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[INTR] Introduction.

This is a guide and not a walkthrough for a solo run in Dragon Quest III Reprise for the Super Famicom. The reason why I refrained from making it a full walkthrough is because the dungeon crawling aspects are for the most part the same as in a normal game. However, I will be covering strategies for other parts of the game. It is recommended that you attempt a solo run once you have beaten the game the normal way with a four member party so that you are familiar where everything is located. A solo run is actually shorter than a normal game because there is less time spent grinding since you are only grinding for one person and receiving quadruple the experience.

Update: Added a Divinegon solo strategy and made some general revisions. [v1.1]

[PSYS] Personality System.

Personalities are a new feature of DQ3R and they affect your stat growth. There are two stats that are very important for a solo run. The most important stat is Wisdom. Do not choose a personality that has less than a 100% growth rate for Wisdom as you will need lots of MP for healing because some of the boss fights can be quite long. Mystic Nuts are quite rare and very difficult to farm so compensating for a low Wisdom stat will put you at a disadvantage. The second most important stat is Stamina which affects your defence and HP. A high Stamina stat means you will do less grinding overall. The only minimum level requirements for most bosses is level 34 for HealAll. After you hit level 34, you do not need to worry about your level anymore as your stats become more important. Once you hit 520 HP, you have levelled enough and you should be able to fight the last boss. If your Wisdom growth is at least 100%, then your MP should be sufficient as well.

Strength is a stat you need not worry much about. Over two thirds of the personalities have a Strength growth rate of 100% or more. Also, Strength Seeds are the most common seed available in the game and if you are constantly feeding your hero these seeds, then your Strength stat will be close to 255 by the time you are ready for Zoma. Luck is not

really an important stat and neither is Agility. Your Agility will be doubled once you acquire the Starry Ring from Isis Castle.

[RCPS] Recommended Personalities.

There are three personalities that I would highly recommend and they are Lewd, Sexy, and Solitary. Here are the following stat growths for each:

LEWD: 105% Strength, 95% Agility, 120% Vitality, 105% Wisdom, 90% Luck

SEXY: 110% Strength, 120% Agility, 105% Vitality, 115% Wisdom, 120% Luck

SOLITARY: 100% Strength, 110% Agility, 120% Vitality, 110% Wisdom, 70% Luck

The Lewd and Solitary personalities are better than the Sexy personality by the end of the game because HP becomes a big issue for two bosses. If you chose the Sexy personality, then you will have to farm for Life Nuts near Samanosa Castle in order to catch up with your HP. The Lewd personality is exclusive for male characters, the Sexy personality is exclusive for female characters and Solitary is for both genders. There are items available in the game that can grant you these personalities such as the Naughty Book for Lewd, the Garter Belt for Sexy, and the Rockstar Ring for Solitary. However, there is a problem with all of these items. The Naughty Book can only be obtained in the bonus dungeon after beating the bonus boss and the Garter Belt and Rockstar Ring must be equipped as accessories and that means you will have to keep switching between the Starry Ring and those accessories each time you are close to a level up. Therefore, it is better if you get these personalities as your base right after the quiz at the beginning. The Lewd and Sexy personality are obtained the same way. In order to get them you must answer all the questions of written quiz like so: Yes, No, Yes, No, Yes, No, etc. until the written portion ends and the dream sequence begins. However, this only works if your first question is either about "adventures" or "victories". The two questions you need to watch for are:

"Do you get tired of going on adventures?"

OR

"Are victories achieved only through combat?"

After you answer the questions correctly you will be taken to a dream sequence inside a castle. As you head for the stairs, the Queen will give a speech. Once you are downstairs, the King will speak to his soldiers. After he is done, speak to the Chancellor in the room to the right and respond with "Yes" to both of his questions, then speak to the King and respond with a "Yes" to his question. After you are done, walk down the stairs to end the dream sequence.

In order to get the Solitary personality, answer "No" to every question on the written quiz. The initial question doesn't matter. The dream sequence will take place in a dance hall. Talk to the fiancé in red, then the dancer on stage. Talk to the fiancé one more time and respond with "No".

[RCSP] Recommended Spells.

Your Hero will be attacking with boomerang for most of the game and with a single target weapon for most bosses. There are three spells which are important and they are Stopspell, HealAll, and Outside. Outside is learned at level 14, Stopspell is learned at 19, and HealAll is learned at 34. Outside is a good spell to have because it saves you the trouble from backtracking in a dungeon when you want to leave. You should learn this spell before you enter the Underworld Lake near Noaniels. Stopspell is important for several bosses and I will go into greater detail in the boss section. Stopspell should be learned before you fight Kandara for the second time. HealAll is the most important spell for the hero because without this spell he will not survive most boss battles. HealAll should be learned before you fight Orochi.

[RCEQ] Recommended Equipment.

Boomerangs are important as you will be using them for most of the game. Their attack power is lower than most weapons but they attack all the enemies on screen but the damage scales down as they hit more enemies. Boomerangs cannot critical either so unless stated otherwise, do not use them on bosses and always have a single target weapon in the hero's inventory. Boomerangs can hit Metalys and Metababbles but since they can't critical and the chances of the hit connecting is low, you should equip a single target weapon if you are metal hunting. There are three types of boomerangs in the main game. The first is the Boomerang which can be obtained from the chest on the Pachisi gameboard to the north of Romaly. There is also Bladerang which can be obtained once you exchange 20 mini medals for it in the well at Aliahan. You will obtain 20 mini medals by the time you complete the Pyramid at Isis. I will explain the locations of the 20 mini medals later in this guide. Lastly, there is the Flamerang which can be obtained from the Pachisi gameboard located south of the Dragon Queen's castle. It can be bought on the gameboard's shop for 6,500 gold. Once you have the ship, you can get this. The Flamerang can also be found much later in the game in one of the chests on the second floor of Rubiss Tower.

The Spiny Whip is a good weapon before you can get the Boomerang or Bladerang. However, unlike the boomerangs, it can only attack enemy groups. It only costs 5 mini medals and you can get it right after you get the Thief Key but before you go to Romaly. If you are having trouble landing on the chest square on the first Pachisi board that contains the Boomerang, don't worry because the Spiny Whip is good enough until you get the Bladerang.

The Starry Ring doubles your Agility stat and it is obtained in Isis

Castle. In the courtyard, you will see a break in the colonnade on the west side. Go through that break and go north to a doorway. Once inside, go down the stairs and take the north path and go down those stairs to a treasure room. Open the chest and answer "Yes" to both questions to keep the Starry Ring.

The Thunder Sword can be found in Necrogond's Cave. On the second floor, take the first path that goes south, then take the path to the west, you'll hit a wall, now take the path that is going south west to a chest that contains the Thunder Sword. The Thunder Sword can cast Boom if used as an item but the spell can miss, so the Bladerang or Flamerang are still better to use. This is the strongest weapon you can use for the Baramos battle, so it is recommended that you find it.

In a solo quest, you will have an abundance of money and treasure that you cannot use. Sell that treasure for more money and always put your money in the bank at Aliahan before you attempt to explore a dungeon or fight a boss. Since you have lots of money, you should always buy the most expensive amours and single target weapons whenever you enter a new town. Also, stock up on some items such as 99 Medical Herbs, 99 Antidotes, and 99 Wyvern Wings. You can get 99 Holy Waters too if you don't want to have too many enemy encounters.

When you are ready for the final boss make sure you have the legendary equipment: King's Sword, Light Armour, and Hero Shield. The best helmet in the game can be bought in Rimuldar's weapon shop for 35,000 gold. Keep the Starry Ring as your accessory.

In order to forge the King's Sword you must find the Orichalcum. It is located in Domdora. Enter the horsefield and search the green patch in the middle. After you receive the Orichalcum, go to Kol and sell it to the item shop for 22,500 gold. The weapon smith that runs the item shop will now forge the King's Sword for you. Leave the town and re-enter it and purchase the King's Sword from the item shop for 35,000 gold.

The Light Armour is located in Rubiss Tower. Make your way to the fourth floor by using the stairs in the south east section of the third floor. Now go north from the stairs until you see three thin walkways. Go onto the middle one with the diamond tiles. Step onto the first tile and press up three times. Now step onto the first diamond tile of the second set and press down three times to reach the chest containing the Light Armour. The Light Armour will heal 1 HP with every step.

The Hero Shield is located in a cave north of Ludatorm. Magic is sealed so you will only be able to heal with Medical Herbs while inside. The chest containing the Hero Shield is among the five chests at the end of the cave. Backtrack to the exit once you receive it.

[RITM] Rare Items.

Wizard Rings are pretty rare in DQ3R but at one point in the game you have the opportunity to buy them. Once you receive the Change Staff

after defeating the Boss Troll in Samanosa Castle, you will be able to buy Wizard Rings in the hidden Elven Village near Noaniels. Simply keep using the Change Staff until you either turn into a dwarf or a slime and talk to the shop keeper in the village. Now you can buy Wizard Rings for 2,500 gold each. Buy 9 of them and they will last you the entire game. Make sure you save 4 or more of them for the boss rush in Zoma's castle so you can replenish your MP after each boss battle. After you are done with the Change Staff, take it to the old man in Greenland so you can exchange it for the Sailor's Bone.

Life Stones are another rare item that are useful. If an enemy casts Defeat, a Life Stone will break if it was in the hero's inventory thereby saving his or her life. The Life Stone will only break if Defeat was a successful hit. Bomb Crags tend to drop them but it is not worth farming for them because defeating Bomb Crags solo can be a pain. Vile Shades also drop them if you are inclined to farm for them but you probably do not need more than two for the whole game. There are three Life Stones that can be found in the main game, excluding the prizes on the Pachisi gameboards. The first one can be found in the Samanosa Castle dungeon. Go to the former king's cell and search near him. The second Life Stone can be found in the Cave of Ra near south east section of the first basement. The Life Stone can be found in the north east chest. The last Life Stone can be found in Zoma's castle. It is located in the room before the boss battle in a section where there are 6 chests. The Life Stone is in the second chest from the left.

The Orochi Sword is a great weapon to use mid game but it has another purpose, it can cast the spell Defense. You obtain the Orochi Sword by defeating Orochi for the first time. Do not sell this weapon and always keep it in your inventory as it will come in handy for many boss fights. The hero cannot buff himself or debuff enemies naturally, but with this sword, the hero can now reduce the enemy's defences making his own hits stronger. Use the sword multiple times on bosses to really cripple their defences.

The All-Knowing Mask is the most important special item in the game for a solo run. It can be found in the eastern side of the first basement of the cave near Zipangu. This is a cursed helmet that gives you an additional 255 defence but the penalty is that you are confused and cannot use items or spells on the field. However, the confusion is ineffective in battle because in a solo game you cannot attack yourself so you will be able to attack and heal like normal. You can only use this mask once because if you get the curse lifted at a church, the mask disappears.

[20MM] 20 Mini Medals.

Most of the prizes for the mini medals are not worth the hassle in a solo game because the hero will not use most of them. There are two prizes that are useful for the hero and they are the Spiny Whip which you get for 5 mini medals and the Bladerang which you get for 20 mini medals. You can stop actively looking for mini medals after that point. However, if you chose a female hero you may want to continue to collect

95 of them so you can obtain the Sacred Bikini. The Sacred Bikini has the same effect as the Light Armour but it gives you 6 extra defence points and it changes your appearance. This guide will only cover the first 20 mini medals as the Sacred Bikini is not necessary for completing the game solo. I have also omitted the mini medal located on the second Pachisi gameboard as it can be a pain to get.

Mini Medal #1: Go into Aliahan Castle and check the barrels on the first floor.

Mini Medal #2: Return to Aliahan at night and go to the house on the eastern side of town that was previously blocked by a woman. Upstairs you will find a mini medal in a dresser.

Mini Medal #3: Move the boulder in Reeve village and search the spot where the boulder used to be.

Mini Medal #4: On the second floor of Najimi Tower, go and take the stairs in the eastern room to reach a chest containing a mini medal.

Mini Medal #5: With the Thief Key, return to Aliahan Castle and enter the room at the back that has a red door. Check the dresser inside for a mini medal. Now exchange your 5 mini medals inside the well at the south eastern part of town for the Spiny Whip.

Mini Medal #6: Check the pot at the shrine which is located south east of Reeve. The Thief Key is required to enter.

Mini Medal #7: In Romaly, the house to the north west has a mini medal in a pot.

Mini Medal #8: Outside of Romaly Castle, search around the eastern torch for a mini medal.

Mini Medal #9: Inside Romaly Castle, there is a garden to the south east, search the south eastern bush.

Mini Medal #10: In Kazave, a mini medal can be found by searching the gravestones near the church.

Mini Medal #11: There is a discoloured patch of grass near Noaniels. This is the hidden Elven Village. By the Queen there is some land to the west of her barricade. Search the north western spot.

Mini Medal #12: Once you enter the Underworld Lake near Noaniels, keep going south until you reach a set of stairs going down. Keep following those stairs until you reach a chest with a mini medal inside.

Mini Medal #13: The second Pachisi board is located south west of Ashalam and north east of Isis. On the west side, part of the floor is covered in blue, check the middle of the square.

Mini Medal #14: Reach the goal in the same Pachisi board and one of the prizes is a mini medal. This is a fairly easy board, but if you do not want to risk losing a Pachisi ticket, then save before attempting to play.

Mini Medal #15: There is shrine located to the east of Isis in the

desert. Search the pot for a mini medal.

Mini Medal #16: In the town of Isis, search the grave in the middle.

Mini Medal #17: In the town of Isis, search the pot in the weapon shop.

Mini Medal #18: Inside the Pyramid, you should be weary of the chests on the first few floors because they contain Canniboxes. The first mini medal is located in a chest on the first floor but you need to go through the second floor in order to access it. On the second floor, make your way to the north west and go down the stairs. Ignore the first two chests as one is empty and the other contains a Cannibox and continue west to a chest that contains a mini medal.

Mini Medal #19: Once you reach the fourth floor of the Pyramid, use the Magic Key to enter the room where there are chests arranged in a square formation. If you open a chest you will have to fight 4 Mummy Men. The one that contains the mini medal is on the left side of the "square", third one down.

Mini Medal #20: Once you reach the top of the Pyramid, check the north western spot before jumping off. Now that you have 20 mini medals, warp to Aliahan and trade them in at the well for the Bladerang.

[CNMI] Canniboxes and Mimics.

Canniboxes and Mimics both hide in chests and they can be tough if your levels are low. Canniboxes are only a problem near the beginning of the game when you do not have much HP because the Canniboxes have high attack power. The Pyramid in the desert is littered with them on the first two floors. With the exception of the mini medal chest, do not open the chests on the first two floors of the Pyramid on your first run or you might get killed. The Canniboxes that appear after the Pyramid shouldn't pose much of a problem.

Mimics replace Canniboxes later in the game. If you open a chest with a Mimic, it will try to cast Beat or Sleep and then it will run out of MP and then it will use RobMagic to steal MP from you. Unless you can beat them in one or two turns, they can be a very annoying fight solo. There is a Mimic in the Lancel solo dungeon, Gaia's Navel. Its treasure box is located to the south west of the pillars on the first floor. Mimics can also be found in the Cave of Ra. They are clustered together on the first basement in a separate room to the north east. There are also two Mimics in the south east of that room. There are three chests in that area, the north east chest is a Life Stone and the other two are Mimics. The Mimics that can be found after that point will not be much trouble as most of their spells will miss and you will be able to kill them quicker as well.

[STDF] Stunned and Defeated.

In a solo game, getting stunned during battle is the same as an instant death. Most of the enemies stun you with their regular attacks with the exception of Marauders and Demonswords who use paralyzing breath attacks. Sting Wasps, Killer Bees, Stingwings, Man-o-Wars, and Marauders can stun you. The majority of these enemies are easy to target and kill once you meet them except for the Marauders who have quite a bit of HP. What makes Marauders deadly is that they can attack twice per battle and usually appear in groups of three. They appear regularly in Necrogond's Cave which is one of the longer dungeons in the game so getting stunned by them can be very annoying. It's up to you whether you want to fight them or run from them in Necrogond Cave. Marauders also appear infrequently on the overworld near Ludatorm. The Demonswords only appear in the bonus dungeon, so you won't run into them during the main game.

Life Stones may be scarce in the main game but Defeat ends up missing most of the time so it is not as big of a problem as getting stunned. Vile Shades, Hologhosts, and Balrogs can cast Defeat on you. The shades that cast defeat are not a huge threat because they appear infrequently in dungeons and they are relegated to specific areas on the overworld such as the Domdora area. There are some Vile Shades in Rubiss Tower and Balrogs only appear on the first section of Zoma's castle.

[BOSS] Bosses.

1. Kandar in Champagne Tower: He fights with three henchmen but overall this is an easy fight. Take out the henchmen first and cast Heal when necessary. You don't need the Boomerang for this battle because single target weapons like Iron Spear are good enough.

2. Kandar in the Kidnapper's Base near Baharata: Make sure you have Stopspell learned. Use Stopspell on both of his henchmen so they won't cast Defense or HealMore. If they manage to cast Defense on you before you can mute them, then reset and try again. Use the Bladerang until both Henchmen are dead, then switch to a single target weapon for Kandar. You do not need to grind until you learn HealMore as Heal will be sufficient if you managed to seal the Henchmens' spells.

3. Orochi in the cave near Zipangu: These are two battles. Use a single target weapon such as the Iron Axe for this battle and use HealAll when your HP gets too low. Keep track of how much damage Orochi is doing to you with his breath attacks so you know the minimum amount of HP you need to survive. Heal only when necessary during this fight to conserve MP. Please note that you cannot beat him once and then rest at an inn and expect to fight his second form. You will have to fight both forms, one after another. If you are low on MP, use a

Wizard Ring. The second battle is almost identical to the first but you may wish to equip the Orochi Sword for this battle.

4. Boss Troll in Samanosa Castle: For a single target weapon, I recommend the Zombie Killer. Begin the fight with a Stopspell so you can make sure he doesn't cast Defense on you. If he manages to cast Defense successfully before you can mute him, then reset. After you mute him, lower his Defense by using the Orochi Sword if you like but it is not necessary. This is difficult boss as he can land critical hits on you. If you want to be on the safe side and always be prepared for a critical hit or for the odd chance he goes before you, cast HealAll every other turn. The battle will take longer but you should have enough MP to last you through the battle. The recommended amount of HP for this boss is approximately 300.

5. Baramos in Baramos's Castle: This is the hardest boss in the game for solo run. Equip the Thunder Sword if you found it in Necrogond's Cave. Also make sure you have about 500 HP by now. You can get by with over 400 HP but you will need to have a high Wisdom rating because the battle will require more MP usage. The first thing you must do in this battle is successfully land a Stopspell on this guy so he won't be able to cast Blazemost anymore. Blazemost is his strongest attack. Next, you need to lower his defence considerably with the Orochi Sword. Be sure to keep up your healing while you are doing this because weakening him will take several tries. Once you have sealed his spells, lowered his defences and healed yourself, you must equip the All-Knowing Mask. His powerful physical attacks will now be very weak and you will be healing a lot less. This will offset his health regeneration ability. Now keep attacking him and only heal when you get as low as 150 HP. This will be a lengthy battle but it is definitely winnable without using a Wizard's Ring. Remember to have the curse removed by visiting a church once the battle is over.

6. King Hydra in Zoma's Castle: Lower his defences with Orochi Sword, attack with King's Sword, and use HealAll when your HP gets low. If your Strength is close to 255, you do not need to use the Orochi Sword. Heal and replenish your MP with Wizard Rings once the battle is over.

7. Barabros in Zoma's Castle: See above. Stopspell does not work on Barabros.

8. Barazomb in Zoma's Castle: He has no spells so Stopspell is pointless and you cannot lower his defences so Orochi Sword won't work either. This is a battle of attrition. He does not critical like Boss Troll but he does hit very hard. This battle is very long much like the Baramos battle. Continue to attack with King's Sword and only use HealAll when your life drops below 270 HP. Make sure you have atleast 520 HP and 200 MP for this boss. Heal and replenish your MP with Wizard Rings once the battle is over. Barazomb is the second toughest boss in a solo run.

Alternate Strategy for Barazomb courtesy of Spacecowgoesmoo:

Equip the Blade Armor and King's Sword, and take off your helmet and shield. Even at my 255 Stamina with this setup, Barazomb will hit you ~180 per hit, which translates to 90 reflected damage each

time. I was able to focus only on healing while he did 90-180 damage per turn to himself, and even managed a fair amount of sword attacks myself in the process when I had the HP to spare. The Blade Armor can be found in a chest on the first floor of Necrogond's cave and it can also be bought in Kol.

9. Zoma: Use the Light Orb first. Do not bother with Orochi Sword as he will use Freezing Rays to nullify the effect. Just attack him with King's Sword and use HealAll when your HP drops below 250. His spells are fairly weak but his attacks are strong and since he uses Freezing Rays a lot, you will be healing less than you did with the other bosses. Be careful as he can go before you sometimes even if you have 255 Agility. Zoma cannot be beaten solo without the Light Orb. His HP regeneration is too high.

10. God Dragon/Divinegon:

(a) This is the post game boss that you can access once you have defeated Zoma. Fly to the Dragon Queen's castle and walk towards the lighted up window at the northern part by the elf. Work your way through the dungeon and at the summit, you will meet Divinegon. It is not possible to beat him on this solo playthrough because you have already used the All-Knowing Mask and you can't find another one in the game. If you want to fight him solo then play a regular game, save the All-Knowing Mask and beat Divinegon for the first time with a team and wish for the Pachisi track in Zipangu's well. Now, reach the goal of that track and claim the Mystery Bolero which will halve your MP consumption.

(b) It is time to farm Seeds and Nuts so create and add three Thieves to your party and get them to decent levels. You must first farm enough Wisdom Seeds so that your Wisdom stat hits 255. Once it hits 255, your MP will go up to 500 on your next level up. Farm Wisdom Seeds on the first floor of Garuna Tower near Dharma Temple from the Great Beaks. Then farm Life Nuts from the Kongs that are located in the forests of the Samanosa area. Farm 99 of them and then use them on your Hero. Once they are used up, farm some more until your Hero reaches 999 HP.

(c) Get into battle with Divinegon and equip the Mystery Bolero and All-Knowing Mask. Cast Lightning to attack and use HealAll once your HP gets in the low 600's. It's very dangerous when Divinegon puts you to sleep and what makes it worse is that he can put you back to sleep even before you have time to act. It is possible for Divinegon to kill you even if you are put to sleep with 999 HP. Once your MP drops below 100, attack with your sword and only use MP for HealAll. You should have enough MP to last you the rest of the battle. It is a very long battle and it can range anywhere between 80 to 140 turns. If you lose against Divinegon, reset the game so you won't lose the All-Knowing Mask once you get the curse lifted. After you win and see your turn count, reset as well so you can keep your mask.

[TIPS] Other Tips.

-Unless you really like the Pachisi game, only focus on winning at the second board for the mini medal. All of the other grand prizes are not

useful for the hero during the main game.

-If a dungeon does not offer a good item for the hero or a necessary item for the story, then you don't need to visit it. You can ignore the following dungeons if you so choose: Underworld Lake (after you obtain the mini medal), Garuna Tower, Arb Tower, and Cave of Crags. The towns of Dharma, Luzami, Sioux Village, and Mercado can also be ignored.

-Do not attempt the bonus dungeon solo unless you have been farming Life Nuts. Some of the enemies in there such as the Gate Guards and BaraEvils require a lot of HP to beat. If you do not have 999 HP, then just run away from tough battles.

-You may find the Steel Whip (bought in Portuga) useful even after you get the Flamerang. It can be used to take out tougher enemies that appear at the end of the line. You should keep one in your inventory. [Thanks to reader Bob for this tip!]

-Save before using seeds or nuts on your character. If you get a low stat once you use a seed or nut, then reset and keep trying until you get 3 points or higher.

-The forests and mountains around Samanosa Castle are a great spot to farm Life Nuts since Kongs appear frequently there. Life Nuts are so common here that you can farm for them solo for the main game. You won't need that many of them.

[AKNL] Acknowledgments.

I would like to thank Enix, now SquareEnix, for making this excellent game. A big thanks goes to DaMarsMan for translating this fine game. I would like to also thank Dragon's Den for being the best Dragon Quest forum on the internet. I would like to thank Stahlbaum, DShort, and AJackson for their very helpful FAQs that contributed to greatly to my own FAQ. Lastly, I thank Bob and Spacecowgoesmoo for their gameplay tips!

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