A gift from a nearly-forgotten memory...

I activated the Digivice, my pulse racing at the long-missed sensation.

The next moment... I was enveloped in a dazzling white light.

When I woke up, I found myself in a strange world, one with no entrance or exit.

Through the confusion, an unknown threat struck at me.
My beloved partners from the past came running to the rescue. Our nearly-broken bonds were mended, and a miracle took place.

The final summer vacation of my high-school years.
The light wrought by that miracle opens the door to a new adventure...!
TAKUTO
(default name, changeable)
VOICE: YUUTA KASUYA

HERO (MALE OR FEMALE)
A high-school senior ramping down the extracurricular activities and preparing for college exams. Addicted to Digimon games as a kid, even earning a second-place finish in the national championships as a fifth-grader.

SHIKI
(default name, changeable)
VOICE: SAKI FUJITA
**KOUTA HIROSE**  
Voice: KENN  
A fellow high-school senior, your typical "nice guy" who's kind and empathetic towards others. Not exactly unpopular, but his personality often makes people overlook his presence. He finds himself lost in the Digital World with the hero.

**HIMARI OHBUCHI**  
Voice: NAO TOYAMA  
A fellow high-school senior, firm, strong-willed, and always ready to take action when a new idea comes along. This makes her seem conceited, but she's also willing to work hard for the sake of someone else, even if it means bottling up her own feelings. She finds herself lost in the Digital World with the hero, where she occasionally seems to be brooding over something inside...

**YUKIMURA**  
Voice: YUSEI ODA  
Kouta's partner, a stoic type who's relentlessly courteous to everyone he meets.

**RIKKA**  
Voice: YUKA TOKUMITSU  
Himari's partner, a pampered friend who's always latched on to her.

**LUCHE**  
Voice: SORA AMAMIYA  
A girl who's lost her memory due to reasons unknown. Always carries around a Numemon-like plush.
A sharp-eyed man in a black woolen hat, enshrouded in mystery. What does the Digi-Egg in his hand portend...?

A serious-minded and responsible town elder, although he does have his senior moments. After a Machinedramon attack causes the Digimon to scatter, he works hard to bring them back and restore the town.

A young-looking boy who carries an LCD Digimon toy around. What sights are his forlorn eyes taking in...?

An old friend of Jijimon's, although a certain incident causes them to part ways. Quiet, stubborn, and pessimistic, he rarely bothers to deal with other people. He has noticed the presence of another will in this world, one attempting to twist it apart for its own desires.
### Basic Operation

#### DualShock®4 Buttons

- **L1 button**: Touch pad button
- **R1 button**: OPTIONS button
- **A button**: Option camera (zoom in), skip through conversation
- **X button**: Operate camera (zoom out)
- **PS button**: Left stick
- **Left stick**: Right stick
- **Directional buttons**: PS button
- **Right stick**: Touch pad button

#### Field Map Controls

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>X</strong></td>
<td>Talk, confirm, move between areas, pick up items, harvest</td>
</tr>
<tr>
<td><strong>O</strong></td>
<td>Cancel, return</td>
</tr>
<tr>
<td><strong>D</strong></td>
<td>Go to Care mode</td>
</tr>
<tr>
<td><strong>R1</strong></td>
<td>Operate camera (zoom in), skip through conversation</td>
</tr>
<tr>
<td><strong>L1</strong></td>
<td>Operate camera (zoom out)</td>
</tr>
</tbody>
</table>

**Notes**:
- **Left stick**: Move
- **Right stick**: Operate camera (change viewpoints) *Not available in town.
- **OPTIONS button**: Open map, skip movies
- **Touch pad button**: Reset camera

#### Battle Controls

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>X</strong></td>
<td>Support (builds Order Power)</td>
</tr>
<tr>
<td><strong>O</strong></td>
<td>Switch camera modes, cancel</td>
</tr>
<tr>
<td><strong>D</strong></td>
<td>Open tactics menu</td>
</tr>
<tr>
<td><strong>A</strong></td>
<td>Open item selection menu</td>
</tr>
<tr>
<td><strong>R1</strong></td>
<td>Control R partner (consumes Order Power)</td>
</tr>
<tr>
<td><strong>L1</strong></td>
<td>Control L partner (consumes Order Power)</td>
</tr>
<tr>
<td><strong>L1</strong> + <strong>R1</strong></td>
<td>Control L/R partners (consumes Order Power)</td>
</tr>
</tbody>
</table>

#### Training Controls

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>L1</strong></td>
<td>Select training content for L partner</td>
</tr>
<tr>
<td><strong>R1</strong></td>
<td>Select training content for R partner</td>
</tr>
<tr>
<td><strong>O</strong></td>
<td>Confirm training content, stop roulette wheel</td>
</tr>
<tr>
<td><strong>A</strong></td>
<td>Cancel</td>
</tr>
<tr>
<td><strong>D</strong></td>
<td>History</td>
</tr>
<tr>
<td><strong>L1</strong> or <strong>R1</strong></td>
<td>Change displayed statistics</td>
</tr>
</tbody>
</table>

**Notes**:
- **Left stick**: Move
Once you launch the game and the intro ends, you’ll see the title screen. Select one of the following modes.

### TITLE MENU CONTROLS

- **New Game**: Start the story from the beginning. You’ll get to select from the Easy or Normal difficulties.
- **Load Game**: Load a saved game to continue the story from where you left off.
- **System Settings**: Open the System Settings screen.

### Saving

Use the Save command in your Digivice to save your play data. You can save up to three games at once. Selecting a file you've already saved to will overwrite that file with the new save.

---

### SYSTEM SETTINGS

The System Settings screen lets you adjust the following options. It can be accessed from the title screen and by selecting System from your Digivice.

#### SYSTEM SETTINGS MENU OPTIONS

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Music Volume</td>
<td>Adjust the volume of music.</td>
</tr>
<tr>
<td>Voice Volume</td>
<td>Adjust the volume of character voices.</td>
</tr>
<tr>
<td>SFX Volume</td>
<td>Adjust the volume of sound effects.</td>
</tr>
<tr>
<td>Audio Language</td>
<td>Change the language of character voices.</td>
</tr>
<tr>
<td>Camera Up/Down</td>
<td>Change the controls for Y-axis camera movement.</td>
</tr>
<tr>
<td>Camera L/R</td>
<td>Change the controls for X-axis camera</td>
</tr>
<tr>
<td>Cam. Sens.</td>
<td>Adjust the sensitivity of the camera.</td>
</tr>
</tbody>
</table>

* The game's display language changes depending on your system's language and regional settings.

---

The game's display language changes depending on your system's language and regional settings.
**Digimon World -next Order-** is broadly divided into three types of gameplay: Adventuring, battling, and interacting with your Digimon.

### Prologue

When you select New Game, you'll go to a screen where you select the main character's name and gender. You can use a keyboard to type in your name. Once you're done, you'll see a conversation and then the tutorial will begin.

### Battling

Battles are fought automatically with your partner Digimon. You can give them commands during battle, use items, and adjust your strategy to improve your position. Once all the enemy Digimon are defeated, you'll go back to the field map. If your partner Digimon are defeated, you'll return to Floatia.

### Raising/Caring for Digimon

You're able to raise your partner Digimon in this game. Battling will help them hone their skills, and you can also train them to improve their performance. You'll also need to take care of them, giving them food and providing for waste elimination.

### Adventuring

You'll use the town of Floatia as your home base as you explore the field map, obtain information and items, and advance through the story. The field map contains Digimon; collide with one of their symbols and you'll go into battle. You'll also run into friendly Digimon who'll join your side and travel to Floatia when you meet the required conditions.
Press the $\text{D}$ button on the field map to bring up your Digivice and access the following options.

**Digivice options**

- **Partner**: View partner info and adjust battle tactics.
- **Tamer**: View info on your character and obtain skills.
- **Items**: View the items in your possession.
- **Map**: View the map, centered on your current location.
- **DigiMail**: View the DigiMail sent to you.
- **Field Guide**: View info on the Digimon you've raised.
- **System**: Go to the System Settings screen.
- **Save**: Go to the Save screen.

The Partner screen in the Digivice lets you view info on your partners and adjust your battle tactics. Use the directional buttons or left stick and press the $\times$ button to select one of your two partners.
The Status screen contains the following information.

1. Partner name
2. Partner type
3. Digivolution level
4. Partner age
5. Partner weight
6. Partner characteristics
7. Partner attribute
8. Partner wake-up/sleep times
9. Partner personality
10. HP: Partner's energy
11. MP: Consumed by attack skills
12. Strength: Partner deals more damage as this goes up
13. Stamina: Reduces damage taken/lets partner carry more materials as this goes up
14. Wisdom: Increases chance of guarding/reduces MP consumed/boosts critical-hit rate as this goes up
15. Speed: Increases speed in battle/chances of executing a step dodge as this goes up
16. Mood gauge
17. Discipline gauge
18. Curse gauge
19. Fatigue gauge

The Attack Settings screen contains the following information.

1. Attack characteristics icon
2. Attack name
3. Attack strength
4. Attack range
5. MP consumed
6. Status abnormalities given by attack
7. Attack description
8. Special move details
9. Special move description
10. Abilities granted in Agitated mode

Select a box, then select an attack skill from the list to place the skill in the box. Only one box is available at first, but this can go up to a maximum of four as you learn Tamer skills.
The Battle Tactics screen contains the following information.

1. Battle tactics icon
2. End-adjustments icon
3. Description of selected battle tactics

Select a tactic, then select the "ACCEPT" icon to change battle tactics.

The History screen contains the following information.

1. Generation of selected Digimon
2. Days since selected Digimon was born
3. Partner characteristics
4. Partner attribute
5. Partner description

Select a Digivolved Digimon to view the conditions required for the Digivolution. These conditions are revealed as you interact with your partners.
The Tamer screen in the Digivice lets you view information on the main character and obtain skills. The following information is shown.

1. **Menu**
2. **Play time**
3. **Money in possession**
4. **Hero's level**
5. **EXP gauge**
6. **EXP required for next level**
7. **Number of skills learned**
8. **TP in possession**

### Tamer Skills

You'll earn TP as your protagonist's level goes up. These can be used to learn Tamer skills. These are divided into Basic, Trainer, Survivor, and Commander systems, and learning them will help you out in training, during battle, and throughout your adventure.

### Skill List

The Skill List screen contains the following information.

1. **TP in possession**
2. **List of Tamer skills learned**
3. **Skill description**

### Get Skills

The Get Skills List screen contains the following information. Select a skill and press the X button to learn the skill.

1. **System tab**
2. **Sub-system**
3. **TP in possession**
4. **Description of selected skill**
The Items screen in the Digivice lets you view the following information.

1. Item category
2. Item list / number in possession
3. Item name
4. Item quantity possessed
5. Item description
6. Item material amount/maximum

Select an item and press the □ button to discard it, or press the △ button to change the item list's display order.

The Map screen in the Digivice lets you view the map. This map changes depending on whether you're on the field map or in a post-developed Floatia.

The Map screen in Floatia after you've developed it contains the following information.

1. Location list
2. You-are-here icon

Select a location from the list and press the × button to visit that location in Floatia.
The Map screen on the field map contains the following information.

1. Map type
2. List of icons shown on map
3. Exploration rate for map displayed
4. You-are-here icon
5. Name of current location

Press the [L1] button on this screen to zoom out and the [R1] button to zoom in. Press the △ button to switch between an area map and the world map.

The DigiMail screen in the Digivice lets you view DigiMail, which you receive as you go through the game’s story and quests.

1. Folder
2. List of DigiMail

Select a folder and a DigiMail to view its contents. Press the △ button when selecting a DigiMail to change the display order.
The Field Guide screen in the Digivice lets you view information on the Digimon you’ve raised. Select a Digimon from the guide to view detailed data on that Digimon.

Press the \( \text{L1} \) and \( \text{R1} \) buttons on a Digimon’s data screen to switch between data tabs.

<table>
<thead>
<tr>
<th>1</th>
<th>Tab</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Digivolution route</td>
</tr>
<tr>
<td>3</td>
<td>Digimon name</td>
</tr>
<tr>
<td>4</td>
<td>Digimon characteristics</td>
</tr>
<tr>
<td>5</td>
<td>Digimon attribute</td>
</tr>
<tr>
<td>6</td>
<td>Digimon description</td>
</tr>
<tr>
<td>7</td>
<td>Usable attack skills</td>
</tr>
<tr>
<td>8</td>
<td>Description of selected attack skill</td>
</tr>
<tr>
<td>9</td>
<td>Type of special move</td>
</tr>
<tr>
<td>10</td>
<td>Description of special move</td>
</tr>
</tbody>
</table>
**FIELD MOVEMENT**

The field map is where you control your character, fight against enemies, obtain items, and advance the game's story. The following information is shown onscreen as you move around.

1. Current time
2. Area name
3. Sub-area name
4. Minimap
5. Partner L status/message
6. Partner R status/message
7. New-DigiMail icon
8. Enemy Digimon data

**SENDERS AND GATES**

As you proceed in the game, you’ll be able to use Senders and Gates to move around more easily. Senders let you spend Bits to instantly warp between area entrances, while Gates appear on the field map after the end of events and other occasions to warp you back to Floatia.

**MINIMAP**

The minimap shows information about the area around your character, including the location of enemy Digimon and story-related events.

- Partner Digimon/NPC
- Enemy Digimon
- Event trigger point
You'll find the following freely-accessible facilities on the field map.

**FIELD FACILITIES**

- Bathroom
- Vending machine

Approach one to have your partners relieve themselves if they need to.

**MATERIAL SPOT**

Press the button at one of these points to collect materials from them. Each point can be collected from a certain number of times. This number will refill itself after enough time passes.

**FISHING**

If you have a fishing pole, press the button at one of these points and select a lure to begin fishing. Press the button when the floater sinks down to catch a fish. If you mis-time it, the fish will get away.

**CARE MODE**

Press the button on the field map to bring your partners over to you and enter Care mode.

- Care mode menu (P18)
- Partner status (P29)
- Bond and DigiFriend (P30)
Select Items in Care mode to open the item list. Select a category, then select an item from the list to use it.

Select Sleep in Care mode to have the partner go to sleep (if they're tired).

If you have a tent, Select Camp to camp out. Each tent has a given durability; when this hits zero, you will no longer be able to camp. While camping, you have the following options.

**COOK**

If your partner is hungry and you have ingredients to cook with, use this selection to cook food for them.

**ITEMS**

Use items on the partner, like in Care mode.

**REST HOUR/SLEEP**

This reduces fatigue. It also reduces your tent's durability by 1 and ends the camp.
The flow of battle works as follows.

**START OF BATTLE**
Collide with a Digimon on the field map to commence battle. Digimon may start to pursue you if they catch sight of you.

**IN BATTLE**
In battle, your partners will automatically fight based on your battle tactics. You can give orders and items to them for support.

**VICTORY**
Win the battle, and you’ll earn Tamer EXP and Bits. Your partners will also grow.

**DEFEAT**
If the HP of both partners hits zero, you will be defeated and taken back to Floatia.
The battle screen contains the following information.

1. Commands
2. Partner L quick info (HP/MP)
3. Partner R quick info (HP/MP)
4. Enemy Digimon info (level/HP/MP)
5. Camera setting
6. Partner L info (OP/HP/MP)
7. Partner R info (OP/HP/MP)

Press the button in battle to switch camera modes.

Press the L1 button in battle to open the Order Ring for partner L or the R1 button for partner R. Use the left stick to move the cursor and press the button to issue the order and define an attack skill for the partner. The Order Ring closes after five seconds.

Issuing an order consumes a defined amount of OP (order power). Your partner's OP at the start of battle is the same as your Bond value with them; you can boost it by issuing Support to the partner. The OP value is reset after every battle.

Unlike the attack skills used automatically by your partner, any skills you order for them do not consume any MP. They'll also be a little bit more powerful. However, if your partner's currently doing something else, they may take time to carry out the order (or not carry it out at all).
**SUPPORT**

Press the ² button in battle to issue Support to a partner and boost their OP. Sending Support while the partner is attacking or being attacked will refill more OP. Once you send Support, you'll have to wait a little while before sending it again.

**SPECIAL MOVES**

Select the bottom-left of the Order Ring and press the ² button to unleash a powerful special move, at the cost of 150 OP.

**AGITATION**

Select the middle of the Order Ring and press the ² button to consume 50 OP and put your partner into Agitated mode, making them stronger. This has different effects on each Digimon, from regenerating their HP to boosting their stats.

**DIGIFUSION AND EXE (EXTRA CROSS-EVOLUTION)**

Press the L₁ and R₁ buttons at the same time to open an Order Ring for both of your partners at once. A Digifusion is a powerful move launched by partner L and partner R at the same time. In an ExE, both partners will fuse together and form a powerful new Digimon.

**EXE RESTRICTIONS**

ExE moves come with the following restrictions. You cannot perform an ExE if the required conditions are not met.

- One partner must be at the Mega level (unless golden) and the other between Champion and Mega level (unless golden).
- Both partners must have maximum Bond and DigiFriend levels.
- Can only be used once per day.
**Fleeing Battle**

Select Escape from the Tactics screen and press the \(\times\) button. You’ll see a window confirming that you want to escape battle. Select Yes and press the \(\times\) button to flee and return to the entrance to the local area. Fleeing battle makes your Bond and DigiFriend stats go down a little.

---

**Items**

Press the \(\Delta\) button in battle to display a list of usable items. Select an item and press the \(\times\) button to use the item on your partner.

---

**Tactics**

Press the \(\square\) button in battle to open the Tactics menu. Press the \[L1\] button to open the Tactics screen for partner L, the \[R1\] button for partner R, or the \[L1\] + \[R1\] buttons for both partners at once. Select a tactic and press the \(\times\) button to change your partner’s battle tactics.

---

Press the \[L1\] and \[R1\] buttons when the list is being shown to change the target partner, and press the \(\Delta\) button to change the display order.
Some attack skills have sub-effects that may give status abnormalities to your opponent. You'll see the following seven abnormalities in the game.

**Status Abnormality Types**
- **Poison**: The victim's HP gradually goes down.
- **Slow**: The victim is slowed down.
- **Paralysis**: The victim cannot move.
- **Confusion**: The victim starts acting strangely. Half of any damage they deal is also applied to them.
- **Rage**: The victim aggressively strikes at their attacker. Their chances of taking critical damage are doubled.
- **Unjustified**: The victim aggressively strikes at fighters besides their attacker. They will only deal half damage.
- **Sprite**: The victim can only use a fixed set of weaker attack skills.

**Healing Status Abnormalities**
Status abnormalities are healed after the end of battle or with a Remedy Disc. They might also be healed by a partner if their DigiFriend level is high enough.

**Attribute Relationships**
Each Digimon and attack move has its own attribute, and the way they interact with each other affects the strength of moves. The effect depends on the attribute of the attacker's skill and that of the Digimon being attacked. Every attribute is strong against one other attribute, so keeping the relationships in mind will help you pick effective attributes to attack with during battle.

### Attribute Relationship Chart

- **Strong**
  - Ice
  - Air
  - Nature
  - Holly
  - Filth
  - Apparatus

- **Weak**
  - Fire
  - Dark
  - hand-to-hand
FLOATIA, HOME BASE FOR ADVENTURE

In this game, you'll use the town of Floatia (where the story begins) as a home base as you proceed. In Floatia, you can befriend the Digimon you meet on the field map; the town also develops as you advance in the story. The following facilities can be found in Floatia.

<table>
<thead>
<tr>
<th>District</th>
<th>Facility</th>
</tr>
</thead>
<tbody>
<tr>
<td>Central District</td>
<td>Jijimon's House</td>
</tr>
<tr>
<td></td>
<td>Sender</td>
</tr>
<tr>
<td></td>
<td>Warehouse</td>
</tr>
<tr>
<td></td>
<td>Builder</td>
</tr>
<tr>
<td>Agricultural District</td>
<td>Fields</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>District</th>
<th>Facility</th>
</tr>
</thead>
<tbody>
<tr>
<td>Business District</td>
<td>Item Shop</td>
</tr>
<tr>
<td></td>
<td>Hospital</td>
</tr>
<tr>
<td></td>
<td>Restaurant</td>
</tr>
<tr>
<td></td>
<td>Stock Market</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>District</th>
<th>Facility</th>
</tr>
</thead>
<tbody>
<tr>
<td>Entertainment District</td>
<td>Colosseum</td>
</tr>
<tr>
<td></td>
<td>Arena</td>
</tr>
<tr>
<td></td>
<td>Museum</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>District</th>
<th>Facility</th>
</tr>
</thead>
<tbody>
<tr>
<td>Research District</td>
<td>Training Hall</td>
</tr>
<tr>
<td></td>
<td>Digivolution Dojo</td>
</tr>
</tbody>
</table>

Senders let you go to any area you like for a Bit fee. Talk to Birdramon to see a list of areas you can travel to; select an area and press the button to go to that area.

This lets you store and withdraw items. Talk to Patamon and select whether to store or withdraw items. You'll see a list of your possessions and the items currently in storage. Select an item and press the button to transfer one (or the button to transfer ten) to the other side.
**Builder**

This lets you upgrade the town's facilities if you have the required materials. Talk to Veemon to see a list of upgradable facilities; select one and press the \(\times\) button to begin the upgrade. Once enough time passes, the upgrade will be complete, making the facility more useful to you.

**Item Shop**

You can buy and sell items here. Talk to the Digimon and select whether to buy or sell. You'll see an item list. Select an item and press the \(\times\) button. You'll then be asked how many you want to buy/sell; use the directional buttons or left stick to choose the number and press the \(\times\) button to complete the transaction.

**Trading Materials**

Talk to Gotsumon in the Builder facility to trade materials. The materials available change with every day of the week.

**Hospital**

Go here to purchase medicines and heal injuries or sickness.
**RESTAURANT**

If your partner is hungry, feed them here to help boost their stats. Talk to the Digimon to see a list of menu items. Select one and press the button, then select a partner and press the button to have them eat the food.

**STOCK MARKET**

This lets you buy and sell commodities with constantly-varying prices in order to make money. Talk to the Digimon to see a list of commodities. Select one and press the button to decide how many to buy, or the button to decide how many to sell. Use the directional buttons or left stick to choose the number and press the button to complete the transaction.

**FIELDS**

Plant seeds here to harvest the plants later. Talk to the Digimon to see a list of what’s planted right now; press the button to see a list of plantable seeds. Select something to plant and press the button. You’ll see a confirmation window; select Yes to plant the seed. Once enough time passes, you’ll be able to harvest items from the plant.

**TRAINING HALL**

This is where you train and power-up your partners. Go to the white machine to open the Training screen. Use the left stick to decide which stat you want to boost for partner L, and use the right stick to pick it for partner R. Press the button; you’ll then see a confirmation window, so select Yes to begin training. Press the button to stop the bonus roulette wheel, and you’ll be shown the results of the session.
**DIGIVOLUTION DOJO**

This lets you view information on your partner's Digivolutions. Talk to the Digimon to view your partner's Digivolution route and whether they have met the conditions to Digivolve into the next generation. Press the [L1] and [R1] buttons to change the partner you're viewing.

**COLOSSEUM**

Wage battle under assorted rule sets. Talk to the Digimon to view a list of battles, then select the one you want to join and press the ✗ button. You'll be asked if you want to join that battle; select Yes to begin fighting. Controls in the Colosseum are the same as in the battle screen.

**MUSEUM**

Listen to music and watch movies you've previously heard or viewed, as well as view the Old Cards you've collected. Talk to the Digimon to display a list of available options. Select a track or movie and press the ✗ button to play it.

**COINS**

Winning in the Colosseum earns you rewards in the form of coins that you can use in the Entertainment District. Coins allow you to access the Arena; they can also be exchanged for prizes.
Your pair of partners grow older over time; once the required conditions are met, they will Digivolve into a new, more powerful generation. The conditions involved include the Digimon's stats, number of Training Failures, weight, and Discipline. To see how close they are to Digivolving, select History on your Digivice or go to the Digivolution Dojo in Floatia.

Your partners have lifespans and will die after a given time. Once they do, you'll see a DigiEgg selection screen and be forced to raise a new Digimon from scratch, although the new partner will inherit some of the old one's stats. The lifespans of your partners go up every time they Digivolve.
To expand your partner's lifespan and help them make the most of their abilities, you'll need to take care of their food, toilet, and sleep needs. If you can't address a need in time, this will trigger a Training Failure and lead to assorted negative effects. Keep an eye on your partner's indications and speech, and try to address their needs as soon as possible.

**Partner Digimon signs, and how to handle them**

- The Digimon is hungry and wants to be fed. Give them some food.
- The Digimon needs a toilet break. Visit a bathroom or use a Portable Toilet item.
- The Digimon needs sleep. Go into Care mode or camp out to let them sleep.
- The Digimon is fatigued. Let them rest on a bed or elsewhere.
- The Digimon is sick. Give them Medicine or take them to the Hospital.
- The Digimon is injured. Use a Bandage or Medicine, or take them to the Hospital.

Your partner's mood and fatigue levels will change depending on how you treat them. Go to Status (in your Digivice's Partner menu) to see all of the current stats.

**Mood**

A partner in a good mood will have boosted offense and defense in battle; they'll also receive bonuses after training. Their mood changes based on how you care for and communicate with them; it goes back to normal after they go to sleep and a new day dawns. Moods also vary from day to day.

**Discipline**

Your partner's discipline affects their Digivolution. If it's high, they'll become a more serious-minded Digimon; if it's low, they'll become more of a bad-boy Digimon. Discipline changes depending on how you communicate and what you feed them.
Communication

During the adventure, your partners may try to communicate with you. When this happens, select whether to Praise, Scold, or Ignore them and press the \( \times \) button. You'll see the results of this, and your Bond, DigiFriend level, and the partner’s Mood or Discipline will change accordingly.

Bond and DigiFriend Level

You and your two partners will be more effective in battle if you have stronger relationships with each other. The greater your Bond is, the more OP you’ll have at the start of battle; the greater the DigiFriend level between your partners, the more they’ll help each other out. Bond and DigiFriend levels change based on communication, food, sleep, and more.

Curse

The Curse level goes up if you don’t get the Digimon to a bathroom in time. If this occurs 16 times, bad things will happen.

Fatigue

Being fatigued makes the Digimon more susceptible to sickness, which makes their HP, MP, and lifespan all gradually fall.

Disliked Places

Digimon may have certain places they don't like; adventuring in these areas causes them to get sick more easily. Keep your time short in these areas, or make sure you’re prepared to deal with sickness.
Use the Dimensional Box in Jijimon's house in Floatia to fight against other players and build up points to trade for items.

**BATTLES**

The Dimensional Box lets you fight against people close to your rank, with your choice of partners. They proceed automatically, and if you win, you'll earn NWP (network points). You can fight up to three battles per day.

**DAILY QUESTS**

You'll receive a DigiMail when you connect to the Dimensional Box. Complete the quest written in the mail to earn NWP. This quest will be available until you connect to the Box the next day and receive the next quest DigiMail.

**GOING ONLINE**

Your PS4® must be connected to the Internet in order to enjoy the Dimensional Box. Consult the PlayStation®4 User's Guide on Sony Interactive Entertainment Inc.'s official website for connection details.

Present

Enter a product code at PlayStation®Store to have item presents sent to the Dimensional Box. If you have space in your inventory, you can accept the present from the Box.

Exchange Points

The network points earned from battles or daily quests can be traded for items using the Exchange Points option in the Dimensional Box. The list of available items changes daily.
**FÄLTKONTROLLER**

- **X-knappen**
  Prata, bekräfta, gå mellan områden, plocka upp föremål, skörda

- **O-knappen**
  Avbryt, tillbaka

- **D-knappen**
  Gå till Care Mode

- **R1-knappen**
  Styrplatsknappen

- **A-knappen**
  Öppna Digivice

- **Q-knappen**
  Justera kameran (zooma in), hoppa över konversationer

- **Vänsterspaken**
  Justera kameran (zooma ut)

- **Högerspaken**
  Justera kameran (ändra vy) *Går ej att göra i städer.

- **OPTIONS-knappen**
  Open map, skip movies

- **Touch pad button**
  Öppna kartan, hoppa över filmer

---

**STRIDSKONTROLLER**

- **X-knappen**
  Support (fyller på Order Power)

- **O-knappen**
  Växla kameralägen, avbryt

- **D-knappen**
  Öppna taktikmenyn

- **A-knappen**
  Öppna föremälsmenyn

- **R1-knappen**
  Kontrollera R-partner (förbrukar Order Power)

- **L1-knappen**
  Kontrollera L-partner (förbrukar Order Power)

- **Q-knappen**
  Kontrollera L/R-partners (förbrukar Order Power)

---

**Träningskontroller**

- **Vänsterspaken**
  Välj träningsinnehåll för L-partner

- **Högerspaken**
  Välj träningsinnehåll för R-partner

- **X-knappen**
  Bekräfta träningsinnehåll, stoppa roulettehjulet

- **O-knappen**
  Avbryt

- **D-knappen**
  Historik

- **A-knappen**
  Ändra visad statistik

---

**Grundläggande användning**
När du startar spelet och introt är över ser du titelskärmen. Välj något av följande lägen.

<table>
<thead>
<tr>
<th>Kontroller på Titelmenyn</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nytt spel</td>
</tr>
<tr>
<td>Ladda spel</td>
</tr>
<tr>
<td>Systeminställningar</td>
</tr>
</tbody>
</table>

**Spara**


Tryck på 

![Diagram](image)

- **Digivice-menyn**
- **Status för din L-partner**
- **Status för din R-partner**
- **Senaste DigiMail**
- **Dina partners DigiFriend-värde**

Basic info (Grundläggande information) (datum/tid, nuvarande plats, Floatias välstånd, info om berättelsen)
<table>
<thead>
<tr>
<th>funktion</th>
<th>beskrivning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Partner</td>
<td>Visa partnerinfo och justera stridstaktik.</td>
</tr>
<tr>
<td>Tämjare</td>
<td>Visa info om din karaktär och få färdigheter.</td>
</tr>
<tr>
<td>föremål</td>
<td>Visa de föremål du har.</td>
</tr>
<tr>
<td>Karta</td>
<td>Visa kartan, centrerad på din nuvarande plats.</td>
</tr>
<tr>
<td>DigiMail</td>
<td>Läs DigiMail som du har fått.</td>
</tr>
<tr>
<td>Fältguide</td>
<td>Visa info om de Digimon du har fött upp.</td>
</tr>
<tr>
<td>System</td>
<td>Gå till systeminställningsskärmen.</td>
</tr>
<tr>
<td>Spara</td>
<td>Gå till sparaskärmen.</td>
</tr>
</tbody>
</table>
**PERUSTOIMINNAT**

**LANGATTOMAN DUALSHOCK®4-OHJAIMEN NÄPPÄIimet**

- **L1-näppäin**: Kosketusalueen painike
- **R1-näppäin**: OPTIONS-näppäin
- **R1-näppäin**: Suuntanäppäimet
- **L1-näppäin**: Vasen sauva
- **RO-näppäin**: PS-näppäin
- **Oikea sauva**: Vahvista valinta, liiku alueelta toiselle, poimi esineitä, korjaa sato
- **OPTIONS-näppäin**: Avaa kartta, ohita välivideot

**TEXTELYKOMENNIT**

- **X-näppäin**: Support (Hyökkäystuki) (kasvattaa Order Power -voimaa)
- **O-näppäin**: Valitse harjoituksen sisältö L-kumppanille
- **E-näppäin**: Valitse harjoituksen sisältö R-kumppanille
- **S-näppäin**: Hyväksy harjoituksen sisältö, pysäytä ruletti
- **A-näppäin**: Peruuta
- **F-näppäin**: Avaa taktiikkavalikko
- **D-näppäin**: Avaa esinevalikko
- **E-näppäin**: + Vasen sauva +

**PERUSTOIMINNAT**

**KENTTÄKARTAN KOMENNOT**

- **X-näppäin**: Puhu, valhista valinta, liiku alueelta toiselle, poimi esineitä, korjaa sato
- **O-näppäin**: Peruuta, palaa
- **E-näppäin**: Siirry Care-tilaan **A-näppäin**: Avaa Digivice
- **R1-näppäin**: Kameran ohjaus (lähennä), hyppää keskusteluun yli
- **L1-näppäin**: Kameran ohjaus (loittona)
- **L1-näppäin**: Liiku
- **Vasen sauva**: Vaihda kameratilaa, peruuta
- **Oikea sauva**: Kameran ohjaus (vaihda kuvakulmaa) * Ominaisuus ei ole käytettävissä kaupungeissa.
- **OPTIONS-näppäin**: Avaa kartta, ohita välivideot
- **Kosketusalueen painike**: Palauta kamera oletusasentoon
Pelin käynnistyksen ja alkuvideon jälkeen saavut aloitusruutuun. Valitse yksi seuraavista pelitiloista:

**Aloitusruudun komennot**

<table>
<thead>
<tr>
<th>Uusi peli</th>
<th>Aloita tarina alusta. Voit valita vaikeustasoksi Easy (Helppo) tai Normal (Normaali).</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lataa peli</td>
<td>Lataa tallennettu peli ja jatka tarinaa siitä mihin jät.</td>
</tr>
<tr>
<td>Järjestelmäasetukset</td>
<td>Siirry Järjestelmäasetukset-ruutuun.</td>
</tr>
</tbody>
</table>

**Tallentaminen**


Paina D -näppääintä tuodaksesi Digivicen esiin. Käytössäsi on seuraavat vaihtoehdot:

- Basic info (Perustiedot) (päivämäärä/aika, nykyinen sijainti, Floatian vauraus, tarinan vaihe)
- Pelaajan ja kumppanien välinen side
- Digivice-valikko
- L-kumppanin tila
- R-kumppanin tila
- Viimeisin DigiMail
- Kumppanin DigiFriend-arvo
<table>
<thead>
<tr>
<th>Vaihtoehto</th>
<th>Kuvaus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kumppani</td>
<td>Tarkastele kumppanin tietoja ja muuta taistelutaktiikoita</td>
</tr>
<tr>
<td>Kesyttäjä</td>
<td>Tarkastele hahmosi tietoja ja hanki taitoja.</td>
</tr>
<tr>
<td>Esineet</td>
<td>Tarkastele hallussasi olevia esineitä.</td>
</tr>
<tr>
<td>Kartta</td>
<td>Tarkastele nykyiseen sijaintiisi keskitettyä karttaa.</td>
</tr>
<tr>
<td>DigiMail</td>
<td>Lue saapuneita DigiMail-viestejä.</td>
</tr>
<tr>
<td>Kenttäopas</td>
<td>Tarkastele kasvattamies Digimonien tietoja.</td>
</tr>
<tr>
<td>Järjestelmä</td>
<td>Tuo Järjestelmäasetukset-ruutu esiin.</td>
</tr>
<tr>
<td>Tallenna</td>
<td>Siirry tallennusruutuun.</td>
</tr>
</tbody>
</table>
**Standaardbediening**

### DualShock 4-toetsen

- **L1**-toets
- **R1**-toets
- **OPTIONS**-toets
- **S**-toets
- **A**-toets
- **D**-toets
- **Q**-toets

**Richtingstoetsen**

- **Linker joystick**
- **Rechter joystick**
- **PS-toets**
- **Touchpad-toets**

**Besturing veldkaart**

- **X**-toets: Praten, bevestigen, van gebied naar gebied gaan, items oppakken, oogsten
- **O**-toets: Annuleren, terug
- **E**-toets: Naar Care-modus
- **F**-toets: Digivice openen
- **S**-toets: Camera gebruiken (inzoomen), gesprek overslaan
- **Q**-toets: Camera gebruiken (uitzoomen)

**Bediening in gevechten**

<table>
<thead>
<tr>
<th>Toets</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>Ondersteuning (bouwt Order Power op)</td>
</tr>
<tr>
<td>O</td>
<td>Andere cameramodus, annuleren</td>
</tr>
<tr>
<td>E</td>
<td>Tactiekmenu openen</td>
</tr>
<tr>
<td>A</td>
<td>Itemkeuzemenu openen</td>
</tr>
<tr>
<td>R1</td>
<td>R-partner besturen (verbruikt Order Power)</td>
</tr>
<tr>
<td>L1</td>
<td>L-partner besturen (verbruikt Order Power)</td>
</tr>
<tr>
<td>L1 + R1</td>
<td>L-/R-partners besturen (verbruikt Order Power)</td>
</tr>
</tbody>
</table>

**Bediening training**

- **Linker joystick**: Trainingcontent selecteren voor L-partner
- **Rechter joystick**: Trainingcontent selecteren voor R-partner
- **X**-toets: Trainingcontent bevestigen, roulettewiel stoppen
- **O**-toets: Annuleren
- **E**-toets: Geschiedenis
- **L1 of R1**-toets: Getoonde statistieken wijzigen
Als na het opstarten van de game de intro afgelopen is, kom je in het titelscherm terecht. Selecteer een van de volgende modi.

**BEDIENING TITELMENU**

**Nieuw spel**
Speel het verhaal vanaf het begin. Je kunt vervolgens kiezen uit de moeilijkheid Easy (makkelijk) of Normal (normaal).

**Spel laden**
Laad een opgeslagen spelbestand om het verhaal verder te spelen waar je gebleven was.

**Systeeminstellingen**
Open het scherm System Settings.

**OPSLAAN**
Gebruik de opdracht Save (opslaan) in je Digivice om je spelgegevens op te slaan. Je kunt tot drie spellen opslaan. Als je een al opgeslagen bestand selecteert, zal dit door de nieuwe gegevens overschreven worden.

Druk op de veldkaart op de □-toets om je Digivice te openen. Je hebt dan de volgende opties.

- **Standaardinformatie** (datum/tijd, huidige locatie, Floatia-welzijn, status verhaal)
- **Band tussen speler en partners**
- **Digivicemenu**
- **Status partner L**
- **Status partner R**
- **Laatste DigiMail**
- **Waarde DigiFriend partner**
## Opties Digivice

<table>
<thead>
<tr>
<th>Optie</th>
<th>Beschrijving</th>
</tr>
</thead>
<tbody>
<tr>
<td>Partner</td>
<td>Bekijk de partnerinformatie en pas gevechtstactieken aan.</td>
</tr>
<tr>
<td>Tamer</td>
<td>Bekijk de informatie over je personage en leer vaardigheden.</td>
</tr>
<tr>
<td>Items</td>
<td>Bekijk de items die je hebt.</td>
</tr>
<tr>
<td>Kaart</td>
<td>Bekijk de kaart. Je huidige locatie bevindt zich in het midden van de kaart.</td>
</tr>
<tr>
<td>DigiMail</td>
<td>Bekijk de ontvangen DigiMail.</td>
</tr>
<tr>
<td>Veldgids</td>
<td>Bekijk informatie over de Digimon die je grootgebracht hebt.</td>
</tr>
<tr>
<td>Systeem</td>
<td>Ga naar het scherm Systeeminstellingen.</td>
</tr>
<tr>
<td>Opslaan</td>
<td>Ga naar het scherm Opslaan.</td>
</tr>
</tbody>
</table>
**Controlos na Mapa**

<table>
<thead>
<tr>
<th>Botão</th>
<th>Função</th>
</tr>
</thead>
<tbody>
<tr>
<td>×</td>
<td>Falar, confirmar, passar de área, apanhar itens, colher</td>
</tr>
<tr>
<td>○</td>
<td>Cancelar, retroceder</td>
</tr>
<tr>
<td>□</td>
<td>Entrar no modo Care (tratamento)</td>
</tr>
<tr>
<td>R1</td>
<td>Utilizar câmera (façar zoom), saltar conversa</td>
</tr>
<tr>
<td>L1</td>
<td>Utilizar câmera (retirar zoom)</td>
</tr>
<tr>
<td>Manípulo esquerdo</td>
<td>Mover</td>
</tr>
<tr>
<td>Manípulo direito</td>
<td>Utilizar câmera (mudar perspetiva) *Não disponível na cidade.</td>
</tr>
<tr>
<td>OPTIONS</td>
<td>Abrir mapa, saltar vídeos</td>
</tr>
<tr>
<td>PS</td>
<td>Reposicionar câmera</td>
</tr>
</tbody>
</table>

**Controlos de Treino**

<table>
<thead>
<tr>
<th>Manípulo esquerdo</th>
<th>Função</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Seleccionar conteúdo de treino para o parceiro da esquerda</td>
</tr>
<tr>
<td>Manípulo direito</td>
<td>Seleccionar conteúdo de treino para o parceiro da direita</td>
</tr>
<tr>
<td>×</td>
<td>Confirmar conteúdo de treino, parar roleta</td>
</tr>
<tr>
<td>○</td>
<td>Cancelar</td>
</tr>
<tr>
<td>□</td>
<td>Histórico</td>
</tr>
<tr>
<td>L1 ou R1</td>
<td>Mudar estatísticas exibidas</td>
</tr>
</tbody>
</table>

**Controlos de Batalha**

<table>
<thead>
<tr>
<th>Botão</th>
<th>Função</th>
</tr>
</thead>
<tbody>
<tr>
<td>×</td>
<td>Apoio (aumenta o Order Power)</td>
</tr>
<tr>
<td>○</td>
<td>Trocar modos de câmera, cancelar</td>
</tr>
<tr>
<td>□</td>
<td>Abrir menu das táticas</td>
</tr>
<tr>
<td>A</td>
<td>Abrir menu de seleção de itens</td>
</tr>
<tr>
<td>R1</td>
<td>Controlar parceiro da direita (consome Order Power)</td>
</tr>
<tr>
<td>L1</td>
<td>Controlar parceiro da esquerda (consome Order Power)</td>
</tr>
<tr>
<td>L1 ou R1</td>
<td>Controlar parceiros da esquerda/direita (consome Order Power)</td>
</tr>
<tr>
<td>S</td>
<td>Confirmar conteúdo de treino, parar roleta</td>
</tr>
<tr>
<td>A</td>
<td>Cancelar</td>
</tr>
<tr>
<td>D</td>
<td>Histórico</td>
</tr>
<tr>
<td>Q</td>
<td>Mudar estatísticas exibidas</td>
</tr>
</tbody>
</table>

**Botões do Comando Sem Fios DualShock® 4**

<table>
<thead>
<tr>
<th>Botão</th>
<th>Função</th>
</tr>
</thead>
<tbody>
<tr>
<td>R1</td>
<td>Abrir menu das táticas</td>
</tr>
<tr>
<td>OPTIONS</td>
<td>Abrir mapa, saltar vídeos</td>
</tr>
<tr>
<td>PS</td>
<td>Reposicionar câmera</td>
</tr>
<tr>
<td>S</td>
<td>Falar, confirmar, passar de área, apanhar itens, colher</td>
</tr>
<tr>
<td>F</td>
<td>Abrir Digivice</td>
</tr>
<tr>
<td>E</td>
<td>Controlar parceiro da direita (consome Order Power)</td>
</tr>
<tr>
<td>L1</td>
<td>Controlar parceiro da esquerda (consome Order Power)</td>
</tr>
<tr>
<td>L1 ou R1</td>
<td>Controlar parceiros da esquerda/direita (consome Order Power)</td>
</tr>
<tr>
<td>A</td>
<td>Cancelar</td>
</tr>
<tr>
<td>D</td>
<td>Histórico</td>
</tr>
<tr>
<td>Q</td>
<td>Mudar estatísticas exibidas</td>
</tr>
</tbody>
</table>
Assim que iniciares o jogo e a introdução terminar, irás ver o ecrã inicial. Selecciona um dos seguintes modos.

**CONTROLOS DO MENU INICIAL**

<table>
<thead>
<tr>
<th>Função</th>
<th>Descrição</th>
</tr>
</thead>
<tbody>
<tr>
<td>Novo jogo</td>
<td>Começa a história do início. Podes escolher entre as dificuldades Easy (Fácil) ou Normal.</td>
</tr>
<tr>
<td>Carregar jogo</td>
<td>Carre+A1:M309m</td>
</tr>
<tr>
<td>Definições do sistema</td>
<td>Abre o ecrã System Settings.</td>
</tr>
</tbody>
</table>

**Gravar**

Usa o comando Save (Gravar) no teu Digivice para gravares os teus dados do jogo. Podes gravar até três jogos ao mesmo tempo. Se selecionares um ficheiro onde já tenhas gravado, irás substituir esse ficheiro pela nova gravação.

Prime o botão A no mapa para abrites o teu Digivice e acederes às seguintes opções.

- **Informação básica**
  (data/hora, local atual, prosperidade de Floatia, estado da história)

- **Menu Digivice**

- **Estado do parceiro da esquerda**

- **Estado do parceiro da direita**

- **Último DigiMail**

- **Valor DigiFriend dos parceiros**

- **Laço entre o jogador e os parceiros**
DIGIVICE

OPTIES DIGIVICE

Parceiro
Ver informação sobre o parceiro e ajustar as táticas de batalha.

Domador
Ver informação sobre a tua personagem e obter habilidades.

Itens
Ver os itens na tua posse.

Mapa
Ver o mapa centralizado na tua localização atual.

DigiMail
Ver os DigiMail que te são enviados.

Guia de campo
Ver informação sobre os Digimon que criaste.

Sistema
Entrar no ecrã System Settings.

Gravar
Ir para o ecrã de gravação.

CUSTOMER SERVICE SUPPORT

Australia
1902 26 26 26
€2.48/min (may change without notice)
au.support@bandainamcoent.com.au

België
Support en Frans
fr.support@bandainamcoent.eu

Deutschland
Technische: 0800-5-771 882
Spielerservice: 0800-5-777 882
1,94€/min aus dem dt. Festnetz
Montag - Sonntag: 14.00-19.00 Uhr
de.support@bandainamcoent.eu

España
+34 902 15 18 67
Lunes a viernes: 08:00 – 19:00
Varies: 09:00 – 16:00
es.support@bandainamcoent.eu

Ελλάδα
+30 210 50 90 000
Anrufen/Anrufe
Aurora / Zaploxnet, 08:00-17:00
gr.support@bandainamcoent.eu

France
0920 15 80 00
0.84€/min
Lundi-Samedi: 10:00-20:00 non stop
fr.support@bandainamcoent.eu

Italia
1.24€/min
it.support@bandainamcoent.eu

New Zealand
0800 540293
81.89€/min
(she may change without notice)
au.support@bandainamcoent.games.eu

Nordic Countrie
Swede
Norske
Nordiska
Norwegian
Svenska
Svenska
Svensk
sv.support@bandainamcoent.eu

Nederland
Support in English:
customerserviceuk@bandainamcoent.eu

Österreich
Technische: 0042 966 966 966
Spielerservice: 0042 966 966 966
6.15€/min
Montag – Freitag: 08:00 – 19:00 Uhr
de.support@bandainamcoent.eu

Portugal
+34 902 15 18 67
Sábado e Domingo: 09:00 – 19:00
Sata Feira: 08:00 – 14:00
pt.support@bandainamcoent.eu

Schweiz
Technische: 0800-320300
Spielerservice: 0800-770780
2.50 CHF/min
Montag – Samstag: 19.00-19.00
hr
de.support@bandainamcoent.eu

Singapore
+65 6339 9724
support@bandainamcoent.asia

United Kingdom
Monday – Friday: 08:00 – 18:00
Saturday: 09:00 – 12:00
customerserviceuk@bandainamcoent.eu

Please visit
www.bandainamcoent.eu/support
For the full list of support contacts