

NINTENDO DS™

DRAGON QUEST HEROES

# ROCKET SLIME®



INSTRUCTION BOOKLET

SQUARE ENIX

**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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have 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**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- 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.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

## **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.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- 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.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

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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.

## Important Legal Information

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**EVERYONE**



Cartoon Violence  
Comic Mischief  
Use of Tobacco

ESRB CONTENT RATING

[www.esrb.org](http://www.esrb.org)

LICENSED BY

**Nintendo**®

Rev-D (L)

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

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## GAME CREATORS

- EXECUTIVE PRODUCER: YUJI HORII
- CHARACTER DESIGNER: AKIRA TORIYAMA
- MUSIC COMPOSER: KOICHI SUGIYAMA
- DEVELOPERS: SQUARE ENIX CO., LTD. & TOSE CO., LTD.

## PROLOGUE

Far, far across the big blue sea  
lies the tiny island country of Slimenia.

There, in the capital city of Boingburg,  
lots of little slimes were going  
about their business, enjoying the goo life.

Until one day, they were suddenly attacked  
by a mob of menacing monsters called the Plob.

Before they knew it, the entire population  
of Boingburg had been slimenapped!

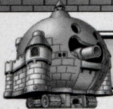
All except for you...

Now it's up to you to rescue the slimes  
who lie hidden all over the island.

The future of Slimenia is in your...umm...hands!?

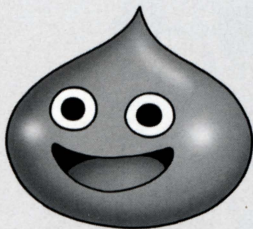






## BIG SLIME PLAYERS

Introducing some of the smiling citizens of Slimenia...

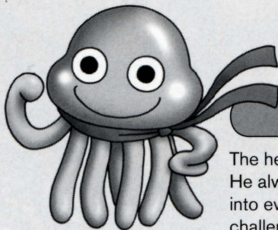


### THE HERO (YOU)

A mischievous young boing (boy-slime) nicknamed Rocket due to your habit of catapulting yourself about the place. You are the only one who escaped the *Plob's* attack, and now it's up to you to save your friends.

### BO

The hero's little sister. Very devoted to her "big bruvver." She's also proud of her talent (?) for being able to sleep anywhere.



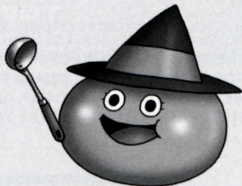
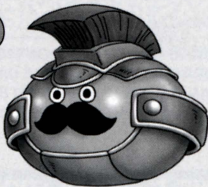
### HOOLY

The hero's partner in slime. He always rushes headlong into everything, including challenging the hero to prove which of them is the coolest.



## BIG DADDY

The hero's father, and leader of the *Boingburg Palace* knights. It was he who taught our hero the secret of the *Elasto Blast*.



## MAMA MIA

The hero's mother. She and Big Daddy had many adventures together in their younger years. Her home cooking is seasoned with a pinch of magic.

## SWOTSY

One of the hero's friends. He can be incredibly cowardly at times, but you couldn't ask for a better buddy.



## DUCKTOR CID

Although he looks like a member of the *Plob*, he somehow ends up firmly in the slime camp. He seems to know an awful lot about a certain mysterious tank.



# THE DASTARDLY PLOB

THESE ARE THE MOB OF PLATYPUNKS AND OTHER MONSTERS WHO ARE RESPONSIBLE FOR ATTACKING *SLIMENIA*. MEMBERS OF THE PLOB ARE CALLED "PLATIOSI," AND THEIR RESPECTIVE RANK IN THEIR ORGANIZATION IS SIGNIFIED BY THE NUMBER OF TAILS THEY PROUDLY WEAR. THEY WILL STOP AT NOTHING TO STAND IN THE HERO'S WAY.

## PLATYPUNK (ONE-TAILER PLATIOSO)

One-tailers (called this because they have...one tail) are the lowest ranking members of the *Plob*.



## PLATYPUNK (TWO-TAILER PLATIOSO)

The middle men. They boss the one-tailers around, but they have to take orders from the three-tailers.



## THE HERO'S ARCH-RIVAL!?

### SLIVAL

A mysterious character. He seems to be a slime, but for some reason this loner decided to join the *Plob*. Why does he keep challenging the hero to fight?

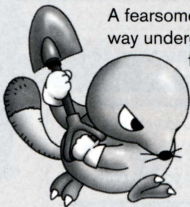
## JAILCAT

This purrecious monster can't get enough of catnip.



## MISCHIEVOUS MOLE

A fearsome digger who can tunnel his way underground and attack the hero from below the surface.

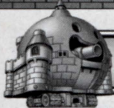


## THE PLOBFATHER

## DON CLAWLEONE

You can tell from the number of tails this guy's got that he's really mean! But why did he suddenly decide to attack the peace-loving *Slimenians*?





# CONTROL SQUISHEM

## BASIC CONTROLS

### R BUTTON

- Switch pages on the menu screen
- Change the order of things you're carrying
- Switch letter types on the name entry screen

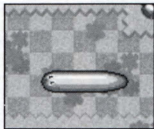


### L BUTTON

- Switch pages on the menu screen
- Switch letter types on the name entry screen

### + CONTROL PAD

- Move character
- Move cursor/select menu options
- Stretch out your body (when the **A Button** is held down)

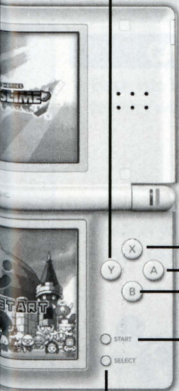


### L BUTTON

### + CONTROL PAD



### Y BUTTON



### R BUTTON

### X BUTTON

### A BUTTON

### B BUTTON

### START

### SELECT

### START

- Display the menu screen
- Pause the game

### X BUTTON

- Display item/monster descriptions (on the upper screen)
- Display building names (on town map)
- Change stage map size (on the upper screen)

### Y BUTTON

- Attack with slime knight (when carrying one)

### A BUTTON

- Confirm selected option
- *Elasto Blast* (hold down while pressing the **+Control Pad**)
- Jump
- Float (hold down while jumping)



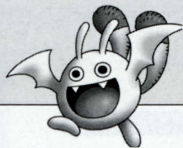
### B BUTTON

- Cancel
- Talk
- Throw



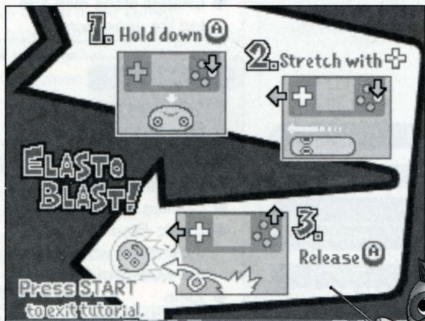
## SLIME ACTIONS

TRY TO LEARN THESE MOVES.  
YOU'LL NEED THEM ON YOUR ADVENTURE.



### ELASTO BLAST

Stretch your body out to fling yourself at the enemy with deadly force. The longer you stretch, the further you'll fly.



1. Hold down the **A Button**.
2. Press the **+Control Pad** to stretch out.
3. Release the **A Button** while still holding down the **+Control Pad**.



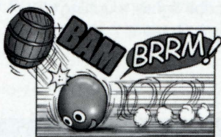
## HOVER

If you hold down the **A Button** when you're jumping, you can hover just above the ground for a while.



## CARRY

1. Bash into the thing you want to carry with an *Elasto Blast*.



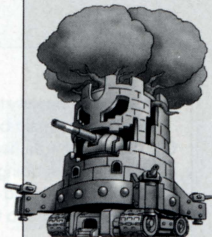
2. Position yourself underneath it so you can catch it when it falls.



3. You can throw what you're carrying by pressing the **B Button**.



You can carry up to three things at once.  
It's always the bottom item that gets thrown off first.



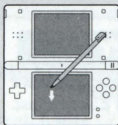
## USING THE TOUCH SCREEN

**\*NOTE: THE TOUCH SCREEN IS ONLY USED TO START UP "DRAGON QUEST HEROES: ROCKET SLIME" (P.15) AND FOR THE PAINTING MINIGAME (P.32).**

**THERE ARE TWO WAYS OF USING THE STYLUS.**

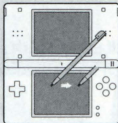
### TOUCH

"Touching" is the term used to describe lightly touching the Touch Screen.



### SLIDE

"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.



### TOUCH SCREEN PRECAUTIONS

- Only the special stylus (NTR-004) and other special implements specified in the game should be used on the Touch Screen.
- The use of a damaged stylus or other damaged implement should be avoided.
- Pushing or rubbing the Touch Screen with excessive force should be avoided.
- Fingernails should not be used on the Touch Screen.
- Please do not rub the upper screen with the stylus or any other implement.





# STARTING AND FINISHING A GAME

## STARTING A GAME

1. Make sure that the console power is **OFF**, and then insert the "**Dragon Quest Heroes: Rocket Slime**" DS Game Card firmly into your Nintendo DS's Game Card slot until it clicks into place.
2. Turn the power **ON**. The screen pictured right will be displayed. Press the **A Button** when you've read and understood its contents.
3. Select the "**Dragon Quest Heroes: Rocket Slime**" Panel on the DS Menu Screen, and either press the **A Button** or touch the screen to confirm.

This step will not be necessary if the DS is set to Auto Mode.

For more information, refer to your Nintendo DS hardware instruction booklet.

## TITLE SCREEN

When the game is loaded, the opening demo will be followed by the title screen.

Press **START** to begin your adventure.

### 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/](http://www.nintendo.com/healthandsafety/)

Touch the Touch Screen to continue.

Select this!



UPPER



LOWER



### ENTERING YOUR NAME

**L & R BUTTONS** [ LETTER TYPES ]

Switch between English letters and European characters and symbols.

**B BUTTON** [ DELETE ]

You can delete one letter at a time if you make a mistake.

[ OK ]

End name entry.

## STARTING YOUR ADVENTURE FOR THE FIRST TIME

You'll see the adventure log screen displayed on the lower screen. Select **"Venture forth!"** to create a new adventure log.



### ● DECIDE ON THE HERO'S NAME

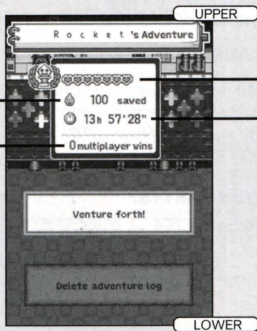
You can choose a name up to eight letters long. Select **"OK"** to go to the final confirmation screen, and then select **"Yes"** to confirm the name and begin your adventure.

## CONTINUING YOUR ADVENTURE

Select **"Venture forth!"** on the lower screen to continue your adventure from where you last saved. The details of your last save are displayed on the upper screen.

NUMBER OF SLIMES  
YOU'VE SAVED SO FAR

NUMBER OF  
MULTIPLAYER  
WIRELESS  
BATTLE VICTORIES



THE HERO'S HP

TOTAL PLAY TIME

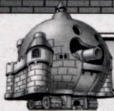
## FINISHING A GAME

Don't forget to update your adventure log in the church (save) when you want to exit the game.

Remember: The church isn't open right away! Early in your adventure, the attack on *Boingburg* leaves most of its buildings in ruins. The church won't reopen until you rescue the nun, *Mother Glooperior*, from wherever she's being held captive on the island.



Bless you, my slime,  
Please switch the power OFF.



# HOW TO PLAY

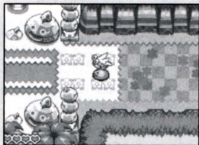
## SAVE ALL 100 SLIMES!

### THE SLIMENIANS ARE ALL BOXED UP!

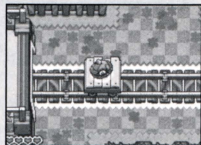
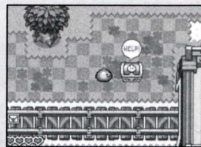
The *Plob* has shut all of your friends up in blue slime chests and scattered them across the entire island. Break open each chest with an *Elasto Blast* (p.12) and set them all free.

### HOME IS WHERE THE CART IS!

There are two main ways to send the friends you rescue back to *Boingburg*.



Carry them to the town entrance



Put them on a cart or raft

### ARE THOSE IRON BALLS DRIVING YOU NUTS!?

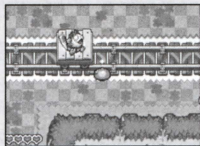
You'll notice that the iron balls have things like "10St" written on them. This means that if ten slimes all pull together, they'll be able to move it out of the way. So rescue lots of slimes and get those iron balls outta there!



## COLLECT ITEMS AND MONSTERS GOOLORE!

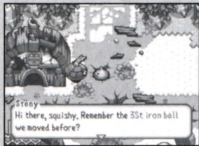
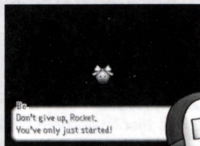
The more slimes you rescue, the more *Boingburg* gets back on its feet. But don't forget to send back the items and monsters you find on your travels, too. You never know, they might come in useful during your tank battles!

You can't send items and monsters back by throwing them towards the town entrance. You'll need to either carry them back, or send them to *Boingburg* on a cart or raft.



## UH OH! IT'S GAME OVER...

If your HP fall to zero, it'll be game over. If this happens, you'll lose half of your gold coins and you'll restart your adventure from the hero's house. So make sure you go to church and save your adventure log regularly.



## STONY WILL KEEP YOU INFORMED!

This is *Stony*. He hangs out by the hero's house, and he'll tell you when an iron ball's been moved and you can access a new part of town.





# A GOOLANCE AT THE GAME SCREENS

**BOINGBURG**

## MAP SCREEN

Displayed on the upper screen when the hero is in town.

**NUMBER OF SLIMES YOU'VE SAVED SO FAR**

**POCKET ICON**

An icon is displayed here when you're carrying *Yggdrasil* dew or an *Yggdrasil* leaf.

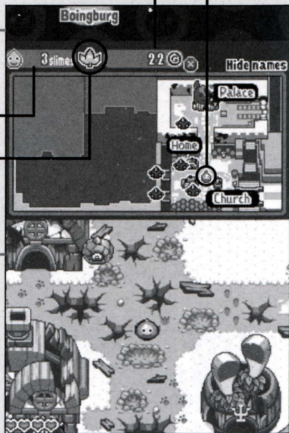
## TOWN SCREEN

Displayed on the lower screen when the hero is in town.



**HERO'S CURRENT LOCATION**

**NUMBER OF GOLD COINS HELD**



## AREA SELECTION SCREEN

NUMBER OF SLIMES STILL TRAPPED IN AREA

### ISLAND MAP (UPPER SCREEN)

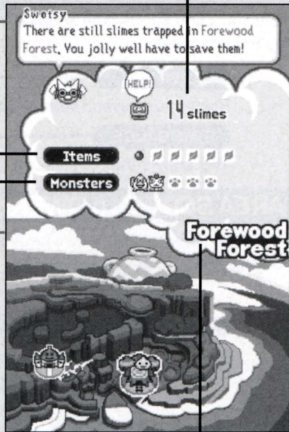
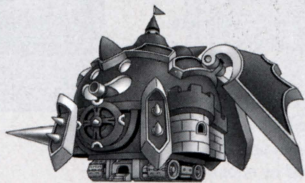
You'll find advice here on where you should be headed next, as well as information about each area.

TYPES OF ITEM YOU'VE COLLECTED

TYPES OF MONSTER YOU'VE COLLECTED

### ISLAND MAP (LOWER SCREEN)

A map of the island is displayed when you leave town, and you can use it to choose the area you'll journey to next.



AREA NAME

## ADVENTURING

This is what the screen looks like when the hero's off on his travels.

### AREA SCREEN (UPPER SCREEN)

Here you'll find information about the area you're currently in.

#### AREA MAP

Places you haven't visited yet are blacked out.

#### TIME GAUGE

This shows the progression from day to night.

### AREA SCREEN (LOWER SCREEN)

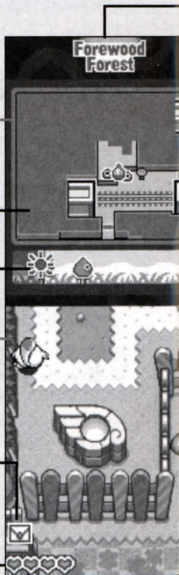
This is the screen where you'll be moving the hero around.

#### THANK YOU LETTER ICON

When you see this icon, it means you've received a letter. Press **START** to bring up the menu screen and read your mail.

#### HP (HIT POINTS)

These represent the hero's physical health. You start off with four hearts, but this increases by one each time you find a seed of life. Your HP decrease if you're injured by enemy attacks or traps, and if they fall to zero, it's game over.





### AREA NAME

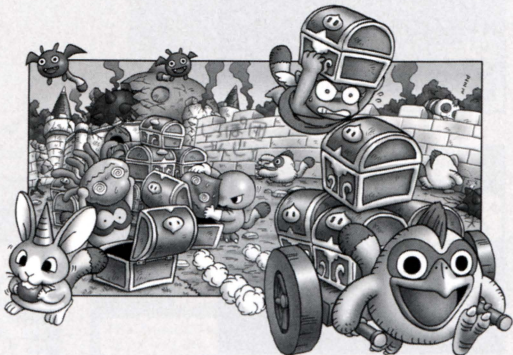
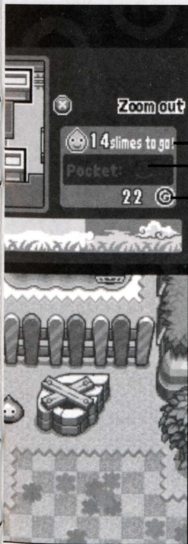
The name of the place you're currently exploring.

### NUMBER OF SLIMES LEFT IN THIS AREA

### POCKET ICON

An icon is displayed here when you're carrying Yggdrasil dew or an Yggdrasil leaf.

### NUMBER OF GOLD COINS HELD

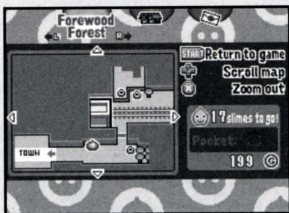


## GAME STATS

This is the place to look when you want to find out how you're getting on in the game.

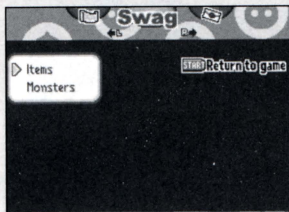
### MENU SCREEN

Press **START** to open the menu screen, then use the **L** and **R Buttons** to switch between the different sections.



### AREA MAP

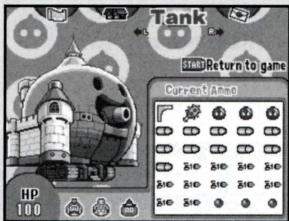
This menu screen shows you a map of the area you're in, and also gives you useful information, like how many slimes you still have to rescue there.



### SWAG

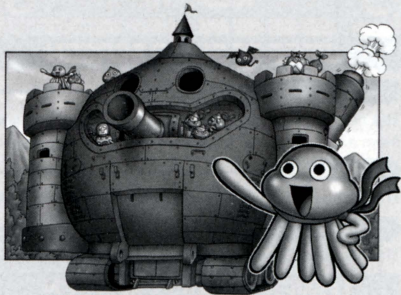
Use this screen to look at all the items, monsters and recipes you've got stashed away.





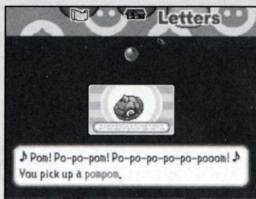
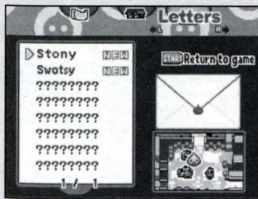
## ● TANK

This screen shows you the crew you've currently got assigned to your *Schleiman Tank*, the ammo on board, and the tank's HP.



## ● LETTERS

This is where you can read the letters that your slime friends have sent you. They often enclose items and recipes, so don't forget to check your mail regularly.



**ON YOUR WAY BACK TO BOINGBURG AFTER YOU LEAVE EACH AREA, A SUMMARY OF EVERYTHING YOU'VE ACHIEVED IS DISPLAYED.**

## RESULTS

### UPPER RESULTS SCREEN

#### SLIMES SAVED

The number of slimes you saved this visit. Once you save them all, you'll get a "COMPLETE!" message here.

#### SLIMES LEFT

The number of slimes still trapped somewhere in the area.

#### SLIMES IN TOWN

The total number of slimes you've rescued so far.

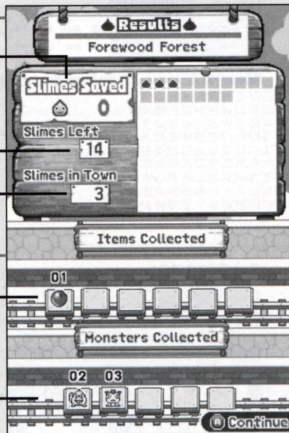
### LOWER RESULTS SCREEN

#### ITEMS COLLECTED

The total numbers of the different types of item you sent home from the area during this journey.

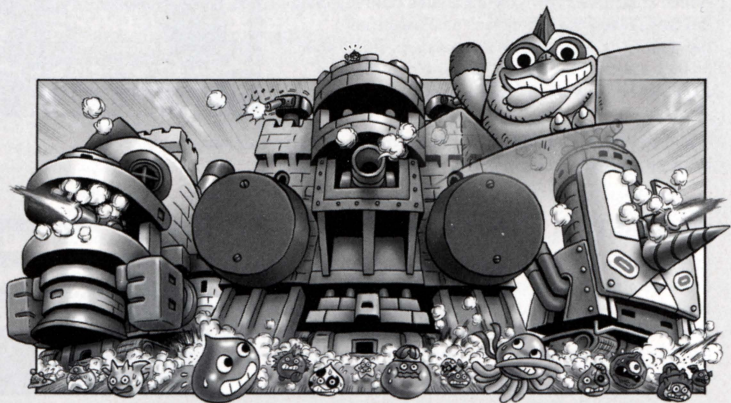
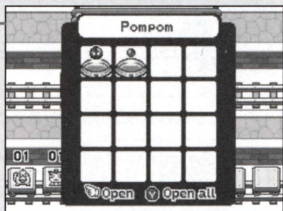
#### MONSTERS COLLECTED

The total numbers of the different types of monster you sent home from the area during this journey.



## LUCKY BAGS

Sometimes, when you defeat a monster it will drop a bag marked with a "?". They always contain useful items, so don't forget to pick them up and send them home. You get to find out what's inside when you head back to *Boingburg*.



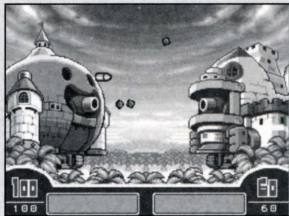


# MONSTER TANK BATTLES

**CLIMB ABOARD THE SCHLEIMAN TANK AND FIGHT OFF THE PLOB!**

## BATTLE BASICS

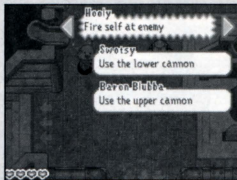
Load ammo into the two cannons on the battle deck of the *Schleiman Tank* and blast away at the enemy. Ammo is supplied down the six chutes dotted around the tank. When the enemy tank's HP reach zero, the door to its engine room will open up. That's your chance to board the enemy tank and deal the final *Elasto Blast* blow to its engine heart!



If your ammo collides with enemy fire in mid-air, it'll be wiped out. So think carefully about which cannon to use.

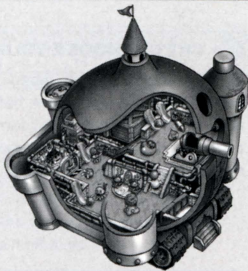
## MAKE YOUR CREW WORK FOR YOU!

Later on in the game, you will be able to assign three other crew members to help your tank. They'll get on with the battle as best they can on their own, but you can change the orders they follow. When you're in a tank battle, press **START** and use the **+Control Pad** to adjust your crew's battle plans.



## **WHAT'S IN A TANK?**

On the upper level, there are two cannons that you use to attack the enemy tank. You supply the cannons with ammo from the chutes that you'll find on both the upper and lower levels. Right at the back of the lower level is the engine room. Once the engine's destroyed, it's all over!



## **SERVICE THE SCHLEIMAN**

The garage is the place to carry out all improvements on your tank.

## **AMMO (LOAD/UNLOAD THE TANK)**

You can use all sorts of items as ammo during a battle. This is the menu where you choose what ammo to arm the *Schleiman* with. It's impossible to predict which of this ammo you'll be supplied with next in battle, but the more of an item that you load up here, the higher the chance that it'll come down the chutes. Try to plan ahead, and load the right ammo for the right opponent.

- **Add ammo**
- **Remove ammo**
- **Leave it to me**
- **Remove all**
- **Quit**

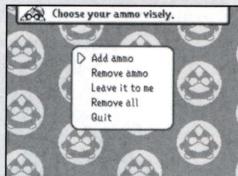
Choose the items you want to use as ammo.

Take out items you no longer want to use.

Let Ducktor Cid choose the ammo for you.

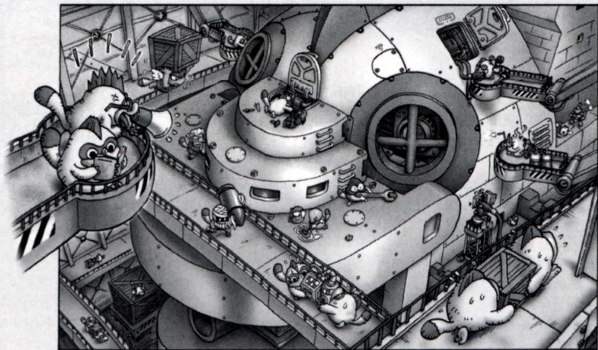
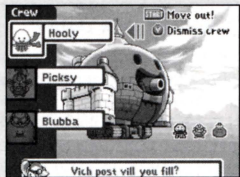
Unload all ammo from the tank.

Finish your ammo selection.



## CREW (CHOOSE YOUR CREW MEMBERS)

Some of the slimes you rescue during your adventures will offer to help you in tank battles. This screen is where you choose who will form the *Schleiman Tank* crew. Try to find a good balance between offensive and defensive crew members.














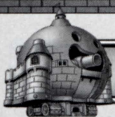
## INTROGOOCING ITEMS

### **KNOW YOUR ITEMS!**

Everywhere you travel on your adventure, you'll find useful-looking items lying around. If you transport them back to town, you'll be able to use them as ammo in tank battles, or to make the *Schleiman Tank* more powerful. So, if you come across any items, send them back to *Boingburg!* Here's a list of a few items to get you started:

ITEM	DESCRIPTION	DAMAGE
 <b>POMPOM</b>	A fruit so red and tasty-looking, people die for it, dye with it, and die because of it...if it's used as ammo.	1
 <b>CATNIP</b>	Jailcats love these. Pick one up and watch those cats go crazy over you!	1
 <b>BOMBSHELL</b>	Your basic bit of ammo with a damage rating of 8. Should come in very handy in the early stages.	8
 <b>WOODEN ARROW</b>	This arrow's made of wood. (Never!) It soars through the air faster than other ammo when fired from a cannon.	3
 <b>BOOMERANG</b>	Chases enemy fire and brings it down! It doesn't always come back, mind.	3
 <b>FIRE WATER</b>	Throw this to fry the surrounding area. Or load it into a cannon to frazzle the enemy's tank.	0
 <b>SLIME KNIGHT</b>	Press the <b>Y Button</b> with this on your head and it'll slash with its sword! It's actually a toy for young slimes.	10





# REBUILDING BOINGBURG

## BOINGBURG GETS BUSY

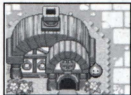
As you rescue more and more of the slimehabitants of *Boingburg*, they'll fix up the town and open up the buildings there. You'll be able to access new areas, too. Here are a few of the places you'll soon get to know well:

### THE GARAGE

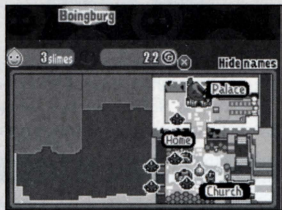
This is the place to go to upgrade the *Schleiman Tank*, arrange your ammo and assemble your crew ready for battle. You can start multiplayer wireless tank battles from here, too.



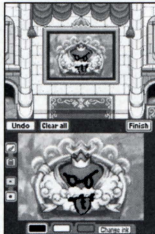
### THE SHOP



Here you can buy and sell items that will prove useful on your adventure.



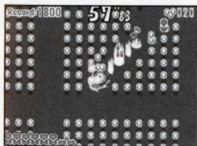
### PALACE PAINTING



Once you've rescued a slime called *Startist*, he'll show you how to paint pictures using the Touch Screen.



## MINIGAMES

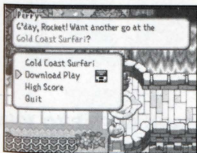


### GOLD COAST SURFARI

Somewhere in town you can jump on a surfboard and ride a wave of gold coins shimmering on the water. See how many you can collect!



### MINIGAME DS DOWNLOAD PLAY



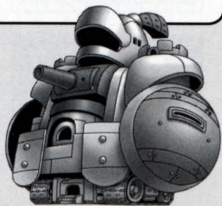
Once you have rescued certain slimes, you will be able to make minigames available for friends to download and play on their DS, even if they don't own a copy of "**Dragon Quest Heroes: Rocket Slime**" themselves. Just tell your friend to select "DS Download Play" on their Nintendo DS Menu

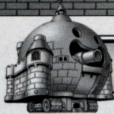
Screen, and follow the on-screen instructions. (p.35)

You can't save a downloaded minigame. Once you turn the Nintendo DS system's power OFF, the minigame will disappear.

### THE GREAT KRAK POT

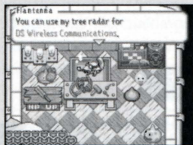
Somewhere in *Slimonia* is a mysterious force that can combine items together. Maybe it's connected to the recipes you receive with those thank you letters from time to time...





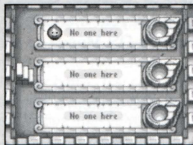
# MULTIPLAYER WIRELESS TANK BATTLES

**A MULTI-CARD PLAY MODE WHERE YOU CAN HAVE A TANK BATTLE WITH UP TO THREE OTHER PEOPLE.**



## **1 TALK TO FLANTENNA IN THE GARAGE.**

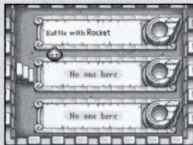
At some point during your adventures, you'll rescue a slime called *Flantenna*. He'll be able to arrange wireless tank battles for you.



## **2 CHOOSE WHICH WIRELESS TANK BATTLE TO JOIN.**

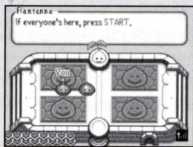
Choose one of the three wells.

◀ It looks like no one else has initiated a tank battle yet. Jump down whichever well you like!



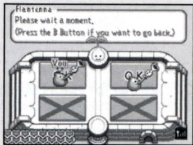
◀ One of your friends is ready to battle with you, so jump into the well with their name next to it.





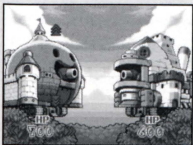
### 3 WAIT FOR EVERYONE TO ASSEMBLE.

The first player to jump down one of the wells should wait for their friends to join them and then press **START**.



### 4 DIVIDE INTO TEAMS.

Choose your team by moving to the left or right of the podium. The player standing on the upper panel will be the team commander. You can change your character's appearance with the **L** and **R** Buttons at this stage.



### 5 CHOOSE YOUR TANK AND SET THE HP.

You can change the type of tank your crew will do battle in, and the amount of HP you'll start with. The player on the top-left panel can select the battlefield, too.



### 6 PRESS START TO BEGIN BATTLING!

You're ready to go! You'll do battle with the ammo and crew your team commander set up at the garage beforehand. The battle rules are exactly the same as in the main game: the first team to destroy their opponent's engine wins!

## DS WIRELESS COMMUNICATIONS (DS MULTI-CARD PLAY)

Here's an explanation of how to set up a multiplayer tank battle using this wireless communication mode.

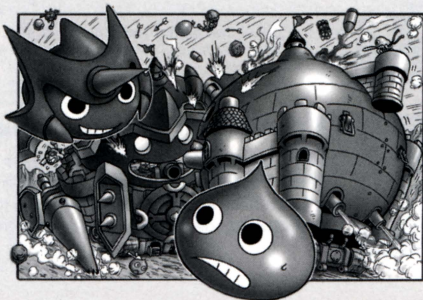
**Note:** This feature must first be unlocked by rescuing a slime called *Flantenna* from the clutches of the sinister *Plob!*

### WHAT YOU WILL NEED

- Nintendo DS systems.....Between 2 and 4  
(One for each player)
- "Dragon Quest Heroes: Rocket Slime" Game Card.....Between 2 and 4  
(One for each player)

### INSTRUCTIONS

1. For each Nintendo DS system, check that the power is turned **OFF**, then insert the Game Card.
2. Turn each DS system's power **ON**. The DS Menu screen will be displayed.
3. Touch the "**Dragon Quest Heroes: Rocket Slime**" panel.  
Once the game starts, each player should load their adventure log. (p.17)
4. After that, follow the instructions on p.36, as well as the instructions displayed on the screens.



## DS WIRELESS COMMUNICATIONS (DS SINGLE-CARD DOWNLOAD PLAY)

Here's an explanation of how to use this wireless communication mode to download a minigame to your friends' Nintendo DS systems.

**Note:** This feature must first be unlocked by rescuing certain slimes from the clutches of the sinister *Plob!*

### WHAT YOU WILL NEED

- Nintendo DS systems.....Between 2 and 16  
(One for each player)
- "Dragon Quest Heroes: Rocket Slime" Game Card.....One

### INSTRUCTIONS FOR P1 (PARENT/HOST)

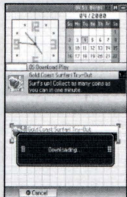
1. Check that the DS power is turned **OFF**, then insert the Game Card into the DS system.
2. Turn the DS power **ON**. The DS Menu Screen should be displayed.
3. Touch the "**Dragon Quest Heroes: Rocket Slime**" panel.  
Once the game starts, load your adventure log. (p.17)
4. Leave the church and speak to one of the slimes who offer DS Download Play.
5. After that, follow the instructions on the screen.



The Game List Screen

### INSTRUCTIONS FOR OTHER PLAYERS (CHILDREN/GUESTS)



1. Turn the DS power **ON**. The DS Menu Screen will be displayed.
2. Touch "DS Download Play." The Game List Screen will appear.
3. Touch the "Gold Coast Surfari Try-Out" or "Tank You Very Much!" panel.  
The Download Confirmation Screen will appear.
4. If you want to continue, touch "Yes." P1 will start the download process.
5. After that, follow the instructions on the screen.







The Download Confirmation Screen

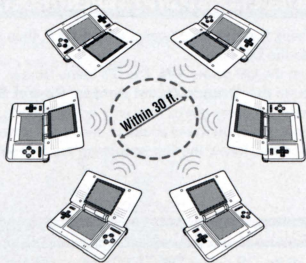
## WIRELESS COMMUNICATION GUIDELINES

Please note the following points regarding DS Wireless Communications:

- The  displayed on the DS Menu Screen or game menu is the DS Wireless Icon. Choosing a menu option with a DS Wireless Icon activates DS Wireless Communications. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains, or on buses).
- The  displayed on screen while wireless communications are in operation indicates the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

				
No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			

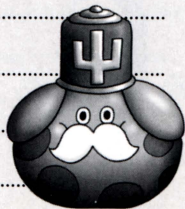
When the wireless communications mode is active, the power light will flash at a different speed.



- For the best wireless communications performance, please note the following:
  - All DS systems should be within 30 feet of each other, or at a distance where the signal strength icon shows two or more bars.
  - The DS systems should face each other as directly as possible.
  - Avoid having people or other obstructions between the DS systems.
  - Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



# NOTES



## NOTES



The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

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THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday - Friday, 9:00 am - 6:00 pm, Pacific Standard Time.

**For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation:  
Monday - Friday, 9:00 am - 6:00 pm, Pacific Standard Time. FOR INFORMATION AND SERVICES BY SQUARE ENIX, INC., GO TO  
[WWW.SQUARE-ENIX.COM](http://WWW.SQUARE-ENIX.COM)**

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