DRAGON QUEST VII:
Fragments of the Forgotten Past

1　Important Information

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

◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.

◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.
You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.
If your Nintendo 3DS system language is set to one of these, the

same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.
For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch (Australia):
www.classification.gov.au

OFLC (New Zealand):
www.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/documents/

Advisories

This software (including any digital content or documentation you download or use in connection with this software) is licensed by Nintendo only for personal and non-commercial use on your Nintendo 3DS system. Your use of

any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

accompanying the software are protected by domestic and international intellectual property laws.

2 Information Sharing

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

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

● Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.

● Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.

● When uploading content or creating content for upload…
  - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
  - Do not include anything which could be damaging or offensive to another person, or make

someone uncomfortable.
- Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
- Do not include illegal content or any content which aids illegal activity.
- Do not include any content which violates public morality.

In this game, you can share
traveller's tablets with other players
via the Internet. Please pay attention
to the following points when using
this feature:

◆ For information about connecting
   your Nintendo 3DS system to the
   Internet, refer to the Operations
   Manual.

This software supports Nintendo
Network™.

Nintendo Network is an online
service which allows you to play
with other players all over the
world, download new add-on
content and much more!

Online Precautions

● If you post, send or otherwise
   make available any information or
   content through wireless
   communication please make sure
   not to include any information that
   can be used to identify you
   personally, such as your name,
   email address, your address or
   your telephone number, as others
   may be allowed to see such
   information and content. In

particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

● Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.

● Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make

other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

● Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

4 Parental Controls

You can use the following Parental Controls to restrict certain features of this software.

◆ For more information about Parental Controls, refer to the Operations Manual.

● Online Interaction
Restricts the downloading of traveller's tablets and the exchanging of traveller's tablets with other players.

● StreetPass
Restricts the exchanging of traveller's tablets with other players.

The Hero (You)

A young boy who lives in Pilchard Bay with his mum and dad. One day, he and his best friend Prince Kiefer find their way inside a mysterious shrine and make a discovery that will change not only their destinies, but that of the world itself!

Prince Kiefer

The crown prince of the island nation of Estard. A lively lad with an insatiable curiosity, he often sneaks out of the castle to hang out with the hero and scour the island for its secrets.

Maribel

The daughter of the mayor of Pilchard Bay, and the hero's childhood friend. This headstrong young lady can't resist poking her nose into the affairs of others.

Ruff

A bright-eyed and bushy-tailed feral child. He might be young, but he's full of energy, and can unleash agile attacks that topple enemies with ease. His early life is shrouded in mystery.

Aishe

Don't be deceived by her alluring looks—this femme fatale is a master fencer. Raised as a member of the musically-inclined Roamer tribe, her dancing skills are also second to none.
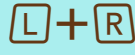
Sir Mervyn

A legendary hero who fought alongside the Almighty in the war against the Demon King—a war that took place an aeon before the current age of peace, and whose outcome has been long-forgotten...
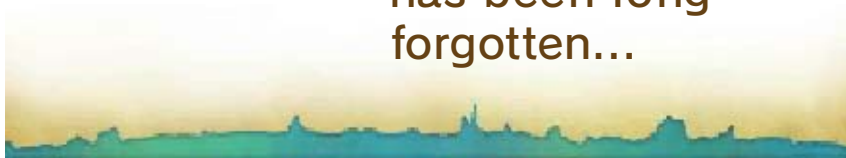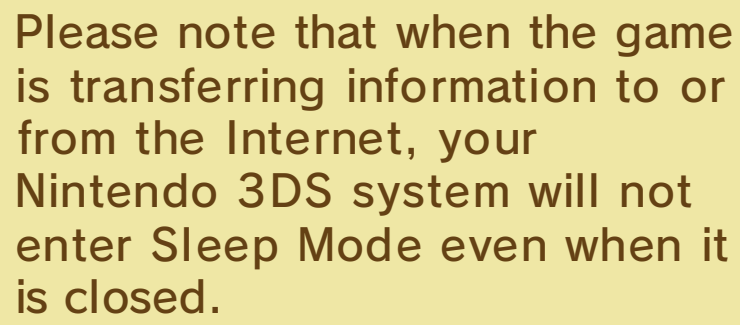
These are the basic controls used when playing the game.

✛/◎	● Move cursor ● Move party leader
Ⓐ	● Confirm ● Action (e.g. Talk, Examine)
Ⓑ	● Confer with party ● Cancel
Ⓧ	● Display Main Menu ● Confirm
Ⓨ	● Close all windows ● Display shop information ● Toggle map
Ⓛ/Ⓡ	● Rotate camera angle ● Confirm
Ⓛ+Ⓡ	● Reset camera angle

The Action Button

Press Ⓐ to perform a variety of context-specific actions, such as talking to characters or examining objects.

Please note that when the game is transferring information to or from the Internet, your Nintendo 3DS system will not enter Sleep Mode even when it is closed.

Creating an Adventure Log

Select "Create a
new adventure log"
from the Adventure
Log Menu, pick a
slot to save it in,
then choose a
name for your hero
that's no more than
eight characters
long. Select "End" to create the log
and begin your adventure!
Note: You can create up to three
adventure logs.

The Adventure
Log Menu

Resuming Your Adventure

Select "Continue your adventure"
from the Adventure Log Menu, then
choose a log from the list to resume
your adventure from the point you
last saved (→p. 8).

Resuming a Suspended Adventure

Select "Continue a suspended
adventure" from the Adventure
Log Menu to load a quick save
log and resume your quest (→p.
8).

After recording your progress in an adventure log, press ⌂HOME then touch "Close" to exit the software. Alternatively, you can exit the software directly after saving your progress.

● Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.

● Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

Recording Your Progress in an Adventure Log (Saving)

Make a confession in a church (→p. 10) to record your progress in an adventure log. If you choose to save your progress in a slot that already contains an adventure log, that log will be overwritten.

Suspending Your Adventure (Quick Save)

Select "Quick Save" from the Misc. Menu (→p. 22) to suspend your adventure for the time being and save all its details to a quick save log. Be aware that there are certain places, such as towns and villages, where it is not possible to make a quick save log.

Warning: You can only make one quick save log at a time, so the previous one will be automatically overwritten each time you suspend your game.

Deleting an Adventure Log

Select "Delete an adventure log" from the Adventure Log Menu (→p. 7), then pick the one you want to erase.

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

The Quest for Knowledge

Travel around the world and speak to the people in the towns and castles you come across to gather the clues you need to progress in your adventure.

Another Point of View

You can use ⌷ and Ⓡ to rotate the camera angle 360 degrees around the leader of your party. When you look at the world from a different angle, who knows what you might find?

Reading the Map

Whenever the party is in a town or castle, a map of the area is displayed on the lower screen, with icons showing the locations of all the local facilities.

❶ Current location of the party and the direction they are facing.

❷ Map Key

🛡 Church　　🛡 Weapon Shop
🛡 Inn　　　 🛡 Armour Shop
🛡 Bank　　　🛡 Item Shop
🛡 Pub　　　 🛡 Village Shop

Shop Information

Press Ⓨ to display a list of the weapons and other items on sale in the local area, along with their prices.

There are plenty of places to visit in the towns and castles you come across that can be of great help to you on your travels.

Churches

Speak to the priest or priestess to record your progress in an adventure log, bring your allies back to life, and more!

Confession (Save)	Records the details of your journey so far in an adventure log (→p. 8).
Divination	Tells you how much more experience each party member needs to reach the next level.
Resur-rection	Brings a fallen party member back to life.
Purification	Cures poisoning.
Benediction	Lifts curses.

Note: Resurrection, purification and benediction require a donation of a few gold coins.

Inns

Spend money at an inn to stay the night and restore all of your party members' HP and MP. The price of a night's board varies depending on the location of the inn and the number of travellers who need accommodation.

Note: Party members who are poisoned (→p. 23) or cursed will not be cured of their ailments by sleeping at an inn.

Weapon, Armour and Item Shops

These shops buy and sell a variety of goods that can aid you on your adventure.

🟣 Buy

Press ✚ to select an item, then press ✚ to choose how many to buy. After buying an item, you can give it to a party member or put it in the bag.

🟣 Sell

Select a party member to access their inventory, then choose which of their items you want to sell.

Banks

You can deposit and withdraw money from the bank in denominations of

one thousand gold coins. Unlike money that your party are carrying, which is halved when your party are wiped out by monsters (→p. 23), money stored in the bank always remains untouched. That's why it's best to put any spare gold you have

in the bank's vaults for safekeeping.

Once you set foot outside town, you'll find yourself in the field with the whole wide world just waiting to be explored. Follow the clues you pick up on your travels to decide where to head next!

The World Map

Press Ⓨ to toggle between the map of the local area and the map of the world.

Crossing the Line

When you cross a green line on the world map, you will move to a different area.
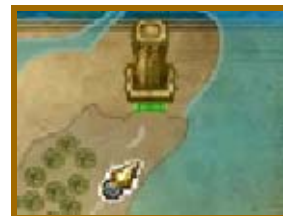
Monsters of the World

As soon as you come into contact with any of the monsters that live out in the open, battle will begin (→pp. 23-24). Watch where you're walking if you want to avoid a fight!
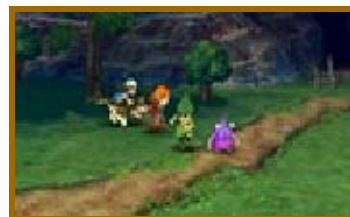
Caves and Towers

Locations like
these are infested
with fearsome foes
just waiting to
jeopardise your
journey, so make sure you're ready
for battle before you head in.

Modes of Transport

Various vehicles can be used to
reach previously inaccessible places.
These are just some of the modes
of transport the party can use to
traverse the world:

Ship

Use the ship to sail
away on the ocean
blue, but be wary—
monsters that lurk
beneath the waves
may attack without warning! Simply
walk towards the ship to board it
and sail it towards the shore to
disembark.

Flying Carpet

This carpet flies through the air, crossing shallows and bridges that the ship cannot, and keeping the party out of the monsters' reach all the while. Jump onto the carpet by selecting it from the Items Menu (→p. 16), and choosing "Use". To jump off, press Ⓐ or Ⓑ while over level ground. You cannot jump off the flying carpet when it is over mountainous terrain or over water.
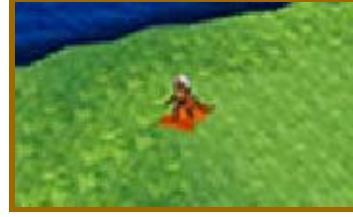
During your journey, you'll come across fragments of ancient stone tablets that may be the key to unlocking the mysteries of your world. Search the world for the scattered fragments, put the tablets back together, and open up new avenues for adventure!

The Shrine of Mysteries

This forgotten temple lies somewhere on Estard Island and seems to have some connection to the mysterious stone fragments. Bring the tablet fragments you find back to the Shrine of Mysteries and see what happens!

The Assembly Room

Once you have found your way inside the Shrine of Mysteries, speak to the host of the Assembly Room to take a look at the pillars or ask for guidance.

Select Pillars

First select whether you want to examine the yellow, red, blue or green pillars, then choose a

pedestal to take a closer look.

❶ Fragments Carried

Shows whether the party have any tablet fragments of that colour in their possession.

❷ Links To

Shows the names of the islands that can be reached by using the tablets of that colour. Their locations are displayed on the world map on the lower screen.

Ask for Guidance

Reveals hints as to where the next tablet fragments can be found.

Putting the Tablets Together Again

After speaking to the host, selecting "Select Pillars" and choosing one of the pillar groups, the pedestals of that group will be shown on screen. Piece together the fragments you have found and see if you can complete a tablet.

Placing the Fragments on the Pedestals

Look at the image on the pedestal and place the fragments to match the pattern. You can rotate the fragments with Ⓛ and Ⓡ, and drop them into place by pressing Ⓐ. When all the fragments are in the right place, the tablet is complete.

The Fragment Detector

As you progress through the story, you will obtain the fragment detector. The detector, shown in the top-left corner of the lower screen, will begin to glow when you are near a tablet, so you'll know when it's time to start searching!

Note: The fragment detector will not appear in your inventory and cannot be used as an item.

Fragment Detector

Press Ⓧ while walking around to display the Main Menu (→pp. 15-22).

❶ Main Menu (→pp. 15-22)

❷ Status

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

❸ Gold Carried

Talk to the Townspeople

Press Ⓐ when facing a character to speak to them.

Confer with Party

Press Ⓑ to pick the brains of a random member of your party.

Select "Items" from the Main Menu to use items or to transfer them from one party member to another.
Select an item in a party member's possession or in the bag to bring up the Command Menu.

❶ Items Held

❷ Item Description

Command Menu	
Use	Use the item. You may also need to select a target.
Transfer	Give the item to another member of the party or put it in the bag.
Equip	Equip the selected party member with the selected weapon, piece of armour or accessory (→p. 18).
Discard	Dispose of the item.

Appraise	Closely examine the item and identify its properties (this does not cost MP). Note: This option will only be available if a member of the party has learned the Peep spell.

View your party members' attributes, the total time you have been on your quest, how much money you are carrying and a wealth of other useful information.

Viewing Adventurers' Vital Statistics

Move the cursor over a character's name to take a look at their vital statistics and press Ⓐ to see what spells and abilities they can use. Note: The spells and abilities each character can use may change depending on their vocation (→p. 25). To see the full list of the spells and abilities a character has learned, select "Info" from the Main Menu, then select "Spells & Abilities Learned" (→p. 21).

❶ Character Profile

The vocation, title, mastery level, gender and level of the selected

character.

The number of ★ symbols represents the party member's mastery of each vocation, on a scale of zero to eight. When a vocation has been fully mastered, the symbols will turn yellow. Press ✚ to browse the full list of vocations.

❹ Attributes

Strength	A measure of physical strength. This attribute affects attack power.
Agility	A measure of speed and sharpness. Characters with high agility will attack earlier and dodge enemy attacks more easily.
Resilience	A measure of physical hardiness. This attribute affects a party member's defensive strength.
Wisdom	A measure of natural intelligence.
Style	A measure of how sharp, chic and sophisticated a party member looks.

Attack	The sum of a party member's strength and that of the weapon equipped. This attribute affects the amount of damage inflicted on enemies.
Defence	The sum of a party member's resilience and that of the armour equipped. This attribute affects the amount of damage taken when attacked.
Max. HP	The number of health points a party member has when fully healed.
Max. MP	The number of magic points a party member has when fully refreshed. Magic points are consumed when casting spells and using some abilities.
Exp.	The total number of experience points the character has earned.

Perusing the Party's Attributes

Select "Everyone" to see the vital statistics of the whole party on the top screen. Press Ⓐ to view more information. Details about the current adventure, such as the number of battles you have fought and the number of enemies you have defeated, are displayed on the lower screen.

18　Equipment

Weapons and armour won't help you win a battle if they're just sitting in your inventory. You have to equip them first!

The Equipment Screen

Rotate the party member with ◎, or switch between characters by pressing Ⓛ and Ⓡ.

❶ Effect When Equipped

Increases to attributes are highlighted in green, and decreases in red. Items that are currently equipped are marked with the letter E.

❷ Items Currently Equipped

Equipping Equipment

Cycle between weapons, armour, shields, helmets and accessories by pressing ✛. See how the pieces of equipment in the party member's possession will affect their attributes and pick which ones you want them to equip. Different characters can equip different items.

Select "Magic" from the Main Menu to use spells and special abilities. Select a party member, then choose which skill you want to use. Most spells and abilities consume MP when they are used.

❶ MP Cost/Current MP

Shows the number of MP the selected spell uses and the number the party member has remaining.

❷ Spell Details

Select "Examine" from the Main Menu to take a closer look at whatever is directly in front of you. If there is nothing in front of you, you will examine the area around your feet.

Things Worth Investigating

Pots	Barr-els	Cup-boards	Book-cases
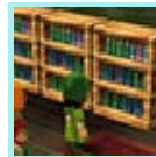
Some options in this menu will only become available as you progress through the story.

Recent Developments

Shows a quick reminder of the latest twists and turns in your story.

Next Tablet Fragment

Reveals hints as to the locations where the next tablet fragments can be found.

List of Tablet Fragments

Check which fragments you have already found and which are still to be discovered.

The Story So Far

Read through a résumé of your adventure so far. Events that are currently in progress are marked with a star (★) and entries that you haven't read yet with an exclamation mark (!).

Spells & Abilities Learned

Shows a list of the spells and abilities that each party member has learned and the vocations (→pp. 25-26) in which they can be used.
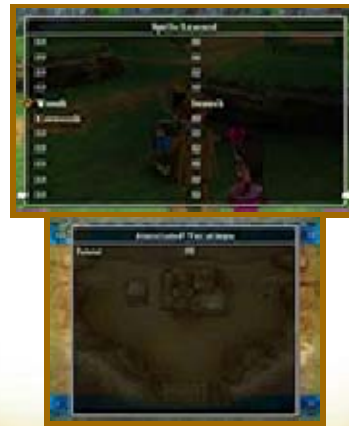
This menu contains a wide variety of miscellaneous options, such as changing the way the party line up, or assigning tactics for party members to use during battle.

Heal All

Automatically activate party members' spells and abilities to restore their HP to maximum and cure poisoning.
Notes:
· Party members may not be fully healed if they run out of MP before the process is complete.
· Also, characters who have been killed in action will not be resurrected.

Tactics

Change the tactics (→p. 24) each party member uses during battle. Tactics can be assigned individually or to the whole party at once.

Line-Up

Change the formation of your party. Party members who are closer to the front of the queue are more likely to be attacked by monsters.

Organise Items

Put all the items that party members cannot equip into the bag. You can do this for the entire party at once or for one member at a time.

Organise Bag

Organise the items in the bag. Items can be sorted by type or alphabetically.

Settings

Battle Message Speed	The speed at which messages are shown during battle.
Music Volume	The volume of the background music.
Sound Volume	The volume of the sound effects.
Battle Backgrounds	Choose whether to view battles with a strong or weak 3D effect.
Field Camera	Choose which way the camera moves when the party is in the field.

Quick Save

Record your progress in a quick save log (→p. 8) and suspend your adventure for the time being.

As soon as you bump into a monster while out in the field or deep in a dungeon, battle will begin!

The Battle Screen

Select commands from the Battle Menu to swing your sword, fire off spells and show those monsters who's boss!
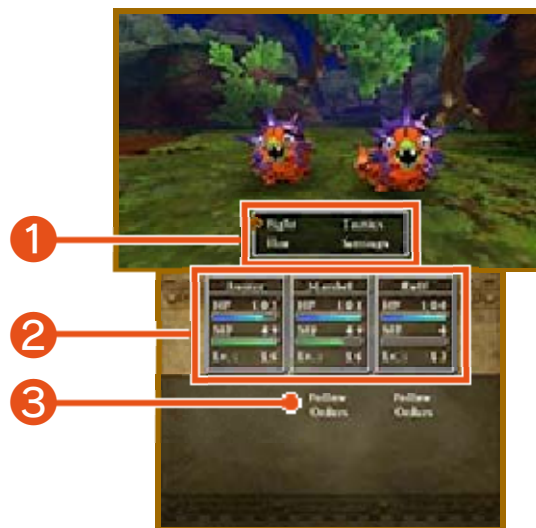
❶ Battle Menu (→p. 24)

❷ Party Status

❸ Current Tactics

Status Ailments

Sometimes an enemy will unleash a special attack that inflicts your party members with a status ailment. Use spells or healing items to recover.

🟣 Ailments at a Glance

Sleep	Character is unable to act until they wake up.
Poison/ Venom	A poisoned party member loses HP as they walk in the field. Envenomated characters lose HP during battle, too.
Paralysis	Character becomes unable to move or act.
Confu- sion	Character acts wildly and unpredictably, even attacking members of their own party.

Concluding Combat

When all enemies have been defeated, the battle ends and the party receive experience, gold and sometimes even items. When a party member gains enough experience, his or her level will increase.
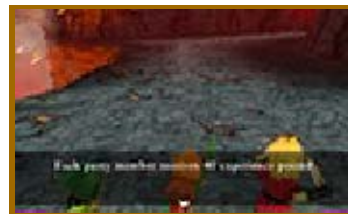
When Your Party are Wiped Out

When every member of your party is killed or paralysed in battle, you will be returned to the place where you last recorded your progress in an adventure log. You won't lose any of the items or experience you collected since you last saved, but the number of gold coins in your possession will be halved. Any party members that were killed in action can be resurrected at a church or by using a resurrection spell.
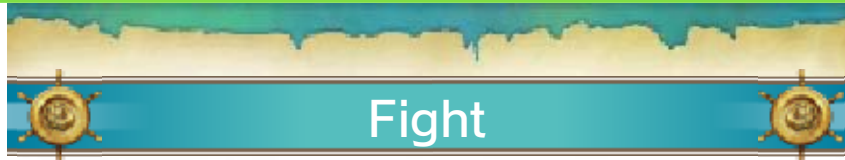
Fight

Issue commands to the members of your party to fight the enemy. If a party member is assigned a tactic other than "Follow Orders", they will automatically select an action that suits their tactics.

Attack

Issue this command to attack either bare-handed or using the weapon with which the party member is currently equipped. Depending on the weapon used, the attack may inflict damage on a single enemy, a group of enemies or even all of the enemies at once.

Spells

Use MP to cast spells that damage the enemy or strengthen allies.

Abilities

Use a special ability that the party member has learned. Some abilities consume MP.

Items

Use an item or piece of equipment in the party member's possession, or change the items they have equipped. Items that are in the bag cannot be accessed during battle.

Defend

Adopt a defensive posture that reduces the damage the character takes from enemy attacks.

Flee

Try to escape from the enemy. If the attempt fails, you will not be able to attack that turn, but the enemy will.

Tactics

Assign tactics for party members to use during battle. Select a single character to assign tactics individually, or choose "Everyone" to assign the same tactic to the whole party.

Show No Mercy	Defeat the enemy as quickly as possible, regardless of MP consumption.
Fight Wisely	Pay equal consideration to both attack and defence. Sometimes use spells and abilities, depending on the situation.
Watch My Back	Use healing and support skills to keep the hero in tip-top condition.
Don't Use Magic	Fight without casting spells or using abilities that consume MP.

Focus on Healing	Keep a close eye on party members' HP and heal them early to keep them fighting fit.
Follow Orders	Listen to the hero's instructions and do battle as he dictates.

Flee

Try to escape from the enemy. If the attempt fails, you will not be able to attack that turn, but the enemy will.

Settings

Adjust various settings, such as the message speed and music volume. The strength of the 3D effect used in battle can also be adjusted (→p. 22).

As you progress through the story, you will gain access to Alltrades Abbey, where adventurers can choose and change vocations. Taking on a new vocation can increase a character's attributes and allow them to learn new spells and abilities.

Changing Vocations

Speak to the High Priest of Alltrades Abbey and choose which party member you want to take on a new vocation.

Choose a Vocation

Take a look at how each vocation will affect the character's attributes and choose which one you want them to adopt. If none of them take your fancy, select "Quit Vocation" to abandon the character's current vocation.

Note: Changing vocations does not affect a character's level.
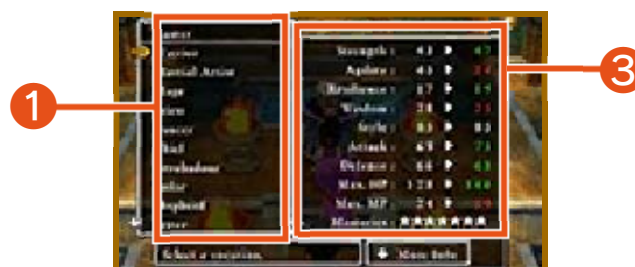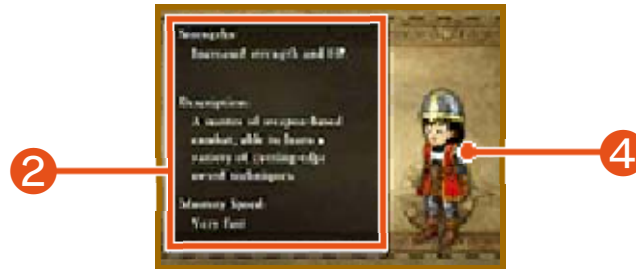
❶ **Vocation List**

❷ **Vocation Details**

Shows the strengths, description and mastery speed of the currently selected vocation.

❸ **Attribute Changes**

❹ **Costume Change**

Characters dress differently depending on their vocation.

Mastery

Your mastery level of each vocation is shown on a scale of zero to eight stars. Increasing your mastery of a vocation makes fights against powerful enemies easier and allows you to learn new spells and abilities.

The Fruits of Your Labour

Spells and abilities that you learn in a basic vocation such as Warrior or Priest (→p. 26) can still be used even if you change vocations. However, skills learned in advanced vocations like Gladiator (→p. 26) can only be used when the character is in that vocation.

The following basic vocations can be chosen by any party member. To gain access to more advanced and monster vocations, you must fulfil certain conditions first.

Warrior

Expert swordsmen who excel at dealing massive damage with powerful attacks. This vocation boosts strength and maximum HP.

Martial Artist

Fleet-fisted fighters who will often get the drop on their enemies and inflict repeated critical hits.

Mage

Specialists in the arcane arts who fell monsters with powerful magic. This vocation boosts wisdom and maximum MP.

Priest

Master healers who can restore allies' HP and cure status ailments. Priests can also attack in battle.

Dancer

Support acts who can beguile enemies with bewildering dances. This vocation boosts agility and

style.

Thief

Sneaky filchers whose abilities can help the party amass a hoard of treasure. The fast fingers of a thief can even pick a monster's pockets!

Troubadour

Musical minstrels whose songs can have a multitude of effects in battle. This vocation boosts wisdom and style.

Sailor

Sturdy sea dogs who learn water-based attacks and other skills that serve the party well when they're sailing the seas. This vocation boosts defence and maximum HP.

Shepherd

Woolly warriors whose abilities can support and shield their allies, all with the aid of a fleecy flock!

Jester

Jolly jokesters who can make monsters' sides split with laughter and bring the house down on their heads! This vocation boosts style.

Career Advancement

Gain access to advanced vocations by mastering several basic vocations. For instance, if a party member fully masters the Warrior and Martial Artist vocations, they will unlock the Gladiator vocation, which combines the power of a Warrior with the speed of a Martial Artist.

Monster Vocations

Defeat certain monsters to obtain monster hearts—special items that allow a party member to transform into a monster and learn its special abilities.
Notes:
· A party member must have a monster heart in their posession to adopt a monster vocation. Monster hearts are consumed when they are used.
· Master multiple monster vocations to unlock advanced monster vocations!

An adventure isn't an adventure without a few diversions along the way. Why not take some time out to see what the world has to offer, and perhaps make a startling discovery or two!

Casino

Turn your gold into tokens and test your luck at the slot machines or the poker tables. Win big and exchange your tokens for special prizes!

King Maximo's Mansion

Somewhere in the world lives a miniature monarch who collects mini medals. Take any medals you find on your travels to him and he is sure to reward you.

Monster Meadows

Speak to Monty, the monster monitor, to learn how to make friends with the monsters. After befriending a monster and telling them about Monster Meadows, return to Monty to see them settle into their new home. If you help a lot of monsters to move into Monster Meadows, they might do something for you in return!

Big Book of Beasts

Complete a certain quest to be rewarded with this monstrous encyclopedia. Information about all the monsters you have defeated will automatically be added to its pages.

The Haven

During your adventure, you might come across a certain someone who wants to build a special village—a place where monsters who dream of being human can live in peace. Find the monsters who have disguised themselves as humans and bring them back to the Haven to see the settlement go from strength to strength.

Traveller's tablets aren't the same things the party piece together in the Shrine of Mysteries, but a special type of tablet that you can receive from other players via StreetPass™. Traveller's tablets can be used to access special dungeons where powerful enemies await.

Speak to the old man in the red hat in Monster Meadows to find, view, share and discard traveller's tablets.

Find Traveller's Tablets

Put together a party of three monsters (one leader and two companions) from the residents of Monster Meadows and send them to search for traveller's tablets on your behalf.

View Traveller's Tablets

Take a look at the traveller's tablets your monster friends have found. If StreetPass is activated, you can also receive traveller's tablets from other players.

Share Traveller's Tablets

Send one of your monster friends to share traveller's tablets with other players via StreetPass (→p. 30). When you receive a traveller's tablet from another player, the monster who delivered it will take up residence in the Haven.

Notes:

· Traveller's tablets and monsters that are shared are not lost, only

copied. Even if you share them with another player, they will not disappear from your game.

· You can share traveller's tablets that you receive from other players even if you have not completed the dungeons they lead to (with certain exceptions). However, when another player receives such a tablet, your monster envoy will not take up residence in their Haven and will not gain a level.

Discard Traveller's Tablets

Select a traveller's tablet to throw away.

Taking Tablets to Another Level

The leader of the monsters you send to share a traveller's tablet with other players will gain a level with every successful delivery. Higher level monsters are able to find traveller's tablets that lead to dungeons where even more powerful monsters await!

Sharing Traveller's Tablets (StreetPass) 👤))

Traveller's tablets will automatically be shared when you are near another player who has also activated StreetPass for this game.

◆ This feature will be unlocked as you progress through the game.

Activating StreetPass

1. Speak to the old man in the red hat and select "Share Traveller's Tablets". When he asks you whether you want to activate StreetPass, answer "Yes".

2. Pick a tablet to share. You can share tablets that your monster friends have found, or those received from other players.

3. Fill out your profile with a hobby, title and personality type.

4. When you are happy with the details you have entered, select "Yes", and StreetPass will be activated.

Using Multiple Adventure Logs

Traveller's tablets that you receive from other players will be accessible from any adventure log, provided that it forms part of the same adventure in which StreetPass was activated.

Deactivating StreetPass

To deactivate StreetPass, open the System Settings and select "Data Management", then "StreetPass Management". Touch the icon for this software title, then select "Deactivate StreetPass".

Sharing Traveller's Tablets (Internet) 🌐

Speak to the landlord of the Download Bar in the Haven to share traveller's tablets with other players via the Internet.

Sharing Tablets in the Download Bar 🌐
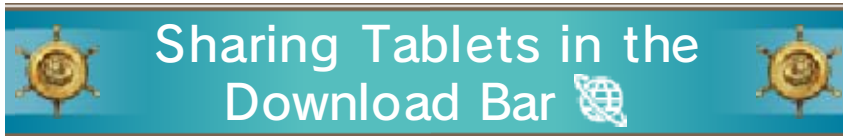
Connect to the Internet to share and receive traveller's tablets. For each traveller's tablet you upload, you can download up to three tablets from other players.

Notes:

· For more information about Internet connection settings, please refer to the Nintendo 3DS Operations Manual.

· Only one tablet can be uploaded per day. After uploading a tablet, you must wait 24 hours before you can upload another.

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For product information, please visit the Nintendo website at: www.nintendo.com/countryselector

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit: support.nintendo.com