

nintendo
Wi-Fi
connection

NINTENDO DS™

DQMTM2
DRAGON QUEST MONSTERS Joker

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

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

- 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, or arms 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.



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.

THIS GAME CARD WILL WORK WITH ALL NINTENDO DS™ VIDEO GAME SYSTEMS.



Wireless DS
Multi-Card
Play

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

NEED HELP PLAYING A GAME?

For game play assistance, we recommend 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."

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. REV-E



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Contents

Characters	7
Scouting the Island of Mystery!	9
Basic Controls	11
Starting and Ending Your Adventure	14
Get Ready Aboard the Airship	17
Explore the Island	21
Using the Menus	25
Playing Tag Mode Battles	31
Time for Battle!	33
The Marvels of Monster Synthesis	39
Trade and Battle via DS Wireless Communications	42
Nintendo Wi-Fi Connection Play	48

Producer: Yuji Horii

Monster Designs: Akira Toriyama

Music: Koichi Sugiyama

Do you have what it takes to be a monster scout champion?

Monster scouts can bend monsters to their will, creating teams of wild and wonderful beasts to send into fierce, nonstop battles against rival scouts. The greatest and boldest scouts are set to meet in the Monster Scout Challenge, where they will fight for the honor of becoming champion of the world.

But it is no easy task to reach the arena where the tournament takes place. Only a select few, the best of the best, are able to secure spots on the airships that travel there.

One after another, the mighty ships take to the air and turn their prows in the direction of the distant arena. Stowed away among the fleet is a young monster scout. For years he has dreamed of becoming the monster scout champion of the world – a dream you can help him realize!

But his ambitions suffer a fatal setback when his airship is caught in a mysterious storm that seems to come out of nowhere. Buffeted by raging winds, the out-of-control airship plummets from the sky and crashes on a deserted, previously unknown island...an island home to colossal monsters the likes of which no monster scout has seen before!

Can you escape this strange and deadly island? Can you crack the enigma that lies at its heart? Will you reach the Monster Scout Challenge in time to claim the championship?

Somewhere on this mysterious island, the answers await. Find them. Your fate is in your hands.



Characters



The Hero (That's You!)

This intense young scout not only has the best haircut on the island, he harbors scouting ambitions that won't let him rest until he is on the top of the scouting world. Can any monster resist the allure of the scout ring that glints on his left hand?



Captain Rex Mayday

The stalwart, swashbuckling captain of the good airship Albatross. In his youth, he too dreamed of entering the Monster Scout Challenge.



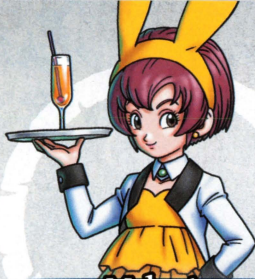
Rory Bellows

The chief engineer aboard the Albatross, and don't you forget it, laddie! He's rough and he's gruff, but you'd be hard-pressed to find a more reliable friend on the island.



Lily Gilder

A star in her own mind, she's heading to the Monster Scout Challenge to prove to the world she's the greatest scout ever. Woe betide anyone who gets in her way!



Melonie

This good-natured lass is on her way to start her new job with the Monster Scout Challenge. The life of a monster scout assistant will prove much harder than she imagined...



Archie Logg

Archie's a scholarly brainbox who leaves no stone unturned in his quest to learn everything he can about monster origins. He's ever eager to examine dusty old tomes, ruins, and other murky archeological artifacts.



Eugene Poole

Friendly old Eugene Poole is a lifelong fan of the Monster Scout Challenge, and he's fought in every single one of them. Full of vim and vigor, he doesn't feel a day over 80!

Scouting the Island of Mystery!

In the **DRAGON QUEST MONSTERS: Joker** series, you will journey through strange new lands, collect wild and wonderful monsters, and aim to become the greatest monster scout ever!



Explore the Enigmatic Island





Your airship has crash-landed on a mysterious, uncharted island. Starting from your base aboard the wrecked Albatross, you must explore the island to find a way to escape – and uncover some surprises along the way!

Whenever you're not sure what to do next, just talk to the airship crew and passengers. They'll always be able to provide good advice and useful information.

The island is a place of wonder. It consists of many different regions, from sweltering jungles to frozen mountain peaks. As you progress in the story, more and more locations will open up for you to explore.



In this manual, screenshots marked with  show the upper screen, and screenshots marked with  indicate the Touch Screen.

Scout a Multitude of Monsters

The island is brimming with wild and dangerous monsters that will threaten your every move. However, with skillful use of your scouting abilities, you will be able to recruit these monsters into your own team!



Raising Mighty Monster Mates

The more your ally monsters fight, the stronger they become. They can learn new abilities, gain more health, and deliver more powerful attacks. Not only that, but you can also combine monsters in a process called "synthesis" (see p. 39) to create completely new beasts!



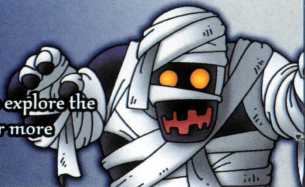
Test Your Mettle in the Underground Arena!

As you explore the island, you will eventually find the monster arena. Here you can test your team's mettle by pitting your monsters against rival teams. Victory comes with real rewards: the more victories you rack up, the more of the island you will be able to explore!



Basic Controls

Let's take a look at the basic controls you will need to explore the world of DRAGON QUEST MONSTERS: Joker 2. For more details, refer to the relevant sections in this manual.



L Button + R Button

- Reset camera angle to face forward

Upper Screen

L Button

- Rotate view left
- Cycle through menu windows
- Confirm (in battle only)

+ Control Pad

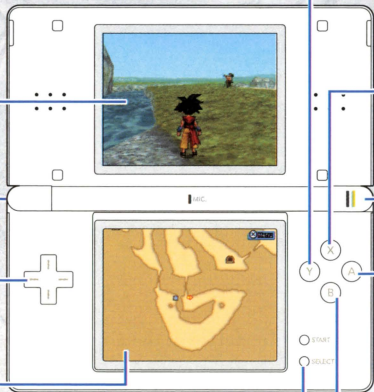
- Move
- Navigate menus

Touch Screen (Lower Screen)

- Navigate menus
- Move menu items/objects
- Move map

SELECT

- Sort items and monsters



Notes:

- Close your Nintendo DS™ system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.
- When you have activated Tag Mode (see p. 31), your Nintendo DS will stay connected even when closed. However, this will drain the battery very quickly, so be careful not to run out of power!

Y Button

- Display help text and stats
- Substitute monster (in battle only)

X Button

- Open Main Menu

R Button

- Rotate view right
- Cycle through menu windows

A Button

- Select menu item
- Advance dialogue
- Talk, investigate, open doors

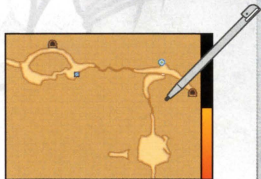
B Button

- Cancel



About Touch Controls

When you are exploring the island or dungeons, you can touch or slide the stylus on the lower screen to move the map around. You can also touch or slide to select some menu items or to substitute monsters.

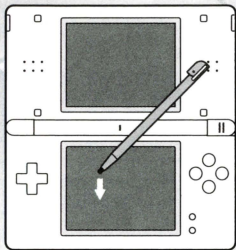


Using the Nintendo DS Stylus

There are two types of basic stylus control.

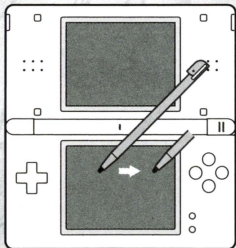
Touching / Tapping

Lightly pressing on the Touch Screen with the stylus is called "touching" or "tapping."



Sliding

Holding the stylus lightly against the Touch Screen and moving it across the screen is called "sliding."



Starting and Ending Your Adventure

Make sure your Nintendo DS system is turned off. Insert the DRAGON QUEST MONSTERS: Joker 2 Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

- 1 Turn the power on. The Health and Safety Screen, shown to the right, will appear. Once you have read it, touch the Touch 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.

- 2 When using a Nintendo DSi™/Nintendo DSi XL™ system, simply touch the DRAGON QUEST MONSTERS: Joker 2 icon to start the game.

When using a Nintendo DS/DS Lite system, touch the DRAGON QUEST MONSTERS: Joker 2 panel to start the game. If the Nintendo DS/DS Lite system's **Start Mode** is set to AUTO MODE, this step will not be necessary. For details, refer to the instruction booklet for your Nintendo DS/DS Lite system.



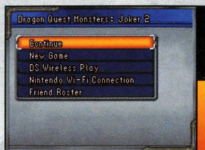
Notes:

- The screenshot to the right shows the **Nintendo DS Menu Screen** as seen on a Nintendo DSi / Nintendo DSi XL / Nintendo 3DS.
- “Nintendo DS system” is a catch-all term that is used to refer to the original Nintendo DS, Nintendo DS™ Lite, Nintendo DSi, Nintendo DSi XL, and Nintendo 3DS systems.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish, and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings, please refer to the instruction booklet of your Nintendo DS system.

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.
DS WIRELESS PLAY (see p. 43 – 47)	Use DS Wireless Communications to trade monsters or fight battles against your pals.
NINTENDO Wi-Fi CONNECTION (see p. 48 – 55)	Connect to Nintendo Wi-Fi Connection and participate in the World Monster Championship, or challenge other players to head-to-head battles.
FRIEND ROSTER	Check your Friend Roster (see p. 54).

Playing the Game for the First Time

If you are playing the game for the first time, select **NEW GAME**. You will be asked to enter your hero's name before your game begins. Select **OK** when you're ready to go.



Continuing a Saved Game

If you already have a saved game, you can select CONTINUE, then LOAD to resume your adventure where you last left off.



Ending Your Play Session

When you are done adventuring for the day, save your game by selecting SAVE. Once you have finished saving, you can safely switch your Nintendo DS system off.

Saving Your Game

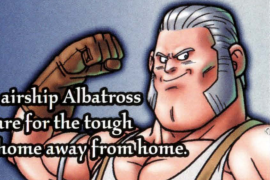
You can save your progress by selecting the SAVE option from the **Main Menu**. (You can only have one saved game at a time.) In certain situations, such as when the hero is close to a giant monster, you won't be able to save your game. Be careful!

Note: When playing a game using DS Wireless Communications or Nintendo Wi-Fi Connection, battle records and other data are saved automatically.



Get Ready Aboard the Airship

From the monster pen to the item vending machine, the airship Albatross is packed with useful equipment that will help you prepare for the tough adventures ahead. It's your base of operations and your home away from home.

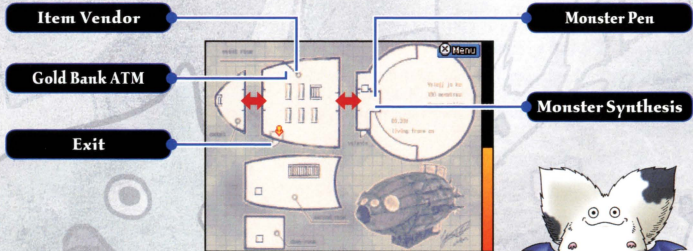


Note: You'll gain access to more of the ship's facilities as you progress through the story.

Close-Up on the Airship



Let's take a closer look at the airship and its facilities. You will be able to rest up every time you return to the airship. Your monsters will recover all their HP and MP, and any members of your team who were knocked out during battle will be revived.



Monster Pen

This is where you will keep your menagerie of scouted monsters. Simply access the monster pen control terminal to use the following controls.



Monster Pen Controls

SWITCH MONSTERS

You can take up to six monsters with you into the island: three on your team and three on the substitutes' bench. Use this control to select those monsters.

Note: Every time you win a battle, not only do your substitutes earn a small amount of experience points, but your monsters back in the monster pen will too!

Substitutes

These are your standby monsters, ready to step in at any time – even in the midst of battle – to relieve wounded allies.

Team

These are the monsters you take into the field who fight battles for you.



+ Monster Pen

The rest of your allies can be found lounging around in the monster pen. Press SELECT to sort them.

Monsters Come in All Shapes and Sizes

Some monsters are so ginormously big that they take up two spots on your team or on your substitutes' bench. Don't worry, though, because they're also twice as powerful!

MEMBER LIST

From this list you can check up on all your ally monsters. You can select individual monsters to distribute skill points, change their name, and more. ▶ means that the monster is on the current team and ⇄ shows it is on the substitutes' bench.



LIBRARY

This great resource enables you to look up monster families, abilities, and other useful information.

Monster Synthesis

By talking to Dr. Lump next to the monster pen, you can combine two monsters to create a completely new monster. For more information about synthesis, see p. 39 – 41.



Gold Bank ATM

Use the Gold Bank ATM to hoard your cash! Money that you deposit in the bank is safe and secure, and you won't lose any of it even if your team falls in battle. You can always withdraw it later when you need it.



Item Vendor

Here you can buy useful items and weapons or sell stuff you don't need anymore. Simply select the item you want to buy or sell and use the +Control Pad to change the quantity. At any time, you can press the Y Button to read a description of the item.



List of Items

Shows the item names and prices. Press SELECT to sort the list.

Amount of Gold



Weapons & Attack Power

Select a weapon from the list and check these numbers to see how that weapon will affect your monsters' attack power when equipped (see p. 28). Green numbers show an increase in power; red numbers show a decrease.

The letter E shows that the monster is currently equipped with the weapon.

Number in Possession

Boosting the Vending Machine Stock

Apparently, there is a way to increase the number of items that are available from the vending machine. It probably has something to do with the box that sits next to the machine. Perhaps there might be something you could throw into the box?



Explore the Island

The enigmatic island where you have crash-landed is made up of a number of different geographical regions. You must carefully explore all of these areas to unlock the mystery of the island and escape to civilization.

Select a Region

You can travel to other places by leaving the area in the immediate vicinity of the airship and selecting a region on the island map. The further you progress in the story, the more regions you will be able to visit.

Notes:

- An icon on the upper screen will indicate the weather and time of day in a given region. In addition, when conditions are unusual, the region's marker on the lower screen map will flash.
- When the hero has learned the special ability Zoom, he will be able to teleport directly to different regions.



Weather or Time of Day
in Selected Region

Region Location

Field Screen



Use the +Control Pad to move your hero around the landscape, and press the L Button or R Button to rotate the camera left and right. Whenever your hero and a wild monster come into contact, a battle commences (see p. 33 – 38).

Menu

Touch the Menu icon or press the X Button to open the Main Menu.



Area Map

The map charts the locations you have been in the region. You can slide the stylus around the screen to move the map around.


-  Current Location
-  Cave Entrance
-  Scout's Stone (see p. 23)
-  Healing Spot (see p. 24)
-  Zip Portal (see p. 24)

Weather and Time of Day

Both the weather and time of day can change in areas that you have already explored. Revisiting regions in different conditions may result in new discoveries!



Talking and Investigating

Fighting is not the only way to interact with the world! Approach characters and press the A Button to talk to them. When you see a  appear above your hero's head, press the A Button to investigate whatever is in front of you.



Treasure Boxes and Other Items of Interest

When you see treasure boxes, plants, or ore like those shown on the right, be sure to investigate, and pick up any useful items you come across. Blue treasure boxes and naturally occurring items will be replenished each time you leave a region.



Scout's Stones

By investigating the stone devices shown in the picture to the right, your hero can learn new skills and abilities. These will be added to his abilities list, which you can access from the **Main Menu**.



Healing Spot

Simply investigate one of the devices shown on the right to fully restore your ally monsters' HP and MP. The device will also revive knocked-out team members. Once you have used a Healing Spot, it will not work again until you exit that region.




Zip Portal

When you see a Zip Portal like the one on the right, be sure to investigate it. This will activate the portal, enabling your hero to teleport here from any place in the same region using his Zip ability.



When Giant Monsters Are on the Prowl

As you explore the island, you will encounter certain humongous beasts. When these beasts are close, a  will appear over your hero's head. Until your team is really, really strong, it's best not to let the beast get you in its clutches, so run away fast!



Using the Menus

Press the X Button while you are out in the field to open the Main Menu. Here you can check your monsters stats, use spells and abilities, and more.



Note: As you continue your adventure, you'll find more options available to select on the **Main Menu**.

Main Menu

From the Main Menu, you can view your monster team and access the various submenus.

Hero's Stats

Displays your character name, gold coins, and time spent adventuring.



Team Stats

Displays the stats for each monster in your team, including its family, name, level, HP, and MP.

Monsters

Shows the monsters on your team.

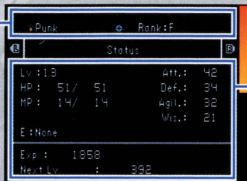
Submenus
(see p. 27 - 32)

Viewing Your Monster's Data



When you select a monster on the Main Menu, the following information is displayed on the upper screen.

Basic Info



Detailed Info

Press the L Button or R Button to cycle through the different screens.

How to Read the Data

Family and Name	The icon to the left of the name indicates the monster's family (see p. 42).
Charge	+ indicates a monster with a positive animal attraction, - indicates a negative monster, and 0 means it's neutral.
Rank	The rank indicates how powerful a monster is. Monsters are ranked in this order: F → E → D → C → B → A → S → SS The number after the plus sign shows how many times the monster has been synthesized. The higher the number, the stronger the monster.

Types of Data

Status	Shows stats that indicate how strong the monster is (see p. 27).
Type	Monster type, size, and skills (see p. 38).
Traits	The monster type's special characteristics.
Resistance	Shows what kind of attacks the monster can resist and the attacks it is vulnerable to.
Skills	Shows the skills the monster possesses and the abilities it has learned.
Family (Synthesis Record)	If the monster was synthesized, this shows which monsters were used to create it.

Understanding Status

Monster status stats change depending on level and what kind of weapon is equipped.

Lv : 7	Att.: 27
HP : 29/ 29	Def.: 15
MP : 38/ 38	Agil.: 44
	Wis.: 47
E : \copper sword	
Exp : 135	
Next Lv : 52	

Lv (Level)	Shows the monster's current level.
HP	Shown as Current HP / Maximum HP. Your monsters lose HP whenever they suffer damage in an attack. When HP reaches 0, the monster will be knocked out and can no longer fight in the battle.
MP	Shown as Current MP / Maximum MP. Your monsters consume MP every time they use a spell or ability.
Attack	The higher the number, the more damage your monster can inflict on the enemy.
Defence	The higher the number, the less damage your monster suffers when attacked.
Agility	Monsters with better agility can launch attacks more quickly.
Wisdom	With greater wisdom, your monster's abilities become more effective.
E	Indicates the weapon that is currently equipped by your monster.
EXP	Shows how many experience points your monster has accumulated.
Next Lv	Shows how many more experience points are needed to reach the next level.



Using Items

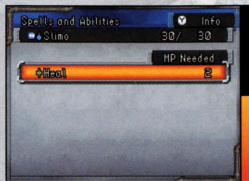
Here you can view and use the items in your possession. When you want to use an item, first select it and then pick a target to use it on.





Using Monster Abilities

If your monster has learned any spells or abilities that can be used outside of battle, you can access them through this menu. First select the monster, then the ability, and then the target of the effect.



Equipping Weapons

You can have your monsters equip various kinds of weapons. First select the monster and then the weapon to equip. You can select **STRONGEST WEAPON** to automatically equip the best available weapon. Remember that some monsters cannot use certain weapons.



Substituting Monsters

You can switch monsters between your active team and the substitutes' bench.





Changing 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 one of the four tactics listed below for each monster on your team. The tactics can always be overruled with direct orders.



SHOW NO MERCY

The monster will attack fiercely, using its most powerful abilities without worrying about conserving MP.



MIX IT UP

The monster will fight using a variety of support spells, abilities, and attacks.



FOCUS ON HEALING

When ally monsters lose HP, the monster will heal them before doing anything else.



DON'T USE MAGIC

The monster will fight without using any spells or abilities.



Allocating Skill Points

By allocating skill points, you can grow and develop your monsters' skills (see p. 38).



Save

You can save your adventure at almost any time you like. Check that the save data is correct, then select **SAVE**. Remember that there is only one save slot, so when you save your game the old data will be overwritten!

When you are finished saving, you can choose to either continue with your adventure or return to the **Title Screen**.

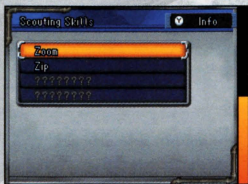




Using Player Abilities

Monsters aren't the only ones that can use magic: as the hero, so can you! Simply select the spell or ability you want to use. You can learn new abilities by investigating the Scout's Stones (see p. 23) that you will find scattered around the island.

You will learn the following two spells quite early in your adventure.



ZOOM

Teleport instantly to regions that you have already visited.

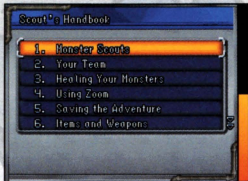
ZIP

Teleport instantly to a Zip Portal (see p. 24) within your current region.



Useful Adventuring Hints

Your Scout's Handbook is continuously updated with super-useful hints that will help you navigate the perils and pitfalls of your adventure. A **NEW** will appear on the **Main Menu** whenever any new information or hints are added. Be sure to check it out every time it shows up!





Playing Tag Mode Battles

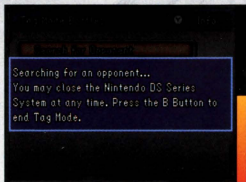


If you like, you can take a break from your single-player adventure whenever you want and activate DS Wireless Communications. When you pass near another player who has also activated **Tag Mode**, you will automatically connect to each other and your current teams will be able to fight a battle.

Please **read p. 43 - 44** before using **Tag Mode**.

Search for Opponent

- 1 Select the Tag Mode Battles icon on the **Main Menu**, then select **SEARCH FOR OPPONENT**. This will launch **Tag Mode**. (The game will continue to search for opponents even when the Nintendo DS system is closed.)
Note: You can press the B Button at any time to cancel **Tag Mode**.



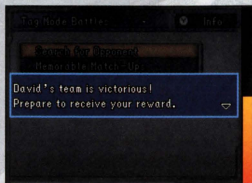
- 2 When another player with **Tag Mode** activated passes nearby, the two games will exchange data. When that happens, your team will then battle against a computer – controlled version of the opponent's team. During this battle, you can scout one (and only one) of your opponent's monsters.

Notes:

- The game may automatically save during a **Tag Mode** battle. Please do not switch the power OFF or remove the Game Card.
- When you scout a monster in a **Tag Mode** battle, it will initially be marked with "Guest." This is also true of any monster you create by synthesizing the scouted monster. You cannot enter the Nintendo WFC World Monster Championships if you have a monster marked with "Guest" on your team.

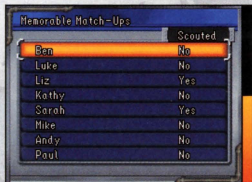


- 3 Depending on the results of the battle, you may receive a prize. In addition, you can record your opponent's data in your **MEMORABLE MATCH-UPS**.



Memorable Match-Ups

Your Memorable Match-Ups store information about past **Tag Mode** battle opponents. Data for up to eight opponents can be stored at once. Not only can you view the stats and information about the other player's team, you can also select **BATTLE** to go back and fight the battle over again. When you do this, you can even try to scout monsters that you failed to lure to your side the previous time you met.



Remember that the names you give your hero and monsters can be seen by many other people when you use **Tag Mode**. We strongly suggest that you avoid using names containing private information that can identify you personally, or using words that other people may find upsetting or offensive.



Time for Battle!

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



The Battle Screens

The upper screen shows what's happening on the battlefield, while the Touch Screen gives you access to your battle commands and monster stats.

Turn

Enemy Monster Name

Battle Commands
(see p. 35 - 37)

Item Icon

Team Monster Info

Shows your monsters' HP, MP, and current tactics (see p. 29).

Enemy Monster Info

If you already have the monster type in your menagerie, it will be marked with a .

Turn 1

Clawed
Cotyr
Kwanda

Flight
Orders
Tactics
Scout
Items
Flee

HP MP EXP

HP MP EXP

HP MP EXP

HP MP EXP

Switch

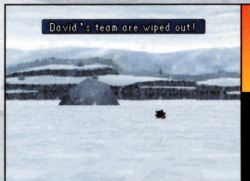
Fighting the Battle

Throughout the battle, you can select commands to issue orders to your team's monsters or to use items. When every ally and enemy monster has taken some kind of action, the battle moves to the next round and you can issue new commands.



When Your Party is Wiped Out

If your team and substitute monsters lose all their HP, your adventure will come to a sudden, but temporary, halt. You will wake up back at the airship with half of the money you had in your possession gone.



Substituting Monsters

Press the Y Button to switch monsters between your team and the substitutes' bench. Once you have made all the changes you want to make, select OK to return to the battle.

If you press the Y Button while you have a monster selected, you can check its strength and stats (see p. 35).



The Battle Screens



In a battle, you can select commands and issue orders to your monsters.

Fight

Your monsters will go ahead and act according to the orders you have issued or tactics you have selected for them.

Give Orders

You can give each monster in your party separate orders, such as attack, defend, or use a particular spell or ability. Monsters that have not been given separate orders will act on their own initiative based on the tactics assigned to them.



Attack

Choose a target and your monster will attack it.

Defend

Your monster will adopt a defensive posture so that it receives only half the normal damage.

Spells and Abilities

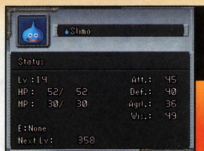
Select a spell or ability that your monster has learned. This will consume MP.

Psyche Up

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

Checking Monster Strength

When using commands such as ORDERS or TACTICS, you can select monsters (either friend or foe) and press the Y Button to check their stats and status. On this screen, you can use the A Button or L Button to page through the information.



Tactics

You can have each monster in your team use different tactics (see p. 29). Monsters who are not issued specific orders will act on their own initiative in accordance with these tactics.

Scout

Follow these steps to scout enemy monsters and add them to your menagerie.

- 1 Select the SCOUT battle command and choose the enemy monster that you want to scout.
- 2 All the monsters on your team will launch a show of force against the targeted foe. This is designed to impress the enemy and intimidate it into submission. The scout gauge will increase with each show of force in proportion to your monsters' attack power. The higher you can boost the gauge, the more likely it will be that your scouting attempt succeeds. Even if you only nudge the gauge up to 1%, you still have a chance, so keep trying until you tame the monsters you want!
- 3 If the scouting attempt is successful, the enemy monster meekly comes over to your side and the battle immediately ends. You will then give your new monster ally a name and place it somewhere in your menagerie.

Note: If your scouting attempt fails, the enemy monster may become offended! If that happens, you won't be able to make any more scouting attempts for the remainder of that battle.



Scout Gauge



Items

Select this when you want to use an item you have in hand. First select the item, then the target. In almost all cases, the hero will act first in each round before any monster.







Flee

Select this when you want to run away from a battle. But remember that you won't always manage to get away, and if you fail to escape, the enemy monsters will get in a few free blows at your monsters!

Monster Status Ailments

When one of your monsters is attacked, it may suffer a status ailment. The list below shows some of the afflictions that might strike your team members. Depending on the ailment, your monster may not respond to orders, refuse to act, or worse! (The good news is that your monsters will recover 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. It can be cured with Defuddle or smelling salts.
 Sleep	The monster takes a catnap that can last several rounds. It can be cured with Tingle or smelling salts.

So You Won the Battle...

You win the battle when all the enemy monsters are defeated. Victory is rewarded with experience points, gold coins and, if you're lucky, items.

When your monsters accumulate a certain amount of experience points, their level will increase, which boosts their status and stats. At some levels, monsters are also awarded bonus skill points.



Skills, Spells, and Abilities

Different monsters have different kinds of skills. As monsters grow and develop, their skills become more advanced too, allowing them to learn new spells and abilities.

You can allocate skill points to develop the skills, either after your monster acquires the points or at any time later, by selecting the Skill Allocation icon. First, select the monster, then the skill you want to develop, followed by how many skill points to allocate. When a certain number of points are reached, the monster will learn new spells or abilities.

A screenshot of the 'Skill Allocation' screen. At the top, it says 'Skill Allocation' and 'Points: 4'. Below that, there are three skill options: 'Slime' with 27 points, 'Agility Boost' with 8 points, and 'Confuse' with 2 points. A blue arrow points from the 'Skill' callout to the skill names. Another blue arrow points from the 'Points Available to Allocate' callout to the 'Points: 4' text. A third blue arrow points from the 'Amount Selection' callout to the number '2' in the 'Confuse' row. At the bottom, a message says 'You need 2 points to learn agility +5.' A blue arrow points from the 'Next Skill Level' callout to this message.

Skill
The name of the skill and the number of skill points allocated so far.

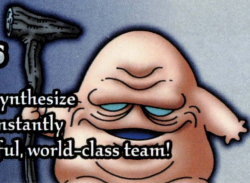
Points Available to Allocate

Amount Selection
Use the +Control Pad to increase or decrease the number of skill points you want to allocate, and press the A Button to confirm.

Next Skill Level
Shows how many more points are needed to reach the next level.

The Marvels of Monster Synthesis

As you progress in your adventure, you will learn how to synthesize two monsters to create a new, more powerful monster. Constantly synthesizing new monsters is the key to building a powerful, world-class team!



Conditions for Synthesis

Monsters must have reached at least level 10 before you can use them to synthesize new monsters. Plus, there's the important issue of animal attraction!

Monsters are either positively charged **+**, negatively charged **-**, or neutrally charged **0**. It's a well-known fact that opposites attract – monsters are no different.

For example, you can combine a positively charged **+** monster with either a negatively charged **-** or neutrally charged **0** monster, but you cannot fuse two monsters with the same charge. Just remember, as long as the charges are different, you're okay to synthesize!



How to Synthesize

Talk to Dr. Lump in the airship and select SYNTHESIZE to begin combining monsters.

Note: Dr. Lump will arrive in the airship after you have reached a certain point in the adventure.




1 Select Two Monsters to Synthesize

First, select the two monsters that you want to combine. You must select monsters with different charges (either positive and negative, positive and neutral, or negative and neutral). Monsters must also meet certain other conditions in order to be synthesized.

Press SELECT to sort your monster list.



2 Select the New Monster Type

Depending on which monsters are being fused, you will have the option of choosing from up to three different types of new monster.  means that the new monster will be a higher rank than the original monsters, and **NEW** means that the monster is a type that you have not yet scouted or synthesized.



Synthesis Example

For example, if you try combining a platypunk with a healslime, you can choose from three different resulting monsters.



Platypunk



Healslime



She-slime



Weaken Beakon



Ghost

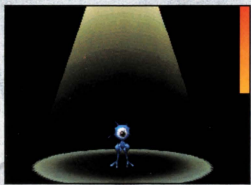
3 Select Skills to Inherit

The new monster can inherit skills from the two original monsters, and in some cases it may have brand-new skills all of its own. Press the Y Button to read up on the skills and select your favorites for the new monster to inherit.



4 Synthesize Your New Monster!

Bid your original monsters good-bye as you watch them fuse into a new monster. (Hey, animal magnetism isn't all positive, you know!) Now give the new monster a name to make the critter your very own. Finally, choose a spot for the beast: you can add it to your team right away or put it in the monster pen for safekeeping.










Strong Monsters Fuse into Even Stronger Offspring!

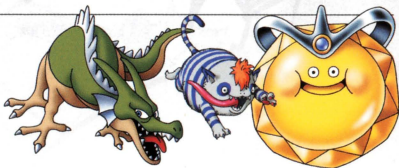
When you fuse higher-level monsters, their offspring will be stronger and have better stats. Try growing your monsters to at least levels 11 to 15 before you synthesize them.

Monster Families

Monsters are grouped into family types. Let's take a look at the special characteristics of these families and learn about 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, healslimes, 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, jailcats, 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 orcs.
 Material Family	Materialists generally have good defense and are able to withstand special attacks such as ice attacks. The bag o' laughs, king kelp, and cannibox are materialists.
 Demon Family	These devilish creatures boast high HP, attack, and defense – plus they're resistant to attack spells and abilities. Drackys, winkys, andimps all belong to this family.
 Zombie Family	Zombies 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 legend has it there are some rare monsters that do not belong to any known family...



Trade and Battle via DS Wireless Communications



Select DS WIRELESS PLAY on the Start Menu to fight battles with friends and trade monsters using DS Wireless Communications.

Your game is saved automatically when you are playing with DS Wireless Communications.
Please do not switch the power OFF or remove the Game Card.

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 2 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. The Menu Screen of the Nintendo DS system will be displayed.
- NOTE:** In case you are using a Nintendo DS / DS Lite system that is set to AUTO MODE, skip the next step and go on with step 4.
- 3 Touch the DRAGON QUEST MONSTERS: Joker 2 panel or icon.
 - 4 See p. 44 – 47 for what to do next

NOTE: For information on playing Tag Mode battles, see p. 31.

Battle Your Pals!

You can choose to fight either a head-to-head battle or a tournament.

HEAD-TO-HEAD BATTLE

Two players battle it out one-on-one!

TOURNAMENT

Two to eight players fight it out in a full tournament (see p. 46).

1 Select the New Monster Type

Once you have selected the kind of battle, you must either become the host and invite players to fight, or be a guest and search for hosted games to join. Once you have selected an opponent, your game data will be automatically saved.

If you are the host...

Paul wants to battle.
Accept the challenge?

Yes

No

Communications are opened and your game will wait for guest players. When all the guests have arrived, you can begin your battle.



If you are a guest...

Head-To-Head Battle

Info

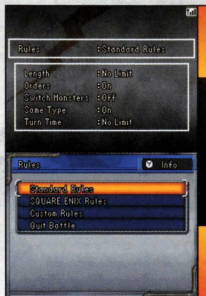
Paul

When you have found a host player, you must send a request to join the game, then wait for the action to begin.

2 Set the Rules

The host player decides the battle rules. You can check out the current rules on the upper screen. To change the settings for each individual rule, select CUSTOM RULES.

Note: The rules that can be configured differ depending on the type of battle selected.



← Individual Rules

LENGTH	Set the number of turns for the battle. NO LIMIT means the battle will continue until one team is wiped out or a player forfeits.
ORDERS	Select whether players can issue orders to their monsters during battle or if they can only tell their monsters what tactics to use.
SWITCH	Select whether substitutions are allowed. If they are not allowed, players will have to fight the whole battle with only the monsters on their team.
SAME TYPE	Select whether players can have more than one of the same type of monster on their team.
TURN TIME	This rule limits how long players have to input commands. When the limit is exceeded, the monsters will act on their own initiative. NO LIMIT means the players can take as long as they like to issue commands.
RECOVERY	Select whether HP and MP levels are fully restored before a battle commences. Note: This rule can only be changed for tournament battles.

3 Begin the Battle

The actual battle begins when the host and all the guests have selected BEGIN BATTLE. Before starting, you can select TEAM SETUP to change team members and equip weapons, or CHECK RULES to view the rules for the upcoming bout.



4 End of Battle

When the fighting is done, the battle stats are automatically saved and a screen is displayed showing the results.

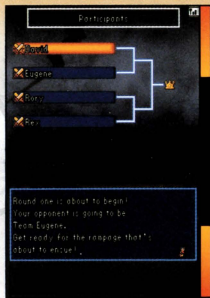


Competing in a Tournament

If the host player elects to run a tournament, the players will be automatically paired off. The four or eight players then fight their first-round battles at once.

When all the battles are complete, the next round of battles takes place according to the tournament pairings. The battles continue until a champion emerges.

Note: If there are fewer than four or eight players, computer-controlled players will make up the missing numbers.



Monster Exchange



Beef up your menagerie by trading monsters with other players!

1 Find Another Player

You can choose to be the host player and wait for guests to find you or become a guest and go searching for hosts. Once an exchange partner is found, the game will automatically save your data.

2 Select Monsters

Pick **SELECT MONSTERS** to choose the monsters you want to trade. You can select up to three monsters to offer to the other player. Select **OK** and then **CONFIRM** and you are ready to trade.

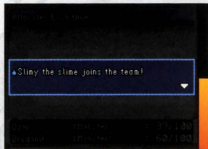
Note: If you only want to receive monsters without giving any, simply do not offer any monsters in return.



3 Begin Exchange

Once you've checked out all the monsters' stats and other info, select **BEGIN TRADE** to seal the deal. Any monsters you receive will be sent to your monster pen. After the exchange, the new data will be automatically saved.

Note: Some traded monsters will be hidden and displayed only with a "?" These monsters will become visible when you progress further into the single-player adventure.



Nintendo Wi-Fi Connection Play

With Nintendo Wi-Fi Connection, you can participate in the World Monster Championship and battle players around the world.



Your game is saved automatically when you are playing with Nintendo Wi-Fi Connection. Please do not switch the power OFF or remove the Game Card.

Nintendo Wi-Fi Connection allows multiple DRAGON QUEST MONSTERS: Joker 2 owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the Internet, 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 gameplay 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).

Nintendo Wi-Fi Connection Menu

Select NINTENDO Wi-Fi CONNECTION on the **Start Menu** to open the **Nintendo Wi-Fi Connection Menu**. First, you should configure your user data in the World Monster Championship.

WORLD MONSTER CHAMPIONSHIP (see p. 49 – 51)	Enter the World Monster Championship, download and battle other players' team data, and get your results listed on the world rankings.
BATTLE FRIENDS & STRANGERS (see p. 52)	Connect to Nintendo Wi-Fi Connection and battle friends and strangers from around the world.
OBTAIN FRIEND CODE (see p. 53)	Get your own Friend Code.
REGISTER FRIEND CODE (see p. 53)	Register other players' Friend Codes.
EDIT HERO'S NAME (see p. 55)	Change the name of your hero.
SELECTING YOUR LOCATION	Learn how to configure your location.
NINTENDO WFC SETUP	Change your Nintendo Wi-Fi Connection settings.

World Monster Championship

In this worldwide event, you can download other players' team data for head-to-head battles and compete against players from around the world to work your way up the championship rankings.

World Monster Championship Menu

Select WORLD MONSTER CHAMPIONSHIP on the **Nintendo Wi-Fi Connection Menu**, then **CONNECT**. You will see your current ranking, and then the **World Monster Championship Menu** will open.



Your Current Class (see p. 51)

Registered Class: Rookie

WORLD MONSTER CHAMPIONSHIP	Register for the World Monster Championship and begin download battles.
USER DATA	View your own records and stats, and change your team members, tactics, team name, location, and more.
LATEST RANKINGS	Check out the latest World Monster Championship rankings.
NEWS	View the latest news and updates, including info about prizes, scheduled server maintenance, and more.
EXIT	Exit the World Monster Championship Menu .

Entering the World Monster Championship

- 1 Select **WORLD MONSTER CHAMPIONSHIP** on the **World Monster Championship Menu**. You will be matched against five teams from among the other ranked players based on your team's current strength. Your opponents' team data will then be downloaded.
- 2 You will fight battles against the downloaded teams. This is called a Home Bout. You may receive a participation prize before the battle and the victorious team will also be awarded a prize.

Note: You can participate in the World Monster Championship once per day.

- 3 Once the battles are over, you will be awarded victory points depending on the results and your position in the rankings will be recorded. Of course, other players can download and battle your team as well. When this happens, it is known as an Away Bout. All participating players' battle stats are calculated at the end of each day, and the next day you can check out your point totals for both your home and away encounters.

The rankings are updated daily based on these results. Your goal is to battle every day, accumulate victory points, and fight your way up the rankings.

Notes:

- Even if you do not fight a Home Bout, your team may still fight an Away Bout and earn victory points.
- Rankings are broken down into four categories: global, national, regional (district, county, etc.), and user rankings.

Rank	Team Name
Opp. 1	Starfire Squad
Opp. 2	Team Garuda
Opp. 3	Team Phoenix
Opp. 4	Team Phoenix
Opp. 5	Team Phoenix

Ranking	Team Name	Points
1	Team Phoenix	51
2	Team Garuda	24
3	Team Phoenix	24
4	Team Garuda	24
5	Team Phoenix	24
6	Team Garuda	17
7	Team Phoenix	17
8	Team Garuda	17
9	Team Phoenix	17
10	Team Garuda	17

World Monster Championship
Home Bout: 24
Away Bout: 17

- 4 Each championship lasts for a certain period of time. On the last day, the final rankings are announced and top ranking players receive items and other special prizes. After each championship, the tally of victory points is reset and the next championship race begins afresh!

For information on when the next championship begins, see the official website:

<http://dqm2.nintendo.com>

Test No.	Test Name	Tally
VWC No. 2	Dragon	814
VWC No. 1	Tricksters	731

2009 Ranking:
Hall of Fame
Rookie

VWC No. 13-1

Note that when you participate in the World Monster Championship, your user data, monster data, rankings position, and victory points tally may be listed on the Square Enix official website and other public venues.



Team Class

When you participate in the World Monster Championship, your team will be assigned a class based on the relative strength of your monsters. Rankings will be listed for each class. There are five classes: Rookie, Scout, Super Scout, Mega Scout, and Ultra Scout. Be careful about changing the monsters on your team during a championship. If you do, your class may change, and if that happens, your victory points tally will be reset to zero!

Battle Friends and Strangers

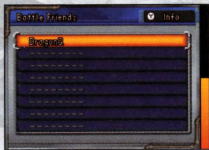


You can challenge friends listed on your Friend Roster (see p. 54) or other players to online battles.

Battling Friends

If you select BATTLE FRIENDS, follow these steps to fight the battle.

- 1 Select the player you want to challenge from your Friend Roster. When you select a player, the game data will be saved automatically.
- 2 The player who issues the challenge gets to choose the rules. Select CUSTOM RULES to configure each rule setting (see p. 45).
- 3 When both players select BEGIN BATTLE, the fight will commence. You can also select TEAM SETUP to tweak your team members and equipment, or CHECK RULES to view the rules for the upcoming bout.
- 4 After the battle is over, the stats are saved automatically and the results will be displayed.



White names indicate players who are currently connected to Nintendo Wi-Fi Connection and yellow indicates players who have issued a challenge to an opponent. Gray names are players who are either not connected or are already in battle with someone else.

Battling Strangers

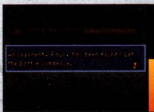
If you select BATTLE STRANGERS, follow these steps to fight the battle.

- 1 Prepare your team, confirm the battle rules, then select OPPONENT SETTINGS.
Note: You cannot change the rules when fighting battles against strangers.

- 2 Next, select SEARCH FOR OPPONENT. You can filter your search with CHANGE OPPONENT'S LOCATION and CHANGE OPPONENT'S STRENGTH.

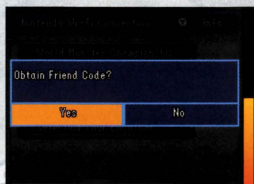


- 3 Once you have found an opponent, the battle will begin immediately. After the dust has settled and the fight is over, the stats are saved automatically and the results are displayed.



Obtain Friend Code

Connect to Nintendo Wi-Fi Connection and get your very own Friend Code. You will be able to view your Friend Code once you have obtained it.



Register Friend Code

When a friend tells you his or her Friend Code, be sure to register it here. Once you have entered all the numbers, select OK. If you entered everything correctly, your friend will be added to your Friend Roster.



The Friend Code system is a way for friends who know each other to play online together safely and securely. You should never share or trade your Friend Code with people you don't know, such as those you have only met through web forums. If you do, you may end up downloading illegally modified data and viruses or receiving unpleasant and unwanted messages. Never give your Friend Code to strangers!



Develop your monsters, take your team online, and become champion scout of the world!

Your Friend Roster



Use OBTAIN FRIEND CODE to get your own Friend Code, and then share and exchange codes with your friends. Register other people's Friend Codes to add them to your Friend Roster. (When you use DS Wireless Communications to fight a battle or trade monsters, you will be automatically registered as friends in each other's game.) You can fight battles with friends by first selecting BATTLE FRIENDS & STRANGERS and then BATTLE FRIENDS. You can always check out who's on your roster by selecting FRIEND ROSTER on the Start Menu.

Battle Results
Results of past battles between you and the friend.

Friend Name
The name registered on your Friend Roster.

World Monster Championship Records
If your friend is participating in the World Monster Championship, this shows his or her class and rank.

Last Update
Shows when the list was last updated.
Note: The list information is updated when you fight a battle using Nintendo Wi-Fi Connection and when you exchange data with a friend.

Note: Right after a friend is registered on your Friend Roster, he or she will be marked with  and the Friend Code will be displayed instead of the name. After you fight a battle against that player via Nintendo Wi-Fi Connection, the icon will turn into  and the player's name and other information will be added to the Friend Roster.

Changing Your Hero's Name

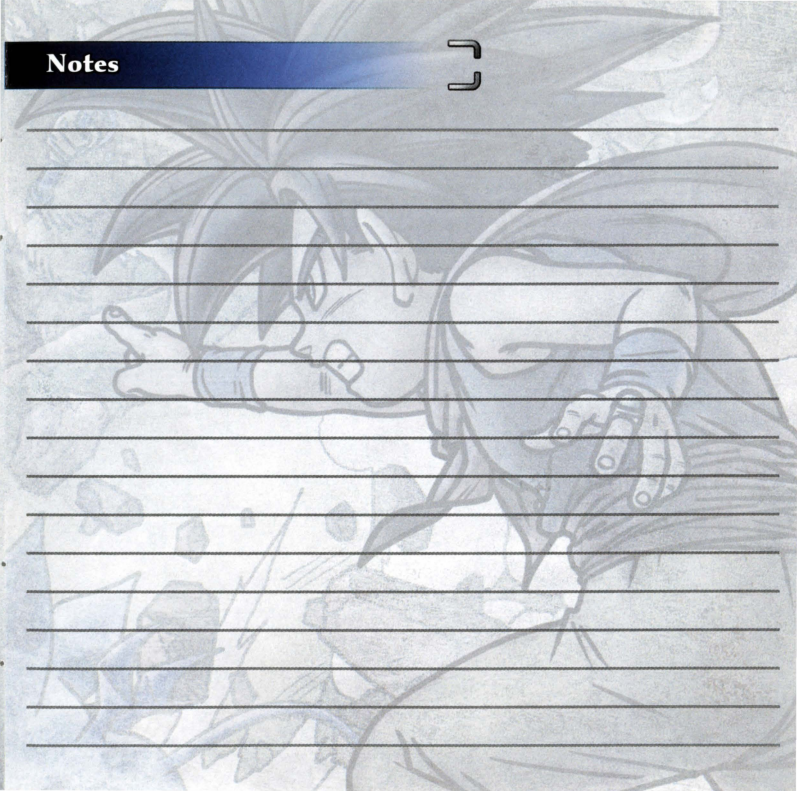
You can always change your hero's name. Note that using certain inappropriate, rude, or offensive words will prevent you from playing online via Nintendo Wi-Fi Connection. If that happens, please change your hero's name and try connecting again.



Remember that the names you give your hero and monsters can be seen by many other people when you connect to Nintendo Wi-Fi Connection. We strongly suggest that you avoid using names containing private information that can identify you personally, or using words that other people may find upsetting or offensive.



Notes



Notes



WARRANTY & SERVICE INFORMATION

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.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

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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or call **1-800-255-3700**



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