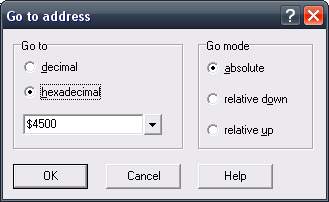
**Use the Hex offsets for the AP Patch:**

5635 - Dragon Quest Monsters: Joker 2 Professional [3335F587]  
00004500: AB 6C 48 42 E2 00 9B 10 0E E3 62 A1 B4 96 67 FB → 00 00 9F E5 1E FF 2F E1 83 A8 00 00 07 40 2D E9  
00004510: F8 E8 C7 E2 A8 E1 87 76 96 9D F5 6C A0 3C F0 1A → 14 00 9F E5 14 10 9F E5 00 20 91 E5 02 00 50 E1  
00004520: FA B2 CF B2 13 94 FE 10 9C 6B 4A 11 C4 5A 4F F3 → 0C 00 9F 05 00 00 81 05 07 80 BD E8 EC 90 1D 02  
00004530: C9 D3 5E 75 → C8 88 1D 02  
00004535: 6E 0B C7 → 15 00 02  
000049F8: 1E FF 2F E1 → C3 FE FF EA

And replace the values on the left side of the arrow with the stuff on the right. To go to the required address, open the ROM in XVI32 and then Click *Address --> Goto*  
 **Type in the hex address, and it will zip you to the right spot:**  
  
  
  
  
  
If it still isn't clear, I suggest not going forward with the hex edit approach.