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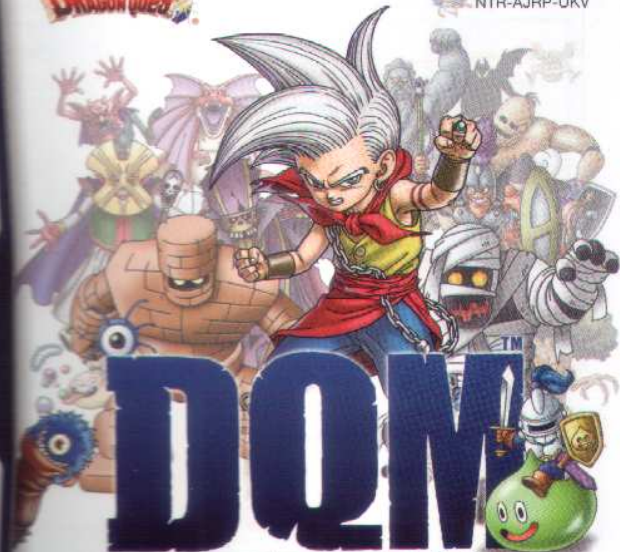
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NINTENDO DS™



NTR-AJRP-UKV



DQM

DRAGON QUEST MONSTERS-Joker

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INSTRUCTION BOOKLET

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This Game Card will work only with the Nintendo DS system.



2

WIRELESS DS MULTI-CARD PLAY

THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.



NINTENDO WI-FI CONNECTION

THIS GAME IS DESIGNED TO USE NINTENDO WI-FI CONNECTION.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak, or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

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DOOMTM

DRAGON QUEST MONSTERS-Joker

READ THE MANUAL!

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Character Design: Akira Toriyama

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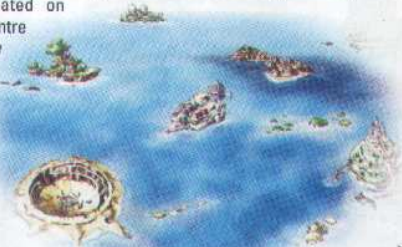


A MONSTERRIFIC NEW WORLD

STORY

Welcome to Green Bays, a cluster of mysterious islands that sparkle like jewels in the shimmering ocean! But travellers beware! The islands are not as peaceful as they seem, for they teem with a multitude of monsters both great and small. Green Bays is also home to the famous Monster Scout Challenge. This renowned contest, held once every few years, determines who will be crowned the world's greatest scout. The challenge is overseen by the Monster Scout Organisation, whose headquarters are located on Domus Isle, which lies at the centre of the archipelago. Now a new challenge is about to begin, and the crème de la crème of the scouting world are converging on the islands...

It is time for you to begin your quest to become the greatest monster scout in Green Bays, and in history!



SO, WHO LIVES HERE ANYWAY?

CHARACTERS

THE HERO (THAT'S YOU!)

A true loner with a don't-mess-with-me glint in his eye, this young Monster Scout Challenge hopeful has a style and fashion all of his own. The scout ring that gleams on his finger is proof of his status as a monster scout, but does this wild card have what it takes to come out on top?

THE INCARNUS

A monster that takes the form of a wolf pup, with armour protecting its head and body. It is a magical creature like no other, for it speaks the language of humans fluently and belongs to no known monster family. The mysterious Incarnus will join you on your adventure – but will the beast prove to be friend or foe?



WARDEN TRUMP

The disciplinarian leader of CELL, a shadowy organisation whose existence is unknown to the majority of Green Bays' inhabitants. His uncompromising approach to his work instils both fear and respect in all of his subordinates.



SOLITAIRE

A young woman of unknown background who is also competing in the Monster Scout Challenge. From your very first meeting, it is clear that the two of you are set upon a collision course...



DR SNAP

The Commissioner of the Monster Scout Organisation, and the man in charge of the Monster Scout Challenge. A renowned doctor and scientist, he is credited with inventing the scout ring. A man obsessed with all things monster-related, his real motives for holding the challenge are still unclear.



WHICH BUTTON DO I PRESS?

BASIC CONTROLS

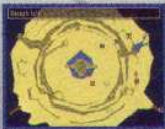
Let's take a look at the basic controls you will need to explore the world of **DRAGON QUEST® MONSTERS: Joker**. The diagram on these two pages describes all the buttons that you will need.

* If you are playing this game on a Nintendo DS™ system, please refer to your Nintendo DS instruction booklet.

* If you close your Nintendo DS it will enter Sleep Mode. This will help the batteries last longer. To exit Sleep Mode, simply open your Nintendo DS up again.

* In this instruction booklet, screenshots with **red borders** show the upper screen, and screenshots with **blue borders** show the Touch Screen.

Slide the Nintendo DS stylus across the Touch Screen to see more of the map.

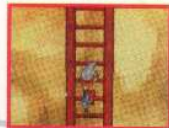


Upper Screen

+ Control Pad
Move
Navigate menus

L Button
Rotate view left
Cycle through menu windows

Touch Screen
Navigate menus
Move map



To use a ladder, press the A Button to grab on to it, then use the +Control Pad to climb up or down.



X Button
Show main menu and commands

A Button
Select menu item
Investigate/Talk/Open doors

R Button
Rotate view right
Cycle through menu windows

B Button
Cancel
Reset camera view

SELECT
Sort items, weapons, skills and monsters while viewing certain lists

Nintendo DS™ Lite



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.



TOUCH SCREEN PRECAUTIONS

- Only the Nintendo DS stylus and other special implements specified in the game should be used on the Touch Screen.
- The use of a damaged stylus or another damaged implement should be avoided.
- Pushing or rubbing the Touch Screen with excessive force should be avoided.
- Fingernails should not be used on the Touch Screen.
- Please do not rub the upper screen with the stylus or any other implement.
- Keep small objects such as sand, crumbs and other pieces of food away from the Touch Screen.

SAVE YOUR GAME!

STARTING AND ENDING YOUR ADVENTURE

After first making sure that your Nintendo DS is switched off, insert your *DRAGON QUEST MONSTERS: Joker* Game Card completely into the Game Card slot until it clicks into place.

- 1 When you switch on your Nintendo DS system, the screen shown on the right will be displayed. Read the message carefully and then touch the screen or press any button to continue.

* Press and hold the Power Button to turn off your Nintendo DS.

- 2 On the DS Menu Screen, press the A Button or touch the *DRAGON QUEST MONSTERS: Joker* panel to launch the game and go to the Title Screen.

* If your Nintendo DS system is set to Auto Mode, you will skip this step. See the Nintendo DS instruction booklet for details.

- 3 Press any button or touch the Touch Screen to go to the Start Menu (see p. 12).



WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR RECORD, GO ONLINE AT www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.





STARTING YOUR ADVENTURE

First, select an option from the Start Menu.

Continue	Continue an adventure you have already begun.
New Game	Start a new adventure from the very beginning.
Wireless Play (see p. 42)	Fight battles and exchange monsters with your friends.
Nintendo WFC (see p. 48)	Enter the Wildcard World Cup.



* If you saved your game using Quick Save, your adventure will restart from that point.

WHEN YOU PLAY THE GAME FOR THE FIRST TIME

When you are playing the game for the first time, select New Game to create an adventure log. You will be asked to enter your name before your quest begins.



CONTINUING A SAVED GAME

When you already have an adventure log, you can select Continue and then Load to resume your journey. Additionally, you will be able to select the Load Quick Save option if you previously saved using Quick Save.



ENDING YOUR PLAY SESSION

When you have finished playing, make sure you save your game before switching off your Nintendo DS. There are two ways to do this: Save and Quick Save.

SAVE & QUICK SAVE

When you want to save your progress, visit the information desk of any scoutpost (see p. 16). You only have one adventure log, so with each new save, the old data is overwritten.



Using Quick Save, you can save your progress anywhere on an island, even inside buildings, ruins and caverns (see p. 25). However, when you restart your adventure from a Quick Save, that data is automatically deleted, but the data recorded the last time you saved at a scoutpost remains. So you must save or quick save again before turning off the power or risk losing your current progress.



TRAVEL BROADENS THE MIND

EXPLORING GREEN BAYS

Your adventure will take place across the seven islands of Green Bays, home of the famous Monster Scout Challenge. You will be competing in the challenge, but do you have what it takes to become the champion?

TRAVELLING AROUND GREEN BAYS

Here you'll be training your team of monsters, scouting new allies, and collecting mysterious darkonium crystals. Press the X Button to view the main menu and information about the hero (see p. 22).



Area Map

Slide the stylus across the Touch Screen to see more of the map.

- Scoutpost (you can save here)
- Sea scooter jetty
- Signifies an entrance to a building, shop or similar
- Signifies an entrance to a cavern, tower or similar
- ★ Signifies a special location
- Your current location
- Points of interest

Your Next Objective

Current Team Members



FIND THE DARKONIUM CRYSTALS!

Darkonium crystals are mysterious star-shaped rocks that are scattered across the islands of Green Bays. Your goal is to collect ten of these and advance to the finals of the Monster Scout Challenge.



BUILD A MONSTROUS TEAM!

To win the challenge, you will have to scout monsters (see p. 32), synthesise new ones, and assemble a super-powerful team.



WIN THE MONSTER SCOUT CHALLENGE!

So you've built a powerful team, collected ten darkonium crystals, and advanced to the Monster Scout Challenge finals – now, can you knock out the other finalists and claim the championship?



A HOME AWAY FROM HOME

SCOUTPOSTS ARE YOUR BASE FOR EXPLORATION

Built just for scouts by the Monster Scout Organisation, scoutposts are special facilities that can be found on most islands in Green Bays. The scoutpost serves as your base camp when you explore. Come here to save your game, switch new monsters into your team, and more.

SCOUTPOST INFORMATION DESK

Talk to the MSO representative behind the counter to immediately heal all your monsters. This will also open the information desk menu.

SAVE

Save your progress to the adventure log. This will overwrite your old data (see p. 13).

DATA TO BE SAVED

Your name, current location, monsters in your team and time spent adventuring.



REST

Take a break until the morning or the evening. This is handy when you want to fast-forward the clock between day and night.

CHANCE ENCOUNTER BATTLE

Use DS Wireless Communications to find opponents and engage in head-to-head battles (see p. 47).



AS DIFFERENT AS NIGHT AND DAY

As time passes in Green Bays, day turns into night, and night back into day. You'll find that other things change too – people may do or say different things, and unfamiliar monsters might appear. Returning to the same place at a different time could result in a new discovery!



MONSTER STORAGE

Too many monsters weighing you down? This facility looks after them for you when you're away. Come here to select which monsters will be in your current team.



SWITCH MONSTERS

Switch monsters between your team and those in monster storage. You can have up to three monsters in your current team. The monsters you leave in monster storage will also acquire experience points, but not as fast as those in your team or on the substitute list.





SUBSTITUTE

Select up to three reinforcements to take with you as you explore. Substitute monsters can be switched into your team at any time, except during battle – such as when you are exploring the surface of an island, or deep inside caverns, ruins and dungeons. It's worth noting that your substitute monsters earn experience points more quickly than the ones left behind in monster storage, but not as fast as monsters in your current team.



VIEW

Select this when you want to see how all your monsters are doing (see p. 23). Monsters in your team are indicated with a  and substitute monsters with a .

RELEASE

With this option, you can release a monster back into the wild. You are allowed to keep a total of 100 monsters. When you reach this limit, you won't be able to recruit any new monsters until you release others. But remember – once you bid farewell to a monster, it's never coming back!



MONSTER SYNTHESIS

At Monster Synthesis, you can combine two monsters to create a completely different monster. First select the Synthesise option, and then pick the two monsters that you want to combine to create a new monster. For lots more information on synthesis, turn to p. 38.



GOLD BANK

You can deposit your excess gold coins at the Gold Bank Automated Teller Machines (ATM) found in scoutposts. If your team is wiped out during battle, the number of gold coins you are carrying will be reduced by half. However, any gold coins deposited in the ATM will be safe and sound (see p. 28).



PICK UP THE LATEST NEWS IN THE SCOUTS' DEN

In the rear of every scoutpost, you will find a blue door. This leads to the scouts' den, a cool hangout where scouts who are competing in the Monster Scout Challenge like to relax. Read the noticeboard to pick up information about the challenge. You can also make friends with some of the other scouts – who knows, they might even agree to swap monsters with you!



ITEM SHOP

Right next to Monster Synthesis, you'll find item shops in the form of automated vending machines. You can use the gold coins you have earned to buy items and weapons, and you can also sell goods that you don't need any more. You can sort the list by pressing SELECT.

Your Current Gold Coins

List of Items



Item Explanation and Price

In Hand/In Bag

This shows you how many of the selected item or weapon you possess, both in the hand and in your bag.

Weapons & Attack Power

Select a weapon from the list and check these numbers to see how that weapon will affect your monsters' attack power. Green numbers show an increase in power; grey numbers show a decrease. The letter E shows that the monster is currently equipped with the weapon.

ITEMS & WEAPONS

You will come across all kinds of items on your adventure. Certain kinds of weapons may only be used by certain monsters, so check out the Library option in the main menu (see p. 25) to find out which weapons your monsters can equip.

Items	Hammers
Swords	Claws
Axes	Staves
Spears	Whips

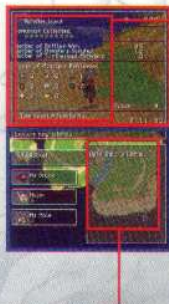
WHAT'S ON THE MENU?

MAIN MENU COMMANDS

Press the X Button to open the main menu. From here, you can issue various commands to your team members and view all kinds of information about yourself and your monsters.

SCOUT INFO

When you open the main menu, the upper screen will show your details and the Touch Screen will display the monsters in your team. You can select a team member to view more details and issue commands.



Your Information

Darkonium Collected:	Shows how many darkonium crystals you have collected.
Number of Battles Won:	Shows how many battles you have won on your adventure.
Number of Monsters Scouted:	Shows how many monsters you have scouted so far on your adventure.
Number of Synthesised Monsters:	Shows how many monsters you have synthesised on your adventure.
Types of Monsters Befriended:	Shows how many monsters you have befriended, and the families (see p. 33) they belong to.
Time Spent Adventuring:	Shows how much time you have spent on your adventure.

Commands (For your commands, turn to p. 24. For monster commands, see p. 26.)

MONSTER INFORMATION

Information about a monster is shown on the upper screen when you select it. Press the L Button or R Button to cycle through the different screens.



Basic Information

Name	The monster's name.
Charge	The monster's animal attraction (positive, negative, and neutral).
Family	The family to which the monster belongs.
Rank	Monsters are ranked in this order (from weakest to strongest) F, E, D, C, B, A, S, X. Sometimes, the rank letter is followed by numbers such as +1 or +2. This means that the monster is a particularly strong member of that rank, and the higher the number, the more powerful it is.
Lv	Current level of the monster.
HP	Current HP / Maximum HP. When current HP reaches zero, the monster can no longer fight.
MP	Current MP / Maximum MP. Monsters consume MP when they use spells and abilities.

Monster Attributes

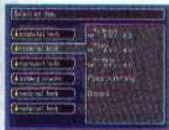
Attack Power	The higher the number, the more damage the monster can inflict on an enemy.
Defence	The higher the number, the less damage the monster suffers when attacked.
Agility	The higher the number, the faster the monster can attack.
Wisdom	The higher the number, the more devastating the monster's magic.
Equipment	The weapon with which the monster is currently equipped.
Skills	The skill sets possessed by the monster. (Note: Skills are sets of spells, abilities and attribute bonuses)
Exp	The total experience points accumulated by the monster.
Next Lv	The number of experience points needed to reach the next level.
Spells and Abilities	Spells and abilities acquired (see p. 36).
Traits	Special characteristics of the monster type.
Resistances	Special resistances possessed by the monster.
Skill A/B/C	Skills acquired by the monster and their level of development (see p. 34).
Synthesis Record	A chart showing the monster's history.

YOUR COMMANDS

There are six commands that you can use.

ITEMS

View and use the items in your possession. You can carry items in hand or in the bag. Items in hand may be used freely in battle, but there is a limit to how much you can carry at once. To use an item, first select one, and then the monster that you want to use it on. Toggle between items in hand and items in the bag to view everything in your possession.



SPELLS AND ABILITIES

There are special items that will enable you to learn spells and abilities, just like your monsters can. Simply select the spell or ability you would like to use.

NAVIGATING THE COMMAND MENU

Touch the Touch Screen to select a command. In some menus, such as the Items screen, you can press left and right on the +Control Pad to cycle between pages.



SWITCH SUBSTITUTES

Replace a monster in your team with one of your substitute monsters. To use this command, you must first go to monster storage and assign monsters to the substitute list (see p. 18).



VIEW LIBRARY

In the Monster Library, you can view information on the monsters that you have encountered. In the Skill Library you can review details about the skills that your monsters have learnt.



HEAL ALL

Orders any monsters in your team with healing spells or abilities to use their magic to fully restore all team members' HP.

QUICK SAVE

Sometimes you have to cut your adventure short right when you are in the middle of exploring an island, and the nearest scoutpost is a long, long hike away. When this happens, you can use Quick Save to record your progress and exit the game. Later, you can pick up where you left off by selecting **Load Quick Save** on the Start Menu.

MONSTER COMMANDS

There are five monster commands available.

SPELLS AND ABILITIES

If your monster has learnt any spells or abilities that can be used outside of battle, you can access them via this menu.

CHANGE TACTICS

When you want your monsters to act on their own initiative in battle, you can tell them what kind of tactics to use. You can assign different tactics for each monster in your team.



There are Four Tactics to Choose From:

Show No Mercy	Defeat the enemy as quickly as possible, regardless of MP used.
Mix It Up	Fight using a variety of support spells and abilities.
Focus on Healing	Pay attention to the remaining HP of fellow team members.
Don't Use Magic	Fight without using any spells or abilities.

SKILL ALLOCATION

Assign the skill points your monster receives when it reaches a new level.

EQUIP

Choose a weapon for your monster to wield in battle. If you select Strongest weapon, the monster will automatically be equipped with the strongest weapon available that the monster can use. Don't forget that certain monsters can only wield certain types of weapon.



SWITCH SUBSTITUTES

Replace monsters in your team with those on your substitute list.



SEARCH FOR SKILL SEEDS!

When you are exploring the islands at night, you may sometimes come across shining spots of light. These lights mark the location of a skill seed – walk right up to it and press the A Button to claim the seed. You can use skill seeds to increase the skill points of your favourite monsters. These seeds can be very useful to you on your adventure, so keep your eyes peeled whenever you are travelling at night.



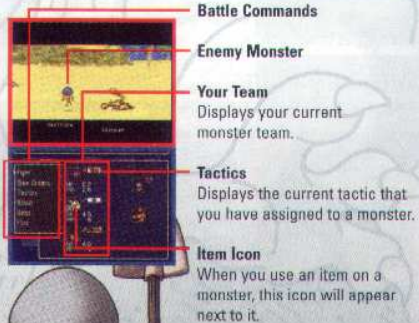
LET'S GET IT ON!

TIME FOR BATTLE!

A scout must always be prepared to fight whilst out in the wild! Use your battle commands wisely to give your team the edge over your foes.

THE BATTLE SCREENS

To win a battle, you have to defeat all the enemy monsters – or, failing that, the ones that don't flee. Victory will be rewarded with experience points, gold coins, and, if you're lucky, items. However, if the HP of all the monsters in your team fall to zero, you will be transported back to the last scoutpost that you visited, where you will be able to reorganise and try again. Oh, and you will also lose half the gold you were carrying, so be careful out there!



BATTLE COMMAND

In a battle, you must choose commands and issue them to your monsters.

FIGHT

Your monsters will act in accordance with the orders or tactics you gave them.

GIVE ORDERS

You can give each monster in your team separate orders, such as attack, defend, or use a particular spell or ability. Press the Y Button to skip this option and have the monster choose its own actions, based on the tactics you previously assigned to it.



Attack

Choose a target, and your monster will attack it.

Defend

Your monster adopts a defensive posture so that it suffers only half the normal damage.

Spells and Abilities

Select a spell or ability that your monster has learnt. This will consume MP.

Psyche Up

Build up strength for the next round. (Only available to monsters with the Psycho trait.)

TACTICS

This command will tell the monster to use its own initiative and act in accordance with the specific tactic you choose. Select **View Attributes** to check out how strong your monster is and confirm its current status.



Matching Icons With Tactics



Show No Mercy
Mix It Up
Focus On Healing
Don't Use Magic

SCOUT

With this command, you can order all the monsters in your team to deliver a show of force to a target monster. If your team is successful, the target will join you as a new ally (turn to p. 32 for more information about scouting).



The View Attributes Screen



Scout

Displayed when a show of force has been ordered.



ITEMS

Select this when you want to use an item you have in hand. You will be asked to select a target.



FLEE

Select this when you want to run away from a battle. But be careful when you do – sometimes your attempt at escaping won't be successful, and the enemy monsters will gain a free attack against your team instead!

STATUS AILMENTS

Sometimes, when one of your monsters is attacked, it may suffer a status ailment. Some of them are listed here. (The good news is that your monsters will recover from these afflictions once the battle is over.)

Poison	The victim loses HP after every action. It can be cured by using Squelch or an antidotal herb.
Paralysis	The victim is unable to move. It can be cured with Tingle or a moonwort bulb.
Confusion	The victim becomes confused and will not follow orders for several turns.
Sleep	The victim falls fast asleep for several turns.
Fizzle	The victim is unable to cast spells for several turns.
Dance	The victim gets bitten by the dancing bug, and refuses to obey any orders for one turn.

HOW TO SCOUT MONSTERS

These are the steps for turning a wild fiend into a well-behaved friend.



Select the Scout battle command.



Choose the enemy monster that you want to scout.

Launch the attack! All the monsters on your team will try to wow the target with a show of force!

If the scout attempt is successful, the monster becomes your ally!

Scout Gauge

This shows the odds of scouting success. Even if it only reads 1%, you still have a slight chance, but the closer to 100% you get, the better your odds of scouting the monster.

This mark indicates that you have already befriended this type of monster.



MONSTER FAMILIES

There are all kinds of different monsters in Green Bays, with most of them belonging to one of seven monster families. Let's take a look at the special characteristics of these families, and introduce some of the typical monsters that belong to them.

Slime Family



These fast-moving balls of goo are resistant to certain types of magic. Typical members of the family include slimes, haalslimes and slime knights.

Dragon Family



Monsters of the dragon family are generally quite powerful, but slow to develop. Many of them are resistant to flame attacks. Green dragons, komodos and hacksauruses are members of this family.

Nature Family



These intelligent creatures are quick to learn support spells and abilities. Capsichums, jalcats and treefaces are typical naturalists.

Beast Family



Monsters of the beast family boast high HP and powerful attacks. They are resistant to spells and abilities that lower attributes. Beast family monsters include platypunks, hammerhoods and orca.

Material Family



The strong defence of these stolid monsters makes it hard to hurt them, and they are resistant to chilly blizzard attacks. The bag o' laughs, king kelp and cannibox are materialists.

Demon Family



These devilish creatures boast high HP, attack and defence – plus they're resistant to attack spells and abilities. Drackles, winkies and imps all belong to this family.

Undead Family



The undead generally have lots of HP and a good balance of other attributes. They are resistant to status ailments like paralysis. This family includes ghosts, skeletons and walking corpses.

Most monsters belong to one of the above families, but some legends say that there are very rare monsters that do not belong to any of them!

TEACHING OLD MONSTERS NEW TRICKS

SKILLS, SPELLS & ABILITIES

A monster's skills evolve as it grows. Skills bolster certain attributes and allow the monster to learn new spells and abilities.

HOW TO ACQUIRE SKILL POINTS

Your monsters will often earn skill points when they reach a new level. You can also use skill seeds to increase a monster's skill points.



ALLOCATING SKILL POINTS TO YOUR MONSTERS

You can allocate skill points to your monsters right after they receive them, or when you select the Skill Allocation option in your monster's command menu. Improving a monster's skills can boost its attributes and enable it to learn new spells and abilities. Once you have allocated the skill points, they are gone forever, so plan ahead!



SKILL POINT ALLOCATION SCREEN

Select the skill you want to develop, choose the number of points to allocate, and then press the A Button or touch OK on the Touch Screen to confirm the allocation.

Skills

These affect the way your monster will grow and learn spells and abilities.

Skills Details

Shows the spells, abilities, and attribute bonuses that the skill enables the monster to learn.



Remaining Skill Points

Points Allocated

Use the +Control Pad to increase or decrease the number of skill points you wish to allocate. Press the A Button to confirm.

Next Skill Level

Shows how many more points are required to raise the skill to the next level.

LEARNING SPELLS AND ABILITIES

Your monster learns new spells and abilities as you allocate skill points to its skills. The spells and abilities the monster can learn depend on the types of skills it possesses.



MAGICAL MONSTERS

SPELLS AND ABILITIES AT A GLANCE

As you allocate points to a skill, its level increases. This gives monsters access to new spells, abilities and attribute bonuses. For example, one of your slimes might know the Slimer skill. As the skill level increases, the slime will learn Frizz, Heal, Zap, Body Slam, Dazzleflash and Sag. Now let's take a look at some of the spells and abilities your monsters can learn.

* The amount of MP consumed may vary depending on the monster and its skills.

Attack Magic: Spells and abilities that are used to attack the enemy. Some target only one enemy at a time, while others can target all enemies at once.

Spell or Ability Name	MP Cost	Effect
Frizz	2	Singes a single enemy with a small fireball.
Bang	5	Damages all enemies with a small explosion.
Woosh	3	Plays all enemies with a small whirlwind.
Crack	3	Pierces a single enemy with sharp icicles.
Zap	4	Strikes a single enemy with holy lightning.
Zam	4	Strikes a single enemy with dark lightning.
Flame Slash	3	Slices an enemy with a fiery slash.
Body Slam	1	Deals heavy damage to the target and the user.
Chilly Breath	12	Blows chilly breath at all enemies.
Death Dance	8	A dance that can send all enemies to the hereafter.

Healing Magic: Spells and abilities that heal and cure allies.

Spell or Ability Name	MP Cost	Effect
Heal	2	Restores a small amount of HP to a single ally.
Fullheal	8	Restores all HP to a single ally.
Multiheal	12	Restores a lot of HP to all allies.
Reheal	12	Restores some HP after each action.
Zing	8	Resurrects a fallen ally with a 50% chance of success.
Squelch	2	Cures a single ally of the effects of poison.
Tingle	2	Cures all allies of the effects of sleep and paralysis.
Hustle Dance	12	Restores around 80 HP to all allies.

Support Magic: Spells and abilities that raise or lower attributes such as attack and defence.

Spell or Ability Name	MP Cost	Effect
Buff	3	Increases the defence of a single ally.
Sag	3	Lowers the defence of a single enemy.
Accelerate	3	Increases the agility of a single ally.
Snooze	3	Sends one enemy into a deep sleep.
Katizze	3	Prevents all enemies from using magic.
Sag	6	Lowers the attack of a single enemy.
Dazzleflash	2	Blinds all enemies with a great flash of light.
Defending Champion	3	Greatly reduces the amount of damage taken.

This is just a small sample of the countless spells and abilities your monsters can learn.



SYNTHESISE ME!

THE INS AND OUTS OF ANIMAL ATTRACTION

Synthesising, in which you combine two of your monsters to create a completely new monster, is crucial to building a winning team. The resulting monster inherits the characteristics of the original monsters, and has the potential to become even more powerful than either of them. Crucially, synthesis is the only way of obtaining certain powerful monsters that do not roam wild in Green Bays.

THE MONSTER SYNTHESIS COUNTER

To synthesise monsters, you have to visit the monster synthesis counter of any scoutpost. Simply select the Synthesis option to begin the process.



BEFORE YOU CAN SYNTHESISE

Monsters must have reached at least level ten before you can use them to synthesise new monsters. And then there's the important issue of animal attraction! Monsters in Green Bays are either positively charged [+], negatively charged [-], or neutrally charged [0]. It's a well-known fact that opposites attract – and monsters are no different! To synthesise, you'll have to fuse two monsters of opposite charges. For example, you can combine a positively charged [+] monster with either a negatively charged [-] or neutrally charged [0] monster. Or you can combine a [-] monster with either a [+] or [0] monster. But you cannot fuse together two monsters with the same charge. Similarly, [0] monsters can be combined with either a [+] or [-] monster, but not with a fellow [0] monster.

Remember! To avoid embarrassing misunderstandings, check the charge of your monsters before you try to combine them!



HOW TO SYNTHESISE A NEW MONSTER

1 Select the two monsters that you wish to combine



Select a [+] Monster and a [-] Monster. [0] Monsters can be used in either spot, but cannot be combined together.

For example...

Try combining a positively charged [+] healslime and a negatively charged [-] platypunk.



2 Select the monster you want to synthesise

Depending on which two monsters you combine, you may be given the option of synthesising one of up to three kinds of monsters.  indicates that the monster will be of a higher rank than the original monsters, and  means it is a type that you have never before befriended.

For example...

If you combine a platypunk and a healslime, you can choose from three different results:

[1] She-slime



[2] Hammerhood



[3] Ghost



3 Synthesise Your New Monster

Bid your original monsters goodbye, and watch as they are fused together to form a new monster. (Hey, animal magnetism isn't all positive, you know!) Now give the resultant monster a name for that all-important personal touch.

4 Select Skills to Inherit

The synthesised monster may have up to three skills, either brand new or inherited from the original monsters. Carefully compare the different skills available, and choose those that you want your new monster to learn. Finally, you have to decide whether to add the new monster to your team right away, or place it in monster storage.



SYNTHESIS IS GOOD FOR YOU!

When you synthesise a new monster, it unfortunately spells the end for the two monsters you combined. However, in exchange you get a brand new monster, armed with inherited skills, that has the potential to grow far stronger. To build a winning team, keep synthesising, synthesising, synthesising, and create the most powerful monsters Green Bays has ever seen!

BATTLE YOUR FRIENDS (AND SWAP MONSTERS TOO!)

DS Wireless Communications (Multi-Card Play)

HERE IS AN EXPLANATION OF HOW TO PLAY USING MULTI-CARD PLAY.

The Things You'll Need


Nintendo DS™ system	One for each player
DRAGON QUEST MONSTERS: Joker Game Card	One for each player

CONNECTION PROCEDURES


1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the Start-up Mode of your system is set to MANUAL MODE, the Nintendo DS Menu Screen will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the DRAGON QUEST MONSTERS: Joker NINTENDO Panel.
4. Now, follow the instructions on page 44.

Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the Nintendo DS Menu Screen or Game Screen. The DS wireless icon indicates that the associated choice will activate the wireless communications function. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

FOR BEST RESULTS, FOLLOW THESE GUIDELINES:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

BATTLES

You can choose between two kinds of fight using Wireless Play: **Standard Battle** or **Elimination Tourney**. Select the Battle Record option to check out your **Wins, Losses** and **Draws**.

STANDARD BATTLE

Two players pick three monsters for their teams and then go toe-to-toe in a no-holds-barred brawl.

1 First you must find your opponent by choosing to become either the **host** or **guest**.

The guest will select an opponent (that is, select the name of the host he wants to challenge), and the host player can then choose whether or not to accept the challenge.

2 The host player will be asked to configure the rules of battle.

Free Battle	No limits. The battle continues until one team is wiped out.
SQUARE ENIX Rules	A ten-round battle in which monsters cannot be given direct orders and the revival of fallen monsters is not allowed.
Custom Rules	The host player personally configures the rules.

Battle Rules

Length	Select the number of turns. A turn is completed when each monster has carried out an action.
Revive	Enable or disable resurrection spells and abilities such as <i>Kazring</i> or <i>Song of Salvation</i> .
Give Orders	Toggle between allowing players to give orders to their team or having the monsters fight according to tactics only.



3 The host and guest players have to choose their teams and weapons. When you're both ready to get it on, select **Begin battle** to start the action!

ELIMINATION TOURNY

Get a group of players together, select three monsters for your team, and fight up to five battles in a row. Battle rules are as follows: three turns, no issuing of direct orders to monsters, no reviving monsters, and you'll keep fighting until you lose a battle or retire. Opponents are selected in random order, but because two players can't fight each other twice in a row, you'll need at least three players to start an elimination tourney.



MONSTER EXCHANGE

You can trade any of your monsters, with the exception of the Incarnus.

Host	Configure your system as the host and search for other systems.
Guest	Configure your system as a guest and search for other systems.



SEARCHING FOR OTHER NINTENDO DS SYSTEMS

The host simply waits until another system wants to connect. The guest player selects which host to connect to.

SELECT MONSTERS

Select up to three monsters from monster storage to give to your trading partner and select Confirm when you are ready. After you've checked out all the monsters' details in View your offer and View friend's offer, select Begin trade. You can also give a monster to another player without receiving anything in return – if you're feeling generous, that is. Any monsters you receive are sent directly to monster storage.



CHANCE ENCOUNTER BATTLES

Your Nintendo DS system will seek out other systems in chance encounter mode and exchange monster team data. (Note that the Incarnus cannot participate in these battles.)



1 Go to the scoutpost Information Desk and select **Chance Encounter**.

2 When you pass by another player who has also activated the Chance Encounter option, your team data will automatically be exchanged, allowing you to battle against a computer-controlled version of the other player's team. One cool feature is that in Chance Encounter battles, you can scout each other's monsters. But don't worry – even if the other player successfully scouts one of your monsters, you won't lose it.

- * When Chance Encounter has been enabled, your system will search for opponents even if it is closed.
- * Data is automatically saved during a Chance Encounter battle, so be careful not to switch off your system or remove your Game Card while you are linked.

3 If you change your mind while waiting for a Chance Encounter battle, you can return to the game by touching the Touch Screen or pressing any button.

- * Any monster that you scout in a Chance Encounter battle, and any monster you synthesise using that monster, will be marked with **Scout**. Guest monsters cannot be used in the Wildcard World Cup.

THE WILDCARD WORLD CUP

NINTENDO WI-FI CONNECTION

Connect to the internet with Nintendo WFC and test your team's mettle against players from around the globe in the Wildcard World Cup!

NINTENDO WI-FI CONNECTION MENU

Once you've configured your connection with Nintendo WFC Setup, select Wildcard World Cup to join the tournament.

WILDCARD WORLD CUP

You will first be taken to the Wildcard World Cup lobby (see p. 50). The tournament invites players from around the world to register their teams to see who has raised the mightiest monsters and assembled the toughest team. Rankings are updated daily based on the records of all registered teams. You can fight specially selected teams simply by downloading them to your system. It's definitely worth giving it a shot — there are some great prizes if you are victorious!



NINTENDO WFC SETUP

Select this to configure the Nintendo Wi-Fi Connection so that you can enter the Wildcard World Cup. For information and details on configuring your Nintendo Wi-Fi Connection, please see the separate Nintendo Wi-Fi Connection Instruction Booklet.



If you are having problems establishing a connection, please refer to the troubleshooting section of the Nintendo Wi-Fi Connection Instruction Booklet. When you connect to the internet using the Nintendo Wi-Fi Connection, the names of your hero, your team, and your monsters will potentially be viewable by all other registered players.

WHEN THE WILDCARD WORLD CUP IS HELD

The Wildcard World Cup is held daily, with the rankings updated each morning. Check in frequently to see how your monsters are doing. Each day, there is a specific time when you can register your team and download other teams. There will also be a specific time that you cannot connect to the Wildcard World Cup. Please refer to the official site or contact our information centre for the latest info. www.dragonquestmonstersjoker.co.uk

* The above information is subject to change at any time.



WILDCARD WORLD CUP LOBBY

Here you can register your team for participation in the Wildcard World Cup.

Guest monsters cannot be included in Wildcard World Cup teams.

CONNECT

Connect to the Wildcard World Cup to register your team. This will take you to the Wildcard World Cup Main Screen.

REGISTRATION SETUP

Configure the team you intend to register.

Switch Monsters

Change the monsters in your team.

Equipment

Remove your monsters' weapons (see p. 27).

Tactics

Change your team members' tactics (see p. 26).

Team Name

Give your team a name for registration (see p. 12).

Location

Select your location.

VIEW ATTRIBUTES

See how strong your team's monsters are.



WILDCARD WORLD CUP MAIN SCREEN

Here you can check out your place in the rankings and download teams to battle.

REGIONAL/GLOBAL

Once you have registered your team in the Wildcard World Cup, you can download other players' teams and challenge them to battles.

REGIONAL/GLOBAL RANKINGS

Check out the top teams and see how your monsters match up. There are separate rankings for the different competitions. You can also view your position in each of the rankings.

Ranking	Team Name	Score
1	Team A	1000
2	Team B	950
3	Team C	900
4	Team D	850
5	Team E	800
6	Team F	750
7	Team G	700
8	Team H	650
9	Team I	600
10	Team J	550

YOUR STATUS

Here you can check out all the latest info on your own Wildcard World Cup team. You can change and re-register this information as often as you like while the Wildcard World Cup is open for entries.

* The Wildcard World Cup user information is linked directly to a specific Nintendo DS system and a single Game Card. You cannot register as the same person if you use your Game Card in a different Nintendo DS system.

WI-FI

Wildcard World Cup Battle Regulations

Give Orders: Off

Length: 10 Turns

If the battle ends in a draw, you lose.

No equipment is permitted.

Each team member must be of a different monster type.

Regional and Global

The Wildcard World Cup is composed of regional and global competitions. In regional, you will compete with other teams from your area. In global, you will compete with opponents from around the world.

Regional SP and Global SP

In addition to the standard regional and global competitions, you can also participate in exciting special (SP) competitions called the Regional SP and the Global SP! To register, your team will first have to meet specific requirements, such as 'Rank F monsters only' or 'Dragon Family monsters only'.

NOTES



LIMITED WARRANTY

Square Enix Limited ("SEL") warrants to original consumers of the enclosed product (the "Product") in the European Economic Area, Switzerland, Turkey, Russia, Australia and New Zealand that the Product will be free from defects in materials and workmanship for a period of one hundred and eighty (180) days from the date of purchase. SEL will, at its absolute discretion, without charge either replace or repair a defective Product covered by this warranty.

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Square Enix Limited, PO BOX 60257, London, EC2P 2BU.

For Nordic and Benelux only, please send the defective Product, along with proof of purchase (i.e. dated receipt), return contact details (name and address) and a description of the fault to:

Square Enix Limited c/o Ubisoft Nordic, A/S Hoerkaer 20 DK-2730 Herlev.

CUSTOMER SERVICE INFORMATION (UK)

If you are having technical problems with any of our titles, please contact the SQUARE ENIX Information Centre and rest assured we will do all we can to rectify your problem as soon as we possibly can.

PHONE SUPPORT

Please call **+44 (0)870 600 0182**

Monday – Friday 09:00 – 18:00 (UK Time)

Calls are charged at local rates within the UK.

Please be aware that your call may be monitored for training purposes.

WEB SUPPORT

In the unfortunate event that you cannot use the Phone Support function, or would prefer to e-mail us, please contact the Square Enix Information Centre by visiting the website below and clicking on the support icon.

<http://www.square-enix.com>

TECHNICAL SUPPORT

(For Nordic)

Simply go to <http://support.ubi.com> and visit the Ubisoft Frequently Asked Questions first! By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7! If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time. Make sure to include all information on your system, your problem, and the game you are playing. If you do not have internet access, our support representatives can assist you from 12:00pm until 8:00pm daily (Finland 1:00pm until 9:00pm daily, excluding Bank Holidays) over the phone, on:

DK 38320250
SV 087049690
NO 22154340
FI (+358)969694189

Please be at your system when calling Ubisoft for support.

(For Netherlands)

Ubisoft heeft een aantal manieren om je te voorzien van informatie over hulp en technische ondersteuning. Eén van deze manieren is via onze Engelstalige website: support.ubi.com. Op deze website is een grote database beschikbaar van vragen en antwoorden. Je kunt ook telefonisch contact opnemen met de Nederlandstalige technische ondersteuning. Als je contact met ons opneemt, wees dan zo specifiek mogelijk over het probleem. Telefoonnummer: 0909-ubisoft (0909-8247638) (80 ecpm.) Openingstijden: maandag tot en met vrijdag van 12:00 tot 20:00 uur.

Join the chocobos on
this **FINAL FANTASY**
inspired storybook
adventure!



3+

www.pegi.info

www.chocobotales.co.uk

NINTENDO DS

SQUARE ENIX

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The PEGI age rating system:

Age Rating
categories:

Les
catégories
de tranche
d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content
Descriptors:

Description
du contenu:



BAD LANGUAGE
LANGAGE
CHOQUANT



DISCRIMINATION
DISCRIMINATION



DRUGS
DROGUE



GAMBLING
JEUX
D'ARGENT



FEAR
EPOUVANTE



SEXUAL CONTENT
CONTENU SEXUEL



VIOLENCE
VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

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