

# Dragon Warrior IV Chapter 4 Translation Guide

by Red Scarlet

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ドラゴンクエスト IV/Dragon Quest IV Remix

Chapter 4 Translation Guide

Version 1.0 12/08/01

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Version 1.0 12/08/01-Guide created, and complete for Chapter 4.

Moved the Quick Summary to above the monster list.

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To view this text file correctly, please use a Japanese text viewer program or download NJStar at [www.njstar.com](http://www.njstar.com) and download the Japanese word processor and the CJK viewer. By the way, if you have Internet explorer 5.0 (I think), right click on the text, and choose 'Encoding', then select Japanese (Auto Select) and the kana will come out just right. I strongly recommend doing this to view any of my guides with Japanese in them correctly.

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Hello, welcome to my Dragon Quest 4 Remix-Chapter 4 Translation Guide. In this guide are translations of the menu screen, item menus, status menus, spell menus, strategy menus, and battle menus. Also in this guide are translations of all the weapons, armor, items, spells, town shop info, and monsters I have found while playing through Chapter 4.

A quick summary of what to do to get through Chapter 4 is also included.

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**Control Scheme**

Directional Pad/Left Analog Stick

Move up, down, left, right

L1 Button: Moves the 3-Dimensional map in towns and caves counter-clockwise.

L2 Button: Moves the 3-Dimensional map in towns and caves counter-clockwise by 45 degrees.

R1 Button: Moves the 3-Dimensional map in towns and caves clockwise.

R2 Button: Moves the 3-Dimensional map in towns and caves clockwise by 45 degrees.

Triangle: Picks up pots and barrels; also used to talk to people automatically, and look through dressers.

Square: Zooms the camera way out while in a town. Also views the map (once

you have it) while on the overworld screen.

Circle: Accept button. Also opens the Command Window.

X: Cancel button. Gives the いいえ: Iie (No) reply when asked a question and this button is pushed. Goes back 1 page in some menus.

Select: Opens the せんれき: Senreki (Combat Experience) screen.

Start: If pushed while in a town or cave, the 3-D map will flip around to its default position. Holding L1 and pushing R1 (or vice-versa) does the same effect.

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### House of Healing Translations

When you visit a church, these are the options that appear:

おいのりをする: Oinori wo Suru (Save Game)

おつげをきく: Otsuge wo Kiku (Inform)

いきかえらせる: Ikikaeraseru (Revive)

どくのちりょう: Doku no Chiryou (Poison Treatment)

のろいをとく: Noroi wo Toku (Undo Curse)

やめる: Yameru (Cancel)

If you choose to save the game, the priest double checks if that is what you want to do. Reply with はい: Hai (Yes) if you want to save, or say いいえ: Iie (No) if you do not want to. If you do say no, the priest asks if you want to still play. If you didn't save, I wouldn't recommend saying you want to take a break; you'd have to redo everything since the last time you did save.

Reply to his first question with はい: Hai (Yes), and he asks which memory card slot you want to use. Reply with Slot 1 or Slot 2. Save over whatever empty/current file you have, then he asks if you want to keep playing.

What Inform does is simply say how much more experience everyone in the party needs until they reach their next level.

Revive will bring dead party members back to life, but for a price.

Poison Treatment will cure どく: Doku (Poison) status.

Undo Curse will remove a cursed item from a party member. Note that when a cursed item is removed, it is destroyed in the process.

Cancel will exit the menu.

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### コマンドウィンドウ: Komandouindou (Command Window)

Hit the Circle button to open up the command window. The six options that appear are:

Note-a \*\* means there are more options that open when you select that command.

はなす: Hanasu (Talk)                   じゅもん: Jumon (Magic)

\*\*どうぐ: Dougu (Item)               しらべる: Shiraberu (Search)

\*\*つよさ: Tsuyosa (Status)   \*\*さくせん: Sakusen (Strategy)

どうぐ: Dougu (Item Bag) Translations

Choose a character, and then hit the Circle button on the item in

question, and another menu pops up. The translations for those are as follows:

つかう: Tsukau (Use item)  
わたす: Watasu (Move item up or down in list)  
そうび: Soubi (Equip the item if you can)  
すてる: Suteru (Throw the item away; once its thrown, its gone!)  
やめる: Yameru (Cancel)

つよさ: Tsuyosa (Status) Translations

When you choose this command, you can choose an individual character, or choose the bottom option, ぜにん: Zenin, which shows a 'quick list' of all party members' current/max hp, current/max mp, their current experience level, and the amount of time the game has been played.

Now choose an individual character, and the stats are translated as follows:

Name	Amount of Gold
Character Type	
Sex	ちから: Chikara (Power)
Exp. Level	すばやさ: Subayasa (Agility)
	たいりょく: Tairyoku (Vitality)
Weapon equipped	かしこさ: Kashikosa (Intelligence)
Armor equipped	うんのよさ: Un no Yosa (Luck)
Shield equipped	こうげき力: Kougeki Chikara (Attack Power)
Helmet equipped	しゅび力: Shubi Chikara (Defense Power)
Decoration eqpd	さいだいHP: Saidai HP (Max HP)
	さいだいMP: Saidai MP (Max MP)
	Ex: Current Experience Points

Note-こうげき力: Kougeki Chikara (Attack Power) is figured by the characters' ちから: Chikara (Strength) + the attack power of their equipped weapon, and しゅび力: Shubi Chikara (Defense Power) is figured by the defense power of their equipped armor, shield, helmet, decoration (if it applies) plus 50% of their Agility rating.

さくせん: Sakusen (Strategy) Translations

When you open this menu, these options pop up. The translations for these are to the best of my knowledge, so if anyone out there knows what the last option does, please email and I will give you credit for it.

もんたん: Montan (Use the strongest heal spells to heal everyone)  
そうび: Soubi (Equip weapons and armor)  
ならびかえ: Narabikae (Change party order)  
せんれき: Senreki (Combat Experience)

せんれき: Senreki (Combat Experience) Translations

ぼうけんした時間: Boukenshita Jikan (Adventure time) 時間: Hours 分: Min.  
戦闘回数: Sentou Kaisuu (Number of battles)  
たおした匹数: Taoshitahikisuu (Number of monsters fought)

全獲得ゴールド: Zenkakutoku Go-rudo (Acquired gold)  
勝利回数: Shouri Kaisuu (Number of battle victories)  
全滅回数: Zenmetsu Kaisuu (Number of times the party has been defeated)  
逃走回数: Tousou Kaisuu (Number of times the party has fled)  
一撃最大ダメージ: Ichigeki Saidai Dame-ji (Highest single attack damage)

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### Battle Screen Translations

When you get into a fight, the battle menu on the bottom left looks like this:

たたかう: Tatakau (Fight)  
にげる: Nigeru (Flee)

If you hit Left or Right on the directional pad or the left analog stick, the game asks if you want to change the message speed. Hit the Circle button if you want to, hit Left, Right, or the X button if you don't want to.

The default message speed is 4. 1 is the fastest, while 8 is the slowest.

If you choose to たたかう: Tatakau (Fight), another window opens up. This is the Fight Command menu.

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-----|
| Character's Name |
|-----| Monster name |
| こうげき どうぐ |
| じゅもん そうび |-----|
| ぼうぎょう にげる |
|-----|
```

こうげき: Kougeki (Attack) どうぐ: Dougu (Use item)  
じゅもん: Jumon (Spell) そうび: Soubi (Equip)  
ぼうぎょう: Bougyou (Defend) にげる: Nigeru (Flee)

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### Chapter 4-モンバーバラの姉妹: Monba-bara no Shimai (Sisters of Monbabara)

#### Quick Summary

- 1-Start in モンバーバラ: Monba-bara (Monbarbara)/Monbaraba.
- 2-Travel north to ゴーミズ: Go-mizu (Gormizu)/Kievs.
- 3-Head west over the bridge from Gormizu into the cave.
- 4-Find the やみのランプ: Yami no Ranpu (Dark Lamp) in the cave (optional).
- 5-Find オーリン: O-rin (Orin) in the cave, and he joins the party.
- 6-Find the せいじゃくの玉: Seijaku no Tama (Silence Ball) in the cave, then leave.
- 7-Travel northeast from Gormizu, passing キングレオ: Kingureo (King Leo)/Keeleon castle, and enter the town of ハバリア: Habaria (Havaria)/Haville.
- 8-Go northwest of Havaria, to the ruined mining town of アツテムト: Attemuto (Attemto)/Aktemto. Enter the mine at the back of the town.
- 9-Find the ぎんのタロット: Gin no Tarotto (Silver Tarot) in the Attemto mine (optional).
- 10-Find the かやくつば: Kayakutsuba (Gunpowder Jar) at the bottom of the Attemto mine.
- 11-Enter キングレオ: Kingureo (King Leo) castle; Orin can break the locks on the doors.
- 12-Use the かやくつば: Kayakutsuba (Gunpowder Jar) outside of the

- お城の大臣: Ojou no Daijin (Castle Cabinet Minister)'s room at the bottom right. The loud noise will frighten him.
- 13-Follow the Cabinet Minister to the secret wall, and search where he disappeared.
- 14-Defeat バルザック: Baruzakku (Balzack).
- 15-Lose to キングレオ: Kingureo (King Leo), and get thrown in prison.
- 16-Take the じょうせん券: Jousenken (Boarding Ticket) in the chest on the way out of prison.
- 17-Run from King Leo castle while Orin holds off the guards.
- 18-Talk to the man in front of the ship while having the Boarding Ticket to be allowed on board, then talk to the passengers.
- 19-Talk to the man at the helm of the ship and reply with はい: Hai (Yes) to end the chapter.
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#### 魔物のリスト: Mamono no Risuto (Monster List)

This list was created in the order I fought monsters in (Chapter 4 monsters only), and go by the same formula as everything else in the guide (kana/romaji/translation), but also includes the US version of Dragonquest 4's name. The HP totals are taken from my foldout poster that came with the US version of the game on the NES.

- スライムベス: Suraimubesu (Red Slime)/HP: 10
- キリキリバッタ: Kirikiribatta (?)/Kaskos Hopper/HP: 8
- ももんじゃ: Momonja (Momonja)/Monjar/HP: 10
- あばれこまいぬ: Abarekomainu (Rampaging Lion-Dog)/Rabidhound/HP: 23
- ミノーン: Mino-n (Minon)/HP: 16
- つちわらし: Tsuchiwarashi (?)/Troglodyte/HP: 13
- とんがりあたま: Tongariatama (Pointed Head)/Angel Head/HP: 14
- みならいあくま: Minaraiakuma (Apprentice Devil)/Sizarmage/HP: 17
- いしにんぎょう: Ishiningyou (Stone Doll)/Lava Doll/HP: 15
- つかいま: Tsukaima (Messenger)/Xemime/HP: 20
- おばけキノコ: Obakekinoko (Monster Mushroom)/Demon Toadstool/HP: 19
- メイジももんじゃ: Meijimomonja (Mage Momonja)/MageMonja/HP: 25
- エビルハムスター: Ebiruhamusuta- (Evil Hamster)/Viceter/HP: 35
- ペロペロ: Berobero (Licklick)/Liclick/HP: 43
- あばれうしどり: Abareushidori (Rampaging ?)/Brahmird/HP: 20
- しびれだんびら: Shibiredanbira (Numbness Sword)/Zappersaber/HP: 30
- ヘルビートル: Herubi-toru (Hell Beetle)/Infurnus Beetle/HP: 20
- スライム: Suraimu (Slime)/HP: ?
- キングスライム: Kingusuraimu (King Slime)/HP: 150
- さまようたましい: Samayoutamashii (Wandering Soul)/Rogue Wisper/HP: 40
- ひとつめピエロ: Hitotsumepiero (One-Eyed Clown)/Mad Clown/HP: 36
- バンブドック: Banpudokku (Vampdog)/HP: 38
- とらおとこ: Toraotoko (Tiger Man)/Weretiger/HP: 50
- ベビーサラマンダ: Bebi-saramanda (Baby Salamander)/Baby Salamand/HP: 40
- デビルプラント: Debirupuranto (Devil Plant)/VilePlant/HP: 37
- ドードーどり: Do-do-dori (Dodo Bird/Chicken?)/Garcoil Rooster/HP: 52
- バルザック: Baruzakku (Balzack)/HP: about 425
- キングレオ: Kingureo (King Leo)/Keeleon/HP: Cannot be beaten in Chapter 4.
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#### じゅもんのリスト: Jumon no Risuto (Spell List)

The order for the spells are in the order that I received them while playing the game. A \* before the spell signifies a 'Battle Only' spell.

Lv 13: Level I personally learned the spell while playing; it might be able

to be learned at a level slightly lower or higher as well.

Single: One target.

Group: One group of enemies.

All: All enemies onscreen.

All Allies: All party members that are currently fighting.

Caster: The caster of the spell only.

This is not a complete list; my list is only up to whatever spells were learned while playing Chapter 4. For a complete list, my Chapter 5 Translation Guide will have one.

ミネア: Minea (Minea)/Nara

ホイミ: Hoimi (Heal: 2MP/Single) Lv 1-Recover about 30 HP.

キアリー: Kiari- (Antidote: 2MP/Single) Lv 4-Cures どく: Doku (poison).

\*ラリホー: Rariho- (Sleep: 3MP/Group) Lv 6-Incapacitate a group of enemies.

\*バギ: Bagi (Infernos: 2MP/Group) Lv 9-Hits one group of enemies for about 15 points of damage.

\*キアリク: Kiariku (Numboff: /One Ally) Lv 10-Same effect as a まんげつ草: Mangetsusou (Full Moon Herb); it cures paralysis.

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マーニャ: Ma-nya (Ma-nya)/Mara

\*メラ: Mera (Blaze: 2MP/Single) Lv 1-Shoot a fireball that inflicts about 10 damage to one enemy.

\*ルカニ: Rukani (Sap: 3MP/Single) Lv 4-Removes all of one enemy's Defense. Very useful on some high defense enemies.

\*ギラ: Gira (Fireball: 4MP/Group) Lv 8-Hits one group of enemies for about 15-20 points of damage.

ルーラ: Ru-ra (Return: 4MP) Lv 8-Warp to a town you've been to before. Time always becomes morning when this spell is used.

リレミト: Riremito (Outside: 4MP) Lv 9-Leave a dungeon immediately.

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### 武器のリスト: Buki no Risuto (Weapon List)

This is the order I found weapons in, and for Chapter 4 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell value means it cannot be bought or sold; Example: -/2000: cannot buy, but can sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero, KR: Kurifuto/Cristo, MI: Minea/Nara, MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

どうのつるぎ: Dou no Tsurugi (Copper Sword) 100/75. +12 HR, KR, MI, TO, RA

こんぼう: Konbou (Club) 30/22. +7 HR, KR, MI, TO, RA, AR

せいなるナイフ: Seinarunaifu (Sacred Knife) 200/150 +14 KR, RA, AR

クロスボウ: Kurosubou (Crossbow) 350/262. +18 All

くさがりがま: Kusarigama (Chain Sickle) 550/412. +20 HR, KR, MI, TO, RA, AR

鉄のおうぎ: Tetsu no Ougi (Iron Fan) 620/465. +22 MA

どくがのナイフ: Dokuga no Naifu (Poisoned Knife) 750/562. +24 MI, MA, BR, TO

ホーリーランス: Ho-ri-ransu (Holy Lance) 1250/937. +33 KR, MI, RA

どくばり: Dokubari (Poison Needle) 1300/975. +0 MA, BR

Can sometimes instantly kill an enemy.

ぎんのタロット: Gin no Tarotto (Silver Tarot) -/375. +21 MI

Does random effects in battle if used as an item. Read the section at the very end for their translations.

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鎧のリスト: Yoroi no Risuto (Armor List)

This is the order I found armor in, and for Chapter 4 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell value means it cannot be bought or sold; Example: -/2000: cannot buy, but can sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero, KR: Kurifuto/Cristo, MI: Minea/Nara, MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

きぬのローブ: Kinu no Ro-bu (Silk Robe) 110/82. +10 HR(F), MI, MA, AR  
おどりこのふく: Odoriko no Fuku (Dancer's Clothes) 400/300. +8 MA, AR  
たびびとの服: Tabibito no Fuku (Traveller Cloth) 70/52. +7 All  
皮のドレス: Kawa no Doresu (Leather Dress) 250/187. +14 HR(F), MI, MA, AR  
毛皮のコート: Kegawa no Ko-to (Fur Coat) 600/450. +22 All but BR  
鉄のよろい: Tetsu no Yoroi (Iron Armor) 1200/900. +30 HR, KR, MI, RA

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盾のリスト: Tate no Risuto (Shield List)

This is the order I found shields in, and for Chapter 4 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell value means it cannot be bought or sold; Example: -/2000: cannot buy, but can sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero, KR: Kurifuto/Cristo, MI: Minea/Nara, MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

皮のたて: Kawa no Tate (Leather Shield) 90/67. +4 HR, KR, MI, BR, TO, RA  
うろこのたて: Uroko no Tate (Scale Shield) 180/135 +7 HR, KR, MI, BR,  
TO, RA

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兜のリスト: Kabuto no Risuto (Helmet List)

This is the order I found helmets in, and for Chapter 4 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell value means it cannot be bought or sold; Example: -/2000: cannot buy, but can sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero, KR: Kurifuto/Cristo, MI: Minea/Nara, MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

皮のぼうし: Kawa no Boushi (Leather Hat) 65/48. +2 All  
ヘアバンド: Heabando (Hairband) 110/82. +5 MI, MA  
はねぼうし: Haneboushi (Feather Hat) 280/210. +8 MI, MA, AR  
木のぼうし: Ki no Boushi (Wooden Hat) 120/90 +6 HR, KR, MI, TO, RA

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そしょくひん: Soshokuhin (Decorations)

This is the order I found Decorations in, and for Chapter 4 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell value means it cannot be bought or sold; Example: -/2000: cannot buy, but can sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero, KR: Kurifuto/Cristo, MI: Minea/Nara, MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

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Items

This is the order I found these in (Chapter 4 only). The numbers after the name are Buy price, Sell price, followed by effect.

やくそう: Yakusou (Medical Herb) 8/6

Heal some HP.

ちからのたね: Chikara no Tane (Strength Seed) -/90

Increases the user's ちから: Chikara (Strength).

ふしぎなきのみ: Fushigi na Kinomi (Mystery Nut) -/412

Increases the user's さいだいMP: Saidai MP (Maximum MP).

命のきのみ: Inochi no Kinomi (Life Nut) -/187

Increases the user's さいだいHP: Saidai HP (Maximum HP).

どくけし草: Dokukeshisou (Antidote Herb) 10/7

Cures どく: Doku (Poison).

キメラのつばさ: Kimera no Tsubasa (Chimera Wing) 25/18

Warp to a town you've visited. Same effect as the

ルーラ: Ru-ra (Return) spell.

せいすい: Seisui (Holy Water) 20/15

Keeps weak enemies away for a period of time.

まんげつ草: Mangetsusou (Full Moon Herb) 30/22

Cures まひ: Mahi (Paralysis).

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Event (Special) Items

やみのランプ: Yami no Ranpu (Dark Lamp) Found in the cave west of

Gormizu/Kievs. Turns day into night when used.

Cannot use in caves.

せいじゃくの玉: Seijaku no Tama (Silence Ball) Found in the cave

west of Gormizu/Kievs. Loosens the tongues of

townspeople, making them say new things. Also can be

used as an item in battle; it casts マホトーン: Mahoto-n

(Stopspell).

かやくつば: Kayakutsuba (Gunpowder Jar) Found at the bottom of the

Attemto mine. Used outside of the Minister of King Leo's

room to scare him into leading the party to Balzack and King Leo.

じょうせん券: Jousenken (Boarding Ticket) Found in a chest after beating

Balzack and losing to King Leo. Used in Havaria to board

the ship heading for Endor.

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Town Shops List



モンバーバラ: Monba-bara (Monbabara)/Monbaraba

Inn: \$6 per person. House of Healing: yes

Weapon Shop

こんぼう: Konbou (Club)	\$30
どうのつるぎ: Dou no Tsurugi (Copper Sword)	\$100
せいなるナイフ: Seinarunaifu (Sacred Knife)	\$200
クロスボウ: Kurosubou (Crossbow)	\$350

Armor Shop

たびびとの服: Tabibito no Fuku (Traveller Cloth)	\$70
きぬのローブ: Kinu no Ro-bu (Silk Robe)	\$110
皮のドレス: Kawa no Doresu (Leather Dress)	\$250
皮のぼうし: Kawa no Boushi (Leather Hat)	\$65
ヘアバンド: Heabando (Hairband)	\$110
やくそう: Yakusou (Medical Herb)	\$8

ゴームズ: Go-mizu (Gormizu)/Kievs

Inn: Free. House of Healing: no

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
皮のドレス: Kawa no Doresu (Leather Dress)	\$250
はねぼうし: Haneboushi (Feather Hat)	\$280
くさりがま: Kusarigama (Chain Sickle)	\$550

ハバリア: Habaria (Havaria)/Haville

Inn: \$6 per person. House of Healing: yes

Weapon Shop

くさりがま: Kusarigama (Chain Sickle)	\$550
鉄のおうぎ: Tetsu no Ougi (Iron Fan)	\$620
どくがのナイフ: Dokuga no Naifu (Poisoned Knife)	\$750
ホーリーランス: Ho-ri-ransu (Holy Lance)	\$1250
どくばり: Dokubari (Poison Needle)	\$1300

Armor Shop

皮のドレス: Kawa no Doresu (Leather Dress)	\$250
毛皮のコート: Kegawa no Ko-to (Fur Coat)	\$600
鉄のよろい: Tetsu no Yoroi (Iron Armor)	\$1200
皮のたて: Kawa no Tate (Leather Shield)	\$90
うろこのたて: Uroko no Tate (Scale Shield)	\$180
はねぼうし: Haneboushi (Feather Hat)	\$280

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
まんげつ草: Mangetsusou (Full Moon Herb)	\$30

アツテムト: Attemuto (Attemto)/Aktemto

Inn: \$8 per person. House of Healing: yes

No Shops

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ぎんのタロット: Gin no Tarotto (Silver Tarot)

When Minea uses the Silver Tarots, she will randomly draw one of 10 different cards. Please note that the same card can now be drawn multiple times in each battle, and I have not drawn that card that summons a Necrodain yet, because Minea keeps getting killed by the Bad Card before I can draw 11 cards. When I finally am able to, I'll update the Card List. Also note that if the Star Card is drawn more than once, you will only gain the 2x Exp and Gold bonus one time. This is what each card does. The text shown is the same as what appears onscreen.

ミネアは とうの カードを ひいた!: Minea drew the Tower Card!

So, just look for what the second word is in the text window, and that is where the name of the card that was drawn will appear. Here are the Cards' names, and their effects:

とうの カード: Tou no Ka-do (Tower Card) Lightning bolts strike all enemies for about 15 points of damage.

ちからの カード: Chikara no Ka-do (Strength Card) One allies' Attack Power becomes doubled for the duration of the fight.

月の カード: Tsuki no Ka-do (Moon Card) Same effect as casting the マヌーサ: Manu-sa (Surround) spell. If successful, all monsters will miss with their attacks more frequently.

せいぎの カード: Seigi no Ka-do (Justice Card) Same effect as casting the ニフラム: Nifuramu (Expel) spell. It vaporizes weak enemies. If it works, you get nothing for killing them with this spell.

ひいては いけない カード: Hiiteha Ikenai Ka-do (Wrong/Bad Card) Attempts to kill every party member. Watch out.

星の カード: Hoshi no Ka-do (Star Card) Gain double the experience points and Gold if the battle is won.

あくまの カード: Akuma no Ka-do (Devil Card) All enemies lose half of their Defense Power.

太陽の カード: Taiyou no Ka-do (Sun Card) All party members are healed by the sun's light.

しにがみの カード: Shinigami no Ka-do (God of Death Card) Attempts to kill all enemies.

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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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