

Dragon Warrior IV Immigrant Town FAQ

by Red Scarlet

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ドラゴンクエスト IV/Dragon Quest IV Remix

移民の町: Imin no Machi (Immigrant Town) Guide (Chapter 5)

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Version 1.0 12/30/01-Guide started for making the Immigrant Town.

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Hello, welcome to my Dragon Quest 4 Remix-Immigrant Town Guide. This is an entirely new sidequest to the game in which you find various people and they move to a new town. The town-making process seems to be very similar to Sim's town in Dragon Quest/Warrior 7.

----- Getting Started

To get started, you first have to have the ship. Getting the ship and stopping off at the town of ミントス: Mintosu (Mintos) causes ホフマン: Hofuman (Hoffman) to leave the party to study on how to run an Inn.

After getting the ship, sail to where the バザー: Baza- (Bazaar) was in Chapter 2. If you don't remember where that was, it is located in the desert south-southeast of Alena's home, サントハイム: Santohaimu (Santhaim) Castle.

Speak with ホフマン: Hofuman (Hoffman) and he will tell you that he wants you to find people for him and tell them about where he is at so they will move there and eventually create a new town to live.

After finding 1 person, you can warp to Hoffman's town. It appears as 移民の町: Imin no Machi (Immigrant Town) on the ルーラ: Ru-ra (Return) list.

Finding People

Just like in Dragon Quest/Warrior 7, people are randomly found in various locations. There are probably more places than what I have listed, but here are the places I have found people at at the time of this version of the guide:

ブランカ: Buranka (Branca): 2nd floor of the Inn; room on the left.
エンドール: Endo-ru (Endor): 2nd floor of the Inn; room on lower-left.
エンドール: Endo-ru (Endor): Inside the church.
Foxtown (from Chapter 3): Open area.
レイクナバ: Reikunaba (Leikunaba): Inside the church.
ホフマン: Hofuman (Hoffman)'s house: In the room with Hoffman's father and the merchant in a turban.
アネイル: Aneiru (Aneaux): Inside the tourist man's Inn (northern one that is more expensive).
コナンベリー: Konanberi- (Konanberri): Inside the Church.
ミントス: Mintosu (Mintos): 2nd floor of the Inn; room on the right.
モンバーバラ: Monba-bara (Monbabara): Enter the building with the big red dome. To the right of the downward stairs is a spot that random immigrants can appear.
ハバリア: Habaria (Havararia): 2nd floor of the Inn; center room.
ハバリア: Habaria (Havararia): Inside the Church.
サラン: Saran: 2nd floor of the Inn; south of the stairs.
テンペ: Tenpe: Inn.
フレノール: Fureno-ru (Frenor): 2nd floor of the Inn; bottom room.
スタンシアラ: Sutanshiara (Stanciara): Inn.
バトランド: Batorando (Batlando): Inside the Church.
イムル: Imuru: Inside the Church.
リバーサイド: Riba-saido (Riverside): Inn.

Types of people that can inquire about the town:

Nun: Blue nun outfit.
Bunny Girl: Blue swimsuit outfit and bunny ears.
Masked Man: Shirtless man with a brown-red mask. One was a competitor at the Coliseum from Chapter 2.
Dressed-Up Lady (Princess): White dress, curly hair, and a pink bow. One of them was Alena's impersonator from Chapter 2, May.
Sailor: Sailor's outfit, patch over eye, and an orange bandana.
Priest: Looks like the guy who saves your game.
Little Boy: I found the little boy from the ship at Chapter 4, Pipin, once.
Man: Guy in a grey shirt and red pants.
Woman: Wears an orange dress.
Merchant: Wears a turban.
Dog
Little Girl: Wears an orange dress.
King
Soldier: Blue Armored Swordsman (One was the leader of the party looking for the Padekia Root).
Merchant: Green outfit.
Prisoner: Wears pinstripes.
Older Man: Looks like an older 'Man' with red pants and grey shirt.
Old Man: Has a cane and brown outfit.
Pig

Here is how my town developed, and how it got to its final state.

1-Found a Nun (Sister) in Branca. A field and garden were made, and a

- Small Medal was found in a barrel. Inside the cabin was Hoffman.
- 2-Found a Bunny Girl in Endor. The town looked the same.
 - 3-Found a Dressed-up Lady/Princess in Leikunaba. The town looked the same.
 - 4-Found a Sailor in Hoffman's house. The town looked the same.
 - 5-Found Alena's impersonator from Chapter 2, May, in Monbabara.
The town looked the same.
 - 6-Found a Woman in the Havaria Inn.

After having 6 people in the town, Hoffman will be walking around when you enter. When he sees you, he wants to ask what the name of the town that is being built should be. His choices are:

<Hero's Name> タウン: Taun (Town)

say いいえ: Iie (No), and then he will come up with the name of...

<Hero's Name> ランド: Land.

say いいえ: Iie (No) again, and then he will come up with the name of...

<Hero's Name> 横丁: Yokochou (Lane/Burg)

say いいえ: Iie (No) once more, and he will ask what you think the name of the town should be. After naming it, say はい: Hai (Yes) to confirm.

Hoffman will then leave the town, but not go very far. He'll have his own house right outside of the town (just like Sim did in part 7).

Talk to him, and you can choose 3 things to ask about:

The first option has the order of townspeople arriving, their name, character type, and where they were found.

The second option I am not sure what it does at this time. The third option is cancel.

- 7-Found a Merchant in Saran. A shop was added, but no good sold yet.

A Small Medal was in a barrel next to the Merchant. A Rabbit Tail was in a barrel next to what used to be Hoffman's cabin.

- 8-Found a Dog in Frenor.
- 9-Found a King in the Church at Batlando.
- 10-Found a Soldier in Riverside's Inn.

After finding the 10th person, the King had his own little area but did nothing. A new house was built in the top-right corner of town. A Luck Seed was found in a barrel next to the shop (that still wouldn't sell anything).

A Scent Pouch was found in a pot next to the new house. \$50 is in a barrel by Hoffman's old cabin.

- 11-Found a Green Outfit Merchant in Leikunaba. Nothing new in town.
- 12-Found a Merchant in a turban in Aneaux's Inn. No changes.
- 13-Found a Prisoner in Havaria's Inn. No changes.
- 14-Found a Priest in Batlando. The Priest took over the King's area, and an Inn was finally built at the lower-right part of town. Some Horse Manure is in a barrel near the cabin, an Antidote Herb was found in a pot near the house on the top-right, and \$13 was found to the right of the merchant (who finally sells some items). Some Traveller Cloth was found inside the Inn itself.
- 15-Found a Soldier in Riverside. No changes.
- 16-Found an Older Man in Endor. No changes.
- 17-Found a Man in Endor's Church. No changes.
- 18-Found a Masked Man in Branca. No changes.
- 19-Found a Woman in Riverside. No changes.

20-Found a Masked Man in Imuru's Church. A road was paved from the Inn the the Priest, the Item Shop moved over to the left, and a new house was built where the Item Shop once was. Inside the new shop was a chest with Chain Mail inside, and a Small Medal was in a barrel. A Life Nut was in a barrel near the cabin with the garden. A Strength Seed was in a barrel near the newly-moved Item Shop.

All 20 of these people were found before getting ライアン: Raian (Ryan)/Ragnar in the party in Chapter 5. More people were found, but not the type I was looking for, so I stopped finding people until I figured I was far enough into the game to get the type of people that I wanted.

That's it for now, unless I get enough emails about anything else or any additions/changes. Thank you for reading my FAQ and email with any questions (akaiscarlet@hotmail.com) or if you just want to talk to someone about any of the Dragonquest games, or any other games I have written FAQ's for.

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