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NINTENDO DS™

SQUARE ENIX.



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

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The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



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Nintendo



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Scenario & Game Design: Yuji Horii
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Music Composer: Koichi Sugiyama
Game Development: Level-5, Square Enix Co., Ltd.
Game Creation & Sales: Square Enix Co., Ltd.

STORY

The Observatory is home to mighty Yggdrasil, the Great World Tree, and to the Celestians, a race of beings charged with watching over the mortal realm beneath. According to legend, when the sacred fyggs finally blossom on Yggdrasil's boughs, a celestial carriage will arrive to transport the Celestians to the Realm of the Almighty.

In order to bring about the blooming of the fyggs, the Celestians have long gathered benevolence, the crystallized gratitude of their mortal charges, and offered it up to the great world tree. And now, at long last, fyggbloom draws near...

An incredible story is about to unfold, in which the Celestrian sentinels will become more closely entwined with their mortal charges than ever before.



The Characters



The Hero (You)

You are a Celestrian, one of the Guardians of mortalkind who dwell in the Observatory. Great changes are about to take place that will propel you on an incredible, unforgettable adventure.

Aquila

A senior Celestrian who declined to take on an apprentice until he saw the potential within you, the hero, and took you on as his pupil. He is a firm but fair master.



Apus Major

The most senior of all the Celestrians, this all-knowing ancient rules the Observatory with a benevolent hand, ever calm, kind, and compassionate.

Stella

A fun-loving faerie who gets her kicks from fashion, flippancy, and a fairly relaxed attitude to grammatical construction. She keeps a record of the hero's exploits on their journey together and likes to dish out advice, whether or not anyone wants to hear it...



The Controls

Here are some of the basic controls.

* Throughout this manual, the following symbol will be used to represent the upper screen: , and the following symbol will represent the Touch Screen: .



L Button + R Button

- Reset Viewing Angle

Upper Screen

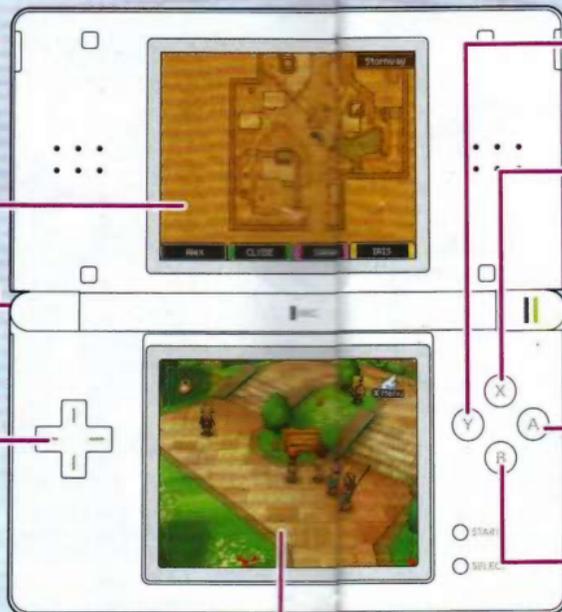
L Button

- Rotate Viewing Angle Clockwise up to 45° in Towns, Etc.

+Control Pad

- Move Character
- (While Holding B Button) Perform Party Trick
- Move Cursor ()

Touch Screen



Y Button

- View World Map and Story So Far

X Button

- Open Menu (See Page 22)

R Button

- Rotate Viewing Angle Counterclockwise up to 45° in Towns, Etc.

A Button

- Action
- Confirm

B Button

- Perform Party Trick (See Page 29)
- Cancel

* If you close your Nintendo DS™ system while playing the game, it will automatically enter Sleep Mode, allowing you to save battery power. When you open your DS system again, it will automatically come out of Sleep Mode.

The Action Button

While you move around, use the A Button to perform a range of useful actions, including:

- Talking to people.
- Breaking pots and barrels.



! We're under threat from the mysterious Wight Knight, you see. We all have to be extra careful, visitors included.

Using the Touch Screen

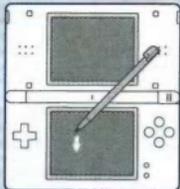
Dragon Quest IX: Sentinels of the Starry Skies can be played using the Nintendo DS stylus.

Basic Touch Screen Controls

The following are the two basic actions for which the z stylus can be used.

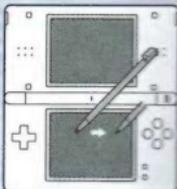
Touch

'Touching' is the term used to describe lightly touching the Touch Screen.



Slide

'Sliding' is the term used to describe keeping light contact on the Touch Screen as you track across it.



Selecting and Confirming Menu Options

Touching a menu option once with the stylus will cause it to change color, showing that it has been selected. Touching it again will confirm the selection. You can also touch the action icon (see page 19) when it appears to speak to people, examine objects, and perform other actions.

* Some options only need to be touched once in order to be selected.



Moving Around

Touching the Touch Screen and then sliding the stylus in a direction will cause an arrow to appear, and your character will move in the direction of the arrow.



Starting and Finishing Your Adventure

Before you can set off on your quest, you will need to create a character and an adventure log for their deeds to be recorded in. When you want to finish adventuring, you will need to go to a church and confess to the nun or priest there in order to have your adventure log updated and your progress saved.

- 1 Make sure the power of your Nintendo DS system is OFF, and insert the 'Dragon Quest IX: Sentinels of the Starry Skies' DS Game Card into the Game Card slot firmly, so that you feel it click into place.
- 2 Turn the power ON, and the screen to the right will appear. Make sure that you have understood the information on the screen, then touch the Touch Screen to continue.
- 3 Touch the 'Dragon Quest IX: Sentinels of the Starry Skies' panel on the DS Menu Screen, and the game will begin.

- * The screen to the right will only appear if you are using a Nintendo DS or Nintendo DS Lite system.
- * If you are using a Nintendo DS or Nintendo DS Lite system set to Auto Mode, this step will not be necessary.



Creating an Adventure Log

Select 'Create a new adventure log' from the title screen to begin creating the character who will represent you in the game.

Once you have decided on the following eight options, your adventure log will be created, and your quest will begin. Please note that only one adventure log can be created per DS Game Card:

- Gender •Build •Hairstyle •Hair Colour
- Face •Skin Colour •Eye Colour •Name

Choosing a Name

Choose a name up to eight letters long for your hero. When you are happy with the name, select 'End' to send your newly christened hero off on his or her quest!



Configure Nintendo Wi-Fi Connection Settings

This option allows you to configure Nintendo® Wi-Fi Connection settings, which can be used to access services such as DQVC (see page 42). Please refer to the Nintendo Wi-Fi Connection Instruction Booklet for information if you have questions on how to connect, or on anything else related to Nintendo Wi-Fi Connection.

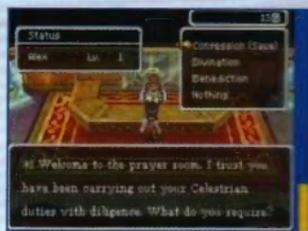
- * If you are having trouble connecting, or are experiencing a poor connection, please refer to the troubleshooting section of the Nintendo Wi-Fi Connection Instruction Booklet.

Beginning Your Adventure

Select 'Continue your adventure' from the title screen to set off on your quest.

Finishing Your Adventure

When you want to take a break from your quest, visit a church and make a confession in order to have the priest or nun update your adventure log and save your progress. If you don't update your adventure log in this way, you will have to play from the point at which you last recorded an adventure log next time.



Deleting Your Adventure

Select 'Delete an adventure log' from the title screen in order to permanently delete your adventure log.

IMPORTANT

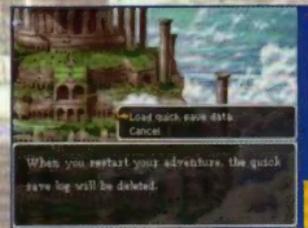
Once you have deleted an adventure log, it cannot be retrieved. Be very careful not to delete anything important.

Suspending Your Adventure (Quick Save)

Select 'Misc.' and then 'Quick Save' (see page 29) from the menu to suspend your adventure for the moment and save it to a quick-save log.

Resuming a Suspended Adventure

When quick-save data exists, you can select 'Load quick save data' from the title screen in order to resume your quest from where you left off. Once you have done so, the quick-save data will be deleted, but the last adventure log recorded in a church will remain.



Commencing Your Quest

At last! It's finally time to go forth into a great, wide world of adventure, in which you can visit towns, villages, and other settlements, explore caves, towers, and dungeons, and do battle against fearsome foes of all shapes and sizes!

Talk to the Townsfolk

The most valuable source of information on your adventure will always be the people you meet. Talking to the inhabitants of the towns and villages you visit can reveal clues on how to continue your quest, vital pieces of adventuring information, and sometimes even desperate pleas for help...



Find Your Way across the Far-Flung Field

Once you set foot outside town, you'll be out in the field, with a whole world stretching off in all directions for you to explore. Set out for the next town, village, or dungeon, and be sure to keep an eye on the map on the upper screen so you don't lose your way.



Beat Beasts to Build Brawn

If you come into contact with any of the monsters you see out in the field, a battle will begin. You'll have to use weapons, spells, and all your cunning to vanquish the various foes you encounter. Once they're beaten, you'll earn experience points, which will eventually increase your and your companions' levels, making you stronger and expanding your repertoire of spells and abilities. And the better you become, the easier you'll find erstwhile intimidating enemies!



Mind How Those Monsters Move

The monsters you meet while in the field will move in all manner of ways – some will head straight for you as soon as they spot you, while others might pretend they haven't seen anything at all. There are some who will even turn tail and run if they think you're too tough for them to take on!

Varied Vocations Allow for an Abundance of Abilities

Every member of your party has his or her own specific vocation, each of which has its own characteristics, attributes, and abilities. You'll have to figure out how to capitalize on your companions' strengths and weaknesses in order to become a real class act in combat.

And as your quest progresses, you'll even become able to change your characters' vocations at the legendary Alltrades Abbey.



The Game Screen

A map showing your current location will be displayed on the upper screen, while the Touch Screen will show the field.

Current Location

Your and your companions' locations will be shown in the personal colors defined in the 'Misc.' menu.

The Action Icon

This will appear above people and objects that can be interacted with using the action button.

Monsters

Walk into a monster, and battle will begin.



Area Name

Party Members

Menu Icon

Touch this icon or press the X Button to open the menu (see page 22).

Making Sense of the Map

Each establishment in a town or village is represented by a particular symbol.



Church (See Page 20)



Inn (See Page 20)



Weapon Shop (See Page 21)



Armor Shop (See Page 21)



Item Shop (See Page 21)

Conversation and Investigation

When you see the action icon appear, press the A Button to talk to people, examine objects, and perform a whole range of other actions.

The Four Faces of the Action Icon



Make conversation.



Making conversation will initiate a quest (see page 54).



Examine a door, bookshelf, or other object.



Pick up an item.



Examine Everything

There are all kinds of objects to examine in the course of your adventure:

Examinable Items



Pots



Bookshelves



Blue Chests



Red Chests



What might occur if you investigate one of these sparkling spots?

* Red chests will be empty forever after opening, but blue chests and pots might yield further fruits if examined again...

Useful Establishments

There's a whole host of helpful places to visit in every town and village you travel to. Here are just a few.

Churches

Churches are where you can go to have a priest or nun record your adventure log, and to make use of a range of other lifesaving services.

Confession (Save)	Record the details of your journey so far in an adventure log.
Divination	Learn how much experience each party member needs to reach the next level.
Resurrection	Bring fallen party members back to life.
Purification	Cure any poisoned party members.
Benediction	Remove any curses caused by evil-infused equipment.

* Resurrection, purification, and benediction all require a small donation to church funds.

Inns

Stay the night at an inn, or even just rest until evening, and you and all your companions' HP and MP will be fully restored. Room rates vary depending on the size of your party and the location of the inn.



Weapon, Item, and Armor Shops

These shops buy and sell a variety of goods indispensable to any adventurer. Use the +Control Pad to select the item you want to buy, and then decide how many units to purchase.



Banks

You can deposit and withdraw money from banks in units of 1,000 gold coins. Money stored in banks is not lost when you are wiped out in battle, so it's a good idea to put any cash you don't need right now away for a rainy day.

Differences Between Day and Night

When in the field (anywhere outside town), time passes as you travel around, until eventually night draws in. Once night falls, stronger monsters roam the field, and in towns and villages, you may meet people who don't normally come out during the daytime.

Time doesn't pass while you're in town, but you can always go to an inn and sleep until morning rolls around.



The Main Menu

From the main menu, you can cast spells, use items, check the status of your party, tweak your battle tactics, and perform a whole range of other actions.

Opening the Main Menu

Press the X Button or touch the  icon to open the main menu while wandering around town or in the field.

Status Window

Your companions' HP, MP, vocations (see page 36), and levels are displayed here.

Icons for Various Vocations

-  Warrior
-  Priest
-  Mage
-  Martial Artist
-  Thief
-  Minstrel

Main Menu Window

Six submenu headings are displayed here (see pages 23-29).



Gold Coins Carried

Items

You can use this menu to look at and use your items. Choose from 'everyday items' or 'important items' to view that particular category. If you want to look at your equipment, you'll have to open the 'Equip' submenu instead (see page 24).

Everyday Items

Select a party member or the bag, and then select an item to look at it. Select 'Organise Items' to move all party members' carried items into the bag.

* Any items with a zero-star rarity rating can be freely exchanged with other players when in multiplayer mode (see page 44).

Use	Use the item. You may also need to select who to use it on.
Transfer	Give the item to another party member or put it in the bag.
Discard	Dispose of the item.

Important Items

These are items you have acquired that might be essential for a particular task or purpose. They cannot be bought or sold.

Rarity Rating



Equip

Weapons and armor have no effect unless they are equipped – simply carrying them just isn't enough. Use this menu to select a character and change their equipment.

Understanding the Equipment Screen

Equipment is divided into eight categories. The currently selected piece of equipment is displayed on the upper screen, while the character's current equipment is displayed on the Touch Screen.

Types of Equipment

Swords	Staves
Claws	Fans
Boomerangs	Shields
Spears	Headgear
Axes	Upper-Body Wear
Bows	Hand/Armwear
Wands	Legwear
Knives	Footwear
Hammers	Accessories
Whips	

Rarity Rating

Equippable Vocations

Equipment Effects

Current Equipment

From top to bottom: weapon, shield, head, torso, arms, legs, feet, accessory.

Changing Equipment Using the Buttons

Select the category of equipment you wish to change, then move the cursor to the item you wish to equip.

All items of equipment are shared by the entire party.

* Items with a male or female mark can only be equipped by characters of that gender.



Changing Equipment Using the Stylus

Touch an item on the list of equipment and either slide it into the slot occupied by the current piece of equipment, or onto the character portrait on the left.



* You can switch between characters on this screen by pressing the Y Button.

Attributes

Allows you to see your party members' attributes, how long you have been adventuring, how much money you are carrying, and other information.

Examining an Individual's Attributes

Select the character whose vital statistics you'd like to view, and then cycle through the various pages of information with the A Button, or use the Y Button to switch between characters. Pressing up or down on the +Control Pad will zoom in or out on the character portrait, and pressing left or right will display statistics for any vocations other than the current one that the character has experience in.



Skills (See Page 35)

Skill point values for the current vocation.

Current Equipment

Attributes

Attributes

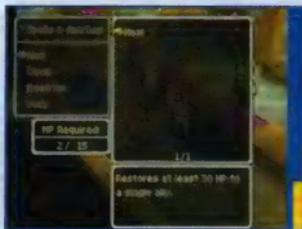
Strength	The character's physical strength. As it increases, so does the character's attack.
Agility	The speed of the character's actions. Affects the order in which characters attack in battle.
Resilience	The character's physical hardness. As it increases, so does the character's defense.
Deftness	Governs a character's ability to make preemptive strikes, perform critical attacks, and flee from battle.
Charm	The character's general attractiveness to others.
Magical Mending	Dictates how powerful the character's healing spells will be.
Magical Might	Dictates how powerful the character's attack spells will be.
Max. HP	The character's maximum amount of physical stamina.
Max. MP	The character's maximum amount of magical power, which is used for casting spells and performing some abilities.
Attack	The sum of the character's strength, that of their weapon, and any relevant skill bonuses. Affects the amount of damage the character inflicts.
Defence	The sum of the character's resilience, that of their armor, and any relevant skill bonuses. Affects the amount of damage the character receives.
Style	The sum of the character's charm and the overall stylishness of their equipment. The higher a character's style, the more likely they are to stun enemies into inaction in battle.

Perusing the Party's Progress

Select 'Whole Party' to see information such as the time you have spent adventuring and how much money you are carrying displayed on the upper screen, along with a brief summary of all your party members' attributes on the Touch Screen below.

Spells & Abilities

Allows you to use any nonbattle spells or abilities you have learned. Select the character who knows the spell or ability, then select the spell or ability itself to use it, as long as the character has sufficient MP.



Battle Records

This screen gives you access to all kinds of information about your adventure so far. From the monsters you've defeated to the items you've acquired and the quests (see page 54) you've come across, it's all here. Stella will also dispense nuggets of 'pearly wisdom,' so be sure to check back often and make the most of her vast intellect.

* Some of the headings on the battle-records screen will only become available once your adventure has progressed beyond a certain point.



An arrow will appear allowing you to scroll down when the number of headings can no longer fit on the screen.

Misc.

This menu allows you to change companions' battle tactics, assign party tricks, and perform a range of other useful actions.

Heal All	Use party members' magic to fully restore everyone's HP as efficiently as possible.
Tactics	Change party members' battle tactics or formation (see page 33), and assign them their personal colors. A character's personal color affects how they are displayed on the map and the color of their command window in battle.
Allocate Skill Points	Distribute any skill points your party members have not yet assigned (see page 35).
Assign Party Tricks	Party tricks can be assigned to the +Control Pad, and then performed when you are out and about in towns, villages, dungeons, or the field. You can assign four party tricks to  , which will then be performed in the order you assigned them.
Profile Settings	Decide what information about you will appear in the profile people will see displayed when you are canvassing for inn guests (see page 41) or multiplaying.
Volume Settings	Change the volume of the background music and the sound effects.
Quick Save	Save your progress to a quick-save log and suspend your adventure for the time being. * You cannot quick save when multiplaying.

* The information you put in your user profile may potentially be seen by large numbers of people when you are canvassing for inn guests or multiplaying, so be careful not to include any personal information or anything that may offend others when changing your profile settings.

Let Battling Begin!

When in the field, or in a cave or dungeon, walking into a monster will cause combat to commence. Your task is to skillfully use the commands at your disposal to attack, cast spells, and do whatever else it takes to vanquish your foes.

The Battle Screen

During battle, you can see how the enemy is faring on the upper screen, while your party members' status, commands, and assigned tactics will all appear on the Touch Screen below.



The Enemy

Status

A character's vocation, level, HP, and MP are all displayed here. If a character's HP reaches zero, they are defeated and will no longer be able to fight.

Command Window

Four main commands are displayed here (see pages 31-33).

Party Member's Currently Assigned Tactic

Fight

Once you have selected 'Fight,' another six subcommands will appear for you to choose from. However, characters whose tactics are set to anything other than 'Follow Orders' will act automatically, and the subcommands will not appear.



Attack	Attack either bare-handed or with the currently equipped weapon. Depending on the weapon, an attack may damage a single enemy, a group of enemies, or even all enemies at once.
Magic	Spend MP to cast spells and attack the enemy or provide support to fellow party members.
Defend	Adopt a defensive stance, reducing the amount of damage taken from enemy attacks.
Abilities	Use abilities learned by increasing skills or leveling up. Some abilities may cost MP to use.
Items	Allows you to use any items you are carrying or equipment you are wearing. Items in the bag cannot be used during battle.
Coup de Grâce	This command will only become available in certain situations, when it can be used to perform a top-secret technique unique to the character's current vocation.

Examine

Take a good look at the enemy to gauge whether they are under the influence of certain status effects, and make a general judgment of their current condition.

* This command doesn't use up a turn, so examine away to your heart's content!

Flee

Turn tail and run from battle. Be careful, though: you may not always be able to make good your escape, and failure to flee will allow the enemy to attack with impunity.



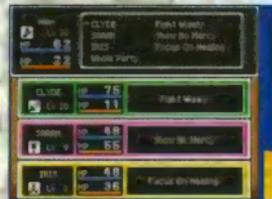
Misc.

Change the party's battle tactics, formation, and equipment.

* This command doesn't use up a turn, so feel free to make the most of it!

Tactics

Dictate how your party members behave. You can change a single character's tactics or the whole party at once.



Show No Mercy	Defeat the enemy as quickly as possible, regardless of MP consumption.
Fight Wisely	Pay equal attention to both attack and defense. Sometimes use spells, depending on the situation.
Mix It Up	Use spells, abilities, and any other means available to try and keep the enemy guessing.
Focus On Healing	Keep a close eye on party members' HP, and heal them early to keep them fighting fit.
Don't Use MP	Fight without expending any MP.
Follow Orders	Follow your instructions, and do battle as you dictate.

Equipment

Change party members' currently equipped weapons. Select the character first, then the weapon type, then the weapon.

Line-Up

Place characters in either the front or back line of battle. Party members in the back line will be attacked less often by enemies.

Status-Changing Strikes

Certain enemy attacks will sometimes induce inconvenient status abnormalities, which you will need to remedy with items or spells as quickly as possible.

■ Some Status Abnormalities

Sleep	Affected characters are unable to attack until they wake up.
Poison/ Envenomation	Damages affected characters as they travel around the field. Envenomation will inflict damage during battle as well.
Paralysis	Affected characters become transfixed and are unable to move or act.
Confusion	Affected characters act wildly and unpredictably, ignoring orders, going against their current tactics, and even attacking members of their own party.

Injury Loves Company!

When the same type of attack is performed twice in a row (regular attack + regular attack, Frizz + Frizz, etc.), a combo is begun, and more damage is inflicted with every subsequent attack of the same type. Cleverly used, combos can provide the key to cracking tougher enemies, but watch out: monsters can use them too.



Concluding Combat

When the enemy has been beaten, the battle ends and the party earns experience and gold coins. When a party member's experience reaches a certain point, their level will increase, causing their attributes to improve, and they may also receive some skill points.

So What Are Skills?

There are all kinds of skills, including sword skills, spear skills, and shield skills, and each vocation has a different set of skills in which it specializes. Improving skills provides characters with new spells, abilities, and traits.

Allocating Skill Points

When enough of the skill points earned from leveling up are allocated to a particular skill, your proficiency in that skill will increase. Each vocation specializes in five particular skills, and you are free to allocate points to each skill as you see fit. Some skills are used by more than one vocation, and points allocated to these skills will remain if you change to a vocation that shares the same skill.

When You Get Wiped Out

If everyone in the party's HP reaches zero and you are wiped out, you will be revived at the last place you made a confession (saved your game). The amount of gold you are carrying will be halved, but don't worry – you won't lose any items or experience.

The Various Vocations

In addition to the six vocations listed here, there are advanced vocations that will become available when certain conditions are fulfilled. You can change vocations at Alltrades Abbey, which you will come across in the course of your adventure.



Warrior

Mighty fighters who make good use of swords, spears, and knives, and can courageously cover their companions.

< Skills >

Swords/Spears/Knives/
Shields/Courage



Priest

Specialists in medical magic who can also mix it up with spears, wands, and staves when combat is called for.

< Skills >

Spears/Wands/Staves/
Shields/Faith



Mage

Specialists in martial magic that can make mincemeat of monsters. They can also equip wands, knives, and whips.

< Skills >

Wands/Knives/Whips/Shields/
Spellcraft



Martial Artist

Able employers of the potential of tension, they value strength and agility above all, and can fight with fans, claws, and staves.

< Skills >

Claws/Staves/Fans/
Fisticuffs/Focus



Thief

Versatile vagabonds with a keen nose for treasure, they are also fierce fighters, skilled with knives, swords, and claws.

< Skills >

Knives/Swords/Claws/
Fisticuffs/Acquisitiveness



Minstrel

All-around entertainers who encourage those around them with all manner of marvels, and wage war with whips, fans, and swords.

< Skills >

Swords/Whips/Fans/
Shields/Litheness

A Few Essential Spells, Abilities, and Items

Spells, abilities, and items will all prove indispensable over the course of your journey, but don't forget that equipment has to be put on before it can be put to use.

Spells

Name	Effect	Usable
Frizz	Singes a single enemy with a small fireball.	In Battle
Crack	Pierces a single enemy with razor-sharp icicles.	In Battle
Heal	Restores a little HP to a single ally.	Always
Squelch	Cures a single ally of the effects of poison.	Always
Buff	Raises the defense of a single party member.	In Battle
Evac	Exit instantly from dungeons, caves, and towers.	Field

Abilities

Name	Effect	Used	Skill
Dragon Slash	Deals heavy damage to dragons.	In Battle	Sword
Mercurial Thrust	Strikes an enemy before anyone else can act.	In Battle	Spear
Toxic Dagger	A swift strike that envenomates an enemy.	In Battle	Knife
Antimagic	Stops a single foe from casting spells.	In Battle	Wand
Trip of a Deathtime	Sends a group of enemies crashing to the ground.	In Battle	Staff
Hypnowhip	A loopy lash that sometimes confuses an enemy.	In Battle	Whip

Equipment

 Copper sword	A commonplace cutter made of copper.
 Leather shield	An unsophisticated shield of leather over lumber.
 Iron helmet	A humble hat made of iron.
 Wayfarer's clothes	Hardy hempen togs treasured by travelers.
 Linen gloves	Well-made workwear that won't wear easily.
 Boxer shorts	Underwear by men, for men.
 Sandals	Simple slip-ons that slip on simply.
 Strength ring	A band that bolsters brawn when worn.

Items

 Medicinal herb	A helpful herb that restores a little HP to a single ally.
 Antidotal herb	A helpful herb that purges the scourge of poison from a single ally.
 Chimaera wing	A tool that can teleport people to places they've been before.
 Evac-u-bell	Give it a tinkle to teleport instantly out of towers and caves.

* These are just some of the spells, abilities, and items to be found. There are hundreds more waiting to be discovered.

The Incredible, Indispensable Quester's Rest

The Quester's Rest, Erinn's inn in Stornway, is an indispensable resource for adventurers, where they can meet fellow travelers, canvass for guests, and enjoy a whole range of other activities.

Party On!

Speak to Patty on the ground floor of the Quester's Rest to add people to your party, or to leave companions with her to look after. If you don't have anyone to add to your party, you can always recruit someone. Just choose a vocation, a gender, and a look, and Patty will track down just the right person for the job.

Up to Eight Companions

You can have up to eight companions on standby at Patty's place at any one time. Any more than that, and you'll have to send someone packing permanently in order to make room.



Patty

A party girl with an unflinching eye for people's hidden qualities, a skill which she puts to good use in introducing you to new companions.



Canvass for Guests Using Tag Mode

If you speak to Erinn and select 'Canvass for guests,' you can use your Nintendo DS system's Tag Mode to invite guests to stay at the Quester's Rest. When you are near another person who is also in Tag Mode, your heroes will travel to each other's inns, where they will take up residence as guests.

You can invite up to three guests per canvassing session, and the inn has room for up to 30 guests altogether. Once you have reached capacity, guests will be asked to leave on a first-in, first-out basis. You can also take completed treasure maps (see page 55) to offer as an incentive to those who you canvass as guests.

* Please read pages 52 and 53 carefully before initiating Tag Mode.

The Royal Suites

The Royal Suites are rooms specially set aside to enable up to six guests you have canvassed to stay at the Quester's Rest permanently. You can move guests between standard suites and Royal Suites by speaking to Erinn and selecting 'View the guestbook.' Guests in the Royal Suites will not be asked to leave, even if the inn reaches its 30-person capacity.

Erinn

The young woman who runs the Quester's Rest, Stornway's finest inn, along with Patty.

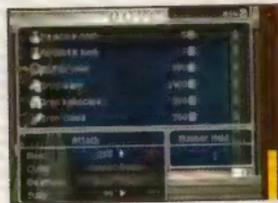


Take a break from hunting monsters—hunt bargains!

The revolutionary DQVC remote shopping service allows you to use wireless broadband Internet access and Nintendo Wi-Fi Connection to download a list of incredible bargains to buy, some of which can't be found anywhere else. And that's not all – every time you connect, you'll also receive information about extra-special new quests (see page 54)!

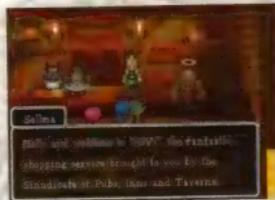
The List of Bargains

You can download your own exclusive list of DQVC bargains once every day. No two users ever receive the same exciting offers, but don't worry – if a friend has an item you need on their list of DQVC bargains, you can visit DQVC in their world using multiplayer mode and snap up the item for yourself! Watch out, though – lists are available for a limited time only, so if you snooze, you might lose out on the deal of a lifetime!



Sellma

Sent to the Quester's Rest by the Sinndicate of Pubs, Inns and Taverns, Sellma is in charge of the DQVC remote shopping service.



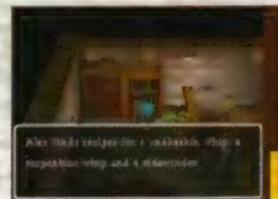
Engineer Exciting New Items in the Alchemy Pot!

Once your quest has progressed beyond a certain point, you will meet Krak Pot, an alchemical ally who will allow you to combine up to three items and cook them up in his capacious belly to create another item altogether. Depending on the mixture of items alchemized, you might find yourself creating something completely new!



Cook with Ease with Recipes

If you search the bookcases you find dotted all over the world, you'll come across all kinds of alchemy recipes hidden on their shelves. Recipes tell you exactly what items you'll need, and exactly how many, making the alchemical process much easier.

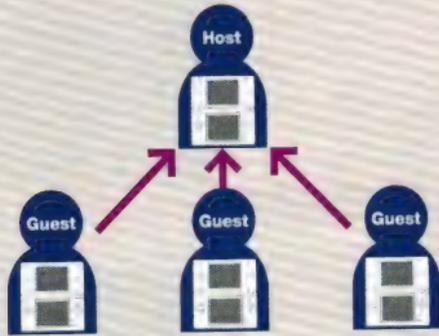


The Myriad Marvels of Multiplayer Mode

If you speak to Pavo in the Quester's Rest, she will open the Rapportal for you, allowing you to initiate DS Wireless Communications and enjoy multiplayer mode with up to three friends.

Multiplay Your Quest as Host or Guest

Multiplayer mode allows you to play host to up to three guest players in your own world, or to travel to another player's world as a guest.



Pavo

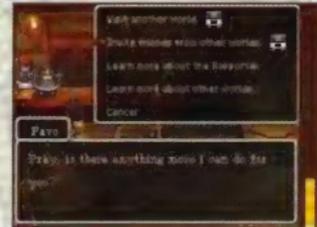
A mysterious being who has the power to open the Rapportal. If you want to start a multiplayer game, Pavo's the only person to talk to.



Who's Going to Host?

Before you start a multiplayer game, you'll need to decide who will be the host. Once you've decided, that person should talk to Pavo and select 'Invite friends from other worlds' to invite the other player(s) to join them.

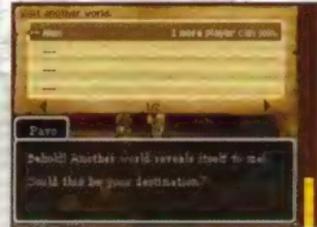
* The host can play with companions recruited at the Quester's Rest in their own world as well as human players visiting from other worlds, but the party can still only contain up to four people, so if you want to invite friends, you'll have to free up at least one space in your party first.



Going Forth as a Guest

Once a host has sent out an invitation to players to visit their world, guest players can boldly go into the host's dimension. Players wishing to visit the host's world should speak to Pavo and select 'Visit another world.' Once they have done so, the names of up to eight hosts looking for guest players will appear (players will need to press left or right on the +Control Pad to see the names of hosts 5-8), and once a host world is selected, the multiplayer session will begin.

* Only the hero can travel to other worlds. Any companions from your own world will have to stay behind.



Connection Comes to Those Who Wait

DS Wireless Communications only allows one connection between players to be initialized at a time, so if you are one of several players trying to join a game in a host world, you may need to be patient.



Free Rein to Roam Free

Even though you're in another player's world, when playing as a guest, you are free to go off and do whatever you like. The only thing you won't be able to do is advance the story in the host's world.



Calling All Guests!

During a multiplayer game, the host will have the 'Call to Arms' command added to the 'Misc.' submenu. Using this command will allow them to summon guest players who might be miles away doing something completely different to come to their aid in battle.



Enjoy the Adventure Alongside Your Host

As well as going off alone, guest players can also take part in the story as it unfolds in the host's world. Players who are in the same location will see the same events and experience the story together. However, story developments in the host's world will not affect the story in the guest's home world.

Multiplayer-Specific Icons

You will see the following icons only in multiplayer mode.

 Companion Currently in Combat	Indicates that another player is currently engaged in battle (see page 48).
 Other Player	Indicates that a character is another player. Talking to them will display their greeting and allow you to add their details to your 'Pals Past and Present' list, which can be accessed from the battle-records screen.
 Companion Watching Event	Indicates that another player is currently watching an event.

Coming to a Companion's Aid in Combat

When another player is engaged in combat, the  symbol will appear above their head or on the upper screen. To jump into the fray alongside your friend, just walk up to them and press the A Button.



Dealing with Defeat in Multiplayer

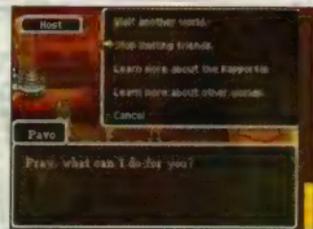
If you are defeated in multiplayer mode, you will be given the option to be revived at a church or to await help from a friend. If it's just you who has been defeated, you won't lose any money, so you're free to choose whichever option you like, but if your entire party is wiped out, you will lose half your money, just as you would in a single-player game.



Ending a Multiplayer Adventure

Guests who wish to return to their own worlds can either use the watcher's wings given to them when they arrive in the host world, or speak to Pavo and select 'Return to your own world.'

Once all their guests have gone home, the host can speak to Pavo and select 'Stop inviting friends' to end the multiplayer session. It is also possible to end the game by saving at a church.





Multiplay Q&A



You must have much to ask me about the mysteries of multiplayer mode. I will do my utmost to answer your questions fully.

Q Can I give and receive items in multiplayer mode?

A Among the items, there are those that can be exchanged and those that cannot. Equipment may not be exchanged, nor may items with a rarity rating of one star or above. All other items can be freely exchanged between players from different worlds.

Q Can I take items home with me that I find in the host's world?

A You may take any items you find back to your own world, but be aware that any pot, barrel, or chest of drawers will yield only one item, which can be taken by only one player. Blue treasure chests will yield their bounty to as many as four players, but red chests can only be plundered by the host.

Q What happens to any items or money we get from battle?

A Money is divided among combatants depending on their participation in the pugilistic proceedings. Those who joined the fray from the very beginning will earn more than those who arrived later on. In the case of items, each player will have an equal chance of receiving post-battle bounty.

Q Does everyone earn experience from battle?

A Indeed they do. However, the amount received is dictated by each player's level – those of higher levels will earn more experience.

Q Can I save my game while multiplayering?

A Of course you may. However, guest players' adventure logs will not be updated with story developments that have taken place in the host dimension, as to do so might disrupt the flow of time and space in their own worlds. All items and experience earned will, of course, be recorded.

DS Wireless Communications (DS Wireless Play)

You will need:

- Nintendo DS, Nintendo DS Lite, Nintendo DSi™
_____ One per player (up to a maximum of four)
- Dragon Quest IX: Sentinels of the Starry Skies Game Cards
_____ One per player (up to a maximum of four)

Connection Procedure

- 1 Make sure the power of each DS system is turned OFF, then insert a Game Card into each.
- 2 Turn the power ON.
- 3 Touch the 'Dragon Quest IX: Sentinels of the Starry Skies' panel on the Nintendo DS Menu Screen.
- 4 Follow the instructions on pages 41-44.



Warning

- Do not switch the power OFF or remove the Game Card during DS Wireless Play.
- DS Wireless Play uses more battery power than regular play. If battery power is depleted during play, your game will continue from where you last saved the next time you play.
- The information in your user profile may potentially be seen by large numbers of people, so be careful not to include any personal information or anything that may offend other players.

Nintendo Wi-Fi Connection allows you to access DQVC, the online shopping service for both items and exclusive quests (see pages 42 and 54 for more information).

- To access these online features, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendo.com/games/wifi/ds.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

Other Avenues for Adventuring

It's not all about knuckling down and rushing through the story. Sometimes taking the time out to enjoy a good detour can lead to great things...

Put Yourself to the Test with a Taxing Quest

If you speak to someone with a  icon above their head, they will ask you to put yourself to the test in some form of quest. If you manage to complete the quest, you can be sure of a fitting reward.

Also, if you speak to Sellma and connect to DQVC via Nintendo Wi-Fi Connection, you'll be updated with the latest extra quests as they become available.

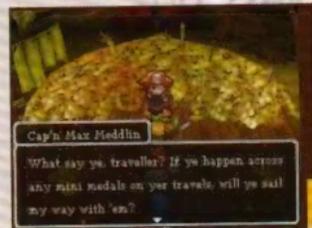
* Please be aware that the services available via Nintendo Wi-Fi Connection are not permanent and may no longer be available at the time of purchase.

* Visit the official Web site for the latest information about these services.



Amass a Mountain of Mini Medals

Somewhere out there is a person who loves mini medals more than anything else in the world. If you hand over any mini medals you find to this fanatic, he may just be ecstatic enough to give you some beautiful booty in exchange.



Get on the Treasure Trail

You may come across a treasure map or two on your travels. When you do, the 'Treasure Maps' subcommand will be added to the 'Items' menu, allowing you to select a map to follow. Once you've selected a map, it will appear on the upper screen, and it's up to you to find the spot marked by the 'X'.

I've Found the X - What's Next?

Once you find the place marked on the map with an 'X', a  will appear, and if you press the A Button, you'll uncover the entrance to a mysterious grotto. If you can beat the boss monster on the bottommost level of the grotto, you'll be rewarded with some top-notch treasure for your troubles.

Some truly fearsome foes await in the depths of the furthest-flung grottoes, and there are rumored to be special treasure maps that lead to the greatest challenges of all...

Trading Treasure Maps While Canvassing

When you set out to canvass guests in Tag Mode from the Quester's Rest, you can take a treasure map with you to give as a gift to anyone you might meet, and you might just get one back in return as well. Don't just hoard your trove of treasure maps - get out there and share them with the world!



Top Tips for Travelers

All manner of trials and tribulations await you on your quest, so here are some handy hints to help you if you ever get stuck.

Save, Save, and Save Again

It's always annoying when you're unexpectedly wiped out, or your battery dies, forcing you to replay a whole chunk of the game. Be sure to save frequently to avoid frustration.

Situations Where Saving Will Serve You Splendidly:

- When you arrive at a new town or castle.
- Before setting off to a cave, dungeon, or tower.
- After acquiring an important item or gaining a level.
- After loading your game from quick-save data.

Don't Overstretch Yourself

Traveling too far when you're still wet behind the ears can be a dangerous pastime. If you're having trouble with tough enemies, try fighting close to town to build up your levels. Just because you think you're okay doesn't mean an enemy won't wipe you out with an unexpected attack...



Work on Your Transferable Skills...

Spells can only be used by certain vocations, so when you change jobs, you cannot take them with you. However, any abilities you've learned and any skill points you've saved up can be carried over to a new profession, so there's no harm in trying out a few trades and seeing what skills you can strengthen.



Multiplay Nicely Now!

Multiplayer mode is for enjoying with friends, so don't be a spoilsport and make things difficult for others. A friend in need is a friend indeed, so be sure to lend a hand whenever you can.





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You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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