

# Wonder Boy in Monster World Text Dump

by oblivion from aoc

Updated to v1.1 on Jul 12, 2009

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Wonder Boy in Monster World
Megadrive / Genesis
Text Dump
by oblivion from aoc
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Version: 1.1
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BIG SPOILERS AHEAD!

This is all the text ripped from Wonder Boy, it had to be reformatted and uncompressed. Everything from enemy names, item names, signs and speech dialog is included.

The only readable things that are not included are stored in picture-form such as the title screen. Also any weird symbols you see is Japanese text which was not translated because it did not make the final release of the game.

The structure is roughly from the start of the game to the ending, but I left some comments in brackets if you want to find certain things.

Press CTRL+F and enter the code to jump that section.

FAQ.

1. What are those weird letters under the inventory list?  
They are unused key items in the game which haven't been translated to english. Their translation is rapidpad and rod, they do nothing if you use a cheat cartridge to acquire them.
2. I do not recognise some of the text here, where can I find it?  
Some text can only be read by trying to skip levels and do thing you are not suppose to. So when you are allowed to access certain parts of the game, you can no longer find this text. There does not appear to be any text which can't be accesed at some point in the game.
3. What text is in picture form that is not included in this dump?  
Just the load up screen and main title screen, and ending screen which includes:

-----  
SEGA TM  
-----

WONDER  
BOY TM  
IN MONSTER WORLD TM

NEW GAME

PRESS START BUTTON

CONTINUE

(c) 1991 SEGA  
ORIGINAL GAME  
(C) 1989 WESTONE CO.,LTD

---

HAHAHA

THE END

TO BE CONTINUED

---

NOTE:

The start title text may differ considerably depending on the version/region of the game. For example the Japanese version says MWIII.

There is also Egyptian hieroglyphs in the pyramid, but they only appear to translate to gibberish.

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Credits.....CR1  
Start of Game.....ST1  
Village sign posts.....SP1  
Sphinx Questions.....SQ1  
Inventory/name list.....IL1

---

SEGA MEGA DRIVE (C)  
SEGA 1990.JAN  
Wonder Boy V Monster World III  
WONDER BOY in Monster world  
Time's up. Incorrect. Correct.  
Found <#> gold.

Shion plays the Ocarina.  
Oh, that sounds lovely.  
Shion plays the Ocarina.  
You play beautifully.  
But I can't play very well.  
The melody isn't quite right.

FIRE STORM QUAKE THUNDER POWER SHIELD RETURN SELECT  
PAUSE  
ARMOR SHIELD BOOTS ITEM MAGIC

//Credits CR1

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PROGRAMMER YOSHIHISA SHIMIZU

MUSIC / EFFECTS SHINICHI SAKAMOTO

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SPECIAL THANKS MASANORI YOSHIHARA TSUTOMU WATANABE YOSHIHITO SAISYO HIROMITU  
WATANABE SUSUMU KONNO NAOKI HOSHIZAKI KOUTA KIKUCHI RYUICHI NISHIZAWA

//Start of Game ST1

Monster World was  
once a peaceful  
region.

Then, the peace was  
shattered by an  
invading army of  
monsters.

A young man named  
Shion vowed to  
defeat them and  
make his land  
peaceful again.

Having difficulties  
already? Give it  
another try!

Welcome to Monster  
World! Once again  
this world is being  
threatened.

The princess has  
been kidnapped from  
Purapril Castle.

You'd better use  
caution.

Here's an Elixer  
and Firestorm. Take  
them with you.

Make sure you're  
ready to use magic  
at all times! What  
are you waiting  
for? Get moving!

//Village sign posts SP1

Alsedo, the fairy  
village

Purapril Castle  
Entrance

Maugham Desert-  
enter at your own  
risk!

Lilypad, the

dwarf village

Begonia, the dragon  
village

Childam,  
the Darkworld village

Purapril, the Aqua  
Capital

Welcome to Purapril  
Castle.

Stay as long as you  
like.

This is Purapril  
Castle!

Entry is prohibited.

Go away!

I hear that peace  
has returned to  
Alsedo. It appears  
that the village of  
Alsedo is being  
attacked.

I just told you  
that no one may  
enter the castle.

Did I speak too  
fast for you?

Looks like we're  
sold out of  
everything.

Come on back some  
other time.

Welcome to Bacchus,  
a store with a  
reputation for good  
service.

We have great  
confidence in the  
products we sell.

Use this item  
wisely!

Oh, I'm terribly  
sorry.

We seem to be out  
of stock on that  
item.

Welcome to Kishera.

Stand in front of  
the item you wish  
to purchase and  
look up. Thank you  
very much.

Hmmm... I'm out of  
stock on that right  
now.

Try back later.

Welcome to  
Felissimo.

We have a medicine  
for sale.

Use medicines with  
care.

◆ I'm Sonia.

The village is  
under attack.

I don't know all  
the details, so  
you'd better see  
Eleanora.

If you stand  
between the statues  
and look up, you  
can find her.

I'm Queen Eleanora.

The monsters come  
from a cave just  
beyond the village.

Can't you help us?

Take Priscilla with  
you.

She may be able to  
help you.

Remember, though,  
that once you set  
foot outside  
Alsedo, Priscilla

will return to me,  
as she won't be  
able to help you  
any more. Is  
Priscilla helping  
you? You need the  
Ocarina to open the  
cave doors, but I  
lost it somewhere  
inside the cave.

Keep in mind that  
when you equip a  
spear, you can't  
use a shield.

Remember this when  
selecting a weapon.  
Queen Eleanora is a  
wonderful person,  
isn't she? Queen  
Eleanora was  
calling for you  
earlier.

Why don't you pay  
her a visit?

If it's the cave up  
ahead that you wish  
to know about, go  
ask Sonia. Our  
village is free! We  
are all very  
grateful.

Good morning. Did  
you sleep well?

Good luck to you on  
your journey.

That was close.

You shouldn't take  
chances like that!

Please be more  
careful!

Oh, it's the  
Ocarina!

You went there to  
look for it, didn't  
you?

The melody of the  
Ocarina may help to  
break the seals.

Let's practice.  
Think you've got it?

Play these melodies  
whenever you're in  
the cave.

You've forgotten  
the melodies already?

You're really  
hopeless, you know?

Let's practice them  
again. Have you got  
it now?

If you forget them  
again, come on back  
and I'll help you  
out.

Thanks to you, the  
village is saved.

Keep the Ocarina.

It might come in  
handy.

Did the Ocarina  
prove useful?

Thank you so much.

Alsedo is once more  
a peaceful village.

Go beyond the large  
tree and you'll  
reach Purapril.

If you're ever in  
need of help of any  
kind, come and see  
me.

I'm forever in your  
debt. How's your  
journey going?

There are still a  
great many people  
in need of your help.

Go now and do  
everything in your  
power to save them!

Oh oh, looks like  
everything's gone.

Come around again  
sometime.

Buy something, will  
you?

If you don't, I'll  
start breathing fire!

Oh, thank you.

You're rolling in  
dough, aren't you?

What? I've got  
nothing to sell!

I guess the shop is  
closed now...

Find anything you  
like?

I would create a  
sword from the Old  
Axe, but a  
necessary item to  
do so has been  
stolen from me.  
With the Fire-Urn,  
I can create a  
sword from the Old  
Axe. It will take  
some time.

The Elder Dragon  
was calling for you  
a while ago so why  
don't you go and  
see him?

It's not ready yet.  
Please wait just a  
little longer. It's  
finished! Here you  
go. Use its  
legendary powers  
and save Monster  
World for us!

One of the children  
of my village has  
been kidnapped.

I don't want to see  
anyone.



Do me a favor and  
just go away.  
Please...

You're the one who  
saved the child?

I am eternally  
grateful to you.

You're a hero.

Now you should meet  
Poseidon.

He is in a  
perpetual sleep at  
the bottom of the  
sea.

In order to swim  
underwater, you  
need Poseidon's  
Trident.

Unfortunately, the  
monsters have  
gotten their claws  
on it... You found  
the Trident!

Now you're able to  
swim underwater.

Go find Poseidon!

Looks like I'm a  
storekeeper with  
nothing to sell!

Welcome to  
Gooningle's.

I may not have the  
best shop in the  
land, but there's  
not a friendlier  
storekeeper  
around! Now that's  
a fine piece, isn't  
it?

I'm terribly sorry,  
but I seem to be  
out of stock.  
Welcome to Drapnell  
sundry goods. Thank  
you. Be sure to use  
magic carefully.

Rise and shine!

You're wasting  
precious daylight!

Get enough rest?  
Good!

Good luck to you!

Boy, that was a  
close call.

Better keep your  
eyes open.

At last you've come.

I knew you would  
appear before too  
long.

Now, you must  
search for the Old  
Axe hidden in Ice  
World.

To get to Ice  
World, you'll need  
this special  
Bracelet.

Shion takes the  
Bracelet. I already  
gave you the  
Bracelet.

So, you've managed  
to get your hands  
on the Old Axe.

The Blacksmith will  
give you all the  
details.

This boy is my  
grandson.

Take him with you,  
for I believe he can  
be of some help.  
You must hurry.

Find the Old Axe  
and then return to  
me. The deciding  
battle is now at  
hand.

After receiving the

Legendary Sword  
from the  
Blacksmith, go to  
the Bell Tower at  
Purapril Castle and  
point the sword  
toward the sky.

Emerge victorious  
and return safely!

We're counting on  
you!

I'm terribly sorry,  
but I seem to be  
out of stock.

Welcome to Sundry.

See anything you  
like? The  
Charmstone is...  
wait a minute!

I'm not going to  
tell you that!

It's been years  
since we last had a  
visitor.

Your journey has  
just begun. Please  
take care.

The jellyfish will  
help you on your way.

Maugham Desert is a  
forbidding place.  
It is said that one  
who wears the Oasis  
Boots can cross the  
desert. It looks  
like the store over  
there is open.

I know of a dwarf  
village deep in the  
woods that lie ahead.

I believe it's  
called Lillypad.

The well at  
Purapril Castle is  
connected to the  
sea by an  
underground

waterway. It's only  
a rumor, but I've  
heard of a house  
that's hidden  
somewhere in town.

My younger brother,  
Hotta, has been  
taken by the  
monsters.

What am I going to  
do?

The monsters have a  
den just beyond the  
village.

Could they be  
holding Hotta there?

You're the one who  
saved my brother!

He wants to go with  
you.

You know, he just  
may be able to help  
you.

Don't go too far,  
though...

My brother seems to  
have grown very  
fond of you.

Please take him out  
again sometime.  
Thank you again for  
your help.

Has my brother been  
able to help you at  
all?

He's very good at  
finding hidden  
rooms, you know.

You've done well to  
find this place,  
but I'm afraid I  
don't speak to  
anyone not holding  
a Charmstone. How  
about trading your  
Charmstone for this  
Heart?

Oh, you will trade.  
How about that!

Come back anytime,  
friend. No deal,  
eh? Well, come on  
back some other  
time. Oh, sorry.  
Your Heart supply  
can't get any  
larger. If you have  
two Charmstones, I  
can increase your  
magical powers. How  
about trading me  
those two  
Charmstones for  
some new magic?

Oh, you will  
trade! Great!

Come on by anytime  
you're in the area.  
Oh, well. Can't  
win'em all. Hope to  
see you again. Oh,  
my mistake. You  
can't handle any  
more magic. Sorry  
about that. The  
Myconid! It looks  
like the store is  
closed.

Sold out? I'm not  
surprised.

Guess it's time to  
head out and  
collect some more  
weapons.

Hey, come on in and  
help us celebrate  
the Grand Opening  
of our shop.

This is Wanderer,  
the finest weapon  
shop in the land.  
Back again, eh?

Nothing but the  
best for my  
customers.

I've collected  
these items on my

many journeys. It's  
locked. I had been  
taken prisoner by  
the monsters.

Please come to the  
castle hall.

I'd like to thank  
you.

The gate to the  
castle has been  
opened.

Why don't you go on  
inside?

If you have the  
Amulet, you can  
find the shrine at  
the bottom of the  
sea.

Let me have your  
Ocarina and I'll  
tell you where to  
find the Amulet.  
What do you say?

There's a door  
hidden amidst four  
palm trees.

From there you  
should be able to  
find the Amulet.

Oh, that's too bad.

If you need my  
help, drop by  
again. Did you  
forget what I told  
you? OK.

Find four palm  
trees, then find  
the door that's  
hidden amidst them.

Good luck.

If you have the  
Amulet, the shrine  
will appear right  
before your eyes.  
So you're the  
legendary hero!

Now maybe my father  
will be able to get  
a decent night's  
sleep.

I'm the daughter of  
Poseidon.

You're here at  
last. The legendary  
hero.

The Elder Dragon is  
waiting for you.

Before you meet  
him, though, visit  
the Sphinx to  
increase your  
strength.

There's a Pyramid  
just beyond the  
Maugham Desert.

An item that will  
help you cross the  
desert is hidden  
somewhere in this  
shrine.

Find it and then go  
see the Sphinx.

What are you dilly-  
dallying about for?

Many people await  
your help.

I'm going back to  
sleep. He's already  
in a deep sleep.

The princess has  
returned safely.

I'm so relieved.

The princess is  
waiting. Make  
yourself at home.  
The door has been  
sealed. So you've  
arrived. As you may  
have guessed, I'm  
the Sphinx. I've  
got this thing for  
quizzes, but then  
you've probably

heard that by now.  
Tell you what I'm  
gonna do. I'm gonna  
ask you some  
questions - 5, to  
be exact. When  
you've answered  
them all correctly,  
I'm gonna send you  
into a new world.  
Are you ready?  
Here's the first  
question. Here's  
the second  
question. Here's  
the third question.  
Here's the fourth  
question. Here's  
the final question.  
This is terrible.  
You missed every  
one!. Looks like  
the end of the line  
for you... How sad.  
You only got one  
right. I can't let  
you pass... This is  
no good. You only  
got two correct.  
Come back and try  
again. Not bad, but  
not good enough.  
You got 3 right.  
Try the quiz one  
more time. You're  
so close. You only  
missed one! I'll  
let you pass!  
That's fantastic!  
You got every one  
right! As your  
reward, I bestow  
upon you Thunder  
Magic. You may pass.

The Elder Dragon  
has something he  
wishes to discuss  
with you.

Please go to him  
now.

Only one bearing  
the Ancient Axe can  
enter the volcano.  
I saw someone  
carring the Fire-  
Urn and preparing  
to enter the



volcano. The shop  
is closed.

I'm Shiela Purapril.

I thank you for  
rescuing me.

I heard that you're  
on a journey and  
that you're  
battling the  
monsters.

Why don't you stop  
by the village of  
Lilypad?

There may be  
something there for  
you.

Watch out for  
monsters on your way.

I Thank you again.

Are you having a  
safe journey?

Rumor has it that  
you're the  
legendary hero. Is  
it true that you  
crossed the  
desert? That's  
incredible! I heard  
you went to Ice  
Castle.

Be very, very  
careful.

I worry about you.  
The Sphinx! The  
Bracelet has begun  
to glow. The seal  
is broken.

Forgive me, but we  
seem to be sold  
out. Please come  
again. Thank you  
for coming.

This is the weapon  
shop known as  
Labyrinth. Thank  
you very much.

What an excellent choice!

It looks like I'm a storekeeper with nothing to sell! Ha, ha, ha, ha... Well, come on in. Take your time.

You're the legendary hero I've heard so much about.

The item you're looking for is in Ice Castle.

Be warned-it's a frightening place.

Take Shabo with you, in case you need help. The Old Axe, in its original form, is of no use to you.

You'd better return to Begonia and see the Blacksmith. You're finally starting to look like a hero.

It appears that my job is done.

Now, your final battle will no doubt be fierce, but I'm confident that you'll triumph and that will be allowed to return to our land. To enter the volcano, you must enter the room on the other side of this door, but in order to enter, you must have the following items: the Pygmy Sword, Pygmy Armor, Pygmy Shield, and Pygmy Boots.

You have satisfied the requirements.

You may enter. One of the items is missing. Continue your search. You need two more items. Continue your search. You have only one of the four you need. Continue your search. You have yet to find even one of the items. You must find all four. Gragg & Glagg! The Ice Bomber! The Tyrant Dragon! The Almighty Demon King!

I've heard that the Sphinx in the Pyramid likes quizzes. If you have a certain special item, you can swim underwater. The star crest on this Bell Tower is the same as the insignia on the weapon of the legendary hero.

The princess told me this a long time ago.

You're very strong.

I hope one day I'll be so strong. It is said that there's a shrine at the bottom of the

sea, but no one's ever been able to find the entrance. I am the Prince of DarkWorld, and you must be the legendary hero.

I was under the control of Biomeka, a deadly creature from outer space, but I'm alright now.

Thank you for  
coming to my aid....

Some hero. Is that  
the best you can do?

Well, watch this!  
Not too bad, eh?  
Now, let's see if  
you've got what it  
takes.

You're really going  
to go, aren't you...

Can't you stay with  
me?

No, you're the  
legendary hero.

You must go.

Be sure to come  
back safely.

I'll be waiting  
right here for you.

There's a  
convenient slot....  
Shion inserts the  
Gold Gem.

The Gem doesn't fit!

Shion inserts the  
Blue Gem.

A secret lies in  
the surface of the  
walls of Ice Castle.

Do you know where  
the prince went? I  
think he's gone to  
Nightmare Castle.  
He's probably  
attempting to  
collect the  
legendary weapons.

It looks as though  
he's got all but  
one of them... It's  
sealed. You can  
ride a jellyfish!  
The monsters have  
come and made this

their home, so no  
one may enter!  
Finally, the long,  
treacherous journey  
has reached its end.

None of the people  
in Monster World  
will ever forget  
what they've been  
through, nor will  
they forget the  
hero who gave their  
lives back to them.

The story of  
Shion's valiant  
struggle will no  
doubt be passed on  
from generation to  
generation.

And so ends another  
episode in the  
adventures of  
"Wonder Boy".

Welcome home,  
Shion. I'm so happy  
you made it back  
safely. I don't  
think I'll ever  
forget you... ever.

The dwarf child is  
in danger!

Danger! The desert  
lies ahead!

Anyone shorter than  
this sign will not  
be able to move it.

YES NO gold

What's the first  
type of magic you  
acquired?  
FireStorm  
Tornado  
Quake

What's the name of  
the queen in the  
elf village?  
Rosanna  
Eleanora  
Sonia

//Sphinx Questions SQ1

Which of these  
monsters did you  
battle first?

Myconid  
Mecha-Dragon  
Eleanora

After defeating  
Gragg & Glagg, what  
did you receive?

Lamp  
Amulet  
Trident

Which of these  
items is not sold  
at the Wanderer  
weapon shop?

Trident  
Excalibur  
Steel Shield

What's the name of  
the dwarf village?

Lilian  
Lilypad  
Lollipop

Which key do you  
need to enter the  
Pyramid ?

Star Key  
Sun Key  
Moon Key

How much does a  
Charmstone cost?

50000 gold  
500000 gold  
5000000 gold

What item helped  
you to traverse  
Maugham Desert?

Desert Boots  
Oasis Boots  
Puss'n Boots

Which of these  
stores does not  
sell weapons?

Gooningle  
Bacchus  
Felissimo

YES NO

//Inventory/name list IL1

Legend Sword Excalibur Knight Sword Gradius Battle Spear Trident Small Spear  
Pygmy Sword Legend Armor Flame Armor Knight Armor Steel Armor Hard Armor Chain  
mail Leather Armor Pygmy Armor Legend Shield Flame Shield Knight Shield Steel

Shield Hard Shield Shell Shield Wood Shield Pygmy Shield Legend Boots Ceramic  
Boots Oasis Boots Marine Boots Ladder Boots Leather Boots Cloth Boots Pygmy  
Boots Fire Storm Quake Thunder Power Shield Return ̄"©³¤ Ocarina Charmstone  
Elixir Medicine Potion Holywater Hi-Potion ûĭpä Lamp Amulet Sun-Key Moon-Key  
Star-Key Gold-Gem Blue-Gem Old Axe Fire-Urn Bracelet Rapid Pad Heart  
Shion Alsedo Maugham Desert Lilypad Begonia Childam ýêÕÑúÝ Purapril Ice Capital  
Castle of Illusion Eleanora Myconid Monster Priscilla Poseidon Shiela Purapril  
Sphinx Hotta Prince of the Devil World Bio-Mecha Shabo

You have a  
discriminating eye.

That's <ITEM NAME>  
It costs  
<AMOUNT OF GOLD>  
Would you like to  
purchase it?

Thank you very much.  
You've decided  
against it?  
That's too bad.

Please stop in  
again.

I'm sorry,  
but you don't have  
enough money to  
purchase this item.

Why don't you go  
get some money and  
come back?

Welcome to my inn.

You can have a good  
night's rest for

Will you be staying  
overnight?

Oh, you don't have  
enough gold?  
That's OK.

I'll accept whatever  
you can afford.

Do you wish to save  
your adventure?

Your game is  
saved. Will you be  
continuing your  
journey in the  
morning?

Good night and  
pleasant dreams.

Oh well, maybe  
another day.  
Good night.

OK, give it a try.

That's awful!  
Try again.

You're not even  
close.  
Once more.

There you go!  
That's very good!

This is the melody  
for the first door.

The next melody  
opens the second  
door.

The last melody  
opens the final  
door.

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