

Pokémon™ Super Mystery Dungeon

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1

Important Information

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

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2**Information-Sharing Precautions**

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

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Online Features

This game allows you to connect to the Internet to upload or download films of players' adventures (replay videos) (p. 16) and to send or receive Helper Pokémon™ (p. 27). Please refer to the sections detailing each of these two functions to learn more about them.

- ◆ To connect to the Internet, you must configure the Internet Settings on your system. To learn more about how to do this, please refer to your Operations Manual.

This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home

address when communicating with others.

- Friend codes are part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

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Note to Parents and Guardians

Children should read this section with a parent or guardian. You can restrict the following functions via Parental Controls.

- ◆ For more information on how to set Parental Controls, refer to the Operations Manual.
- Online Interaction
You can restrict your child's ability to share replay videos (p. 16) with other players as well as the ability to send or receive Helper Pokémon (p. 27).
- StreetPass
You can restrict your child's ability to send or receive Helper Pokémon (p. 27) through the StreetPass™ feature.



Explore Dungeons

In this game, you will explore a variety of mystery dungeons (p. 10). Form a party of up to three Pokémon, and make your way through the dungeons while battling enemies and using a wide range of items.



Help Other Pokémon

As you play, you will receive requests from your fellow Pokémon to delve into dungeons for them (p. 18). When you complete these requests, you may find that you receive rewards or propel the story forward.

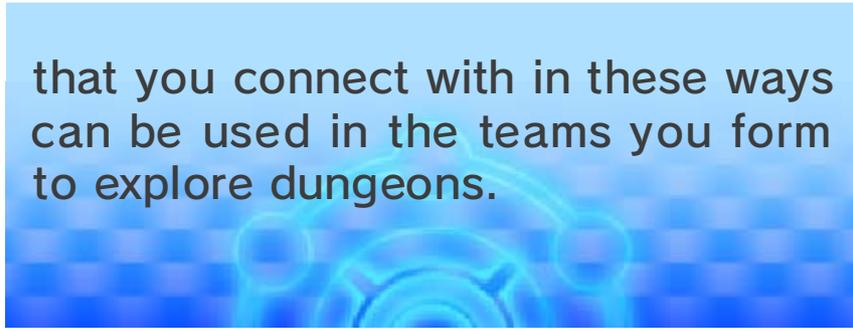


Connect to Other Pokémon

By completing requests and making your way through the story, you and your partner will build relationships with many other Pokémon. The Pokémon



that you connect with in these ways
can be used in the teams you form
to explore dungeons.



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Beginning Your Adventure

Your adventure begins when you start the game. First, you'll answer questions to help decide the Pokémon to represent you and your partner, and then you'll enter names for both.



Main Menu

When you have already begun an adventure and saved your progress, loading the game will take you to the main menu.



Menu Options

Continue

Select this option to resume your adventure from the point where you last saved.

Give Up on Rescue	Select this option when you have fainted in a dungeon (p. 12) and are waiting for rescue. You'll give up on being rescued, and the exploration will be considered a failure. You'll resume your game outside the dungeon.
Revive	Select this option when you have fainted in a dungeon and have successfully been rescued. You will be revived at the same point in the dungeon where you fainted.

Pelipper Island (p. 24–27)

Pelipper Island will be unlocked when you progress through the game to a certain point. This special island allows you to rescue Pokémon, explore dungeons outside your regular adventure, and exchange Helper Pokémon with other players.

Wonder Mail (p. 28)

Use passwords and QR Code® patterns to receive Wonder Mail, which may grant you items and other special gifts.

Jukebox (p. 29)

Listen to the songs that play during the game.

Change Names

Change the name of your character, your partner, or your team.

Delete Save

Delete the save data for your adventure.

- **Be absolutely sure before deleting your save data. Deleted data cannot be restored.**

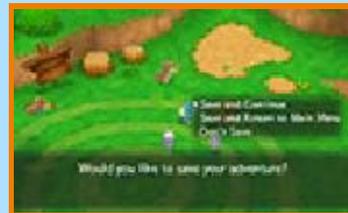


Saving Your Progress

Be sure to save your progress before quitting the game.

Saving outside Dungeons

Select Save from the menu (p. 19). You will also be prompted to save your progress after certain events.



Saving inside Dungeons

You can use a Progress Device or Progress Device + to save your current progress in a dungeon. If you fail in your initial exploration, you'll be able to continue from the saved Progress Point.

- Progress Devices disappear after being used once.

- Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.
- Forging or modifying the save data may crash your game or cause your save data to become unreadable. Please be aware that in these cases, data cannot be restored.

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System Controls

The game is played primarily by using your system's buttons, but in some situations, the Touch Screen can also be used to make menu selections.



Universal Controls

Move cursor	○ or +
Confirm	(A)
Advance text	(A) or [L]
Cancel	(B)
Fast-forward through text	Hold (B)



Text-Entry Controls

Move selection cursor	○ or +
Enter a character or confirm entry	(A)
Delete a character	(B)
Change character set	(Y)
Move text cursor	[L] or [R]
Move cursor to END	[START]



When outside a Dungeon

These controls can be used when

you are in locations like a town or village.

- Some controls will become available only after progressing through certain parts of the story.

Walk	○ or +
Run	○+B or ++B
Inspect or talk to Pokémon	A
Display the menu	X
View Team Selection menu	Y
View Others menu	B+Y

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Dungeon Controls

These are the controls available while inside a dungeon.

- Some controls will become available only after progressing through certain parts of the story.

Walk	○ or +
Dash (in the direction currently faced)	Ⓑ+○ or Ⓑ++
Move diagonally	Ⓡ+○ or Ⓡ++
Inspect or talk to other Pokémon	Ⓐ
Regular attack	Ⓐ
Use a move	Ⓛ+Ⓐ or Ⓛ+Ⓑ or Ⓛ+× or Ⓛ+Ⓨ
Change leader	Press Ⓛ, or tap the Pokémon's name on the lower screen
View Alliance settings	Tap Ⓡ
Ready Alliance	Ⓛ+Ⓡ
Trigger Alliance	Tap the lower screen or press Ⓡ when Alliance has been readied
Push allies	○ or +
Push enemies	Ⓑ+○ or Ⓑ++

Swap places with an ally	Ⓑ+Ⓒ or Ⓑ+⊕
Recover (pass turns without moving)	Ⓑ+Ⓐ
Face adjacent Pokémon	⒴
Display grid	Hold ⒴
Change direction without moving	⒴+Ⓒ or ⒴+⊕
Display the menu	ⓧ
Display Items menu	Tap Ⓑ
Display the message log	Hold Ⓑ+⒴
Look around	Hold ⒴+Ⓑ
Change Touch Screen view	START



What Is a Mystery Dungeon?

Mystery dungeons are mysterious places that appear inside caves, mountains, and other areas. Each time you enter one, the layout will be different. Once you're inside, you can leave a mystery dungeon by clearing an objective or finding your way to the very end—or by being defeated.



Floors and Stairs

Each dungeon consists of multiple floors. You'll find stairs leading from one floor to the next. Walk over the stairs, and a message will appear. If you choose Yes, you will advance to the next floor. You won't be able to return to previous floors once you have moved on.



Turns

Inside a dungeon, you will take turns in the following order: you →

your allies → enemy Pokémon. Each Pokémon can take one action on its turn. As long as you don't take an action, neither will any other Pokémon.

- If you spend too many turns on a single floor in a dungeon, a gust of wind will blow you away, causing your expedition to fail.

HP and Belly

Pokémon have HP (stamina) that is reduced when they take damage. When their HP reaches zero, they faint (p. 12). HP is restored with each passing turn and can also be restored by certain items or moves.

While you're in a dungeon, your Pokémon's Belly becomes emptier with each passing turn. When a Pokémon's Belly is empty, its HP begins to drain away. A Pokémon's Belly can be restored by eating Apples or other food.



Clearing a Dungeon

You can clear a dungeon by clearing its final floor or by fulfilling the conditions of the job that sent you there. The



results of your adventure will be displayed, and you can press Ⓐ to leave the dungeon.



Understanding the Game Screen in Dungeons

While you hold \odot , the grid will appear and the direction you're facing will be shown in orange.

- If you would rather always see the grid, you can enable that option by opening the menu and selecting Others. Then select Options (p. 23).



① Floor number

② Pokémon

A \square will appear at the feet of ally Pokémon, and a \square will appear at the feet of enemy Pokémon.

③ Messages

Information about battles and items

you pick up will be displayed here. If you don't touch the controls for a while, some play information, such as the weather or how much money you have, will be displayed.

④ Your status

Your name, level, and HP / max HP are shown here.

⑤ Touch Screen

You can choose any of your teammates with a ☆ by their name to become the leader of your party. You can also press to change the information that is displayed on the Touch Screen. You can toggle between the Floor Map, Message Log, Expedition List (only while on an expedition), and Type Matchup Chart.

Floor Map

More of the map will appear as you explore the dungeon. Pokémon and items will also appear as icons on the map.

Ally Pokémon



• The icon for the Pokémon you control will flash.



Enemy Pokémon



Pokémon you're looking for on your expedition, or Pokémon to

be rescued



Items on the ground
• The emera icon will flash.



Shopkeepers or
Helper Pokémon



Guest Pokémon or
traveling Pokémon



Stairs



Wonder Tiles (p. 14)



Traps



Treasure you're looking for on
your expedition

12 Battling Enemies

Battle Rules

There are enemy Pokémon in dungeons. Defeat enemies to gain Exp. Points. When a Pokémon gains enough Exp. Points, it will go up a level and become stronger.

Use Moves

While holding **L**, press either **A**, **B**, **X**, or **Y** to use a move (p. 22).



Different types of moves will match up differently against different types of Pokémon. The icons that will be displayed with moves, in order from most to least effective, are , , and . (An  means a move has no effect.) There are also  and , which show that moves can hit around corners or through walls.

Using moves will deplete PP. Once the PP for a move reaches zero, that move will no longer be usable until its PP is replenished.

Form an Alliance with Your Teammates

When you press **R** while holding down **L**, you can switch to Alliance mode, which lets all of your teammates surround an enemy and use a move. By pressing **R** again or tapping the Touch Screen, you can start up your Alliance. You can register what moves to use at those times in Alliance settings (p. 22) in the menu.

- When a Pokémon uses a move as part of an Alliance, its Belly will be emptied more than usual.
- You will gain the ability to form Alliances as the game progresses.



Defeat

If the HP of the Pokémon you're controlling is reduced to zero, that Pokémon will faint. If all of the Pokémon with a ☆ next to their names on the Touch Screen faint, you'll have to call for help or give up on your current expedition.



Calling for Help

If you have fainted, go to Pelipper Island to call for help. If you do, you can get help from others (p. 25–26).

Return to the main menu, and select Pelipper Island. There is a limit to how many times you can call for help on the same adventure. There are also dungeons where you can't call for help.

- While you're waiting to be rescued, you'll be unable to continue your adventure in the main game.

Expedition Failure

If you give up or are unable to call for help when you faint, your expedition will be considered a failure. You'll be returned to the village or town (or to a certain location) having lost all the money and items you were carrying.

13 Pokémon



Status Conditions and Stat Reductions

Some enemy attacks may change your Pokémon's status or lower its stats. Some status conditions will go away after a certain number of turns. All conditions will be cured if you advance to the next floor, but they can also be cured by using items. Reduced stats can be returned to normal by walking over a Wonder Tile (p. 14) or by advancing to the next floor.



Enemy Pokémon Evolution

Enemy Pokémon can sometimes evolve by defeating other Pokémon.

Awakened Pokémon and Mega Evolution

As you progress through the game, Pokémon can become awakened by using certain special items. Awakened Pokémon are much more powerful than their usual selves. There are also Pokémon that will Mega Evolve in these instances, raising their stats even higher.

- Awakened and Mega-Evolved states are only possible when a Pokémon is holding a certain special item. Removing that item will make the Pokémon return to normal immediately.

14 Items and Tiles

Items

Walk over any item on the ground in a dungeon and you can pick it up. (If your Bag is full, you can exchange the new item with an item you no longer need.) You can also walk over any  to pick it up and add it to your balance.



Emeras and Looplets

You can find emeras on the ground in dungeons. These emeras can be attached to a looplet. When a Pokémon holds the looplet, the Pokémon gains various benefits.



Emeras also have effects when used directly on Pokémon. These effects depend on the color of the emera. Please see the chart below.

A few turns after you find an emera, however, it will break apart into shards if it is not stored in your Bag. Note that emeras and the benefits you receive from them disappear as

soon as you leave a dungeon.

	Slightly increases max HP
	Slightly increases Attack
	Slightly increases Sp. Atk
	Slightly increases Defense
	Slightly increases Sp. Def
	Slightly increases Speed

Removing Emeras

When you want to fit an emera into your looplet but there's no more room, you'll need to replace one of the emeras. You can also go to the menu and select Items (p. 20), choose a looplet, and then remove an emera from that looplet.

- When you remove an emera, it will be lost.

Emera Shards

By gathering the emera shards found on the floor in dungeons, you can make a whole emera.



Shops inside Dungeons

In some dungeons,

you'll find that Kecleon has set up shop. You can pick up an item off the ground and talk to Kecleon to obtain it. You can also drop your own items on the ground and talk to Kecleon to get rid of them.



- If you leave Kecleon's shop with an item that doesn't belong to you, watch out!

When You Step on a Tile...

Inside dungeons, you'll find tiles that produce a variety of effects when a Pokémon steps on them. There are also traps that are not normally visible.



Wonder Tiles

If a Pokémon steps on a Wonder Tile, all of its stats will return to normal. This applies both to lowered and raised stats.



15 Things to Do in Town

You'll find lots of Pokémon living in the village or town that serves as the base for your adventures. Here you can gather information, utilize various facilities, and prepare for your expeditions.

Kecleon Shop

You can obtain or get rid of items here. When selecting which items to obtain or get rid of, you can press **R** to select multiple items at once. You can also select all the items by pressing **L+R**.



Deposit Box

You can store items and  in the Deposit Box. Stored items will not be lost, even if you are defeated in a dungeon. When selecting items, you can press **R** to select multiple items at once.



- Deposit Boxes can be found at rest points inside some dungeons as well.



Slam School

You can make the Pokémon on your team forget moves they know or remember moves they have forgotten. If you meet certain conditions, you can also learn moves or change your Pokémon's Ability.



- Your Pokémon can only remember moves they learned by leveling up or moves they knew at the start of the game. Moves learned through the use of a TM cannot be remembered once forgotten.



Café Connection

When you clear an expedition request (p. 18), a Pokémon will sometimes give you a reward. You can talk to Kangaskhan at the café to receive your reward.



- Within these dungeons, your Pokémon will all be set to Lv. 5.

View Films

Talk to Meowth and select Watch a film to watch one of the films you've recorded.



Select a film and then select Favorite to register that film as one of your favorites.

Exchange Films (Internet)

Talk to Meowth and select Exchange films to share your films with others using an Internet connection. You will also be able to download and view other players' films.

- Data on the server will be saved for 365 days from the time of upload.

View Other Players' Films

Select Search others' films, and you'll be able to search for other players' films and download them. Films can be searched based on newness, popularity, rating, or theater ID. You'll be able to watch the films you download by selecting Watch others' films.

Share Your Film

Select Show your film, and you'll be able to pick a film to share with others. You can only share one film at a time, so choosing to share a new film will delete the previous film from the server.

Select Get your theater ID to check your own unique theater ID, which you can then give to friends so they can watch your shared film.

17 Expedition Gadget

At a certain point in the game, you will obtain an Expedition Gadget. With this in hand, you'll see the following options appear in the menu, which you can press (X) to view.

Expedition List

This is a list of expeditions you can go on. They are requests you accepted from other Pokémon.



You can see information such as what you need to achieve, where you need to go, and how hard your goal will be to accomplish. Use (X) to filter the list or (Y) to sort the list into a different order.

Connection Orb

This is where you can view your relationships with other Pokémon.



Pokémon that are connected in some way will be linked together by lines. More Pokémon will appear in your Connection Orb when you connect to them by carrying out expedition

requests.

Select a Pokémon, and you can do things like view its current status or register it as a favorite. You can also press (X) to view posts from Pokémon or to search for certain Pokémon.

Pokémon Posts

When Pokémon are in need of some kind of help, you can view their posts in the Connection



Orb by choosing View post when you select them. After you've read a post, you can choose to help the Pokémon by accepting the expedition request. Pokémon with a post to share will be marked with an !.

World Map

Open the map to view the village, dungeons, and towns you have visited.



18 Expedition Society Requests

By fulfilling expedition requests from various Pokémon, you can grow closer to them and you may even receive rewards!

Step 1: Accept an Expedition Request

You can accept requests for help by talking to certain Pokémon or by checking out their posts via the Connection Orb in your Expedition Gadget.



Step 2: Head Out on an Expedition

Leave from the village or town's exit, and choose your destination. Dungeons that feature in expedition requests you have accepted are marked with , and pressing **R** will allow you to view the details.



Step 3: Complete Your Task

When you have

succeeded in doing what was asked of you—whether it was finding and talking to a certain Pokémon within a dungeon, finding a particular item, or the like—you will have completed that expedition request.



Your Changing Connection Orb

After you complete a job for another Pokémon, that Pokémon will become one of your friends and the ring surrounding its portrait in the Connection Orb will turn gold. You can bring Pokémon that have become your friends with you on your adventures into dungeons. Becoming friends with a new Pokémon may also serve as an introduction to that Pokémon's other friends. Those Pokémon will appear on your Connection Orb as Pokémon you know.



19 Menu Screen

Press \otimes to view the menu, and you will be able to select from the following options.



Note that some options will be added as you progress through the game.

- Menu options and the information they display may differ inside a dungeon.

Menu Options

Items (p. 20)	View, use, or organize the items you have with you.
Status (p. 21)	Check the health and limitations of your allies.
Others (p. 23)	Change settings, view hints, and more.

Menu Options in Dungeons

Tactics Meeting	Set the kinds of actions that your allies will take.
Move Settings (p. 22)	Decide which moves can be used and what buttons to

	assign them to.
Alliance (p. 22)	Trigger an Alliance, or set the moves that will be used during one.
Change the Order	Change the order in which Pokémon will use their moves during an Alliance.
Look Around	Use  or  to move the camera and look around the current room.
Underfoot	Pick up or use an item at your feet. You can also step on Wonder Tiles or traps (p. 14) or move off stairs.

Menu Options outside of Dungeons

Team Selection	Select the three Pokémon you will send into dungeons, and edit your teams.
Save	Save your current progress.

Choose Items from the menu to open your inventory.



1 Inventory

A number will appear next to items that are equipped by party members. A number will also appear within parentheses for items that can be used up, like wands, displaying how many you have left. Pressing **Y** will re-sort your inventory by item type.

2 Item commands

Select an item, and a list of commands will appear. You can choose to give the item to a party member, to trash it, or to view info about the item to learn about its effects. The commands that become available differ depending on the item and the situation.

3 Current items and max capacity



Give Items

Select the Give option

to give an item to a party member. Each Pokémon in your party can carry only one item, which it will use automatically or equip.



Choose Status from the menu to check on a Pokémon's stats.



Check a Pokémon's Information

Select a Pokémon to view information about it, such as the moves it knows, its stats, and its Ability. Switch between pages by pressing  or by moving left or right with .



Pokémon Parameters

Type	The Pokémon's type, such as Electric or Grass. Each type has advantages and disadvantages against other types. The strength of a move can also be affected by the Pokémon's type.
Lv.	A value that represents the Pokémon's overall strength.
HP	The Pokémon's current and max HP.

Exp. Points	The Pokémon's current total Exp. Points.
To next level	The number of Exp. Points required to reach the next level.
Attack	Represents the strength of physical moves.
Defense	Represents the capacity to defend against physical moves.
Sp. Atk	Represents the strength of special moves.
Sp. Def	Represents the capacity to defend against special moves.
Speed	The higher a Pokémon's Speed, the more likely its moves are to hit their target.
Belly	How full the Pokémon's Belly currently is.
Item	Shows the item the Pokémon is holding.



Move Settings

Choose Moves from the menu to check the moves known by the Pokémon in your party and to toggle on and off the use of specific moves.



Rearrange Moves

Select a move, and choose Switch to change which slot it occupies. This changes which button you press to use the move.

Toggle Move Usage

Select a party member's move, and choose Use or Don't Use to toggle the use of that move. Moves that are disabled will have an  next to their name.

Move Growth

Certain moves have a growth gauge next to their names.



Using the move repeatedly on an enemy Pokémon causes the gauge to fill. Once the gauge is filled, the move will be powered up and its power, accuracy, and maximum PP value will rise.

The growth of a move is shared across your entire team. If one Pokémon powers up a move, every Pokémon that knows that move will receive the benefits.



Alliance

Selecting this option or lightly tapping **R** will open the Alliance settings. This is



where you decide which moves will be performed when you carry out an Alliance (p. 12). Select a move for each of your party's Pokémon in turn, and then trigger your Alliance

when an enemy Pokémon stands
directly in front of you.



The following options are available in the Others menu.



- Some menu options may differ, depending on whether or not you are in a dungeon.

Control Info	Confirm how to use basic controls and shortcuts.
Options	Change volume and screen settings here.
Message Log	Review the messages that have appeared so far.
How to Play	View useful adventure information.
Adventure Hints	View information and helpful hints for exploring dungeons.
Resume from the Save Data	Return to the main menu without saving your latest progress. When you resume your game, you'll find yourself back at the point of your last save.

Options Available within Dungeons

Switch the Leader	Change the Pokémon that you're currently controlling.
Type Icon Guide	Review the icons representing the types and effectiveness of moves.
Dungeon Status	Check out current conditions in the dungeon, such as the weather.
Give Up	Give up on your adventure in the dungeon, and return to the village or town. Your exploration of the dungeon will be recorded as a failure.

Option Available at Rest Points

To the Entrance	Return to the entrance of the rest point.
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What Is Pelipper Island?

After reaching a certain point in your game, you will be able to reach Pelipper Island from



the main menu. On this special island, you will be able to use communication features in a variety of fun ways.

- Heading through the southern gate on Pelipper Island will bring you back to the main menu.



What You Can Do on Pelipper Island

From Pelipper Island, you can:

- Go on adventures in any dungeons you've explored in the main game, as well as explore new dungeons unique to Pelipper Island.
- Have others help rescue your team when your team has fainted in a dungeon (p. 25–26).
- Rescue Pokémon that have fainted in dungeons (p. 25–26).
- Exchange Helper Pokémon with other players (p. 27).

- Use the facilities found on the island.



Even if your team members all faint while exploring a dungeon, they can still be revived if they are successfully rescued from Pelipper Island. You can embark on such a rescue mission yourself, or you can have another player rescue your team. (See page 26 for a step-by-step guide for going on a rescue mission.) Read on to learn about the different ways rescues can be carried out.



Using a Password or QR Code

Share the password or QR Code displayed on your screen with another player. If the player enters the password or scans the QR Code, they will be able to receive Help-Me Mail from you.



Using Local Wireless (Local Play)

If you and another player needing rescue are together with your systems and games, you can use Local Wireless to send and receive Help-Me Mail.

What you will need:

- Two systems from the Nintendo 3DS family
- Two games



Using Infrared

You can also use the infrared transceiver on your system to exchange Help-Me Mail with a nearby player.

Rescues from Pelipper Island are carried out in the following ways.



Get Rescued

- 1** Talk to the Pelipper on the left, select Send mail, and then select the correct piece of Help-Me Mail. Next, you will choose the method of sending your mail.

- 2** Wait for rescue. While you wait, you can continue to visit dungeons from the north gate on Pelipper Island. (Keep in mind that if you faint in these dungeons, you cannot be rescued.)
- 3** Once you have been rescued, you will be able to receive Reviver Mail from your rescuer. Talk to the Pelipper on the left, and select Pick up mail. Then select your preferred method of picking up your Reviver Mail.

- 4** When you pick up a piece of

Reviver Mail, return to the main menu and select Revive to continue your adventure from the point where you fainted.

Thank-You Mail

If you were rescued and have received Reviver Mail from someone, you will be able to send Thank-You Mail in return. Talk to the Pelipper on the left, select Send mail, and then pick the Thank-You Mail you want to send. You can attach an item to your Thank-You Mail to really show your appreciation!

- Attaching an item to your Thank-You Mail means that the item will disappear from your inventory.



Rescue Others

- 1 Talk to the Pelipper on the left, and select Pick up mail. Then select your preferred method of receiving mail. If you successfully connect with another player or enter a password correctly, you should receive Help-Me Mail.



② From Pelipper Island, set out into the dungeon that the Help-Me Mail came from. Find the Pokémon in need of rescue, and talk to it to complete the rescue.



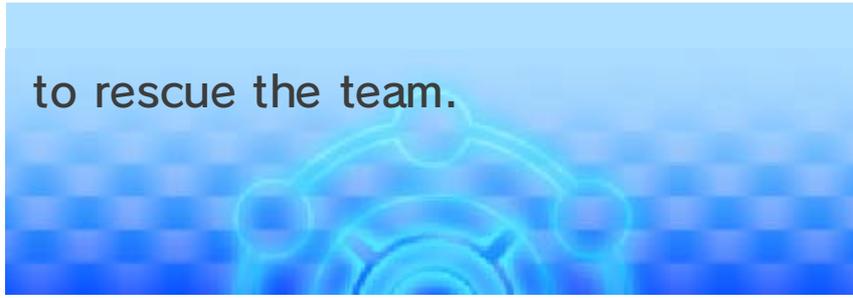
- You cannot rescue Pokémon from a dungeon or floor that you have not yet visited in the main story.

③ Return to Pelipper Island, and let the other player know you successfully rescued them. To do this, talk to the Pelipper on the left and select Send mail. The Help-Me Mail you received should have changed into Reviver Mail, so you can send it back to the rescued player.

Rescue Yourself

When you want to save your own team, you don't need to send any mail. Simply head for the dungeon through the gate at the north end of Pelipper Island. When you reach the point where you fainted, talk to your own Pokémon and you will be able

to rescue the team.



Helper Pokémon can go to the worlds where other players are experiencing their own adventures and aid them temporarily. They can be exchanged via StreetPass or the Internet.

 Sending Helper Pokémon
(StreetPass )) or
Internet 

Talk to the Pelipper on the right, and select Send Helper Pokémon. Choose one of your allies that you would like to send out, and then enter a greeting for the Pokémon to share with the world. (Sending a Pokémon will not remove it from your allies.)



Next, you can choose whether or not to register your Helper Pokémon for StreetPass. If you use StreetPass, your Helper Pokémon will be shared with other players who have StreetPass activated for this game when your systems pass by one another.

If you register your Pokémon for

StreetPass, you can register it for Internet sharing as well. If you do, you will be able to send your Helper Pokémon to other players via the Internet.

To deactivate StreetPass, open System Settings from the HOME Menu, select Data Management, and then select StreetPass Management. Tap the icon for this software title, and then select Deactivate StreetPass. To activate StreetPass again, talk to the Pelipper on the right and register your Helper Pokémon for StreetPass once more.

- Note that data for Helper Pokémon uploaded to the Internet can be overwritten but cannot otherwise be deleted.



Receiving Helper Pokémon
(StreetPass  ) or
Internet 

Talk to the Pelipper on the right, and select Get Helper Pokémon to receive Helper Pokémon from StreetPass or the Internet. (If you choose to get Helper Pokémon from the Internet, they will be randomly

selected.)

The Helper Pokémon you receive will appear in dungeons while you are out exploring and may fight alongside you. They can also be added to the list of possible allies that you can choose from when assembling your party on Pelipper Island.

- You cannot receive Helper Pokémon if you have not chosen to send out one of your own using the Send Helper Pokémon option.

Be careful not to include any offensive messages or personal information in the greeting that you send along with your Helper Pokémon.

Select Wonder Mail from the main menu, and choose between the two methods for receiving Wonder Mail—by password or by QR Code.

To use a password, enter all eight characters and then select End. When you choose to use a QR Code, your system's outer camera will automatically start up, so use it to capture the QR Code on-screen.

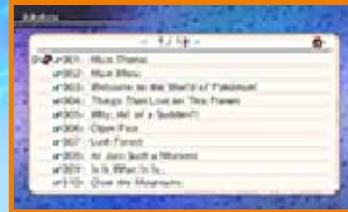
If you are successful, you can receive items, new dungeons, and more with Wonder Mail!

- The Wonder Mail option will become available only after you reach a certain point in the game.

Get Passwords

Wonder Mail passwords will be revealed in a variety of places. For more details, please check the official website:
Pokemon.com/MysteryDungeon

Select Jukebox from the main menu, and you can listen to the songs used in this game.



Choose the song or songs you want to hear, and press **A** to start or stop playback. Use **R** to jump to the next song in a list or **L** to return to the previous song. You can also press **START** to lock the screen so that new commands cannot be entered. (Press **START** again to unlock the screen.)

- You can continue listening to Jukebox songs through your headphones even when your system is closed (or when your Nintendo 2DS is entered into Sleep Mode via the sleep switch).



Play Modes

You can press **X** to choose from the following three play modes.

 Repeat all	All checked songs will be played in order, and playback will return to the first song after the entire list has been played through once.
 Repeat	The song you have currently selected will be played continuously.
 Shuffle	All checked songs will be played in random order.

Checking Songs

Press **Y**, and a  will appear next to the song you selected. Hold **Y** to check or uncheck all songs in the list. When you choose to shuffle or repeat all songs, only the songs you have checked will be played.

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