



NINTENDO DS™

NTR-YP2P-UKV



INSTRUCTION BOOKLET

This 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.



NINTENDO Wi-Fi CONNECTION
THIS GAME IS DESIGNED TO USE
NINTENDO Wi-Fi CONNECTION.

Thank you for selecting the POKÉMON RANGER™: SHADOWS OF ALMIA Game Card for the Nintendo DS™ systems.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this Booklet for future reference.

This Game Card will work only with the Nintendo DS systems.

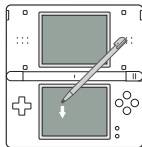
IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

Using the Nintendo DS Stylus

There are two types of basic stylus control.

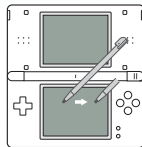
Touching

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



Sliding

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



Cautions when using the Touch Screen

- Perform all Touch Screen controls with the supplied stylus or objects specified during the game.
- Do not use a stylus that has been damaged in any way.
- Do not scrape or pull the stylus too hard across the Touch Screen.
- Do not use a fingernail to perform any operations.
- Do not use the stylus at all on the top screen.
- Do not allow sand, dirt, food crumbs, etc., to fall onto the Touch Screen.
- When applying a commercially-available protective sheet to the Touch Screen, read the enclosed instructions carefully and ensure that dirt and air bubbles are not trapped beneath it.



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What is a Pokémon Ranger?

Protect Almia's Peace

Pokémon Rangers are people who protect the peace with the help of Pokémon. Every Ranger is equipped with a Capture Styler – a special device that only Pokémon Rangers are allowed to use. Using their Stylers to form close friendships with Pokémon, Rangers work day and night to help keep the world peaceful for both people and Pokémon.



With dreams of becoming a Pokémon Ranger, our hero leaves behind a loving family and moves to the Almia region to attend the Ranger School. There, the budding Ranger develops new friendships and learns what it's like to become a real Ranger. Upon graduation, our hero begins life as a Pokémon Ranger – sworn to protect the peace in Almia.

The Ranger School

The Ranger School is an educational facility for students who wish to be trained as Pokémon Rangers. In addition, students can also prepare for other roles that support Rangers all over Almia.



NOTE: In **POKÉMON RANGER™: SHADOWS OF ALMIA**, you may choose to play either as a boy or a girl. The gender you choose will not have any effect on the story.

Playing the Game

Clear Missions with the Help of Pokémon

Having become an official Pokémon Ranger, the hero is assigned Missions from the Ranger Leaders or the Ranger Union to protect the peace in the region. There are a wide variety of Missions, many of which can't be cleared by a Ranger's strength alone. If you face a challenging situation, try enlisting the help of a Pokémon to complete the Mission.



Every Pokémon Ranger can capture a wild Pokémon by connecting with it on an emotional level (▶ p.26). A captured wild Pokémon is called a Friend Pokémon. A Friend Pokémon will accompany the Ranger and provide help when called upon. Pokémon have a wide variety of abilities that can be helpful to the Ranger. It helps to familiarise yourself with which abilities each Pokémon has, so you can use their help to overcome challenges.



A Ranger is usually accompanied by one Partner Pokémon (▶ p.32). You can add to your choices of Partner Pokémon as you become more skilled or by completing Quests. Your Partner Pokémon, with their unique abilities, are sure to help you on your adventures.

Basic Controls

Basic operations are performed by touching and/or sliding the stylus on the Touch Screen (lower screen).



Touch Screen	Touch the Touch Screen with the stylus to make the hero move in that direction. The Touch Screen is also used for talking to people, interacting with Pokémon and examining various things. When displaying text or dialogue, touch the screen to advance the text.
X and Y Buttons	Press to indicate which Pokémon are accompanying the hero.
+ Control Pad	Press any direction to move the hero.
A Button	Press to select YES, examine, advance text or talk to someone in front of the hero, except party members.
B Button	Press to select NO, advance text or go back one screen.
L Button	Press to switch the top screen's display mode.
R Button	Press to access the Styler Menu . Press it again to return to the Field Screen .

- Closing the Nintendo DS™ system during play will automatically put it into **Sleep Mode**. Opening the Nintendo DS will resume the game.
- START and SELECT are not used.
- Remember to take a break if your hands get tired.

Basic Operations

▶▶▶ Moving

Touch the Touch Screen with the stylus to make the hero move in that direction. The hero can also be moved by using the **+** Control Pad.



▶▶▶ Talking

Touch any person with the stylus to talk with them. (The person can be anywhere on the screen.) You can also talk to a person by pressing the A Button when the hero is facing that person.



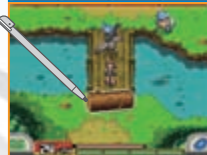
▶▶▶ Making a Choice

While talking with people, you may be presented with YES/NO choices. Touch YES or NO on the Touch Screen to make your choice. Alternatively, you can select YES by pressing the A Button or select NO by pressing the B Button.



▶▶▶ Checking

Touch any Pokémon or a target with the stylus to obtain information. The accessed information will be shown on the top screen. Signs and other objects can be examined by touching them or by pressing the A Button when the hero is facing them (except party members).



Starting the Game

How to Start

Make sure that the Nintendo DS system is turned off. Insert the POKÉMON RANGER: SHADOWS OF ALMIA 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** will be displayed (shown to the right). Once you have read over the information, touch the Touch Screen.

Touch the POKÉMON RANGER: SHADOWS OF ALMIA Panel on the **DS Menu Screen** to start the game.

NOTE: 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 refer to the Instruction Booklet of your Nintendo DS.

For further instruction about getting started on the game ▶ p. 15.

NOTE: In this Instruction Booklet, a **blue frame** surrounds the top screen and an **orange frame** surrounds the Touch Screen.

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



WARNING: Please note that POKÉMON RANGER: SHADOWS OF ALMIA will be locked to the language of your Nintendo DS system after game data is first saved. If a wrong language is displayed when you first start POKÉMON RANGER: SHADOWS OF ALMIA immediately switch off your Nintendo DS system without saving, change the language setting of your system and restart the game.

Starting a New Game

▶▶▶ Getting Started

If you start playing a new game and save, this will delete any previously saved game data. (You will no longer be able to continue using the previously saved data.)

▶▶▶ The Hero's Gender

First, choose the hero's gender by selecting either the boy or the girl using the stylus.



▶▶▶ Name the Hero

Once the story starts, you will be prompted to enter the hero's name. Touch the keyboard to enter the name one letter at a time. If you make a mistake, touch the left arrow icon to go back one letter. When you have entered the name, select OK! to register the hero's name.

If you touch OK! without entering a name, the hero will automatically be called either Kellyn or Kate depending on the gender selected.

The hero's gender and name cannot be changed once they have been registered.



Continuing a Saved Game

Select CONTINUE to resume game play from the last place you saved the game.

When resuming game play using quicksave data, you will be given a YES/NO choice.

For more information on the Save Machine ▶ p. 24.

For more information on quicksave data ▶ p. 25.



Ranger Net

Choose RANGER NET from the **Main Menu** to download additional Missions over the Nintendo Wi-Fi Connection, and then play your downloaded Missions (▶ p. 48).



The Styler Menu

When the hero is in the field, touching the Menu button at the bottom right of the Touch Screen or pressing the R Button opens the **Styler Menu**. On this screen, buttons for the Styler's various functions are shown. Touch the desired function's button to access it. To return to regular game play, touch the arrow button at the top right of the Touch Screen.



Menu button

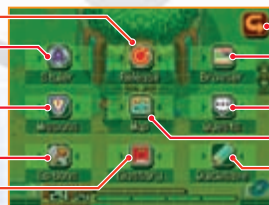
RELEASE (▶ p. 21)

STYLER (▶ p. 18)

MISSIONS (▶ p. 19)

OPTIONS (▶ p. 23)

GLOSSARY (▶ p. 22)



Back button

BROWSER (▶ p. 20)

QUESTS (▶ p. 19)

MAP (▶ p. 22)

QUICKSAVE (▶ p. 23)

The Hero's Status

Touching the Menu button displays the hero's name, Experience Points (Exp. Points) and other related data on the top screen.



NOTE: A mark is lit if the hero is on a Mission or a Quest.

Styler

Touching the Styler button opens the screen that displays the status of the hero's Styler (School Styler, Capture Styler etc.). The top screen shows the Styler's level, the Exp. Points needed to level up, the total Exp. Points earned this level, its energy, its Capture Line Length and its power.

The Defence Status of the Styler is displayed on the Touch Screen. Touch the triangular icon at the centre-right of the Touch Screen to display the Styler's Power-up Data List (▶ p. 38).



Missions

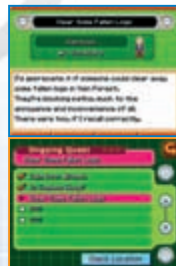
The hero's ongoing Mission information is shown on the top screen. On the Touch Screen, the map is displayed with both the Mission and the hero's locations flashing.



Quests

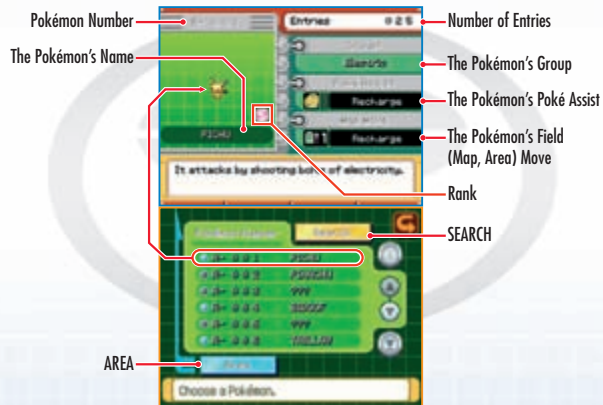
The Touch Screen shows the list of Quests: those acknowledged by the Ranger Union, those which have been completed and the hero's ongoing Quest. Touch any Quest to display detailed information about it on the top screen. Touch CHECK LOCATION on the Touch Screen to display the location of the person requesting aid on the Touch Screen.

For more information on Quests ▶ p. 44.



The Browser

The Browser keeps records of Friend Pokémon. Each kind of Pokémon is listed with such data as its Group and Field Move. The Friend Pokémon are listed according to a special numbered system used only by Rangers. The Browser is updated every time a new species of Pokémon is captured. Try capturing every kind of Pokémon in the Almia region to complete the Browser.



The top screen displays the data of the Pokémon selected on the Touch Screen.

Search

Select SEARCH to search for Pokémon by: NAME, POKé ASSIST, FIELD MOVE or by their POKéMON NUMBER.

For more information on Poké Assists ▶ p. 33.

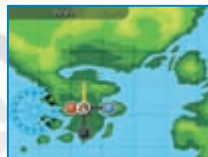
For more information on Field Moves ▶ p. 39.



Area

Select AREA to indicate the selected Pokémon's location on the map on the top screen. The location is highlighted in colour.

NOTE: The location of some Pokémon cannot be revealed.



Release

Friend Pokémon can be released at any time by touching the RELEASE button. You may also be forced to release Pokémon if you capture more than your current limit. When releasing Pokémon, all your Friend Pokémon are shown on the Touch Screen. Select those you want to release by touching them and then touch RELEASE at the centre-top part of the Touch Screen. The released Pokémon will then return to wherever they were originally captured.

For more information on Releasing Pokémon ▶ p. 36.

If a Friend Pokémon helps the hero with a Poké Assist or a Field Move, it is automatically released.



Map

A map of the entire Almia region is displayed on the Touch Screen. The hero's present location is indicated with a flashing icon. As the player progresses through the story, the places they visit are added to the map. Touching a location displays a snapshot of that location on the top screen.



Glossary

The glossary provides detailed descriptions of special terms and techniques used in POKÉMON RANGER: SHADOWS OF ALMIA. The entries in the glossary are listed by three categories: FIELD, CAPTURE and TERMS. Touch the heading you want to check to access information on it. When an entry is opened, touch the arrows on the Touch Screen to flip the pages. The glossary is automatically updated as you progress through the game.



Quicksave

You can use the quicksave function to save your game in the middle of play and resume the game from that exact point. For more information on using the quicksave function ▶ p. 25.



Options

The TEXT SPEED and WINDOWS design can be changed by selecting the appropriate function.



Saving the Adventure

You can save your adventure in two ways so you can resume playing later.

▶▶▶ Save Machine

You can save your game by touching any Save Machine in a Ranger facility or in the field. (You will be asked if you want to save.) You can resume play by choosing CONTINUE the next time you play.



If you start playing a **NEW GAME** and then save, any previous game data will be overwritten. (The old CONTINUE data will be lost.)

▶▶▶ Quicksave

Select **QUICKSAVE** on the **Styler Menu** to save the game on the spot. (You will be asked if you want to quicksave.) Once a quicksave is completed, the Nintendo DS must be turned off. When the Nintendo DS is turned on again, it will be possible to resume play using the quicksave data.

- The quicksave data does not overwrite the continue data.
- Do not turn off the power while you are saving.

The next time you start **POKÉMON RANGER: SHADOWS OF ALMIA**, you will be asked if you would like to resume play from where you quicksaved, as shown on the right.

If you select **NO**, you will be returned to the **Main Menu**. At the **Main Menu**, select **CONTINUE** to resume play from wherever you last saved using a Save Machine.

If you select **YES** then you will be asked if it is okay to delete the quicksaved data, as shown on the right. Replying **YES** will start the game from where you quicksaved and delete the quicksave data. Replying **NO** will return you to the previous screen.

If you use the quicksaved data to resume play, the data will be deleted. So you should use a Save Machine to save your progress regularly.



Capturing Pokémon

Let's Capture Pokémon

A "capture" is the process of befriending a Pokémon by establishing an emotional bond. Once captured, the Pokémon will travel with the hero until it provides help or is released. A capture is performed by using the stylus (the Styler).

The Touch Screen switches to the **Capture Screen** when the hero makes contact with a Pokémon in the field.



CAUTION – STYLUS USE

To avoid fatigue, discomfort and damage to the screen, always try to use the Nintendo DS Stylus gently. Keep your fingers, hand, wrist and arm relaxed. If you get tired remember to save and take a break.



When the **Capture Screen** appears, touch the Touch Screen with the stylus. The Capture Disc will appear where the stylus is touching and will disappear if the stylus is lifted from the screen.



Keeping the stylus in contact with the screen, slide it to move the Capture Disc. It will leave the Capture Line in its wake. Use the Capture Line to draw loops around the Pokémon you want to capture.



The ends of the Capture Line must cross to form a complete loop around the targeted Pokémon.



By drawing complete loops, points are added to the Friendship Gauge under the Pokémon. When the gauge is full, the capture is successful.

NOTE: For some Pokémon, the Friendship Gauge is displayed at the top of the Touch Screen.

If the stylus is lifted before the capture is complete, the Capture Line disappears. If the Pokémon is left alone, the Friendship Gauge gradually drains. Draw enough loops until the targeted Pokémon is captured.



Fleeing

You can give up on a capture and flee from the targeted Pokémon at anytime. Touch the Flee button at the bottom left of the Touch Screen. Select YES when given the choice to flee.



Flee button



NOTE: There are certain situations where it will be impossible to flee.



Capture Tips

When a Ranger attempts to make a capture, the targeted Pokémon will behave in a variety of ways depending on the species. Some will become startled and run around, while others may act aggressively. If a Pokémon touches the Capture Line, the line is broken. If that happens, you must start drawing loops with a new Capture Line.

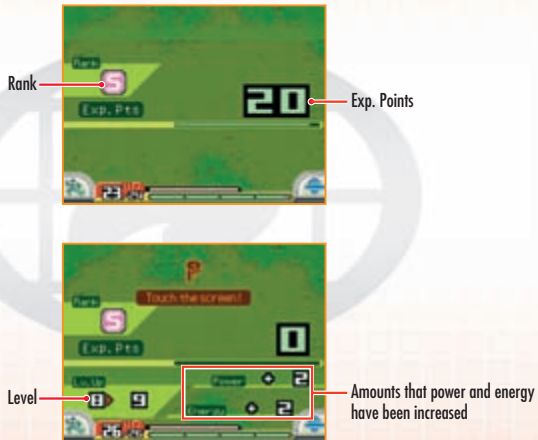
If a Pokémon's attack hits the Capture Line, not only is the line broken, but the Styler loses some of its energy. If the Styler Energy drops to zero, the Styler will break, making it impossible to capture Pokémon. In that event, the player may only resume play from the latest Save Machine data or from the **Main Menu**. If the Styler Energy is running low, it can be recharged at any Ranger facility, or by using a Field Move or Poké Assist of a Friend Pokémon.



During a capture, there is no need to use any force. The trick is to draw loops lightly and quickly. If your hands become tired, quicksave the game and take a break.

Level Up the Styler

When a capture is successful, the hero earns Exp. Points. The hero's Styler will level up once enough Exp. Points are gained. When the Styler levels up, it gains power and its maximum energy capacity is recharged and increased. Depending on several conditions, the hero can earn bonus Exp. Points from a capture.



Capturing with a Pokémon's Help

A Ranger can use the abilities of Friend Pokémon to capture other Pokémon. A Friend Pokémon or Partner Pokémon can use its ability to boost the performance of the Capture Disc (Poké Assist), giving the Capture Line a special power. There are a large variety of Poké Assists that vary among different Pokémon Groups. For example, the Poké Assist Grass makes tall grass sprout from the Capture Line, ensnaring and slowing the targeted Pokémon.

Partner Pokémon

A Ranger is always accompanied by one special Pokémon called a Partner Pokémon that is not released even after using its Poké Assist during a capture; however, the Partner Pokémon's Poké Assist cannot be used unless its Partner Gauge is filled. The hero will acquire more Partner Pokémon as the story progresses, but can be accompanied by only one at any given time.

For information on Partner Farm ▶ p. 46.



Partner Gauge

When this gauge is filled, the Partner Pokémon can use its Poké Assist a single time. The gauge drops to zero when used.

Poké Assist button

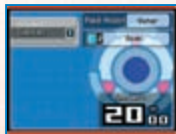
Touch this button to use the Poké Assist ability of a Partner Pokémon or a Friend Pokémon.

Poké Assists

Any Pokémon accompanying the Ranger can perform a Poké Assist to boost the performance of the Capture Disc. To use a Poké Assist, touch the Poké Assist button during a capture. Then, touch and select the Pokémon you want to use. If you choose the wrong Pokémon, touch another Pokémon or any part of the ground to cancel the Poké Assist. Finally, touch POKÉ ASSIST at the top of the Touch Screen to get the chosen Pokémon's help.



If an upward-pointing arrow appears beside the name of the targeted Pokémon, the selected Poké Assist is effective against the target. A downward-pointing arrow is displayed if the matchup is not very effective. The Poké Assist target matchup can also be confirmed when selecting the Pokémon to be used. If the Pokémon's Poké Assist is effective, it will be displayed with a red frame. If the matchup is not very effective, the Pokémon selected to assist will be displayed with a blue frame.



The Kinds of Poké Assists

Grass



Grass sprouts from the Capture Line and may ensnare the targeted Pokémon. Its status changes to "Slowed", making its movements sluggish. This Poké Assist has no effect on airborne or levitating Pokémon.

Electric



Touching the screen makes a thunderbolt hit that spot after a set amount of time. If the targeted Pokémon is hit, points are added to its Friendship Gauge. Also, its status temporarily changes to "Stopped", which prevents moving and attacking.

Fire



This Poké Assist boosts the amount of Friendship Gauge points gained by encircling the targeted Pokémon. It also temporarily changes the Pokémon's status to "Tired", which prevents its Friendship Gauge from draining.

Ground



Sliding the Capture Disc from side to side causes a tremor. If a Pokémon is hit, points are added to its Friendship Gauge. It also temporarily changes the Pokémon's status to "Paused", which disables its attacks. This Poké Assist has no effect on airborne or levitating Pokémon.

There are many other kinds of Poké Assists for you to discover!

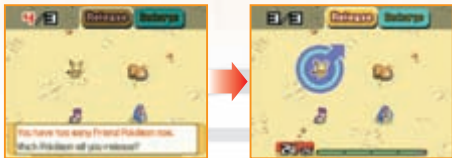
Special Effects of Poké Assists

Depending on the type of Poké Assist, the targeted Pokémon can be affected by a status change such as "Slowed" or "Tired". When affected, the Pokémon will be shown with a status icon beside it. The icon disappears when the Pokémon recovers from the status change.

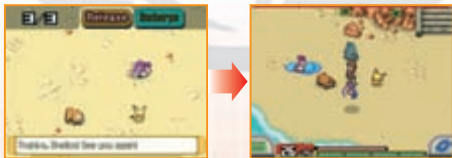


Releasing Pokémon

There are limits on how many Pokémon can travel with the hero depending on Ranger Rank (▶ p. 37). If a capture puts the Ranger over the limit, Pokémon must be released.



When releasing Pokémon, all your current Friend Pokémon are shown on screen. Touch the Pokémon you want to release. Touch it again to cancel the selection. You can select more than one Pokémon for release. Select RELEASE at the centre-top part of the Touch Screen to release the Pokémon. You can also get a Pokémon with the Field Move Recharge to recharge the Styler Energy before it is released.



Released Pokémon automatically return to wherever they were originally captured. Shortly after releasing a Pokémon, you may go back to the original capture spot to see that Pokémon in the wild again.

Ranger Ranks

What are Ranger Ranks?

Pokémon Rangers are graded using a numbered ranking system. This system is called the Ranger Ranks. These numbers (from 1 to 10) indicate the Ranger's abilities. Rangers are promoted to higher ranks by Ranger Leaders as a reward for completing Missions.



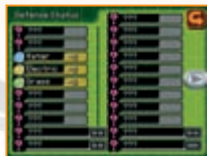
By advancing through the Ranger Ranks, the Ranger is given new benefits. For example, the Ranger will be permitted to travel with more Pokémon and will gain the use of more Poké Assists for making captures. Not only that, the Ranger will be assigned more important Missions.



Power-up Data

What is Power-up Data?

Power-up Data are software upgrades that enhance the performance of the Styler in a variety of ways. Many provide protection against Pokémon attacks; others add to the performance of the Styler. You may check the performance specs of your Styler by touching **STYLER** on the **Styler Menu**. Then touch the triangle icon at the right of the Touch Screen to display the Power-up Data List. Touch the individual icons to see their descriptions.



Obtaining Power-up Data

Power-up Data can be obtained only from the Ranger Union as rewards to the Ranger for clearing certain Quests.

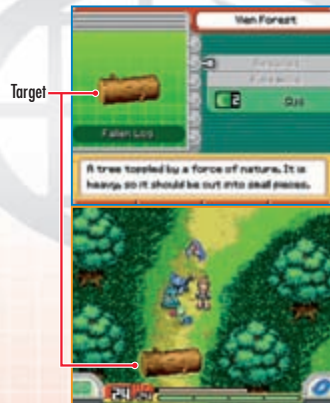
For more information on Quests > p. 44.



Field Moves (Including Map & Area)

What are Field Moves?

While performing your duties as a Pokémon Ranger, you may come across obstacles such as fallen trees and giant boulders that block your path. Such obstacles are referred to as "targets". Touch a target with the stylus and its data will be displayed on the top screen.

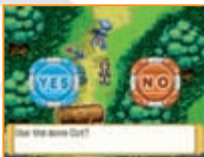


These targets can be cleared using the moves of Friend Pokémon. The moves which are used to remove these obstacles are called "Field Moves".

- 1 Touch a Friend Pokémon with the stylus, then draw a line to the target.



- 2 If the selected Pokémon has the necessary Field Move, you will be given a YES/NO choice. Choose YES.

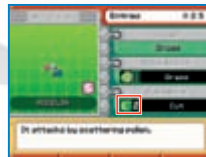


- 3 The Friend Pokémon uses its Field Move to clear the target. The process of removing an obstacle in this way is called a "Target Clear".



The kinds of Field Moves and their powers vary depending on the Pokémon species. For example, while Glameow and Roselia can both use the Field Move Cut, Glameow's Cut is rated "1", which is weaker than Roselia's "2".

Targets are identified using the same power ratings. Even if a Pokémon has the right kind of Field Move, if its power rating is lower than the target's, it can't clear that target.



In this example, the target requires "Cut 2" to clear, so Glameow can't do the job. Instead, Roselia's Field Move is needed.



Map Moves

Map Moves are a variation of Field Moves. For example, they may be used to ride Pokémon, recharge the Styler or warp out of certain locations. You can confirm if a Pokémon has a Map Move by touching that Pokémon with the stylus. There may be restrictions on where some Map Moves can be used.



Area Moves

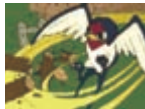
Area Moves are another variation of Field Moves. They are used to ride Pokémon or change the weather, for instance. They can be used only if a "?" appears above the hero's head. Touch the "?" to determine which Area Move is needed. Touch Pokémon with the stylus to see if they have Area Moves.



Field, Map and Area Moves

Cut

Shrubs, fences and similar targets are cut down.



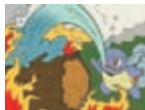
Tackle

A forceful tackle is used to shake trees and move heavy objects.



Soak

A jet of water is used to douse the target.



Crush

A heavy blow for destroying crates and smashing boulders.



Recharge

Electricity is discharged to recharge the Styler Energy.
NOTE: Can also be used as a Poké Assist.



Rain Dance

A torrential downpour is summoned.



There are many other kinds of Field Moves for you to discover!

Quests

In addition to Missions, Rangers are also expected to help citizens solve their problems. Such a task is called a "Quest".

People who want the help of a Ranger for a Quest are easily identified by the "... " displayed over their heads.



Quest information can also be checked from the **Styler Menu** by selecting QUESTS.



Completing a Quest is called a **QUEST CLEAR**. By clearing a Quest, you may be rewarded with either Power-up Data (▶ p. 38) from the Ranger Union or with a new Partner Pokémon (▶ p. 32).



The Towns and Facilities of Almia

Around the areas of the Almia region, you'll find not only people, but wild Pokémon living there too. When you are exploring, it is a good idea to talk to people and touch various objects with the stylus as you may be able to obtain useful information.

Vientown

A tranquil, rural town in central Almia. The hero is first stationed here after becoming a Pokémon Ranger. In addition to being home to a Ranger Base, the town is ideally located with a forest to the north, a beach to the west and the Ranger School to the east.



Chicole Village's Partner Farm

Pokémon who have become Partners with the Ranger through Quests and other methods gather at the Partner Farm in Chicole Village. Touch a Partner Pokémon at the Partner Farm if you want to switch your Partner Pokémon.

NOTE: Partner Pokémon can get into a "Happy Mood" while in the field. When this happens, the Partner Gauge fills at a faster rate than usual.



Ranger Base

A Ranger Base is the centre of operations for Pokémon Rangers. In addition to obtaining key information here, the hero may also be assigned Missions at the Ranger Base. If your Styler Energy is low, talk to the Operator at the counter to get it fully recharged. There is also a Save Machine for keeping a record of your adventures.



Operator

Save Machine

Ranger Depot

A Ranger Depot is a facility in locations too far away to support a full Ranger Base. An Operator is on hand to recharge the Styler Energy and there is also a Save Machine available in the Ranger Depot.



Communication Modes

Downloadable Missions over Wi-Fi

Using the Nintendo Wi-Fi Connection, you can download several rare Missions for **POKÉMON RANGER: SHADOWS OF ALMIA**.

NOTE: Even after you have downloaded the additional Missions, some may be playable only after certain game conditions are met.

Please be aware that the additional Missions download service over Nintendo Wi-Fi Connection may be terminated at any time without notice.

Nintendo Wi-Fi Connection

Please read the following information regarding Nintendo Wi-Fi Connection before attempting to connect to the internet.

- To play Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS system.
- To complete Nintendo WFC setup, you need wireless Internet access (such as a wireless router) and an active broadband Internet account.
- If you only have a wired Internet access for your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo Wi-Fi Connection Instruction Booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other forms of game play. You may prefer to use the Power Supply to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the separate Nintendo Wi-Fi Connection Instruction Booklet or online at support.nintendo.com

For additional information on the Nintendo WFC, setting up your Nintendo DS system or a list of available Internet hotspots, visit support.nintendo.com

Setting Up Nintendo Wi-Fi Connection

You will first need to establish a wireless internet connection to use Nintendo Wi-Fi Connection. From the **Main Menu**, select RANGER NET and then NINTENDO WFC SETTINGS to configure the Nintendo Wi-Fi Connection settings. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet, if you need directions on setting up your Nintendo DS.



When You Can't Connect

For questions on connecting to Nintendo WFC and information on who to contact for additional assistance when setting up your connection, please refer to the Nintendo Wi-Fi Connection Instruction Booklet.

NOTE: If you are having trouble connecting to Nintendo WFC, read the troubleshooting section of the Nintendo Wi-Fi Connection Instruction Booklet.



Searching for Missions over Nintendo WFC

Follow these procedures for downloading additional Missions over Nintendo Wi-Fi Connection.



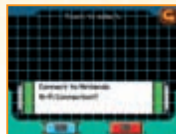
Select RANGER NET on the **Main Menu**.



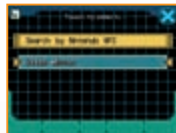
Select SEEK NEW MISSIONS.



Select SEARCH BY NINTENDO WFC.



You will be asked if you want to connect to the Nintendo Wi-Fi Connection. Touch YES.



The downloadable Missions are displayed. Touch and select the Mission to be downloaded.



When downloading is completed, the downloaded Mission can be played by selecting PLAY A NEW MISSION in the **Ranger Net Menu**.

NOTE: Even after you have downloaded the additional Missions, some may be playable only after certain game conditions are met.

Credits

DIRECTOR

Katsuyoshi Irie

GAME DESIGN

Hajime Kuroyanagi
Yukinori Torii
Hirofumi Matsuoka
Tomoaki Imakuni
Yasuhiro Ito
Satako Harigaya
Tomohide Takaawa

GAME SCENARIO

Akihiro Toda

PROGRAMMING

Yasunori Isari
Daisuke Hoshino
Nobuhiro Seya
Yuuta Nishigaya
Dai Sato
Hitoshi Matsui
Takashi Yonemori
Yuki Tsujimoto
Hiroyuki Ogasawara

GRAPHIC DESIGN

Yasuyuki Sakuma
Sachi Matoba
Emi Miwa
Kenichi Higeta
Noboru Kosuge

Hiroki Fujiwara
Kumiko Ito
Shinobu Ito
Naoko Kikkawa
Takayuki Nakayama
Hisashi Sawada
Hiroyuki Imahori
Teruo Nagato

ENGINES INC. GRAPHIC MANAGEMENT

Masanori Kusumoto

SOUND

Takuto Kitsuta
Kinta Sato
Shinobu Amayake

CHARACTER DESIGN

Yusuke Shimada

ARTWORK

Kenichi Koga
Sachiko Nakamichi
Kiyomi Itani
Yasuko Sugiyama
Sakae Kimura
Chiaki Shinkai
Kyoko Yoshida
Hidefumi Ide
Kouki Saito
Sumiyoshi Kizuki

SCRIPT DESIGN

Kazunari Kawamoto
Kazuaki Ichinohe
Toshio Kurihara
Nobuhiro Seya
Kenji Okui
Atsushi Takahashi
Mai Fujimura

DEBUG ENVIRONMENT SUPPORT

Takashi Sakuma
Tadashi Moai
Yuuma Kato

DEBUG SUPPORT

Toru Inage

DEBUG

Yuusuke Yamaguchi
Miyuki Shibata
Youta Hirano
Hiroshi Tomiyama
Kazunori Endo
Goro Ishiuchi
Motohiro Hamada
Koji Futamura
POLE TO WIN Co., Ltd.
Naofumi Terazono
Kazuo Hachimata
Yuuki Tanikawa

Koutaro Haneda
Yoichiro Fukuda
SUPER MARIO CLUB

ENGLISH LOCALISATION

Yasuhiro Usui
Rutsuko Noda
Eve Deitsch
Mikiko Ryu

LOCALISATION DEVELOPMENT

Yasunori Isari
Kazuaki Ichinohe
Yusuke Yamaguchi

LOCALISATION PRODUCT MANAGEMENT

Hajime Kuroyanagi
Fumiko Sakai

LOCALISATION PRODUCT DIRECTOR

Yoshiharu Tsukuda

LOCALISATION PRODUCT SUPPORT

Kimiko Nakamichi
Tomoko Nakayama

GAME DESIGN ADVISORS

Junichi Masuda
Tetsuya Watanabe

POKéMON GRAPHIC SUPERVISORS

Yuri Sakurai
Naoko Yanase

NOE LOCALISATION MANAGEMENT

Andy Fey
Erkan Kasap
Michaël Hugot
Alexander Meng
Noriko Netley

TRANSLATION

Zakir Rahman
Sabrina Bretant
Samantha Germaneau
Véronique Schneider
Sascha Weinard
Daniel Pestka
Michael Bloos
Kent Robello
Edoardo Dodd
Giacomo Iacumin
José Manuel Malagón
Anabel Martínez
Pedro Moreno
Jurjen Tiersma
Jeffrey Weller

NOE TESTING COORDINATOR

Luis Golbano

TESTING TEAM

Raphaël Jacobsen
Renaud Gallego

Mathieu Schmidt
Mathieu Springinsfeld
Kaveh Moussavian
Albert Agramunt
Maribel Barberi
Melanie Walter
René von Jablonowski
Oliver Müller
Miriam Cavalli
Jessica Ferlmann
Carlo Sarti
Andrea Marino
Davide Coluccino
Francesca Zambon
Sonia Mallozzi
Alessandro Grott
Laura Soto Toral
Sergio Muñoz Morote
Jesús Gordo Martín
David G. Varona
Agustín Jáuregui
Carolina Pacheco
Marc Durán Serrano
Gemma Gotch
Oliver Karl Hannaford

EUROPEAN MANUAL LOCALISATION AND LAYOUT

Adrian Michalski
Peter Swietochowski
Britta Henrich
Sascha Nickel
Ursula Lipinski
Jan Muhl
Monika Händschke
Jasmina Libonati

Nadine Scheidt
Oleg Sdarskij
Manfred Anton
Martin Heyne
Alfiya Alesheva
Sandra Bialys
Bianca Rose
George Kamaroudis

SPECIAL THANKS

Kenjiro Ito
Susumu Fukunaga
Mikiko Ohashi
Masami Tanaka
Tomotaka Komura
Nobukazu Saito
Osamu Suzuki
Gaku Susai
Kenichi Arai
Kenji Naito
Michiko Takizawa
Gakuji Nomoto
Nobuhiko Yoshida
Aya Kozawa
Ayako Kajiwara
Mitsuyo Matsunaga
Ryosuke Hanawa
Yoichiro Tsumita
Toshio Mukai
Hirokazu Tanaka
Hiroshi Igarashi
Kaoru Kobayashi
Kenji Okubo
Mike Fukuda
Jeff Miller
Mindy Bannan

PRODUCT MANAGEMENT

Masamichi Anazawa

PRODUCT DIRECTOR

Yoshiharu Tsukuda

PRODUCT COORDINATORS

Hitoshi Yamagami
Kaori Ando
Takao Nakano
Hideaki Araki
Shusaku Egami
Shunsuke Kohori

PRODUCERS

Hiroyuki Jinnai
Hiroaki Tsuru

EXECUTIVE PRODUCERS

Satoru Iwata
Tsunekazu Ishihara



The Pokémon Company

