

NINTENDO DS™



The logo for Dragon Quest IV: Chapters of the Chosen. The words "DRAGON QUEST" are rendered in a large, 3D, red and black font with a metallic texture, appearing to be built from wooden planks. Below this, the Roman numeral "IV" is shown in a large, golden, 3D font. Underneath "IV", the subtitle "Chapters of the Chosen" is written in a smaller, blue, serif font. The entire logo is set against a pinkish-red silhouette of a castle with multiple spires and flags. A small registered trademark symbol (®) is visible to the right of the castle silhouette.

DRAGON QUEST
IV
Chapters of the Chosen

INSTRUCTION BOOKLET

SQUARE ENIX™

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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

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 after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents 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, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes 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.



Wireless DS
Multi-Card
Play

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



Online Interactions
Not Rated by the ESRB

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

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This is DRAGON QUEST IV...

“O Goddess of light!

Our great and benevolent shepherdess!

Bring us salvation from these dark times!”

Who are the Chosen Ones?

Are the rumors of an ancient evil ascending true?

Will you be able to unearth the truth and save those you care about?

DRAGON QUEST IV: Chapters of the Chosen has begun!

“May the protection of the Goddess go with you...”

Scenario & Game Design: Yuji Horii

Character Design: Akira Toriyama

Music Composition: Koichi Sugiyama

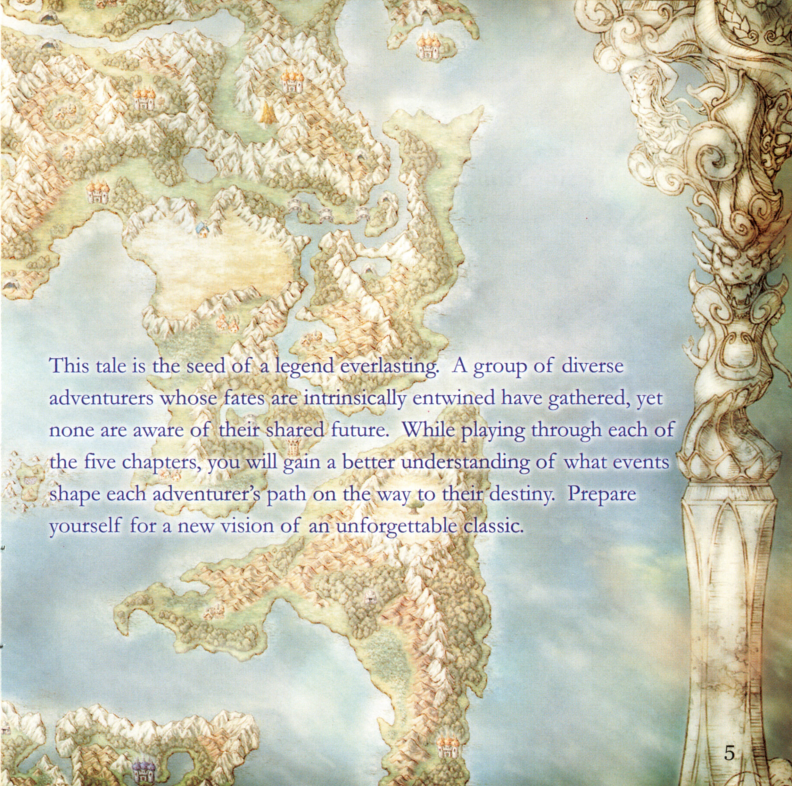
Art Direction: Shintaro Majima

Planning & Development: Arte Piazza Ltd.

Game Creation and Sales: Square Enix Co., Ltd.

Opening Theme “Prologue” Performed by: The Tokyo Metropolitan Symphony Orchestra

World Map Illustration: ARTEPIAZZA



This tale is the seed of a legend everlasting. A group of diverse adventurers whose fates are intrinsically entwined have gathered, yet none are aware of their shared future. While playing through each of the five chapters, you will gain a better understanding of what events shape each adventurer's path on the way to their destiny. Prepare yourself for a new vision of an unforgettable classic.

Chapter 1: Ragnar McRyan and the Case of the Missing Children

Once upon a time, in the far away kingdom of Burland, the Royal Knight Ragnar McRyan was ordered by the King to investigate kidnappings that had been troubling the kingdom. Did he manage to solve the mystery? There's only one way to find out...



Ragnar McRyan, Royal Knight
A knight in service of the king of Burland. He is stout of heart and body, having performed many mighty feats in battle.

Chapter 2: Alena and the Journey to the Tourney

Alena, precocious Tsarevna of Zamoksva, was a curious child whose skill in combat marked her out as something of a tomboy. She was forever causing trouble for her father the Tsar and his retainers. Until one day, she finally managed to escape the confines of the castle...



Tsarevna Alena
Tsarevna of Zamoksva.
A fierce tomboy with a knack for battle and a thirst for great adventure.



Borya the Magician

A magician employed in Zamoksva castle. He has watched carefully over Tsarevna Alena as she has grown, but has a tendency to become overbearing when she makes him worry.



Kiryl the Priest

A young priest of Zamoksva castle. He has feelings for Tsarevna Alena but she is, unfortunately, oblivious to them.

Chapter 3: Torneko and the Extravagant Excavation

Torneko Taloon was an apprentice merchant who was blessed with a lovely wife and son, and passed his days in peaceful obscurity. That was until he decided to set off and fulfill his dream of becoming the greatest merchant in the world...



Torneko the Weapons Merchant

He dreams of one day opening his own shop and becoming the greatest merchant in the world. One of his greatest assets is a keen eye for quality merchandise.

Chapter 4: Meena and Maya and the Mahabala Mystery

Maya, a beautiful dancer, and Meena, her fortune-teller sister, set out on their travels to exact revenge on the murderer of their father, a world-renowned alchemist who was murdered several years earlier. Did the sisters ever locate their father's mysterious assassin? Play on to find out...



Maya the Dancer

A travelling dancer with an unsurpassed talent. Just like her passionate dancing, her personality is free and uninhibited. She is also skilled in a range of useful spells.



Meena the Fortune-Teller

Meena is the calmer and more reserved sister. She supports herself on the mission to avenge her father's death by reading people's fortunes, and is skilled in the use of healing magic.

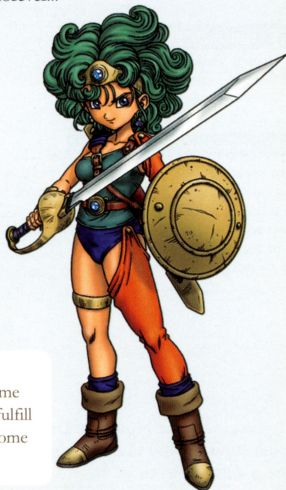
Chapter 5: The Chosen

Once there was a small village that stood quietly in the deepest corner of the mountains. You, the hero, lived there with your dotting parents, and passed endless happy days with your best friend Eliza. But then, one day, everything changed, and your fate was altered forever...



The Hero (You)

The star of the story. The people of your home village all prayed that you would grow up to fulfill your great potential, and the time will soon come when your progress will truly be tested..




Controls

“Dragon Quest IV: Chapters of the Chosen” is played by only using the buttons on the DS. Black text indicates when buttons are used in the field and in combat, while red text indicates when buttons are used only in the field.

L Button + R Button

Reset Viewing Angle

Switching Between Windows

On screens such as the main menu (see page 20), when you see the  arrows displayed, you will be able to push left and right on the +Control Pad to switch between windows.

TOP SCREEN

L BUTTON

Turn Viewing Angle Clockwise

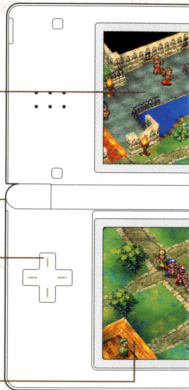
+CONTROL PAD

Move Character

Move Cursor 

Switch Window

BOTTOM SCREEN



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



R BUTTON

Turn Viewing Angle
Counterclockwise.

X BUTTON

Display Menu
Confirm

A BUTTON

Action
Confirm

B BUTTON

Cancel

Y BUTTON

Display Map Information
(see page 17)
Enlarge Map
Close All Windows

The Action Button

While moving around, pressing the A Button will perform a range of actions, including:



- Talking to people.
- Breaking pots and barrels.
- Climbing down wells.

Starting and Finishing Your Adventure

In order to begin your adventure, you will need to create an adventure log to keep a record of your journey. When you want to finish adventuring, you can simply go to a church and save your progress in an adventure log.

1. Make sure the power of your Nintendo DS system is off, then insert the “DRAGON QUEST IV: Chapters of the Chosen” DS Game Card into the Game Card slot firmly, so that you feel it click into place.
2. Press the Power Button to turn the power on. After making sure you have understood the information that appears on the screen you can see at the top-right of this page, press the **A** Button to continue.
3. Select the “DRAGON QUEST IV: Chapters of the Chosen” panel on the DS Menu Screen, and press the **A** Button to confirm. The game will begin.

* If your DS system is set to Auto Mode, this step will not be necessary. For more information, please consult the documentation that came with your DS system.

* Throughout this manual, screenshots with borders like the following are ones taken from the top screen: , and screenshots with the following border are from the bottom screen: .

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 REGION, GO ONLINE AT www.nintendo.com/healthsafety/

Touch the Touch Screen to continue.



Creating an Adventure Log

Select “Create a new adventure log” on the adventure log screen and choose the name and gender of your hero. You can create up to three adventure logs.

The Adventure Log Screen

Continue your adventure
Continue a suspended adventure
Create a new adventure log
Delete an adventure log

— Choosing a Name and Gender

Choose a name up to 8 letters long for your hero. When you are happy with the name, select “End”, and then choose your hero’s gender to start your adventure.

◆ Controls

+Control Pad	Move between characters.
A Button, X Button	Confirm.
B Button	Delete.

P l a _____

Enter a name

A	B	C	D	E	←	b	c	d	e	
F	G	H	I	J		f	g	h	i	j
K	L	M	N	O		k	l	m	n	o
P	Q	R	S	T		p	q	r	s	t
U	V	W	X	Y		u	v	w	x	y
Z	.	—	—	—		z	.	—	—	—
									Back	End

Finishing Your Adventure

When you wish to finish adventuring for the moment, either visit a church (see page 18) to record your exploits in an adventure log, or select “Quick Save” (see page 15) from the menu to create a quick save.

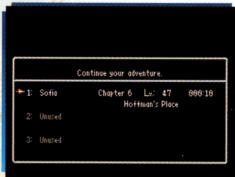
Confession (Save)

1. Talk to the priest or nun in charge of the church, and select “Confession (Save)”.
2. Choose the slot in which you wish to record your adventure log. If you select a slot which already contains an adventure log, that log will be overwritten.



Resuming Your Adventure

When you wish to resume your adventure, select “Continue your adventure” from the adventure log screen, and select the adventure log you wish to load.



Suspending Your Adventure

Select “Misc.” and then “Quick Save” from the menu to suspend your adventure for the moment and save it to a quick save log. You can only make one quick save log at a time, so pre-existing ones will be automatically overwritten when you suspend your game. Be aware that there are certain places, including towns and villages, where it is not possible to make a quick save log.

WARNING Even though there are three adventure log slots available, there is only one quick save log. Therefore, if you quick save a game that was loaded from slot 1, a quick save log made previously from a game loaded from slot 2's data would be wiped.

— Resuming a Suspended Adventure

On the adventure log screen, select “Continue a suspended adventure” to load a quick save and resume your game.

DELETING AN ADVENTURE LOG

On the adventure log screen, select “Delete an adventure log” and select the log you wish to erase in order to delete it.

WARNING Once you delete an adventure log it's gone for good, so be very careful not to delete anything important.

Exploring Towns & Castles

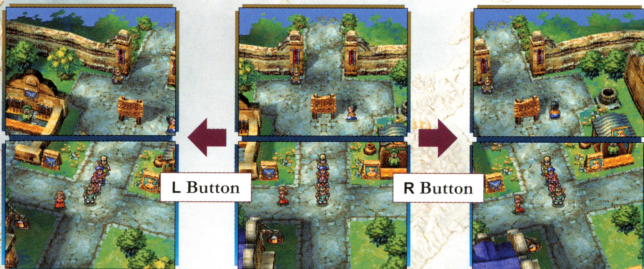
In towns and castles you can gather information, buy weapons and armor, and make all the preparations necessary to set out on the hard road to adventure. Preparing yourself well here is the key to survival.

The Quest For Knowledge

The first step on any adventure is to seek out clues and information. Talk to people, look in pots, chests of drawers and other places (by using the **A** Button), and do whatever else you can to find the vital tidbits you need.

Another Point of View

Whilst in towns, castles, towers and other such locations, you can use the **L** and **R** Buttons to rotate your viewpoint and find doors, treasure chests and other things that you might otherwise have missed.










Looking at Map and Shop Information

If you press the Y Button while in a town or castle, map information will be displayed on the top screen.

Map Information

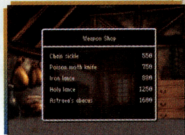
The information on the map shows you all the points of interest in the town or castle.

Understanding the Map

 Church	 Pub	 Armour Shop
 Inn	 Weapon Shop	 Item Shop
 Bank		

Shop Information

When the map information is being displayed, you can press the Y Button again to display a list of the weapons and other items on sale, along with their prices.



Useful Establishments

There are plenty of places to visit that can be of great help to you on your travels. Be sure to drop in on all of them whenever you arrive in a new town.

— Churches

The priests and nuns working in the churches can record your progress in an adventure log, bring fallen companions back to life, and perform a whole host of other helpful services.

Confession <small>(Save)</small>	Records the details of your journey so far in an adventure log (see page 13).
Divination	Tells you how much more experience each party member needs to reach the next level.
Resurrection	Brings a fallen party member back to life.
Purification	Cures poisoning.
Benediction	Allows you to remove cursed equipment.

* Resurrection, purification, and benediction all require a donation of gold coins.

— Inn

Staying the night at an inn restores all of your party members' HP and MP. The price of a night's board varies depending on the location of the inn.



☞— Weapon, Armor and Item Shops

These shops buy and sell a variety of goods. Select the item you wish to purchase by moving the **+**Control Pad up and down, and move it left and right to select the number of items to buy.



☞— Bank

You can deposit and withdraw money from the bank in units of 1,000 gold coins. Money stored in the bank is not lost when you are wiped out by monsters, so it's best to put any spare cash you have in the bank for safe-keeping.



DIFFERENCES BETWEEN DAY AND NIGHT

When in the field (anywhere outside town), time passes as you travel around, until eventually night draws in. Different enemies will come out to play at night-time, and most shops and other businesses will close their doors to customers.

Time does not pass while you are in town, but you can always go to an inn and sleep until morning comes around.



Using the Main Menu

You can use the main menu to talk to people and use items and spells, as well as to check the status of party members, change their battle tactics, and a whole host of other useful things.

Opening the Main Menu

Press the X Button while walking around to display the main menu.

Status Window

Your party members' HP, MP and current levels are displayed here.

Sorta	Disapor	Alena	Hyrd
HP: 157	HP: 167	HP: 161	HP: 125
MP: 60	MP: 6	MP: 6	MP: 94
Lev: 21	Lev: 18	Lev: 22	Lev: 21



Gold Carried (G)

Main Menu Window

Six submenu headings are displayed here (see pages 21-25).





Talk

Talk to the person in front of you.



Items

You can look at and use your items here. Select one of your party members or the bag to see a list of the items they hold.



Item Description

Items Held

Equipped weapons and armor will have an “E” next to them.

Current HP

This gauge displays the selected party member's current HP.

Use	Use the item. Some items also require you to select who to use them on.
Transfer	Give the item to another party member or put it in the bag.
Discard	Dispose of the item.
Equip	Equip the items if it is a weapon, a piece of armor, or an accessory.
Appraise	A special command available only when Torneko is present. Use it to ask him to cast his expert eye over the item.



Attributes

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

— Viewing Adventurers' Vital Statistics

If you move the cursor over a party member, their equipment, money and experience points will be displayed on the top screen, and their attributes will be displayed on the bottom screen. If the character can use magic, press the A Button to see a list of the spells they currently know.



◆ Attributes

Exp (Experience)	This increases as you defeat enemies. Once you have a certain amount of experience, your level will go up.
Level	Gives a general idea of your development. When your level increases, your attributes increase as well.
HP/Max. HP	Your physical stamina. When it reaches zero, you die.
MP/Max. MP	The mysterious power needed for casting spells. If it runs out, you can't use magic.
Strength	Your physical strength. As it increases, so does your attack.
Agility	The speed of your actions. Affects the order in which characters attack in battle.
Resilience	Your physical hardiness. As it increases, so does your defense.
Wisdom	Your natural intelligence. Affects the speed at which you learn spells.
Luck	Your tendency towards good fortune.
Attack	The sum of your strength and that of your weapon. Affects the amount of damage you inflict.
Defence	The sum of your resilience and that of your armor. Affects the amount of damage you receive.

☞— Perusing the Party's Attributes

If you move the cursor over the wagon icon, information such as how long you have been adventuring and how much money you are carrying will be displayed. If you press the **A** Button, you can switch to screens showing your party's HP and Max. HP, MP and Max. MP, attack, defence, level, and other attributes.

Wagon Icon



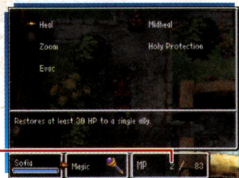


Magic

Allows you to use spells and other abilities that you have learned. Select a character who can use magic, and then select the spell you wish to use, but remember that if they don't have enough MP, they can't cast the spell.

MP Display

When you select a character, their MP and Max. MP will be displayed here. When you select a spell, the MP needed to cast that spell and the character's current MP will be displayed instead.



Examine

When there is an item in front of you that can be more closely scrutinized, this command will examine it in the same way the action button does. When there is nothing in front, you will examine the ground around your feet.

◆ Items That Can Be Examined

Pots



Barrels



Chest of Drawers



Bookshelves





Misc.

This menu allows you to change your party members' battle tactics (see page 34), look at records of your battles so far, and perform other functions.



Heal All	Uses party members' magic to fully restore the party's HP as efficiently as possible.
Equip	Allows you to change equipped items.
Line-up	Allows you to change the formation of your party. The closer the character is to the party leader's position, the higher their chance is to get attacked more often in battle.
Tactics	This option is displayed from the fifth chapter onwards, and allows you to change your party's battle tactics one by one, or for the whole party at once.
Organise Items	Puts all non-essential items into the bag. You can do this for the whole party, or for one member at a time.
Sort Bag's Contents	Organizes the items in the bag. Items can be sorted by type or alphabetically.
Battle Records	Shows you information about your adventure so far, such as how many battles you have fought, titles you have earned, etc.
Settings	Allows you to change background music volume, sound effect volume and battle message speed.
Quick Save	Allows you to make a quick save without having to go to a church.

Commencing Your Quest

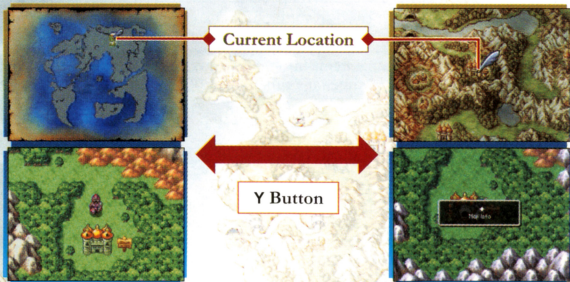
Once you set foot outside town, you'll be out in the field, with the whole world stretching off in all directions for you to explore. You can make your way across this world on foot, or by using other forms of transport, such as wagons or ships.

Walking the Wide World

Use the world map on the top screen to guide you as you travel through fields, towns, castles, caves, and other places of interest. The areas you travel through will become gradually colored in on the world map. Towns, castles, and other locations will be marked by a red spot once you have visited them. If you encounter enemies while traveling through the field, a battle will begin (see pages 32-37).

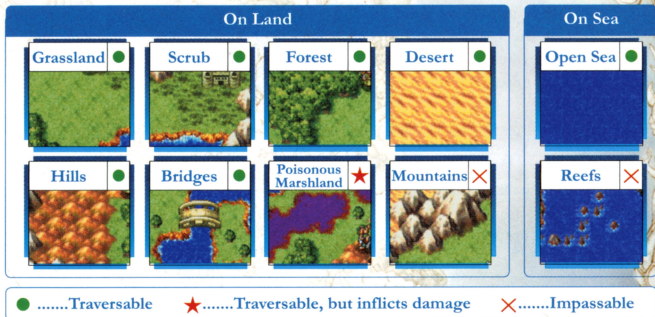
Zooming in on the Map

Pressing the Y Button gives you an enlarged view of the world map on the top screen.



Types of Terrain

You can travel about on land by foot or in a wagon, but to travel on the sea, you will need a ship.



Towns, Castles & Other Places of Interest

You will find all manner of interesting places dotted around the world. If you happen across one, be sure to pay a quick visit.



Caves & Towers

Caves and towers are packed with terrifying enemies just waiting to pounce. You'll have to leave your wagon outside the smaller ones, but some larger ones have enough room for a wagon to fit through the entrance.

Cave



Cavern



Tower



Modes of Transport

Once you lay your hands on a new form of transport, you might find you are able to reach areas you couldn't get to before.

Wagon



Ship



Balloon



☞ Taking Off & Landing the Balloon

Once you have the balloon, you can fly as freely as a bird without the risk of bumping into any pesky enemies. You can press the **A** Button to take off and land, but you will only be able to set the balloon down on terrain that you can walk on.



Sofia leans over the side of the balloon and peeks down on the world below.

On the Wagon

The wagon allows you to travel with up to ten companions, up to four of whom can battle outside the wagon. Your battle party can be swapped in and out any time the wagon appears on screen.



Field Formation

The party members traveling outside the wagon will be arranged as they are in the screenshot to the right. The closer the character is to the party leader's position, the higher their chance is to get attacked more often in battle.



This is how the party is arranged when they travel around in the field.

☞ Changing Equipment & Managing Items

Characters are free to change their equipment and handle items whether they are inside or outside the wagon.

☞ When in Town

You can't take the wagon with you into castles or towns, but characters left in the wagon can still buy, sell, use, and manage items, as well as cast spells.



☞ When in Caves & Towers

When the wagon doesn't have access to a certain cave or tower, only the four party members traveling outside the wagon can enter. You cannot use items or spells of the characters left inside the wagon.



Only characters inside the dungeon can use spells.

☞— When All the Characters Outside the Wagon are Wiped Out

If all the characters outside the wagon are wiped out, party members from inside the wagon will jump into battle to help their companions in their time of need.



☞— Gaining Experience

When traveling across terrain, which the wagon can pass through, characters inside the wagon will gain experience from battles even if they don't take part.

Let Battle Commence!

When you encounter enemies in the field, in caves or in towers, battle begins! 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

You can see your characters' current state on the top screen, while the main battle commands and your enemies will appear on the bottom screen.

Current Tactic/Action Details

Characters' current battle tactics are displayed here, and when a command is selected, details of that command will also appear.



Status Window

Your party members' HP, MP and current levels are displayed here.

Main Command Window

The four main battle commands are displayed here (see pages 33-36).





Fight

Select one of the four sub-commands to choose what a character will take on the enemy. Once you enter Chapter 5, characters whose battle tactic is not set to “Follow Orders” will act automatically, so these sub-commands will not be displayed.



Current HP



Attack

Allows you to attack either barehanded or with an equipped weapon. Depending on the weapon, the attack can damage a single enemy, a group, or even all the enemies at once.



Magic

Allows you to use spells and other abilities you have learned to attack the enemy or help out fellow party members.



Items

Allows you to use items or change equipment. You cannot use items that are in the bag.



Defend

Adopts a defensive stance, reducing the amount of damage taken from an attack.



Tactics

This command allows you to dictate how your party members act in battle. When you wish to change the whole party's tactics at once, select the wagon icon. When you want to change a single party member's orders, select that character's icon.

* The "Tactics" command appears from Chapter 5 onwards.



Show No Mercy	Defeats the enemy as quickly as possible, regardless of MP consumption.
Fight Wisely	Pays equal consideration to both attack and defense. Sometimes casts spells, depending on the situation.
Watch My Back	Forgo attacking entirely to concentrate on protecting the hero with healing and support spells.
Don't Use Magic	Fights without casting spells.
Focus On Healing	Keeps a close eye on teammates' HP, and heals them as quickly as possible.
Follow Orders	Allows you, the hero, to directly command a character.



Party

This command becomes available once you get the wagon. Allows you to swap members between the wagon and the battle party.



Change One

Swap a single party member from the battle with one in the wagon.



Choose the character you wish to remove from battle...



Status Window

...and pick the one who'll replace them.



Change All

Swap the entire party out of battle. The new party will be arranged in the order you pick them.





Flee

This command lets you escape from a battle. You won't always be able to run away, and a failed attempt to flee will result in the enemy getting a free hit on you, so don't rely on it blindly.



WATCH YOUR STATUS

Some special attacks can result in a character's status being affected. Status abnormalities have all kinds of negative effects, including making a character unable to act, so you should always try to remove them as quickly as possible.

◆ Examples of Status Abnormalities

Sleep	Character is unable to act until they wake up.
Poison	Character takes damage as they travel around the field.
Paralysis	Character becomes transfixed, and is unable to move or act.
Confusion	Character acts wildly and unpredictably, even attacking members of their own party.

Concluding Combat

When all enemies have been defeated, the battle ends, and the party receives experience, gold and sometimes even items. When a character's experience reaches a certain point, their level will increase.



WHEN YOU GET WIPED OUT

If everyone in your party is defeated, and you are completely 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 you won't lose any items or experience you've earned.



The Downside of Death

- ◆ Only a single member of your party will be revived. You'll have to bring everyone else back to life either in a church or with magic.
- ◆ You lose half of the money you were carrying.

Fun & Games

It's not just about pitting yourself against horrible monsters you know, sometimes you have to take a detour and let your hair down too. Here are some of the distractions you can find:

Amass a Mountain of Mini Medals!

If you can find the whereabouts of King Minikin, you'll be able to exchange the mini medals you find dotted around the world for a host of rare items and weapons.



Cash in at the Casino!

Exchange your gold coins for casino tokens to gamble on slot machines, poker or monster fights. Once you have enough tokens, you can trade them in to receive all kinds of items at the exchange counter.



Build a Bustling Boom Town!

By using DS Wireless Communications to welcome pioneers met through chance encounters, you can take a tiny town and watch it grow into a megalopolis! First you'll have to find where in the world this pioneer town is, and then things can really get growing. Who knows, if the place gets big enough, you might even get some shops selling really rare items...

Pick a Plucky Pioneer

Speak to Hank Hoffman Jr., who can be found near the town, to choose your intrepid envoy.

* The name of your pioneer and the message you send out with them will be seen by lots of people, so don't give out any information you wouldn't want strangers to see, or use any words that others might find unpleasant.



Proceed with the Pioneering

Speak to Hank Hoffman Jr. and select “Chance Encounter” to begin sending out your pioneer. If players who also have their DS systems in Chance Encounter mode happen to be nearby, you will exchange pioneers, bringing new citizens to both your towns. When you wish to come out of Chance Encounter mode, just press the **A** Button.

- * Your DS system will continue communicating with others even when closed.
- * Please do not switch off your DS system or remove the Game Card while in Chance Encounter mode.
- * Chance Encounter mode consumes battery power rapidly, so be careful. If the battery runs out while you are playing (including when you are in Sleep Mode), you will have to continue your adventure from the last place you saved.

DS Wireless Communications (DS Wireless Play)

These are instructions on how to use your system for wireless play.

You will need:

- One (1) Nintendo DS/Nintendo DS Lite per participant.
- One (1) “DRAGON QUEST IV: Chapters of the Chosen” Game Card per participant.

Connection Procedure







1. Make sure the power of either system is turned off, then insert the Game Card into either system.
2. Turn the power on. The DS Menu Screen will be displayed.
3. Touch the “DRAGON QUEST IV: Chapters of the Chosen” panel.
4. See page 39 for further instructions.









Useful Items

Some items can be bought in shops, some are found in treasure chests, and others are dropped by fallen foes. Don't forget to equip any new weapons or armor you find, or they won't have any effect.






Weapons

 Copper Sword	A basic sword that relies more on brute force than cutting power to inflict damage.
 Iron Claw	A hand-to-hand weapon that inflicts damage with its three razor-sharp talons.
 Iron Lance	A basic piercing weapon made of iron.
 Divine Dagger	A silver knife imbued with holy power.
 Hunter's Bow	A highly advanced bow that simply requires the user to pull a trigger to fire an arrow.
 Cautery Sword	A sword blessed with the power to smite evil. Can also be used as an item during battle.







Armor

 Wayfarer's Clothes	Hard-wearing clothes made of sturdy cloth. Popular with adventurers.
 Iron Armour	General-purpose armor made of iron.
 Leather Shield	A small, light shield made of sturdy leather.
 Scale Shield	An extremely tough shield made from the scales of dragons.
 Leather Hat	A simple hat made of cured leather.
 Iron Helmet	A helmet made of iron that provides good protection for the head.




◆ Accessories

	Strength Ring	A powerful ring that increases the wearer's strength.
	Meteorite Bracer	A magical ring that doubles the wearer's agility.
	Prayer Ring	When used, it restores MP, but with a small chance of breaking.
	Lucida Shard	Increases the wearer's luck when equipped, and can also be used as an item in battle.
	Fishnet Stockings	Can be worn by female characters to increase defense slightly.

◆ Items

	Medicinal Herb	Heals wounds, restoring a little HP.
	Antidotal Herb	A powerful antidote that cures poison.
	Chimaera Wing	When thrown into the air, it allows the user to return to a previously-visited town or castle.
	Holy Water	Sprinkle it over the body to ward off weaker monsters for a while.
	Magic Water	Water imbued with mystical powers that restores MP when used.
	Seed of Resilience	Eat this to increase your natural defensive ability slightly.

◆ Special Items

	Steel Strongbox	A sturdy steel safe that keeps your cash from prying fingers even when you're wiped out.
	Night Light	A black flame flickers inside this mysterious lamp that allows you to change day to night in an instant.
	Magic Key	A key imbued with the power of magic, which can open even complex locks.

* These are just some of the items you can find. There are plenty more to be discovered.

Magic

Some can be used only in the field, some can be used only in battle, and some can be used at any time. Be sure to know all your spells inside out so you can make the most of them.

♦ Attack Spells

Name	Effect	Usable	Can Be Learned By
Frizz	Singes a single enemy with a small fireball.	Battle	Hero, Maya
Sizz	Singes a group of enemies with a blazing fire.	Battle	Hero, Maya
Bang	Damages all enemies with a small explosion.	Battle	Maya
Crack	Pierces a single enemy with razor-sharp icicles.	Battle	Borya
Woosh	Slices through a group of enemies with a small whirlwind.	Battle	Meena
Zap	Calls down lightning on a single enemy.	Battle	Hero
Whack	A cursed incantation that sends an enemy to the hereafter.	Battle	Kiryl

♦ Recovery Spells

Name	Effect	Usable	Can Be Learned By
Heal	Restores at least 30 HP to a single ally.	Always	Hero, Kiryl, Meena
Midheal	Restores at least 75 HP to a single ally.	Always	Hero, Kiryl, Meena
Fullheal	Restores all HP to a single ally.	Always	Hero, Kiryl, Meena
Zing	Resurrects a fallen ally with half HP restored.	Always	Hero, Kiryl, Meena
Kazing	Resurrects a fallen ally to full health.	Always	Kiryl
Squelch	Cures a single ally of the effects of poison.	Field	Kiryl, Meena

◆ Support Spells

Name	Effect	Usable	Can Be Learned By
Buff	Raises the defense of a single party member.	Battle	Kiryl
Sap	Reduces the defense of a single enemy.	Battle	Borya, Maya
Dazzle	Envelops a group of enemies in illusions.	Battle	Kiryl
Snooze	Puts a group of enemies to sleep.	Battle	Borya, Meena
Fizzle	Prevents a group of enemies from using magic.	Battle	Kiryl
Insulate	Protects all party members from fire- or ice-based attacks.	Battle	Meena
Oomph	Doubles the attack power of a single party member.	Battle	Borya

◆ Other Spells & Abilities

Name	Effect	Usable	Can Be Learned By
Zoom	Return instantly to various previously-visited locations.	Field	Hero, Borya, Maya
Evac	Exit instantly from dungeons, caves, and towers.	Field	Hero, Borya, Maya
Tick-Tock	Summons night during day, and day during night.	Field	Borya
Snoop	Locates hidden curiosities through the power of magic.	Field	Borya
Holy Protection	Generates a holy aura that keeps weaker monsters away.	Field	Hero
Hocus Pocus	Take a chance with Lady Luck! Only she knows what will happen.	Battle	Hero
Nose for Treasure	Reports the number of nearby treasures.	Field	Torneko
Whistle	Summons monsters with a whistle.	Field	Torneko

* These are just some of the spells and abilities you can learn. There are plenty more to be discovered.

Tips for Travelers

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

Save & Save Again

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



Be Sure to Save in These Situations:

- ◆ When entering a new town or castle.
- ◆ Before setting off to a cave or tower.
- ◆ When you have just gone up in level or found a rare item.

Focus on Your Friends' Formation

The closer a character is to the party leader's position, the higher their chance is to get attacked more often during battle. When changing your formation by selecting "Line-Up" from the "Misc." submenu, be sure to put characters with high HP, such as Ragnar and the hero, at the forefront of the action.

Don't Overstretch Yourself

Traveling too far when you're still wet behind the ears can be a very dangerous pastime. If you're having trouble with tough enemies, try fighting close to town to build up your levels, and don't take unnecessary risks. Just because you think you're okay, that doesn't mean an enemy won't have a nasty trick up its sleeve to wipe you out when you least expect it...

Tactics Can Turn the Tide

If you set a party member's battle tactics (see page 34) to anything except "Follow Orders", they will fight automatically according to the tactic you choose. When leveling up near towns and castles, you might find it easiest to select "Show No Mercy", and let your team do the fighting for you as quickly and efficiently as possible.



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Published by Square Enix, Inc.

999 N. Sepulveda Blvd., 3rd Floor

El Segundo, CA 90245

PRINTED IN USA