

# DRAGON WARRIOR II <sup>TM</sup>

## Weapons

### Staff of Thunder

ATTACK POWER +15  
When you use this as an item, it has an effect which is similar to Infernos.



### Falcon Sword

ATTACK POWER +5  
A person who is equipped with this can move as quickly as a falcon. With this mysterious



### Thunder Sword

ATTACK POWER +80  
This is the most powerful sword. When you use it as an item, it has the effect of Infernos.



### Destruction

ATTACK POWER +93  
This is an evil sword with hidden powers. It may be in the possession of some of your fiercest



## Armors

### Water Flying Cloth

This helps to protect its wearer from scorching flames and other fire spells. It completely stops the damage caused



### Armor of Brick

DEFENCE +40  
This armor is made of brick and is very strong. It completely stops the damage caused



## Shields

### Shield of Strength

DEFENCE POWER +18  
By using it as an item, it will give the effect of Healmore. Although the princess cannot be equipped with this, she can use it as an item.



### Evil Shield

DEFENCE POWER +30  
This is a dreadfully cursed shield. While equipped with this, you will become numb and stiff during a fight.

## Items

### Dragon's Bane

When this is used as an item, it will ward off the magical spells of your opponents.

### Wizard's Ring

By using this, you can regain an average of 20 MP. Rely on it only when necessary as it may break easily if used too often.

### Mirror of RA

This item reflects the true nature of a person. It can be used to break a curse and return one to his/her original form.



### Cloak of Wind

To put this on, choose the USE command from the item command window. It will allow you to float to the ground, even if you fall from a great height.



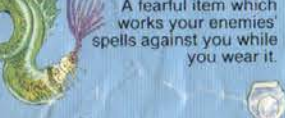
### Charm of Rubiss

Gather the 5 crests and obtain this item somewhere in a monolith. It will help you smash the false visions of Rhone Castle.



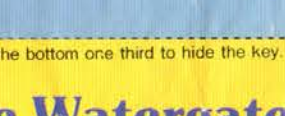
### Echoing Flute

If you use this in a town, castle, or tower where there is a crest, the sound of the flute will echo.



### Leaf of the World Tree

A talismanic leaf which, when ground, will restore life to ghosts.



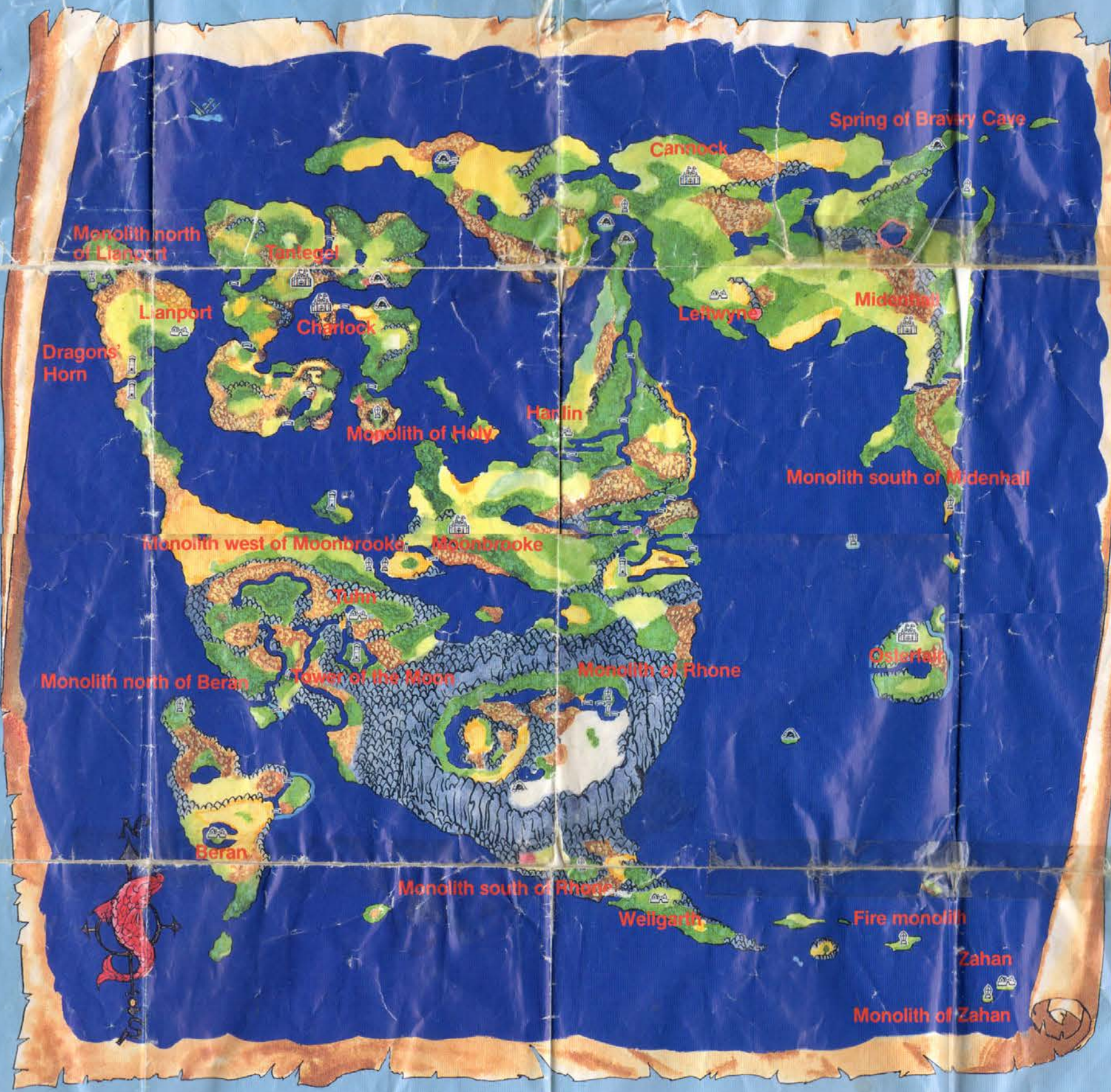
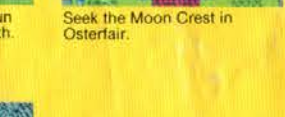
### Gremlin's Tail

A fearful item which works your enemies' spells against you while you wear it.



### Dragon's Potion

This item will allow you to save your game wherever you are. Although it is difficult to find, it may be taken from a metal babbler.



## THE ULTIMATE QUESTIONS

In order to best enjoy the game, fold the bottom one third to hide the key.

### Match up with Snopock?

Second. After hearing the King's of Bravery. Then return to Midenhall and 35, travel to Leftwyne.

### Find the Princess

the ruined castle of changes the shape of the no may be of interest to



the north n's Horn? window, you can the northern horn.

### Flute?



### Q: Where is the Golden Key?

A: According to his wife, Torval is very fond of dogs. In the town of Zahan you will find a friendly dog. He may lead you to an area which you should search.

### Q: How do I find the Jailor's key?

A: Look for a suspicious shop in the town of Welgarth.



### Q: Where is the entrance of Rhone Cave?

A: The entrance is hidden in a valley. Select the Eye of Malroth from the item command window.



### Q: I cannot reach the Village of Tuhn.



A: You go up the left one of two rivers in the West of Rhone to the source and go around the Craggy Mountains.

### Q: How can I find the Watergate Key?

A: Roge Fastfinger has stolen this item. Soldiers say that he has escaped from his cell. When you find the unoccupied cell, search everywhere. He probably did not get past the guards.

### Q: Where are the crests?



### Q: How can I go up from the first floor in the chamber of Hargon?

A: Use the item which is a key, but is not a key. You already possess this item when you reach the castle.



# LABYRINTH WORLD OF DRAGON WARRIOR II

**CHARLOCK CASTLE**  
B1, B2, B3, B4, B5, B6

**LAKE CAVE**  
B1, B2

**GWAELIN'S CAVE**

**SPRING OF BRAVERY**

**DRAGON'S HORN**  
1F, 2F, 6F, 7F, 1F, 2F, 5F, 6F

**TOWER OF THE WIND**  
2F, 4F, 6F, 8F, 1F, 3F, 5F, 7F

**LIGHT HOUSE**  
3F, 6F, 7F, 8F, 2F, 5F, 1F, 3F, 6F, 4F, 1F, 4F

**PITFALL**  
B1, 1F, 2F

**SEA CAVE**  
B1, B2, B3, B4, B5

**HARGON'S CASTLE**  
1F, 4F

**TOWER OF THE MOON**  
1F, 2F, 3F, 4F, 5F, 6F, 7F

**CAVE TO RHONE**  
4F, 3F, 5F, 6F

EACH FLOOR OF A LABYRINTH IS CONNECTED BY A STAIRCASE. TO EXPLORE THE DIFFERENT LEVELS, SIMPLY FOLLOW THE HIGHLIGHTED NUMBERS, IN ORDER, BEGINNING WITH THE FIRST LEVEL.



Shime				Metal Shime				Babbie				Metal Babbie				Big Slug				Sea Slug				Healer				Man O' War				Drakee				Magidrakee				Zombie				Ghoul				Hork				Evil Eye				Dark Eye				Vampirus				Magic Vampirus				Evil Clown				Mace Master				Undead				Mega Knight				Hargon's Knight			
5	6	13	35	8	32	25	20	9	12	60	80	95	50	67	57	65	67	158	65	72	80																																																																		
2	90	4	255	3	80	5	50	3	10	25	100	51	25	81	49	103	48	100	40	80	135																																																																		
1	1159	8	1050	2	34	15	25	3	12	40	61	61	92	93	85	182	84	617	45	89	201																																																																		

**Atlas**

Very strong attack and defense powers. He can attack two successive times against one person. Spells have little effect on Atlas, so concentrate only on the use of your weapons. You should use weapons. The Prince should use "Parry", occasionally using the defense spell "Increase" to build up the defense power of his companions, and using the restore spell "Healmore" for a companion very low on HPs. The Princess should also use "Parry", occasionally using the restore spell "Healall" for a companion with decreased HPs.

250  
250  
1100

**Bazuzu**

Bazuzu's attack and defense powers are less than Atlas', but Bazuzu has strong attack spells such as "Explodet" and "Sacrifice" and the strongest restore spell, "Healall". In battling Bazuzu, you must use both weapons and spells. You should use weapons; the Prince should use "Parry" in combination with the "Healall" spell for a companion with decreased HPs. The Princess should use the "Explodet" spell on Bazuzu and the "Healall" spell for a companion with low HPs. "Stopspell" will have no effect on Bazuzu.

250  
240  
1530

**Zarlox**

Zarlox has the strongest attack and defense powers of the three. He can also use TwiceAttack, FireAttack, the attack spell "Explodet" plus the defense spell "Increase". Battle Zarlox by using both weapons and a combination of defense and restore spells. You should use weapons. The Prince should use "Increase" and "Healmore" spells. The Princess should use the "Defense" spell repeatedly to weaken the defensive power of Zarlox, and the "Healmore" spell to revive a companion having low HPs. Zarlox will use the "Increase" spell to increase his defensive power, so using the "Defense" spell repeatedly against him is vital.

250  
255  
2200

**Hargon**

The limits of Hargon's attack and defense power are still unknown. He can breathe on your companions and put them to sleep. He also has very powerful weapons and is skillful in his use of the "Explodet" spell. In battling Hargon, use your weapons in combination with the "Restore" spell and "Parry". You should use weapons. The Prince should use "Stopspell" repeatedly to stop Hargon's spells, and "Healmore" for a companion having low HPs. The Princess should use "Parry" in combination with "Healall" to revive companions having low HPs. "Stopspell" may seem to have little effect on Hargon, but continue to use the spell until it does work.

230  
0  
0

**Malroth**

The limits of Malroth's attack and defense power are also unknown. He uses powerful weapons in combination with "Fire" attack. He can also use "Healall" on himself. He is a very worthy opponent. (Try to diminish Malroth's power before using fight.) [Basic way to defeat] You should use weapons. The prince should use "Parry" combined with "Healmore" to revive a companion's low HPs. The princess should use "Defense" to weaken Malroth's power, along with using "Healall" to restore a companion's low HPs.

250  
0  
0

# WEAPONS

A	B	C	D	E	F	G
Bamboo Stick	—	—	15	—	2	The Princess of Moonbrooke is equipped with this weapon. It is not real powerful, but it is better than no weapon at all.
Club	—	—	60	45	8	The Prince of Cannock is equipped with this weapon. It is a weapon of average power.
Copper Sword	—	—	100	75	10	The king presented this sword to the Prince of Midenhall as he began his journey.
Magic Knife	—	—	200	150	12	This is one of the few weapons the Princess can equip herself with. It's more effective in battle than the bamboo stick.
Chain Sickle	—	—	390	293	15	This should be the next weapon after the Copper Sword which the Prince of Midenhall should be equipped with.
Iron Spear	—	—	770	578	20	You may need this weapon in your travels to Moonbrooke.
Broad Sword	—	—	1500	1125	30	The Prince of Midenhall should use this until he finds the Sword of Erdrick.
Giant Hammer	—	—	4000	3000	35	For its price, this is not such a powerful weapon. It doesn't seem to be very effective in battle.
Dragon Killer	—	—	8000	6000	50	When battling the Green Dragon, this sword will display unusual power.
Light Sword	—	—	16000	12000	65	This is a powerful weapon using it as an item while fighting has the same effect as using the "Surround" spell.
Falcon Sword	—	—	25000	18750	5	Its attack power is rather minimal, but it does damage the enemy twice on one attack.
Sword of Erdrick	—	—	—	2	40	This is one of the items of Erdrick. It is a source of great power.
Wizard's Wand	—	—	2500	1875	10	This can be used as both a weapon and an item. When used as an item, it has the same effect as the "Fireball" spell.
Staff of Thunder	—	—	—	—	15	You can equip yourself with this as a weapon. When used as an item, it has the same effect as the "Fireball" spell.
Thunder Sword	—	—	—	375	80	This sword is the most powerful weapon of all weapons. When used as an item, it has the same effect as the "Infernos" spell.
Sword of Destruction	—	—	—	11250	93	This is the most awesome sword in the world. Using this sword may be very risky. The user of this sword brings upon himself a curse. There may be a way...

# ARMOR

A	B	C	D	E	F	G
Clothes	—	—	—	2	—	As armor, this will be of little help.
Leather Armor	—	—	—	113	6	Defense power is very low. You will need more powerful armor. Save your gold pieces.
Chain Mail	—	—	480	360	12	Sell your leather armor and buy this armor. Don't forget to equip it.
Clothes Hiding	—	—	1250	938	20	Price and power are a perfect match for the Princess.

# ITEMS

Full Plate Armor	1000	25	Whenever purchasing new weapons or armor, remember to equip them.
Magic Armor	4300	25	Even the Prince of Cannock can equip himself with this.
Mink Coat	65000	30	Though this is expensive, it would be nice of the Princess to buy it.
Armor of Gaia	—	35	When you get the Golden Key, you can find...
Armor of Erdrick	—	40	With this defense power, you will have nothing to fear in Rhone.
Gremlin's Armor	—	50	This armor offers the strongest defensive power of all armor. But equipping yourself with it will cause you to be cursed.
Water Flying Cloth	—	35	This Water Flying Cloth offers a particularly strong defense against the fire attack spell of monsters. It would be most helpful in protecting the Prince of Cannock and the princess of Moonbrooke.
Leather Shield	90	4	Leather Shield has a greater effect when used in combination with your armor.
Steel Shield	2000	10	After dressing in Full Armor, you can expect to get it.
Shield of Strength	21500	18	The Shield of Strength can not only be used as armor. It may also be used as an item. Producing the same effect as the "Healmore" spell.
Shield of Erdrick	—	20	Only the Prince of Midenhall has the right to obtain the items of Erdrick, which are not sold in any shops.
Evil Shield	—	10	If the Prince of Midenhall is equipped with this, he will be cursed as you may guess. Selling this item will bring big money.
Iron Helmet	3150	6	His defensive power will increase dramatically if he wears this together with the Armor and the Shield.
Helmet of Erdrick	2363	20	As one might imagine, the items of Erdrick are all powerful. Equipped with them, the Prince of Midenhall possesses an impenetrable defense.
Medical Herb	15	12	Allows you to restore some of your HPs.
Antidote Herb	8	6	Use as a remedy when poisoned by monsters.
Fairy Water	40	30	Use to ward off any foes less powerful than you.
Wing of the Wyvern	80	60	Use to return to where you saved the game last.
Dragon's Bone	640	480	Equipped with this, many of the monsters' spells will have no effect on you.
Golden Key	—	2	Traveling without the key to the Golden Doors will be impossible.
Silver Key	—	2	The key to the Silver Doors will be very important to the success of the first half of your travels.

# SPLENS

Watergate Key	—	—	Roge Fastfinger is said to have stolen this from Tuhn. This is the key to the Watergate of Tuhn.
Jailor's Key	2000	1500	This is secretly sold at one of the two item stores in Welgarth. This is the master key for any prison door.
Lottery Ticket	—	53	This is given you when buying something at an item store. You want to play the slot machines? Look for the lottery in a certain town.
Golden Card	—	375	This is the lottery slot machine's first prize. Show this card to shop keepers and they will give you a 25% discount off the items you purchase.
Wizard's Ring	—	1950	This is the lottery slot machine's second prize. You may also find one of these in other treasure chests. This will help you restore some of your MP's. It is very fragile and therefore may break after using it several times.
Mirror of Ra	—	—	Look in the small pond east of Moonbrooke Castle. You will need this to transform the Princess.
Cloak of Wind	—	53	Look in a treasure chest hidden in the Tower of the Wind. With this cloak, you can leap from a high building and land a few steps ahead.
Treasures	—	—	Search the small shoal far to the north of Lianport. Trade this for the Echoing Flute, kept by the Merchant of Lianport.
Echoing Flute	—	300	The merchant of Lianport will trade you the sunken treasure for this. When playing the Flute with the Crests have been placed, you should hear an echo.
Leaf of World Tree	—	5	Find this under a tree on the small island east of Welgarth. This will be helpful in restoring life to the departed.
Magic Loom	—	23	This is hidden in a treasure chest in the back room of Zahan Castle. In the right hands, the Magic Loom can weave the Water Flying Cloth from Dew's Yarn.
Dew's Yarn	—	30	Find this on the third floor of the north tower of Dragon's Horn. This is an important element of the Water Flying Cloth.
Token of Erdrick	—	8	Find this in the treasure chest room of Midenhall Castle. You will need the Golden Key to open the door. Trading this for the Helmet of Erdrick can only be done at the Monolith of Aletgard.
Moon Fragment	—	225	You will find this to the south of Tuhn. Look for a treasure chest in the Tower of the Moon. Fill the shoal of the Sea Cave with water for ship passage.
Star Crest	—	—	Charlock has said that this is in the tower on an island to the south of Midenhall.
Moon Crest	—	—	Word from Beran is that the King of Osterfar keeps this.
Sun Crest	—	—	Word from Beran is that this can be found in the Fire Monolith.
Water Crest	—	—	Word from the monolith south of Rhone is that this can be found in Hamlin.
Life Crest	—	—	Word from the underground prison of Midenhall is that this can be found in Rhone Cave.
Eye of Malroth	—	—	It is said to be in the Evil Soul Shrine, which is in the Sea Cave. Use this to open the rocky mountains to the west of the Monolith south of Rhone.
Charm of Rubiss	—	—	By taking all five Crests to the Monolith of Holy, you can receive this. Using this will eliminate the illusions in Hargon's Castle.
Gremlin's Tail	—	1125	Defeat Hawk Man and Ozwarg, and they may leave this. It looks appealing. But it does no more than curse.
Mysterious Hat	—	15000	Defeat Magic Vampirus and Bazuzu, and they may leave this. Increase your defensive power slightly by wearing this.
Dragon's Potion	—	7500	Defeat Metal Babbie, and it may leave this. Using this, you can save the game any time.

# ATTACK

A	B	H	I	J	
Firebal	3	2	—	—	The "Firebal" spell causes a single enemy 15 to 25 points of damage. There are also many enemies that can use this spell.
Infernos	4	4	—	—	The "Infernos" spell can inflict damage points to each member of an enemy group. It is more powerful than the "Firebal" spell.
Firebane	18	4	—	—	The "Firebane" spell will leave you feeling lucky, after you've inflicted 30 to 50 points of damage to each enemy in the group.
Defeat	23	4	—	—	The "Defeat" spell carries a powerful blow against a group of enemies, but has no effect against strong individual enemies.
Explodet	19	8	—	—	The "Explodet" spell is the strongest attack spell available to the Princess. It is capable of inflicting 50 to 80 points of damage to each monster of an attacking group.
Sacrifice	28	1	—	—	The "Sacrifice" spell requires the ultimate sacrifice, the user's life. It will, however, destroy all enemies.

# DEFENSE

Sleep	2	2	—	—	The "Sleep" spell will put some groups of enemies to sleep.
Stopspell	8	3	—	—	The "Stopspell" neutralizes the enemies' spells. However, it may often have no effect.
Surround	6	2	—	—	The "Surround" spell creates illusions that cause your enemies to make many mistakes while in battle. It is a very effective tool against most enemies.
Defence	10	2	—	—	The "Defence" spell will diminish the defense powers of your enemies, thereby increasing the effectiveness of your attacks.
Increase	20	2	—	—	The "Increase" spell will increase the defense power of you and your companions, and reduce the amount of damage you might receive.
Stepguard	17	4	—	—	The "Stepguard" spell will protect you from enemies found in castles, towns, and monoliths. Remember to use it before entering these places.

# RESTORE

Heal	1	3	—	—	The "Heal" spell will restore up to 20 of your HPs. Combine this spell wisely in combination with your Medical Herbs.
Antidote	6	3	—	—	Each step you take after being poisoned by an enemy will gradually lower your HPs. By using this spell you can counteract the effects of the poison. This spell works just like an Antidote Herb.
Healmore	14	5	—	—	This spell, stronger than the "Heal" spell, can restore up to 40 to 50 of your HPs. Choose wisely between "Heal" and "Healmore".
Healall	15	8	—	—	This spell will use up your MP's much quicker. But it will also restore your Maximum HPs.
Revive	25	15	—	—	This spell is most valuable as it can restore life to a departed companion. You would be wise to prepare the weep Leaf of the World Tree.

# ULTRAWARP

Outside	12	6	—	—	These first two spells can rescue you from many difficult situations. The "Outside" spell will immediately transport you from the depths of a cave, tower, monolith, etc. to the outside. The "Return" spell will take you back to a town or castle. Neither the "Outside" nor the "Return" spell can be used while fighting.
Return	10	6	—	—	This spell makes it possible to return to the town or castle where you saved the game last. The ship also returns to a dock nearby.
Repel	8	2	—	—	This spell will ward off all monsters with less HPs than you and your companions. It has the same effect as Fairy Water. This will be very helpful as you sail the sea.
Open	23	2	—	—	Once you learn this spell, you will never need another key except the Watergate Key.

# ULTIMATE

Chance	25	15	12	—	This spell is highly unpredictable. It's like a Jack-in-the-box, always a surprise. It may produce the same results as another spell, or may cause something terribly frightening.
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..... Indicates items, armor and weapons The Prince of Midenhall can equip, and use

..... Indicates items, armor, weapons and magic The Prince of Cannock can equip, use or charm

..... Indicates items, armor, weapons and magic The Princess of Moonbrooke can equip, use or charm

Using this spell at sea will cost you 12 MP's.