DRAGON QUEST VIII:
The Journey of the Cursed King

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.

Unauthorised reproduction or use is prohibited.
This software contains copy protection technology to prevent reproduction and copying of content.
Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.
After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

libxml / MIT License

Libxml
http://xmlsoft.org/

Except where otherwise noted in the
source code (e.g. the files hash.c,
list.c and the trio files, which are
covered by a similar licence but with
different Copyright notices) all the
files are:

SHALL THE DANIEL VEILLARD BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Except as contained in this notice, the name of Daniel Veillard shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization from him.

Squirrel / zlib License

Squirrel
http://squirrel-lang.org/

Copyright (c) 2003-2011 Alberto Demichelis

This software is provided 'as-is', without any express or implied warranty.
In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not

be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

Squirrel components:
=====================
lua / Lua License

Lua
http://www.lua.org/

Download area
http://www.lua.org/ftp/

to, the implied warranties of merchantability and fitness for a particular purpose. The package provided hereunder is on an "as is" basis, and the authors have no obligation to provide maintenance, support, updates, enhancements, or modifications. In no event shall TeCGraf, PUC-Rio, or the authors be held liable to any party for direct, indirect, special, incidental, or consequential damages arising out of the use of this package and its documentation.

The Lua language and this implementation have been entirely designed and written by Waldemar Celes, Roberto Ierusalimschy, and Luiz Henrique de Figueiredo at TeCGraf, PUC-Rio in Brazil.

This implementation contains no third-party code.

CTR-P-BQ8P-00

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.

This software allows you to go online to exchange digital postcards and download bonus items. For more information, see the Internet page.

◆ 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 online exchange of digital postcards with other players (p. 29).

● StreetPass
Restricts the exchanging of digital postcards via StreetPass.

Restricting online interaction will also restrict bonus item downloads.

'A sceptre spoken of in lore,
And sealed away since days of yore,
Unleashes its forbidden power,
And heralds Trodain's darkest hour.'

Long, long ago a sceptre with extraordinary magical powers was created. For many a year it slumbered, safely confined within a castle. But then came the twisted jester known as Dhoulmagus. He broke the seal protecting the sceptre, awakening its terrifying powers and unleashing a foul curse upon the kingdom. Time froze as enchanted vines enveloped the castle and everyone within. The king and the princess found themselves changed by vile magic into strange new forms. Only one person has escaped the curse unscathed, and that is you. So begins your quest to restore the kingdom to normal, and rescue its hapless inhabitants!

The Hero

(You)

A royal guard who had to leave his kingdom when a curse was placed upon it, and now finds himself travelling with Trode and Yangus. Munchie, his faithful murine (?) friend, can often be seen peeking out from his pocket.

Yangus

Voiced by Ricky Grover

A former bandit with a rather strange accent. An unexpected turn of events brought you together, and now Yangus treats you as his trusted 'guv'.

Jessica

Voiced by Jaimi Barbakoff

The only daughter of an aristocratic family from a small village. Something of a tomboy, she is constantly arguing with her mother but is respected by her fellow villagers.

Angelo

Voiced by Blake Ritson

A Templar knight who has sworn an oath to protect his abbey. He seems to be far more dedicated to gambling and beautiful women than to the church though, so he is somewhat scorned by his fellow Templars.

Red

Voiced by Morwenna Banks

A brilliant bandit who likes to keep herself to herself in her solitary 'den'. She seems to have something of a history with your travelling companion Yangus.

Morrie

Voiced by Brian Bowles

The proprietor of the famous Monster Arena who is never seen without his scarf, whatever the weather. His passion and gusto are simply… intoxicating.

Trode

Voiced by Jon Glover

Your odd-looking travelling companion. Despite his outward appearance, he speaks with a royal tone befitting a king.

Basic Controls

◎	Move around
✛	Make selections / Pan view
Ⓐ	Confirm / Action (talk, examine, etc.)
Ⓑ	Cancel
Ⓧ	Display main menu
Ⓨ	Confer with party
Ⓛ / Ⓡ	Rotate view
⬭	Rotate view (New Nintendo 3DS systems only)
Ⓛ + Ⓡ	Reset view / (Hold down) First-person view
START	Look through the camera lens

Camera Controls

◎	Change angle
✛	Pan camera
Ⓐ	Take photo
Ⓑ	Show/hide party members
Ⓧ	Group photo
Ⓨ	Change pose
Ⓛ	Zoom out
Ⓡ	Zoom in
START	Finish shooting

The Action Button

Whenever you see a 🏴 or 🏴 mark appear, press Ⓐ to carry out whatever action best fits your current circumstances — be that engaging someone in conversation, examining an object or whatever.

When the game starts, the adventure log menu appears on the screen.

Creating an Adventure Log

Select 'Create a new adventure log' from the list of options and give yourself a name. Once you've done that, your adventure log will be created, and your adventure can begin!

◆ You can create up to two separate adventure logs.

Resuming Your Adventure

Choose 'Continue your adventure' from the menu, and then select which adventure log you want to start playing from. Everything will be exactly as it was when you made your confession (p. 9).

Resuming From a Quick Save Log

Choose 'Continue a suspended adventure' to start playing from the point when you made your last quick save log (p. 9).

Before you stop playing, remember to make a record of your current progress in an adventure log or quick save log.

Recording Your Progress (Saving)

You can record the progress you've made in your adventure by going to a church and making a confession of all that you've done (p. 11).

The Quick Save Log (Quick Save)

Select 'Quick Save' from the 'Misc.' menu (p. 21) to record your progress in a quick save log.

◆ There is only one quick save log, so when you choose to 'Quick Save' again, the previous information in it will be overwritten.

Erasing An Adventure Log

Choose 'Delete an adventure log' from the adventure log menu (p. 8), and then select which adventure log you'd like to erase.

◆ Remember that once you've erased an adventure log, it's gone for good, so don't delete anything important!

◆ You cannot explicitly erase the quick save log.

● 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.

Gather Information

Exploring towns and talking to people is the key to adventuring. Talk to enough people and you're sure to uncover a clue about how to proceed.

Use Your Map

The bottom screen shows a map of the town you're in, complete with your current location and important landmarks.

1 Place name

2 Current location and orientation

When you enter a building, this marker changes to a ⭐ symbol.

3 Map menu

Touch the 🗺 icon for a shortcut menu featuring various ways to move around the world, as well as access to the alchemy pot and your fellow party members for advice.

4 Other Map Symbols

Church   Weapon Shop
Inn   Armour Shop
Bank   Item Shop /
Pub   Trading Post
Well

Taking Photographs

Pressing START , either around town or out in open country, lets you look through the lens of your camera. By then pressing Ⓐ, you can capture whatever you're looking at as a photograph that will be saved to the SD card. You can view and embellish photographs you've taken in your photo album, which is accessible from the 'Misc.' menu (p. 21).

There are plenty of places to visit that can be a great help on your travels.

Churches

The priests and nuns serving in the world's churches can assist you in many ways, taking your confession to save your progress in an adventure log, or bringing your party members back to life. And on the bottom screen, you'll see the amount of experience each party member needs to gain in order to reach the next level.

Confession (Save)	Record details of your progress in an adventure log (p. 9).
Resurrection	Bring a party member back to life.
Purification	Cure poisoning.
Benediction	Remove a cursed item that cannot otherwise be removed.

◆ Resurrection, purification and benediction services require a donation.

Inns

Staying at an inn will restore the party's HP and MP. The fee varies from town to town and also depends on the number of party members who are staying. You'll be given the choice of either spending the night or resting until evening.

◆ Resting at an inn cannot fix adverse effects such as poisoning or curses (p. 23).

Weapon, Armour and Item Shops and Trading Posts

You can buy all sorts of different things to assist you on your adventure at the various shops in town.

Buy

Use ✛ to pick the item you want to buy, and then choose how many of that item you'd like using ✛ / Ⓧ / Ⓨ. Finally, you need to choose which member of your party will carry the newly purchased goods.

Sell

First select the party member who is carrying the item you want to sell, then pick the item itself.

Banks

At banks, you can save your gold in units of a thousand coins. You can withdraw gold from your account at any bank, whenever you want. If the party is wiped out (p. 23), you'll lose half the coins you're carrying, but anything in the bank will remain untouched.

Leave the confines of a town and there is a vast expanse of countryside and wilderness to explore. Visit as many places as you can, picking up clues about your quest as you go.

Use the Map

Tap the 🔍 or 🔍 icons displayed on the bottom screen to toggle between the world map and a map of the local area. When the local area map is showing, you can slide the stylus across the screen to scroll around the map.

◆ Some dungeons and certain other parts of the world may not be displayed on the map.

Enemies in the Wild

Outside of the safety of towns, if you come too close to monsters, you will have to do battle against them (pp. 23-25). So watch carefully where you're going!

Lucky Finds

If you spot something glinting on the ground, or if you come across a treasure chest, examine it carefully. You may find something useful.

Day and Night

Time passes while you're on your quest, and as night falls, you'll notice shops close up, people talk about different things and the strong monsters come out to play!

Modes of Transport

Along your journey, you'll come across new modes of transport that allow you to visit places you couldn't reach before. Two of them are described below, but you never know what else you might find…

Ships

With a ship, you can freely sail the seas of the world. But be careful, because monsters don't just live on land (and they appear without warning at sea). Simply approach a ship to board it. When you reach a point of possible landfall, you'll be able to disembark.

Great Sabrecats

These magnificent creatures won't take you anywhere you can't already go on foot, but they can certainly get you there faster! There's a particular item you need before you can ride them, though. When you want to dismount a great sabrecat, just press Ⓑ.

While you're walking around, press
⊗ at any time to open the main
menu (pp. 15-22).

1 Main Menu

2 Party Status (p. 17)

Here you can see each party
member's current HP and MP, as
well as their respective levels.

3 Gold Carried

15 Talk

Select this to talk to whoever is standing in front of you. If the person has a lot to say, you can see more by pressing any button.

Select this to use an item, or to move items between party members, or in and out of the party's communal carry bag. First choose a party member (or select the bag), then pick an item from the list, and finally choose what you want to do with the item.
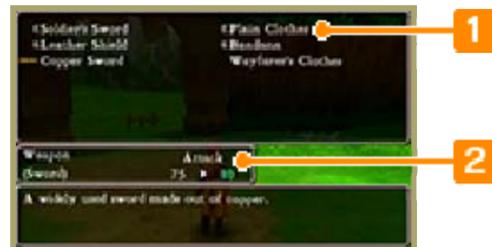
1 Items Held

2 Item Explanation

Item Menu Options

Use	Use the highlighted item. Certain items will also require you to select a target for them to be used on.
Transfer	Give an item to somebody or place it in the bag.
Equip (Remove)	Equip or remove weapons, armour, shields, helms and accessories.
Discard	Throw an item away.

Organising Items

Organise Items

Allows you to move unequipped items carried by party members into the bag. You can either pick a certain party member, or select 'All' to organise everyone's items at once.

Sort Bag's Contents

Allows you to organize the display of the bag's contents by type or in

alphabetical order.

View details about your party, such as each member's current stats, how much time you've spent adventuring and how much gold you currently possess.

Each Member's Attributes

By positioning the cursor next to a particular party member, you can see the status of that individual, and information about him or her. Press Ⓐ to view lists of spells, abilities and traits for the party member in question.

1 Character's Name

2 Character's Attributes

3 Character's Current Equipment

4 Character's Skills (p. 26)

This shows the set of skills the party member possesses, as well as the skill points that have been assigned to each of these skills.

A Guide to Attributes

Lv.	A number that indicates your overall strength. When your experience points (Exp.) reach a certain level, each of your attributes will increase, allowing you to learn new spells and abilities, as well as to gain skill points.
Strength	Indicates your physical power. As it increases, so too will your 'attack' power.
Agility	Indicates your physical dexterity. As it increases, so too will your ability to outmanoeuvre the enemy in battle, and you will become able to strike earlier in each round, too.
Resilience	Indicates your body's stamina. As it increases, so too will your 'defence' power.
Wisdom	Indicates the level of your intellect. As it increases, so too will the power of the spells you cast.
Attack	Determines how much damage your attacks cause. It is influenced by your 'strength' and the weapon you currently have equipped.
Defence	Determines how much damage you will take from attacks. It is influenced by your 'resilience' and the armour you currently have equipped.

Max. HP	The maximum number of 'hit points' you can attain at the moment.
Max. MP	The maximum amount of 'MP' you can attain at the moment. You require MP — magical power — to cast spells or use certain abilities.
Exp.	Indicates the amount of experience you have gained along your journey.
To Next Level	The amount of experience you need to gain before you will attain the next level.

Everyone's Attributes

By selecting 'All', you can see all party members' main attributes on screen at once.
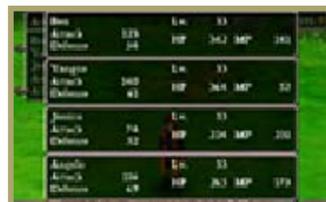
Time and Money

If you position the cursor next to 'All', you can see the amount of gold your party has in the bank, as well as other details such as the number of casino tokens you currently have.

Here you can change the weapons, armour, shields, helmets and accessories that your party members are equipped with. In some cases, changing their clothing can result in altering their overall appearance.

◆ The equipment screen supports 3D display.

The Equipment Screen

1 Attribute Values If Equipped

Attributes that would increase in value are shown in green, while those that would decrease are shown in grey. An 'E' mark indicates something that is currently equipped.

2 Current Equipment

Changing Party Members' Equipment

Select a piece of equipment the current character is carrying with ✚, then press Ⓐ to equip the character with it. You can switch between types of equipment with ✚. Pressing Ⓧ will bring up a description of whatever is currently highlighted. Choose carefully by watching how each item affects the character's attributes. And remember, different party members can equip different things.

Cast spells or perform abilities that you've learnt. First you pick the spell or ability that you'd like to use, then select who to use it on.

The Magic Screen

1 Spell or Ability Explanation

2 MP Required / Current MP

'MP Required' is the amount of magic power needed to cast or use the selected spell or ability.

Talk with your fellow party members. Everyone you're currently with will appear on screen, so pick the person you'd like to consult using ✚, then press Ⓐ to see what he or she has to say.

◆ You can talk to your fellow party members at any time by pressing Ⓨ as you're travelling around, or tapping 'Consult' on the map menu.

Allocating skill points, altering your party's marching order and tweaking your battle tactics are just some of the options available via the 'Misc.' menu. You can also access the alchemy pot from here, as well as audio settings and network-related options.

◆ Some of the options on this menu may not be available until you've made a certain amount of progress on your quest.

Heal All

Tell characters that have mastered healing spells to use their magic and fully restore all party members' HP and remove any poison effects.

◆ If your healers run out of MP during the process, the healing won't complete fully for all party members.

◆ Deceased party members cannot be resurrected this way.

Tactics

Change the strategies your party members use in battle (p. 25). You can select a specific strategy for each party member or command all party members to follow a single strategy by selecting 'All'.

Skill Points

Allocate skill points that party members have earnt by levelling up (p. 26).

Line-up

Change the marching order of the party. Simply select each party member in turn, starting with the one you'd like at the front of your line-up. The closer a character is to the head of the party, the easier it will be for enemies to hit him or her.

◆ You cannot leave yourself out of the line-up. (You are the hero, after all!)

The Party Leader

The party member you place at the front of your line-up will be the one that appears on screen as you travel around the game world.

Settings

Individually alter the volumes of different sounds in the game.

Music	Alter the background music volume.
Sound Effects	Alter the volume of sound effects.
Voices	Alter the volume of spoken voices.
L/R buttons	Invert, or restore back to the default, how Ⓛ and Ⓡ control the view.
+Control Pad up/down	Invert, or restore back to the default, how ✥ controls the view.
+Control Pad left/right	Invert, or restore back to the default, how ✥ controls the view.

Photo Album

Look over the photographs you've taken around the world, and embellish them if you so choose. Note that if you exceed the maximum number of photographs the album can hold (100), photographs will be automatically deleted, starting with the oldest. If you don't want a photograph ever to be deleted, you can protect it by selecting 'Lock' on the photo menu.

Embellishing Photos

If you select a photograph and then choose 'Embellish' from the menu,

you'll be presented with the following list of options. When you've finished, don't forget to select 'Save and exit'.

● Add stickers

Once you've picked a sticker, you can stick multiple copies of it anywhere you like on your photograph simply by tapping the bottom screen. Use 🖱 to move a sticker around after you've placed it, 🔄 to rotate it, 🔳 to make it bigger or smaller, and 🔷 to delete it.

● Apply a filter

Give your photographs a different look with various filters such as sepia or monochrome.

● Add a frame

Set your photograph off with the frame of your choice.

StreetPass 'Hot Shots'

Alter your StreetPass™ settings or see what you've managed to pick up using StreetPass (p. 28).

Cameron's Codex

Check out your progress in Cameron's Photo Challenge Codex (p. 30).

Download Bonus Items

Connect to the Internet and receive special bonus items (p. 29)!

Alchemy Pot

Combine items together to make new items (p. 27).

◆ The alchemy pot is kept in the wagon, so you can only use it in

places where the wagon can go.

Monster Team

Alter the composition of your monster team (p. 31), or check out your current team's stats.

Quick Save

Save your progress in the quick save log (p. 9).

Check the progress you have made
on your quest.
◆ Some of the options here may
   not be available until you've
   reached certain points in the
   game.

Battle Log

See details about your performance
in battle and how well you're doing
on your adventure.

Defeated Monster List

A list of all the
different types of
monsters you've
defeated in battle
so far. Pick a
monster from the list to see more
details about it.
◆ The monster list screen supports
   3D display.

Collected Item List

A list of all the different types of
items you've managed to collect on
your quest so far.

Alchemy Recipe Book

View any recipes
you've managed to
collect on your
travels, or any
you've stumbled
across with your own
experimentation.
Pressing Ⓐ while viewing an item
from the list will take you to the
alchemy pot screen (p. 27).

Casino Chronicles

See various pieces of information
about your performance in casinos.

If you get too close to monsters out in the wild, or in dungeons, caves and towers, you'll have to fight them. Here's how it works...

The Battle Screen

Attack the enemy or cast spells by using the different commands on the battle menu.

1 Battle Commands (pp. 24-25)

2 Party Members' Status

3 Current Tactics

Special Attacks

Some attacks that hit you during battle may leave you with one or more status afflictions. Try to fix them as quickly as you can, either using magic or an item if appropriate.

Basic Status Changes

Asleep	Affected characters can do nothing until they wake up.

Poisoned or Envenomated	Affected characters lose some HP as they walk around, either in town or in the wild. Envenomated characters also lose HP during battle. ◆ Once battle is over, venom turns to regular poison, and characters continue to be afflicted accordingly.
Paralysed	Affected characters are unable to move.
Confused	Affected characters may attack their allies or act rashly, ignoring commands and tactics.
Dazzled	Affected characters are enveloped by illusions and will land hits less frequently.
Fizzled	Affected characters are unable to cast any magic spells.
Cursed	Affected characters often find themselves unable to move during battle and may suffer further unfortunate side effects.
Dead	If a character's HP reaches zero, he or she falls in battle and is unable to do anything more until revived.

When Battle Ends

A battle ends when all enemies have been defeated, at which point your party earns both experience and gold. Once you've gained certain set amounts of experience, your level will increase.

Wipe-out!

The party is wiped out when the hit points of all party members reach zero. When this happens, all members will be automatically resurrected and allowed to continue playing from the point of their last confession (save). Although the party will keep any items and experience gained, they will lose half of the gold they were carrying at the time.

Fight

This command initiates a strike against the enemy. If a party member's tactics are set to 'Follow Orders', you will be able to choose the method of attack for him or her. Otherwise the party members will do as they see fit, according to the tactics you've set for each of them.

Attack

Attack the enemy using the weapon with which you're currently equipped, or your bare hands. Certain weapons allow you to attack groups of enemies or all enemies on-screen simultaneously.

Spells

Select and cast one of the spells you have learnt, either to strike the enemy, or to help a fellow party member. This consumes MP of course.

Defend

Adopt a defensive stance, reducing the amount of damage you take from an attack.

Abilities

Select and perform one of the combat abilities you have learnt. Some abilities consume MP.

Items

Select and use one of the items you are carrying. You can also remove and equip weapons and armour using this command. However, you cannot access items that are in the party's bag during battle.

Psyche Up

Raise your tension level. As your tension increases, the effects of your attacks will 'power up'. Certain actions, and some status afflictions may reset your tension level.

With this command you can attempt to scare off monsters. When successful, monsters may drop treasure chests as they flee. But if you fail to intimidate a monster, it will strike immediately, unhindered by your party's attacks or defences!

This command lets you alter the speed at which battles unfold.

Flee

This command allows you to turn tail and retreat from a battle. Be careful, though! If you fail to escape, the enemy will be able to attack you freely for a turn.

Tactics

This command lets you assign tactics to your party members. Choose the party member whose tactics you want to change, or pick 'All' to change everyone's tactics at once.

Show No Mercy	Defeat the enemy as quickly as possible, using powerful magic if possible, regardless of MP consumption.
Fight Wisely	Pay equal attention to both offence and defence. This is the most balanced battle tactic.
Focus On Healing	Pay attention to the remaining HP of fellow party members, and prioritise healing anyone who is weak.
Don't Use Magic	Fight without casting any spells at all, and without using abilities that require MP.
Get Psyched Up	Focus on raising tension before unleashing powerful attacks.
Follow Orders	Give precise orders to this party member on an individual basis each turn.

Line-up

Change the party members who take part in battles.

◆ You cannot use this option if you don't have any party members in reserve, or if you're separated from the wagon.

◆ If your battle party is wiped out, any reserves in the wagon are automatically brought in to fight.

The Battle Menu in the Monster Arena

When doing battle in the Monster Arena (p. 31), the available battle commands are 'Fight' and 'Speed'. The 'Send Away' command cannot be selected.

◆ Outside the Monster Arena, however, the 'Send Away' command can be used at any time during battles in which you call your monster team.

About Skills

Skills refer to individual attributes, such as weapon proficiencies and distinctive characteristics that you and your fellow party members each possess five of. Obtain skill points to increase your skill levels, which will allow you to learn new spells, abilities, and traits that will aid you in combat!
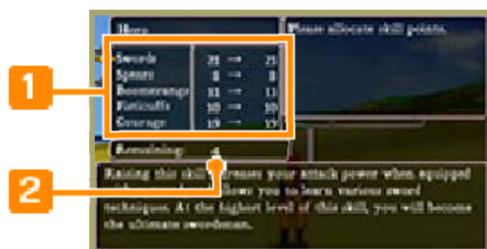
Allocating Skill Points

You gain skill points whenever you level up. On the skill points allocation screen, use ✛ to select a skill, and ✛ to adjust the skill points you'd like to allocate to that skill. When you're done, press Ⓐ. Be careful, because once you've confirmed your allocation, you cannot change your mind and reassign the points differently.

◆ You can use Ⓡ to add just enough points to reach the next skill level, or Ⓛ to take away points till you reach the minimum needed for the current or previous skill level.

◆ The maximum number of points you can allocate to a skill increases as a character's level increases.

The Skill Points Allocation Screen

The skill points allocation screen is displayed whenever you earn more skill points, or when you select 'Skill Points' from the 'Misc.' menu.

This list displays the traits, spells and abilities you can learn by assigning points to the current skill. Entries listed in white are ones that you have already learnt, entries in yellow are ones that you could learn with the points you have temporarily allocated, and entries in grey are ones that have not been learnt yet.

Skills You Have Learnt

You can only use the weapon-exclusive abilities and traits you've learnt when you're equipped with the weapon that matches the skill. However, the traits, spells and abilities obtained from the last skill in each set can always be used no matter what weapon you are equipped with.

By placing several items together into the alchemy pot, you can combine them into an amazing new item. Either pick 'Alchemy Pot' from the 'Misc.' menu, or touch 'Alchemy Pot' on the map's shortcut menu to start using the alchemy pot.

The Alchemy Screen

1 Items In Your Possession

2 Items For The Pot

Experiment with Ingredients

First select the items you have that you want to put into the pot. Items you can currently use as ingredients are listed in white, and those already in the pot are listed in yellow. Press Ⓨ to view an explanation of the currently selected item. Once you've put the ingredients in, press START to commence the alchemy process.

Follow a Recipe

Press ⊗ to open the alchemy recipe book. Then just select a recipe to start the alchemy process. If a recipe is listed in red text, it means you do not have the necessary ingredients for it at the moment. In the list of ingredients, missing ones are listed in grey.

Learning Recipes

Any recipes you find in books and other places as you're travelling around will be added to the alchemy recipe book. If you stumble across a recipe just by experimenting with ingredients in the pot yourself, that will be added to the book, too.

Exchanging Postcards (StreetPass) 🛈⑴

If you pass close to other players who have activated StreetPass for this game on their systems, you will automatically exchange a postcard with them. Postcards contain a mini online profile and a photograph of your choice. The profile consists of your name, the number of hours you've spent playing the game, and the number of StreetPass encounters you've had.

◆ Both you and the other player you pass must have activated StreetPass.
◆ At some points in the game, StreetPass may be temporarily unavailable.

Activate StreetPass

1. Select "StreetPass 'Hot Shots'" on the 'Misc.' menu.
2. When you are asked if you want to activate StreetPass, select 'Yes', then proceed to set up your personalised postcard. When you're done, select 'Confirm' and the activation will be complete.
◆ You will need to have at least one photograph in your photo album in order to activate StreetPass.

Stopping StreetPass Activity

If you want to stop the exchange of postcards via StreetPass, go to 'StreetPass Management' under the 'Data Management' option of your system settings. Select the 'Dragon Quest VIII' icon from there and tap 'Deactivate StreetPass'.

StreetPass 'Hot Shots'

Accept StreetPass data

When you accept StreetPass data, your system can wirelessly exchange postcards with other players (p. 29).

View received postcards

Have a look at any postcards you have received via StreetPass. You can store up to fifty postcards, and if you exceed this number, existing postcards will be automatically deleted, starting with the oldest. If you don't want a postcard ever to be deleted, you can lock it.

◆ If you select 'Block this sender', you won't receive postcards from the player in question.

◆ Reinstating a blocked sender must be done via the system settings.

Thumbs-ups

You can show you like a postcard by giving it a 'thumbs-up' with one of three different reactions. If you give another player's postcard a thumbs-up and then encounter that person again via StreetPass, you'll convey the thumbs-up to that player. The more thumbs-ups you receive this way, the better, because they may earn you special in-game rewards.

◆ Be careful, because if you delete a photograph in your album that another player has given a thumbs-up, you won't receive the thumbs-up even if you encounter the player again with StreetPass.

Edit postcard to send

Change the photograph on the postcard that you send to other players via StreetPass. The postcard will also contain your name, the number of hours you've spent playing the game, and the number of StreetPass encounters you've had.

You can go online to exchange postcards and download bonus items.

Postcard Exchange (Internet) 🌐

Select "StreetPass 'Hot Shots'" on the 'Misc.' menu, then 'Accept StreetPass data' followed by 'Exchange Wi-Fi postcards' to go online and exchange postcards with other players chosen at random.

◆ You are limited to a maximum of three postcard exchanges per day, and you must wait at least three hours between exchanges.

Bonus Item Downloads (Internet) 🌐

You can acquire bonus items over the Internet. Simply select 'Download Bonus Items' from the 'Misc.' menu.

◆ You cannot download the same item multiple times. When you download a bonus item, it is automatically added to the party's bag in each adventure log that you have created.

Download Bonus Items

If there is a bonus item available, it will be automatically downloaded, and placed in the party's bag.

◆ You can only download bonus items that are currently on offer once per day.

The world of DRAGON QUEST VIII is full of fun places to visit and things to do. Feel free to take a break from your travels once in a while. It might even earn you rewards that will help you on your adventure.

Casinos

At casinos, you can exchange your gold for tokens that are used to play various games of chance. The tokens you win can be traded in for a variety of thrilling in-game prizes—some of which can only be obtained in casinos!

Minnie, Princess of Medals

Somewhere in the world is a princess who is collecting the mini medals that you will inevitably find along your travels. Bring her as many as you can and she's sure to reward you accordingly.

Cameron's Challenge Codex

A man by the name of Cameron Obscura likes to set you photographic challenges. By snapping shots of the things he asks you to find, you can fill up stamp cards and win yourself prizes!

The Monster Arena is a place where owners of monster teams come together to pit their groups of monstrous mayhem against one another and aspire to be the best.

Getting Started

When you first talk to Morrie atop the monster arena building, he will give you a list of three monsters that he wants you to 'recruit'. Once you do that, the doors of the Monster Arena will be open to you.

Recruiting Monsters

Look out for monsters you might be able to recruit as you travel around the world. You just need to defeat them once in battle, and they'll be putty in your hands!
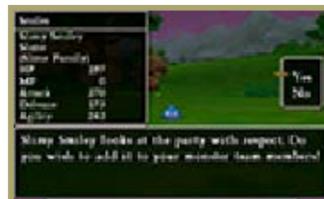
◆ Monsters you can recruit are shown with a 🗯 symbol above them.

◆ As your rank in the Monster Arena contest increases, the number of monsters Morrie will look after for you will go up too.

Assembling a Team

Select 'Monster Team' from the 'Misc.' menu, and then choose 'Switch members' to set up your monster team the way you want it.

1 Monster Team Menu

Check attributes	View the stats of your current team monsters or your reserves.

Switch members	Change the members of your monster team.
Set free	Release a monster back into the wild.

2 Reserves Info

Information about monsters you have recruited that are not currently in your team.

3 Team Info

Your team name and current members.

Special Arrangements

Certain team arrangements — such as having a team that consists of like monsters, or by having a particular monster in a team — may give rise to bonus abilities and deathmoves.

Let's Get It On!

When you want to take part in a battle in the Monster Arena, talk to the reception desk there. There are seven ranks in the arena, and you of course start from the bottom of the pile. But win three battles in your current rank to take victory, win a prize and, most importantly, advance to the next rank!

32 How to Contact Us

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