WELCOME TO THE WORLD OF DRAGON WARRIOR II.
MY NAME IS DON MAHONE. I WILL BE A VALUABLE AID TO YOU AS YOU PROGRESS IN THE GAME. BEFORE LEAVING ON YOUR JOURNEY, MAY I OFFER SOME "INSIDE" HINTS. FIRST, ALWAYS CARRY SOME MEDICAL HERBS WITH YOU. IF YOUR CHARACTER IS DEFEATED DURING PLAY, YOU WILL LOSE HALF OF YOUR GOLD PIECES. TO AVOID THIS, USE THE MEDICAL HERB TO RESTORE YOUR HPS. DECISIONS ON WHERE AND WHEN TO USE THE HERB ARE VERY IMPORTANT. SECOND, UPON RAISING YOUR EXPERIENCE LEVEL, IT'S IMPORTANT TO MOVE OUT AND EXPLORE NEW LANDS. ALSO, REMEMBER TO KEEP YOU AND YOUR PARTY EQUIPPED WITH THE BEST ARMOR AND WEAPONS POSSIBLE. BELOW IS AN EXAMPLE OF ARMOR AND WEAPONS YOUR PARTY SHOULD HAVE EQUIPPED BY THE TIME YOU REACH LIANPORT.

*Prince of Midenhall
Sword: Broad Sword
Armor: Full Plate Armor
Shield: Steel Shield
Helmet: Iron Helmet

*Prince of Cannock
Sword: Iron Spear
Armor: Chain Mail
Shield: Leather Shield
Helmet: __________

*Princess of Moonbrooke
Sword: Wizard's Wand
Armor: Clothes Hiding
Shield: __________
Helmet: __________

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You can save your game here!

A visit to the king will allow you to save the game.

**TIPS**

Are you ready to begin your quest to defeat Hargon? Your traveling companions, spoken of by the king, are descendants of the great Erdick. Finding the Prince of Cannock and the Princess of Moonbrooke will not be easy but with your courage...

To the west of Midenhall lies Leftwyne, but before leaving on your journey remember to equip yourself with the Copper Sword given to you by the king. (use the "EQUIP" command) You are already equipped with the Leather Armor.

Begin your search for the Prince to the north of Leftwyne. To find the Princess you must pass through the monolith west of Leftwyne. But first focus your energies on finding the Prince. You need not fear for the Princess, the two of you will be able to rescue her. Don't forget to carry an antidote herb with you.
CANNOCK CASTLE

You can save your game here!

HOUSE OF HEALING

INN

ITEM STORE

SPRING OF BRAVERY

"WELCOME TO THE SPRING OF BRAVERY!
ARE THOU SEEKING THE PRINCE OF CANNOCK"

YES

"ONLY MOMENTS AGO
HE WAS HERE.
I THINK HE IS GOING
TO MIDDENHALL
CASTLE"

NO

"I SHALL ANOINT THEE
WITH THIS WATER AND
WISH THEE WELL"

ROUTE 5

MIDDENHALL CASTLE

ROUTE 6

CANNOCK CASTLE

ROUTE 7

AFTER A LENGTHY JOURNEY,
YOU'VE FOUND THE PRINCE
OF CANNOCK IN LEFTWYNE.

ROUTE 8

GWAE LIN'S CAVE

ROUTE 9

MONOLITH SOUTH OF
MIDDENHALL

TIPS

Don't delay, you've just missed the Prince of Cannock. He left word that he's traveling to the Spring of Bravery. After finding the Prince, keep a keen eye out for the Silver Key. This key will be very helpful in talking with those who may be locked up.

The Prince you are searching for is said to have been to Middenhall. You would be wise to raise your level, and gain more gold pieces before journeying to Middenhall. A visit to the old man may restore the energy you need.

This wise man will give you some important information.

This wise man will instruct you in the use of both the Golden Key and Silver Key.
**ROUTE 10**

**LAKE CAVE**

On your journey to Moonbrooke, you happened by Gwaelin's cave. Because of new information received here, you have changed your destination point. The monolith south of Midenhall will lead you to the Lake Cave. Look very closely for the Silver Key.

**USE THE SILVER KEY**

**YOU WILL FIND SILVER DOORS IN MIDENHALL AND LEFTWYNE!**

**MIDENHALL CASTLE**

The Silver Key will be very useful in Midenhall castle.

**LEFTWYNE**

If you have a lottery ticket, you can draw lots here.

**ROUTE 11**

**GWAELIN’S CAVE**

Beware of the monster in Gwaelin’s Cave. After passing through the cave, a new continent will spread before you. In your exploring you will discover new monsters and places of refuge. Prepare yourself with the strongest armor you can.

**ROUTE 12**

**HAMLIN**

You can save your game here!

**HOUSE OF HEALING**

**INN**

12 GOLD PIECES PER PERSON
Since you have journeyed far from Midenhall, lodging will be more expensive. (Lodging for a party of two will be 24G.)

**HOUSE OF HEALING**

**LOTTERY**

**ITEM STORE**

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER
It would be wise to carry Wing of the Wyvern with you.

**WEAPON STORE**

BROAD SWORD, IRON SPEAR, CHAIN SICKLE, STEEL SHIELD, FULL PLATE ARMOR, CHAIN MAIL

Hints you have collected along the way, say the third member of your party may be in Moonbrooke. One of the king's trusted foot soldiers said the Princess may be in danger. There's no time to waste. You must raise your levels as quickly as possible, and equip yourselves with the weapons that will help you win upcoming battles. Don't forget to search for the Cloak of Wind. The Tower of Wind may be a good place to begin.
THE RUINS OF MOONBROOKE

HOW CAN I COLLECT THE CLUES I NEED?

Although this appears to be fire, it really is a soul of the dead. You may want to talk to it.

The information you've gathered on the Princess tells you her enemies transformed her into a dog. Keep your eyes peeled for a cute little dog. You will need help in restoring the Princess. Find the small pond, from which you can see the four bridges, and there you will discover the help you need. Be sure to search for the dog.

LOOK, THE CLOAK OF WIND!

There was no Cloak of Wind in the treasure chest you found at the top of the tower? Maybe you should search for another treasure chest hidden in a back room on the second floor. It may be difficult to reach. After entering the fifth floor, look for a downward staircase. At last! The Cloak of Wind.
**ROUTE 17**

**THE DESERT CAN BE REACHED THROUGH THE MONOLITH SOUTHWEST OF MOONBROOKE**

After passing through the monolith, a new world will appear before you. Before traveling too far, make sure you have enough medical herbs for the three of you. With the journey that lies ahead, you have no way of knowing where the next lodging may be. You will also be called on to use your strength in protecting the delicate Princess during battle.

**ROUTE 18**

**DRAGON'S HORN (SOUTH)**

Putting on the Cloak of Wind will allow you to leap from the north part of the top floor. (the "USE" command will equip the Cloak)

**ROUTE 19**

**LIANPORT**

A brief talk with the old man may get you the ship you will need.

**TIPS**

- **INN**: 20 gold pieces per person
- **HOUSE OF HEALING**: Medical Herb, Antidote Herb, Wing of the Wyvern, Fairy Water, Dragon's Bane
- **ITEM STORE**: Magic Knife, Broad Sword, Wizard's Wand, Full Plate Armor, Clothes Hiding, Steel Shield

After finding your ship, it would be best to sail directly to Alefgard.
**Route 20**

**Tantegel Castle**

Level 15

You can save your game here!

The King's Chambers

House of Healing

**Inn**

**Item Store**

During your journey someone has told you the story of the sunken treasures, which the merchant of Lianport has long been searching for. Carefully search for a small shoal off the north shore. What you see in the distance, on the other side of Tantegel Castle, seems to be Charlock Castle. Passing by Charlock would be a mistake.

**Inn**

2 Gold Pieces per Person

**Item Store**

Medical Herb, Antidote Herb, Wing of the Wyvern, Fairy Water, Dragon's Bane

**Weapon Store**

Broad Sword, Giant Hammer, Wizard's Wand, Clothes Hiding, Steel Shield, Iron Helmet

House of Healing

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**Route 21**

**Charlock Castle**

Level 17

Charlock Castle still exists. Unbelievable! The Sword of Erdrick has been long hidden here! The Dragon Lord of Charlock, whose ancestors have long been enemies of Erdrick, may give you a helpful hint.

**Route 22**

**Monolith of Alefgard**

The Travel Door with the Old Man

**Route 23**

**Island Shoal**

Travel north to Lianport. Look, something seems to be floating on the oceans surface. It could be the shoal you have been looking for.

A Splendid Reward in exchange for the Treasure.

Deliver all the recovered treasures to the merchant of Lianport. As a reward you will receive the Echoing Flute.
ROUTE 24

LIGHTHOUSE

TALK WITH THE OLD MAN ON THE SEVENTH FLOOR.
Follow the old man, and you may discover a treasure chest.
Contain your excitement as you open the chest, because, alas... it is empty. Brace yourself! Prepare for battle! Four gremlins have suddenly surrounded you. Defeat them and a great reward awaits you.

ROUTE 25

TUHN

INN 40 GOLD PIECES PER PERSON
YOU HAVE FINALLY ARRIVED, BUT NOT BEFORE PASSING THROUGH MOUNTAINS FILLED WITH DANGEROUS ENEMIES. RESTING AT THIS INN WILL BE MORE EXPENSIVE HERE.

HOUSE OF HEALING
ITEM STORE WING OF THE WYVERN, FAIRY WATER, DRAGON'S BANE
WEAPON STORE WIZARD'S WAND, FALCON SWORD, DRAGON KILLER, MAGIC ARMOR, SHIELD OF STRENGTH, IRON HELMET

You will need to retrieve the Watergate Key from Roge Fastfinger. Capture him, and the key is yours. To obtain the Moon Fragment, you will need to open the Watergate and follow the river. Waste no time in finding Roge Fastfinger!

ROUTE 26

BERAN

INN

WHY IS THIS WOMAN ALONE IN THIS BUILDING?

ISN'T THE LOTTERY EXCITING!

WEAPON STORE
ITEM STORE

Beran has provided you with much information. Now you must devote time to locating the Leaf of the World Tree. This item, which can be found on a small island in the eastern sea, can restore life. Only the Weaving Master of Tuhn is able to use the Magic Loom to weave the Water Flying Cloth of Dew's Yarn. While in Beran, you may also find information about the Thunder Sword. Even the Prince of Midenhall, without knowing the spell, can create thunder with this sword. The King of Osterfair is said to have the Moon Crest. You may find the Sun Crest behind the Fire Monolith. Now, it's off to Osterfair.

INN 30 GOLD PIECES PER PERSON
ITEM STORE
MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER
WEAPON STORE
GIANT HAMMER, WIZARD'S WAND, DRAGON KILLER, STEEL SHIELD, SHIELD OF STRENGTH, IRON HELMET

THE WEAPON AND ITEM STORES IN THIS TOWN ARE IN THE SAME PLACE. THE BIG MAN ON THE OTHER SIDE OF THE COUNTER DEALS IN WEAPONS AND THE WOMAN BesIDE HIM DEALS IN ITEMS.
ROUTE 27

ENTRANCE TO WELLGARTH
Search the seashore south of Rhone for a small town.

ROUTE 28

WORLD TREE ISLAND
Look! Here is the world tree island.
Try selecting the "SEARCH" command at the tree located in the center of a small island.

ROUTE 29

FIRE MONOLITH

MIGHT THE SUN CREST BE HERE!
Search this point!

ROUTE 30

OSTERFAIR CASTLE

LEVEL 22

INN
25 GOLD PIECES PER PERSON
WEAPON STORE
BROAD SWORD, GIANT HAMMER, DRAGON KILLER, CLOTHES HIDING, MAGIC ARMOR, IRON HELMET

WEAPON STORE

After battling with your might to defeat the foe, it would be wise to go and talk with the king. He will reward your efforts.

ACCEPT THIS KING'S OFFER!

Having collected information about the Golden Key, the Armor of Gaia, and the use of the Echoing Flute, proceed to Zahan.
USE THE GOLDEN KEY

As you open the Golden Doors and collect items and information, don't forget to make some notes.

MIDENHALL CASTLE
CANNOCK CASTLE

HAMLIN
TANTEGEL CASTLE

TANTEGEL CASTLE
CHARLOCK CASTLE

TUHN
OSTERFAIR CASTLE

How can I get the Golden Key?

Follow the dog, use the "SEARCH" command, and...
An underground city! It is full of mysteries and secrets. Where are the Rogue Fastfinger and the Jailor's Key?
ROUTE 33

ZAHAN IS THE KEY TO FINDING THE MAGIC LOOM.

ROUTE 34

THE DEW'S YARN CAN BE FOUND IN THE DRAGON'S HORN NORTH TOWER.
A detailed "SEARCH" of the third floor will uncover the Dew's Yarn.

ROUTE 35

FIND DON MAHONE AND YOU WILL ALSO FIND THE SECRETS TO THE WATER FLYING CLOTH.

When can I get the Water Flying Cloth?

If I, the Weaving Master, Don Mahone, have not woven the Water Flying Cloth each time you check, try taking a short break. (push the reset button) Also make sure that one of your companions has room to carry the Water Flying Cloth.

SPECIAL TECHNIQUE You can possess two Water Flying Clothes.

Before saving the game, bring the Dew's Yarn and the Magic Loom a second time, for an additional Water Flying Cloth.

ROUTE 36

MONOLITH NORTHEAST OF MIDENHALL

If you take the Moon Fragment to the Sea Cave, you will be given permission to take the Eye of Malroth. With this in hand, proceed to Rhone.

ROUTE 37

SEARCH FOR ROGE FASTFINGER

ROUTE 38

USE THE WATER GATE KEY HERE!

ROUTE 39

TOWER OF THE MOON

Without the Moon Fragment, you will not be allowed to take the Eye of Malroth.
**ROUTE 40**

**SEA CAVE**

LEVEL 28

TO CROSS THE ISLAND SHOAL...

"USE" the Moon Fragment as indicated in this screen shot.

Proceed into the cave, but watch out for two fierce monsters.

POSSESSION OF THE EYE OF MALROTH WILL UNLOCK THE PATH TO RHONE.

If you are not careful while in the cave, evil Eye and Puppet Man may reduce your MPs. Safeguard your MPs, for you will need your attack and restore spells. Wandering into the Magma Zone will cause a loss of HPs.

**ROUTE 41**

THIS IS THE ENTRANCE TO RHONE

USE THE EYE OF MALROTH AT THE SMALL POND SOUTH OF RHONE.

**ROUTE 42**

LOOK FOR THE LIFE CREST HERE

Searching the left corner of the first floor of the cave may offer a reward. Beware of the Horks.

**ROUTE 43**

MONOLITH ISLAND

A FABULOUS PRESENT FROM THE HOLY SPIRITS!

THE CHARM OF RUBISS

If you can keep possession of all the Crests, a trip to the Monolith of Rubiss could lead to obtaining the Charm of Rubiss.
**ROUTE 44**

**CAVE TO RHONE**

**LEVEL 30**

SUCH A TERRIBLE LABYRINTH. ONCE YOU LOSE YOUR WAY, YOU MAY NEVER FIND IT AGAIN. TO SURVIVE YOU MUST OBTAIN THE **THUNDER SWORD**, A MOST POWERFUL WEAPON.

Hold on as you go through the Ultimate Loop Maze!

**ROUTE 45**

**RHONE**

**LEVEL 30**

**LOOK, THE CAVE!!**

You can save and fill up your HPs here.

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**ROUTE 46**

**MIDENHALL?? CAREFUL NOT TO BE DECEIVED.**

**LEVEL 35**

What is this Midenhall Castle? It does appear to be the castle. But... Hargon's magic has created this illusion! Take heed!

"USE"

**CHARM OF RUBISS**

as indicated in the screen shot
WHERE IS HARGON?

"USE" the Eye of Malroth as indicated in the screen shot.

QUICKLY, TO HARGON THE SORCERER'S CHAMBERS.

You will have to battle three strong monsters before reaching Hargon's chambers. Then you must do battle with Hargon.

FINALLY MALROTH HAS APPEARED!

MALROTH IS THE LAST OF THE EVIL ENEMIES BETWEEN YOU AND THE FAITHFUL COMPLETION OF YOUR MISSION. IN DOING BATTLE WITH MALROTH, YOU HAVE A DIFFICULT DECISION TO MAKE. DO YOU BATTLE MALROTH WITH THE WEAPONS AND ARMOR YOU NOW USE, OR ELECT TO USE A LITTLE MORE "RISKY" METHOD? IF YOU HAVE CHOSEN THE MORE RISKY METHOD, THEN I MUST SHARE SOME PROTECTED SECRETS WITH YOU.

AS YOU KNOW, THE CURSED WEAPONS AND ARMOR YOU'VE FOUND POSSESS GREAT STRENGTH. HOWEVER, TO EQUIP THEM HAS MEANT RISKING DAMAGE TO YOURSELF. WAIT! YOU ARE NOW IN HARGON'S CURSED CASTLE. IF YOU HAVE POSSESSION OF THE SWORD OF DESTRUCTION AND GREMLIN'S ARMOR, YOU CAN EQUIP YOURSELF WITH THEM AND RECEIVE NO DAMAGE TO YOURSELF. I MUST CAUTION YOU THOUGH, RAISING YOUR EXPERIENCE LEVEL OR USING THE "EQUIP" COMMAND COULD INTERFERE WITH THE SUCCESS OF YOUR MISSION.

FOR INFORMATION ABOUT DRAGON WARRIOR III

Please send us your name, address and indicate that you would like information about DRAGON WARRIOR III.

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