

 **The Legend of Zelda Series Community**

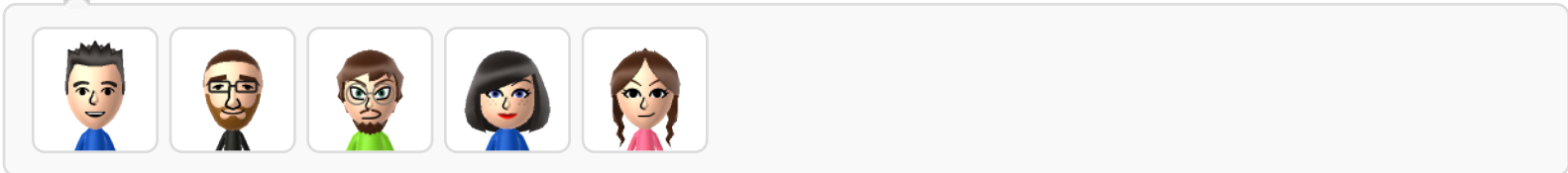
Matt 3.14159265
07/23/2016 6:47 PM

You know about how Dragon Quest VII and VIII will be released for the 3DS in the future? I was impatient for their releases (but plan on getting them), so on Thursday, I got CIB copies of both games' original US releases, minus VIII's paper slipcover.

This will serve as a sort of log mainly geared toward my friend Nintendoer to observe. There will be spoilers as I progress, by the way!

 Yeah!

 5  95



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Luis 07/23/2016 6:59 PM

That's awesome! Dragon Quest is pretty much my favorite RPG series! The only games i don't have are the first 3 Dragon Quest games back when it was called Dragon Warrior.

 Yeah!

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Jon 07/23/2016 7:09 PM

DQ7 comes out september 16th, not sure on 8

Yeah!

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Matt 07/23/2016 7:23 PM ·Spoilers

Luis, you and I have good tastes in RPGs; DW VII and DQ VIII were the entire reason I bought a PS2 this April. I recently started Engow in VII and returned Kalderasha's crystal ball in VIII. If you're interested in VIII skills, the Hero has Zoom, and Yangus has Heal.

IX has spoiled me with instant alchemy and with how you can allocate skill points whenever you want.

Yeah!

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Nintendoer 07/23/2016 7:26 PM

You better believe I want notifications! My two favorite games in the series...enjoy 'em!

Yeah!

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Luis 07/23/2016 7:39 PM

@Sea Wolf Final Fantasy is a good RPG series but i really lost interest when FF 11 came out since, for me anyways, was pretty bad. FF 10 and the sequel to it were the last great FF games.

Yeah!

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Matt 07/23/2016 7:45 PM

Nothing wrong with that, Sea Wolf. I personally couldn't get into FF that much (I've only beaten FF I) mainly because the series's gameplay always changes between games and even between remakes of the same game. I love DQ for the opposite reason: its core gameplay has been consistent since May 1986.

It's kind of late right now, so I won't play either DQ until tomorrow.

 Yeah!

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BW 07/23/2016 7:59 PM

Dragon Quest is an awesome series. I've played them all but Dragon warrior 3 will always be my all time favorite. they need to create a remake of it with improved graphics and extra plot.

 Yeah!

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Tim 07/24/2016 4:50 AM

The 3DS remake of Dragon Quest 7 will be the first time Dragon Quest 7 will be released here in Europe. I'm very excited for the game (and I'm excited for the remake of Dragon Quest 8 too).

The first Dragon Quest game released here was Dragon Quest 8. It was called "Dragon Quest The Journey of the Cursed King" here, (without the number 8). Luckily the DS remakes of 4-6 were released here.

 Yeah!

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Tim 07/24/2016 4:54 AM

I think it's a shame a lot of old JRPGs weren't released in Europe, but luckily a lot of them have been released here on the Virtual Console (Super Mario RPG, for example) or via remakes (Chrono Trigger, for example).

Sadly some RPGs, like Xenogears and Chrono Cross for example, still have never been released here in Europe.

 Yeah!

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Matt 07/24/2016 12:11 PM

So yeah, I have a really bad habit of starting up DQ IX when I'm out of the house and not being able to stop playing it until a couple days later. Once I get my last two party members to level 99 (both are 92 right now) and into another vocation, I'll stop playing IX and start up VIII.

 Yeah!

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Matt 07/24/2016 1:08 PM

Started VIII maybe 10 minutes ago and just reset the game since the Hero died just after the checkpoint to Alexandria. I'll go grind to level 8 around the checkpoint before I head out to Alexandria itself.

Yeah!

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Matt 07/24/2016 1:26 PM

Just got to level 8 on both the Hero and Yangus and Zoomed back to Farebury to heal up and save. I'll wait to upgrade equipment until Alexandria.

Yeah!

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Nintendoer 07/24/2016 1:28 PM

I'm kinda surprised you didn't go straight for that boomerang, to be honest. It always does wonders in the early going in this series...

Yeah!

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Matt 07/24/2016 2:01 PM ·Spoilers

Made it to Alexandria and got to "meet" Mash and Bangerz. On the way, I managed to get some Wayfarer's Clothes from a Fencing Fox. Remembering how much a boomerang helped me out with DQ VI's early game, I bought one for the Hero. I also swapped an Oaken Club for a Giant Mallet since I had the money. Pilfered everyone's belongings (only in an RPG!) and got Munchie to take Jessica's letter.

Yeah!

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Matt 07/24/2016 2:23 PM ·Spoilers

Got Bangerz to join me temporarily. You know just how much I love Whistle for grinding? It's amazing. I was grinding up for some money when a Hammerhood decided to desperate attack the Hero and kill him. There goes 40 gold.

By the way, thanks for reminding me of the boomerang, Nintendoer; it's been very useful so far. Got a leather kilt for Yangus and a scale shield for

the Hero.

 Yeah!

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Matt 07/24/2016 3:23 PM ·Spoilers

Grinded up the money for a stone axe for Yangus and got both to level 10. Finally got to the tower, and thank goodness that brat didn't follow me into there. The tower was somewhat troublesome to get through, but I eventually got to the top and learned of the fate of Jessica's brother at Dhoulmagus's hand. Sadistic, but watching my first "COR BLIMEY" made me laugh.

 Yeah!

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Matt 07/24/2016 4:02 PM ·Spoilers

Got my complimentary room at the inn and saw Jessica argue with her mother, get disowned and leave. Started making my way to Port Prospect from Bangerz's advice and made it there after maybe 10 minutes. Got all of the treasure I could find, rested at the inn, talked to Jessica and saved. I'll go get some dinner and get back to VII.

 Yeah!

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Matt 07/24/2016 4:30 PM

Going to start up VII right now. Just to more easily separate the posts with VII gameplay and VIII gameplay, there will be one post with no spoilers in it like this one.


 Yeah!

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Matt 07/24/2016 5:23 PM ·Spoilers

I had saved just as the Festival of Flame started, and as I talked to the Elder, he asks me how I'm enjoying the "Festival fo Flame." Hooray for typos! Grinding for Maribel's Rosevine whip and Leather dress while going back to Fishbel to recover the Hero's MP for Heal. Got the whip at 7:59 PM and am at 303 of 680 gold for the dress.

 Yeah!

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Nintendoer 07/24/2016 5:28 PM

@Luis It might be a good idea to not freely give away spoilers to first-time players without their consent.

Yeah!

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Matt 07/24/2016 6:06 PM ·Spoilers

Thanks, Nintendoer. I was kind of ticked off with the comment but decided not to respond.

Anyways, got the dress at 8:40 PM. I **could** have gotten two Scale Shields (180 G each) for the Hero and Kiefer, but I decided to continue the story instead. Got my torches for the Procession of Fire and continued to Mt. Flame's crater. Another typo: "Why is Pamela making me gurad a place like this?"

Yeah!

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Matt 07/24/2016 6:32 PM ·Spoilers

Man, it has been quite a while since I saw "Babble" instead of "Bubble slime." With I think two... processioners (?) left, I got Maribel to level 10 and learn Heal with the healing spring nearby. As I began to fight the FireGiant boss, I was happy to have two Healers! The fight went very smoothly, and I got a Shard for my efforts.

Yeah!

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Nintendoer 07/24/2016 7:07 PM

I should say it went smoothly! You were grossly overleveled for the fight. Needless to say, you don't need to grind that much. Or hardly at all, honestly. =P

Yeah, you'll find many such typos as you play through the game. That's actually what I'm most looking forward to in the 3DS remake; the translation.

Yeah!?

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Matt 07/24/2016 7:14 PM ·Spoilers

I already had Hondara's bottle of HolyWater from before, so I could save Engow from a fiery death right then and there. I was somewhat disappointed that everyone's fathers were forbidding their kids from going on the adventure of saving the world, but I was relieved to eventually see the Hero, Maribel and Kiefer go out of their own accord. While in present Engow, I got all of the treasure there.

Yeah!

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Matt 07/24/2016 7:35 PM ·Spoilers

If I may ask, Nintendoer, what level do you recommend for that fight?

After getting two more treasure boxes I missed in past Engow, I had nearly 900 G overall. Entered the past Dialac and watching the statues' memories.

Something else I should mention: The back cover of DW VII's manual is an ad for DW IV, slated for a PS1 release in 2002. It never happened, sadly.

Yeah!

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Nintendoer 07/24/2016 7:40 PM

IIRC...half the level you were at. It's challenging, but doable.

Yeah!

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Matt 07/24/2016 8:15 PM ·Spoilers

Typos 3 and 4: "Well, if you seem him, tell him to come home, okay?"
"Okay. I tell him."

I learned of the town's demise 50 years prior and revived it. I noticed typos 5 and 6: "aving found new hope, the light of life returns to old the man's face." I got the Shard at the present location and arrived in a town full of animals and catatonic people...

Yeah!

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Matt 07/24/2016 8:34 PM ·Spoilers



The inn run by a cow is free, but the chickens at the item and equipment shops still sell their wares like normal. Oh well. In a shed, I found a boy who looks like Gabo/Ruff from the manual tightly chained to a wall. I got the Estard woodsman to help me out and discover the fate of the town's inhabitants, human and animal. I healed up and saved before turning the game off for tomorrow.

 Yeah!

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Matt 07/25/2016 3:35 PM

Starting up VII right now.

 Yeah!

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Matt 07/25/2016 4:16 PM ·Spoilers

Entered Mt. Ceide and found a Shard in a chest. After realizing I couldn't cast magic in the Deathpal battle, I reset the game when somebody, specifically Kiefer, got killed. I loaded everybody up on Herbs before going back to try again. Found the second Shard before attempt 2 at DeathPal, which I won because the Woodsan served well as a meatshield.

 Yeah!

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Matt 07/25/2016 5:14 PM ·Spoilers

Talked to everyone in the past Orph and had Gabo join me in the Fane. I went to the present Orph, partook in the Animal Appreciation Festival and won the game for the Monster Book. I went into present Mt. Ceide and was surprised to see that Gabo's attack power with a Stone Claw at level 1 was higher than Maribel's with a Rosevine whip at level 10.

 Yeah!

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Matt 07/25/2016 7:04 PM ·Spoilers

Got to see Deathpal as a human give Gabo the ability to speak and give me a Shard to the next area, a town, Falrish, and castle, Falrod, terrorized by an army of robotic soldiers. Bought a Boomerang for the Hero and a Kitten shield for Gabo. Gabo's Bark skill is useful, and the nearby ClockMechs give good experience and gold. Bought another Boomerang

for Gabo.

 Yeah!

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Matt 07/25/2016 8:06 PM ·Spoilers

Applied for mercenary work at Falrod Castle and easily beat the soldier for the test because he is scared of wolves' howling. Took the suit of Scale armor in the King's room for Kiefer and saw the strategy session. Went to ask Zebbot for help and reported to the Captain that Zebbot would not cooperate. However, Zebbot seeing a MechSoldier collapse on his property changed his mind.

 Yeah!

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Matt 07/25/2016 8:45 PM ·Spoilers

The MechSoldiers had already attacked Falrish and killed many there, and they had also begun an attack on Falrod. However, Zebbot and the Captain returned with their MechSoldier emitting a "DIRSUPTION TONE," making the other MechSoldiers turn on themselves. During the strategy session the next day, one of the soldiers exclaimed "Woah!"


 Yeah!

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Matt 07/25/2016 9:21 PM ·Spoilers

I then stormed the MechSoldier base and got some treasure before getting back to Falrish for healing and for an Iron spear for Kiefer. Reentered with the Hero, Kiefer, Maribel and Gabo at level 11, 12, 12 and 4. Gabo and the Hero leveled up before the boss, and the Hero learned HealMore. The Machinoid battle went well, but the EvilMech fight was rather difficult when it put up its MagicWall.

 Yeah!

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Matt 07/25/2016 10:06 PM ·Spoilers

Got 1200 G and the Bug knife as my rewards for winning the MechSoldier battle. When I went into Falrish, one of the townspeople asked "You aren't merchanes too, are you?" Anybody have any clue what are "merchanes?"

When I went to the present, I was surprised to see the past was either not recorded or destroyed. Seeing how Eri still cared for Zebbot's skeleton after all that time and how...

 Yeah!

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Matt 07/25/2016 10:28 PM ·Spoilers

..."she" was forced away from Zebbot and dismantled broke my heart. Similarly, fixing her up and having her thank us warmed my heart, and getting a Shard for the ordeal made it all worthwhile. Before I head out to the next area, I'll call it a night and catch up on VIII tomorrow.

 Yeah!


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Matt 07/25/2016 11:04 PM ·Spoilers

I lied; this game series is so addicting. Before leaving present Falrod, I found some Noble armor for Kiefer and some Tights for Maribel.

I found another town with stone people, but this time, I defeated the cause of the petrifying rain, a boss monster named RainMaker. Bought a Leather whip for Maribel and a Blade boomerang for Gabo. Found some Glam armor for Gabo. Now shutting off for good!

 Yeah!

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Matt 07/26/2016 7:53 AM

OK, I have 5:22 in VIII and ~14 hours in VII, so I'll probably be doing a lot of VIII today.

 Yeah!

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Matt 07/26/2016 8:47 AM ·Spoilers

Something I will never get used to is that in VIII, Circle *confirms* a choice and opens the menu while Triangle backs out/cancels a menu. Anyways, I defeated Khalamari on my second attempt; the first time I got Yangus killed from carelessness. Healed, saved and boarded the boat with Jessica as the newest party member. Might I add, the cutscenes and voice acting are done excellently.

 Yeah!

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Matt 07/26/2016 10:47 AM ·Spoilers

Took a break for a shower and lunch before diving back in. Headed to Maella Abbey and was "greeted" by the guards to the Templars' quarters. Went to Simpleton, saw the bar scene with Angelo and Zoomed back to Maella. I then learned that Marcello and Angelo are half-brothers and learned of Angelo's concern for the Abbot. After adventuring the Ruined Abbey, I Evaced and Zoomed to Simpleton to heal.


 Yeah!

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Matt 07/26/2016 12:21 PM ·Spoilers

After buying a wizard's staff for Jessica and alchemizing a thief's key, I went to Farebury and Port Prospect to get the unlocked chests there. While grinding up some more gold, I finished alchemizing a snakeskin whip. I went into the Ruined Abbey and managed to defeat a metal slime. The tortured soul fight was really rough, but I managed to win. Having Thin Air on Yangus would have helped a lot.


 Yeah!

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Matt 07/26/2016 1:13 PM ·Spoilers

The Hero, Yangus and Jessica are at levels 14, 15 and 13 by the end of the fight, and thank goodness I got a full heal after the battle. Watched all of the cutscenes pertaining to our interrogation, escape and encounter with Dhoulmagus, who killed the Abbot like he did with Alistair: impalement. Angelo then joined me as I left with the world map in hand.

 Yeah!

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Matt 07/26/2016 1:47 PM ·Spoilers

I bought a long spear for the Hero and two pointy hats: one for Yangus to equip and another for a failed attempt at alchemizing a reinforced boomerang. Turned out I needed an iron nail for that. While getting one from the Ruined Abbey, I alchemized a feathered cap. On my way to Ascantha Castle, I got the reinforced boomerang, which is actually more

powerful than the long spear I bought earlier.

 Yeah!

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Matt 07/26/2016 2:57 PM ·Spoilers

I stopped at a church that offered us to stay the night for free, and Angelo talked to Trode about his past with Marcello. When I got to Ascantha, I sold a giant mallet I got from a brownie, bought a short bow for Angelo, learned of the King's nighttime activities, grinded a little and bought a leather dress for Jessica. Alchemized another feather cap for Angelo and got asked a favor from Emma.

 Yeah!

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Matt 07/26/2016 4:24 PM ·Spoilers

She is a maid who wanted me to go ask her grandmother about a fairy tale about granting anybody's wishes; the King has been mourning his late Queen for two years. She wishes to let the King see the Queen again but doesn't remember the tale.

Bought a farmer's scythe for Yangus. I had a hint for the stone hardhat: a stone axe and some kind of hat. I was right to try out a pointy cap from earlier.

 Yeah!

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Matt 07/26/2016 7:17 PM ·Spoilers

Downstream from the Riverside Chapel, I found a cave with a free wizard's staff in a chest. After two hours of bumbling around the area trying to figure out where to go, I found out on GameFAQs that I was in the correct area with the cave but didn't realize it. Eventually I managed to make the King happy again and get a tip from Yangus to visit his hometown, Pickham. Got to the Lakeside Cabin.

 Yeah!

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Matt 07/26/2016 8:38 PM ·Spoilers

On the way to Pickham, I was ecstatic to see Morrie atop his Monstrous Pit.

I finally made it to Pickham, which reminded me of Greedmore Valley from DQ VI. The rune staff in the casino looks great for Jessica to have, but I won't save scum the casino tonight. Bought a dancer's costume for Jessica. While we were in a bar, somebody kidnapped Medea.

 Yeah!

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Matt 07/26/2016 8:47 PM ·Spoilers

After some detective work, I got 1000 G and found out Medea got sold to a female thief named Red. Bought a fur cape for Angelo before turning off the game for tomorrow.

 Yeah!

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Matt 07/27/2016 10:57 AM

Going to start up VII right now.

 Yeah!

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Matt 07/27/2016 11:09 AM ·Spoilers

Apparently, one man, a gardener, was not fully cured of being turned to stone; he is human again but is unconscious. As it turns out, he saved a woman who is about to be married to the mayor's son so she can pay off debt to her parents. Suddenly rumors of affairs spring up and the woman and the gardener's father ask that I get a cure-all medicine from the east.

 Yeah!

 0



Matt 07/27/2016 12:22 PM ·Spoilers

Since I couldn't find anything else on the island besides the portal to the Fane, the town and a cave to the *west* of town, I went into the cave. I found two Shards there and beat Cavemon with everyone alive on my fourth try because its JewelBag friends had were obsessed with Defense. I eventually found out that Engow is to the east, but because the past is fragmented (see what I did there?)...

 Yeah!

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Matt 07/27/2016 12:58 PM ·Spoilers

..., I had to visit the Engow portal in the Fane and ask Pamela there for medicine. I then healed the guy with the Mila Drug, and the town celebrated his recovery with a party. However, it started raining again, and everyone ran inside.

Two of the female residents remind me of Maya and Meena from DQ IV: they're sisters, one of whom is a "shameless" dancer, who took revenge for their father.

 Yeah!

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Matt 07/27/2016 1:18 PM

After a scene with the woman he saved from the rain, who wanted him to elope with her, the gardener refused. Much to her chagrin, she rejected him, which caused him to run off on his own.

The present version of the town is just ruins of some structures with a Shard in the midst. Meanwhile, the cave became an inn and bar with a guy who told of the war between God and the Demon Lord, Orgodemir.

 Yeah!

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Matt 07/27/2016 1:25 PM ·Spoilers

The next area is the camp of the Deja Tribe, which is trying to resurrect God from the war mentioned earlier. We happen to arrive when they are going to perform their ritual for that, and the ritual involves a dancer. The dancer, a 17-year-old woman named Layla, has the Earth Spirit in her, supposedly indicated by a mark on her chest. After Kiefer's caught by Layla's fiance trying to intoxicate...

 Yeah!

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Matt 07/27/2016 1:42 PM ·Spoilers

...her, they and Arus have a talk between them. Later that night, monsters attack the village. Though Kiefer manages to fend them off, Layla's father "didn't fair as well." He got poisoned and has to remain at the camp for a

few days, but the ritual begins tomorrow. Kiefer offers to protect them at the camp. The other three then follow the others to over the next three days.

 Yeah!

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Matt 07/27/2016 2:22 PM ·Spoilers

Apparently, the ritual takes place in God's Temple, which the Dejan ancestors submerged in a lake 60 years prior. The temple also has two artifacts needed for the ritual. Layla's fiance then tags along with the TerraBell, "an artifact of the Deja." He says "I'm a poor warrior so I'll be depending on you." After I went through a nearby cave, the water receded, and the ritual took place.

 Yeah!

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Matt 07/27/2016 2:32 PM ·Spoilers

However, nothing happened. Layla's fiance was disappointed because he intended to marry Layla after the ritual's success. However, because he had the same chest mark as Layla, their marriage is forbidden due to a law of the tribe about two people with the mark. He then leaves the tribe due to self-proclaimed betrayal of the tribe. The next day, Kiefer challenges the tribe's Guardian...

 Yeah!

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Matt 07/27/2016 2:53 PM ·Spoilers

..., who was Layla's father, and won. He was then named the tribe's Guardian, and he has to leave the party. He followed us to the portal, gave us his regards, and left us his equipment in a bag. He also left a letter saying that he's returning "the equipment that you so graciously bought for me." Telling his father, the King, of what happened got us a Shard. Finding an excavation site near the...

 Yeah!

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Matt 07/27/2016 5:40 PM ·Spoilers

...site of the Deja tribe in the present also got us a Shard. The next destination is apparently Dharma Temple, the place of changing classes.

However, there is a casino right before the temple. As I entered Dharma Temple and went into the "blessed spring" to change classes, everyone lost his/her spells and were banished to a town of crime. The local boss then makes quick work of me.

 Yeah!

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Matt 07/27/2016 6:01 PM ·Spoilers

However, I didn't lose half my gold, which I had stored in the bank beforehand. My rescuer is revealed to be the sickly Neris, who laments how she is "such a burdern" on her brother. A local thief tells we can get our abilities back if we go through the cave west of town and gives me the WondeRock, like the Sage's Stone but only Heal instead of HealUs. There, he conned us and left us for dead.

 Yeah!

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Matt 07/27/2016 6:20 PM ·Spoilers

Neris saves us again, and we overhear a conversation with her and her brother about how he worries another guy is trying to take her away. At night, everybody is afraid of "soul-shattering," a practice that monsters advocate as a means of escape from the town. Sure enough, somebody tries it and gets all five souls needed, one of whom was Neris's brother. She and the other guy agree to head to...

 Yeah!

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Matt 07/27/2016 7:45 PM ·Spoilers

...the western cave to take out the monsters the thief betrayed me to. Bought a Thief's Key, and some Party Chat with Gabo after talking to Neris made me bust a gut, the contents of which will get me reported here. The "other guy" going after Neris and the thief from earlier then took out some of the cronies guarding the cave containing the Dharma High Priest. Saved her and beat the boss on try 3.

 Yeah!

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Matt 07/27/2016 9:48 PM ·Spoilers



I noticed Neris was acting strangely when I got back, so I healed up and saved beforehand. I'm glad I did because I was able to defeat the ManEater boss on my first try. Managed to get back my spells and abilities (finally) and get to the Arena. I got to the fourth of five fights before the Hero got killed without a useable WorldLeaf. I reset, grinded some gold and bought a Stone claw for Gabo.

 Yeah!

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Nintendoer 07/27/2016 10:14 PM ·Spoilers

I love that moment. Going into Dharma Temple thinking you're about to expand your gameplay capabilities, only for them to be severely limited instead (temporarily). Hopelessly losing to the next couple bosses also adds to the overall humbling effect. It's handled quite well.

 Yeah!

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Matt 07/27/2016 10:45 PM ·Spoilers

The second time, I won all five fights, and Gabo got to level 12 while Maribel got to level 15. However, I died on the Champion fight, Neris herself.

Third attempt was not impressive, to say the least. For fourth attempt, I finally decided to give a WorldLeaf to Maribel, but she herself died on the Champion fight. Finally won on the fifth attempt!

 Yeah!

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Matt 07/27/2016 11:05 PM ·Spoilers

By the end of the gauntlet, the Hero and Maribel had 3 MP and 2 MP. Additionally, Gabo levelled up a second time to get the Howl ability. The entire Arena then plunged into complete chaos with humans fighting the monster leaders. I went to Dharma Temple itself, got the treasure on the damage tiles, rested at the Arena inn and went to defeat the fake High Priest, albeit using a WorldLeaf.

 Yeah!

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Matt 07/28/2016 11:10 AM

I feel as though loosely summarizing the plots without saying much as to how I'm enjoying the games isn't exactly the most exciting thing in the world. I'm probably just uselessly filling up everybody's notifications in the style of a very slow Yeah bomb. Anyways, I'll start up VIII right now.

Yeah!

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Matt 07/28/2016 1:15 PM ·Spoilers

After doing an exercise in gambling futility, I decided to not bother with the casino until later in the game. I went to Red's place, and she requested that I go to a nearby cave and get the jewel known as the Venus' tear. Both the cave and the trap box boss were fairly long, but I managed to pull through easily enough on my first try. Red gave us Medea after Yangus begged her to.

Yeah!

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Matt 07/28/2016 1:43 PM ·Spoilers

After some tips from Yangus's friend, Brains, we learn Dhoulmagus is headed towards the western continent and that there is a ship in some wasteland to the west of Port Prospect. It was just my luck that I found a rockbomb that cast Kamikazee, but I had thankfully saved just minutes prior. On my way to the ship, I got a slime crown from a well next to an inn.

Yeah!

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Matt 07/28/2016 3:03 PM ·Spoilers

When I got to the ship, Trode noticed we were close to his kingdom and suggested we go there to look for any clues about how we can get the ship afloat again. I decided to alchemize a bunny tail and a hairband together for some bunny ears. Found a church to the west of Trodain and rested there. Seeing how Trodain came to be cursed was disheartening. Bought an iron axe for Yangus.

Yeah!

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Matt 07/28/2016 4:15 PM ·Spoilers



Got a steel broadsword (free 2000 gold!) from an infernal armour and found the magic key. Alchemized a fur poncho for Yangus and learned some alchemy recipes before seeing a window to the Moonshadow Realm, the place I visited for the King of Ascantha. Talk about plot convenience, huh? The wish granter's harp is not powerful enough to carry out our wish, but he (?) said a more powerful harp...

 Yeah!

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Matt 07/28/2016 5:51 PM ·Spoilers

...belonged to someone we already knew. My first instinct with the King of Ascantha was correct, but somebody had already stolen the harp. I pursued the thieves to discover their hideout. At the end of the tunnel, I find a rather large mole creating a dissonant racket with the harp. Naturally, I fight him, but he annoyed the heck out of me by performing a song and confusing my characters.

 Yeah!

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Matt 07/28/2016 6:22 PM ·Spoilers

I went to the room in Trodain with the Moonshadow Window and decided to Zoom and Evac when nothing happened; I then got some Party Chat saying "let's hurry to Trodain Castle!" I didn't realize there was an unlockable door to expedite the trip my first or second time through. I eventually delivered the Moonshadow Harp and got the ship afloat with it and the power of Medea's voice/whinny.

 Yeah!

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Matt 07/28/2016 6:26 PM

King Trode made my day when he said "Right then! It's decided! We sail for the west! Get to it!" since DQ VII and VIII on 3DS will finally be "sail[ing] for the west" within a year.

 Yeah!

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Matt 07/28/2016 7:14 PM

I went to the Mini Medal castle and gave 27, one short of the fishnet

stockings prize. For my own sanity, I need to reestablish a habit of going to sleep before midnight.

 Yeah!

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Nintendoer 07/28/2016 7:17 PM ·Spoilers

You mentioned seeing Morrie earlier...I'm curious, have you made any headway with the sidequest he gives you?

 Yeah!

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Matt 07/29/2016 1:06 PM ·Spoilers

I actually haven't yet since one of the memos described a slime near a "dilapidated castle," which must be Trodain. Since I can go there at will, I'll go do Morrie's Memos once I get back to VIII again.

I needed to take a break from playing DQ for a day; I think I've put over 20 hours into each over the past week.

 Yeah!

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Matt 07/30/2016 5:25 PM

I'm started up VII and made the Hero a Fighter and Maribel a Cleric. Nintendoer, do you recommend any particular class for Gabo?

 Yeah!

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Nintendoer 07/30/2016 5:46 PM

I could recommend exactly what your long-term plan should be, but...I don't think you want me to tell you. =P

Instead, I'll just say this...have plans for each character! I don't want to give away any specifics about the class system, but I will say that Gabo is better in a physical class than a magical one. A support class would also work...

 Yeah!

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Matt 08/01/2016 5:05 PM ·Spoilers



After taking another extended break from DQ, I decided to make Gabo a Warrior. I then looked around present Mentare and Dharma for some Shards and found a priest in the present version of the Penal town. After he revealed himself to be a thief and got his gang together, they all beat me since I was not prepared for the attack.

After resetting and going back to Fishbel to heal, the Hero's mom...

Yeah!

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Matt 08/01/2016 5:27 PM ·Spoilers

...noted that Kiefer and the Hero were friends for a long time, "but now you're never going to see him again, to see him again." After defeating an EvilWell in Mezar, I found another Shard. There, Nicola, a descendant of a great hero from long ago, requests that I search out one of the legendary Heroes sealed away by God after His war with the Demon Lord.

Yeah!

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Matt 08/01/2016 5:39 PM ·Spoilers

He gave me a carpet that he claims can let you fly around, but it doesn't. After returning it to him and having his maid beg not to blame him, Maribel's Party Chat goes "Who care's if you hurt [Nicola's] feelings? That's not our problem!" After I learned Nicola promised his late father not to leave the village, his maid lets us know that she hid the real one at his father's request.

Yeah!

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Matt 08/01/2016 7:42 PM ·Spoilers

She will give it to us if we can find the Merm Moon, a gem in an underwater city. I found the Healer Heart. Going back to the bandit fight, somebody got killed 8 times before I got it through my thick skull to get job levels. I probably should have made the Hero a Warrior and Gabo a Fighter rather than vice versa.

I grinded until Maribel got HealMore at Cleric level 5.

 Yeah!

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Matt 08/01/2016 7:55 PM ·Spoilers

In the process, the Hero got to Fighter level 5 and EXP level 16, and Gabo got to Warrior level 6 and EXP level 15. Maribel's at EXP level 16, by the way. I bought some Magic armor for Maribel with the money I got from the grinding (~2000 G).

 Yeah!

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Matt 08/01/2016 9:04 PM ·Spoilers

After 6 more tries, I finally beat the darn boss. Saying my true opinions on the matter will get me a report. Defeated the bandit boss with some slight trouble on my first attempt. After using the boss's Shard to open up the next area, I find an area that somewhat reminds me of the story of Exodus in the Bible. I went to the castle and spent the night in the nearby village.

 Yeah!

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Matt 08/01/2016 9:20 PM ·Spoilers

Despite warnings to not go back to the palace, I go anyway and defeat a being that was stealing from the dead in the castle. We try to leave with Hadeed, a man who is trying to find the missing Queen, but the sandstorms outside are too powerful. We instead bury all of the corpses. Hadeed claims that the Queen abandoned her kingdom and gave up her necklace to spare herself.

 Yeah!

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Nintendoer 08/01/2016 9:22 PM

The bandits are quite a roadblock, it's true. Congrats on the win!

 Yeah!

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Matt 08/01/2016 9:24 PM ·Spoilers

We return when the sandstorms subside, and the villagers are elated to see Hadeed alive. It's revealed he is the Chief's son, and the Chief finds a

letter under the gem in the Queen's necklace, found on the being mentioned earlier. It reads that she is fine, but the Evil Statue, originally meant to be a statue of the Earth Spirit but now a statue of the Demon Lord, is now complete.



Matt 08/01/2016 9:42 PM ·Spoilers

The Evil Statue is the cause of the recent catastrophes, and the men captured to work on it are fine as well. She hid the letter and gave her necklace to the being in the hope it reached the village. The Chief thanks us with the DuneCharm for letting "[his] brethern... rest in peace." I talk to all of the villagers, learn about the legendary Tyrannos and save before turning the game off.



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