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Dragon quest vii haven guide

Le Havre (formerly Immigrant Town) is a city that can be created by the player in Dragon Quest VII in the current field once occupied by a city. Synopsis After the player clears Regenstein, the party visits him in the present. It is now an open field. There is a girl named Carey (or an old man named Sim) there who wishes this place to become a bustling city. He asks the player if he will help with that. If the player says yes, then the player can recruit immigrants. Mechanical Original version Throughout the game, the party can talk to the people of the city. Usually these people can be found in a hostel. When the party speaks to them, the immigrant will express his displeasure at living in his present city. This person will then ask the player if he knows another city in which he can live. The player has the choice of whether or not to talk to him about the immigrant city. If the player says yes, then that person will

move to the immigrant city. If the player says no, then they won't. However, the more immigrants the player has in his city, the more difficult it becomes to find more immigrants. According to who they say, the city will evolve and become one of the five cities. The player will be able to meet immigrants to whom he can talk about the city of Sim. These immigrants appear at random. To force them to appear, just keep going in/out of the room. Once the player oi an immigrant in a place, no matter what they do (for example, even if you recruit him or don't talk to him at all), more immigrants will spawn at that specific location until you save/reset the game. Immigrant Types Immigrant Type Necessary to Create The Necessary Amount with Bull / Cow Farm 10 Halfling, Horse, Pig Bully Slum 8 no Bunny Girl Slum 10 Mixer, Dancer Cat/Feline/Kitty no N/A Dancer Slum 10 Mixer, Bunny Girl Farmer Farm 13 no woman/woman no N/A N/A Grandmother no N/A N/A Grandfather no N/A N/A Halage Farm 10 Bull, Horse, Horse, Pig Horse Farm 10 Bull, Halfling, Pig Male/Man none N/A N/A Immigrant Type Needed to Create Amount Needed Along With Merchant Bazaar 21 Trader Mixer Slum 10 Bunny Girl, Dancer Pig Farm 10 Bull, Halfling, Horse Cathedral Priest 20 Sister Prisoner Slum 6 Sailor Sailor Slum 6 Prisoner Scholar none N/A N/A Sister Cathedral 20 Priest Soldier none N/A N/A Swordman none N/A N/A Trader Bazaar 21 Merchant Warrior none N/A N/A In addition to these immigrants , the player will meet five permanent immigrants. These immigrants are specifically designed to stay in the city throughout the game. They cannot be removed by the city management. Nurar the Trader: Found on the second floor of the temple of Dharma Elena the dancer: Found between the hostel and the church Mezar Sara the Sister: Found inside the church on the mainland Hamelia Bean the farmer: Found inside the hostel in Loomin provided the city was saved by the player Jissa the priest: Found inside the Lefa Lefa Evolution The immigrant city will go through several stages, depending on the number of people who are in the city. After five immigrants get into the move, Sim will allow the player to name the city. First, he will try to name the city after the hero, passing through Heroville, Heroburg, or Herogard. If the player refuses these names, Sim will allow the player to name the city. This will be the name of the city from here. After 20 or more immigrants move in, Sim will give the player the option of managing the city. The player can see who is in the immigrant city, exchange immigrants using two memory cards and another Dragon Quest file save, and remove immigrants from the city. (see below) After 35 immigrants moved in, the city became one of five cities, depending on the type of immigrant. City Management When the player has 20 or more immigrants in the immigrant city, Sim will allow the player to manage the city. It gives the player three options. Residents choosing residents will post a list of immigrants currently living in the player's city with their name, origin and type. This is useful for tracking the number of people entered the city and their profession to shape the city but the player wants Exchange allows the player to exchange immigrants with another Dragon Quest VII save. There are several notes that need to be taken into account. The player cannot exchange immigrants with your own backups (e.g. put your own registration file on another memory card.) The player cannot exchange immigrants received by the trade until the game is registered and reset. The player cannot exchange permanent immigrants Ask to move This option will allow an immigrant to be kicked out of town. Once selected, the player will receive a list of three people to be deported. If the player does not want one of these immigrants to leave the city, the player must press the cancel button. There are several notes that the player must take into account. Sim will warn the player that if an immigrant is invited to move, that immigrant will never return. However, there is a chance that the player will see this same immigrant in another city. The player cannot ask immigrants received from trading to leave until the game is registered and reset. The player cannot ask permanent immigrants to move. Finally, the player cannot ask anyone to move if the player has 24 immigrants or less. They will receive a notice that no one wants to leave. Town Types Normal City - The normal city will most likely be the first city the player creates. It has a mix of different types of immigrants. This final shape has one? Shine. Farm - city will come to be if the player recruits mainly farmers and animals. It's an agricultural collective. The only use for this city is to have Ruff's ultimate weapon, the Claws of Oricon. Cathedral - This city will come to be if the player recruits mainly priests and nuns. It's a Church. It will have most holy type items in their stores. Bazaar - This city will come to be if the player recruits mainly traders and traders. This city sells both the metal king's sword and the king's shield in metal. For those looking to equip their party with the best weapons and armor in the game, this city is essential. Slum - This city will come to be if the player recruits dancers, bullies and others. It holds a casino that has all the games that the game provides. Prices include the armor of the King of Metal. Nintendo 3DS Version In the Nintendo 3DS version, Carey asks the party to send old monsters that have taken human form. After talking about Le Havre to three ancient monsters, the city will have completed its first stage of development, with a church and the Download Bar having already been built. In addition, talking to each resident will give the group a monster tablet, which can be used on the base under the city to access an optional dungeon. The cursed animal farm of the village As usual, the island with Regenstein has now appeared in the present time, which means that you can now go with your ship. Unlike the previous ones, however, you will find something a little wrong every time you reach the city. There is nothing there except the middle pillar of the village, and a lady standing in front of him. Before talking to her, however, pick up the green fragment that is on the ground in front of her (might be a bit hard to notice with the grass being a similar color). Talk to Carey, the woman standing in front of the pillar, and agree to help her with her little problem. She builds a city for monsters who have always wanted to become humans, and one of them she was traveling with seems to be missing. According to the clues given by Carey, the mud turned human is going to be at Pilchard Bay, so zoom there and look out on the dock for the artsy-looking NPC. Talking to him and talking to him about Carey will send him to The Haven, so Zoom will return after he leaves to finish this first part of this sidequest. If you talk to him at The Haven, he'll mention another monster in a big town near Pilchard Bay, which happens to be Estard. Go to the second floor of the hostel to see this farmer in the room to the north, so talk to him and tell him about Carey to send him there. Not only does it give you a traveler tablet when you talk with him at haven, but it also gives a clue as to the location of the third, and last, person you can recruit. The first recruit (left) is in Pilchard Bay. The second recruit (right) is on the second floor of the hostel in Estard. Zoom in on Ballymolloy and enter the big house there. second floor, you will find a woman and by talking with her, you can send her to The Haven. When you return, you will notice that there are now two buildings, a pub and a church (do not Traveller's tablet). Unfortunately, the latter does not have the ability to record, but it has all the other functions of the church, and the pub works as something called a download bar. You can basically download Traveller's Tablets from the internet, provided by Square Enix themselves, with them turning some in and out on a fixed schedule. So what do you do with these traveler tablets? If you go down the stairs that Carey mentioned earlier, you will end up falling into a plinth that can be used to place those shelves on, opening optional extra dungeons. Note that most of these extra dungeons are pretty high level and if you want to know more, check out the own section of The Haven. With three residents in the city, you can take a mini medal (#3) from a barrel in the bar. Warning: This Mini Medal is not to be missed because it is replaced as you get more residents. There is one more thing you can do right now, but the sidequest does not officially open until later in the game. To the right of the plinth where you can place Traveller's Tablets is a portal that leads to another area called the Monster Meadows. Go inside the house and take the monster munchies from the office, reading the note to understand that this place will harbor monsters that you can recruit. Basically, with the munchies in your inventory, sometimes a monster will approach you after defeating them and you can send them to the Meadows. These tame monsters will allow you to create your own travel tablets, which is used in the StreetPass part of the game. For more details on this section, see the Monster Meadows section of the guide. Also, you might get lucky and have monsters drop their hearts for you after the battle, which is needed to turn into monster vocations (something that will unlock after a few more scenarios). That's pretty much all you can here for now, so it's time to move on to the next area. Area.

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