

DRAGON QUEST VIII

Journey of the Cursed King



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may trigger epileptic seizures in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ⦿ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ⦿ Do not bend it, crush it or submerge it in liquids.
- ⦿ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ⦿ Be sure to take an occasional rest break during extended play.
- ⦿ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- ⦿ Never use solvents or abrasive cleaners.



Thank you for purchasing DRAGON QUEST™ VIII: Journey of the Cursed King. To ensure that you get the most out of your experience, please read this manual thoroughly before playing. This manual contains important information and cannot be replaced if lost, so please be sure to keep your copy in a safe place.

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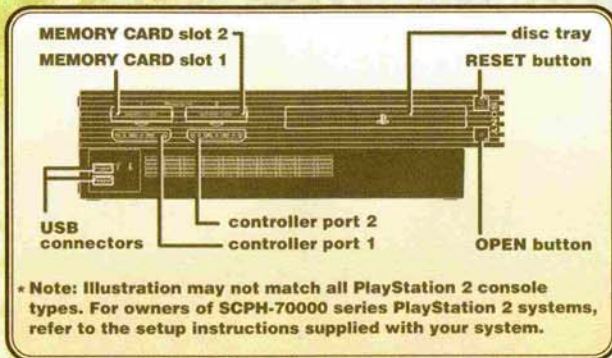
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Game Development: Level-5
Game Creation: Square Enix Co., Ltd.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the DRAGON QUEST VIII disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

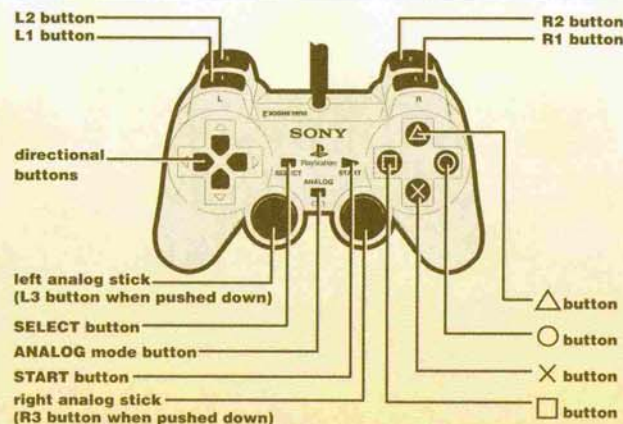
In order to save a DRAGON QUEST VIII adventure log, you will need at least 178KB of free space available on your memory card (8MB)/(for PlayStation®2). You can save up to 30 adventure logs on one memory card (8MB)/(for PlayStation®2).












See page 8 for more details on starting and finishing your adventure.



CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

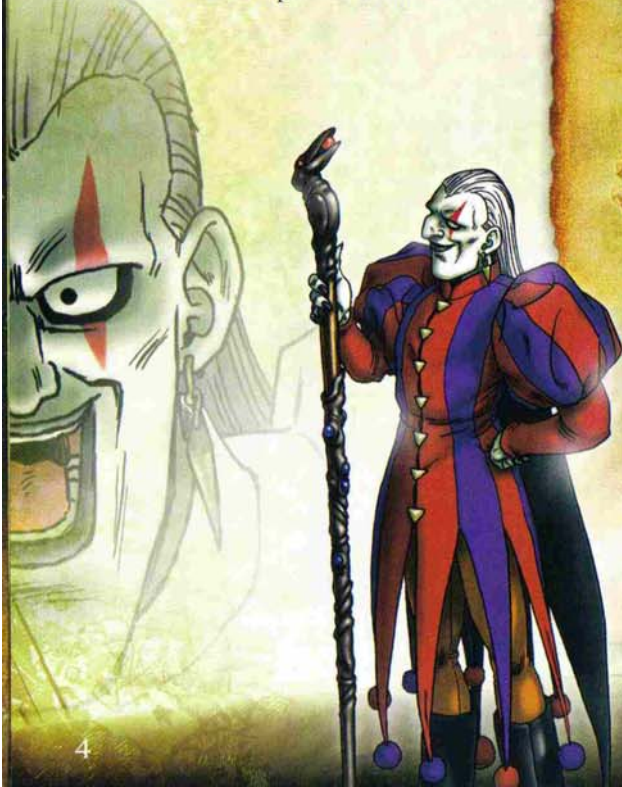


BUTTON	CONTROLS IN THE FIELD
DIRECTIONAL BUTTONS	Walk (Run with ) / Move cursor
LEFT ANALOG STICK	Run / Move cursor
RIGHT ANALOG STICK	Rotate view up, down, left, or right
	Display battle records
	Confer with party
	Rotate view left / Move one tab left on menu screen
	Align view behind party leader / Cancel
	Rotate view right / Move one tab right on menu screen
	Toggle first-person view
	Confirm / Action (Talk, lift, climb, open)
	Display main menu / Confirm
	Cancel
	View map / Cancel / Close all windows



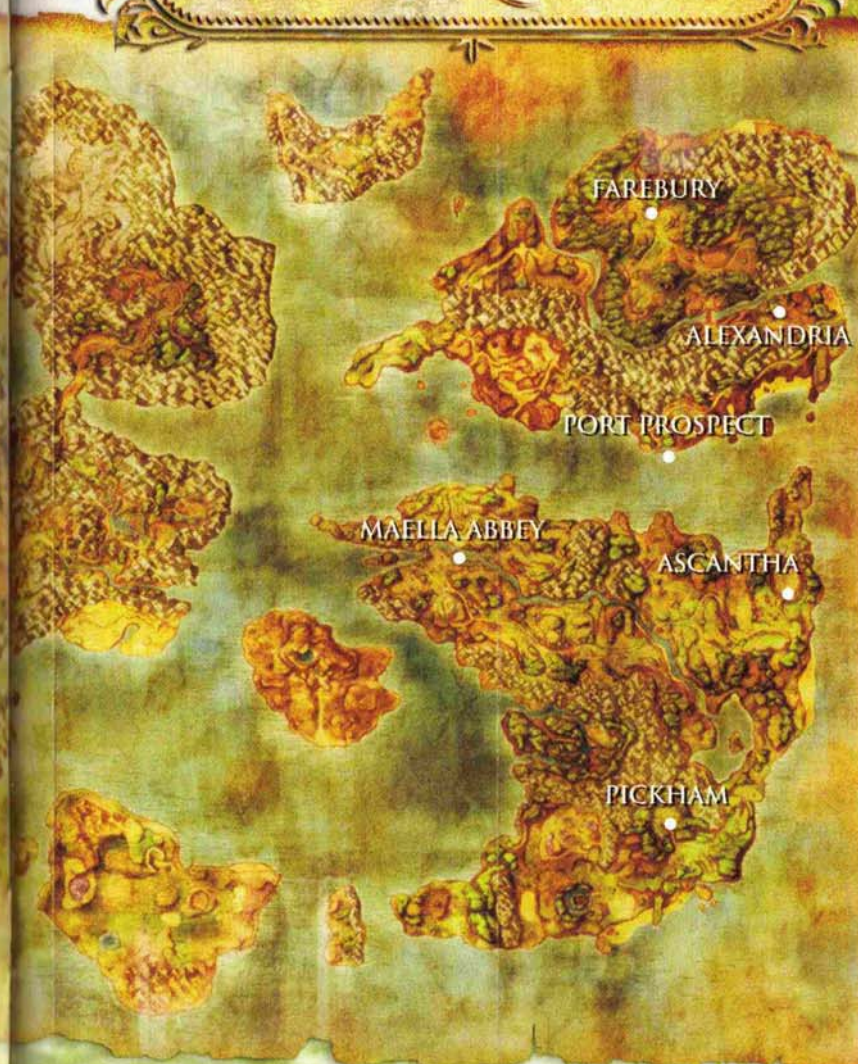
PROLOGUE

Long, long ago a scepter with extraordinary magical powers was created. For many a year it slumbered, safely confined within a castle. But then came the twisted jester known as Dhoulmagus. He broke the seal protecting the scepter, awakening its terrifying powers and unleashing a foul curse upon the kingdom. Time froze as enchanted vines enveloped the castle and everyone within. The king and the princess found themselves changed by vile magic into strange new forms. Only one person has escaped the curse unscathed, and that is you. So begins your quest to restore the kingdom to normal, and rescue its hapless inhabitants! ♣



SEAVIEW CHURCH

THE WORLD OF DRAGON QUEST VIII



THE CHARACTERS

The hero of this tale is none other than yourself! And as your adventure unfolds, a variety of interesting characters will join you.

THE HERO (You)

A royal guard who had to leave his kingdom when a curse was placed upon it. Through his training as a royal guard, he is proficient with swords, spears, and boomerangs.

YANGUS

A former bandit with a rather strange accent. An unexpected turn of events brought you together, and now Yangus treats you as his trusted "guv." He is a physically powerful man who favors axes, clubs, and scythes in combat.



JESSICA

The only daughter of an aristocratic family from a small village. Something of a tomboy, she is constantly arguing with her mother but is respected by her fellow villagers. She is a budding sorceress who is adept not only at casting combat spells, but at wielding short blades, whips, and staves as well.

ANGELO

A Templar knight who has sworn an oath to protect his abbey. He seems to be far more dedicated to gambling and beautiful women than to the church though, so he is somewhat scorned by his fellow Templars. Still, he is quite competent with swords, bows, and staves and is capable of casting a variety of recovery spells.

TRODE

Your odd-looking traveling companion. Despite his outward appearance, he speaks with a royal tone befitting a king.



STARTING AND FINISHING YOUR ADVENTURE

You are the hero of this epic tale, and your journey is only just beginning! Even the most dedicated adventurer needs an occasional break from the excitement, however. That's why it's a good idea to create an adventure log to save a record of your travels.

STARTING YOUR ADVENTURE

An adventure log is a record of the progress that you and your party have made on your journey. It's a very important way to keep track of all the things that have happened to you.



CREATING AN ADVENTURE LOG AND STARTING A NEW GAME

1 First, insert a memory card (8MB)(for PlayStation®2) into your PlayStation®2 console in MEMORY CARD slot 1 or 2. When the game starts and the adventure log menu appears on the screen, select "Create a new adventure log" from the list of options.



2 You can give yourself a name of 8 letters or less. Use the directional buttons or the left analog stick to move the cursor around, and press \times to select a letter. Select "Back" or press Δ to delete the last letter you entered. Once you've finished entering your name, select "End."



3 You'll be asked if you want to save the adventure log you've just created. If you pick "Yes," you'll need to choose which MEMORY CARD slot to save it to, and which location to save it in. Once you've saved your data, your adventure can begin!

When you want to take a break from adventuring and return to your real life, make sure you visit a church to "confess" and have your progress recorded in an adventure log. If you don't, the next time you play the game you'll have to start from the point that you last made a confession.

VISIT CHURCHES TO UPDATE YOUR ADVENTURE LOG



1 When you enter a church and talk to a priest or nun there, you can choose to make a "Confession (Save)" of everything that has happened to you on your travels. He or she will record your confession in an adventure log.



2 During your confession, choose a MEMORY CARD slot, and then select which adventure log you want to update. If you choose an existing adventure log, you'll be asked if it's okay to overwrite it. Be careful! If you say "Yes," the old adventure log will be erased and replaced by the new data.

RESUMING YOUR ADVENTURE



Choose "Continue your adventure" from the adventure log menu, and then select which adventure log you want to start playing from. Everything will be exactly as it was when you made your confession.

ERASING AN ADVENTURE LOG

Choose "Delete an adventure log" from the adventure log menu, and then select which adventure log you'd like to erase. Remember that once



you've erased an adventure log, it's gone for good, so don't delete anything important!

LET'S EXPLORE!

There's a whole wide world waiting out there, and you can go wherever you like! Here are a few tips to help get you started on your journey.

GETTING THE MOST OUT OF YOUR ADVENTURE

You can explore wherever you want, but it's generally a good idea to have an objective in mind so that you don't end up lost. Sticking to the paths is advisable until you've got a feel for where you are. Climbing up to high places for a view from time to time is another good tip, as you just might spot buildings or even entire towns that you didn't realize were there.



Check signposts to make sure you're headed in the right direction. Try using **L1**, **R1**, and the right analog stick when you want to survey your surroundings.

USEFUL ESTABLISHMENTS FOUND IN TOWNS

There are plenty of places to visit that can be a great help on your travels. Be sure to drop in on them whenever you arrive in a new town.



CHURCHES

The priests and nuns serving in the world's churches can assist you in many ways. Pay them a visit whenever you want to save your progress in an adventure log, or if you're feeling a little under the weather.

HOW THE CHURCH CAN HELP YOU

- ✦ Confession (Save): Record details of your progress in an adventure log. (For more information about adventure logs, please see pages 8-9)
- ✦ Divination: Discover how many experience points (Exp) each party member needs in order to reach the next level.
- ✦ Resurrection*: Bring a party member back to life.
- ✦ Purification*: Cure poisoning.
- ✦ Benediction*: Remove a cursed item that cannot otherwise be removed.

* These services require a donation.



WEAPON, ARMOR, AND ITEM SHOPS

You can buy all sorts of different things at the various shops in town, so make sure you're properly equipped whenever you set off on your travels. Use the right and left directional buttons to adjust the number of items you want to buy.



INNS

Staying at an inn will restore the party's HP and MP. The rate varies from town to town and also depends on the number of party members who are staying. You'll be given the choice of either spending the night or resting until evening.

THE INS AND OUTS OF INNS

- ✦ Stay overnight: Staying overnight will fully restore the party's HP and MP, and you'll wake up the following morning.
- ✦ Rest until evening: Resting until evening will fully restore the party's HP and MP, and you'll wake up on the evening of the same day.



BANKS

At banks, you can save your money (gold coins) in units of 1000G. You can withdraw money from your account at any bank, whenever you want. If the party is wiped out, you'll lose half the coins you're carrying, but money in the bank will remain untouched. So it's a good idea to use the bank to save any money you won't need right away.

USE THE MAP TO CHECK YOUR LOCATION

Press to view the map and check where you are. Press to put the map away.



TOWN MAPS

Whenever you're in town, you can check the map to figure out the lay of the land. Press to toggle the key symbols on and off so you can get a clear view of what's where.



WORLD MAP



If you manage to obtain a map of the world on your travels, you'll be able to check your location when you're exploring in the wild. When the map screen is displayed, press to zoom out, hide the cursor, and then zoom back in again.



DUNGEON MAPS

When you're in caves, towers, and certain other places like dungeons, you can check what floor you're on by looking at the map. But you'll have to find it first!

USE THE COMPASS TO CHECK YOUR DIRECTION



It can be easy to lose your bearings after fighting monsters or spinning around to change the viewpoint. If this happens, don't worry! Just check the compass at the bottom-left corner of the screen to figure out which way you're going. There are some places such as towns, however, where the compass won't be displayed.

It can be easy to lose your bearings after fighting monsters or spinning around to change the viewpoint. If this happens, don't worry! Just check the compass at the bottom-left corner of the screen to figure out which way you're going. There are some places such as towns, however, where the compass won't be displayed.

DIFFERENCES BETWEEN DAY AND NIGHT

As time passes, you'll notice that your surroundings and people's behavior change. Who knows what you might find if you return to the same place at another time of day?



SO WHAT'S SPECIAL ABOUT NIGHTTIME?

- ◆ People often have different things to say at night.
- ◆ Shops aren't always open.
- ◆ You encounter fiercer monsters than during the day.

YOU DON'T ALWAYS HAVE TO TRAVEL ON FOOT!

Along your journey, you'll come across new modes of transport that allow you to visit places you couldn't reach before. Two of them are described below, but you never know what else you might find...

SHIPS

With a ship, you can freely sail the seas of the world. But be careful, because monsters don't just live on land. When you want to stop somewhere, sail up to the shore and push the left analog stick towards the place where you want to disembark. If it's possible to make landfall, a message will appear asking if that's what you want to do.



You can go ashore in some surprising places. Give it a try!

GREAT SABRECATS



These magnificent creatures can't take you anywhere you can't already go on foot, but they can certainly get you there faster! There's a particular item you need before you can ride them, though. When you want to dismount a great sabrecat, just press .

COMMANDS USED FOR EXPLORING

The following explains the different commands you can use while moving about the world. You'll find all of them to be invaluable tools during your travels!



TALK/INTERACT

Pressing **X** allows you to talk to a character standing in front of you. It also allows you to interact with various objects. For example, you can pick up barrels and pots or examine treasure chests, sacks, and closets.



CONFER WITH PARTY

Pressing **START** opens a screen that allows you to talk with your fellow party members. You can use the confer with party button whenever there are two or more members in your party. You'll hear different things depending on the situation, so make sure you check in with your comrades frequently!



MAP

Pressing **M** opens a map of the town or area in which you are currently located. In some areas you'll have to obtain a map before you can use this feature, though.



MAIN MENU

Pressing **ESC** opens the main menu window, allowing you to choose from four main command tabs. Highlight a tab by pressing the right or left directional buttons, and press **X** to select it.

THE FOUR COMMAND TABS OF THE MAIN MENU

1 ITEMS



The Items menu tab allows you to view and use the items that you and your party members currently possess or have in the carry bag. Each character can carry up to 12 items. The "E" mark indicates an item that is currently equipped. The red "X" indicates an item that cannot be equipped.

Press the up or down directional buttons to highlight a character's face or the bag-shaped icon on the Items menu tab. Press **X** to move the cursor across to that party member's item inventory. Then use the directional buttons to move the cursor about and highlight the items in the chosen player's inventory. Press **X** to try to use, transfer, equip/remove, or discard the selected item. Alternatively, press **DEL** to go back to the party member selection stage.

IT'S IN THE BAG

The majority of items you find in treasure chests will be automatically placed in the party's communal carry bag. Items in the bag are not accessible during battle, so be sure to transfer anything you might need in combat to your party members ahead of time. Highlighting the bag-shaped icon on the Items menu tab opens a submenu that allows you to view, organize, and sort your items.



VIEW BAG'S CONTENTS

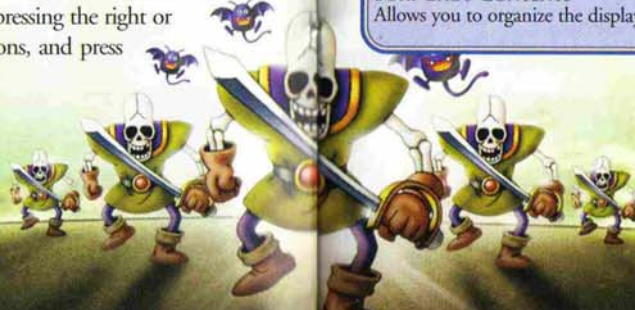
This lets you see what items are currently in the bag. Press the directional buttons to move the cursor about and highlight the items inside the bag. Move the cursor to the left or right edge of the current page of items in order to go to the neighboring pages. Press **X** while highlighting an item with the cursor in order to use it, transfer it to a party member, or discard it, assuming you can of course! The number displayed in the lower right corner of the item icon shows how many of that item you have stacked in the bag.

ORGANISE ITEMS

Allows you to move unequipped items carried by party members into the bag.

SORT BAG'S CONTENTS

Allows you to organize the display of the bag's contents by type or in alphabetical order.



ITEMS SUBCOMMANDS



USE

Select this to use the highlighted item. Certain items will also require you to select a target for the effect.

- When you use medicinal herbs, you will be asked to highlight the character on which you wish to use them.
- When you use a chimaera wing, you will be asked to specify the location to which you wish to travel.



TRANSFER

This command is used to give an item to somebody or to place it in the bag. If the item you have transferred to a party member can be equipped, you can equip it right then and there.



EQUIP (REMOVE)

Allows you to equip or remove weapons, armor, shields, helms, and accessories.



DISCARD

Allows you to throw items away. You cannot discard certain important items.

NOTHING

Select this command when you want to exit the item subcommands menu.

2 MAGIC

The Magic menu tab allows you to use field magic (non-battle spells and abilities) that you or your fellow party members have mastered, such as Evac and Zoom. When you highlight a spell or ability, you may be asked who you wish to cast it on. For more information about spells, abilities, and their effects, please see page 32.

Select a party member from the Magic menu tab by pressing the up or down directional buttons to move the cursor and highlight the character's face. Press **X** to move the cursor across to that party member's list of field magic, then the up and down directional buttons to highlight a spell or ability and view its explanation. Press **X** while highlighting the spell or ability you want to use. (Depending on the spell or ability, you may also need to specify a character to cast it on.) Press **A** to exit the field magic list and return to the party member selection stage.

3 ATTRIBUTES

The Attributes menu tab contains various statistics, as well as lists of magic and traits, for you and the members of your party.

A GUIDE TO ATTRIBUTES

HP (HIT POINTS)

A number indicating your physical health. When you are hit by an enemy, the number will decrease. When it reaches zero, you will become incapacitated.

MAX. HP (MAXIMUM HIT POINTS)

The maximum number of hit points you can attain at the moment. You can fully restore the party's HP to this level by staying at an inn.



MP (MAGIC POWER)

A number indicating your magical power. When you cast a spell or use a special ability, the number will decrease. If your MP drops below the required number to cast a particular spell or use a particular ability, you'll be unable to do so. Spells and abilities that don't require MP can be cast even when your MP is at zero.

MAX. MP (MAXIMUM MAGIC POWER)

The maximum number of MP you have at the moment. You can fully restore the party's MP to this level by staying at an inn.

LV. (LEVEL)

A number that indicates your overall strength. When your experience points (Exp) reach a certain level, each of your attributes will increase, allowing you to learn new spells and distribute skill points. (For more information about skill points, please see page 26.)

SEX

The gender of the selected character.

STRENGTH

A number that indicates your physical power. As it increases, so too will your "attack" power.

AGILITY

A number that indicates your physical dexterity. As it increases, so too will your ability to outmaneuver the enemy in battle.

RESILIENCE

A number that indicates your body's stamina. As it increases, so too will your "defence" power.

WISDOM

A number that indicates the level of your intellect. As it increases, so too will the power of the spells you cast.

ATTACK

A number that indicates the power of your attacks. It changes depending on the weapon you have currently equipped. The higher the number, the greater the damage you will cause.

DEFENCE

A number that indicates your ability to defend yourself. It changes depending on your body's natural resilience and the armor you have currently equipped. The higher the number, the greater your ability to reduce the damage from most attacks (with the exception of spell and breath-based attacks).

EXP

A number that indicates the amount of experience you have gained along your journey. It increases as you defeat monsters on the battlefield. Once you obtain a certain amount of experience, your level will increase.

SKILLS

Each party member can master a number of skills to learn new spells, abilities, and traits. Skills include: Axes, Boomerangs, Bows, Charisma, Clubs, Courage, Fisticuffs, Humanity, Knives, Scythes, Sex Appeal, Spears, Staves, Swords, and Whips. The numbers shown here indicate how many points you have allocated to each of a character's skills. (See "The Skill System" on page 26 for more details.)

FIELD MAGIC, BATTLE SPELLS, BATTLE ABILITIES, AND TRAITS LISTS



Select a party member on the Attributes menu tab by highlighting the character's face and pressing **X**. Then press the right or left directional buttons to reveal your current lists of field magic (non-battle spells and abilities), battle spells, battle abilities, and traits (inherent skill bonuses achieved through the skills system). Press **X** again to move the cursor into the list, then the up and down directional buttons to view an explanation of the spells and abilities. (Note: you cannot actually cast magic or use abilities from the Attributes menu tab. Use the Magic menu tab to cast field magic.) Press **A** to exit the spell and ability lists, and **A** again to return to party member selection.

MISC.

The Misc. menu tab contains a variety of commands that you will find useful during your travels.

- ♣ **HEAL ALL:** Tells characters that have mastered healing spells to use their magic and fully restore all party members' HP.
- ♣ **TACTICS:** Allows you to change the strategies your party members use in battle. You can select a specific strategy for each party member or command all party members to follow a single strategy. (For more information about tactics, please refer to page 22.)
- ♣ **LINE-UP:** Allows you to change the marching order of the party. The closer a character is to the head of the party, the easier it will be for enemies to hit him or her. The leader of the party will appear on-screen as you move around the game world.
- ♣ **EQUIPMENT:** Allows you to change the items that each party member has equipped.
- ♣ **SETTINGS:** Allows you to adjust the screen size (normal/wide), and the volume of character voices, sound effects, and background music. You can also change the sound from stereo to monaural to match your TV's sound capabilities. There are options for inverting the camera controls to suit your preferences as well.
- ♣ **HELP:** Read an explanation of the controls and other in-game adventuring advice.
- ♣ **BATTLE RECORDS:** Allows you to check your progress through the game. (For more information about Battle Records, please refer to page 19.)

BATTLE RECORDS



Selecting the Battle Records option from the Misc. menu tab or pressing **SELECT** while traveling will bring up the battle records screen that allows you to check the progress you have made. It displays the distance you have traveled along your journey, the number of battles fought, and the number of monsters that you have defeated. In addition, Trode will weigh in with his opinion of your tactics and experience. You can also view the "Defeated Monster List" and "Acquired Item List" on this screen.



DEFEATED MONSTER LIST

A list of the monsters you have defeated to date. You can sort the list either by type of monster or alphabetically.



COLLECTED ITEM LIST

A list of the items that you have obtained to date. You can sort the list either by type of item or alphabetically.



BATTLES

There's no way around it: you're going to have to fight monsters as you make your way through the game. Mastering the basic battle commands will guide you to victory!

THE FOUR MAIN BATTLE COMMANDS

Whenever you venture outside of towns, you will encounter monsters. The battle screen is different than the one used for traveling and has its own set of commands. Let's take a look at them.



Fight
Subcommand
Window

Monster Name and
Number in Group

Attack Cursor



1 FIGHT

The command used to initiate a battle with a monster or group of monsters. After selecting this command, a window containing six subcommands (see page 21) will appear. You can use these commands to fight the monsters, cast spells, perform special abilities, and use items during battle.

THE SIX "FIGHT" SUBCOMMANDS

1 ATTACK

Allows you to attack either bare-handed or with the weapon you currently have equipped.



Certain weapons allow you to attack groups of enemies or all enemies on-screen simultaneously.

2 ABILITIES

Select and perform one of the combat abilities you have learned. The abilities that you can use vary with the weapon you equip.

3 SPELLS

Select and cast one of the spells you have learned.

4 ITEMS

Select and use one of the items you are carrying. You can also remove and equip weapons and armor using this command. However, you cannot access items that are in the party's bag during battle.



You can carry out another command after changing your equipment. Select your weapon to match the ability you want to use!

5 DEFEND

Adopt a defensive stance, reducing the amount of damage you take from an attack.



You can defend yourself against magic attacks as well as physical attacks.

6 PSYCHE UP

Raise your tension level. As your tension increases, the effects of your attacks will "power up." (For more information on psyching up, refer to page 25.)



Mastering the use of tension will allow you to turn battles in your favor!

Allows you to turn tail and retreat from a battle. Be careful! You'll find that you're not always able to run away. If you fail to escape, the enemy will be able to attack you freely.



Success ➤



Failure ➤



Allows you to scare off monsters. You'll find that this tactic only works on monsters that are weaker than your party. Be careful! If you fail to intimidate a monster, it will be able to attack your party immediately after your failed attempt, unhindered by your party's attacks or defenses!



DEFEAT MONSTERS TO OBTAIN TREASURE!

The monsters you defeat may drop treasure chests containing important items. The monsters you scare off by using the "Intimidate" command may drop treasure chests as well! That's why it's a good idea to use "Intimidate" rather than "Flee" when you want to avoid fighting weak monsters.



A list of tactics that can be given to individuals or the entire party. Your fellow party members will automatically carry out your orders using their own judgment. Be sure to choose the optimal strategy for the specific battle that you're fighting.



SHOW NO MERCY

Defeat the enemy as quickly as possible, regardless of MP consumption. Useful for times when you aren't worried about low MP or when you want to finish a battle quickly.

FIGHT WISELY

A fighting style that pays equal attention to both offense and defense. The most balanced battle tactic.

FOCUS ON HEALING

A fighting style that pays attention to the remaining HP of fellow party members. An excellent strategy for times when the party is in trouble.

DON'T USE MAGIC

As the name implies, fight without casting any spells at all. Useful for times when you want to preserve your remaining MP.

GET PSYCHED UP

Focus on raising tension rather than fighting. A good strategy for use against powerful enemies.

FOLLOW ORDERS

Opens a "Fight" subcommand window (see page 21) for the selected party member, allowing you to give precise orders on an individual basis each turn.

WIPED OUT? THERE GOES HALF OF YOUR GOLD!



The party is wiped out when the hit points of all party members reach zero. When this happens, all members will be automatically resurrected and allowed to continue playing from the church where they last confessed (saved). Bear in mind that the party will lose half of the gold they are currently carrying every time this occurs, so try to avoid being wiped out whenever possible.

WATCH YOUR STATUS!



When an enemy attacks you, your status may change. Depending on the change, you might find yourself unable to move or suffering damage for a certain amount of time after the attack. There are a variety of status changes that will affect you and your party members, so it's important to watch for them and reverse them as quickly as possible. With the exception of three statuses—"Poisoned," "Dead," and "Cursed" (which occurs when you equip a cursed item)—your character will return to normal once a battle ends.

BASIC STATUS CHANGES

When a party member's status changes, the image of their face used in the menus will change to reflect their affliction.



ASLEEP

As the name implies, affected characters will be asleep and unable to attack. They will wake up naturally after a few turns or may be awoken if they are physically hit during battle. You can also reverse the effect instantly by casting Tingle.



CONFUSED

Affected characters will be mired in confusion and unable to fight properly. This can be reversed by simply waiting a few turns or by using certain items. As with sleep status, confused characters may come to their senses if they are hit during battle.



PARALYSED

A "paralysed" character cannot move. Paralysis can be reversed by waiting several turns, by casting Tingle, or by using a moonwort bulb.



DAZZLED

A character who is dazzled is enveloped by illusions and will land hits less frequently. The status will reverse itself after several turns have elapsed.



FIZZLED

A character suffering this status effect will be unable to cast any magic spells. The status will reverse itself after several turns have elapsed.



POISONED OR ENVENOMATED

A condition where a character continues to lose a small amount of HP. Poisoned characters lose HP when traveling throughout fields and towns. Envenomated characters lose HP both when traveling and during battle. You can cure a character who is poisoned or envenomated by casting the spell called Squelch, or by using an antidotal herb. You can also have the effect removed at a church.



CURSED

Characters who are cursed will find themselves unable to move during a turn in battle. Characters who have been cursed due to equipping a cursed item can be cured by visiting a church.



DEAD

If a character's HP reaches zero, he will fall in battle and won't be able to do anything until revived. You can revive a dead character by using an Yggdrasil leaf, casting Zing or Kazing, or visiting a church and requesting a resurrection.

WHAT'S NEW IN DRAGON QUEST VIII

DRAGON QUEST VIII boasts a whole range of brand new features. Read this section for a quick explanation of what's new.

PSYCHING UP



RAISE YOUR TENSION FOR SUPER-POWERED ATTACKS!

Selecting "Psyche Up" from the "Fight" subcommand window during battle allows you to raise a character's tension level for more powerful attacks. However, if the character is put to sleep, knocked down, incapacitated, or if they receive enough damage or defend during the process, their tension level will return to normal.



NORMAL ATTACK

If this is about as much damage as you can cause in a normal attack...



RAISE YOUR TENSION!

...the damage you do will increase in proportion to the amount you've psyched yourself up!



BEWARE: HIGH TENSION!

By repeatedly psyching yourself up, you can reach a state of "high tension," which will enable your next attack to do massive damage!



THE SKILL SYSTEM

GUIDE YOUR CHARACTERS' DEVELOPMENT!

Skills refer to individual attributes, such as weapon proficiencies and distinctive characteristics that you and your fellow party members each possess. Obtain skill points

to increase your skill levels, which will allow you to learn new spells, abilities, and traits that will aid you in combat!

INCREASING YOUR SKILL LEVEL



After you have attained a certain level of experience, you will be awarded skill points each time you level up. You can allocate these skill points among your five skills in whatever way you wish; you can concentrate all of them on a single skill, for example, or spread them out among all of your skills. How you raise your skills is up to you!

EXAMPLES OF LEARNING NEW SPELLS AND ABILITIES

- When the hero's "courage" level reaches 8: He will learn the Zoom spell.
- When Yangus's axe skill reaches 6: He will learn the Helm Splitter ability.

EACH CHARACTER'S SKILLS



THE HERO



SWORD SKILLS: Increases attack power when a sword is equipped, and allows you to learn various sword techniques.

SPEAR SKILLS: Increases attack power when a spear is equipped, and allows you to learn various spear techniques.

BOOMERANG SKILLS: Allows you to learn boomerang-based abilities and increases your attack when a boomerang is equipped.

FISTICUFFS SKILLS: Increases attack power when fighting bare-handed, and allows you to learn unarmed combat techniques.

COURAGE: Allows you to master spells and abilities only used by the truly lion-hearted.



YANGUS



AXE SKILLS: Raises Yangus's attack power when an axe is equipped, and allows him to learn various axe techniques.

CLUB SKILLS: Allows Yangus to learn club techniques, and increases his attack power when a club is used.

SCYTHE SKILLS: Increases Yangus's attack power when a scythe is equipped, and allows him to master new scythe-based techniques.

FISTICUFFS SKILLS: Increases Yangus's attack power when fighting bare-handed, and allows him to learn unarmed combat techniques.

HUMANITY: Allows Yangus to master a variety of spells and abilities that will assist his friends in times of need.



JESSICA



KNIFE SKILLS: Allows Jessica to master short-bladed weapon techniques and increases her attack power when a knife is equipped.

WHIP SKILLS: Increases Jessica's attack power when she uses whips, and allows her to learn new whip-based techniques.

STAFF SKILLS: Increases Jessica's MP and allows her to learn a wide variety of new spells.

FISTICUFFS SKILLS: Increases Jessica's attack power when she fights bare-handed, and allows her to learn unarmed combat techniques.

SEX APPEAL: Jessica's skill at using her feminine wiles to charm enemies into submission.



ANGELO



SWORD SKILLS: Increases Angelo's attack power when a sword is equipped, and allows him to learn various sword techniques.

BOW SKILLS: Increases Angelo's attack power when a bow is equipped, and allows him to master bow and arrow techniques.

STAFF SKILLS: Allows Angelo to max out his MP and learn a variety of restorative and defensive spells.

FISTICUFFS SKILLS: Increases Angelo's attack power when he fights bare-handed, and allows him to learn unarmed combat techniques.

CHARISMA: A skill that allows Angelo to affect monsters' souls.

These aren't the only new features in DRAGON QUEST VIII. Look out for more as your adventure continues!

FUN AND GAMES

The world of DRAGON QUEST VIII is full of fun places to visit and things to do. Feel free to take a break from your travels once in a while!



CASINOS

FLIRT WITH LADY LUCK!

At casinos, you can exchange your gold for tokens that are used to play one of three games of chance. The tokens you win can be traded in for a variety of thrilling prizes—some of which can only be obtained in casinos!

GAMES OF CHANCE



Slot Machines



Bingo



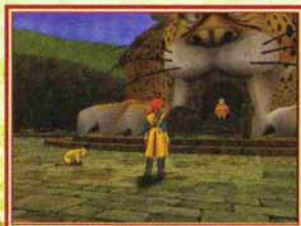
Roulette



MINNIE, PRINCESS OF MEDALS

BRING HER MINI MEDALS!

Somewhere in the world is a princess who is collecting the mini medals that you will inevitably find along your travels. Bring her as many as you can and she's sure to reward you accordingly.



AND THAT'S NOT ALL!

In addition to the casinos and the Princess of Medals, you will find many other fun places to explore. Some may even allow you to obtain special items that will help you on your quest, so be sure to look for them!

USEFUL ITEMS

The world is full of items that will help you during your travels. Seek them out in order to make your quest a little easier!

WEAPONS

Unless you're gifted at fighting bare-handed, you'll probably want new and more powerful weapons with which to take on the enemy. They don't just raise your attack; some can even be used as items for special effects that are similar to magical spells.

COPPER SWORD

A basic sword for novice warriors.



STEEL SCYTHE

A scythe of tempered steel designed specifically for combat.



IRON AXE

A thick and sturdy axe with a cast iron head.



THORN WHIP

A whip covered in thorns. Capable of striking a group of enemies with a single lash.



SHORT BOW

A light bow for novice archers that is easy to handle.



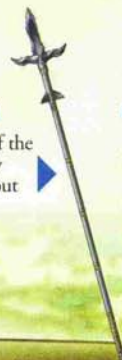
WIZARD'S STAFF

A magical staff that launches tiny fireballs at enemies when used as an item in battle.



IRON SPEAR

An iron spear of the kind commonly found throughout the world.



BOOMERANG

A throwing weapon capable of hitting all enemies with each attack.



POISON MOTH KNIFE

A knife that can paralyze the enemies it cuts.



ARMOR, SHIELDS, AND HELMS

Defensive gear designed to protect your body. Some pieces not only raise your "defence" but have other effects, such as amplifying the effect of certain attack spells or reducing the amount of damage received from fire- or ice-based magical attacks.

WAYFARER'S CLOTHES

Rugged hempen garments loved by travelers for their sturdiness.



IRON HELMET

A sturdy helmet made of iron.



SCALE SHIELD

A shield made from extremely hard scales.



LEATHER SHIELD

A simple shield made of leather stretched over wood.



ACCESSORIES

Includes items such as rings and earrings. Some have special effects, such as raising the level of certain attributes.

GOLD RING

A gleaming ring that slightly increases the wearer's "defence" when worn.



PRAYER RING

A ring that restores some of the wearer's MP when used as an item.



SLIME EARRINGS

Cute earrings in the shape of slimes.



ITEMS

The items you find along your travels will prove to be indispensable tools for your quest. They have a variety of effects. Some can recover HP and MP, or restore a poisoned or paralyzed character to normal. Most can only be used once.

MEDICINAL HERB

A special herb that helps to heal injuries.



ANTIDOTAL HERB

This herb can cure the effects of poisoning. Make sure to carry some when fighting poisonous monsters!



SEED OF STRENGTH

Permanently increases the strength of a single ally.



MOONWORT BULB

An herb blessed with the power of the full moon. Cures the entire party of the effects of paralysis.



PLAIN CHEESE

One of Munchie's favorite foods. Feed it to him during battle for a surprise...



THIEF'S KEY

A useful key that allows even those without thief skills to open locks.



HOLY WATER

Temporarily prevents weaker monsters from attacking the party. Useful on long trips.



YGGDRASIL LEAF

A mystical leaf that resurrects a single fallen ally.



CHIMAERA WING

Allows your party to warp instantly to any town or place of note that you have previously visited.



IMPORTANT ITEMS

These are items that have some specific purpose during your quest. You can't sell or discard them.

CRYSTAL BALL

A fortune-teller's crystal ball.



THIEF'S KEY RECIPE

A suspicious-looking document that contains tips on how to make a thief's key.



SPELLS AND ABILITIES

There's a whole range of amazing magic spells and special abilities to learn, all of which can be really helpful to you on your adventure. You'll want to have the party master as many as possible, as quickly as possible!

TYPES OF SPELLS



Spells are a way of using some of your magic energy (MP) to attack, heal, defend yourself against monsters, or just move about. You learn new spells when your skill levels or experience increase. But remember, you can only perform a particular spell if you have enough MP for it.

SPELL NAME	MP USED	EFFECT	CAN BE USED...	
			IN BATTLE	ON THE MOVE
ATTACK		Use these spells to inflict damage on your enemies, or wipe them out completely!		
Frizz	2	Singes a single enemy with a small fireball	☞	
Frizzle	4	Burns a single enemy with a large fireball	☞	
Kafrizzle	10	Incinerates a single enemy with an enormous fireball	☞	
Sizz	4	Singes a group of enemies with a blazing fire	☞	
Sizzle	6	Burns a group of enemies with a blazing wall of fire	☞	
Kasizzle	10	Scorches a group of enemies with the blazing flames of the underworld	☞	
Crack	3	Pierces a single enemy with razor-sharp icicles	☞	
Crackle	5	Rips into a group of enemies with sharp icicles	☞	
Kacrackle	12	Skewers all enemies with a hail of sharp icicles	☞	
Woosh	2	Slices through a group of enemies with a small whirlwind	☞	
Swoosh	4	Slices through a group of enemies with a powerful whirlwind	☞	
Kaswoosh	8	Slices through a group of enemies with a ferociously destructive whirlwind	☞	
Bang	5	Damages all enemies with a small explosion	☞	
Boom	8	Engulfs all enemies in a large explosion	☞	
Kaboom	15	Blasts all enemies with an incredibly violent explosion	☞	
Whack	4	A cursed incantation that sends an enemy to the hereafter	☞	
Thwack	7	A cursed incantation that sends a group of enemies to the hereafter	☞	
Kathwack	15	A cursed incantation that sends all enemies to the hereafter	☞	
Zap	8	Calls down lightning on all enemies	☞	

SPELL NAME	MP USED	EFFECT	CAN BE USED...	
			IN BATTLE	ON THE MOVE
SUPPORT		Use these spells to hinder your enemies, or strengthen your allies.		
Snooze	3	Puts a group of enemies to sleep	☞	
Kasnnooze	8	Puts a group of enemies into a deep sleep	☞	
Fuddle	5	Sends a group of enemies into confusion	☞	
Kafuddle	10	Confuses all enemies	☞	
Dazzle	5	Envelops a group of enemies in illusions	☞	
Fizzle	3	Prevents a group of enemies from using magic	☞	
Drain Magic	0	Steals MP from a single enemy	☞	
Bounce	4	Forms a protective barrier that reflects enemy spells	☞	
Magic Barrier	3	Forms a protective barrier that reduces the effectiveness of foes' offensive spells	☞	
Sap	3	Reduces the defence of a single enemy	☞	
Kasap	4	Reduces the defence of a group of enemies	☞	
Buff	2	Raises the defence of a single party member	☞	
Kabuff	3	Raises the defence of all party members	☞	
Oomph	6	Increases the attack of a single party member	☞	
Accelerate	3	Raises the agility of all party members	☞	
Insulate	3	Forms a barrier that protects all party members from fire- or ice-based attacks	☞	

HEALING Use these spells to restore the HP of your allies, or cure them of status abnormalities.				
Heal	2	Restores at least 30 HP to a single ally	☞	☞
Midheal	3	Restores at least 75 HP to a single ally	☞	☞
Fullheal	6	Restores all HP to a single ally	☞	☞
Multiheal	10	Restores at least 100 HP to all party members	☞	☞
Omniheal	36	Restores all HP to all party members	☞	☞
Zing	8	Resurrects a fallen ally with a 50% success rate	☞	☞
Kazing	15	Resurrects a fallen ally	☞	☞
Kerplunk	ALL	Sacrifice your own life to resurrect and fully restore HP of all other party members	☞	
Squelch	2	Cures a single ally of the effects of poison	☞	☞
Tingle	2	Cures all party members of the effects of sleep and paralysis	☞	
OTHER These include spells for transporting yourself and the party, and monster-avoiding enchantments.				
Evac	2	Allows you to exit instantly from dungeons, caves, and towers		☞
Zoom	1	Allows you to return instantly to certain places you have visited before		☞
Holy Protection	4	Generates a holy aura that causes weaker monsters to avoid your party		☞

And there are more spells...or so they say. It's your job to find them!

TYPES OF ABILITIES



Abilities are special fighting tricks or weaponry techniques that you learn as your skill levels increase. Many abilities don't require any MP to use them. And the abilities you can use

vary with the weapons you are equipped with at the time. For example, when you're equipped with a sword, you can use your sword abilities.

ABILITY NAME	MP USED	EFFECT	CAN BE USED...	
			IN BATTLE	ON THE MOVE
ATTACK		Use these abilities to inflict damage on your enemies.		
Dragon Slash	0	An attack that causes heavy damage to dragons	♣	
Flame Slash	0	Channels the power of a raging fire into the blade of your sword	♣	
Metal Slash	0	An attack that can damage enemies with metal bodies	♣	
Miracle Slash	4	A secret sword technique that heals your own wounds each time you strike a foe	♣	
Mercurial Thrust	0	A lightning-fast thrust	♣	
Clean Sweep	0	Drives back a group of enemies with a sweep of the spear	♣	
Thunder Thrust	3	Difficult to perform, but has a high chance of doing critical damage	♣	
Crosscutter Throw	2	Traces an X in the air as it ploughs into the enemy	♣	
Power Throw	4	A full-force throw that damages all enemies equally	♣	
Starburst Throw	8	Bathes all enemies in a shower of burning light	♣	
Stones' Throw	0	Hurls rocks at a single group of enemies	♣	
Knuckle Sandwich	2	A powerfully focused and damaging bare-fisted strike	♣	
Multifists	0	A vicious four-hit strike on a random enemy	♣	
Boulder Toss	4	Showers all enemies with enormous boulders	♣	
Harvest Moon	6	Pummel all enemies with a chain of cartwheels and backflips	♣	
Helm Splitter	0	A skull-splitting smash that lowers an opponent's defence as it inflicts damage	♣	
Hatchet Man	3	An unpredictable attack that can slay an enemy with a single blow...if it connects	♣	
Axes of Evil	0	Generates a vortex from your axe blade that chews into a group of enemies	♣	
Parallax	2	A focused strike capable of occasionally paralysing an enemy	♣	

ABILITY NAME	MP USED	EFFECT	CAN BE USED...	
			IN BATTLE	ON THE MOVE
Heart Breaker	2	An attack that occasionally causes the target to miss a turn	♣	
Monster Masher	3	A powerful smash that works wonders on monsters of the material family	♣	
Steal Sickle	0	Occasionally allows you to steal items from those you slash	♣	
Wind Suckles	0	Sends a whirlwind of sickles pirouetting into the enemy	♣	
Grim Reaper	3	A swing of Death's scythe that can instantly kill one or more foes in a group	♣	
Toxic Dagger	3	A knife-fighting technique that envenomates a single enemy	♣	
Assassin's Stab	8	A fearsome technique that fells an opponent instantly by attacking their vital parts	♣	
Sudden Death	8	A fatal flash that strikes down an enemy like a bolt out of the blue	♣	
Whiplash	4	A paralysing crack of the whip	♣	
Twin Dragon Lash	3	A double-strike that lashes a random group of enemies	♣	
Lady's Thong	2	A secret whip technique that steals HP as it damages an enemy	♣	
Sandman's Arrow	2	A magical arrow capable of putting a single enemy to sleep	♣	
Cherub's Arrow	0	A secret bow technique that regenerates your own MP	♣	
Needle Shot	1	Capable of felling an enemy instantaneously if a vital area is hit	♣	
Blow Kiss	0	A special kiss that can temporarily prevent enemies from attacking	♣	
Sexy Beam	3	Focus the power of passion into a beam that sows destruction and confusion	♣	
Charming Look	4	A glance so powerfully captivating that it burns all enemies in its path	♣	
SUPPORT Use these abilities for hindering your enemies, or bolstering your own defence.				
Defending Champion	0	A defensive ability that greatly reduces the damage inflicted by physical attacks	♣	
Warcry	0	A hideous battle cry that paralyses a group of enemies with fear	♣	
Chilling Chuckle	3	A technique capable of reducing the tension of an entire group of enemies by a degree	♣	
HEALING Use these abilities to restore your allies' HP				
Caduceus	0	A blessing from the heavens that restores a single party member's HP	♣	
Hustle Dance	0	Restores at least 70 HP to all party members	♣	
OTHER These abilities involve monsters and treasure chests				
Padfoot	4	A secret technique for disguising your presence so as to avoid monsters		♣
Whistle	0	Summons monsters with a whistle		♣
Nose for Treasure	0	Instantly reports the number of nearby treasures		♣

There are all sorts of other abilities to learn, too. Now go out and discover them!



SEVEN TIPS FOR ADVENTURERS

Before you set off into the unknown, here are some handy hints to help you enjoy your adventure.

1 MAKE GOOD USE OF THE ACTION BUTTON (X)

When you want to talk to people or examine things, this is the button to use. Below is a list of everything you can do just by pressing the action button. Learning all of its uses early on will make your adventuring a whole lot easier.

THINGS YOU CAN DO WITH THE ACTION BUTTON

- Examine things
- Talk to people
- Lift up or throw barrels and pots
- Open doors
- Grab on to ropes and ladders
- Jump down wells
- Carry out commands

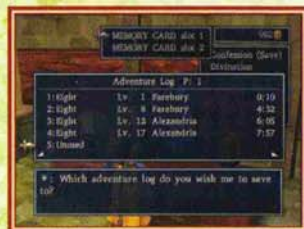


If you've got the right key to open a locked door or treasure chest, it'll be chosen automatically.



The bags you find hanging on walls can contain useful items, too...

2 RECORD YOUR PROGRESS REGULARLY IN AN ADVENTURE LOG



Saving your adventure log often is extremely important. If you don't, and your console accidentally gets switched off or you make an irreversible mistake somewhere along the way, you might have to go back and repeat things you've done before. Whenever you're about to set off for a new destination or you arrive in a new town somewhere, the church should be your first port of call to confess everything that's happened to you!

3 GATHER INFORMATION FROM PEOPLE AROUND TOWN



Talking to people and getting information is the key to adventuring. If there's a puzzle you can't solve or you're uncertain what to do next, talk to enough people and you're sure to get a clue about how to proceed. And don't forget that what people tell you during the day may differ from what they reveal at night!

4 TRY TALKING TO YOUR PARTY MEMBERS FOR ADVICE



If you press **START**, you can talk with your fellow party members. It's a good idea to consult them if you ever get stuck. They might surprise you with some useful advice.

5 YOUR PARTY MEMBERS WILL GUIDE YOU



Whenever you return to your adventure after a break, your fellow party members will be there to remind you what's going on. If you've forgotten what's what, press **START** and listen to what they have to say.

6 WATCH YOUR PARTY MEMBERS' HP



If everyone's HP reaches zero, your party will be wiped out. When deciding what to do next, keep an eye on your HP and make sure you heal yourselves sooner rather than later. If your HP or MP are low, don't try to struggle on. Be wise, go back to town and stay at an inn to recuperate!

7 AT FIRST, KEEP CLOSE TO HOME



When your party members are still at low skill levels, it's extremely dangerous to stray too far away from civilization. As your levels increase, you can slacken the reins a bit and go further afield. You may feel more secure if you pack some medicinal herbs for restoring HP, or a chimaera wing for getting back to town in a hurry.

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Front View	Bottom View	Rear View	Controller upside down View
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MSRP: \$39.99

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