# Pokémon™
## Mystery Dungeon
### BLUE RESCUE TEAM

**INSTRUCTION BOOKLET**
*(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)*
Cover illustration by Ken Sugimori

NINTENDO DS™

*T*his seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

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™

Thank you for selecting the POKéMON™ MYSTERY DUNGEON: BLUE RESCUE TEAM Game Card for the Nintendo DS™ system.

**IMPORTANT:** Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

**IMPORTANT:** The use of an unlawful device with your Nintendo DS system may render this game unplayable.

This Game Card will work only with Nintendo DS systems.

**DS WIRELESS PLAY**
Supports multiplayer games via DS Wireless Communications. Each player must have a copy of the software.

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# Contents

# The Story

This game takes place in a world where there are no humans – only Pokémon… You (a human), out of the blue, have come to this world and been turned into a Pokémon – your senses and feelings are also becoming more like a Pokémon… Why have you turned into a Pokémon? It is up to you to solve this mystery on your adventure!

# Characters

A lot of Pokémon that you are familiar with will appear in POKéMON™ MYSTERY DUNGEON: BLUE RESCUE TEAM. Here is an introduction to the main Pokémon in the game.

## Hero Pokémon (you)

The Pokémon you play will be chosen based on how you answer the questions of the personality test at the beginning. Which Pokémon will you become?

## Partner Pokémon

The Pokémon which becomes your partner Pokémon will be one of the following ten. No matter which one you choose, it will help you in your adventure!

**Seed Pokémon**
**Bulbasaur**
TYPE: GRASS, POISON

**Lizard Pokémon**
**Charmander**
TYPE: FIRE

**Tiny Turtle Pokémon**

Squirtle
TYPE: WATER

**Big Jaw Pokémon**

Totodile
TYPE: WATER

**Mouse Pokémon**

Pikachu
TYPE: ELECTRIC

**Wood Gecko Pokémon**

Treecko
TYPE: GRASS

**Chick Pokémon**

Torchic
TYPE: FIRE

**Leaf Pokémon**

Chikorita
TYPE: GRASS

**Fire Mouse Pokémon**
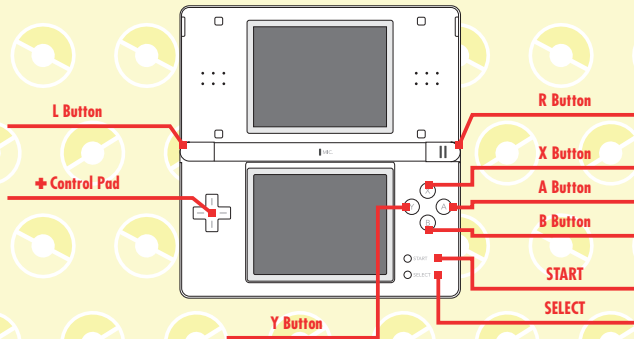
Cyndaquil
TYPE: FIRE

**Mud Fish Pokémon**

Mudkip
TYPE: WATER

# Controls

First off, here is a quick overview of the system and the button layout. You can see how to control the hero Pokémon by reading this section. The controls are simple and you can easily master them while playing and having fun.



L Button
R Button
✚ Control Pad
X Button
A Button
B Button
START
SELECT
Y Button

In this instruction booklet, a **black** frame surrounds the top screen and a **blue** frame surrounds the Touch Screen (bottom screen).

When you close the Nintendo DS™ system while playing the game, the system automatically goes into **Sleep Mode**. Once you open the system, the game will appear again.

|  | Field | Dungeons |
|---|---|---|
| **A Button** | • Select command | • Use regular attack<br>• Talk to the Pokémon you are facing |
| **B Button** | • Cancel command<br>• Run by holding the B Button while using the ✚ Control Pad<br>• Open the menu | • Open the menu<br>• Run by holding the B Button while using the ✚ Control Pad |
| **X Button** | • Open the menu | • Open the menu |
| **Y Button** | • Not used | • Decide which direction to face while standing still |
| **START** | • Display more detailed information on certain menus | • Display more detailed information on certain menus |
| **SELECT** | • Sort items on the item window | • Display map<br>• Sort items on the item window<br>• Set Moves |
| **R Button** | • Select multiple items from storage | • Hold the R Button then use the ✚ Control Pad to move diagonally |
| **L Button** | • Select multiple items from storage | • Not used |
| **✚ Control Pad** | • Move cursor<br>• Move characters | • Move cursor<br>• Move characters |

| **L + A Buttons** | Use set Moves | **L + R Buttons** | Throw set items, such as a rock |
|---|---|---|---|
| **L + B Buttons** | Check message log | **A + B Buttons** | Pass your turn without moving |

# Controlling with the Touch Screen
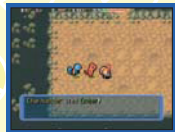
## Try using the stylus!
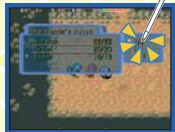

Touch the MOVES icon!


This opens the menu!


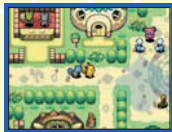Then, touch a Move!


Now you can use the Move.


Touch USE.

If you touch anywhere outside the command window, your selection will be cancelled.

## Field



**To talk or check**
Touch once to talk to someone or check something. This is the same as pressing the A Button.

**To walk**
Keep your stylus in contact with the Touch Screen after touching where you would like to go. This is the same as using the ✚ Control Pad.



**To run**
Tap twice with the stylus on where you would like to go, then keep the stylus in contact with the Touch Screen. This is the same as using the B Button and the ✚ Control Pad.

**Display Menu**
Touch the hero Pokémon (you). This is the same as pressing the B or X Button.

# Dungeons

**To use a regular attack, or talk to your team member**
Touch the Pokémon once! This is the same as pressing the A Button.



**To use set Moves**
Touch the enemy Pokémon twice to use a Move! This is the same as pressing the L and A Buttons.

You can also touch the MOVES icon, or tap twice on an area where there is no Pokémon!

**To throw an item you've set**
Touch the THROW icon! This is the same as pressing the L and R Buttons.

> **NOTE!** When the Pokémon has no set item, touching the THROW icon will release the regular attack.
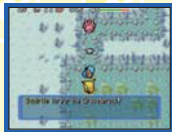


**To turn around**
Keep the stylus in contact with the Touch Screen after touching the direction you would like to face. This is the same as pressing the Y Button.



**To move**
When you touch the hero Pokémon, it takes one step in the direction it's facing. When you keep the stylus in contact with the Touch Screen, it walks in that direction. It will even walk around corners automatically.



To move to a specific spot, such as the stairs in a room, touch it, and the Pokémon will walk there automatically.



**To run**
Tap the hero Pokémon twice. This is the same as pressing the B Button and the ✚ Control Pad.

# Starting the Game

Make sure that the Nintendo DS system is turned off. Insert the Pokémon Mystery Dungeon: Blue Rescue Team Game Card into the Game Card slot on the back of the system and push until it clicks into place.

Turn the power on, and the **Health and Safety Screen** is displayed (shown to the right). Once you have read over the information, touch the Touch Screen.

Touch the POKéMON MYSTERY DUNGEON Panel on the **Nintendo DS Menu Screen** to start the game.

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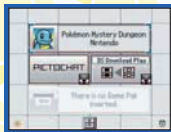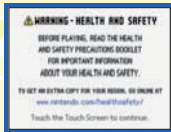
The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS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

Please remember that once you have started the game in one language, you cannot change it. If you want to play in another language, you have to delete your save data, set your Nintendo DS system to another language and restart the game.

# Playing for the First Time

## Answering the questionnaire

When you play for the first time, some questions will be presented to you. Be honest when answering the questions — think about how you would really respond. Your answers determine which Pokémon you will be on your adventure.
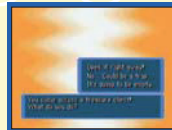
## Name Pokémon

After the questions, you will be asked to name your partner Pokémon. Enter a name that you think is the best. Once done, choose END. Once you awake in the game, you will be asked to enter your name. Do the same thing you did for your partner.

### Entering names

| | | | | |
|---|---|---|---|---|
| **+ Control Pad** | Move cursor | | **R Button** | Move cursor right |
| **A Button** | Select a letter | | **START** | Move cursor to END |
| **B Button** | Delete a letter | | **SELECT** | Not used |
| **L Button** | Move cursor left | | **OVR/INS** | Overwrite a letter or insert one |

## Continuing the Game

When you play after you save the game, the **Main Menu** (to the right) will be displayed. Choose a command and select with the A Button.
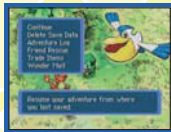
### CONTINUE

You can resume the game from the spot where you last saved. Your play time and the number of your adventures will also be displayed.

### DELETE SAVE DATA

Your save data will be deleted. Your ADVENTURE LOG will still remain; however, the rest of your data will be cleared and you will have to start from the beginning.

### ADVENTURE LOG

You can check your rescue team's achievements. You can also check the Moves you have learned, and the number of Pokémon that have joined your team.

### FRIEND RESCUE, TRADE ITEMS and WONDER MAIL

Using Wireless Communication, or by entering passwords, you can interact with your friends . These features expand the adventures possible to you.
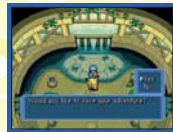
## How to Stop Playing

Even if you are on an adventure in a dungeon, you can quicksave your game. Save your adventure whenever you want, and proceed at your own pace!

### How to Save

You can save the game using your bed in your Rescue Team Base. Walk to the bed, and when you are asked if you would like to save, select YES. You can start the game from here the next time you play.

### Saving while on an Adventure

Open the menu, select OTHERS, and then QUICKSAVE OR GIVE UP. If you choose QUICKSAVE, you can stop playing the game even if you are in a dungeon. However, once you resume a quicksaved adventure, the quicksave data will be deleted. Choosing GIVE UP will return you to your base in the same way as being defeated during an adventure.

## When you are Defeated on an Adventure

If your HP hits 0 in a dungeon, you are defeated and you will be brought back to your base. If you are defeated in a dungeon, you will lose all of your money, and some of your items as well. However, you do not lose any experience points (Exp. Points).



As you proceed further in the story, you will be able to ask your friends to come and try to rescue you. When you are asked if you would like to call for a rescue, select YES. You will now be AWAITING RESCUE (see page 42).



> Even if you are defeated, try again! Never give up!

**NOTE!** There can only be one adventure save file.

Before you know it, you will form a rescue team with your partner Pokémon and set off on dungeon adventures without delay.

## Get the Rescue Team Starter Set!

When you form your rescue team, a Starter Set will be delivered to your mailbox. In it, you will find a Rescue Team Badge, a Toolbox in which you can keep items that you find in dungeons, and a copy of Pokémon News.
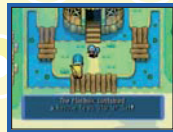


## Check the Mailbox

The mailbox in front of the Rescue Team Base will get new issues of Pokémon News as well as rescue requests. Check the mailbox frequently.



## Get ready!

Once your preparations are complete, you can set off on an adventure. Before you go to a dungeon, you can go to Pokémon Square and buy and sell items, store and take items, and train your team at the Makuhita Dojo.

- To Adventures (see page 30)
- To Pokémon Square (see page 36)
- To Friend Areas (see page 41)

## Set off on an Adventure

Take the street opposite your Rescue Team Base and select the dungeon you would like to go to. To complete the job you've chosen, go to a dungeon that has an envelope mark 🔵 next to it. A 🔲 is displayed next to a dungeon that will trigger an event.
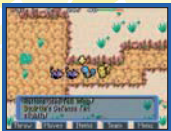


## Clearing dungeons

Once you reach a dungeon, complete your rescue job by making your way through the dungeon and defeating any enemy Pokémon. Don't forget to pick up any items you find.



| Battle | Get items | Rescue |
|---|---|---|
| Fight a battle using regular attacks and Pokémon Moves. | You can find and pick up various items. | Rescue many Pokémon in trouble. |

# The Basic Game Screen

Here is the description of the **Basic Game Screen** when you are in the field and when you are in dungeons.

## Field



Commands

Your current location
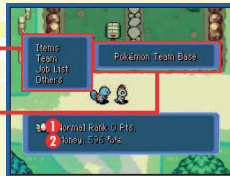
**❶ RANK**
The rescue team's rank. Your rank will start off NORMAL at first, and as you complete more rescues, your rescue rank will increase. Aim for the GOLD RANK!

**❷ MONEY**
The amount of money you currently have. In this world, money is called POKé. By saving up POKé, you can buy Items and Friend Areas.

On the top screen, the map or your team's status can be displayed.

See OTHERS on page 23 for more information on the top screen's display.
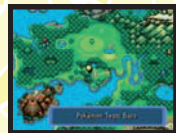


| Map | Team |
|---|---|

## Description of Commands

### ITEMS

You can trash an item you do not need. You can also check what effect an item has.

**TRASH**      Trash items you do not need from your Toolbox.

**INFO**      You can check an item's effect.

### TEAM

You can check information on your team members.

**GIVE**      Give an item to a team member.

**TAKE**      Take an item from a team member.

**SUMMARY**      Check Pokémon's STATS, FEATURES and INFO.

**MOVES**      Check the Moves the Pokémon can use.

**CHECK IQ**      Check the IQ the Pokémon has obtained.

### JOB LIST

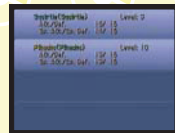This is a list of the rescue jobs you have. When you choose TAKE JOB, it means you are ready for the mission. Rescue jobs will be delivered to your mailbox, or posted on the bulletin board at the Pelipper Post Office.

### OTHERS

You can check GAME OPTIONS or HINTS for control.

#### GAME OPTIONS

**WINDOW**      Change the window's colour.

**CONTROLS**      Set the controls.

**TOUCH SCREEN**      Select if the Touch Screen feature is ON or OFF.

**TOP SCREEN**      Select what to display on the top screen.

#### HINTS

Check useful information that will help your adventure.

# Dungeons

Press the B Button or X Button, or touch MENU!

Your level

Current floor

Commands



Current HP/Maximum HP/HP bar

The dungeon you are in

❶ **HP**
Team member's HP. If it hits 0, they will be defeated. The maximum HP will increase when a Pokémon levels up, or by a specific item.

❷ **BELLY**
Be careful, you will faint if you get too hungry. Restore your Belly by eating items such as Apples.

❸ **MONEY**
The money you currently have. You can pick up money in dungeons, and you will also be given it as a reward for completing rescue jobs.

❹ **WEATHER**
Some Moves and Pokémon get stronger depending on the weather.

❺ **PLAY**
You can check your total play time.

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On the top screen, the map, or your teams status and message log can be displayed.

See OTHERS on page 23 for more information on the top screen's display.



Map
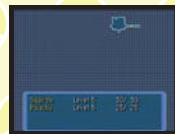


Team

## Description of Commands

### MOVES

Moves that can be used are displayed here. There is a limitation on how many times you can use Moves. If you run out of PP for a Move, you can restore it with a Max Elixir.

| | |
|---|---|
| **USE** | Use a chosen Move. |
| **SET** | If a Move is set, you can use it easily by pressing the L and A Buttons together. |
| **DESELECT** | Deselect Moves that you've set. |
| **SWITCH** | Switch the Moves to be used. |
| **LINK** | Link Moves. |
| **DELINK** | Delink linked Moves. |
| **INFO** | Check what effect the Move has. |

## ITEMS

You can check items you have in your Toolbox. When you select an item, the following commands will be displayed. You can keep up to 20 items in your Toolbox.

| | |
|---|---|
| **USE** | The command to use items. Other commands will be added depending on the situation and on the kind of item (EAT, INGEST, THROW, SWAP). |
| **GIVE** | Give an item to a team member. |
| **PLACE** | Put an item on the ground. |
| **THROW** | Throw an item. |
| **SET** | If you set an item, you can use it easily by pressing the L and R Buttons together. |
| **DESELECT** | Deselect an item you've set. |
| **INFO** | Check what effect an item has. |

## TEAM

Here you can check various pieces of information about the Pokémon on your team. Develop strategies to help you along in your adventure by checking their SUMMARY and IQ.

### SUMMARY

**• STATS**

You can check the Level or Exp. Pts. of the Pokémon in your team.
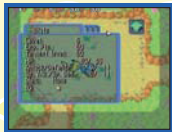


**• STATUS**

You can check any status changes, such as Poisoned.



**• FEATURES**

You can check the Type or Special Abilities of a Pokémon.



**• INFO**

You can check the basic information of the Pokémon, such as the Friend Area where the Pokémon lives.



### MOVES

The list of Moves you can currently use is displayed here. The content displayed is the same as when you select the MOVES command (see page 25).

### TALK

Talk to a Pokémon of your choice. You can talk to your team members and will get various replies.



### CHECK IQ

Check the list of IQ Skills obtained. By selecting SWITCH, you can put a ★ next to IQs that you want that Pokémon to use. You can also enhance a Pokémon's IQ with Gummis (see page 34).



### TACTICS

You can choose your team members' tactics. Since you go into dungeons with a team, the tactics you choose are important. When the leader's level gets higher, the type of tactics you can choose from will increase.

## OTHERS

You can quicksave the game and change detailed play settings here.

### GAME OPTIONS

#### • DUNGEON

Set the options here to your liking so that you can easily play the game.

| | |
|---|---|
| **SPEED** | Decide the walk speed. |
| **FAR-OFF PALS** | Choose LOOK if you want to see the battles of your members when they are far away from you. |
| **DAMAGE TURN** | Choose YES to turn automatically and face the direction in which you are taking damage. |
| **GRIDS** | Choose ON to display grids around you when changing the direction you face. |
| **DISPLAY MODE** | Choose the way you want the map and other information to be displayed. |

#### • OTHERS

Change the window colour, or activate Touch Screen control.
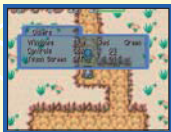
#### • DEFAULT

Reset the game option settings to their default.

## QUICKSAVE OR GIVE UP (see pages 17–18)

### • QUICKSAVE

Quicksave the game while in a dungeon and quit the game.

### • GIVE UP

Give up in a dungeon and return to your base.

### MESSAGE LOG

Check recently displayed messages.

### MISSION OBJECTIVES

Check the objectives for all missions in your current dungeon.

### RECRUITMENT SEARCH

Check potential Pokémon recruits on the floor you are on, as well as which Pokémon you've already recruited from the floor.

### HINTS

Check useful information about playing the game, such as hints on controls, items and so on.

## GROUND

Check the ground you are standing on. If you find an item, you can pick it up or eat it. You can also exchange it with one of yours, or throw it at an enemy.

# Adventure

While in a dungeon on a mission, there are many "enemy" Pokémon that will attack you. Rescue as many Pokémon in trouble as possible by mastering the ways of battling.

## Turn-based battles!

The battles in dungeons use a turn-based system. When your Pokémon moves one step, all enemies on the floor do the same. When you attack once, the enemies attack once. Each time this happens, it's called a "turn". If you don't make any actions, the enemy Pokémon will do nothing as well. Make sure you don't rush yourself, you have time to think the battles through carefully.
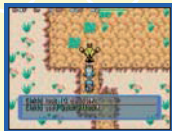
## Take advantage of your Moves in battle

You can get more Exp. Points when you defeat an enemy using Moves instead of regular attacks. Once you set a Move, you can use it by simply pressing the L and A Buttons together.
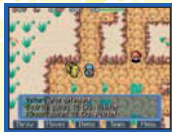
## Check Pokémon type

Pokémon and Moves have their own types. There are matchup advantages and disadvantages. For example, Water type has an advantage against Fire type. Pay attention to type, and use the right Move against the right enemy.

## Status changes

If you are affected by a status change (such as Paralysis, Poison or Burn) by an enemy Pokémon's attack, restore yourself using Seeds or Berries. You can also be restored by moving to the next floor.

## Utilise items

Gravelerocks are very useful in battles. If you throw it at an enemy Pokémon that is far away, it can do significant damage to them before you get close. There are many items you can throw. If you set an item, you can throw it easily by pressing the L and R Buttons (see page 26).

# Dungeons

In dungeons, there is danger awaiting you. Fear not, if you know how to handle yourself in a dungeon, there is nothing to worry about!
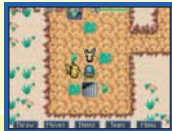
## How to Check the Dungeon Map



| | |
|---|---|
| **White dot** | Your location |
| **Yellow dot** | Team member's location |
| **Red dot** | Enemy Pokémon's location |
| **Blue dot** | Item location |
| **Blue square** | Stairs location |

### Dungeons change every time

Every time you enter a dungeon, the layout changes. The way the rooms are connected and the location of the stairs change every time you go in a dungeon — even the same one.



### Watch the weather carefully

Dungeons are affected by weather, such as CLEAR, CLOUDY, RAINY, SANDSTORM and SNOW. Depending on a Pokémon's type, some will take damage while some attacks are actually raised by the weather.



### Restoring HP in a dungeon

Even though your HP is decreased from enemy attacks, it is restored little by little as you walk around in a dungeon. If you want your HP to recover quicker, press and hold the A and B Buttons at the same time. Since this causes turns to proceed while standing still, your HP will restore very quickly. Be careful, if you do this, your Belly decreases and enemy Pokémon will also gather around you.
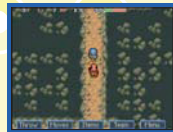


# Items

Items are indispensable when you're on a rescue mission. Make sure you understand completely what effect each item has.

## You can find items in many places

Items can be obtained many ways, such as picking them up in a dungeon, buying them at shops, and having them given to you by a client after a successful mission. Since items have varying effects, use them carefully.

These are some of the items that you can use in the game:

## 🍎 Food

**Apple**        A food item that somewhat fills the Pokémon's Belly.
**Big Apple**    A food item that amply fills the Pokémon's Belly.

## 🧴 Drinks

**Max Elixir**   A drink that completely restores the PP of all the Pokémon's Moves. It also slightly fills the Pokémon's Belly.

## 🍬 Treats

**Red Gummi**    A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Fire-type Pokémon like it the best.

**Grass Gummi**  A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Grass-type Pokémon like it the best.

**Gold Gummi**   A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Psychic-type Pokémon like it the best.

**Green Gummi**  A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Bug-type Pokémon like it the best.

**Yellow Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Electric-type Pokémon like it the best.

## 🪨 Rock

**Gravelerock**  A throwing item that inflicts damage on the target Pokémon.

## 🔵 Seeds / Berries

**Stun Seed**    A food item that causes the Pokémon to become petrified. It also slightly fills the Pokémon's Belly.
**Sleep Seed**   A food item that makes the user sleep. It also slightly fills the Pokémon's Belly.
**Blast Seed**   A food item that makes the Pokémon breathe highly damaging fire. It also slightly fills the Pokémon's Belly.
**Reviver Seed** A hold item that revives the Pokémon if it faints.
**Oran Berry**   A food item that restores HP. It also slightly fills the Pokémon's Belly.
**Pecha Berry**  A food item that heals the Pokémon when poisoned or badly poisoned. It also slightly fills the Pokémon's Belly.

## 🟣 Wonder Orbs

**Slow Orb**     Lowers the Movement Speed by one level.
**Petrify Orb**  Changes the status of foes to Petrified.
**Totter Orb**   Changes the status of foes to Confused.
**Slumber Orb**  Changes the status of foes to Sleep.
**Escape Orb**   Allows the rescue team to escape from a dungeon.

## 🪢 Equipment

**Power Band**   A hold item that boosts the Pokémon's Attack.
**Pecha Scarf**  A hold item that prevents the Pokémon from being poisoned or badly poisoned.
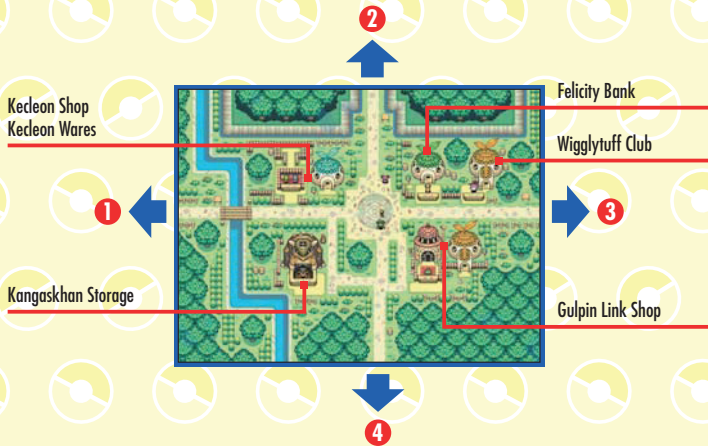
## 🔵 TMs (Technical Machines)

**Attract**      Teaches the Move Attract.
**Overheat**     Teaches the Move Overheat.
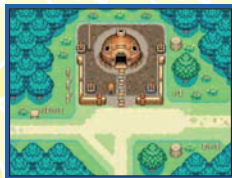**Protect**      Teaches the Move Protect.

# Facilities in the Field

Go and visit Pokémon Square before setting off on an adventure in a dungeon. You can find various useful shops where you can get items and prepare.

When you go east along the road in front of your base you will reach Pokémon Square — where many convenient shops are located. You can sell, buy, or even store items, which is very useful on your adventures. You can also buy Friend Areas, which are needed to increase your Friends. Make sure to talk to all the Pokémon in the square!

Kecleon Shop
Kecleon Wares

Felicity Bank

Wigglytuff Club

Kangaskhan Storage

Gulpin Link Shop

**1** Rescue Team Base



To Friend Areas

To Dungeons

**2** Whiscash Pond



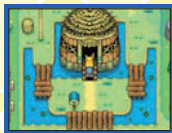**3** Pelipper Post Office



**4** Makuhita Dojo

## Rescue Team Base

This is your Rescue Team Base. You can save your adventure at the bed in your base. Make sure to save often!

## Kecleon Shop / Kecleon Wares

**Pokémon in charge: Kecleon**

These shops sell items and TMs, and are run by the Kecleon brothers. The Kecleon on the left deals in items and the Kecleon on the right deals in Wonder Orbs and TMs. You can either buy or sell here. Use the shops wisely to provide you with an advantage on your adventures.

## Felicity Bank

**Pokémon in charge: Persian**

You can deposit or withdraw your money here. If you are defeated in a dungeon, you will lose all of the money you have with you in the dungeon. However, if you deposit your money, you never lose it.
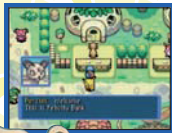
## Kangaskhan Storage

**Pokémon in charge: Kangaskhan**

You can store items here — whether they were brought from a dungeon or purchased in a shop. If you are defeated in a dungeon, you lose some of your items. But if you store them here, you'll never lose them.

## Gulpin Link Shop

**Pokémon in charge: Gulpin**

You can set, link, or learn Moves here. Setting Moves enables you to use them by simply pressing the L and A Buttons together. If you link Moves, you can use them all together in succession in just one turn.

## Wigglytuff Club

**Pokémon in charge: Wigglytuff**

You will need Friend Areas to increase your friends. In order to make friends with a Pokémon and have it join your team, you must have that Pokémon's Friend Area. You can buy Friend Areas here.
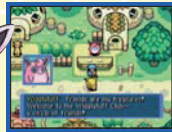
## Makuhita Dojo

**Pokémon in charge: Makuhita**

You can raise the level of your team members by training in various types of rooms here. All the rooms have the name of a Pokémon type, such as the Fire Maze or Electric Maze where only Fire-type or Electric-type Pokémon will appear. This will allow you to easily study how types match up in battle.

## Pelipper Post Office

**Pokémon in charge: Pelipper**

You can receive SOS Mails from other players and leave on a friend rescue from here. Also, you can send A-OK Mails or send and receive Thank-You Mails here. Check the bulletin board in front of the Post Office where you can find rescue jobs (see page 42).

# Introduction to the Pokémon World

This is a world in which only Pokémon live. There are so many places to see — such as the Thunderwave Cave or Mt. Thunder.

## The Pokémon World

This time around, your adventures will take place in various dungeons located throughout this Pokémon world. In the dungeons, the terrain, enemies and items you find will change every time you enter them — even if it's the same dungeon. Take great care when you go on a rescue job, you never know what you'll find!

## Friend Areas

Friend Areas are important places where your Pokémon friends can live. Without Friend Areas, Pokémon cannot become your friends. You can buy Friend Areas at the Wigglytuff Club in Pokémon Square.

Pokémon World Map

Friend Areas Map

# Wireless Communication

The following is an introduction on how to use wireless communication. Please remember that you cannot link up with friends that are playing in another language.

## The flow of friend rescues

When you are defeated in a dungeon, you can accept defeat and try again. However, another option is to ask another player to try and rescue you. Also, you can go and rescue a friend who needs your help.

### 1. Waiting for a friend rescue
Select GET HELP under the FRIEND RESCUE command on the **Main Menu**, then choose SEND SOS MAIL. Next, select WIRELESS MODE, then press the A Button to start communication and follow the instructions on the screen.

### 2. Going on a friend rescue
Select GO RESCUE under the FRIEND RESCUE command on the **Main Menu**, then choose RECEIVE SOS MAIL. Next, select WIRELESS MODE and resume the game by selecting CONTINUE on the **Main Menu**. Once you start the game, go to the Pelipper Post Office and talk to the Pelipper on the left. Select LEAVE FOR RESCUE to go on the friend rescue mission. When you reach the Rescue Spot and select RESCUE, the rescue will be completed. You will then automatically return to the Pelipper Post Office.

Next, talk to the Pelipper on the left and send an A-OK Mail. When you send an A-OK Mail, you can send a Pokémon you've befriended to your friend as a helper Pokémon.

- The Pokémon will not disappear from your game if you send it as a helper Pokémon.
- You can also receive SOS Mails at the Pelipper Post Office.

### 3. Waiting for a friend rescue
When the player who left on a friend rescue mission succeeds, they will send you an A-OK Mail. Once they have done this, select GET HELP under the FRIEND RESCUE command on the **Main Menu**, then choose RECEIVE A-OK MAIL. Next, select WIRELESS MODE and choose REVIVE TEAM after you receive the A-OK Mail. Now you can resume the game from the spot where you were defeated in the dungeon.

There is also a chance that your friend sent you a helper Pokémon along with the A-OK Mail. If so, you can resume your adventure with the helper Pokémon.

## Thank-You Mail

The player who was revived can send a Thank-You Mail to the player who rescued them. To do this, select GET HELP under the FRIEND RESCUE command on the **Main Menu**. Then select SEND THANK-YOU MAIL and choose WIRELESS MODE. You can do the same thing by talking to the Pelipper on the right at the Pelipper Post Office and choosing SEND THANK-YOU MAIL. If you want, you can attach an item to the Thank-You Mail. After selecting the method of sending the mail, choose SEND ITEM, then choose the item you want to attach.

If you have no items at Kangaskhan Storage, you cannot send one.

## Trade Items

Using wireless communication, you can trade your items in Kangaskhan Storage with other players. Make use of this feature to help you on your adventures.

## Wonder Mail

When you receive Wonder Mail, you will get the same rescue job as the friend who sent it. Something good may happen if you clear this rescue mission…

### Passwords enable you to do the same!

If you aren't able to use wireless communication with a friend (for example, if your friend has the GBA Red Rescue Team version), you can use passwords to send and receive mail for friend rescue missions. Simply choose the PASSWORD command when you are asked how you would like to send or receive mail (see page 15 for how to input passwords).

You cannot send helper Pokémon when you use passwords.
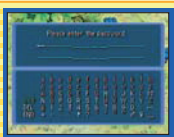
# How to Play using Dual Slot

If you have both the DS Blue Rescue Team version and GBA Red Rescue Team version, you can experience something special. You'll need to proceed in the story to use this feature.

**NOTE!** This game is not compatible with other Pokémon versions for the Game Boy™ or Game Boy Advance™.

## What is Dual Slot?

Using DUAL SLOT, you can go on a friend rescue to the GBA Red Rescue Team version. You can also have the rescue team from the GBA Red Rescue Team's Game Pak come over, and then battle with them at the Makuhita Dojo.
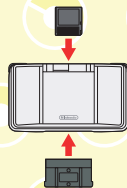
## Call for rescue to the GBA Red Rescue Team version

If you set the Nintendo DS system to **Auto Mode**, the Game Boy Advance Game Pak does not boot up. Change the setting to **Manual Mode**.

### 1. Waiting for a friend rescue (DS Blue Rescue Team version)

When you are defeated in a dungeon, you will be asked if you would like to send for help. If you choose YES, the game will be automatically saved and the **Main Menu** will be displayed. Once the save is completed, turn the Nintendo DS system off, then insert the GBA Red Rescue Team version Game Pak while keeping the DS Blue Rescue Team version Game Card in the Nintendo DS system.

Now start the DS Blue Rescue Team version once again. Select GET HELP from the FRIEND RESCUE command on the **Main Menu**, then choose SEND SOS MAIL. Next, choose DUAL SLOT under the SOS MAIL option. Once the save is completed, turn the Nintendo DS system off.

### 2. Leaving for a friend rescue (GBA Red Rescue Team version)

Start the GBA Red Rescue Team version and choose to CONTINUE. Then, go to the Pelipper Post Office and talk to the Pelipper on the left. Choose LEAVE FOR RESCUE to start the rescue mission. If you can reach the Rescue Spot and choose RESCUE, you've succeeded. When you succeed at a friend rescue, you will automatically be returned to the Pelipper Post Office and the game will be saved. Once the save is completed, turn the Nintendo DS system off.

At this point, you will be given rescue team points and an item.

### 3. Waiting for a friend rescue (DS Blue Rescue Team version)

Start the DS Blue Rescue Team version (keep the GBA Red Rescue Team version in the Nintendo DS system). Select GET HELP from the FRIEND RESCUE command on the **Main Menu**, then choose RECEIVE A-OK MAIL. Select DUAL SLOT as the way to receive it. Once you resume the game by selecting REVIVE TEAM on the **Main Menu**, you can continue your adventure from the spot where you were defeated.
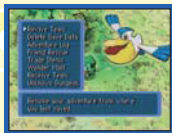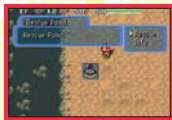
## Thank-You Mail

The player who was revived can send a Thank-You Mail to the player who rescued them. To do this, select GET HELP under the FRIEND RESCUE command on the **Main Menu**. Then select SEND THANK-YOU MAIL and choose DUAL SLOT. If you want, you can attach an item to the Thank-You Mail.

The sent item and rescue points will be automatically saved to the GBA Red Rescue Team version. If there is space in the Toolbox, the item will go there, if not, it will go to Kangaskhan Storage.

## Receiving a rescue call from the GBA Red Rescue Team version

### 1. Waiting for a rescue (GBA Red Rescue Team version)

When you are defeated in a dungeon, you will be asked if you would like to send for help. If you choose YES, the game will be automatically saved, and the **Main Menu** will be displayed. Once the save is completed, turn the system off.

### 2. Leaving for a rescue (DS Blue Rescue Team version)

Make sure that the Nintendo DS system's power is off. Then insert the DS Blue Rescue Team version Game Card, as well as the GBA Red Rescue Team version Game Pak, and turn the Nintendo DS system on. Start the DS Blue Rescue Team version, then select GO RESCUE from the FRIEND RESCUE command on the **Main Menu** and choose RECEIVE SOS MAIL. Then choose to receive the SOS Mail from the DUAL SLOT command to receive the mail. Next, start the game by choosing CONTINUE. Go to the Pelipper Post Office and talk to the Pelipper on the left. Choose LEAVE FOR RESCUE to activate the rescue mission. If you can reach the Rescue Spot and choose RESCUE, you succeed! When you succeed at a Friend Rescue, you will automatically return to the Pelipper Post Office, and the game will be saved. Once the save is completed, turn the Nintendo DS system off.

Start the DS Blue Rescue Team version. Select GO RESCUE under the FRIEND RESCUE command on the **Main Menu** and choose SEND A-OK MAIL. After selecting the A-OK Mail you would like to send, select DUAL SLOT, then pick the helper Pokémon to be sent. A helper Pokémon can join the Pokémon waiting for rescue. Once the game has been saved, turn the Nintendo DS system off.

• The helper Pokémon will not disappear from your game.

• Helper Pokémon cannot be sent if you do not have any Pokémon friends in your Friend Areas.

### 3. Waiting for a friend rescue (GBA Red Rescue Team version)

Start the GBA Red Rescue Team version. Select REVIVE TEAM on the **Main Menu** to start the game. If a helper Pokémon has been sent to you, you can continue your adventure in the current dungeon together with this Pokémon.

## 🔵 Thank-You Mail

The player who was revived can send Thank-You Mail to the player who rescued them. Select GET HELP, then select SEND THANK-YOU MAIL and choose DUAL SLOT to send the THANK-YOU MAIL. Once the save is completed, turn the Nintendo DS system off. If you would like to send an item with the mail, you can choose it.

Helper Pokémon will disappear when you clear the resumed dungeon.

### 4. Going on a friend rescue (DS Blue Rescue Team version)

Start the DS Blue Rescue Team version again, then select GO RESCUE from the FRIEND RESCUE command on the **Main Menu**, choose GET THANK-YOU MAIL, and finally select DUAL SLOT. You will be given rescue team points and a reward item.

# DS Wireless Communications (Multi-Card Play)

*Here is an explanation of how to play using Multi-Card Play.*

## The Things You'll Need

Nintendo DS system . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . One for each player
POKÉMON MYSTERY DUNGEON: BLUE RESCUE TEAM Game Card . . . One for each player

## Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the POKéMON MYSTERY DUNGEON Panel.
4. Now, follow the instructions on page 42.

## Guidelines for Communications

**For best results when using the wireless communications feature, follow these guidelines.**

The 📶 icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.

Within 10 metres

The ⊡ icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

| 0 | 1 | 2 | 3 |
|---|---|---|---|

Weak ←——————→ Strong
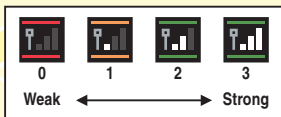
When wireless communications are in progress, the Power Indicator LED will blink rapidly.

**For best results, follow these guidelines:**
• Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
• Keep the maximum distance between systems at 20 metres (65 feet) or less.
• The systems should face each other as directly as possible.
• Avoid having people or other obstructions between the Nintendo DS systems.
• Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

# Unknown Dungeon (Contact Mode)

This feature, called the UNKNOWN DUNGEON (or **Contact Mode**), is only available in the DS Blue Rescue Team version. Take your Nintendo DS system out with you, and find new secrets in the Unknown Dungeon!

## Play the game first!

In order to do **Contact Mode**, you'll need to proceed in the game to a certain point. Once you've proceeded far enough, the UNKNOWN DUNGEON command will be added to the **Main Menu**.

## Set off on an adventure to an Unknown Dungeon!

If you select YES after choosing UNKNOWN DUNGEON, the message PLEASE CLOSE THE DS SYSTEM will appear. This means you are prepared to enter **Contact Mode**. Close the Nintendo DS system without turning off the power and then go out with your Nintendo DS system!

Head out with POKÉMON MYSTERY DUNGEON: BLUE RESCUE TEAM and your Nintendo DS system!

## Try Contact Mode with your friends!

When you succeed at **Contact Mode** communication and find an Unknown Dungeon, a message saying that your Pokémon will send back the results of its adventure will be displayed. Press the B Button to call your Pokémon back. You can check which dungeon it went to, how many dungeons it went to, who it befriended, and which items it got on the adventure. The items will be stored at Kangaskhan Storage.
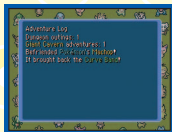


During **Contact Mode** communication, the battery consumption is larger than during normal play. If the battery runs out during play, the game will go back to the place where it was last saved.

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**The Pokémon Company**