nintendo
Wi-Fi
connection

NINTENDO DS™

Pokémon
Mystery Dungeon

EXPLORERS OF SKY

INSTRUCTION BOOKLET

Illus. by Ken Sugimori

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

Original
Nintendo
Seal of
Quality
™

THIS GAME ALLOWS WIRELESS DOWNLOAD OF THE DEMO VERSION

WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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

Thank you for selecting the POKéMON™ MYSTERY DUNGEON: EXPLORERS OF SKY 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.

The Pokémon Company   (**Nintendo**)

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!

Contents

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 such as different kinds of Pokémon and items.

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Starting and Stopping the Game

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

Getting Started

Make sure your Nintendo DS™ system is turned off. Insert the POKéMON MYSTERY DUNGEON: EXPLORERS OF SKY Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

Turn the power on. The **Health and Safety Screen** shown to the right will appear. Once you have read it, touch the Touch Screen.

When using a Nintendo DSi™ system, simply touch the POKéMON MYSTERY DUNGEON: EXPLORERS OF SKY icon to start the game.

When using a Nintendo DS/DS Lite system, touch the POKéMON MYSTERY DUNGEON: EXPLORERS OF SKY Panel to start the game. If the Nintendo DS/DS Lite system's **Start-up Mode** is set to AUTO MODE, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.

Notes:
• "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS™ Lite and Nintendo DSi systems.
• The screens shown on the right are from a Nintendo DS/DS Lite.

After the opening movie, the **Title Screen** will appear. Press START to display the **Top Menu Screen** and start the game.

Go on to the next page for further instructions.
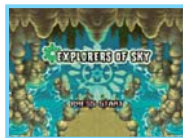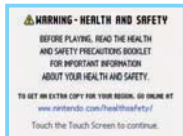
The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS 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.

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

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 8 and 9, so have a look.

Note: 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 the 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 has been determined, you will see some possible Pokémon candidates for your partner. Choose one of these Pokémon to be your partner.

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

> **There is only one save file.**
> If you wish to start a completely new adventure, you must first delete your save file using DELETE SAVE DATA under the OTHER command on the **Top Menu**, then select and confirm NEW GAME. The save file cannot be restored once deleted. For details, see page 11.

Candidates for Hero and Partner Pokémon

Grass Type

Bulbasaur
Seed Pokémon

Chikorita
Leaf Pokémon

Treecko
Wood Gecko Pokémon

Turtwig
Tiny Leaf Pokémon

Water Type

Squirtle
Tiny Turtle Pokémon

Totodile
Big Jaw Pokémon

Mudkip
Mud Fish Pokémon

Piplup
Penguin Pokémon

Electric Type

Shinx
Flash Pokémon

Pikachu
Mouse Pokémon

Fire Type

Torchic
Chick Pokémon

Charmander
Lizard Pokémon

Cyndaquil
Fire Mouse Pokémon

Vulpix
Fox Pokémon

Chimchar
Chimp Pokémon

Normal Type

Eevee
Evolution Pokémon

Skitty
Kitten Pokémon

Meowth
Scratch Cat Pokémon

Munchlax
Big Eater Pokémon

Fighting Type

Riolu
Emanation Pokémon

Ground Type

Phanpy
Long Nose Pokémon

Note: Meowth and Munchlax are only candidates for the partner. They are not 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, CONTINUE is displayed instead.

Continue

This command is shown if there is a save file. When you select CONTINUE, you can confirm information such as your current location, play time and number of adventures. Select YES and press the A Button to resume play from the spot where you last saved.

Note: If you select CONTINUE after saving in a Special Episode, you will be asked to choose whether to continue the main story or the Special Episode.

Episode List

This command is shown after Special Episodes become available. Select EPISODE LIST to play Special Episodes that are separate from the main story. 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 select SAVE AND CONTINUE or SAVE AND RETURN TO TOP MENU. You can also save at certain other places, such as the well at the intersection outside the guild.

Taking a Break from an Adventure

While inside a dungeon, press the X Button to open the **Dungeon Menu**, select REST, then select QUICKSAVE. This will save your adventure so that you can stop playing the game. Quicksave data will be deleted after you resume a quicksaved adventure, so if you turn off the power without saving again, you will not be able to resume play using that quicksave data.

Note: To leave a dungeon, see the Rest / Give Up section on page 22.

If You Are Defeated

If you or your partner are defeated in a dungeon, the exploration team will be sent back to the guild, or in some cases to the last save point. Moves you have learned and your level will remain the same, but half of the team's money and some of its carried items will be lost.

The Other Command

Use this command to look back on your explorations with the ADVENTURE LOG, rename your exploration team, or even change the window frame 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 to listen to game music, even when the Nintendo DS system is in **Sleep Mode**.

Note: To use headphones to listen to game music, plug them in while the Nintendo DS system is open, then close the system to put it into **Sleep Mode**.

Other Menu Headings ✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦✦

Controls

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

- R Button
- Y Button
- X Button
- A Button
- B Button
- START
- L Button
- ✚ Control Pad
- SELECT
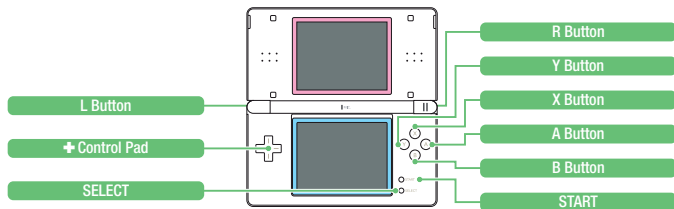
Note: In this Instruction Booklet, a pink frame surrounds the top screen and a blue frame surrounds the Touch Screen (bottom screen).

Text Entry Window Controls

Move cursor	✚ Control Pad, or use the stylus
Enter a character	A Button, or tap the character
Delete a character	B Button, or tap DEL
Overwrite / insert characters	OVR (overwrite), tap to display the INS (insert) option

Shift entry spot	✚ Control Pad and R Button, or tap input location
Move cursor to END	START, or use the stylus
Change keyboard	SELECT, or tap ABC / À

Notes:
- When you close the Nintendo DS system while playing the game, the system automatically goes into **Sleep Mode** to conserve power. Opening the system will resume the game.
- You can listen to game music with the Sky Jukebox even when the system is in **Sleep Mode** (P. 11).

	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 Treasure Bag
B Button and ✚ Control Pad	Run	Run
B Button + A Button	Not used	Pass your turn without moving (P. 26)
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 Button + A Button	Not used	Uses the hero's set move (P. 20)
L Button + B Button	Not used	Check message log
L Button + R Button	Select all items to be stored at Kangaskhan Storage	Throw set ammo such as rocks (P. 21)
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

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

Double-tap

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

Tapping the Hero in a Dungeon

✳ Tap .... Open the **Dungeon Menu**.
✳ Tap and hold .... The hero pivots in the direction of the stylus.
✳ Double-tap .... Use a regular attack on an enemy or talk to a team Pokémon facing the hero.
✳ Double-tap and hold .... Pass one turn without taking action.

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 set ammo items such as rocks at the tapped enemy. If no ammo is set, a regular attack is performed instead.
✳ Tap and hold .... Use a 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 .... Choose multiple selections. Tap ☑ to confirm.
multiple-choice window
✳ Tap ◁ ▷ .... Flip window page.
✳ Tap 🔍 .... Open **Search Menu**.
✳ Tap ☑ .... Confirm selected command.
✳ Tap 🗒 .... Sort items. Open **Sort Menu**.
✳ Tap ✖ .... Close window.

When Displaying a Map in a Dungeon

✳ Tap the map .... Press SELECT to display the **Floor 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 different kinds of information depending on whether you are in the field or in dungeons. Learn how to use all the information available to you so that you can do even better!

The Game Screen in the Field

Menu

▶ Items
Team
Job List
Others
Exit

Treasure Town

Your Current Location

① Normal Rank
To next Rank: 99

② 158

① Exploration Team Rank

As your exploration team's rank rises, you can store more items at Kangaskhan Storage, receive rewards and may qualify 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 commands are used for actions such as using items, discarding unneeded items and learning 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) to teach 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 before going to the dungeon.

❋ 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, the OTHERS command lets you check game options and hints about being on an exploration team. The OPTIONS command allows 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 controls to 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 NO MAP, CLEAR MAP or SHADED 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 travelling speed.

❋ **FAR-OFF PALS** .... Choose LOOK if you want to see team members' battles 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 the direction of use.

Window

Changes the window frame type.

Game Hints

Learn about controls and other useful information.

● The Game Screen in a Dungeon

| The Hero's Level |
| Current Floor |
| Menu |
| Current HP / Max HP and HP Bar |
| The Current Dungeon |

① HP

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

② Belly

The hero's Belly empties while you are exploring. The hero will start losing HP if the Belly empties completely. Fill the hero's Belly by eating items such as Apples.

③ Money

The money you currently have. It is counted in 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 types of Pokémon every few turns.

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. Each move has a set amount of PP (Power Points) that limits how many times it can be used.

Hero's Commands

✷ USE .... Use the chosen move.
✷ SET............................ Set the chosen move for instant use. Once set, press the L Button and A Button together to use the move.
✷ DESELECT................. Deselect the move that has been set for instant use.

Commands for Team Members

✷ SWITCH .... Switch the selected move of a team member on/off.

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 Wisely

If you want to brace your team for stronger enemies by saving PP, go to the Moves list and turn off a move's 🎵. Your team Pokémon will not use moves that have been turned off until you switch the moves on again. On the other hand, if there is a particular move you want a team member to use, turn off the 🎵 for all its other moves.

Items

Shows the list of items in your Treasure Bag. When you select an item and press the A Button, 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 forwards.
✷ SET............................ Set an ammo item for instant use. Once set, throw it by pressing the L Button and R Button together.
✷ DESELECT................. Deselect the current set item.
✷ INFO .... Check the effect of the selected item.
✷ EXIT........................... Exit to the Items list.

Team

Lets you check information about the members of your team 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. 20).
✷ 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 obtained IQ skills. Turn on an IQ skill's 🎵 to enable the team member to use that IQ skill.
✷ TACTICS*/................. Choose Tactics for the team or for the
  TACTICS MEETING   the selected team member.
✷ EXIT........................... Exit to the Team list.

*Options not available for team leader.

Others

When in the dungeon, use this command to 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. 18).

✳ WINDOW.................... Same as the WINDOW command in the field (P. 18).

✳ MAP........................... Display the **Floor Map** on the bottom screen.

✳ MESSAGE LOG .... Check recently displayed messages.

✳ MISSION .... Check the objectives for all jobs in your
   OBJECTIVES   current dungeon.

✳ RECRUITMENT........... Lists the Pokémon that you may be able
   SEARCH   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. 11). Choosing GIVE UP will return you to the guild or to where you were before you entered the dungeon, as if you were defeated. However, you will lose 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, try displaying the stats of team members or the map instead. Use whatever information you can to aid your explorations!
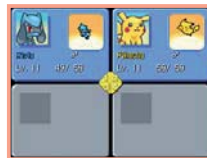
Map

Dungeon

Wonder Map

Text Log

Controls

Team stats

Jobs

Game Flow

As you continue to receive training from the guild and complete more jobs, your rank will gradually improve. Keep doing jobs and become a first-rate explorer!

Advancing through the Game

The jobs that your exploration team take become more difficult as you progress. Keep checking the available jobs and accept the ones 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.

Outlaw Notice Board

The Outlaw Notice Board is also on Guild Sublevel 1. The jobs listed here all call for the capture of bad Pokémon with bounties on them.

Bottles on the Beach

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

Jobs Assigned at the Café

Pokémon hanging around at Spinda's Café might need your help and 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 Floor Map

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

Features of Mystery Dungeons

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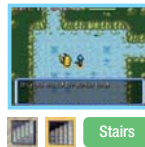
Stairs

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. Whenever you take an action, other team members and enemy Pokémon will each take an action of some sort as well. This sequence is called a "turn". Enemy Pokémon will not do anything until you do, so act wisely.

Hero's Action

Enemy's Action

Team Member's Action
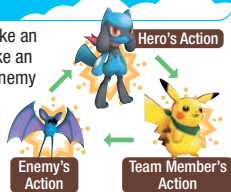
Use Moves in Battle

Moves can inflict heavy damage and/or weaken enemies. Another 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 travelling across the floor of the dungeon you're on. You can also quickly restore 1 HP while standing still by pressing the A Button and B Button at the same time. However, this will also skip turns, so your Belly will go down and enemy Pokémon will continue to prowl the dungeon.

An Empty Belly = HP Loss

If the hero's Belly is empty, the hero loses 1 HP on every turn. To avoid this, fill the hero's Belly with edible items like Apples. Gummis and Seeds will also 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 like Poisoned or Paralysis. Status problems may inflict damage and/or cause other problems such as immobility or an inability to use moves. Heal your Pokémon with Seeds, Berries or other items. Status problems can also be cured by going on to the dungeon's next floor.

The Role of Types

Pokémon types play a part in explorations. For example, Water-type Pokémon can freely walk through water. A Pokémon that can't walk in water might find itself in water after, for example, switching places with another Pokémon as shown on the screen to the right. If this happens, it will be warped to somewhere close to the team leader.

Match the Move Type to the Pokémon!

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

How Enemy Pokémon Behave

Almost all of the enemy Pokémon in dungeons will attack your team using the shortest possible route upon spotting you. They will move randomly or sleep until they spot you, so try to move carefully to avoid detection. Once Chimecho Assembly (P. 30) has opened, you can 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.

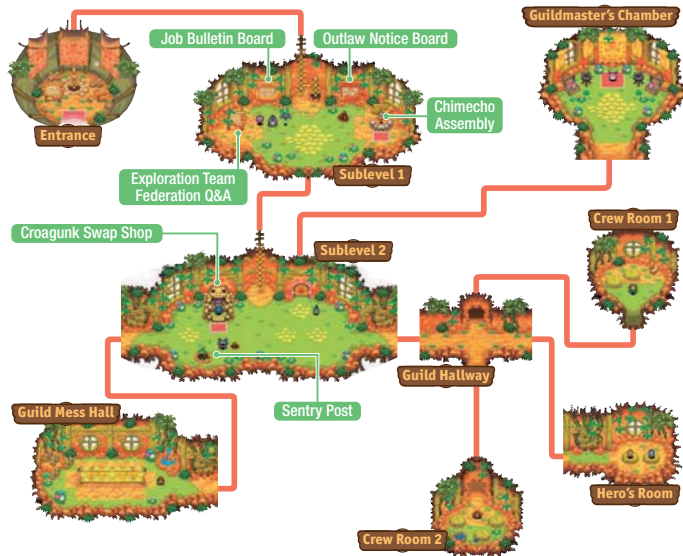Reduced Stats

Low HP

 Wonder Tile

Beware of Traps

You will face dungeons containing a variety of traps. Traps are concealed until triggered and can cause troublesome status problems. Items like See-Trap Orbs and Eyedrop Seeds 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 as well.

Job Bulletin Board
Outlaw Notice Board
Guildmaster's Chamber
Chimecho Assembly
Entrance
Exploration Team Federation Q&A
Sublevel 1
Croagunk Swap Shop
Sublevel 2
Crew Room 1
Guild Hallway
Guild Mess Hall
Sentry Post
Hero's Room
Crew Room 2

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 near the well in front of the guild or at Spinda's Café (P. 35).

Chimecho

Build Up Your 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 favourite exploration team!

Check the Size of Your Team!

Your exploration team can go into a dungeon with up to four Pokémon. However, there is a limit on the combined sizes of the team members. The sizes of Pokémon are listed under the INFO page of SUMMARY with ★ icons. If the total number of ★ icons is 6 or more, the team will not be permitted to have four active members.

Croagunk Swap Shop

Croagunk swaps Pokémon-Exclusive Items (P. 37) for 150 Poké per swap. The number of 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. Man the Sentry Post, 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.
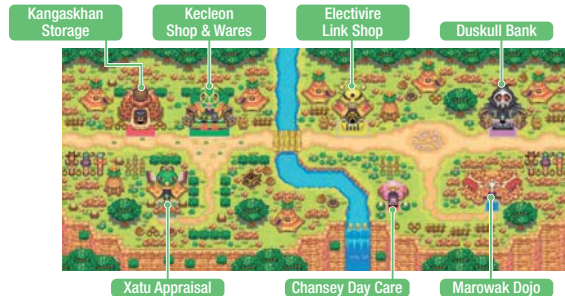
Time Limit
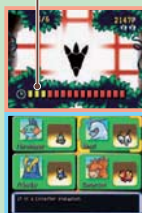
Exploration Team Federation Q&A

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

Treasure Town

Treasure Town is a bustling place where Pokémon are always socialising. In the beginning, only a few facilities are open. However, more facilities will become available as you progress through the story.

Kangaskhan Storage
Kecleon Shop & Wares
Electivire Link Shop
Duskull Bank

Xatu Appraisal
Chansey Day Care
Marowak Dojo

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 unwanted items at either shop.

Kecleon Brothers

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 will be safe even if you are defeated in a dungeon.

Duskull

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. 42, 51, 54) from a dungeon here if you are defeated.

Marowak

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 then select DELINK.

Note: Some moves can't be linked.

Electivire

Kangaskhan Storage

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

Treasure Bag
Storage
1/ 24
9/ 64
# of items held / max

Kangaskhan

Chansey Day Care

A shop that takes care of Eggs you obtain as thanks for completing jobs. If you get an Egg, bring it here and leave it with 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 Pokémon who will give you jobs or Challenge Letters.

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 the hero's or a team member's stats, but some of the effects are still a mystery.
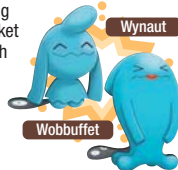
Spinda

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 eaten when the Belly is full.

| Apple | 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

THROW or HURL ammo to attack foes at a distance. SET allows you to throw ammo by pressing the L Button and R Button.

| Geo Pebble | When thrown, it causes 10 points of damage to the target it hits. Up to 99 can be carried as one item. |

Seeds & Berries

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

| Oran Berry | Eat to restore HP. |

Gummis

EAT these items to use them. Gummis raise Pokémon's IQ and slightly fill the Belly. Each colour of Gummi has a different effect on different Pokémon types.

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

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 to obtain higher-grade items at Croagunk Swap Shop.

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

Wonder Orbs

USE these to boost a Pokémon's stats, change dungeons and cause various other effects.

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

TMs

A TM (Technical Machine) teaches a move to a Pokémon when used. HMs (Hidden Machines) 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 have even more fun with the game by involving your friends.

What You Can Do in Each Mode

A ◆ indicates features that are exclusive to Pokémon Mystery Dungeon: Explorers of Sky. Features not marked with ◆ can be played by communicating with Pokémon Mystery Dungeon: Explorers of Sky, Explorers of Time, or Explorers of Darkness.
Note: This game is not compatible with Pokémon™ Mystery Dungeon: Blue Rescue Team/Red Rescue Team.

	Wireless Communications (P. 39)	Nintendo WFC (P. 48)	Passwords (P. 54)
Friend Rescues	Yes (P. 42)	Yes (P. 51)	Yes (P. 54)
Wonder Mail S	Yes (P. 46) ◆	Yes (P. 53) ◆	Yes (P. 54) ◆
Trade Items	Yes (P. 47)	No	No
Trade Team	Yes (P. 47)	Yes (P. 53)	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 FRIEND RESCUE will become available on the **Top Menu**. Choosing either command will transport you to Pelipper Island, where you may register to go on a Friend Rescue mission. You can also prepare for rescue missions here.

Wireless Communications

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

DS Wireless Communications (Single-Card Play)

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

The Things You'll Need

Nintendo DS system . . . . *One for each player*

Pokémon Mystery Dungeon: Explorers of Sky Game Card . . . . *One*

Connection Procedures

Host System:

1. *Make sure that the power is turned off on all systems, and insert the Game Card into the system.*
2. *Turn the power on. The* **Menu Screen** *of the Nintendo DS system will be displayed.*

   NOTE: In case you are using a Nintendo DS/DS Lite system which is set to AUTO MODE, skip the next step and go on with step 4.
3. *Touch the POKéMON MYSTERY DUNGEON: EXPLORERS OF SKY Panel or icon.*
4. *Now, follow the instructions on page 55.*

Client System:

1. *Turn the power on. The* **Menu Screen** *of the Nintendo DS system will be displayed.*

   NOTE: When using a Nintendo DS/DS Lite system, make sure the **Start-up Mode** *of your system is set to MANUAL MODE. For further details on how to set up the* **Start-up Mode***, please refer to the Instruction Booklet of your Nintendo DS/DS Lite system.*
2. *Touch DS DOWNLOAD PLAY. The* **Game List Screen** *will appear.*
3. *Touch the POKéMON MYSTERY DUNGEON: EXPLORERS OF SKY Panel or icon.*
4. *You will be asked to confirm your choice. Touch YES to download game information from the Host System.*
5. *Now, follow the instructions on page 55.*

DS Wireless Communications (Multi-Card Play)

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

The Things You'll Need

Nintendo DS system . . . . One for each player

Pᴏᴋéᴍᴏɴ Mʏsᴛᴇʀʏ Dᴜɴɢᴇᴏɴ: Exᴘʟᴏʀᴇʀs ᴏғ Sᴋʏ, Exᴘʟᴏʀᴇʀs ᴏғ Tɪᴍᴇ,
and / or Exᴘʟᴏʀᴇʀs ᴏғ Dᴀʀᴋɴᴇss Game Card . . . . One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.

2. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.

   NOTE: In case you are using a Nintendo DS / DS Lite system which is set to AUTO MODE, skip the next step and go on with step 4.

3. Touch the POKéMON MYSTERY DUNGEON: EXPLORERS OF SKY / EXPLORERS OF TIME / EXPLORERS OF DARKNESS Panel or icon.

4. Now, follow the instructions on pages 42 – 47.

Guidelines for Communications

For best results when using DS Wireless Communications, follow these guidelines.

The ⊞ icon is an indicator of DS Wireless Communications. It appears on the **Menu Screen** of the Nintendo DS system or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate DS Wireless Communications. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). When using a Nintendo DSi system in a hospital or on board an aeroplane, please ensure that DS Wireless Communications in the System Settings has been disabled. For further information regarding the usage of the Wireless Communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.

Within 10 metres
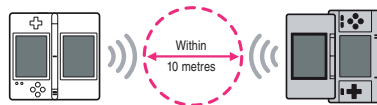
The ▦ icon, which is displayed during DS Wireless Communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother DS Wireless Communications play. When DS Wireless Communications are in progress, the power indicator LED of your Nintendo DS / DS Lite system or the wireless indicator LED of your Nintendo DSi system will blink rapidly.

| 0 | 1 | 2 | 3 |

Weak ◀──────▶ Strong

For best results, follow these guidelines:

• Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.

• Ensure that the maximum distance between systems is at about 20 metres (approx. 66 feet) or less.

• The systems should face each other as directly as possible.

• Avoid having people or other obstructions between the Nintendo DS systems.

• Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

• In order to use DS Wireless Communications with Nintendo DSi, DS Wireless Communications must be enabled in the System Settings.

Communication Error

If the message "There was a communication error." appears, please 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. If you are defeated in a dungeon, the screen shown on the right will appear. Select YES, then press the A Button.
   Note: 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 .... Freely enter your message (P. 12).
   STOCK PHRASES .... 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 are taking a rest from the game and have a quicksave file (P. 11). You will also be unable 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. You will be returned 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.

   Notes:
   • You cannot go on rescues in dungeons you are currently advancing the story in.
   • When going on a rescue, you may only go as far as the floors of the dungeon that you have previously cleared. However, there are some dungeons that you cannot go on rescues in even if you have previously cleared them.

4. On the rescue mission, you need to reach the Rescue Point where your friend was defeated, 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

42

43
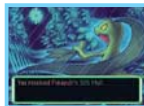
3 Sending and Receiving A-OK Mail

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

The Rescuer

Refer to page 43 and perform Step 1. Then select and confirm SEND A-OK MAIL. Select and confirm the SOS Mail for the friend rescue you completed, then select and confirm WIRELESS COMM.

Notes:
- 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 42.
- You may also send a helper Pokémon or an item to your rescued friend. See page 45 for details.

The Rescued Player

Refer to page 42 and perform Step 2. Next, 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 and confirm 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.
Note: You may not go to a dungeon you have not yet cleared in your adventures.

Helper Pokémon and Gift Items

When sending an A-OK Mail, the rescuer can also send a helper Pokémon or a gift item. The helper Pokémon will join the rescued team until they clear the dungeon. The gift item, which the rescued team keeps, will appear on the ground near where the rescued party was defeated.
- The rescuer: If you send a helper Pokémon 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 your 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 42 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 42.
When sending an item: Select and confirm SEND ITEM, then select and confirm the item.

The Rescuer

Refer to page 43 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 Explorers of Time / Explorers of Darkness exploration team, 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 and password rescue (P. 54).

Cancelling a Rescue

The AWAITING RESCUE command will be displayed on the **Top Menu** while you are waiting to be rescued. Selecting this command will give you the choice to cancel 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 cancelled.

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 have been suspended. (They can't be those made active with TAKE JOB.)

Note: 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, attach a Sky Gift to your Thank-You Mail, or ask Shaymin's Delivery Service in Shaymin Village.

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 POKÉMON MYSTERY DUNGEON: 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 POKÉMON MYSTERY DUNGEON: 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 receive a friend's team. Once you have exchanged teams with a friend, 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.

Note: 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 if a Pokémon newly introduced in Explorers of Sky is a part of the team or if any Pokémon on the team has learned moves available only in Explorers of Sky, even between POKÉMON MYSTERY DUNGEON: EXPLORERS OF SKY Game Cards. This also applies to team trades via Nintendo WFC.

Nintendo Wi-Fi Connection

You can arrange for friend rescues and download jobs over the internet.

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, date of birth, age, school, email address or home address when communicating with others. Do not use such personal information when selecting a nickname or team name.

Setting up Nintendo Wi-Fi Connection

You will first need to establish a wireless Internet connection to use Nintendo Wi-Fi Connection. Under the OTHER command on the **Top Menu**, select NINTENDO WFC and choose NINTENDO WFC SETTINGS to configure the 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.

Note: If you use a different Nintendo DS system or POKÉMON MYSTERY DUNGEON: EXPLORERS OF SKY Game Card, you will need to set up a connection again to connect. Your roster of registered friends (P. 50) as well as all SOS Mail and Thank-You Mail received via Nintendo Wi-Fi Connection will also be deleted.
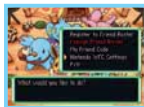
Nintendo Wi-Fi Connection (Nintendo WFC) allows multiple POKÉMON MYSTERY DUNGEON: EXPLORERS OF SKY owners to play together over the internet – even when separated by long distances

• To play Nintendo DS games over the internet, you must first configure Nintendo WFC on your Nintendo DS system. Please see the separate Nintendo WFC 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 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 WFC 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 Nintendo WFC.
• You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
• The Terms of Use Agreement which governs Nintendo WFC game play is available in the separate Nintendo Wi-Fi Connection Instruction Booklet or on the Nintendo website at support.nintendo.com

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

When You Can't Connect

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

Friend Codes

A 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

Select and confirm NINTENDO WFC under the OTHER command on the **Top Menu**, 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

Select and confirm NINTENDO WFC under the OTHER command on the **Top Menu**, then MANAGE FRIEND ROSTER to check, edit and delete registered friend codes. Select and confirm EDIT on the selected friend code to alter it or modify the team name. Once you and your friend have exchanged and registered friend codes, will appear whenever you both connect to Nintendo Wi-Fi Connection.
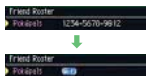
Your Friend Code

Select and confirm NINTENDO WFC under the OTHER command on the **Top Menu**, then MY FRIEND CODE to obtain or check your 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.
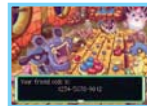
Friend Rescues

Seeking Rescue (Player Needing Help)

To be rescued over Nintendo WFC, you first need to perform Steps 1 and 2 described on page 42.

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. 42). However, you will only be allowed to use STOCK PHRASES when you select ANYONE as recipients.

- Receiving an A-OK Mail (P. 44) and sending a Thank-You Mail (P. 45) over Nintendo WFC are the same as in Wireless Communications. The only difference is that NINTENDO WFC must be chosen as the sending method.
- 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 in Wireless Communications (P. 46).

Going on a Friend Rescue (Player Helping)

First, perform Step 1 on page 43. Then in Step 2, choose NINTENDO WFC under the RECEIVE SOS MAIL command. Next, 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. 44) and receiving a Thank-You Mail (P. 45) over Nintendo WFC are the same as in Wireless Communications. The only difference is that NINTENDO WFC must be chosen as the receiving method.
  - You will not receive a Thank-You Mail if the other player has already been rescued by another player, even if you succeed at the rescue.
  - The other player may also simply not send a Thank-You Mail.

The Helper Pokémon and Gift Item

Just like in Wireless Communications, the rescuer can also send a helper Pokémon or a gift item when sending an A-OK Mail (P. 45). They can even be sent to players with whom you haven't exchanged and registered friend codes.

Thank-You Mail

In 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. You can send a message and a reward item with your Thank-You Mail in the same way as in Wireless Communications, 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 not usually available.

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

Trade Team

You can register your team on the game server over Nintendo Wi-Fi Connection by selecting and confirming SEND TEAM under the TRADE TEAM command. 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 from the server.

Note: 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 also 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 when using Wireless Communications or Nintendo Wi-Fi Connection, a helper Pokémon or an item 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 suspended jobs, jobs listed on the Guild Sublevel 1's Job Bulletin Board and jobs listed on the Outlaw Notice Board will all 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 attempt different challenges!

Note: Not available in Explorers of Time / Explorers of Darkness.
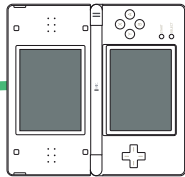

Send Demo Dungeon

Share Demo Dungeons with friends who do not have POKÉMON MYSTERY DUNGEON: EXPLORERS OF SKY through Single-Card Play! For more instructions on DS Wireless Communications (Single-Card Play), see page 39.

Enjoy POKÉMON MYSTERY DUNGEON: EXPLORERS OF SKY with Your Friends!
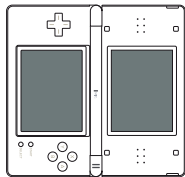
Your Friend's Nintendo DS System

Your Nintendo DS System with POKÉMON MYSTERY DUNGEON: EXPLORERS OF SKY

Sender

1. Go to **Top Menu** ➜ OTHER ➜ SEND DEMO DUNGEON.
2. Once the receiver is ready to download, select YES.

Receiver

1. Go to the **DS Menu Screen** ➜ DS DOWNLOAD PLAY.
2. Select the dungeon and start the download.

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

Credits

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Tsunekazu Ishihara
Executive Producer
Satoru Iwata

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The PEGI age rating system:

Age rating categories:

Content descriptors:

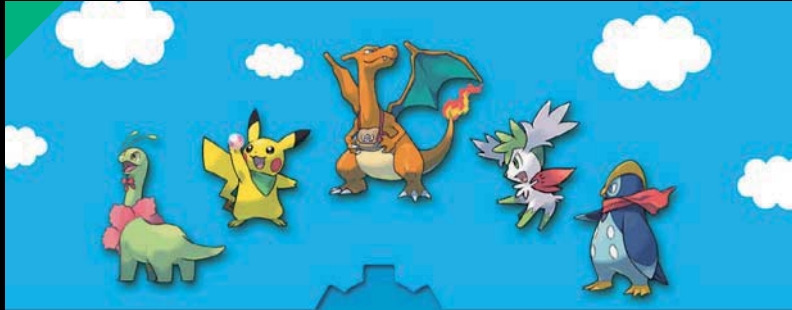**The 'Online' logo indicates that a game allows the player to have access to online game play against other players.**

For further information about the Pan European Game Information (PEGI) rating system visit:

http://www.pegi.info

Pokémon Mystery Dungeon: Explorers of Sky

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