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POKÉMON MYSTERY DUNGEON: EXPLORERS OF SKY

The Pokémon Company

Nintendo

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NINTENDO DS™

POKÉMON Mystery Dungeon™

EXPLORERS OF SKY



INSTRUCTION BOOKLET

Illus. by Ken Sugimori

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

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- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
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- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

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Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

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WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

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- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



The Pokémon Company



The Story

You open your eyes and see a sandy beach...
In front of you is a Pokémon... Wait...
Did that Pokémon just talk?
But only humans can talk!
The Pokémon laughs and says, "Of course I can talk. After all, we're both Pokémon!"
Lost memories...
Mysteries of a human turned into a Pokémon...
Search for answers by exploring the world with trusted friends.
A new destiny awaits you in the sky beyond time and darkness!



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**Pokémon Mystery Dungeon: Explorers of Sky, an extension of "Pokémon Mystery Dungeon: Explorers of Time/Explorers of Darkness," contains new story elements and expanded play features, including different types of Pokémon and items.

STARTING AND ENDING THE GAME

First, you should know how to start and end the game. This section also covers how you'll determine what Pokémon the hero and partner will be.

Starting the Game

1. Make sure that the Nintendo DS system is turned off. Insert the "Pokémon Mystery Dungeon: Explorers of Sky" Game Card into Slot 1 on the back of the DS system and push it until it clicks into place.
2. Turn the power on. After reading the Health and Safety Screen, touch the Touch Screen.
3. On the DS Menu Screen, the game title "Pokémon Mystery Dungeon: Explorers of Sky" will be displayed on a panel. Touch the panel to start the game.
 - * The screen shown on the right is from a Nintendo DS/DS Lite.
 - * 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 of your Nintendo DS.
4. After the opening movie, the title screen is displayed. Press START to open the Top Menu screen and start the game.
5. Go on to page 6 for further instructions.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthandsafety/.

Touch the Touch Screen to continue.



The Hero

When you select "New Game" on the Top Menu, you will be asked several questions. Your answers automatically determine the kind of Pokémon you will play as the main hero. You will become one of 19 Pokémon. All 19 are shown on pages 7 and 8, so have a look.

* At a certain point while determining the hero Pokémon, you will need to place your finger on the Touch Screen. If you have difficulty with this, use a stylus instead.



The Partner

The partner is the Pokémon that joins you, the hero, on your adventure at the beginning of the story. After the hero Pokémon is determined, you will see some possible Pokémon candidates for your partner. Choose one of these Pokémon to be your partner.

* You will not see candidates that are the same Pokémon as the hero or the same type as the hero.



There is only one save file.

This game creates only one save file. To start an entirely new adventure, you need to delete your saved game file. Once you delete the saved game file, you cannot restore it. For details, see page 10.

Candidates for Hero and Partner Pokémon

GRASS
Type



CHIKORITATM
Leaf Pokémon



TURTWIGTM
Tiny Leaf Pokémon



WATER
Type



TOTODILETM
Big Jaw Pokémon



PIPLUPTM
Penguin Pokémon



ELECTRIC
Type



SHINXTM
Flash Pokémon



FIRE
Type



TORCHICTM
Chick Pokémon



CYNDQUILTM
Fire Mouse Pokémon



VULPIXTM
Fox Pokémon



CHIMCHARTM
Chimp Pokémon



FIGHTING
Type



GROUND
Type



NORMAL
Type



SKITTYTM
Kitten Pokémon



MEOWTHTM
Scratch Cat Pokémon



MUNCHLAXTM
Big Eater Pokémon



*Meowth and Munchlax are only candidates as the partner. They will not be available as candidates for the hero.

Starting the Game

New Game

You will see "New Game" only if there is no save file. Choose this command to start a new game. If there is a save file, only "Continue" is displayed.



Continue

This command is shown if there is a save file. When you select "Continue," you can confirm your team's name, location, play time, and number of explorations. Select "Yes" and press the A Button to resume play from the spot where you last saved.



Episode List

This command is shown after Special Episodes become available. You can play Special Episodes apart from the main story, but you can play only one Special Episode at a time.



How to Stop Playing

"Save" at the Guild

Wigglytuff's Guild serves as your exploration team's base of operations. You have your own room in the guild. By going to your bed, you can save the game. Walk to the bed and you'll be asked if you'd like to save the game. Other places also allow you to save, such as the well at the intersection outside the guild.



Taking a Break from an Adventure

While inside a dungeon, open the menu, select "Rest," then select "Quicksave." This will save your adventure so that you can stop playing the game. After you resume a quicksaved adventure, the quicksave data is deleted, so if you turn off the power without saving again, you will not be able to resume play using that quicksave data. To leave a dungeon, see "Rest/Give Up" on page 21.

If You Are Defeated

If the hero or the partner is defeated in a dungeon, the exploration team is sent back to the guild. Moves you learned and your status remain the same, but half of the team's money and some of its carried items will be lost.



Other Menus

You can check the "Adventure Log" to look back at your explorations, rename your exploration team, or even change Window type. Select "Delete Save Data" if you want to start an entirely new adventure.

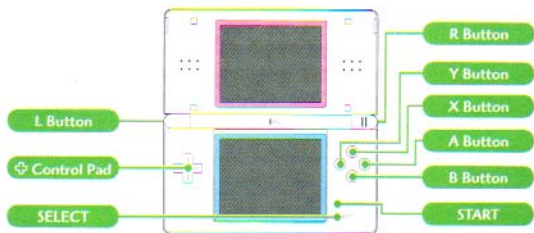
- **Sky Jukebox** After you reach a certain point in the story, you can select Sky Jukebox and listen to game music, even when the Nintendo DS system is in Sleep Mode.
 - * To use headphones to listen to game music, plug them in while the Nintendo DS system is open, then close the system.

Other Menu Headings

Friend Rescue.....	Page 39, 52, 54	Wonder Mail 5	Page 43, 53, 54
Trade Items.....	Page 44	Nintendo Wi-Fi Connection	Page 45
Trade Team.....	Page 44, 53	Send Demo Dungeon.....	Page 55

CONTROLS

This game can be played using buttons and/or a stylus. Learn how the controls work for smooth playing!



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

Text Entry Window Controls

Move cursor	↻ Control Pad	Move input spot	↻ Control Pad and R Button, or touch input location
Enter a letter	A Button, or touch the letter	Move cursor to "End"	START
Delete a letter	B Button	Change characters	SELECT

* When you close the Nintendo DS while playing the game, the system automatically goes into Sleep Mode to conserve power. Opening the Nintendo DS will resume the game.

* You can listen to game music with the Sky Jukebox, even when the DS system is in Sleep Mode (P. 10).

	Field	Dungeon
↻ Control Pad	Move the hero. Move cursor.	Move the hero. Move cursor.
A Button	Confirm command. Talk to the Pokémon you are facing. Advance text.	Confirm command. Talk to the Pokémon you are facing. Advance text. Use regular attack.
B Button	Cancel command. Advance text quickly.	Cancel command. Open the Items menu.
B Button and ↻ Control Pad	Run.	Run.
B + A Buttons	Not used.	Pass your turn without moving (P. 25).
X Button	Open the menu (including Search Menu). Select detail in item explanations, etc.	Open the menu. Select detail in item explanations, etc.
Y Button	Select detail in item explanations, etc. Sort items.	Display a grid while turning on the spot. Select detail in item explanations, etc.
L Button	Select multiple items in storage, etc.	Not used.
L + A Buttons	Not used.	Uses the hero's set move (P. 19).
L + B Buttons	Not used.	Check message log.
L + R Buttons	Select all items to be stored at Kangaskhan Storage.	Throw set ammo such as rocks (P. 20).
R Button	Talk to the partner.	Display diagonal move cursors.
R Button and ↻ Control Pad	Advance Items list pages by 10 at Kangaskhan Storage, etc.	Move diagonally. Sort moves in the Moves list.
START	Display more detail on certain menus, such as moves and items.	Display a grid while turning on the spot. Display more detail on certain menus, such as moves and items.
SELECT	Sort items.	Display map. Set moves in the Moves list. Sort items.

Controlling with the Touch Screen

Tap



Tap where you want to go. The hero moves by taking the shortest route and stops on reaching that spot.

Tap and Hold



Touch a spot and keep the stylus on it. The hero will keep moving in the indicated direction.

Double-tap



Quickly touch the screen twice to make the hero run toward the spot you tapped.

Tapping the Hero in a Dungeon

- Tap..... Open the menu.
- Tap and hold The hero pivots in the direction of the stylus.
- Double-tap..... Use regular attack on an enemy or talk to a team Pokémon facing the hero.
- Double-tap and hold After tapping the hero twice, then holding the second tap, you'll pass turns without taking any actions.








Tapping a Team Member

- Tap..... Talk to the Pokémon, if it's next to the hero.
- Tap and hold Switch places with the tapped team member.
- Double-tap..... Talk to team members in the field.

Tapping an Enemy in a Dungeon

- Tap..... Throw the set ammo item like a rock at the tapped enemy. If no ammo is set, a regular attack is used.
- Tap and hold Use regular attack against the tapped enemy.
- Double-tap..... Use the set move on the tapped enemy.

Menu Controls

- Tap a selection Choose the selection.
- Tap selection on a multiple-choice window .. Choose multiple selections. Tap  to confirm.
- Tap   Flip window page.
- Tap  Open Search Menu.
- Tap  Confirm selected command.
- Tap  Sort items. Open Sort Menu.
- Tap  Close window.

Displaying a Map in a Dungeon

- Tap the map Press SELECT to display the dungeon map on the bottom screen. Tap the map twice (or press SELECT again or the B Button) to close it.



Other

- Tap a message window..... Advance text.

BASIC GAME SCREENS

The basic game screens offer somewhat different kinds of information, depending on whether you are in the field or in dungeons. Learn how to use all the information so you can do even better!

Game Screen in the Field



1 Exploration Team Rank

As your exploration team's rank rises, you get to store more items at Kangaskhan Storage, you will receive rewards, and you may become qualified to receive special jobs.

2 Money

The money you carry in this world is called Poké. You can earn Poké by completing jobs or finding it in dungeons.

Description of Commands (Field)

Items

These item-based commands are for doing such things as using items, getting rid of unneeded items, and finding information about items.

- **Give** Give the selected item to a Pokémon to hold.
- **Return** Return the item a Pokémon is holding to the Treasure Bag.
- **Trash** Discard the selected item.
- **Info** Learn about the selected item's effect and usage.
- **Eat** Eat the selected Gummi or other edible item. In the field, a Gummi raises the IQ of the Pokémon that eats it. In a dungeon, the Gummi raises IQ and may boost other stats.
- **Use** Use the selected TM (Technical Machine) for teaching a move to a Pokémon.

Team

Team commands let you check information on the hero and your team members.

- **Summary** ... Check the selected Pokémon's stats, etc.
- **Moves** Check the moves the selected Pokémon can use.
- **Check IQ** ... Check the selected Pokémon's IQ skills.

Job List

This is the list of the exploration and bounty-hunting jobs you have accepted. To perform a job, you must choose "Take Job"

- **Take Job** Activate the selected job so the team can do it.
- **Suspend** Suspend the selected job.
- **Delete** Delete the selected job.

Others

In the field, "Others" lets you check game options and hints about being on an exploration team. The Options commands allow you to change a variety of game settings. The complete list of game settings is shown below. Change game options to suit your playing style.

Options

- ◆ **Touch Screen** Set the Touch Screen for "Off," "Menu only," or "Use anywhere."
- ◆ **Top screen** Set the top screen to display "Controls," "Team stats," "Text log," "Map and team," or "Job."
- ◆ **Bottom screen** Set the bottom screen to display "Shaded map," "Clear map," or "No map."
- ◆ **Grids** When "Off," a grid line is displayed only in the direction the hero is facing when the Y Button is pressed.
- ◆ **Speed** Set the hero's traveling speed.
- ◆ **Far-off pals** Choose "Look" if you want to see the battles of your team members when they are far away from the hero. Choose "Self" if you would rather not look.
- ◆ **Damage turn** Choose "Yes" to turn automatically and face the direction from which you are taking damage.
- ◆ **attack** Choose "On" to use a regular attack by pressing the ⬇ Control Pad in the direction of the target.
- ◆ **Check direction** When "On," if you try to use an item or a move, you will be asked to confirm or change the direction of use.

Window

Changes the Window frame type.

Game hints

Learn about controls and other useful information.

Game Screen in a Dungeon



1 HP

The HP (Hit Points) of team members. A member faints if its HP drops to zero. The maximum HP may be boosted by leveling up or using certain items.

2 Belly

The hero's Belly empties while you are exploring. If the Belly gets empty, the hero starts losing HP. Restore the hero's Belly by eating items such as Apples.

3 Money

The money you currently have. It is called Poké. You can obtain money by finding it in dungeons and earning it as a reward for completing jobs.

4 Weather

The weather in the dungeon. Depending on the weather, the abilities of Pokémon and the power of moves may be affected. Also, weather can cause damage to certain

5 Play

Your total play time from the start of the game.

Description of Commands (Dungeons)

Moves

Lists the moves a team Pokémon can use. All moves have set amounts of PP (Power Points) that cap how many times moves can be used.



Current PP/Maximum PP

Hero's Commands

- **Use**..... Use the chosen move.
- **Set**..... Set the chosen move for instant use. Once set, the move is used by pressing the L + A Buttons.
- **Deselect**..... Deselect the move that has been set for instant use.



Commands for Team Members

- **Switch**..... Switch on/off the selected move of a team member.

Common Commands

- **↑Shift**..... Switch the selected move's place with the one above it.
- **↓Shift**..... Switch the selected move's place with the one below it.
- **Info**..... Check the effect, range, and so on of the selected move.
- **Exit**..... Exit to the Moves list.

"Switch" the moves of team members smartly.

If you want to brace your team for stronger enemies by saving PP, go to the Moves command and turn off a move's . Your team Pokémon will not use these selected moves until you switch the moves on again. On the other hand, if you have a particular move you want a member to use, turn off the  of the rest of the moves.



Items

Shows the list of items in your Treasure Bag. When an item is selected, additional commands are displayed for using the item, passing it to a team member, etc.




- **Use**..... Use the chosen item. This will change to "Eat," "Ingest," "Hurl," etc., depending on the chosen item.
- **Give**..... Give the selected item to a team member to hold.
- **Place**..... Put the selected item on the ground at the hero's feet.
- **Throw**..... Throw the selected item forward.
- **Set**..... Set the item for instant use. Once set, the item is used by pressing the L + R Buttons.
- **Deselect**..... Deselect the chosen "Set" item from instant use.
- **Info**..... Check the effect of the selected item.
- **Exit**..... Exit to the Items list.

Team

Lets you check information about your team's individual members and have team members use different Tactics.



- **Summary**..... Check the stats, status, and so on of the chosen team member.
- **Moves**..... Access Moves commands (P. 19).
- **Send Home**..... Return the selected team member to the guild.
- **Talk**..... Talk to the selected team member.
- **Check IQ**..... Check the selected team member's list of IQ skills obtained. Turn on an IQ skill's  to enable the team member to use that IQ skill.
- **Tactics**..... Choose the selected team member's Tactics.
- **Tactics meeting**.. Choose Tactics for all team members.
- **Exit**..... Exit to the Team list.

Others

In the dungeon, this command lets you change game options, confirm your mission objectives, check for potential recruits, and so on. "Dungeon hints" will give you useful information.



- **Options** Same as the Options command in the field (P. 17).
- **Window** Same as the Window command in the field (P. 17).
- **Map** Display the floor map on the bottom screen.
- **Message log** Check recently displayed messages.
- **Mission objectives** Check the objectives for all jobs in your current dungeon.
- **Recruitment search** Lists the Pokémon that you may be able to recruit to your team on the floor you are on. It also indicates which ones have already been recruited.
- **Dungeon hints** Check useful information about playing the game, such as advice on controls.

Ground

Check the ground at the hero's feet. If the hero is standing on an item, it can be picked up, used, thrown, etc. If there is a trap, it can be deliberately triggered.



Rest/Give Up

You can "Rest" while in a dungeon and stop playing. The "Quicksave" command lets you make a temporary save file from which you can resume play later (P. 10). Choosing "Give Up" will return you to the guild or to where you were before you entered the dungeon, as if you were defeated—without half your Poké and some of your items.

Top Screen

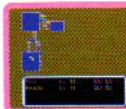
The top screen displays the information selected under "Options." While getting familiar with the game, you can display the controls on the top screen as a handy guide. Later, you can display the stats of team members or display the map. Use whatever information you can to aid your explorations.

Map

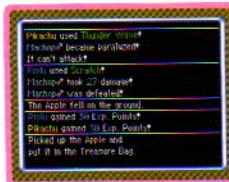
Wonder Map



Dungeon



Text Log



Controls



Stats



Jobs



GAME FLOW

As you continue to receive training from the guild and rescue more Pokémon, your rank will improve more and more. Accomplish more jobs and become a first-rate explorer!

Advancing through the Game

Jobs that your exploration team takes become more difficult as you go on. Keep checking and accept the jobs you are interested in. You can accept up to eight jobs at the same time.



Job Bulletin Board

The Job Bulletin Board is on Guild Sublevel 1. The jobs listed here include item searches, Pokémon search-and-rescues, and so on.

Bottles on the Beach

You might occasionally find a message in a bottle, which could lead you to new jobs.



Outlaw Notice Board

The Outlaw Notice Board is also on Guild Sublevel 1. The jobs listed here all call for a fight with bad Pokémon to collect the bounty or reward.

Jobs Assigned at the Café

Pokémon hanging around at Spinda's Café might need your help and might give you a job, or even a Challenge Letter.

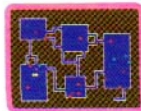


EXPLORING DUNGEONS

Once you've selected a job, it's time to head to the dungeons! In this section, dungeon structure and important points during your adventures will be explained.

How to Check the Dungeon Map

- | | | |
|----------------------|----------------|----------|
| Hero | Outlaw Pokémon | Items |
| Team Members, Client | Wonder Tiles | Traps |
| Enemy | Hidden Stairs | Stairway |



Features of Mystery Dungeons

"Mystery dungeons" are mysterious places that change layout every time you enter them. Once entered, you may not exit a dungeon until you reach its final end or you are defeated and expelled. The stairways in dungeons are all one-way: once taken, you can't return to the previous floor. Also, if you spend too much time on the same floor, you are automatically expelled from the dungeon as if you were defeated.



Discover the Secret Bazaar!

As the story progresses, you might find the Hidden Stairs that lead to the Secret Bazaar. Bazaar members allow you to escape from the dungeon or to recover HP and PP, as long as you have enough Poké!



The Rules of Battle

Battles in dungeons use a turn-based system. When you take an action, other team members and enemy Pokémon each take an action of some sort, and this sequence is called a "turn." Enemy Pokémon will not do anything until you do, so act wisely.



Use Moves in Battle

Moves can inflict heavy damage and/or weaken enemies. Another great benefit of moves is that you are rewarded with more Exp. Points from a defeated enemy if a move has been used on it. Gain levels by attacking with moves!



Restoring HP

Restore your HP by using items or by traveling across the floor. You can quickly restore 1 HP when remaining on the spot by pressing the A and B Buttons at the same time. However, this is the same as wasting turns, so your Belly will go down and enemy Pokémon will be on the prowl.



An Empty Belly = HP Loss

If the Belly is empty, the hero loses 1 HP on every turn. You must fill the hero's Belly with an item like an Apple. Also, Gummies and Seeds will slightly fill the Belly.



Watch Out for Status Problems

Certain kinds of enemy moves and traps can cause your team members to be afflicted with a status problem such as Poisoned or Paralysis. Status problems may inflict damage and/or cause other problems such as an inability to travel or use moves. Heal your Pokémon with Seeds, Berries, or items. Status problems can also be healed by going on to the dungeon's next floor.



The Impact of Types

Pokémon types play a part in explorations. For example, Water-type Pokémon can freely walk through water. Incidentally, as shown in the screenshot on the right, if a Pokémon that can't walk in water steps into water, it is warped to somewhere close to the team leader.



Match the Move Type to the Pokémon!

If the type of Pokémon and the move it uses match, the move's power is boosted. Keep this in mind when using TMs to teach moves to Pokémon and pick the recipients accordingly.



How Enemy Pokémon Behave

On seeing you, almost all of the enemy Pokémon in dungeons will come at your team using the shortest possible route. Until you are spotted, they will be moving randomly or sleeping, so you can try moving carefully to avoid detection. Once Chimecho Assembly (P. 29) opens, you will be able to recruit defeated enemies into your team.



Being Attacked by Enemies

While battling enemies, team members may be afflicted by reduced stats or be in danger of fainting from low HP (as shown on the right). If any of a Pokémon's stats are reduced, they can be restored by stepping on a Wonder Tile. If a Pokémon's HP is low, be sure to restore its HP as quickly as you can.



Wonder Tile

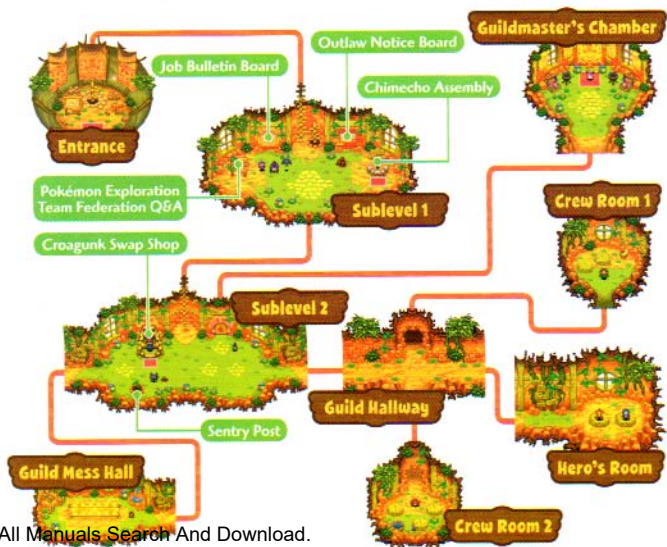
Beware of Traps

You will face dungeons containing a variety of traps. Traps are concealed until they are disturbed, and can cause troublesome status problems. Items like See-Trap Orb and Eyedrop Seed will reveal the locations of traps.



WIGGLYTUFF'S GUILD

This is the guild run by Wigglytuff. The guild is home to not only your exploration team but also many others.



Chimecho Assembly



This is where you can check on the Pokémon that have joined the team. You may also choose which ones should be in the active exploration team. The Pokémon you've chosen for the exploration team will be waiting for you at Spinda's Café (P. 34).



Chimecho™

Form Your Own Exploration Team!

Once Chimecho Assembly opens, you can recruit wild Pokémon that you defeat in dungeons. Beware: not every Pokémon you defeat will want to join your team. If a certain kind of Pokémon can't be recruited right away, you'll have to keep trying to make your favorite exploration team!



Check the Sizes of Members!

Your exploration team can go into a dungeon with up to four Pokémon. However, there is a limit on the combined Size of the team members. The Size of Pokémon is listed under the "Info" page of "Summary" using ★ icons. If the total number of ★ icons is 7 or more, the team will not be permitted to have four active members.



Croagunk Swap Shop



Croagunk swaps Pokémon-exclusive items (P. 36) for 150 Poké per swap. The number of Pokémon-exclusive items and other requirements depend on the item you select. If you have any duplicates of Pokémon-exclusive items, try his swap service.



Croagunk™

Minigame SENTRY DUTY

In this minigame, you take over sentry duty from Diglett. While manning the Sentry Post, you must look at Pokémon footprints on the top screen and identify the Pokémon they belong to on the bottom screen by selecting the Pokémon and then pressing the A Button, or simply by tapping them. At the end, you may be rewarded with Poké and items depending on how well you did.



Time Limit



Pokémon Exploration Team Federation Q&A

This is the signboard located in front of the Job Bulletin Board. It has a wealth of useful information and advice for exploration teams.

TREASURE TOWN

Treasure Town is a bustling place, where Pokémon are always socializing. In the beginning, only a few facilities are open. As you progress through the story, more facilities will open.



Kecleon Shop & Wares



The Kecleon Shop on the left sells items like Berries and Seeds, while you can find Orbs and TMs at Kecleon Wares on the right. You can also sell them unwanted items.



Duskull Bank



You can deposit or withdraw your Poké at a bank operated by Duskull. You should deposit your money here for safekeeping, because what's in the bank is safe even if you are defeated in a dungeon.



Marowak Dojo



A facility where your team may freely battle wild Pokémon. Even if you are defeated in the dungeons here, you will not lose your items and Poké. You can't send an SOS Mail (P. 39, 52, 54) from a dungeon here if you are defeated.



Electivire Link Shop





A facility where you can pay to link moves or recall forgotten moves. Linking is a process of putting together two or more moves so that they are used one after the other in one turn. If you want to break the link, select the linked moves and select "Delink." Note: Some moves can't be linked.



Kangaskhan Storage



You can store or take out items here. On the bottom right of the Touch Screen, the number of items held in the Treasure Bag  and Storage  and their capacity are displayed. You will not lose items in storage even if you are defeated in a dungeon.



Kangaskhan™



Treasure Bag
of items held/max

Storage

Chansey Day Care



A shop that takes care of Eggs you obtain as thanks for completing jobs. If you get an Egg, it will be sent to Chansey. A Pokémon will hatch several days later.



Chansey™

Xatu Appraisal



A shop that appraises mysterious treasure boxes found in dungeons. Bring any treasure box you find to Xatu, who can open it and retrieve an item from it.



Xatu™

SPINDA'S CAFÉ

There are shops inside Spinda's Café, and you can sometimes find a Pokémon that will give you a job or a Challenge Letter.

Spinda's Juice Bar



A juice bar where Spinda will use a food item you provide to blend a drink for you. The drink can boost a team member's stats, but some of the effects are still a mystery.



Spinda™

Recycle Shop/Big Treasure



A shop that allows you to trade items by recycling items you don't need. You can receive a Prize Ticket by recycling items, and you can win an item with that Prize Ticket at Big Treasure.



Wynaut™

Wobbuffet™

ITEMS

This section covers a few of the items you might find, how to use them, and what effects they cause.

Food

"Eat" food items to fill your Belly. Some food will temporarily expand Belly size if you eat it when the Belly is full.

Apple	It slightly fills the Belly when eaten.
-------	---

Health Drinks

"Ingest" these drinks to use them. They come in many varieties, such as those for restoring PP and boosting the stats of Pokémon. They also fill the Belly somewhat.

Max Elixir	Ingest to fully restore the PP of all moves.
------------	--

Ammo

Ammo are items you "Throw" or "Hurl" to attack foes at a distance. "Set" allows you to throw Ammo by pressing the L + R Buttons.

Seeds & Berries

Eat these items to use them. They have a wide variety of effects, and they fill the Belly somewhat. Some are more useful when thrown at enemies.

Oran Berry	Eat to restore HP.
------------	--------------------

Gummis

Raises Pokémon's IQ and slightly fills the Belly when eaten. Each color of Gummi has a different effect on different Pokémon types.

Red Gummi	Boosts IQ when eaten. The Red Gummi is the favorite of Fire-type Pokémon.
-----------	---

Geo Pebble	When thrown, it causes 10 points of damage to the target it hits. You can carry stacks of 99 Geo Pebbles.
------------	---

Equipment

These are items you can "Give" to a Pokémon to hold. They can boost various stats and/or provide other special effects.

Power Band	A held item that boosts the Pokémon's Attack.
------------	---

Pokémon-Exclusive Items

These items power up specific Pokémon just by being in the Treasure Bag. They can be swapped at Croagunk Swap Shop.

Bulba-Claw	An item specifically for Bulbasaur. It slightly raises Attack.
------------	--

Wonder Orbs

"Use" these to boost a Pokémon's abilities, escape dungeons, or cause various other effects.

See-Trap Orb	Reveals all hidden traps in the same room as the user.
--------------	--

TMs (Technical Machines)

A TM teaches a move to a Pokémon when used. Hidden Machines (HMs) can't be used inside dungeons, but they won't disappear after use.

Thunderbolt	Teaches the move Thunderbolt. The move inflicts damage on all enemies within a 1-tile range of the user. It may also rarely cause paralysis.
-------------	--

What Are Lookalike Items?

As you progress through the adventure, you may find Lookalike Items that have a name similar to other items. For example, a Reviver Seed revives a fainted Pokémon, but Reviser Seeds do not have the same effect. When you find an item, it's a good idea to check its effect before using it.



COMMUNICATION PLAY MODES

This section covers the communication play modes in detail. You can get friends to rescue your team if you are defeated in a dungeon, and you can have even more fun with the game by involving your friends.

What the Various Modes Can Do

A ♦ indicates features that are exclusive to "Pokémon Mystery Dungeon: Explorers of Sky." When there is no ♦, the features can be played by communicating with Explorers of Sky, Explorers of Time, or Explorers of Darkness.

* Not compatible with "Pokémon Mystery Dungeon: Blue Rescue Team/Red Rescue Team."

	Wireless Communications (P. 38)	Nintendo WFC (P. 45)	Passwords (P. 54)
Friend Rescues	Yes (P. 39)	Yes (P. 52)	Yes (P. 54)
Wonder Mail S	Yes (P. 43) ♦	Yes (P. 53) ♦	Yes (P. 54) ♦
Trade Items	Yes (P. 44)	No	No
Trade Team	Yes (P. 44)	Yes (P. 53)	No
Email Settings	No	Yes (P. 48)	No
Send Demo Dungeon	Yes (P. 55)	No	No

Prepare on Pelipper Island!

After you progress to a certain point in the story, "Standby Adventure" and "Go Rescue" will appear on the Top Menu. Choosing either command transports you to Pelipper Island. There, you may register to go on a Friend Rescue mission, or visit a dungeon while waiting for a rescue. There are facilities on the island to help you prepare for either one.

WIRELESS COMMUNICATIONS

You can communicate with another player nearby with a Nintendo DS system.

Establishing the DS Wireless Link

What You Will Need:

Nintendo DS, Nintendo DS Lite, or Nintendo DSi system **One for each player**
 "Pokémon Mystery Dungeon: Explorers of Sky," Explorers of Time, and/or Explorers of Darkness Game Card **One for each player**

* At least one Explorers of Sky Game Card is required to distribute a Demo Dungeon.

Steps for Nintendo DS System with DS Game Card

1. Make sure that all Nintendo DS systems are turned off, then insert a "Pokémon Mystery Dungeon: Explorers of Sky/Explorers of Time/Explorers of Darkness" Game Card into each system.
2. Turn the DS systems on. The DS Menu Screen will be displayed.
3. Tap the "Pokémon Mystery Dungeon: Explorers of Sky."
 * The screen shown on the right is that of a Nintendo DS/DS Lite.
4. Follow the instructions on pages 39–44.



Steps for Nintendo DS System without DS Game Card

1. Turn the DS system on.
2. Tap "DS Download Play" on the DS Menu Screen. The Game List Screen will be displayed.
3. Three Demo Dungeons will be displayed.
4. Highlight the dungeon you would like to play and tap "Yes," and the download will begin.



Communication Error

If the message "There was a communication error" is displayed, please go back to the Wireless Menu and repeat the procedures for sending or receiving Mail, items, or team data. Attached items will not be lost.



Friend Rescues

After you progress to a certain point in the story, you can ask to be rescued by another player if your team is defeated in a dungeon. If you are rescued, your adventure does not count as a failure, and you will be able to resume your exploration from where you were defeated.

1 Seeking Rescue (Player Needing Help)

1. When you are defeated in a dungeon, the screen shown on the right will appear. Select "Yes," then press the A Button.

** In some dungeons, you cannot send out for a friend rescue.*

2. You will be returned to the Top Menu. Select "Get Help" under the "Friend Rescue" command, then press the A Button.

3. Select "Wireless Comm." under the "Send SOS Mail" command, then press the A Button. You can also select "Attach a Message" to include a brief message with your SOS Mail.

Text input mode.....You can freely enter your message (P. 11).

Stock phrases.....You can make your message using stock phrases.

4. Select and confirm the "Send SOS Mail" and "Send to Sky" or "Send to Time/Darkness" commands to begin communication.



2 Going on a Friend Rescue (Player Helping)

You cannot go on a friend rescue if you have taken a "Rest" from the game and have a quicksave file (P. 10). It is also impossible to go on a friend rescue if you are awaiting rescue yourself.

1. On the Top Menu, select "Rescue Mail" under the "Friend Rescue" command, then press the A Button.



2. Select "Wireless Comm." under the "Receive SOS Mail" command, then press the A Button to begin communication. If this step is successful, the screen shown to the right will appear.



3. Return to the Top Menu. Select and confirm "Go Rescue." You will be sent to Pelipper Island. Talk to Pelipper to go on your accepted friend rescue.

** You may not go to a dungeon you have not yet cleared in your adventures.*

** You may only go as far as the floors that you have previously cleared. There are some dungeons to which you cannot go to rescue someone, even if you previously cleared them.*



4. On the rescue mission, you need to reach the Rescue Point, which is marked with a flag. Stand on the flag and select "Rescue" to complete the friend rescue. Beware: many foes will appear around the Rescue Point.



Rescue Point

3 Sending and Receiving A-OK Mail

To complete the friend rescue, the rescuer has to send an A-OK Mail to the rescued player, who can then send back a Thank-You Mail.

The Rescuer

Refer to page 40 and perform Step 1. Then select and confirm "Send A-OK Mail." Select and confirm the SOS Mail of the friend rescue you completed, then select and confirm "Wireless Comm."

* You may attach a message to the A-OK Mail. Follow the same procedures as in Step 3 of the SOS Mail description on page 39.

* You may also send a helper Pokémon or an item to your rescued friend. See page 42 for details.

The Rescued Player

Refer to page 39 and perform Step 2. Then select and confirm "Receive A-OK Mail," then "Wireless Comm." to begin communication. After communication, "Revive Team" will appear on the Top Menu. Select it and confirm with the A Button.



While awaiting rescue...

Did you know that you can still explore dungeons while waiting for rescue? At the Top Menu, select "Standby Adventure." This enables you to explore some of the dungeons you've already visited up to the floors you've reached. However, you will not be able to quicksave on these explorations. Your team Pokémon will also not retain any Exp. Points, stat changes, or new moves you gain here.

* You may not go to a dungeon you have not yet cleared in your adventures.



The Helper Pokémon and Gift Item

When sending an A-OK Mail, the rescuer can also send a helper Pokémon or a gift item. The helper Pokémon joins the rescued team until they clear the dungeon. The gift item, which is not returned, will be on the ground near where the rescued party was defeated.



* The rescuer: If a helper Pokémon is sent with an A-OK Mail, it does not disappear from your team.

* The rescued player: Any helper Pokémon received with an A-OK Mail disappears as soon as the team clears the dungeon.

Thank-You Mail

Once a rescued player receives an A-OK Mail, he or she can send a Thank-You Mail back to the rescuer. A message and an item can be sent back with the Thank-You Mail. (The item will be delivered directly to the recipient's Kangaskhan Storage.)



The Rescued Player

Refer to page 39 and perform Step 2. Then select and confirm "Send Thank-You Mail," then "Wireless Comm." to begin communication.

When attaching a message: Same as in Step 3 of the SOS Mail procedures on page 39.

When sending an item: Select and confirm "Send Item," then select and confirm the item.

The Rescuer

Refer to page 40 and perform Step 1. Select and confirm "Get Thank-You Mail." Then select and confirm "Wireless Comm."

Friend Rescue

CONNECTING WITH EXPLORERS OF TIME/DARKNESS

You can get help from an exploration team of Explorers of Time/Explorers of Darkness, but not when you are defeated in a dungeon newly introduced in Explorers of Sky. Also, you cannot employ a helper Pokémon or transfer a gift item or an item attached to Thank-You Mail if they are available only in Explorers of Sky. This also applies to Nintendo WFC (P. 52)

Canceling a Rescue

While waiting to be rescued, "Awaiting Rescue" appears on the Top Menu. Selecting this menu gives you the option of canceling the rescue. If you cancel, your team will lose all items and you will have to redo that dungeon from the start. You will also no longer qualify to receive an A-OK Mail for the rescue you canceled.



Wonder Mail S * Explorers of Sky Only

The "Wonder Mail S" command in the Top Menu allows you to pass a job you have accepted on to a friend, or vice-versa. The player sending the Wonder Mail S needs to select and confirm the command "Wireless Comm." The person receiving the Wonder Mail S should select and confirm "Wireless Comm.," then follow the instructions on the screen. The only jobs that can be sent are those that are suspended. (They can't be those made active with "Take Job.")



* Not available in "Explorers of Time/Explorers of Darkness."

What Are "Sky Gifts"?

After you progress to a certain point in the story, you may find an item called a "Sky Gift." If you open one, you'll find it is empty—but if you send one to a friend through communication modes, who knows what he or she will find inside? Try this in "Trade Items," or attach a Sky Gift to your Thank-You Mail.



Trade Items

The "Trade Items" command in the Top Menu lets you send an item in Kangaskhan Storage to a friend. When a Pokémon-exclusive item with one ★ is transferred from Explorers of Time/Explorers of Darkness to Explorers of Sky, you can raise it to ★★. The player sending the item should select and confirm "Send by Wireless Comm." Likewise, the player receiving the item should select and confirm "Receive by Wireless Comm."

Trade Items

CONNECTING WITH EXPLORERS OF TIME/DARKNESS

You can trade multiple items when connecting to other Explorers of Sky Game Cards, but only one item per trade when connecting to Explorers of Time/Explorers of Darkness. Also, you cannot trade an item that is newly introduced in Explorers of Sky to Explorers of Time/Explorers of Darkness Game Cards.

Trade Team

Using the "Trade Team" command, you may send a team to your friend's Marowak Dojo as training opponents, or you may receive a friend's team. When a team is exchanged, "Explorer Maze" will open at Marowak Dojo. The player sending the team must select and confirm "Send Team," then select and confirm "Wireless Comm." The player receiving the team must select and confirm "Receive Team," then select and confirm "Wireless Comm."

* The player sending the team does not lose the Pokémon. They remain with the sender.

Trade Team

CONNECTING WITH EXPLORERS OF TIME/DARKNESS

You cannot exchange team data when a Pokémon newly introduced in Explorers of Sky is a part of the team or when any Pokémon on the team has learned moves available only in Explorers of Sky, even between Explorers of Sky Game Cards. This also applies to team trades via Nintendo WFC.

NINTENDO WI-FI CONNECTION

There is an email system for receiving notification about SOS Mail and so on by email to mobile phones, etc.



Nintendo® Wi-Fi Connection is an online game-play system provided by Nintendo for people to connect and play games worldwide. You can use compatible hotspots all over the world or your own wireless LAN connection.

- * Please note that the nickname you use and the name of your exploration team will be seen by others when playing multiplayer games using Nintendo WFC.
- * To protect your privacy, do not give out personal information such as your full name, phone number, birth date, age, school, email address, or home address when communicating with others. Do not use such personal information when selecting a nickname or team name since the nickname you use and the name of your exploration team will be seen by others when playing multiplayer games using Nintendo WFC.

Setting up Nintendo Wi-Fi Connection

You will first need to establish a wireless Internet connection to use Nintendo Wi-Fi Connection. From the Top Menu, select "Other," then "Nintendo WFC," and choose "Nintendo WFC Settings" to configure the DS system.

Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS.

- * If you change the configuration of your Nintendo DS system and "Pokémon Mystery Dungeon: Explorers of Sky," you need to do the setup again to connect. Your roster of registered friends (P. 47) as well as all SOS Mail and Thank-You Mail received via Nintendo Wi-Fi Connection will also be deleted.



Nintendo Wi-Fi Connection Settings

Nintendo Wi-Fi Connection allows multiple owners to play together over the Internet—even when separated by long distances.

- 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.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter 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 that governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendo.com/games/wifi/ds.

- * Please note that the nickname you use and the name of your maps will be seen by others when playing multiplayer games using Nintendo WFC.
- * To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, email address, or home address when communicating with others or use such personal information in areas that will be seen by others.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available Internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada, and Latin America) or call 1-800-895-1672 (USA/Canada only).

When You Can't Connect

If you are unable to connect to Nintendo Wi-Fi Connection, you will see an error code and message. If this happens, please see the Nintendo Wi-Fi Connection Instruction Booklet for more information.



Friend Codes

The friend code is a 12-digit number that is automatically assigned to you when you first connect to Nintendo Wi-Fi Connection. Exchange friend codes with your friends and register them on your friend roster.

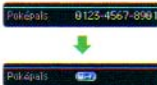
Registering to Your Friend Roster

From the Top Menu, select "Other," then "Nintendo WFC," then "Register to Friend Roster." Once a player's friend code is registered, you may directly communicate with that player over Nintendo Wi-Fi Connection. You may exchange friend codes using wireless communications or directly key in the friend code using the command "Enter Friend Code." Your friend roster can register up to 16 players.



Managing Your Friend Roster

From the Top Menu, select "Other," then "Nintendo WFC," then "Manage Friend Roster." You can check the registered friend codes, edit them, and delete them. Select and confirm "Edit" on the selected friend code to alter it and modify the team name. Once you and your friend have exchanged and registered friend codes, whenever you both connect to Nintendo Wi-Fi Connection, **Wi-Fi** will appear.



Your Own Friend Code

From the Top Menu, select "Other," then "Nintendo WFC," then "My Friend Code" to obtain or check your own friend code. Remember, if you want to link with a certain player over Nintendo Wi-Fi Connection, you both need to register each other's friend codes first.

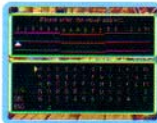


Email Settings

After you have registered, you will be notified by email to your mobile phone, PC, or Wii™ console (P. 50) if anyone on your friend roster sends SOS Mail, Thank-You Mail, and so on over Nintendo Wi-Fi Connection.

1 Setting Your Email Address

- From the Top Menu, select "Other," then "Nintendo WFC," then "Email Settings," then "Set email address." This will open the screen for entering your email address.
- Enter the address where you want to receive email. You will be asked to enter it twice for confirmation. If there is a match, you will be asked to confirm the email address. Select and confirm "Yes" if it is correct.



- * Please make certain the email address is correctly entered.
- * Even after registering your email address, it will not be revealed on Nintendo Wi-Fi Connection.
- * Your email address may be up to 54 characters long. There are some symbols that cannot be used, however.
- * The email address shown on the right is merely an example. Please enter the email address you use on your mobile phone, PC, and/or Wii console.
- * Please note that it might take some time for email notifications to be received.
- * If you enter a mobile phone email address, standard text-message charges may apply. Check with your provider for more info. Pokémon has no responsibility or liability for such charges.

3. After setting your email address, connect to Nintendo WFC and register it. When the screen at the right is shown, get prepared for Nintendo WFC communication, and then enter "Yes." Within half an hour after connecting to Nintendo WFC, an email will be sent to your registered address titled "Registration Code."



* Only one email address may be registered.

* If you no longer need to receive email notices, go to the email address entry screen and enter "9999." Then, connect to Nintendo WFC. There is no need to enter the Registration Code.

* Please note that it might take some time for email notifications to be received.

* You can choose "Reject" in Email Settings if you do not wish to receive any email.

* If your email address is not accessed for a long time, it may be deleted from the server.



2 Enter the Registration Code

Your Registration Code is a 7-digit number that you receive in an email from wfc-mail@nintendo.com. Input just the final four digits on the Registration Code entry screen.

Example: 123-4567 Input the last four numbers.



3 Email Address Security

Once the Registration Code has been confirmed, you will be asked to set a password to hide the email address. The password you set is also set for confirming your email address and so on. Be sure not to lose it.



* After setting and registering your email address, it is recommended that you protect it with a password. If this Game Card is to be passed on to another person or disposed of, please be sure to delete your email address with the command "Delete Email Settings."

* If you want to stop receiving notification messages, you can adjust your settings as desired via the "Delete Email Settings" or "Set Email Reception" selections. If you have an email address registered and for some reason you are unable to adjust your settings, and you continue to receive unwanted email, please contact Nintendo Consumer Service at nintendo@nintendo.com.

Using a Mobile Phone or PC Email Address

Some types of mobile phones may not be able to accept email. In that event, please check the mobile phone's security settings and ensure it is set to accept email. If you need to enter the domain name, it is nintendo.com. Standard text-message rates apply.

Using Your Wii System's Email Address

1. On your Wii console, you must first register the email address wfc-mail@nintendo.com under "Others" in the Wii Address Book. When you're done, please return to the Wii Menu.
2. Open the email address setting screen of "Pokémon Mystery Dungeon: Explorers of Sky" and enter this email address: [w\(your Wii number\)@wii.com](mailto:w(your Wii number)@wii.com) as shown without brackets.

Example: w1234567890123456@wii.com

The underlined section is the Wii number (refer to your Wii console's Address Book for its unique Wii number).

3. For the remaining steps, please refer to page 48.



To use a Wii console in conjunction with this game, the system must be configured for Internet connection and WiiConnect24™ must be set to ON. For more information, please see the "Wii Settings and Data Management" section of your Wii Operations Manual: Channels and Settings.

For information on your Wii number, refer to the section titled "Wii Message Board" in the Wii Operations Manual: Channels and Settings. If your Wii console receives email linked to this game, its nickname in the Wii Address Book will change color.



Checking the Email Address

You can check the registered email address with the command "Check Email Address." When this command is entered, the password-entry screen will be displayed for you to enter the password you set.



* If you forget the password, you cannot check the registered email address. Select "Delete Email Settings" and register your email address again.

Setting Email Reception

The command "Set Email Reception" lets you screen who can receive email from you. Select and confirm the command "Manage Friend Roster." Select and confirm the nickname of the player you are willing to send email to, and then confirm "Switch" to set the system to "Send" email to that player over Nintendo Wi-Fi Connection. **E-mail** will appear beside the nickname. (The player must be one with whom you have exchanged friend codes previously.)



* If your friend has set "Reject" under the command "Set Email Reception," your friend will not receive email notification even when you send SOS Mail or Thank-You Mail.

SOS Email

This email is sent to your registered email address if a registered friend sends out an SOS Mail for a friend rescue over Nintendo Wi-Fi Connection.

* The sender must set the Nintendo DS system to "Send" email, while the receiver(s) must set their DS system(s) to "Receive" email.

A-OK Email

This email is sent to the registered email address if a friend sends an A-OK Mail saying that your team has been rescued over Nintendo Wi-Fi Connection.

Thank-You Email

This email is sent to the registered email address if a friend sends a Thank-You Mail over Nintendo Wi-Fi Connection for a friend rescue you performed.

Friend Rescues

Seeking Rescue (Player Needing Help)

To conduct friend rescues over Nintendo WFC, you first need to perform Steps 1 and 2 described on page 39.



3. Select and confirm "Nintendo WFC" under the "Send SOS Mail" command. Next, choose who should receive your SOS Mail, either "Friends Only" (those people with whom you have exchanged and registered friend codes) or "Anyone." You can also select "Attach a Message" to include a message with your SOS Mail (P. 39). However, you will only be allowed to use "Stock phrases" when you select "Anyone" as recipients.

* Receiving an A-OK Mail (P. 41) and sending a Thank-You Mail (P. 42) over Nintendo WFC are the same as for the Wireless Mode. The only difference is that "Nintendo WFC" must be chosen as the sending mode.

* All SOS Mail messages are assigned Rescue Numbers in the sequence that they are received by the game server.

* You can cancel your friend rescue request in the same manner as for the Wireless Mode (P. 43).

Going on a Friend Rescue (Player Helping)

First, perform Step 1 on page 40. Then in Step 2, choose "Nintendo WFC" under the "Receive SOS Mail" command. Then, receive SOS Mail messages by listing them in one of four ways:



- "Friends Only": Lists only the SOS Mail messages of players with whom you have exchanged and registered friend codes.
- "In Registration Order": Lists all accessible SOS Mail messages in the sequence of their Rescue Numbers.
- "By Fewest Rescues Underway": Lists all accessible SOS Mail messages from those with the fewest teams making the rescue attempt.
- "Enter Rescue Number": Lets you enter the Rescue Number and find the specific SOS Mail message.

* Sending an A-OK Mail (P. 41) and receiving a Thank-You Mail (P. 42) over Nintendo WFC are the same as for the Wireless Mode. The only difference is that "Nintendo WFC" must be chosen as the receiving mode.

* Even if you succeed at a rescue, if the other player has already been rescued by another player, you will not receive a Thank-You Mail.

The Helper Pokémon and Gift Item

Just like for the Wireless Mode, when sending an A-OK Mail, the rescuer can also send a helper Pokémon or a gift item (P. 42). They can even be sent to players with whom you haven't exchanged and registered friend codes.

Thank-You Mail

On a friend rescue over Nintendo Wi-Fi Connection, only one Thank-You Mail can be sent by the rescued player, and then only to the first rescuer. In the same way as for the Wireless Mode, you can send a message and a reward item with your Thank-You Mail, so be sure to show your appreciation to your rescuer.

Wonder Mail S • Explorers of Sky Only

When using Nintendo Wi-Fi Connection, the "Wonder Mail S" command only allows you to download jobs. You cannot exchange jobs with other players. The jobs for download here are special ones that are usually unavailable.

* The Wonder Mail S service over Nintendo Wi-Fi Connection may be terminated without notice.



Trade Team

Using Nintendo Wi-Fi Connection, under the "Trade Team" command, you can register your team on the game server by selecting and confirming "Send Team." Select and confirm "Receive Team" to download a friend's team. You may only register one team. If you register another team, the first team will be deleted.

* Teams sent to the game server over Nintendo Wi-Fi Connection will be assigned Team Numbers in their order of registration. If a team is left registered for a long time, it may be deleted from the server.



PASSWORDS

You can enjoy "Friend Rescues" and "Wonder Mail S" simply by exchanging passwords with other players.

Friend Rescues

The SOS Mail, A-OK Mail, and Thank-You Mail for friend rescues can be communicated via passwords. When you are asked how you would like to send your Mail, select and confirm "Password." This will display a 54-character password. Likewise, the recipient must select and confirm "Password" as the method of receiving Mail. The recipient must then enter the password to receive the sent Mail. Unlike the Wireless Mode and Nintendo Wi-Fi Connection, a helper Pokémon can't be sent with A-OK Mail.



Wonder Mail S • Explorers of Sky Only

You may exchange jobs with other players using passwords. Your team's accepted jobs marked "Suspend," as well as those jobs listed on the Guild Sublevel 1's Job Bulletin Board and Outlaw Notice Board, will have the Wonder Mail S password at the bottom of the Job Summary page.

At the Top Menu, select and confirm "Wonder Mail S," "Receive Wonder Mail S," then "Password." Then enter the Wonder Mail S password to accept the job. Exchange Wonder Mail S passwords with your friends so you can mount different challenges.

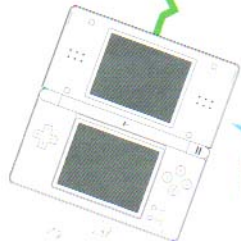
* Not available in Explorers of Time/Explorers of Darkness.



Enjoy Explorers of Sky with Your Friends!



Your Friend's Nintendo DS System



Your Nintendo DS System with Explorers of Sky

Share Demo Dungeons with friends who do not have "Pokémon Mystery Dungeon: Explorers of Sky"!

For more instructions on DS Download Play, see page 38.

Sender

1. Go to Top Menu ➔ Others ➔ Send Demo Dungeon.
2. Once the receiver is ready to download, select "Yes."

Receiver

1. Go to the Nintendo DS Title Menu ➔ DS Download Play.
2. Select the dungeon and start the download.

* Demo Dungeons received will not get deleted while the DS system is in Sleep Mode, but turning off the Nintendo DS system will delete the data.

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