

Dragon Warrior IV Taloon's Commission Guide

by The Admiral

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|               DRAGON WARRIOR IV   |
|               NES Edition         |
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|               TALOON'S COMMISSION |
|               GUIDE               |
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Introduction

While many players overlook it as trivial, there are actually many useful reasons to understand the inner workings of Taloon's job and commission system in Chapter 3. This guide explains how Taloon acquires possible items for sale, how his commission is calculated, how to get better prices when selling certain items, strategies for taking advantage of Taloon's days as a merchant, and some final notes on hacking the ROM for further exploration. Whether you are a first time player or Dragon Warrior veteran, you will likely learn something new and exciting that you can add to your playing arsenal in all future Dragon Warrior IV excursions.

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HOW TALOON'S COMMISSION WORKS DW01

During Chapter 3, Taloon spends some time at the outset of his quest working at his boss's shop for a daily commission. He receives a discrete commission on

each item he sells, and this total is accumulated until he is paid. Taloon is paid when either:

- 1.) His commission total reaches 100 GP or more. When this happens, his boss will come into the shop and pay him. It will then be night-time when he exits the shop.
- 2.) Taloon leaves the shop counter and speaks with his boss. At this point, he is paid whatever commissions he has earned thus far. Upon leaving the shop, it will still be day-time.

The specific prices and commissions are listed in the next section, but Taloon is generally paid a greater commission on higher priced items. His shop's inventory starts out with three staple weapons: the Club, Copper Sword, and Thorn Whip. No matter how many he sells, his shop can never run out of these items. There are also three additional items his shop can sell: the Boomerang, Chain Sickle, and Sword of Malice. These items will appear in his inventory if he buys them from a customer. His shop will only carry as many of these three weapons as he buys, so, if you buy a Boomerang and then sell one, the shop will no longer offer this item.

Taloon can purchase any of these items himself by talking to his boss over the counter. Interestingly, Taloon can buy as many of them as he would like, and the quantity will never deplete. This has some useful applications and is discussed later.

A few other notes before moving on to specific commission values:

- Buying items from customers has no effect at all on Taloon's commission. Purchasing the Boomerang, Chain Sickle, or Sword of Malice will add this item to the inventory (or increase the quantity in reserve). Purchasing the Club, Copper Sword, or Thorn Whip does nothing.
- Taloon can earn an infinite amount of GP within a single "game day." To do so, first leave work early by talking to the boss. He will pay you, and it will still be day-time. Exit and reenter the town, then go back to the shop. The boss will let Taloon work again, and you can repeat this process ad infinitum. There is really not much use to this, so the point is rather trivial.

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C O M M I S S I O N S A N D P R I C E S DW02

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There are three possible prices that Taloon can get for each weapon he sells: the normal price, discounted price, or premium price. The discount and premium prices only appear if you say "No" the first time the customer wishes to buy the weapon. The customer may then try to renegotiate the price, either higher (premium) or lower (discount). There is no guarantee either of these will come up. The customer may just get annoyed and leave after the first time you say "No."

The discount and premium prices are 10% less or greater than the normal prices, respectively. If offered a discount, the customer will always make the purchase if s/he has the money and the inventory space. The customer will often turn down the weapon if offered at a premium, but does buy it occasionally.

The exact commission values that Taloon receives for each sale are based on a percentage of the normal sale price, even if the goods are sold at a discount

or premium. The commission he receives for each sale item goes as follows:

Offered Price	Commission (% of Normal Price)
=====	=====
Normal	6%
Discount	5%
Premium	13%

Basically, Taloon receives the listed percentage times of the good's normal price. So, if he sells the Copper Sword (normal price of 100 GP) at a premium price of 110 GP, he receives a commission of 13 GP, which is 13% of that item's normal selling price. Note that the game uses an odd function for rounding, so some values are off by a few GP. Tables with the exact commission values Taloon receives at all price levels are listed below.

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COMMISSION ON WEAPONS SOLD AT NORMAL PRICES

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Normal Prices are those listed on the inventory menu next to each weapon. Customers come in expecting to pay this price, and it is the first one they will offer for weapons. The listed price and commission for selling each one are found in the table below.

O-----O		
Weapon Name	Normal	Commission on
	Price	Normal Prices
=====	=====	=====
Club	30	1
-----	-----	-----
Copper Sword	100	6
-----	-----	-----
Thorn Whip	200	12
-----	-----	-----
Boomerang	350	21
-----	-----	-----
Chain Sickle	550	34
-----	-----	-----
Sword of Malice	3500	218
O-----O		

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COMMISSION ON WEAPONS SOLD AT DISCOUNT PRICES

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If you refuse to sell a weapon to a customer at the listed price, meaning you say "No" when they ask if the price is right, they will occasionally think you are giving them a discount. In this case, they will suggest the discounted price. If the customer has the money and the inventory space, they will always buy items offered at these prices. Discounted prices are always 10% less than the normal prices, and they are listed in the table below, along with the commission for selling each one.

O-----O		
Weapon Name	Discount	Commission on
	Price	Discount Prices
=====	=====	=====

Club	27	1	
-----	-----	-----	
Copper Sword	90	5	
-----	-----	-----	
Thorn Whip	180	11	
-----	-----	-----	
Boomerang	315	19	
-----	-----	-----	
Chain Sickle	495	30	
-----	-----	-----	
Sword of Malice	3150	196	
-----	-----	-----	

===== COMMISSION ON WEAPONS SOLD AT PREMIUM PRICES =====

As with discounts, if you refuse to sell a weapon to a customer at the listed price, meaning you say "No" when they ask if the price is right, they will occasionally think the price is higher than listed. In this case, they will suggest the premium price. Even if the customers have the money and inventory space, they may still refuse to buy items at a premium since they feel ripped off. There seems to be about a 50% chance as to whether they will accept the new price or not. Premium prices are always 10% more than the normal prices and are listed in the table below, along with the commission for selling each one.

Weapon Name	Premium	Commission on	
	Price	Premium Prices	
=====	=====	=====	
Club	33	4	
-----	-----	-----	
Copper Sword	110	13	
-----	-----	-----	
Thorn Whip	220	27	
-----	-----	-----	
Boomerang	385	48	
-----	-----	-----	
Chain Sickle	605	75	
-----	-----	-----	
Sword of Malice	3850	481	
-----	-----	-----	

===== BUYING PRICES FROM CUSTOMERS =====

Customers will frequently try to sell their used wares to Taloon. You receive no commission gain or loss for purchasing these items, but buying the Boomerang, Chain Sickle, or Sword of Malice will add this item to the inventory reserve. The prices that Taloon pays customers are always 75% of the original weapon price. These prices are also non-negotiable, so turning down a customer's offer cancels the transaction completely.

Weapon Name	Buying	
	Price	
=====	=====	

Club	22	
-----	-----	
Copper Sword	75	
-----	-----	
Thorn Whip	150	
-----	-----	
Boomerang	262	
-----	-----	
Chain Sickle	412	
-----	-----	
Sword of Malice	2625	
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S T R A T E G I E S A N D T I P S

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DW03

The following section contains a few strategies, tips, and points of trivia with regards to Taloon's commission and his merchant experiences in Lakanaba.

- 1.) If someone sells Taloon the Sword of Malice, DO NOT sell it back to a customer. Save this weapon until later in the Chapter, when Taloon can come back and purchase it himself. Not only is it the strongest weapon he can use in Chapter 3, it's also a great way to make money when you need to save up the 60,000 GP for the Cave of Branca construction. Since Taloon can buy an unlimited quantity, stock up on as many Swords of Malice as you can, then give them to Neta to sell (once you have the shop in Endor). Within 2-3 days, you can rake in tens of thousands of GP from the sale of these weapons.

Additionally, before leaving Chapter 3, you should sell off all of Taloon's gear and fill your inventory with 7 Swords of Malice. When you meet up in Chapter 5, Taloon can distribute these swords to the party and sell the rest for a lot of money. Of course, if you are lucky enough to be sold a second Sword of Malice while you are working as Taloon, there's no harm in selling it off. It won't effect your ability to stock this item later.

- 2.) There is no reason at all for Taloon to buy Clubs, Copper Swords, or Thorn Whips from customers. He gets nothing from this, and turning down the offer has no negative effects on future sales or potential customers. However, there's really no point to refusing the sale, either. It takes the same time to press the buttons and hear the dialogue no matter which action you choose. So, if you're in a grumpy mood, turn down these sales. If you're rushing through this part and don't want to take your fingers off the A-button, just accept them. It really doesn't matter.
- 3.) Similarly, always buy Boomerangs, Chain Sickles, and, especially, Swords of Malice from customers. All of these items can be sold for far more GP than the staple goods, and each can also be bought for personal use by Taloon.
- 4.) There is no conceivable reason to ever sell a weapon at a discount, unless you just want to see what the dialogue looks like. You receive a lower commission for every weapon except the Club, and, even in this case, it takes more time to scroll through the price conversation screen.
- 5.) The theoretical one session total you could earn from commissions would be 580 GP, from selling items for a total of 99 gold, then closing by selling the Sword of Malice at a premium.

The following section lists some of the memory address and information for hacking the ROM of this game with regards to Taloon's commission. The following section assumes you have some minor knowledge of hacking and memory editing, as no background information is provided.

The memory addresses for Taloon's commission consist of three bytes, at the following locations:

\$07C6
\$07C7
\$07C8

The game has a hard cap on commission at 10,000,000 GP, so any values above this in the lowest memory address are disregarded when Taloon is paid. Why the game has three bytes for this value is a mystery. The maximum GP that Taloon can ever legitimately earn is 580, which means two bytes would have been more than enough. Not to mention, the game caps your party's gold total at 99,999 GP. Perhaps there were originally going to be more ways later in the game for Taloon to earn a commission, but no one knows.

The game also records the quantity of the three optional items that can be sold to Taloon -- Boomerangs, Chain Sickles, and Swords of Malice -- at separate locations. Setting the addresses to 0 (zero) means that the item will not appear on the inventory screen. A value of 1 or higher means this item will show up on the shop menu, with each sale decreasing the reserves by 1. The addresses for these items are found in the SRAM portion of the memory, and are as follows (starting at 0x00006000):

\$62E7: Quantity of Boomerangs in reserve
\$62E8: Quantity of Chain Sickles in reserve
\$62E9: Quantity of Swords of Malice in reserve

It is also possible to derive Game Genie codes from the above memory addresses, but I am not able to do so. If anyone would care to convert them, please email me and I will include these codes (as well as credit you fully) in this guide.

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- Preview Version

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- Initial Release

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- Corrected info on commission percentages for normal and discount prices
- Made a few explanations easier to read
- Minor spelling and formatting changes

Version 1.2 - October 29, 2005

- Minor spelling and formatting changes

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C R E D I T S

DW07

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Big thanks to everyone who helped me with this guide, especially the members at the GameFAQs Dragon Warrior IV message boards - this guide would not have been possible without your encouragement. If I have accidentally omitted your name from this section, please feel free to contact me and I will include you immediately. Special thanks to the following people:

- ke6drt: for correcting some information on the commission levels for discount and normal prices
- BTB, Robbie Levy, and muskey38: for all your help in coming up with the basics of the commission system and feedback about the guide.
- Everyone else for taking the time to read this guide and give me feedback on it. Thanks a lot.

=====END OF GUIDE=====

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