can withstand this fearsome weapon when wielded by an experienced warrior.



Cost	9800G
Increased Strength	+ 28

Copper Sword

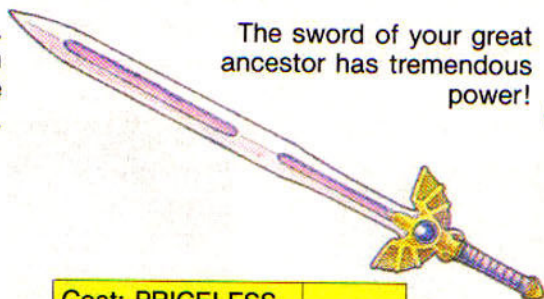
By the time you have enough Gold for the sword, you'll need its extra power.



Cost	180G
Increased Strength	+ 10

Erdrick's Sword

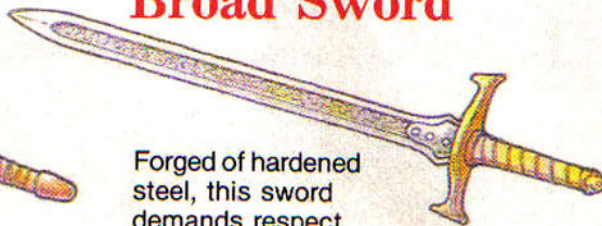
The sword of your great ancestor has tremendous power!



Cost: PRICELESS	
Increased Strength	+ 40

Broad Sword

Forged of hardened steel, this sword demands respect.



Cost	150G
Increased Strength	+ 20

Hand Axe

An excellent weapon for a reasonable price.



Cost	560G
Increased Strength	+ 15

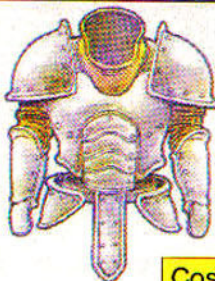
ARMOR



Leather Armor

This armor gives better protection than Clothes.

Cost	40G
Increased Strength	+ 4



Half Plate

Strong metal plates will fend off many blows.

Cost	100G
Increased Strength	+ 16

Clothes

Clothes will keep you warm, but not much else.



Cost	20G
Increased Strength	+ 2

Chain Mail

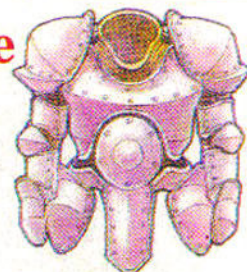
A strong but lightweight shirt of chain mail.



Cost	300G
Increased Strength	+ 10

Full Plate

Heavier than the Half Plate, this armor is far more durable.

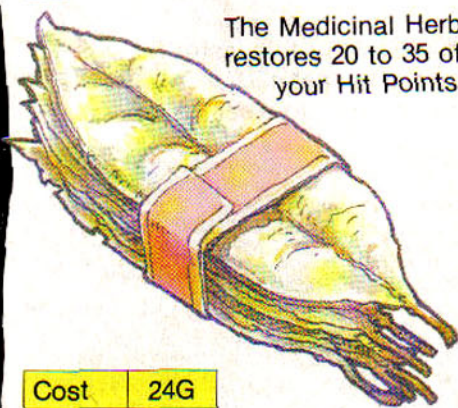


Cost	300G
Increased Strength	+ 24

ITEMS

Herb

The Medicinal Herb restores 20 to 35 of your Hit Points.



Cost	24G
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Torch

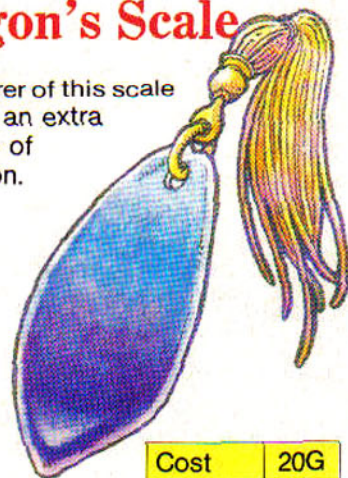
Carry several to illuminate caves once you begin to travel.



Cost	8G
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Dragon's Scale

The wearer of this scale receives an extra measure of protection.



Cost	20G
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Wings

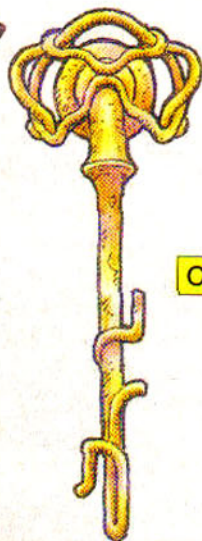
The Wings of the Wyvern, thrown up into the air, will transport you home.



Cost	70G
------	-----

Key

Locked doors can be opened only with these magic keys.



Cost	53G	85G	98G
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Fairy Water

A vial of the magical water keeps enemies at bay for a short time while you travel.



Cost	38G
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SHIELD

Magic Armor

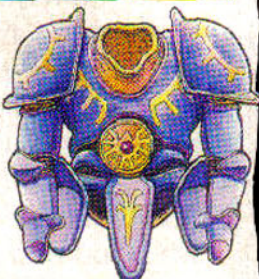
An enchanted suit to ward off attacks by the enemies you are sure to meet.



Cost	7700G
Increased Strength	+24

Erdrick's Armor

You can't buy this ancient armor. You must find it.



Cost: PRICELESS	
Increased Strength	+28

Silver Shield

Worth a King's ransom, the Silver Shield is worth every piece of gold.



Cost	14800G
Increased Strength	+25



Iron Shield

This shield will serve you well during most of your quest.



Cost	800G
Increased Strength	+10

Leather Shield

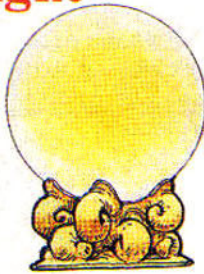
Inexpensive, it is still a good buy early on in the game.

Cost	90G
Increased Strength	+4

SPECIAL ITEMS

Ball of Light

A powerful relic from an earlier time when the world was bright.



Erdrick's Tablet

Hidden for ages, the tablet holds Erdrick's words of advice.



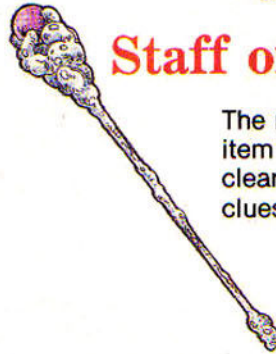
Fairies' Flute

The music of this instrument can cast certain evil beings into sleep.



Silver Harp

A dangerous item to obtain, but you must in order to complete the quest.

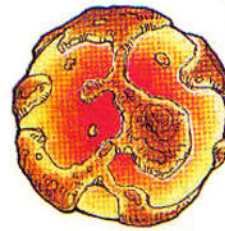


Staff of Rain

The magic of this item is not at first clear. Listen to the clues to understand.

Stone of Sunlight

When paired with the Staff of Rain a potent magic is unleashed.



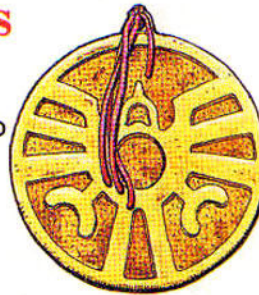
Gwaelin's Love

You must have some direction to your quest. Gwaelin's love is your compass.



Erdrick's Token

The warrior who discovers this object thereby proves his heritage.



Rainbow Drop

He who carries the Rainbow Drop may reach an island without a ship.



CURSED ITEMS

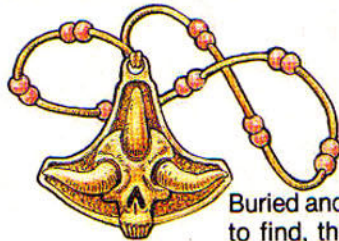
Cursed Belt

Not all treasure is good. This belt will squeeze you like a vice. Do not pick it up!



Cursed Necklace

Buried and difficult to find, the evil necklace is a prize you don't want.



WANTED: ONE USED SWORD

Once you have purchased an item you may keep it and use it, or you may sell it back to a shopkeeper. Keep in mind, however, that if you sell an item, you will receive only half of what you paid for it new.

OTHER ITEMS

Fighter's Ring

Cost	15G
------	-----

Slip on the ring and it will increase your fighting ability.



SPELLS

A strong arm and quick thinking alone are not enough to achieve your goal of freeing Alefgard. Since the beginning of time, Magic has been a force in this land, shaping its history and the beings who dwell here. As you gain experience and reach particular levels of achievement, you will learn new spells that will help you succeed in your perilous quest.



At preselected levels you will learn a new Spell. The first Spell, Heal, is learned as you rise from Level Two to Level Three.

Each time you cast a Spell your Magic Points (MP) will be reduced by a set amount. The charts below show both how many MP a spell costs and at which level you learn it.

	<h2>HEAL</h2> <p>Level 3</p> <p>MP Cost 4</p> <p>Your first Spell is one of the most useful. If your HP is low, chant the Heal Spell to raise your HP.</p>	<h2>HURT</h2> <p>Level 4</p> <p>MP Cost 2</p> <p>Hurl magic fire balls at the enemy with Hurt. You can go far with this Spell, damaging enemies by up to 15 HP.</p>
	<h2>SLEEP</h2> <p>Level 7</p> <p>MP Cost 2</p> <p>Sleep is used during a battle to put the enemy to Sleep. It doesn't always work.</p>	<h2>RADIANT</h2> <p>Level 9</p> <p>MP Cost 3</p> <p>Did you forget to bring a torch into the cave? If you have Radiant, it doesn't matter.</p>
	<h2>STOPSPELL</h2> <p>Level 10</p> <p>MP Cost 2</p> <p>When you encounter an enemy who uses magic, cast this Spell to protect yourself.</p>	<h2>OUTSIDE</h2> <p>Level 12</p> <p>MP Cost 6</p> <p>Deep in the underground caves and dungeons lurk terrible creatures. Escape from these places by chanting Outside.</p>
	<h2>RETURN</h2> <p>Level 13</p> <p>MP Cost 8</p> <p>Return whisks you back to Tantegel Castle from anywhere in the overworld of Alefgard.</p>	<h2>REPEL</h2> <p>Level 15</p> <p>MP Cost 2</p> <p>Like sprinkling Fairy Water, Repel keeps monsters at a healthy distance when you are in the countryside.</p>
	<h2>HEALMORE</h2> <p>Level 17</p> <p>MP Cost 10</p> <p>More potent than Heal, Healmore restores up to 100 HP each time you chant it.</p>	<h2>HURTMORE</h2> <p>Level 19</p> <p>MP Cost 5</p> <p>More devastating than Hurt, with Hurtmore you can challenge even the strongest dragons.</p>

MONSTERS

The Dragonlord commands an assorted rabble of hideous creatures, all of them evil and determined to stop you at any cost. Most species have weaker and stronger breeds, as you will see. When you fight a new enemy, study what it does and what sort of attack seems to work best. The charts show the HP damage you must inflict to defeat each monster, and how much Gold and Experience you will earn if you do.

SLIMES

Slime



Max HP	3
Gold	2
Experience	1

The weakest enemy of Northern Alefgard.

Red Slime



Max HP	4
Gold	3
Experience	1

Cousin to Slimes, but with a little more ferocity.

Metal Slime



Max HP	4
Gold	6
Experience	115

The lions of the Slime family. They live further south.

DRAKEES

Drakee

A flying baby dragon common to the North.

Max HP	6
Gold	3
Experience	2



Magidrakee



Max HP	15
Gold	12
Experience	5

The Magidrakee knows the Hurt Spell and is quite dangerous.



Drakeema

Be prepared with magic when fighting Drakeemas.

Max HP	20
Gold	20
Experience	11

GHOSTS

Ghost

From beyond the pale comes this awful apparition.

Max HP	7
Gold	5
Experience	3



Poltergeist



Max HP	23
Gold	18
Experience	8

A tough opponent usually found in caverns.



Specter

Supernatural. Sly. Strong. The Specter is not an easy ghost to bust.

Max HP	36
Gold	70
Experience	18

STONEMEN

Goldman



Max HP	50
Gold	200
Experience	6

Like King Midas of legend, Goldman is made of solid Gold.

Golem



Max HP	70
Gold	10
Experience	5

Golem has a weakness for beautiful music.

Stoneman



Max HP	160
Gold	140
Experience	65

Solid as a rock, Stoneman is no pushover.

Wolflord



Max HP	38
Gold	80
Experience	20

Try using the Spell of Sleep on this fiend.

Werewolf



Max HP	60
Gold	155
Experience	40

A mighty fighter who may not stay asleep.

WOLVES

Wolf



Max HP	34
Gold	50
Experience	16

Strong and persistent, wolves are a dangerous foe.

MAGICIANS

Magician



Max HP	13
Gold	12
Experience	4

At first his magic seems invincible.

Warlock



Max HP	30
Gold	35
Experience	13

Stopspell should be used immediately when he shows up.

Wizard



Max HP	65
Gold	165
Experience	50

The Wizard will truly test your skill in using magic.

DROLLS

Droll

Be prepared to meet Drolls in dark passages.

Max HP	25
Gold	25
Experience	10



Drollmagi

It is much stronger than it looks.

Max HP	38
Gold	90
Experience	22

DRUINS

Druin

Another creature of the labyrinths.

Max HP	22
Gold	16
Experience	7



Druinlord

Magic and strength both will it use against you.

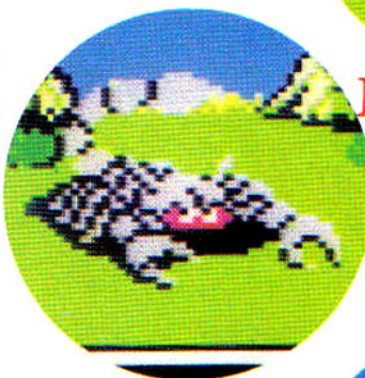
Max HP	35
Gold	85
Experience	20

SCORPIONS

Scorpion

If you can, put it to Sleep then attack.

Max HP	20
Gold	16
Experience	6



Metal Scorpion

Unless you're very strong, use Sleep.

Max HP	22
Gold	40
Experience	14

Rogue Scorpion

Most deadly of the three scorpions.

Max HP	35
Gold	110
Experience	26

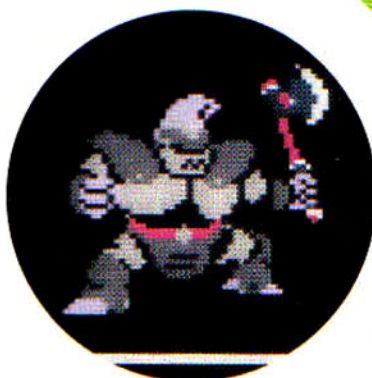


KNIGHTS

Knight

He is bad tempered and cruel. Use strategy to defeat him.

Max HP	55
Gold	130
Experience	33



Axe Knight

A brutal opponent armed with a sharp battle axe.

Max HP	70
Gold	165
Experience	54

Armored Knight

Fighting him can be like attacking a tank with a toothpick.

Max HP	90
Gold	140
Experience	70



DRAGONS

Green Dragon

The weakest of the dragons.

Max HP	65
Gold	160
Experience	45



Blue Dragon

To defeat this lizard requires courage.

Max HP	70
Gold	150
Experience	60



Red Dragon

Only the Dragonlord himself is stronger and more dangerous.

Max HP	100
Gold	140
Experience	100



WYVERNS

Wyvern

A small, flying dragon found in many places.

Max HP	42
Gold	100
Experience	24



Magiwyvern

A user of magic Spells, the Magiwyvern can be a nightmare.

Max HP	58
Gold	140
Experience	34



Starwyvern

Even less predictable than a Magiwyvern, and stronger.

Max HP	65
Gold	160
Experience	43



SKELETONS

Skeleton

Weakest of its family, the skeleton is still a powerful fighter.

Max HP	30
Gold	30
Experience	11



Wraith

Don't let the bones fool you, the Wraith is an extraordinarily strong opponent.

Max HP	36
Gold	60
Experience	17



Wraith Knight

Luckily, by the time you meet the Wraith Knight you know a few Spells.

Max HP	46
Gold	120
Experience	28



Shadow Knight

More than magic may be necessary to defeat this creature.

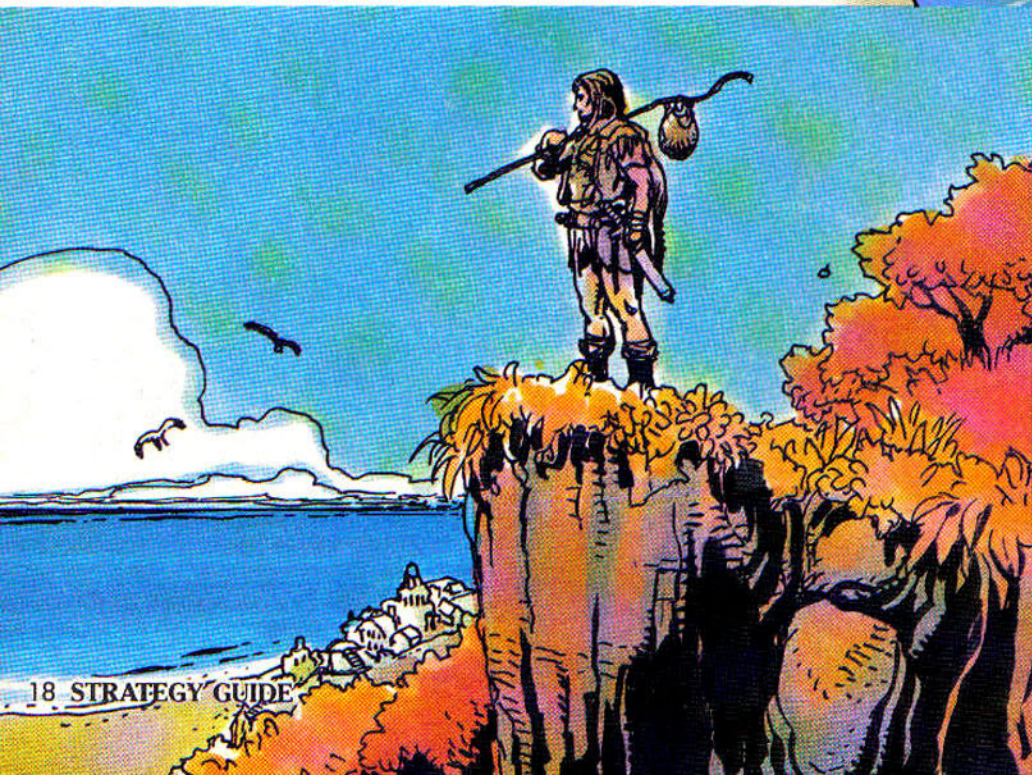
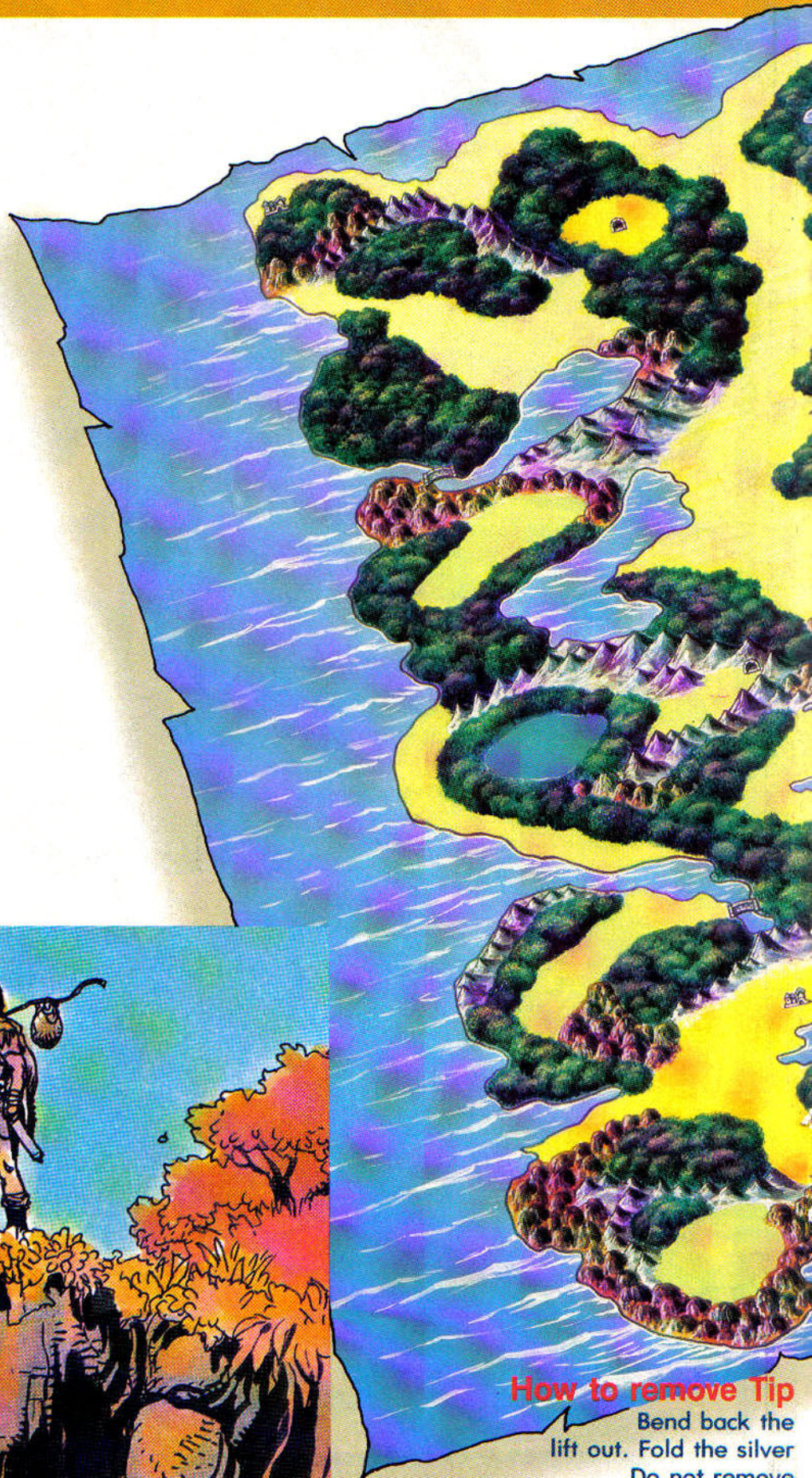
Max HP	50
Gold	150
Experience	37



THE WORLD OF ALEFGARD

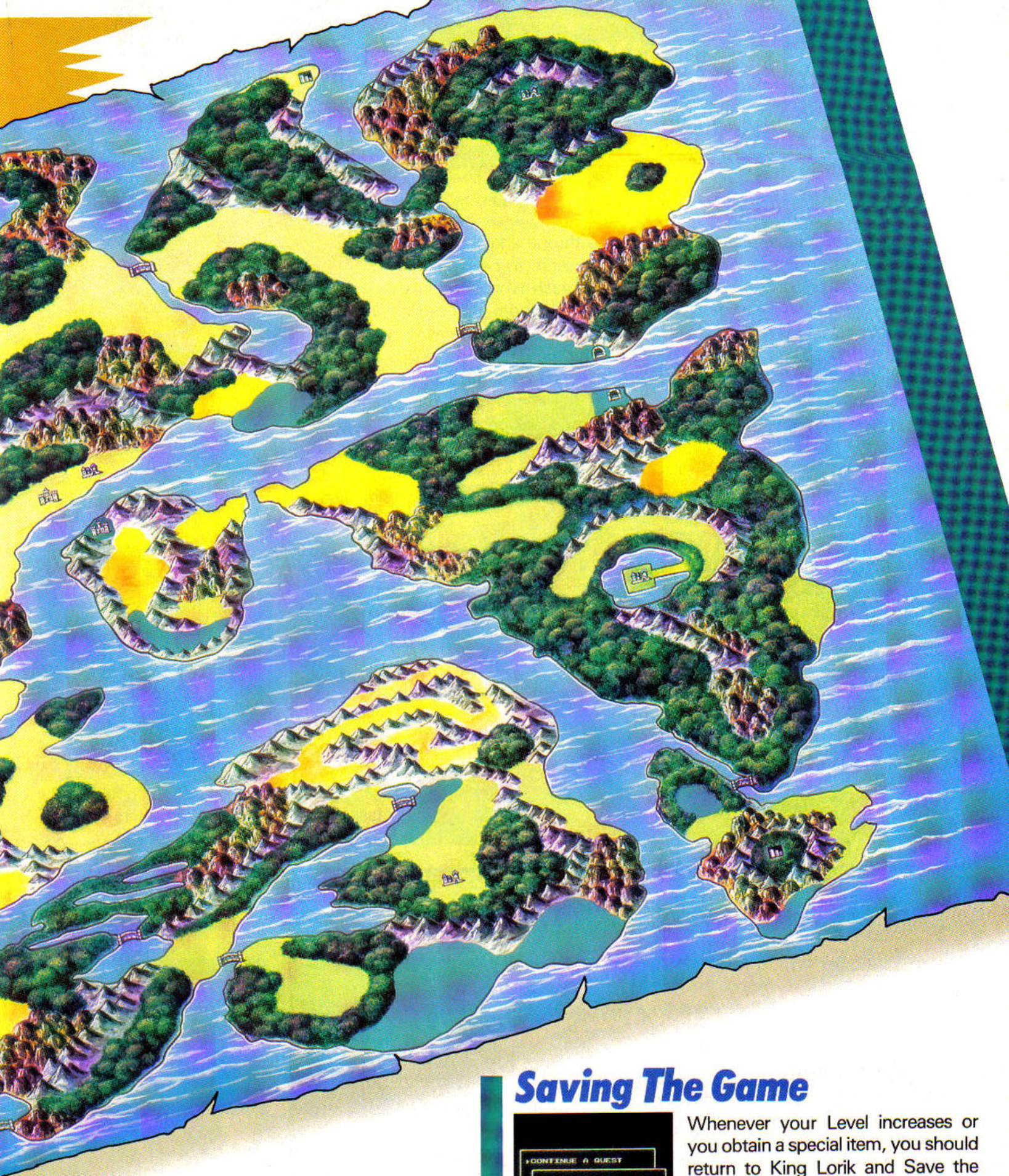
Study The Map Well

Although you see only a small portion of the land as you travel, the Kingdom itself is a sprawling place. Broken by mountain ranges and split by the sea, Alefgard is not easily crossed. Each town is an island of humanity where you can restore your HP and buy needed supplies. But the wild forests, deserts and swamps are always near at hand. You do not defeat the land, you merely deal with it. Aided by this map you should be able to begin planning your journeys. In time, even the most distant points will be as familiar to you as the hilt of your sword or the ugly face of a Drakee. Remember to write down the secrets you discover as you progress.



How to remove Tip

Bend back the lift out. Fold the silver. Do not remove



Book and Poster
silver staples and
staples back down.
the brass staples.

Saving The Game

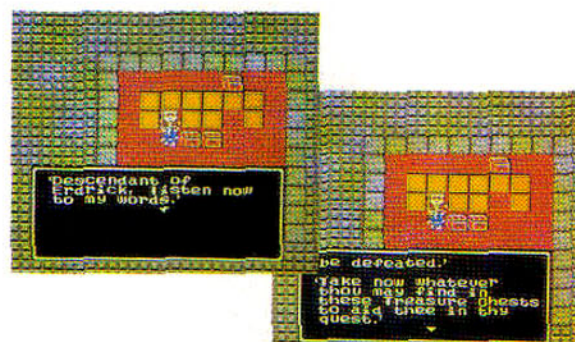
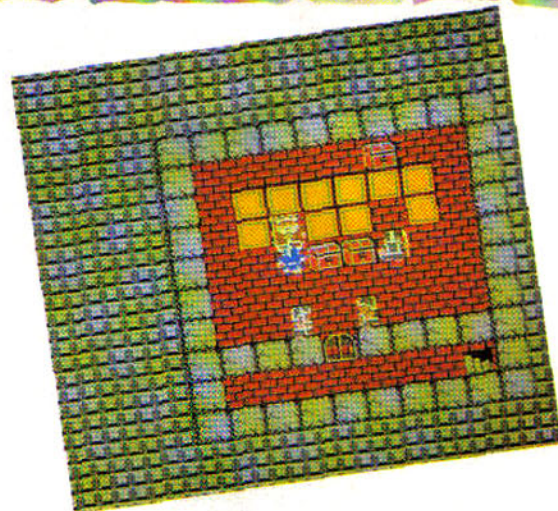


Whenever your Level increases or you obtain a special item, you should return to King Lorik and Save the game. Then, if you are defeated, you won't lose the items and experience you've fought so hard to win.

YOUR DESTINY BEGINS AT TANTEGEL CASTLE WITH ADVICE FROM THE KING

● Listen to King Lorik

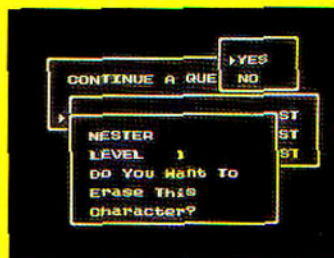
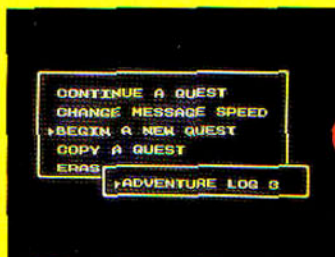
Tales of your arrival have preceded you to the throne and the King has been waiting anxiously. The old prophecies seem to be coming true! In his regal presence you listen closely to each word, for the King's many years have bred great wisdom. The Kingdom is in desperate trouble, ravaged by werewolves and dragons. Until your arrival there was no hope. Then the King tells you about the Ball of Light—an ancient artifact with the power to radiate peace over the land. Now the Ball of Light grows ever dimmer in the shadows of the Dragonlord's keep. Only by recovering the precious globe can you save Alefgard.



And so, your quest is to defeat the evil Dragonlord, even though you are a stranger to this land and ill-equipped for the task. Seeing this, the King offers you gifts to get you started.

Begin By Entering Your Name

Start your adventure by selecting the "Begin A New Quest" option. Next, choose the Adventure Log it will be stored in. There are three Adventure Logs, so three Warriors can store their quests in the Game Pak.



After this, enter the name by which you will be known in Alefgard by moving the cursor over the letter chart. Get into the spirit of the game with a medieval name like Lancelot.

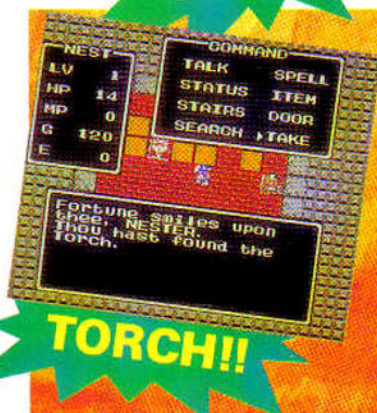
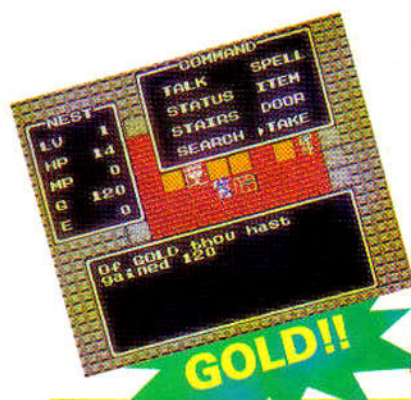
● Listen to the Guards



After you have spoken with the King, the Palace Guards can tell you a great deal more. For instance, one Guard will suggest that you visit the nearby town of Breconary to buy supplies, weapons and armor for your upcoming adventure. To speak to them, stand before one or the other and press the A Button to bring up the Command Window. Then select TALK with the arrow and push A again. Now the Guard will tell you what he knows. One hint is particularly important as it will help you exit the throne room for the lower floors of Tantegel Castle.

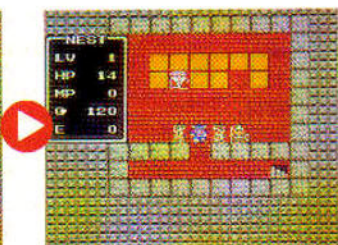
● Take the Gifts inside the Treasure Chests

The gifts presented to you by King Lorik are valuable in two ways. First, as items that can help you through the perils to come they are valuable. But they also hint at the trials that await you. The Magic Key demonstrates the importance of using particular items when needed. The Gold suggests the necessity of purchasing items. And the Torch indicates the dark path that lies ahead.



● Leave the Throne Room

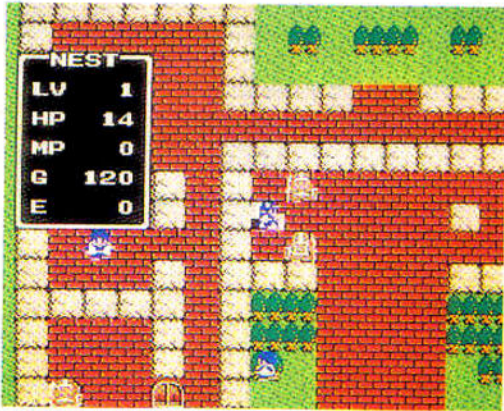
Getting from one place to another in Alefgard is not always as simple as you might think. Just to leave the throne room requires you to use two different commands. First, you must unlock the door. If you have the key this is no problem. After that, you reach a stairway leading down. Again you must choose a command to let you pass down the stairs to the lower castle.



To exit, stand directly over the stairs, then select STAIRS from the Command Window.



● Talk to all the people of Alefgard



Much of the information you need is gathered from the citizens of this kingdom. Although the legends are old, many contain a seed of truth. Remember their words by writing down who the speaker was and what town he was in, and keep all your clues together in a notebook for easy access because you may need them later to solve a puzzle. If a message seems mysterious, it probably means that it is important. Compare messages to see if they might be connected.



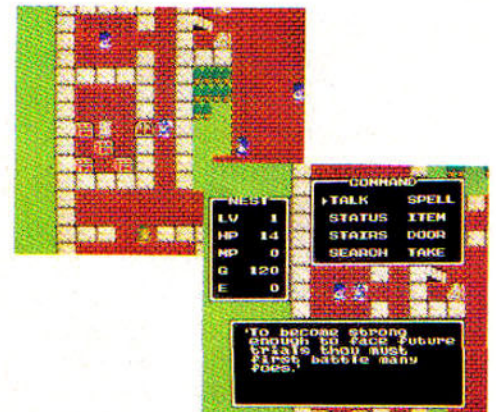
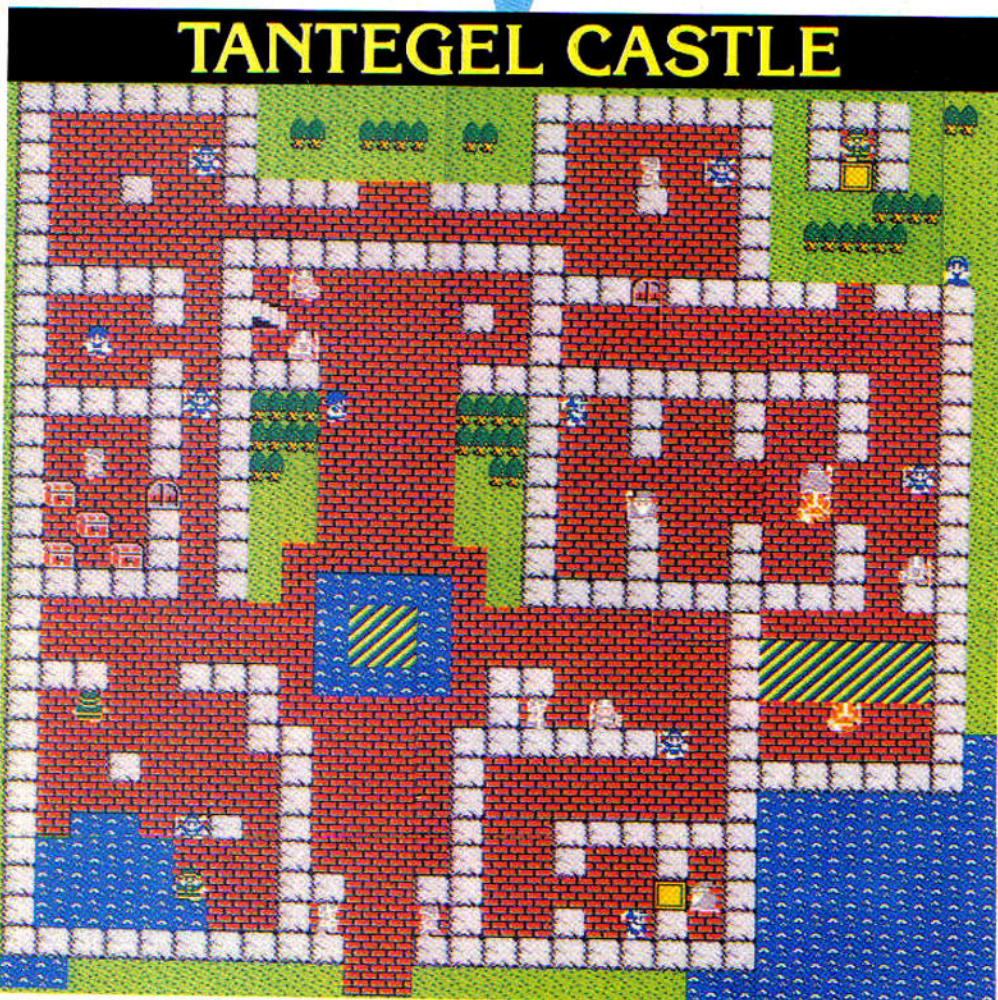
Sometimes the information is practical, like the secret of saving your quest which this palace guard reveals.



Other messages only hint at some aspect of the game. This good lady of Tanteigel Castle worries about the fate of the Princess. Perhaps you should, too.

● The Magic Keys unlock Secrets!

Many doors throughout the Kingdom have been securely locked. Only a magic key will open them, but to find a shop that sells magic keys is not easy. In your travels you will hear many tales of a city far to the south east, the city of Rimuldar. The journey there will be filled with danger, but once you arrive the search has only just begun. Look everywhere for the magic key shop. Don't give up.



Without a key much of the castle remains off-limits to you. Someone will warn you about proper behavior for a hero.

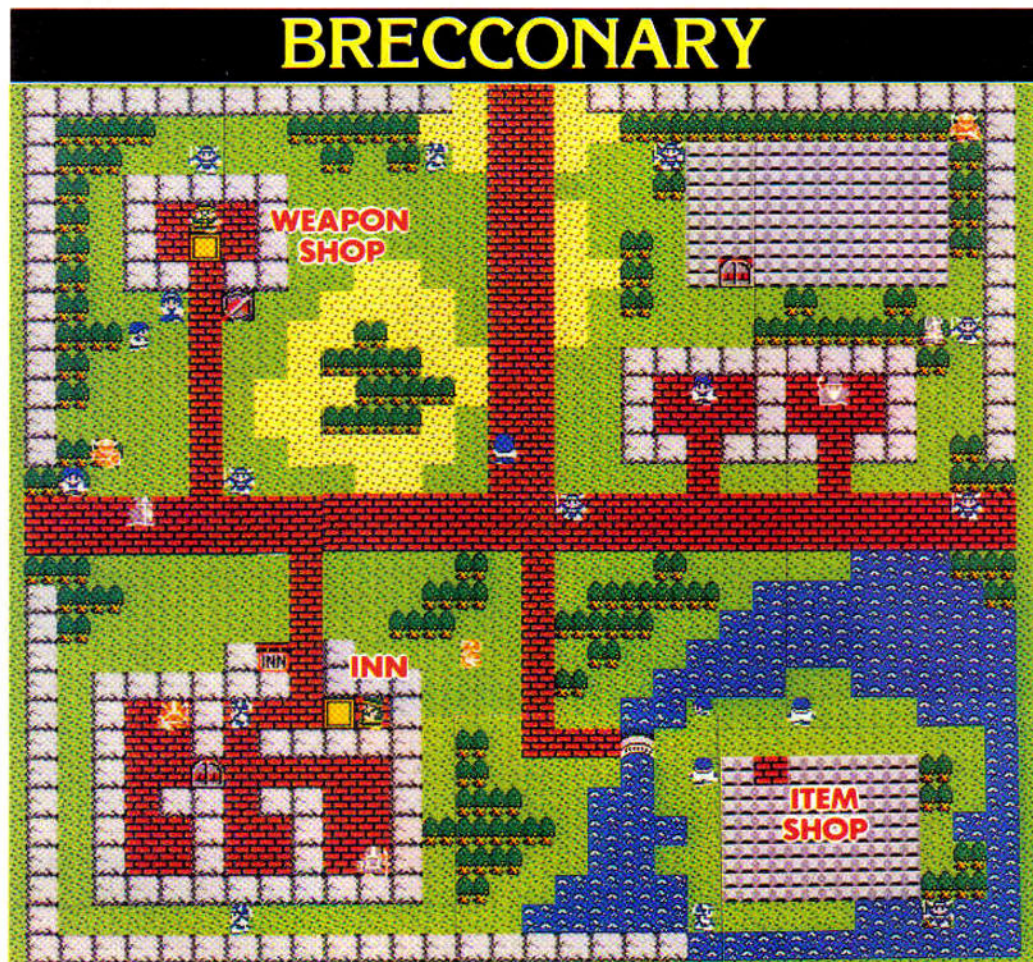
● Visit the Town of Breconary

In this bustling town life seems to be unaffected by the shadow that is stealing over the Kingdom. Here you will find an Inn for rest and shops where you can purchase weapons, armor, and tools. Spend your Gold wisely. It will not go far as prices are high. When you have outfitted yourself, talk to the townsfolk. You will learn that all is not business as usual, for even here tales of savagery and evil hang in the air.

The hike to Breconary is a short one and you will probably not meet any enemies. Here on the grassy plains you are relatively safe.



● Purchase the Essentials of Survival



Once you leave the security of Breconary you will meet many enemies in the wilderness. You will need a weapon and some protection against fangs and claws. Your best buys are the Club and the Clothes. With these, you should have little trouble defeating the weak Slimes that live near the city walls. With each Slime you defeat, you will earn Gold for better weapons.



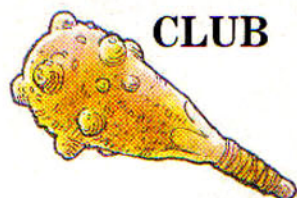
Use the Gold given to you by the King to purchase a much needed weapon.

INN	WEAPON SHOP		ITEM SHOP	
	Bamboo Pole	10G	Herb	24G
	Club	60G	Torch	8G
6G	Copper Sword	180G	Dragons	
	Clothes	20G	Scale	20G
	Leather Armor	70G		
	Small Shield	90G		

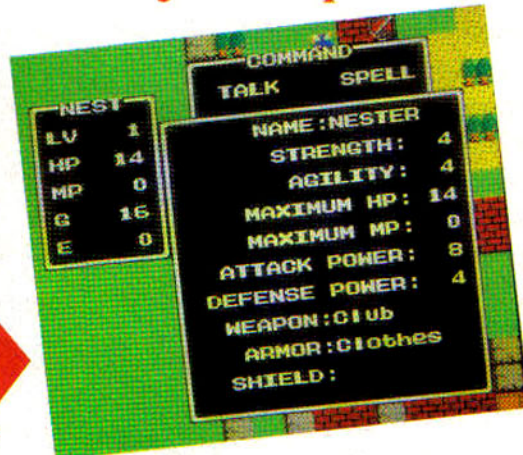


The Tool shop stocks Herbs, which help heal you when your HP is low.

● Before setting out on your quest, check your status



CLOTHES



The Status Window shows only the maximum Agility, Strength, and other abilities, not your current condition.

Now that you have bought the Club and the Clothes, select the Status command and you will see that these items are listed at the bottom. You are now better prepared to face the rigors awaiting you. Later in the game, after defeating a number of enemies, your level will rise. At that point bring up the Status Window and you will notice that your Strength and Agility will have gone up, as well as the maximum number of HP and MP. Throughout the game the Status Window will show how you are doing.

● You may still be weak, but it's time to go!

Stepping beyond the walls of the town, you enter a vast expanse of wilderness, of wide plains, thick forests, impassable mountains and scorching desert sands. These wild places are swarming with servants of the Dragonlord, weak ones like Slimes, but also powerful dragons. Stay near the town and fight Slimes until you have raised your level, then venture further away. Slowly you will expand your horizons.



Keep close to the town and castle until you reach Level 3. Then head further north.



● Learn the strategies of fighting

From this moment on until you have utterly defeated the Dragonlord in his dark fortress, enemies will hound your every step. To keep alive you must learn to defend yourself. Battling with weapons in the Fighting Mode requires a sharp mind more than a sharp blade, although a good sword is always welcome. What is important is that you know your own strength and that of your opponent. Note which Spells a creature uses, how many HP of life it has, etc...

SLIME APPEARS!



Although you earn only one Experience Point by defeating a Slime, keep it up. In time you will raise your level.



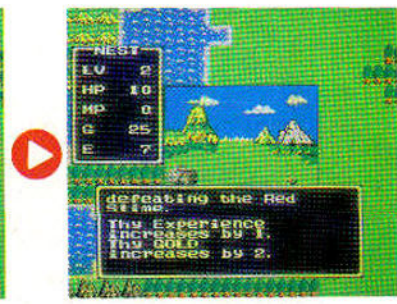
If you want to attack, choose the FIGHT command. Then the computer determines the outcome.



The creature withstood your initial attack. Now it will counter attack!



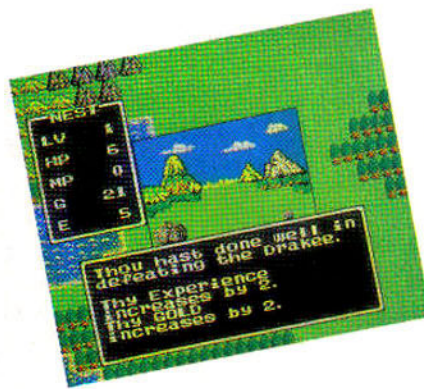
You attack again, determined to win through.



When the enemy's hit points are reduced to zero you win the battle.

● Gain Experience and Gold

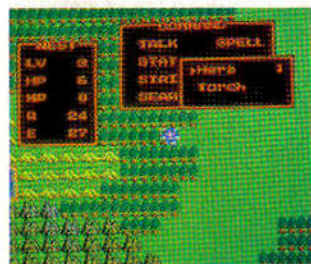
Experience points are added as you defeat more and stronger enemies. At predetermined totals you will be boosted up to the next Level. Along with reaching higher Levels, Experience translates into greater agility and strength and higher maximum HP and MP. As for Gold, use it in the shops of Alefgard to purchase weapons, tools, armor and other items and to stay at the Inn.



● A flashing orange screen indicates low HP



When in battle, each counter attack of the enemy is likely to inflict some damage on you. Your HP will be diminished by a number determined by the strength of the enemy and your ability to withstand its attack. For instance, body armor or a shield can help you stand up to the onslaught of a ferocious monster. If you are wounded, though, make your way back to town as quickly as possible. When you reach a town, go at once to the Inn. By spending a night at the Inn you will restore all your HP and MP.

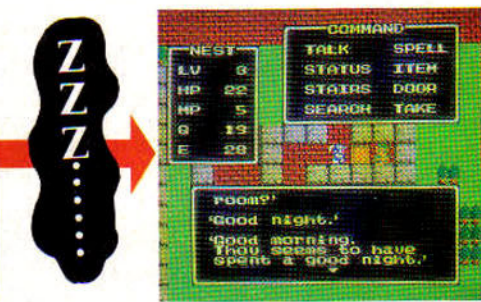


Two Ways To Restore HP!



When you spend a night at the Inn you pay the Innkeeper then retire for the night. Upon waking next morning, your HP and MP are at maximum strength.

The Medicinal Herb available in tool shops is one of the best buys in Alefgard. Always carry some Herbs with you when you travel. To use them, just select ITEM in your Command Window and choose Herb from the list of items that appears.



● Watch your experience points



By reaching a certain total number of Experience Points your Level will increase.

Always return to the King and save your progress once your Level rises. When you do this, notice that the King tells you how many Experience Points are needed to reach the next Level up. If you keep that number in mind you should be able to calculate when you will get the next increase in your Level and possibly a new Spell. The chart at right shows how many Experience Points you need to reach the first six of thirty Levels.

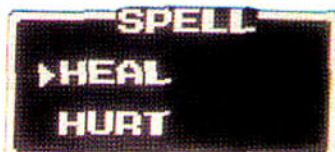
Experience	Level
0	1
7	2
23	3
47	4
110	5
220	6

● As your Level rises you will also learn Spells

Magic is learned only after many trials and failures. At particular Levels you will learn particular Spells, but don't expect to learn a new Spell each time your Level increases. Study the chart below to the right to see what Levels you must reach to learn the first six Spells. There are ten Spells in all.



When your level rises to Level 4, you will earn the second spell...Hurt.



At Level 3 you will learn your first magical Spell, the Spell of Heal. The effect of Heal is that when chanted it raises the chanter's HP by as much as 15. During a fierce battle you may notice your HP sinking rapidly. That might be a good time to use Heal. Next, at Level 4, the Spell of Hurt is learned. It is an attacking Spell, capable of inflicting up to 15 HP worth of damage on an enemy. Once you've learned a Spell and Saved the game, you can't lose it. You might run out of MP, and you need MP to cast Spells, so keep an eye on your Condition Window.

Level	Spell
1	
2	
3	HEAL
4	HURT
5	
6	
7	SLEEP
8	
9	RADIANT
10	STOPSPELL
11	
12	OUTSIDE



With Hurt you can defeat some enemies with one short Spell rather than a drawn out and costly battle.

● Using an Item during a battle

It is a good idea to preserve your MP whenever possible. One way to do this is by using Herbs rather than the Spell of Heal. Pay careful attention to your HP, and when it gets low, choose Item rather than Fight and then select the Herb. By strategic use of Herb and Hurt, you should be able to defeat creatures that are considerably stronger than yourself.



Consider your resources and think of ways to conserve HP and MP.

● As your Level rises, travel further afield

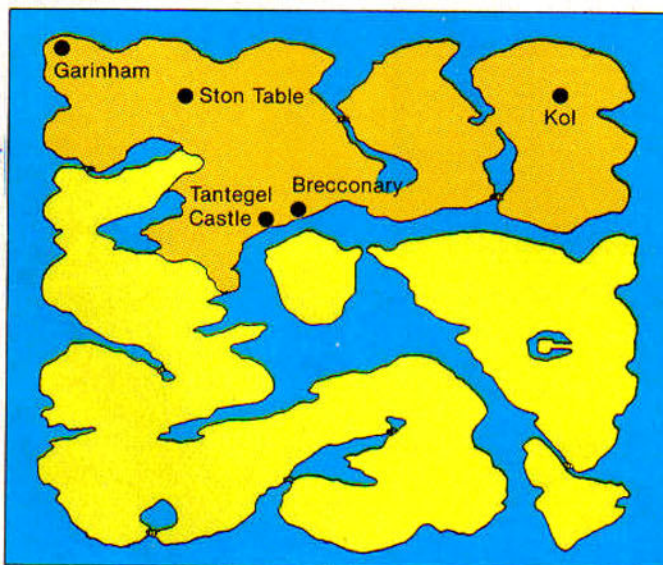


With higher Levels come greater strength, stamina and wisdom, not to mention wealth and Spells. You are able to explore ever more distant lands and towns. Test your limits, but be careful not to push yourself. If you encounter some new invincible enemy, don't go further. Build up your Level first.



There are many caverns that reach deep into the roots of Alefgard's mountains. There in the dense shadows you will need a torch to illuminate the secrets.

Explore the Area Shown on the Map



Having reached higher Levels you should be able to explore many regions of Northern Alefgard. But, beware of the Southlands!

The agony of defeat

There may come a time when you bite off more than you can chew. If a servant of the Dragonlord defeats you in battle, you will die and lose half your Gold. The King, however, has the power to restore your life so you can continue your quest. Only your supply of Gold suffers.



Live and die and live again in Alefgard.



Northern Foes



RED SLIME



SLIME



DRAKEE



GHOST



MAGICIAN



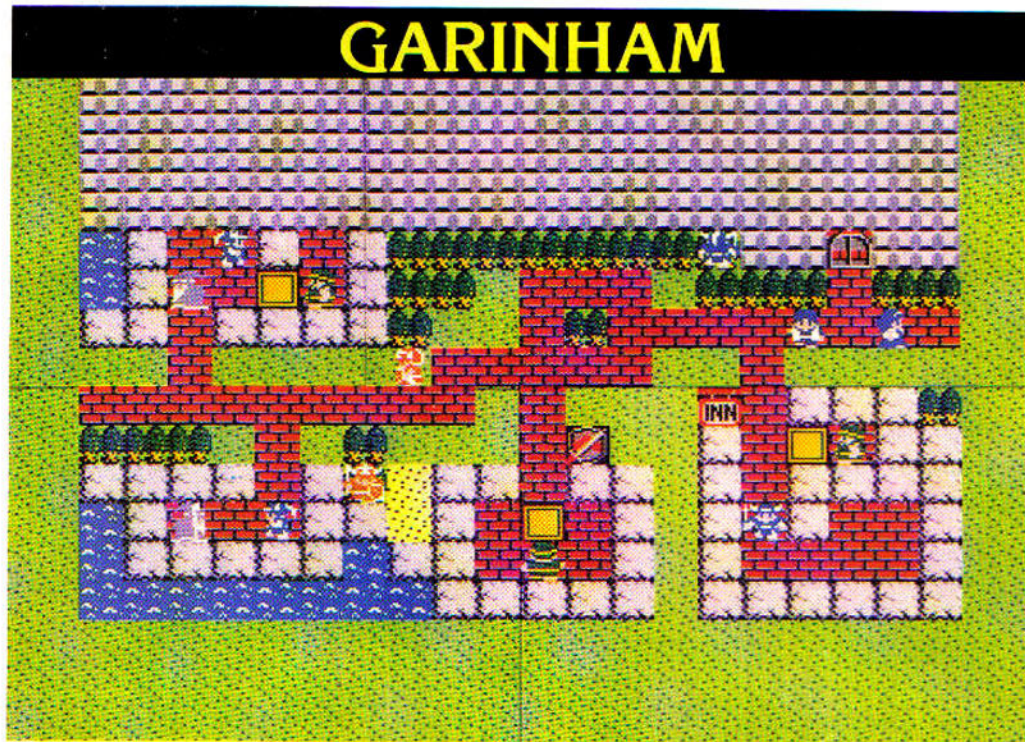
SCORPION



MAGIDRAKEE

● Somewhere in Garinham lies a dark secret

GARINHAM

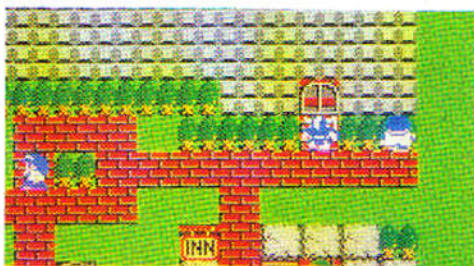


Far to the North and West of Tantegel Castle lies the ancient town of Garinham. Many rumors and legends surround this place, once the home of the great wizard named Garin. It is said that hidden in the shadows of the town is Garin's grave, and that a Silver Harp is buried there too. No one knows if this legend is true, but you should explore everywhere, even in the shadows.

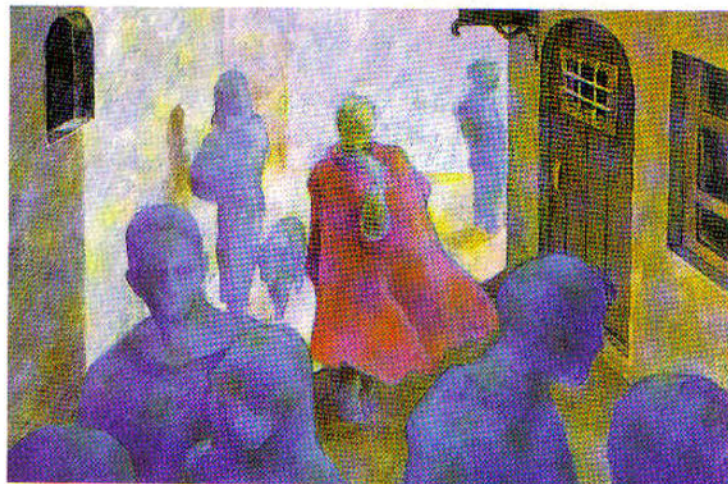


INN	WEAPON SHOP		ITEM SHOP	
	Club	60G	Herb	24G
	Copper Sword	180G	Torch	8G
25G	Iron Axe	560G	Dragons'	
	Leather Cloth	70G	Scale	20G
	Chain Mail	300G		
	Iron Mail	1000G		
	Iron Shield	800G		

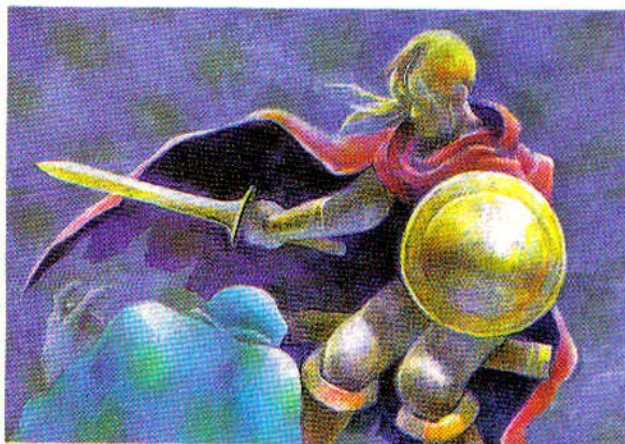
From the citizens of Garinham you will learn more about the disappearance of the Princess.



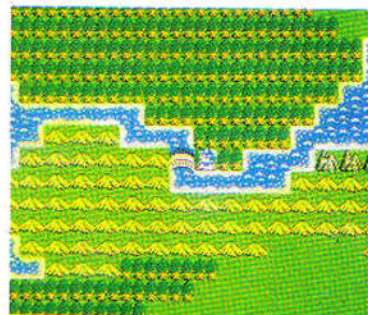
The secret may lie here in this room, but even getting in may be difficult.



● Building up to higher levels takes patience



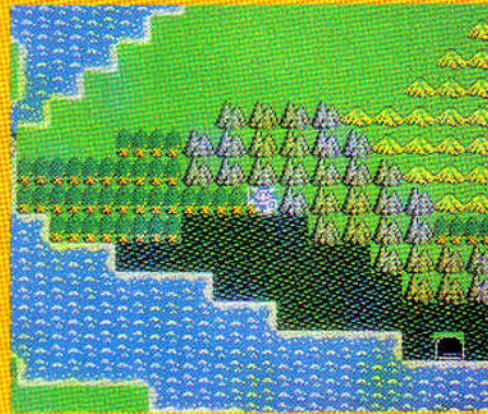
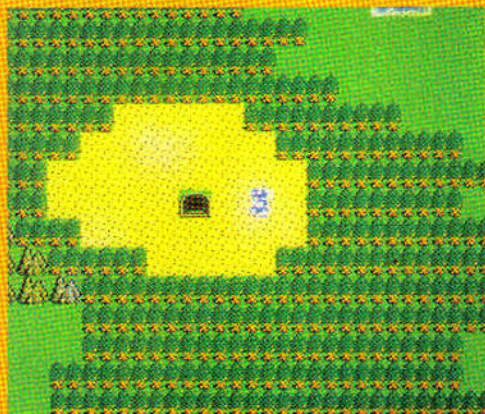
This is not a game you can rush through. Take your time and increase your Levels. If you wander too far you will meet monsters that you can't defeat. There is no substitute for experience. As for finding the special items, keep thinking about the clues you have gathered. Look for places that the clues seem to describe.



Every time you cross a new bridge be prepared to face stronger enemies.

MAPS OF THE DUNGEONS

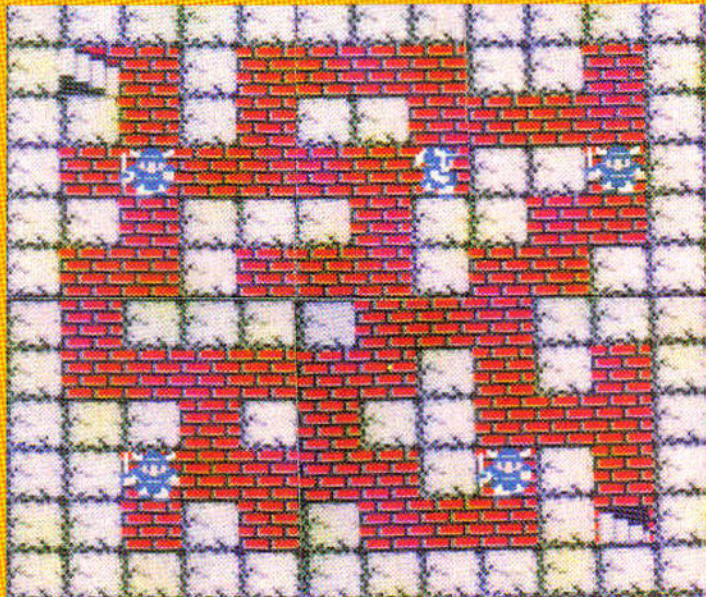
One of the skills you need to play an RPG is mapping. It can be a fun part of the game, but it takes time. You'll find a number of maps here which show everything except Items, Treasure, and monsters. Try filling in what's missing as you go or draw your own maps. If you make your own, label them and organize them in a notebook or folder. For instance, keep all the maps of the Grave of Garinham together and label each as the first level basement or second level and so on.



This cave is the first most heroes encounter. Unlike the other caves, it has no enemies within.

ERDRICK'S CAVE

B1



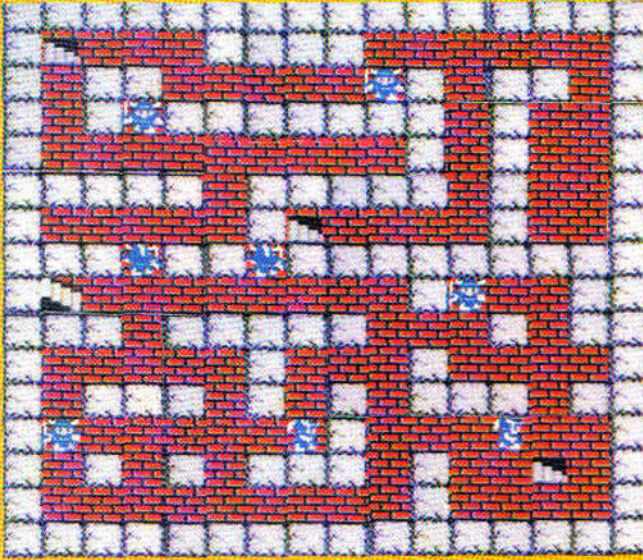
B2



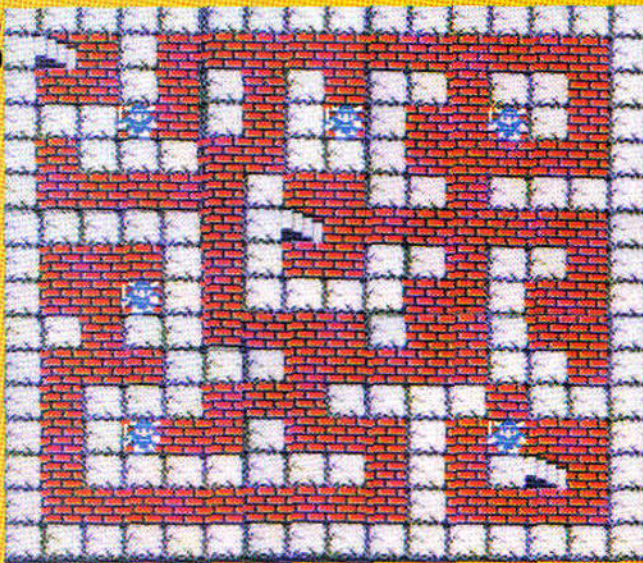
ROCK MOUNTAIN CAVE

Deep in the heart of Rock Mountain there is much to attract an explorer. Besides magical items, there may be a way to find almost unlimited treasure!

B1



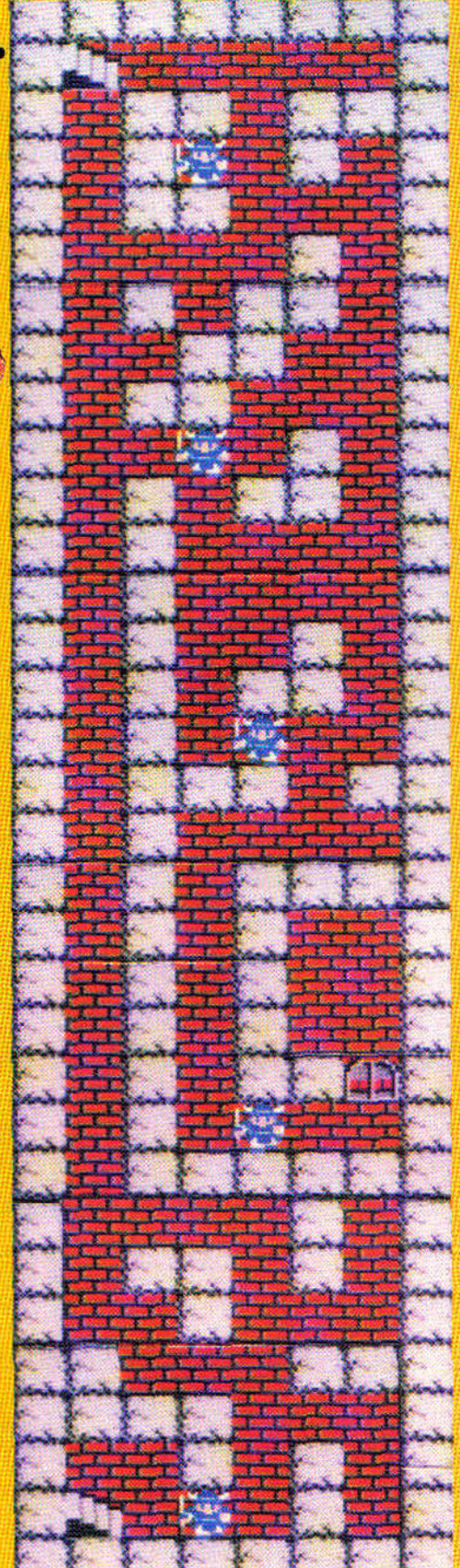
B2



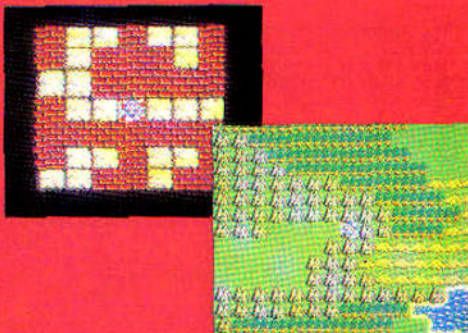
SWAMP CAVE

Danger and drama lies imprisoned in the dark labyrinths of Swamp Cave. The straight and narrow path is a shortcut to a new land, but the longer, twisted path holds a captive prize.

B1



Dungeon Strategy # 1

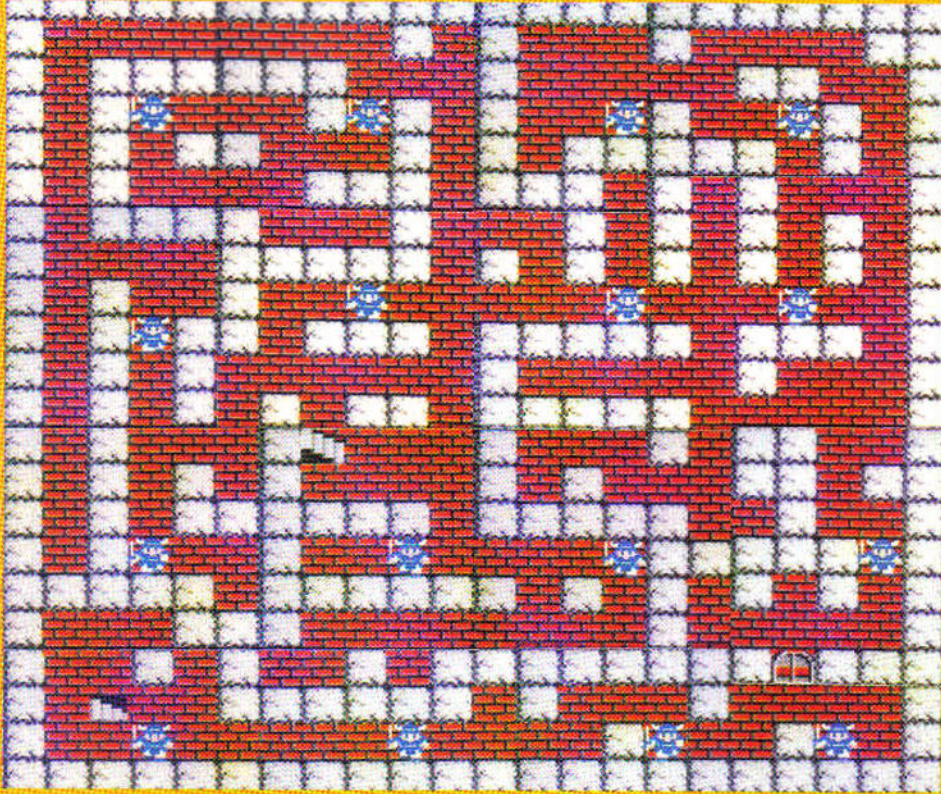


When the going gets too tough in the underground passages, use the magic Spell OUTSIDE. Immediately you will be transported into the overworld. Keep in mind that you cannot use OUTSIDE when you are in the Fight Mode of the game. REPEL does not work inside a dungeon, either.

GRAVE OF GARINHAM



To discover the mysteries of the grave you must first have a Key. Even then it is not easy to piece together the puzzle of the secret entrance. Once you do gain entry, you will be surrounded by savage monsters jealously guarding an ancient legacy.

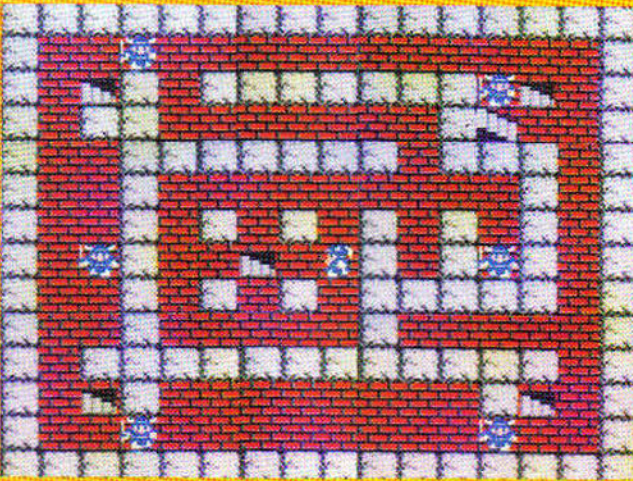


B1

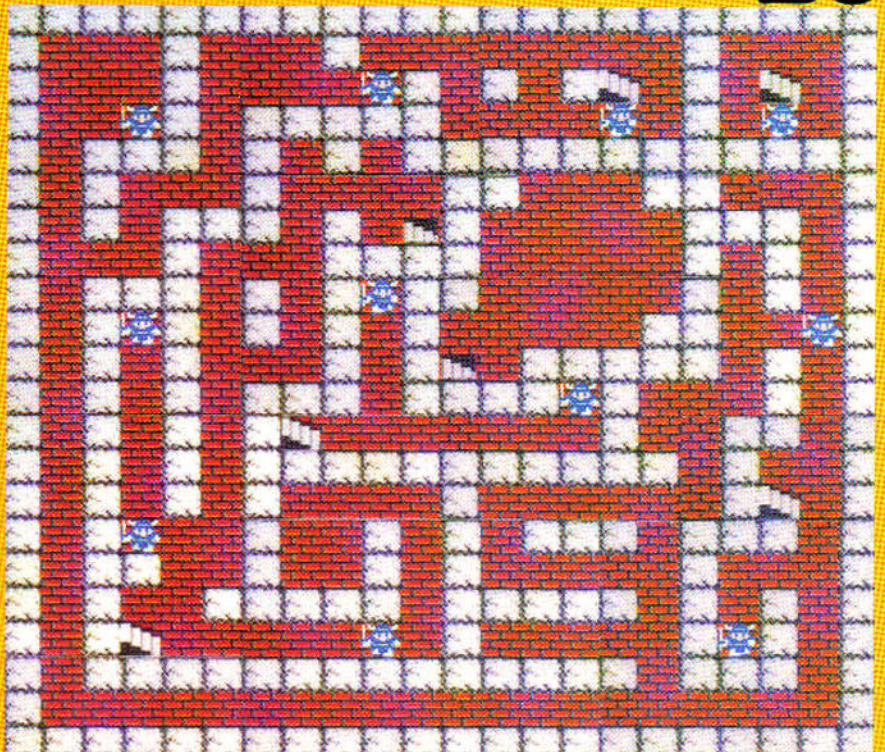
Dungeon Strategy #2

NEST		COMMAND	
LU	5	TALK	SPELL
HP	30	STATUS	ITEM
MP	20	STAIRS	DOOR
G	78	SEARCH	TAKE
E	147		

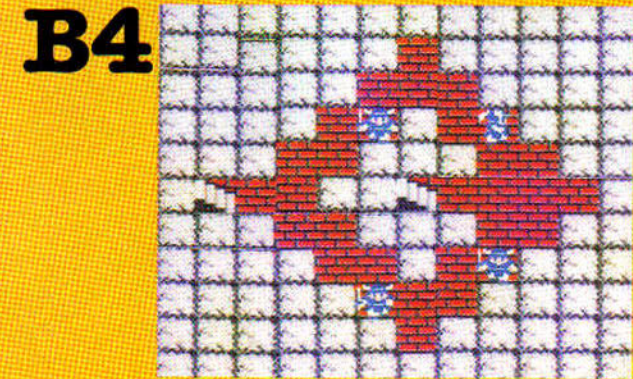
Usually the trick of getting into a dungeon is nothing compared to getting back out again. Remember where each stairway takes you so you can retrace your route to the exit.



B2



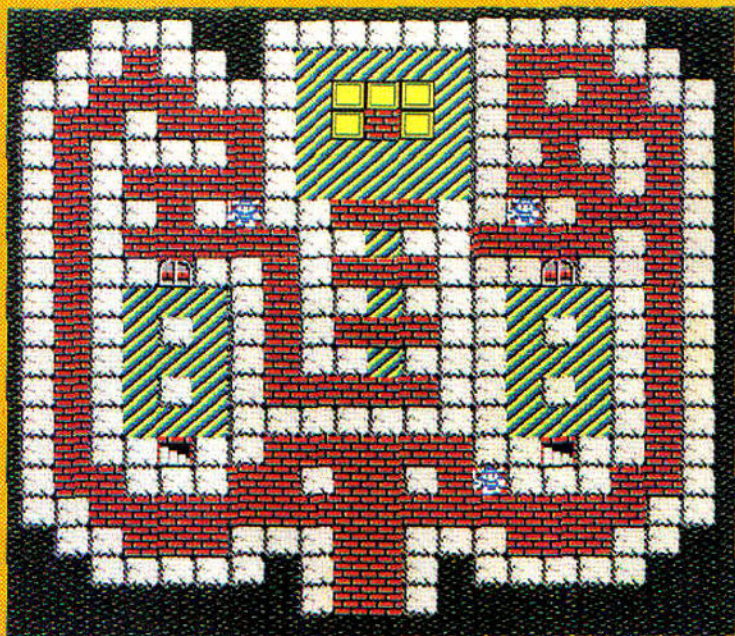
B3



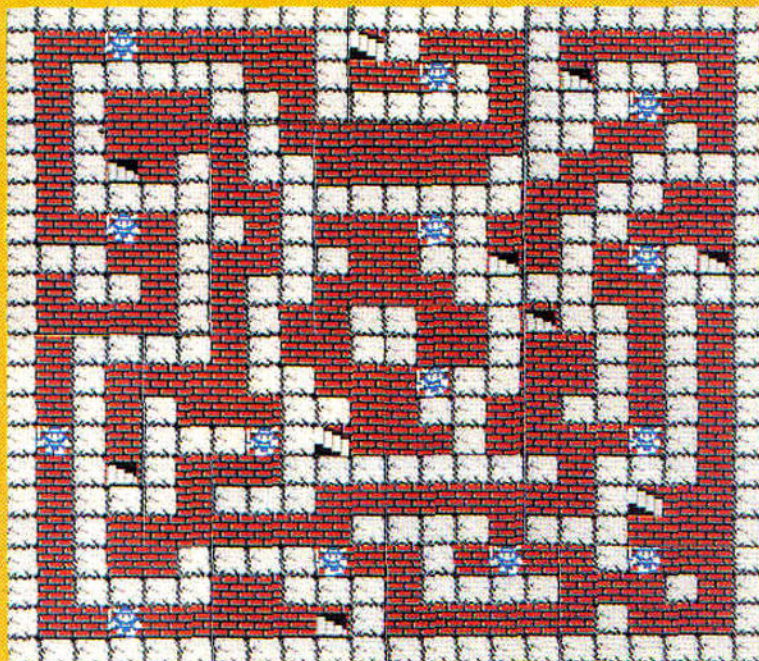
B4

THE CASTLE OF THE DRAGONLORD

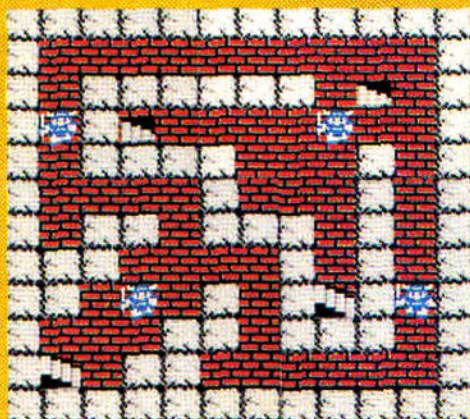
Deadends and puzzles await you when you venture into Charlock, the Dragonlord's evil fortress home. Here you will encounter the most dangerous and powerful of all the Dragonlord's army. Only a warrior of great experience, wielding the best weapon and with maximum HP and MP levels can hope for victory.



B1



B2

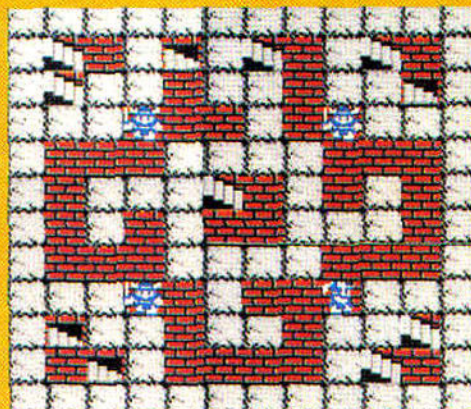


Invincible Enemies?

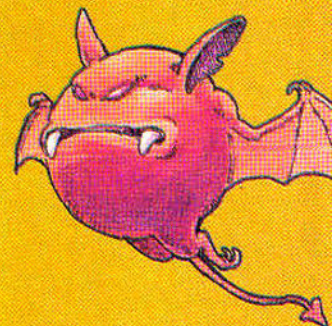
They use wits, strength and magic to thwart your every move. They are the elite, the best, the most evil. They are the personal servants of the Dragonlord, and they do not take prisoners!

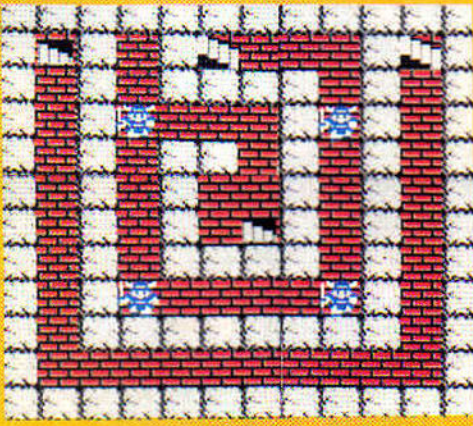
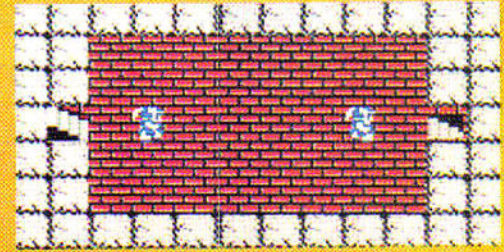
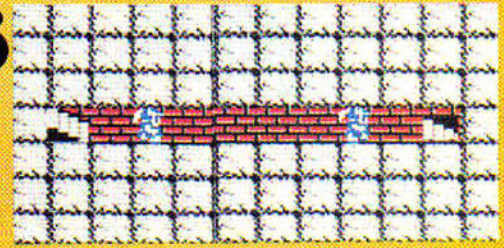


B3



B4



B5**B6**

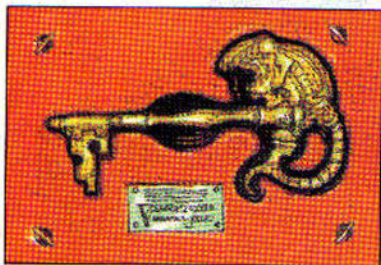
**More Strategies
and
Tips Still to Come!**



Much yet remains for you to accomplish in this world, fighting dragons, learning the legends of a lost city and rumors of magical weapons and armor. The path will become difficult and the obstacles may seem insurmountable. You must rescue the Princess, but where in the world is she? You must find objects of power, but where do you look? But take heart, a true hero uses all his resources and never gives up. And future issues of Nintendo Power may well contain extra hints.

THE ULTIMATE QUESTIONS

Dragon Warrior is primarily a game of mental skills, pitting you against a set of problems. The solutions are such important elements of the game that we cannot give them to you. What we can do, however, is offer a strategy that works.



1. Where are the keys?

Look to the city of Rimuldar to solve this one. You should be at or about Level 10 before venturing into the dangerous southeastern lands through Swamp Cave. If you pass through the cave, search further south for the town. Once you reach the town, the real test of your searching skills will begin.

2. How do I keep from failing when I talk to the Wizard south of Rimuldar?

To speak with this wise man you must first prove your true identity.

3. Where are the three items mentioned on the tablet?

The items are hidden well underground.

4. Where is the Silver Harp?

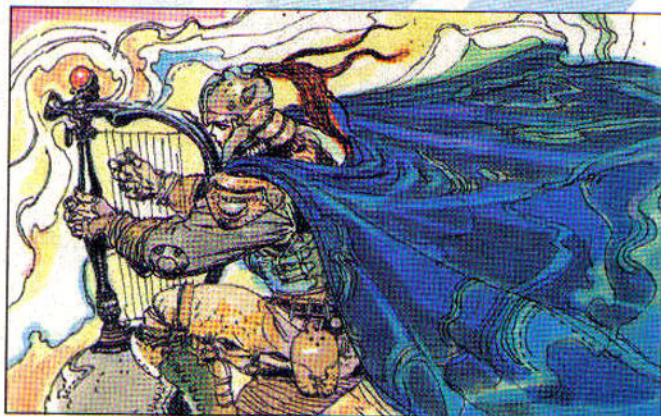
The ancient instrument can be found buried underground.

5. Where is Princess Gwaelin?

She is being held captive somewhere east of Garinham.

6. Where is Erdrick's Armor?

Look in a legendary town far to the south.



These questions and many more will occur to you as you learn new facts from the village people. Their hints and gossip are meant to stir your curiosity. The fact is that if these types of questions don't occur to you, you will not get very far in the game. You're supposed to solve the many puzzles that make up the game. So don't get worried if you find yourself wondering where an item is hidden. Instead, start looking. Part of finding the item will entail studying clues. The townsfolk and Wizards tell you all you need

to know, but sometimes their clues are confusing. Make your best guess as to the meaning of a message, then begin looking. If a direction is given, look in that direction. If an item must be found, look for clues or messages that will help lead you to that item. Try everything. Just because you haven't done something before doesn't mean it won't work now. This is especially true of places you can go, both in and around towns. Use your imagination. Be patient. Explore everywhere. And don't give up.

Know Your Own Strength

The status of your Strength, Agility and other characteristics appear when you activate the Status Screen. The numbers increase as you defeat monsters, gain experience points and raise your overall level.

The type of weapon, armor and shield that you carry will affect your Attack Power and Defense Power. The Copper Sword, for instance, will give you an Attack Power higher than the Club.



LOOK AT THE STATUS WINDOW FOR:

1 STRENGTH Your overall strength rating will increase as your level rises. This number influences your Attack and Defense Power, too.

2 AGILITY Agility measures your ability to run away from enemies quickly and to avoid enemies while travelling.

3 MAXIMUM HP & MP Each time your level goes up, your maximum HP and MP also increase.

4 ATTACK POWER Attack Power determines the strength of your attack against enemies. It increases at higher levels and when you obtain better weapons.

5 DEFENSE POWER Defense Power is your ability to withstand the attacks of monsters. As your level rises, so too will your Defense Power, but the fastest way to increase this power is to purchase armor and shields, or to find special items like Erdrick's armor.

NAME :	NESTER	
STRENGTH :	17	①
AGILITY :	17	②
MAXIMUM HP :	37	③
MAXIMUM MP :	26	
ATTACK POWER :	27	④
DEFENSE POWER :	18	⑤
WEAPON :	Copper Sword	
ARMOR :	Chain Mail	
SHIELD :		

ATTACK AND DEFENSE POWER IS

NAME :	NESTER
STRENGTH :	4
AGILITY :	4
MAXIMUM HP :	14
MAXIMUM MP :	0
ATTACK POWER :	4
DEFENSE POWER :	2
WEAPON :	
ARMOR :	
SHIELD :	

LEVEL 1

Early on you have very little strength. Fight Slimes until Level 3.

NAME :	NESTER
STRENGTH :	7
AGILITY :	6
MAXIMUM HP :	22
MAXIMUM MP :	5
ATTACK POWER :	11
DEFENSE POWER :	5
WEAPON :	Club
ARMOR :	Clothes
SHIELD :	

LEVEL 3

Your Attack and Defense Power are high enough now to beat many weak enemies.

NAME :	NESTER
STRENGTH :	15
AGILITY :	10
MAXIMUM HP :	35
MAXIMUM MP :	24
ATTACK POWER :	25
DEFENSE POWER :	9
WEAPON :	Copper Sword
ARMOR :	Leather Armor
SHIELD :	

LEVEL 6

Having gained much power, it's time to buy better weapons and armor.



LEVEL 10

Explore further South and look for the keys.



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