

# Dragon Warrior IV Chapter 1 Translation Guide

by Red Scarlet

Updated to v1.0 on Dec 4, 2001

ドラゴンクエスト IV/Dragon Quest IV Remix

Chapter 1 Translation Guide

Version 1.0 12/04/01

By: Red Scarlet (akaiscarlet@hotmail.com)

Version 1.0 12/04/01-Guide created, and complete through Chapter 1.

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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 1-4 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 1.

A quick summary of what to do to get through Chapter 1 is also included.

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## Quick Summary

- 1-Start in バトランド: Batorando (Batlando), and find out about the missing children.
- 2-Enter the cave northwest of Batlando, and exit out the other side.
- 3-Head east to the town of Imuru, and buy better equipment.
- 4-Walk around while near Imuru until it becomes nighttime, then enter the town.
- 5-Go down the stairs to the left of the House of Healing (Church) at night.
- 6-Talk to the man in jail; his name is アレクス: Arekusu (Alex).
- 7-Walk back to Batlando.
- 8-Enter the house below you at the entrance of town, and talk to フレア: Furea (Frea). She will join you.
- 9-Return to the jail in Imuru, and Alex will reveal the location of the secret playground in the forest southeast of the signpost near Imuru.

- 10-Enter the well at the playground.
- 11-Find ホイミン: Hoimin (Healie) while exploring the well cave.
- 12-Find the そらとぶくつ: Soratobukutsu (Flying Shoes) in the well cave.
- 13-Use the Flying Shoes (while at an outside area) to fly to the island tower where the kidnapped children are held.
- 14-Kill the two boss monsters at the bottom of the tower to free the captive children.
- 15-Return to Imuru and drop the rescued children off.
- 16-Return to Batlando Castle and talk to the King to end the chapter.

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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 Chiryō (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 A 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)              |
| -----           | たいりよく: 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.

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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)

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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: Zenmetasu 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.

-----|  
| 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 1-ライアン: Raian (Ryan)/Ragnar

魔物のリスト: Mamono no Risuto (Monster List)

This list was created in the order I fought monsters in (Chapter 1 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: Suraimu (Slime)/HP: 8  
おおみみず: Oomimizu (Giant Earthworm)/Giant Worm/HP: 11  
はさみくわがた: Hasamikuwagata (Scissor Bug?)/Stag Beetle/HP: 9  
エアラット: Earatto (Air Rat)/Diverat/HP: 14  
きりかぶおばけ: Kirikabuobake (Stump Monster)/Demon Stump/HP: 21  
バブルスライム: Baburusuraimu (Bubble Slime)/Babble/HP: 12  
キラスコップ: Kira-sukoppu (Killer Scoop)/Lethal Gopher/HP: 16  
みならいあくま: Minaraiakuma (Apprentice Devil)/Sizarmage/HP: 17  
ホイミスライム: Hoimisuraimu (Heal Slime)/Healer/HP: 16  
リリパット: Riripatto (Lilypat)/Lilypa/HP: 21  
ダックスビル: Dakkusubiru (Ducksbill)/HP: 22  
ベビーマジシャン: Bebi-majishan (Baby Magician)/Ozwarg/HP: 33  
ピクシー: Pikushi- (Pixie)/HP: 29  
おおにわとり: Ooniwatori (Big Chicken)/Giant Bantam/HP: 31  
ピサロのてさき: Pisaro no Tesaki (Pisaro's Fingers)/Saro's Shadow/HP: 250  
おおめだま: Oomedama (Big Eyeball)/Giant Eyeball/HP: 42

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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 1 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 RA  
くさりがま: Kusarigama (Chain Sickle) 550/412. +20 HR, KR, MI, TO,  
RA, AR  
クロスボウ: Kurosubou (Crossbow) 350/262. +18 RA  
鉄のやり: Tetsu no Yari (Iron Spear) 880/660. +28 HR, KR, TO, RA  
はじゃのつるぎ: Haja no Tsurugi (Evil Crushing Sword) 3500/2625 +45 HR, TA,  
RA

Casts ギラ: Gira (Fireball) when used as an item in battle.

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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 1 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

皮のよろい: Kawa no Yoroi (Leather Armor) 180/135. +12 HR, KR, BR, TO,  
RA, AL

くさりかたびら: Kusarikatabira (Chain Mail) 350/262. +18 HR, KR, TO, RA, AL

布の服: Nuno no Fuku (Cloth) 10/7 +4 All

せいどうのよろい: Seidou no Yoroi (Bronze Armor) 700/525. +25 HR, KR, MI,  
TO, RA

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 1 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

鉄のたて: Tetsu no Tate (Iron Shield) 650/487. +12 HR, KR, MI, 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 1 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

木のぼうし: Ki no Boushi (Wooden Hat) 120/90 +6 HR, KR, MI, TO, RA, AR

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### Items

This is the order I found these in (Chapter 1 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.

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

Cures どく: Doku (Poison).

せいすい: Seisui (Holy Water) 20/15

Keeps weak enemies away for a period of time.

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

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

すばやさのたね: Subayasa no Tane (Agility Seed) -/67

Increases the user's すばやさ: Subayasa (Agility).

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.

ラックのたね: Rakku no Tane (Luck Seed) -/52

Increases the user's うんのよさ: Unnoyosa (Luck).

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#### Event (Special) Items

そらとぶくつ: Soratobukutsu (Flying Shoes) Found in the Well Cave southeast of Imuru. Used to reach the island tower where the kidnapped children are.

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#### Town Shops List

バトランド: Batorando (Batlando)/Burland

Inn: \$4 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 |
| くさがりがま: Kusarigama (Chain Sickle)     | \$550 |

#### Armor Shop

|                                      |       |
|--------------------------------------|-------|
| 皮のよろい: Kawa no Yoroi (Leather Armor) | \$180 |
| くさりかたびら: Kusarikatabira (Chain Mail) | \$350 |
| 皮のたて: Kawa no Tate (Leather Shield)  | \$90  |
| うろこのたて: Uroko no Tate (Scale Shield) | \$180 |
| 皮のぼうし: Kawa no Boushi (Leather Hat)  | \$65  |
| 木のぼうし: Ki no Boushi (Wooden Hat)     | \$120 |

#### 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 |

イムル: Imuru (Imuru)/Izmit

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

#### Weapon Shop

|                                       |       |
|---------------------------------------|-------|
| 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 |
| くさがりがま: Kusarigama (Chain Sickle)     | \$550 |
| 鉄のやり: Tetsu no Yari (Iron Spear)      | \$880 |

#### Armor Shop

|  |        |
|--|--------|
| くさりかたびら: Kusarikatabira (Chain Mail)     | \$350  |
| せいどうのよろい: Seidou no Yoroi (Bronze Armor) | \$700  |
| 鉄のよろい: Tetsu no Yoroi (Iron Armor)       | \$1200 |
| うろこのたて: Uroko no Tate (Scale Shield)     | \$180  |
| 鉄のたて: Tetsu no Tate (Iron Shield)        | \$650  |
| 木のぼうし: Ki no Boushi (Wooden Hat)         | \$120  |

#### 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 |

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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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