



DIGIMONSTORY CYBERSLEUTH HACKER'S MEMORY

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STARTING A GAME	3	Cross Combos	29
BASIC OPERATIONS	4	Types and Attributes	30
WORLD	7	Abnormal Statuses	31
STORY AND CHARACTERS	8	Domination Battle	32
FLOW OF THE GAME	10	DIGILAB	33
DIGIMON ACQUISITION/TRAINING	11	DigiBank	34
FIELD CONTROLS	12	DigiFarm	37
HACKING SKILLS	16	Mirror Dungeon/Shop/Medical Machine	39
DIGIVICE	17	Network	40
Digimon	19	OFFLINE COLOSSEUM	44
Skills	20	PCs	45
Items	21	CASES	46
Player	22	TERMINOLOGY	47
Keyword/Options	23	SWEDISH QUICKSTART	48
Field Guide	24	FINNISH QUICKSTART	51
DigiLine	25	PORTUGUESE QUICKSTART	54
BATTLE	26	DUTCH QUICKSTART	57
Battle Screen Overview	27	ARABIC QUICKSTART	60
Commands	28		

Once you have launched the game and the Title screen is displayed, press any button to go to the menu screen and choose one of the following modes.

TITLE MENU

New Game	Start the story from the beginning.
Continue	Load save data to continue the story from where you left off.
New Game +	Import save data from a completed game and start the story from the beginning.
Continue Cyber Sleuth	Import save data from Cyber Sleuth.

What Happens If I Get Game Over?

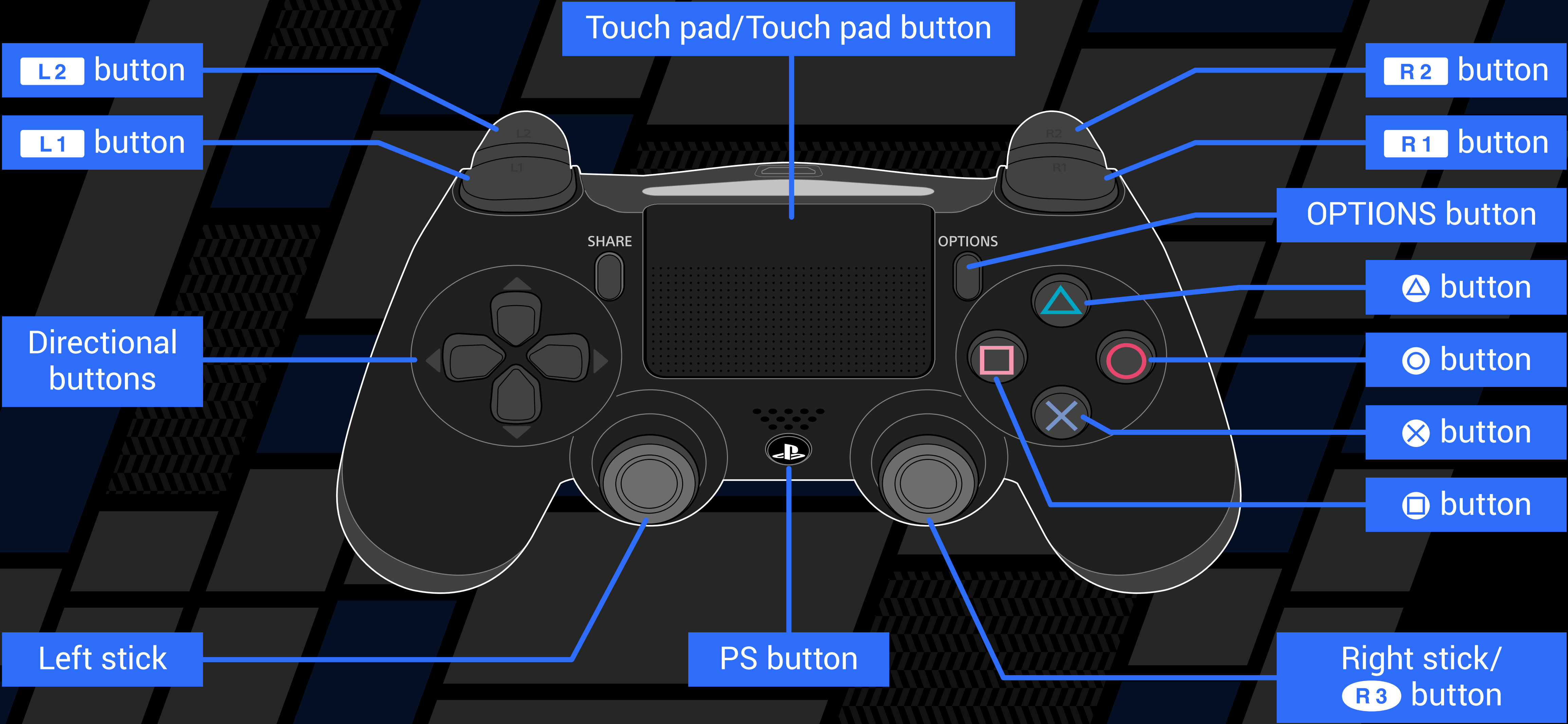
If all the Digimon you take into battle lose all their HP, you will get game over and be returned to the Title screen. You will have to continue from where you last saved, so make sure you save often.

Saving

Use the “Save” command in the Digivice to save your game anytime you are in the field. You can only save up to three games at once. Selecting a file you have already saved to will overwrite that file with the new save.



DUALSHOCK®4 WIRELESS CONTROLLER



Buttons do different things in the field and in battle.

BASIC CONTROLS

Directional buttons/ left stick	Move, select
ⓧ button	Confirm
⦿ button	Go back, cancel

FIELD CONTROLS

Directional buttons/ left stick	Move, select
Left stick	Sprint
Right stick ↓ ↑	Zoom in/out *Only applicable in certain areas
ⓧ button	Speak, retrieve item, etc.
⬆ button	Activate Digivice
▣ button	Display Hacking Skill menu
R1 button	Display minimap *Only applicable in certain areas
Touch pad button	Display DigiLine
R3 button	Reset perspective
OPTIONS button	Display Back to Title window

BATTLE CONTROLS

Directional buttons/left stick	Select
ⓧ button	Confirm
⦿ button	Cancel
⬆ button	Display friendly Digimon stats *Only while "Change" is selected
ⓧ button while holding R1 button	Escape
OPTIONS button	Toggle Auto Mode

Controls suited to your situation will be displayed on the bottom of the screen of the Digivice or DigiLab.

DIGIVICE CONTROLS

Universal Controls

Directional buttons/ left stick	Select
⊗ button	Confirm○ buttonGo back/cancel
L1 button/R1 button	Toggle Digimon or change page in list

Digivice Controls (Top Screen)

Directional buttons ↑↓	Select
Directional buttons ←→	Toggle display of reserve members
⊗ button (while displaying reserve members)	Display stats

“Digimon” Controls

△ button	Display stats
▣ button (Settings)	Remove Skill/Equipment

“Field Guide” Controls

△ button	Display search function
Directional buttons/left stick ↑↓	Change levels while stats are displayed

“Save” Controls

▣ button + L1 button + R1 button	Delete selected save data
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DIGILAB CONTROLS

Universal Controls

Directional buttons/ left stick	Select
⊗ button	Confirm○ buttonGo back
L1 button/R1 button	Toggle Digimon or change page in list

“DigiBank” Controls

△ button	Display stats, Digivolve/De-digivolve/ post-DigiConversion settings
▣ button	Load four Digimon or fewer, move Digimon to party or DigiBank (while moving Digimon)
OPTIONS button	Sort Digimon list

“DigiFarm” Controls

OPTIONS button	Toggle display (display information on/off)
Directional buttons/ left stick →	Focus on Digimon

“DigiFarm” Controls (Focused)

OPTIONS button	Toggle display	△ button	Display stats
L1 button/R1 button	Toggle focused Digimon		
○ button	Return to Farm Island selection		
⊗ button	Feed	▣ button	Switch food

CYBERSPACE

EDEN

AND

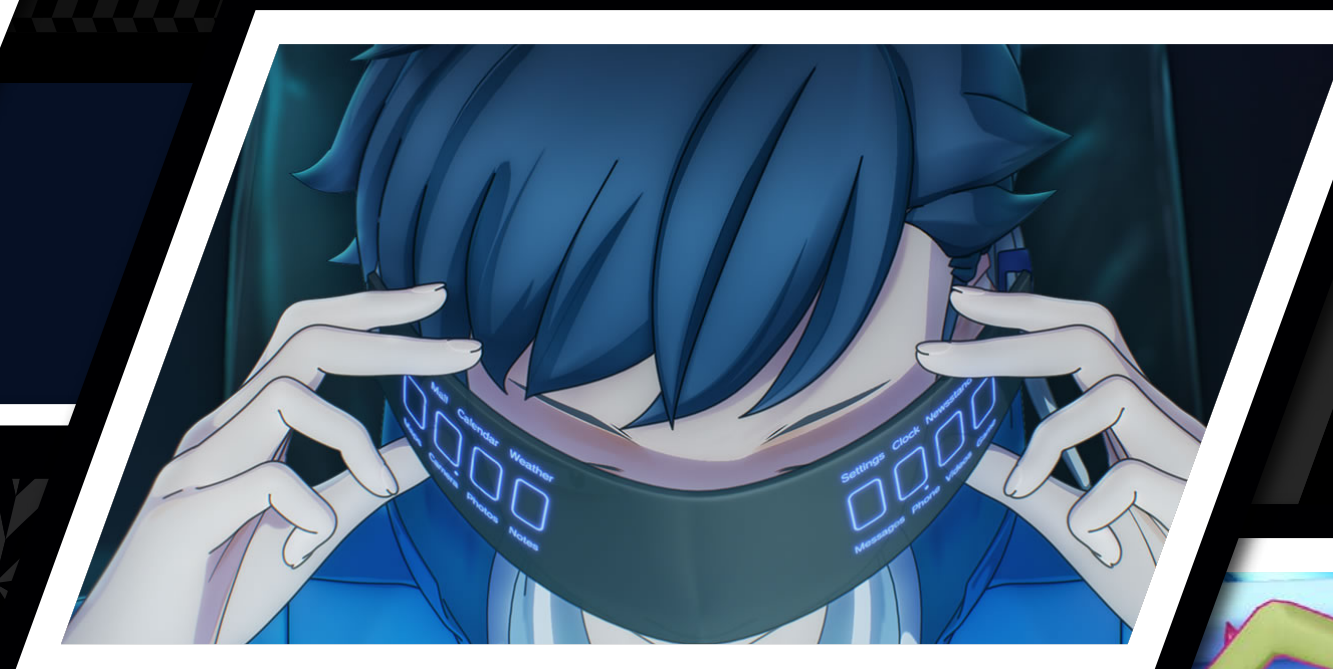
DIGITAL MONSTERS

In Japan's not-too-distant future, revolutionary virtual reality technology and advanced network services have resulted in the creation of EDEN, the world's largest cyberspace. Many people spend as much time there as in the real world.

However, hackers threaten the peace of this new world. Employing powerful viruses, they are able to crack the security protocols and alter key data for their own ends, causing serious damage to cyberspace.

The viruses they use possess advanced artificial intelligence, as well as the abilities to learn, develop, and evolve into a vast array of different forms.

These terrifying viruses have come to be known as "digital monsters".



**A RELUCTANT HACKER
TRYING TO CLEAR HIS NAME**

KEISUKE AMAZAWA

VOICE: RYOTA ASARI

A person's EDEN account is both a form of identification and the key for accessing cyberspace. Keisuke's EDEN account has been hacked and he has been framed for the crime of account raiding. Now he himself has turned to hacking in order to find the person who set him up.

*Name can be changed.



A GENIUS HACKER BORN OF AN UNFORTUNATE ACCIDENT

ERIKA MISHIMA

VOICE: YUI OGURA

Erika is a member of the Hudie hacker team. She and her big brother have been alone since they lost their parents in a car accident several years ago. Extremely shy, she spends so much time shut away in the VIP room at the Net café where Hudie is based that most people call it "Erika's room". Since she suffered a serious head injury in the accident that killed her parents, her mind has been linked to a special server on the EDEN network to reduce the load on her brain. As a side effect, she now possesses genius hacking abilities.

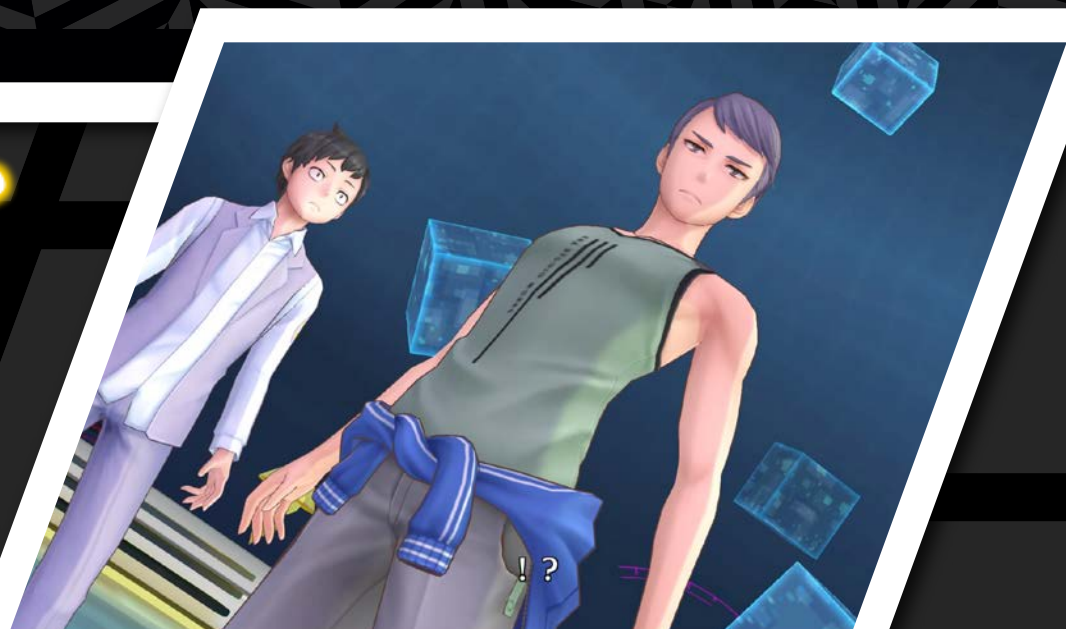


**HUDIE'S LEADER AND
PROTECTIVE BIG BROTHER**

RYUJI MISHIMA

VOICE: YUICHI NAKAMURA

Ryuji is the leader of the Hudie hacker team, which provides a "handyman" service in EDEN. He was formerly number two in the renowned Jude hacker team, and is widely known as a "Legend Hacker". A well-respected figure, he is also on friendly terms with Zaxon, the current top team. As Erika's big brother, he takes on all manner of cases in order to pay Erika's medical fees.



**ALWAYS THERE TO LIFT
THE TEAM'S SPIRITS**

CHITOSE IMAI

VOICE: YUKI ONO

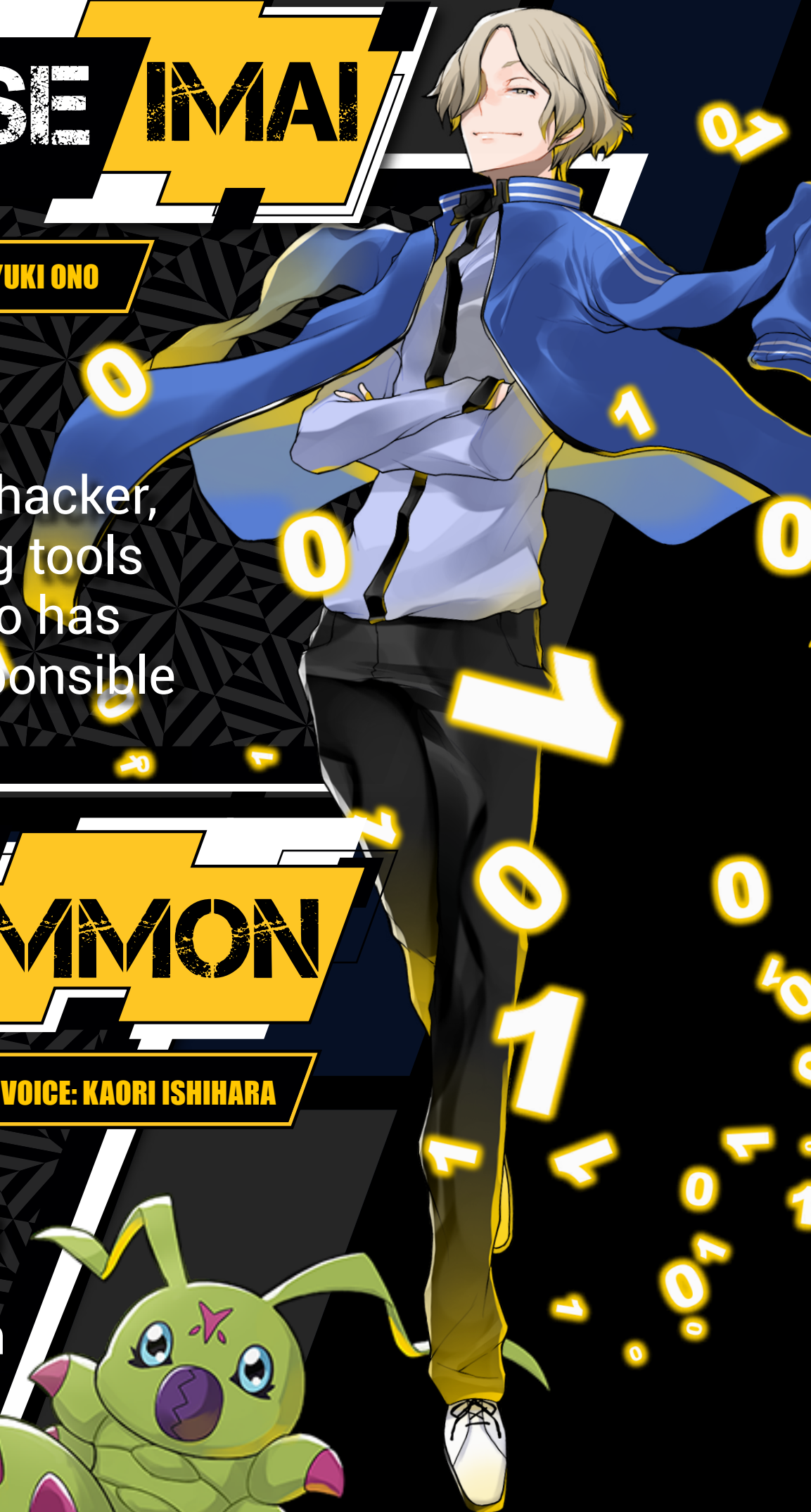
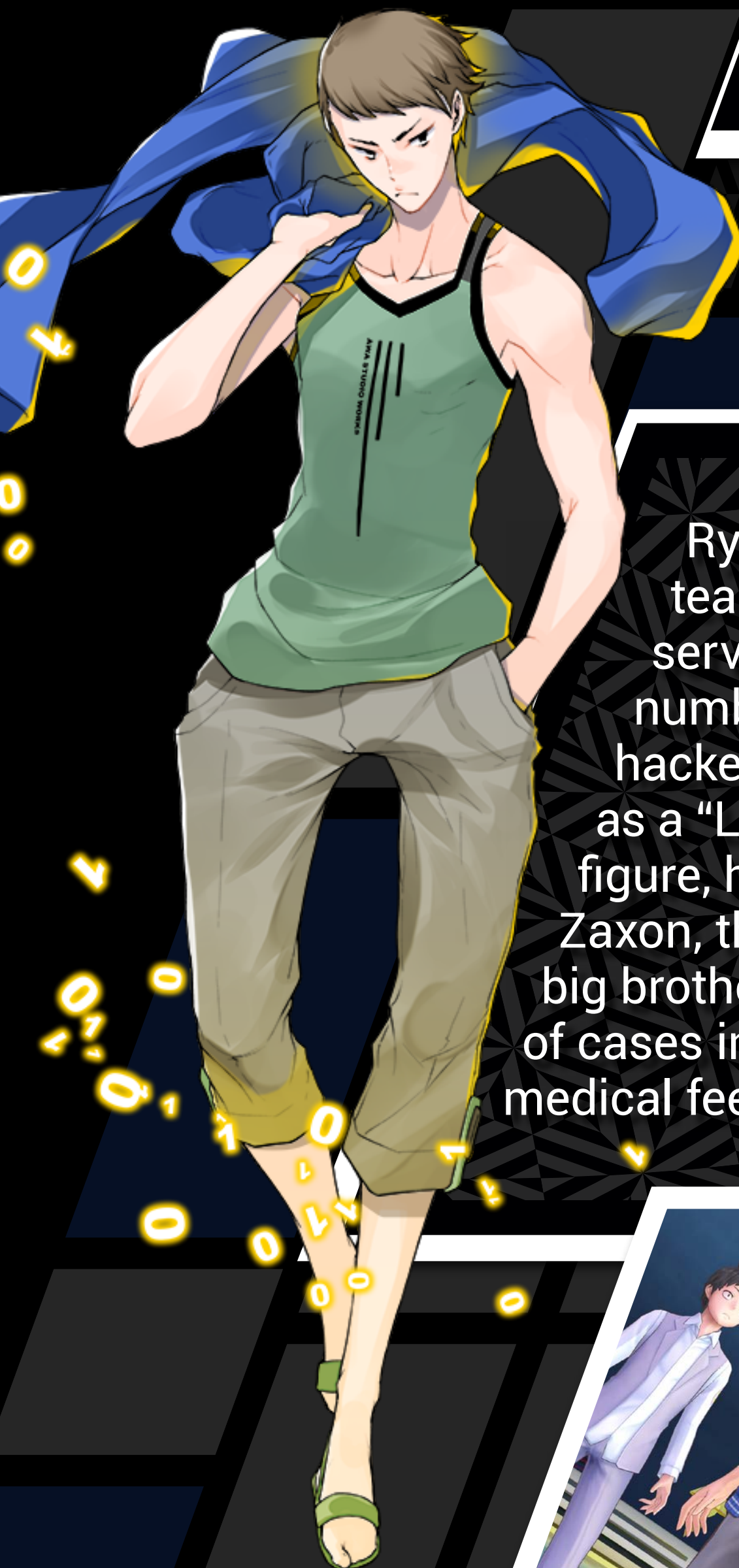
Chitose is the deputy leader of the Hudie hacker team. With a very different personality from Ryuji's, he also fulfils the important role of lifting the team's spirits. As a veteran hacker, he specializes in creating his own hacking tools and malware to gather information. He also has some Digimon programs, but is mainly responsible for strategy and support.

**HUDIE'S
SELF-PROCLAIMED MASCOT**

WORMMON

VOICE: KAORI ISHIHARA

Wormmon is a Digimon who strayed into cyberspace from the Digital World. Erika and the others came to its rescue while it was being attacked in Kowloon on the lowest level of the EDEN network after infuriating other Digimon with its bungling ways. It became attached to Erika after she treated its wounds, and has been her partner Digimon ever since. Although cowardly, it is filled with curiosity but often ends up causing trouble with its extreme clumsiness.



After the prologue, the story is broadly divided into three types of gameplay: investigation/exploration, Digimon encounters/battles, and Digimon acquisition/training.

PROLOGUE

Soon after starting the game, you will come to a screen where you can enter the main character's name. Use the keyboard function to enter a name. See the user's guide for details (<http://manuals.playstation.net/document/>). Once you are done, select "OK" to proceed.



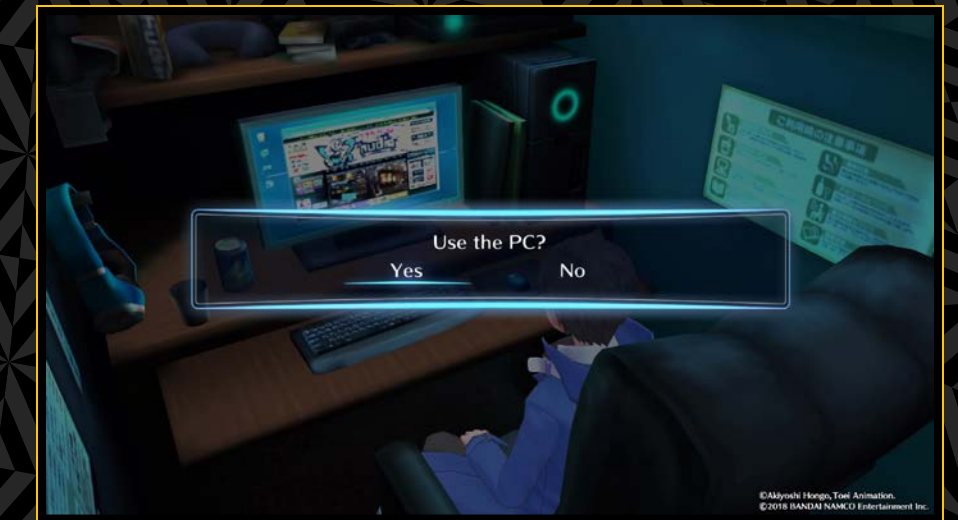
INVESTIGATION/EXPLORATION

Explore the field and obtain information and items to advance your investigation. There are two types of fields: the real world and cyberspace. Both types are connected by access points that allow you to cross between them at specific locations.



Investigating Cases (Missions)

Accept cases from the bulletin board system (BBS) on a PC or the case board to play missions that are separate from the main story. You will receive a reward for each case you solve (→ page 46).



DIGIMON ENCOUNTERS/BATTLES

You will sometimes encounter wild Digimon in EDEN and on Digital Networks. Give commands during battle and try to defeat your opponent.



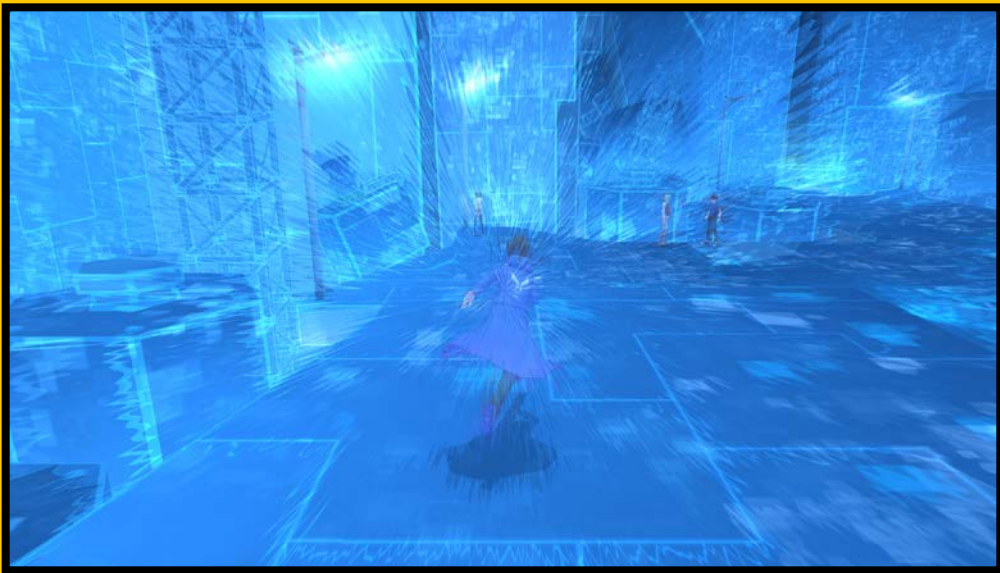
DIGIMON ACQUISITION/TRAINING

Acquire, train, Digivolve and De-Digivolve Digimon at the DigiLab, a special area in the digital world.



ENCOUNTERS WITH DIGIMON

All manner of Digimon can be found in dungeons. A battle will be triggered if you encounter a Digimon while moving around. Be sure to pay attention to the health of your party Digimon.



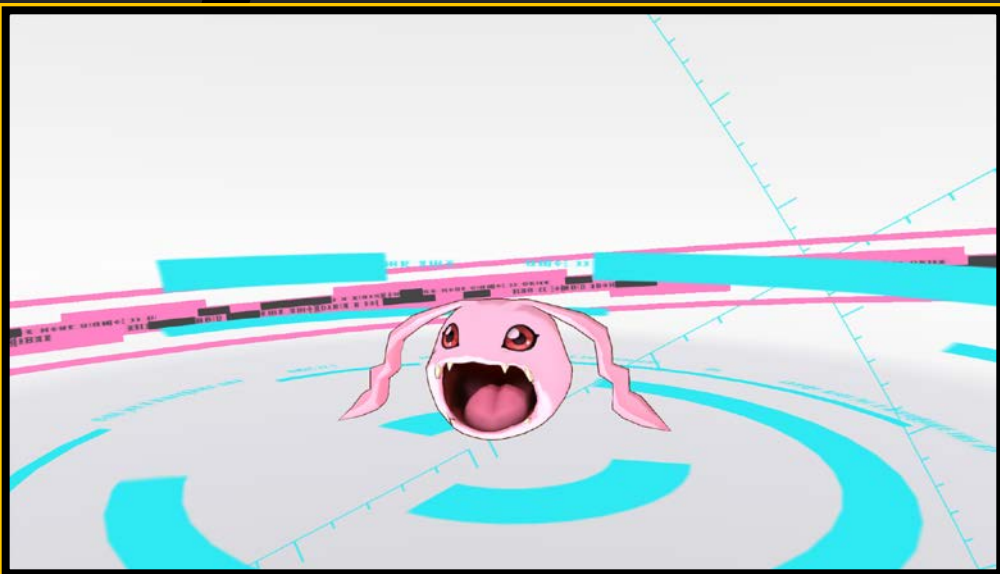
CAPTURING DIGIMON

When you encounter a Digimon, it will be automatically scanned and you will acquire the analysed data. Keep on finding Digimon until the Scan Rate reaches 100% or higher.



DIGICONVERSION USING THE DIGIBANK

Data with a Scan Rate of 100% or higher can be materialized in cyberspace by using the "DigiConvert" function in the DigiBank at the DigiLab.



DIGIMON DEVELOPMENT STAGES

Digimon develop over the following generations:



The field is where you control your character, talk to people, and investigate places of interest to advance the story.

Directional buttons/left stick	Move, select	button	Activate Digivice
Left stick	Sprint	button	Hacking Skills
Right stick	Zoom in/out	button	Display Minimap
button	Speak, retrieve item, etc.	button	Reset perspective

SPECIAL BUTTON OPERATIONS

Go Inside

If a "" icon is displayed when you stand in front of a door, press the button to go inside. If the area is inaccessible, the icon will not be displayed when you approach the door.



Retrieve Item

Examine white glowing areas and sparking multi-coloured boxes to find items.



Talk

If a "..." icon is displayed when you approach a character or EDEN avatar, press the button to talk to them. An "!" icon will be displayed if they have something important to say. If you cannot talk to a person, this icon will not be displayed when you approach them.



MOVE AROUND

Press the directional buttons to walk, and tilt the left stick to run.



DIGIVICE

Press the **△** button to access the Digivice, which is used to manage and save your Digimon (→ page 17).



CHANGE PERSPECTIVE

Tilt the right stick up or down to zoom in on or out from your character. Press the **R3** button to reset the perspective. You cannot zoom in or out while in certain indoor areas.



HACKING SKILLS

Press the **□** button to use the Hacking Skills you have learned (→ page 17).



DISPLAY MINIMAP

Press the **R1** button to display the minimap in certain locations. Press the **R1** button again to hide the minimap.



SPECIAL MOVEMENT

Your character can move between the real world, the digital worlds of EDEN, and the DigiLab. There are also special dungeons called Digital Networks.

Access Points

Access points are Digital Network nodes that use the flow of Digital Waves to link different locations. They allow you to go to EDEN or the DigiLab by connecting to Digital Waves. There are several types of access points.

Real World Access Points



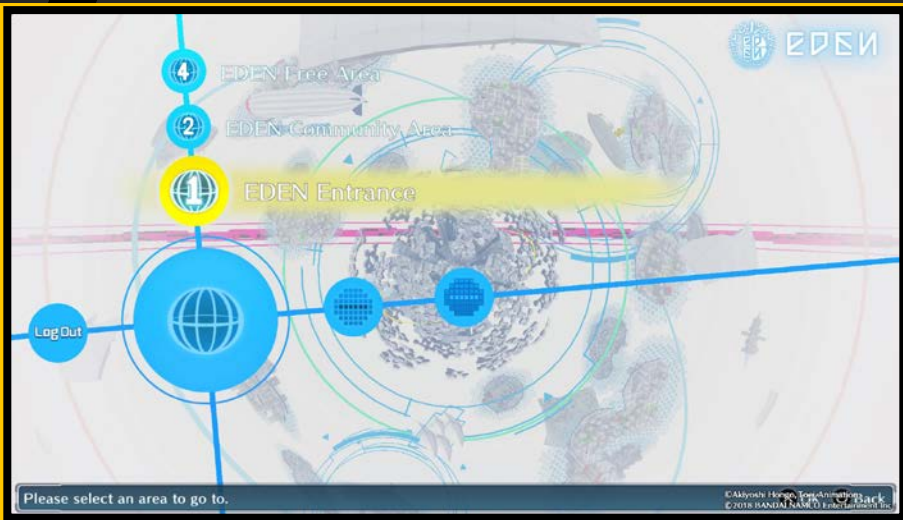
EDEN Access Points



Allow you to access the DigiLab only.

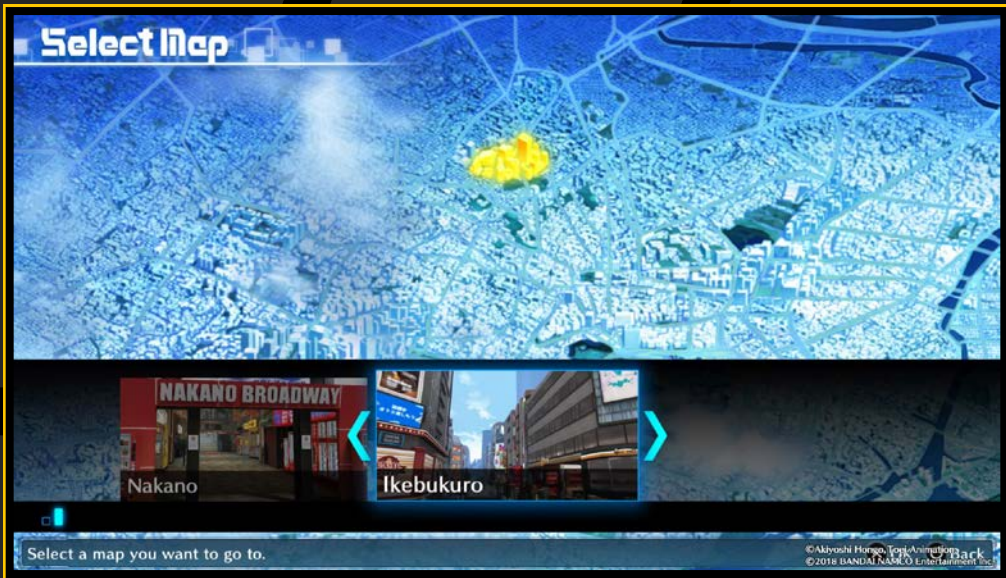
Allow you to access EDEN and the DigiLab.

A “📶” icon will be displayed when you approach an access point. Press the ⓧ button to use it.



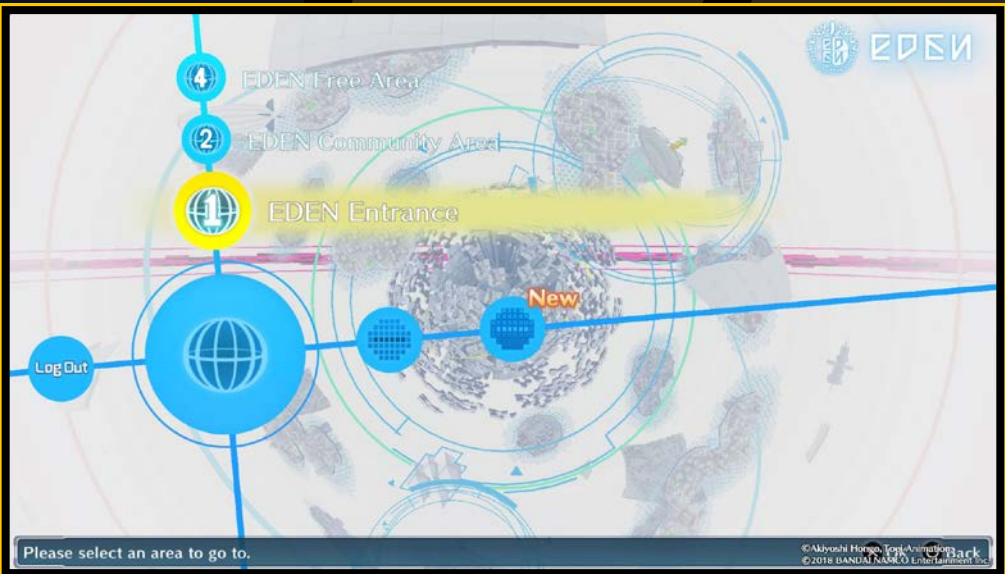
Moving around Real World Maps

If you go to the edge of a map, you will sometimes be able to select a map and go to a different location. When “MAP” is displayed, press the ⓧ button and then select your destination.

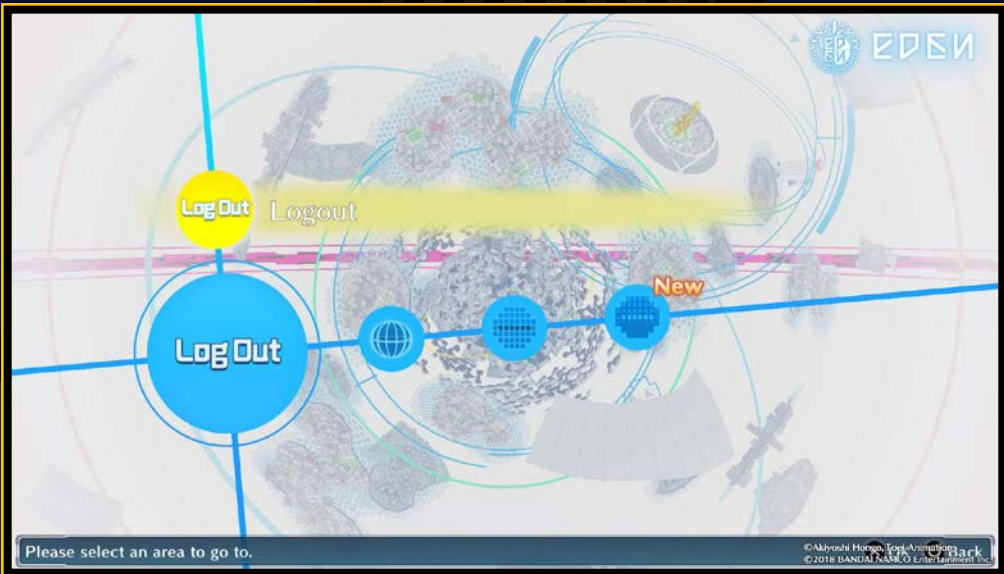


Moving around EDEN

Stand on a transit point with arrows on it and press the  button to display an overview of the areas in EDEN.



Use the directional buttons to choose a destination. If there are new areas that you can go to, they will be indicated with "New". Selecting the "Log Out" option on the left will return you to the real world access point you used to enter EDEN.



Digital Networks

Digital Networks are digital spaces where the flow of information is visible. Use the directional buttons or the left stick to choose your direction. Battles may be triggered along the way.

Digital Network Controls

Directional buttons/left stick	Choose direction
--------------------------------	------------------



You can go back to any of the Digital Networks you have cleared from the "Mirror Dungeon" in the DigiLab (→ page 39).

Your character can use Hacking Skills with the help of Digimon. However, you need to have the Digimon required for a Hacking Skill with you. View the conditions necessary for each Hacking Skill in the "Player" menu of the Digivice (→ page 22).

button

Display Hacking Skill menu



Hacking Skill Abilities

Wall Crack

Enables you to deactivate security firewalls that block your way and continue your progress. There are different levels that correspond to the strengths of firewalls, and you cannot deactivate a firewall if your Wall Crack level is not high enough. You can determine a firewall's level from its colour.



Code Scan

Analyses and cracks protection codes, enabling you to access encrypted data and browse the information.



Copy and Paste

Copies (memorizes) colour data and pastes (overwrites) it on a colourless base (data plate). When all bases are set correctly, the security will be deactivated.



Stealth Hide

Makes you transparent, allowing you to move around without being detected.

High Security

Reduces the probability of enemy encounters.

Function Call



Increases the probability of enemy encounters.

Press the  button on the field screen to activate the Digivice, which offers the following menus:



Digimon	Organize or change settings for your party (→ page 19).
Items	Use or view your items (→ page 21).
Player	View your character's information, current cases, and tutorials you have read before (→ page 22).
Keyword	View the keywords you have (→ page 23).
Options	Change in-game sound, cutscene and map settings (→ page 23).
Field Guide	View the details of Digimon registered in the Field Guide (→ page 24).
DigiLine	Read and reply to messages (→ page 25).
Save	Save the game (→ page 03).

DISPLAY MEMBERS

Press the right button or tilt the left stick right on the Digivice menu screen to toggle to reserve members. On this screen, press the  button to display the stats of the selected Digimon. You cannot organize Digimon on this screen. To do this, go to “Organize” in the “Digimon” menu. To go back to the Digivice menu, press the  or left button, or tilt the left stick left.



STATS SCREEN OVERVIEW

Use the directional buttons or the left stick to toggle between stats and skills. You can also use the **L1** button and the **R1** button to display the stats of other Digimon.

Stats Screen Overview



- 1 **Name:** The Digimon's name.
- 2 **Type:** The Digimon's type (→ page 30).
- 3 **Attribute:** The Digimon's attribute (→ page 30).
- 4 **Generation:** Shows the stage of Digivolution (→ page 11).
- 5 **Memory use:** Affects party organization (→ page 34).
- 6 **HP:** The Digimon's health.
- 7 **SP:** Spent when skills are used.
- 8 **ATK:** Affects the physical damage dealt by attacks.

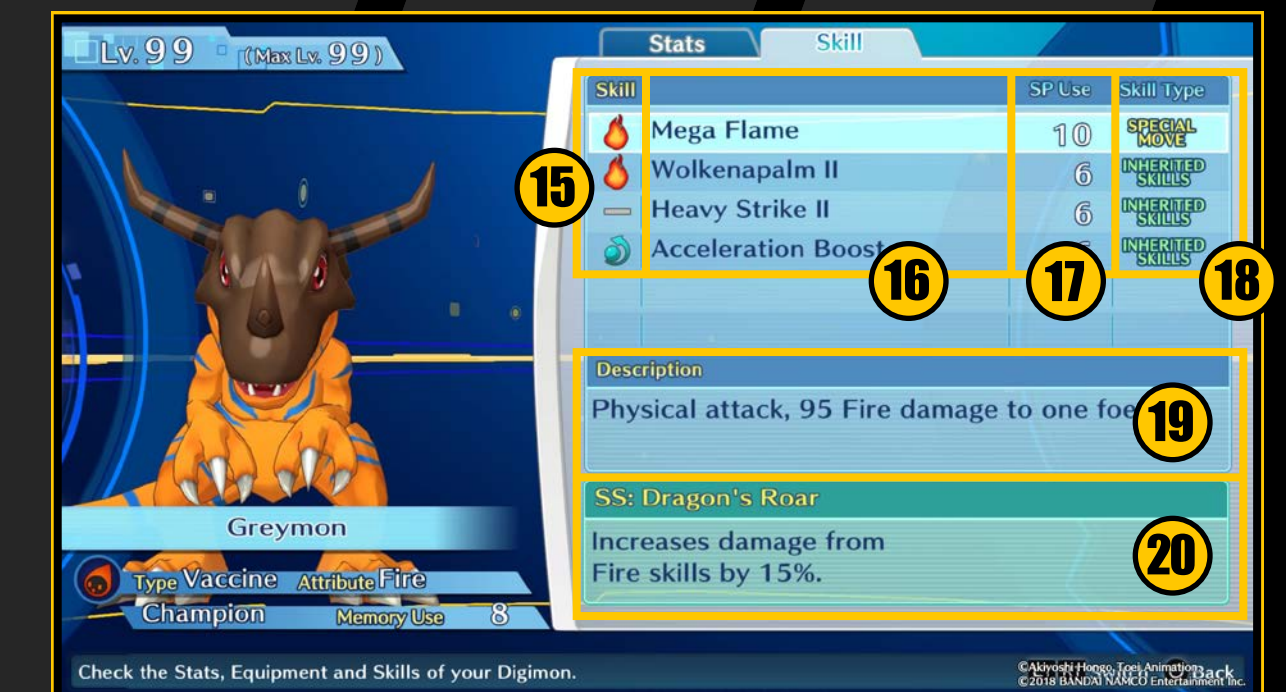
- 9 **DEF:** Affects the damage received from physical attacks.
- 10 **INT:** Affects the damage dealt by and received from magic skills.
- 11 **SPD:** Affects the turn order in battle.
- 12 **ABI:** As well as being a condition for Digivolution, it also affects parameters (→ page 35).

CAM: Affects the ability to perform combos.

Personality: Affects abilities and parameters that are improved through training on the DigiFarm.

- 13 **EXP:** Experience points required to level up.
- 14 **Equipment:** The items that are currently equipped.

Skills Screen Overview



- 15 **Attributes:** The skill attributes (→ page 30).
- 16 **Skill names:** The skill names.
- 17 **SP use:** The SP required to use the skills.
- 18 **Skill type:** Shows whether a skill is a special move or an inherited skill.
- 19 **Description:** A description of the skill's effects.
- 20 **SS:** A description of support skills (→ page 20).

DIGIMON

Choose “Organize” or “Settings” to configure your party members.

Digimon Controls

ⓧ button	Confirm
⦿ button	Go back
△ button	Display stats
(While stats are displayed) L1 button/ R1 button	Switch

Organize

Swap your battle and reserve Digimon. First choose the Digimon you want to move, and then choose the Digimon you want it to replace.

Settings

Change your Digimon’s names, skills and equipment settings.



Changing Skills

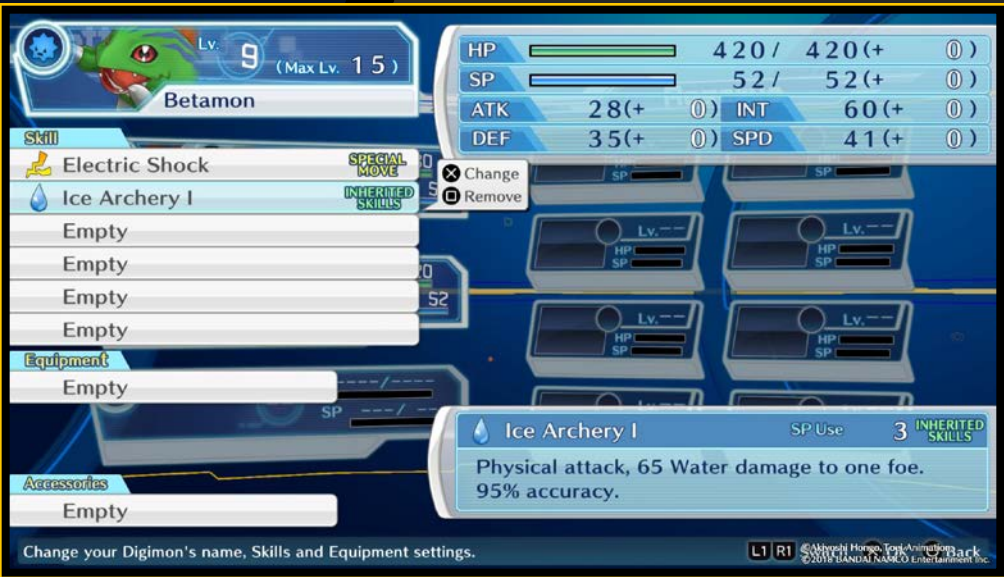
First choose the inherited skill you want to change, and then choose the skill you want to replace it with. You can also press the ⓧ button while an inherited skill is selected to remove it.

Changing Equipment

First choose the equipment you want to change, and then choose the equipment you want to replace it with. You can also press the ⓧ button while a piece of equipment is selected to remove it without replacing it.

Digimon Accessories

First choose the accessory you want to change, and then choose the accessory you want to replace it with. You can also press the ⓧ button while an accessory is selected to remove it.



Skills

There are two types of skill: Special moves and inherited skills.

Special Moves

These are innate skills, the nature of which changes when a Digimon Digivolves or De-Digivolves. They are always set and cannot be removed.

Inherited Skills

These are skills that are learned when a Digimon levels up. Once a skill has been learned, it can still be used even after Digivolution or De-Digivolution.

Skills can be used by setting them in the “Digimon” menu of the Digivice. Up to six skills (special moves and inherited skills) can be set at a time, and up to 20 skills can be learned. If more than 20 skills are learned, you will need to delete the extra ones.



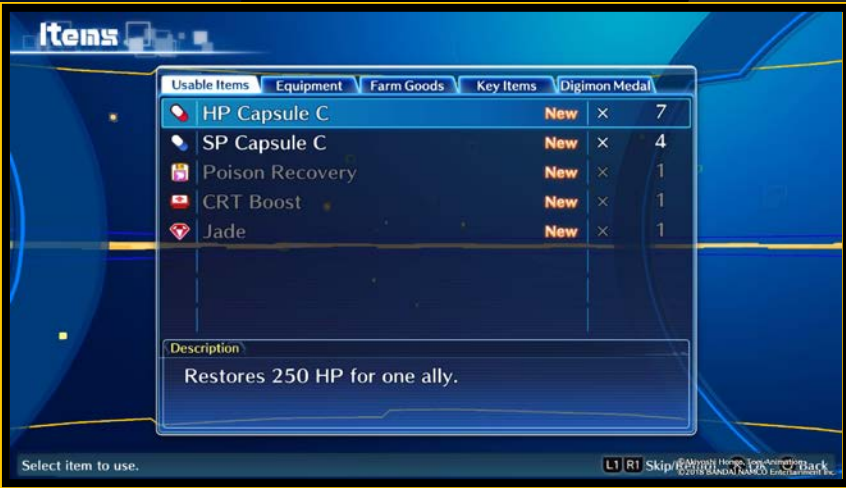
Support Skills

Each Digimon has a support skill. This skill only activates if a Digimon is in battle, and always affects all battle participants. For example, if there are three Digimon with support skills that raise ATK by 15%, overall ATK will increase by 45%. The support skills of incapacitated Digimon do not have any effect.



ITEMS

Use the Directional buttons or the left stick to choose the type of item, and then select an item to view and use.



Items Screen Controls

Usable Items	Items that disappear once used, such as items for recovery, enhancement and converting to money.
Equipment	Items to equip on Digimon. Do this in the “Settings” section of the “Digimon” menu (→ page 19).
Farm Goods	Items used on the DigiFarm (→ page 37).
Key Items	Items that are important to the story.
Digimon Medals	Collection items.

How to Get Items

Items can be found in the field or bought from shops. You can also get them by using “Develop” and “Investigate” on the DigiFarm (→ page 38).



Shops

As you advance through the story, certain characters will have “Shop” displayed above their heads. You can buy items by talking to them.



Digimon Medals

These are collection items featuring Digimon designs. There are 700 in total. You can get them from various places and view them by selling them to the Medal Man. Make sure to sell any you find.

Medal Man

This is a character in Nakano. Talk to him to sell Digimon Medals and view your collection.



Digimon Medal Machines

These vending machines can be found in various locations. It costs 300 yen for a Digimon Medal. There are also more expensive vending machines that cost 1,000 yen per medal. The medal you receive is random, and machines in different locations give different medals.

PLAYER

Use the directional buttons or the left stick to toggle between the “Player,” “Hacking Skill,” “BBS/Cases,” and “Tutorial” screens.

Stats Screen Overview



- 1 **Name:** The player’s name.
- 2 **Wallet:** How much money you have.
- 3 **Hacker Rank:** Your current rank as a hacker, and the corresponding title.
- 4 **Hacker Points:** Accumulate to increase your Hacker Rank.
- 5 **Saved Digimon:** The total number of Digimon you have, including those in your party, DigiFarm and DigiBank.
- 6 **Solved Cases:** The number of cases (missions) you have solved.
- 7 **Play Time:** The total time since you started playing the game.

Hacking Skills

Use the directional buttons or the left stick to choose a Hacking Skill from the list and see its effects.

Digimon Are Necessary for Hacking Skills

View the usage conditions in the “Hacking Skill” section of the “Player” screen. You need to add Digimon to your party that meet the conditions before you can use a Hacking Skill.

A screenshot of the 'Hacking Skill' screen. It shows a list of skills: 'Wall Crack' (Lv. 1, 2, 3, 4), 'Code Scan', and 'Copy and Paste'. Below the list, the 'Description' for 'Copy and Paste' is shown: 'Opens Lv. 1 Firewall (Yellow)'. The 'Usage Conditions' are listed as 'There is at least one Digimon.' At the bottom, it says 'See more information on a hacking skill.'

BBS/Cases

Shows the current cases. Check here if you are not sure where you are supposed to go.

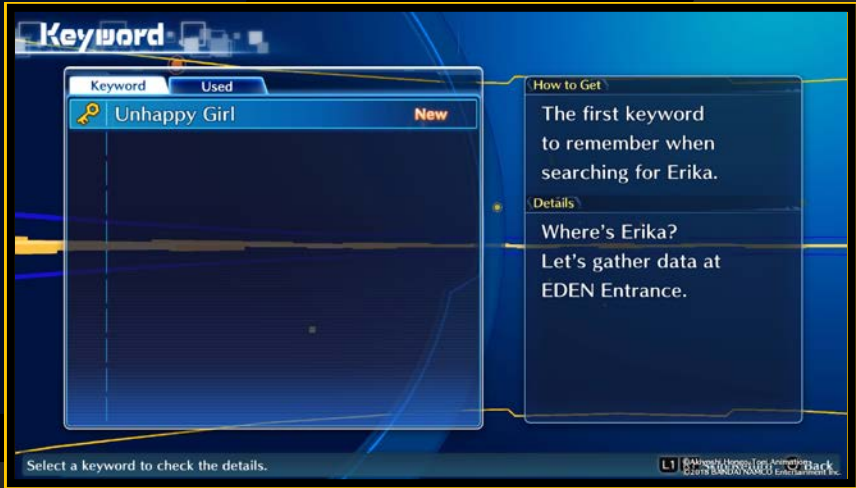


Tutorial

View the tutorials you have read before. Check here if you are not sure how to do something.

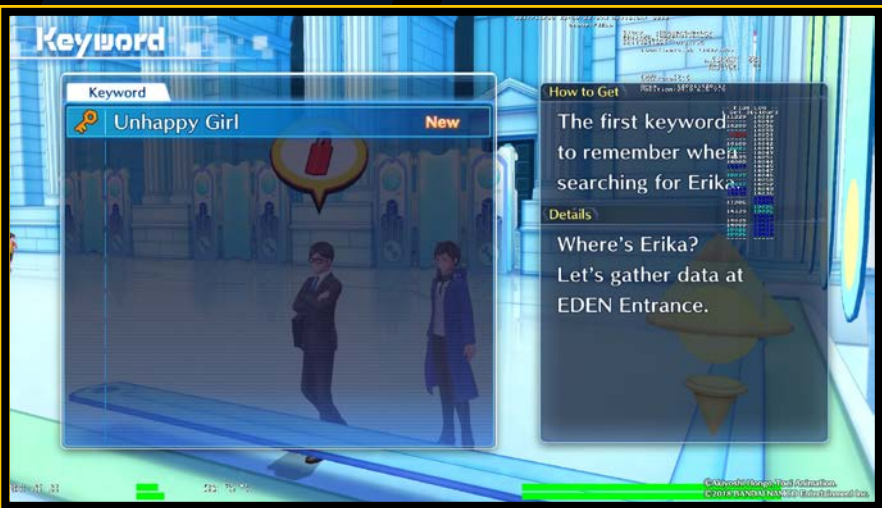
KEYWORD

Use the directional buttons or the left stick to toggle between “Keyword” and “Used”. Used keywords can be viewed but cannot be used again.



About Keywords

You will hear keywords during conversations. You can also get keywords by talking to characters with a padlock icon above their heads. The keywords you get can be viewed on the “Keyword” screen.



Talk to a character with a padlock icon above their head to ask about a keyword. If the character gives you an answer, the padlock will open and you can get further information.



OPTIONS

The following settings can be configured. Use the up and down buttons to select an item, and use the left and right buttons to make a change. When you are done, choose “Apply Settings” to play the game with the new settings. Your settings will not take effect if you exit without applying them.

Music Volume	Set the cutscene and music volume.
Effect Volume	Set the sound effect volume.
Voice Volume	Set the character voice volume.
Minimap	Set whether to show or hide the minimap.
Partner Digimon	Set whether or not a partner Digimon is shown on the field (only one is shown).
Battle Cutscenes	Set the type of battle cutscenes. You can choose either normal or short.
Digimon Voices	Turn Digimon voices on or off.
Battle Difficulty	Change battle difficulty. Acquire more money and items on Hard.
Custom Sound	Change the music. This feature is only available in the first press limited edition.
Restore Default Settings	Return all settings to default.
Apply Settings	Apply the current settings.

FIELD GUIDE

Select a Digimon from the list to view detailed information about it under “Stats,” “De-Digivolve,” “Digivolve,” and “Profile”.



Field Guide Controls

L1 button/ R1 button	Toggle page or Digimon
△ button	Display search function
Directional buttons/ left stick ↑↓	(While stats are displayed) Change levels

Stats

View a Digimon's stats and available skills. You can also use the directional buttons or the left stick to change levels and view the abilities for each level.



De-Digivolve

View which Digimon will result from De-Digivolution. Select one of these Digimon to see its data. You cannot check De-Digivolution conditions in the Field Guide.



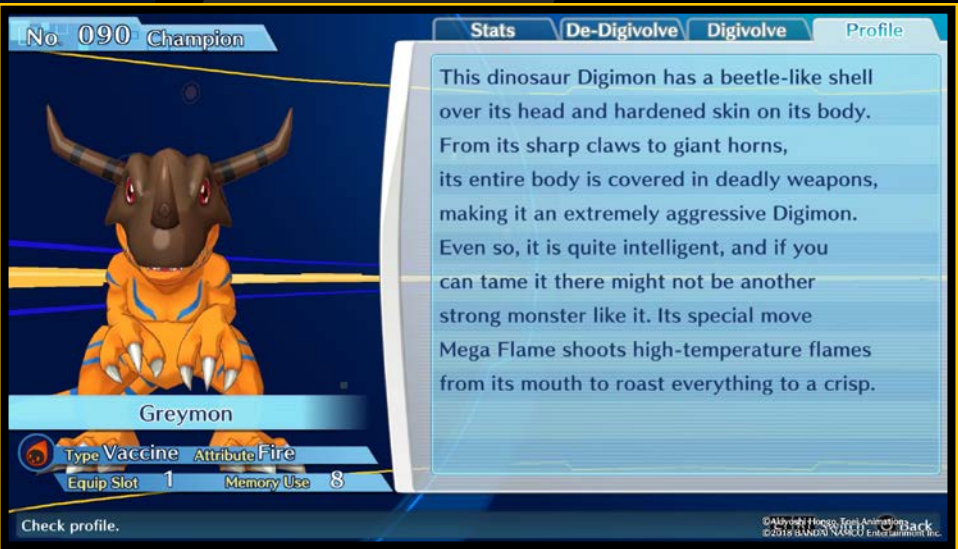
Digivolve

View which Digimon will result from Digivolution. Select a Digimon to see its data. You cannot check Digivolution conditions in the Field Guide.



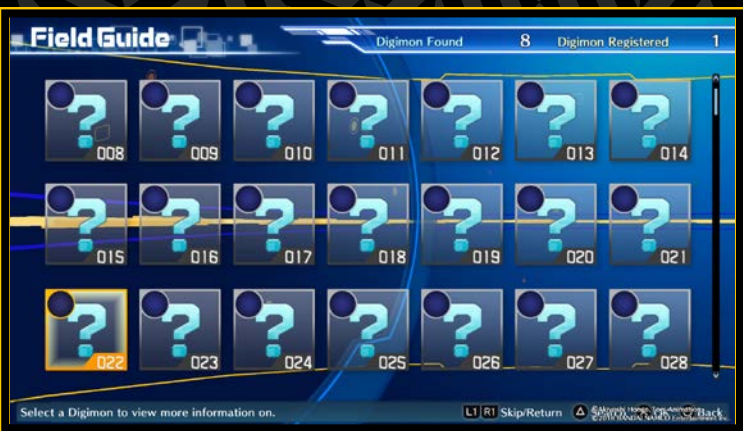
Profile

View a description of the Digimon.

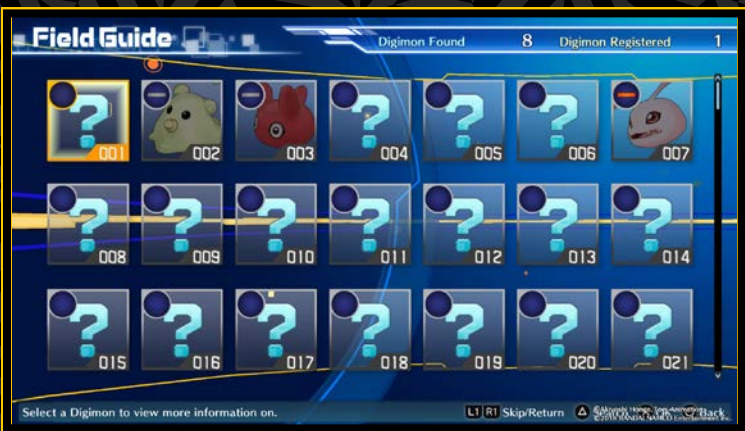


How Do I Fill in the Field Guide?

Digimon you encounter in battle will be registered as "Digimon Found," but you will not be able to view detailed information about them. You need to actually acquire the Digimon through Digivolution or DigiConversion in order to view detailed data such as stats, available skills and Digivolution/De-Digivolution information.



Unregistered
(? symbol)



Digimon found
(dark Digimon image)



Details available
(bright Digimon image)

DIGILINE

This is a tool for communicating with people over long distances. Use the directional buttons or the left stick to select "DigiFarm," "Friends," or "Other," and read your messages.

DigiLine Controls

L1 button/ R1 button	Change page
Touch pad button	Read message

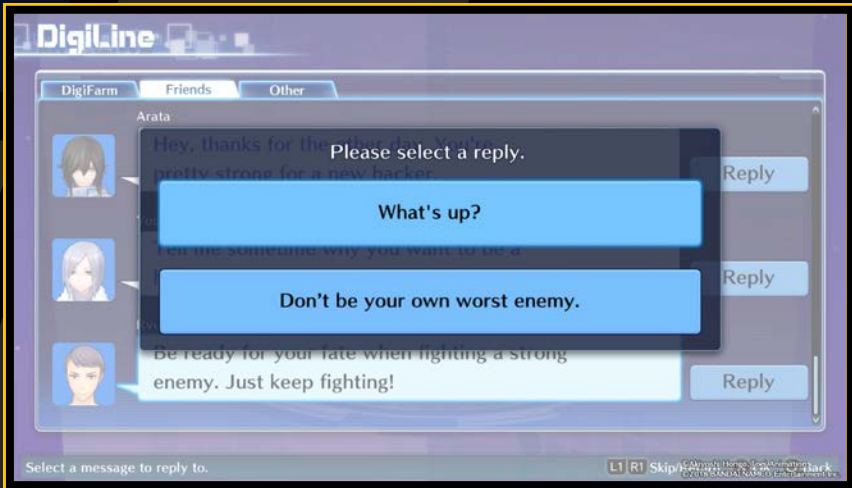
You can also press the Touch pad button right after receiving a message to go to the DigiLine screen.



Notification icon

Replying

Select a message with "Reply" next to it and then confirm to display a reply. Confirm again to send the reply. If there are multiple replies, select the one you want to send and then confirm.



Do battle with Digimon you encounter to accumulate scan data while gaining experience and money.

BATTLE PROCESS

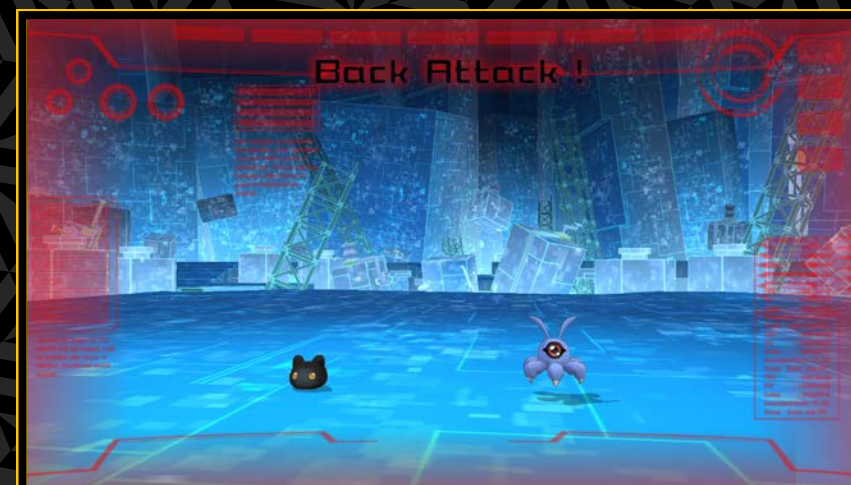
1 Encounter Digimon

You will sometimes encounter wild Digimon in dungeons.



Back Attack and First Strike

Sometimes a Digimon will appear behind you and attack with no warning. Likewise, sometimes you will catch an enemy off guard and get the chance to make the first strike.



2 Auto-Scan

Digimon data is automatically scanned immediately after an encounter. When scan data is 100% or higher, you can use it in the DigiLab (→ page 36).



3 Select Commands

Enter commands when it is the turn of a friendly Digimon on the timeline. Commands include "Attack" and "Skill" (costs SP). Make sure you choose the most tactically suitable command for each situation.



Active Turn System

This system changes the order of attacks based on the SPD and skills of your Digimon. The turn order is shown on the timeline.

4 Result

When all enemies are defeated, the Result screen shows you the experience, money and items you have gained. Digimon with a Scan Rate over 100% are also shown. This is the end of the battle.




BATTLE SCREEN OVERVIEW



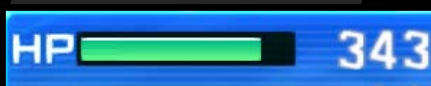
Commands

Friendly Digimon stats

Enemy Digimon stats

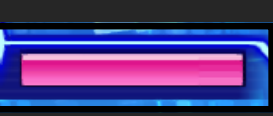
 Type and attribute

 Level

 343 HP

 51 SP

 Type and attribute

 HP

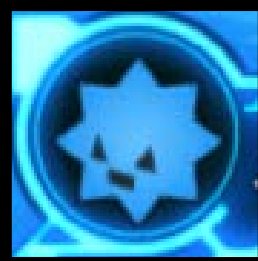
Timeline

The timeline on the right of the screen shows the Digimon turn order. Allies are blue, enemies are red, and guest characters are green. Turns start at the top of the timeline. When you select a command, a prediction of the order after the turn is displayed. For example, if you select Guard, the next turn will occur sooner.



Digimon Attributes and Types

The icon to the upper left of the stats shows the Digimon's attribute and type. The image denotes the type and the colour denotes the attribute (→ page 30).



Guest Characters

Characters and Digimon other than yours will sometimes participate in battles as guests. You cannot give them commands, but they will support you in battle.

COMMANDS

Give commands to friendly Digimon when it is their turn. This is mainly done using a combination of the directional buttons, left stick and \otimes button.

Attack

\otimes button

Make a regular attack.



Skill

Right button or left stick \rightarrow + \otimes button

Spend SP and use a skill.



Guard

Up button or left stick \uparrow + \otimes button

Defend and halve the damage taken.



Items

Left button or left stick \leftarrow + \otimes button

Use a usable item.



Change

Down button or left stick \downarrow + \otimes button

Replace battle members with reserve members.



Escape

R1 button + \otimes button

Escape from battle. However, you will not necessarily be able to escape. If you escape successfully, you will receive experience and money for the enemies you defeated.

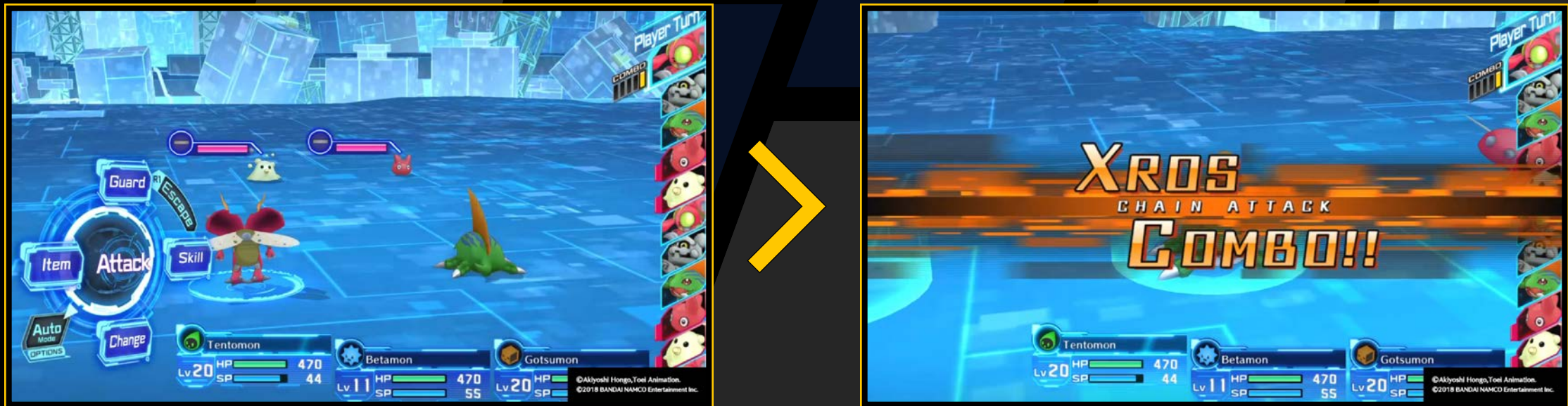
Auto

OPTIONS button

Friendly Digimon will act on their own. Press the OPTIONS button again to turn off Auto Mode.

CROSS COMBOS

If there are two or more consecutive allies on the timeline when you perform an attack or use a skill, there is a chance that a Cross Combo will be triggered.



When a Cross Combo is triggered, friendly Digimon help out to power up attacks and skill effects. Combo effects vary depending on the action performed.

Attack	Consecutive attacks by all Digimon taking part in the combo
Attack skill	Increases damage to the enemy
Healing skill	Increases the amount recovered
Stat-changing skill	Increases the amount of change

The effect is boosted based on the ability of the Digimon for which an action was selected just before the combo. In addition, affinity is based on the selected action, and is unaffected by the Digimon taking part in the combo.

Combo Gauge

The probability of a combo is shown by gauges on the timeline. Attacks fill the gauge. The more bars a gauge has, the higher the probability of a combo. A Digimon's CAM parameter also increases the probability of a combo. When a Cross Combo is triggered, the combo gauge of the Digimon for which the action was selected will be emptied.



Occurrence Rate:
Low



Occurrence Rate:
High

TYPES AND ATTRIBUTES

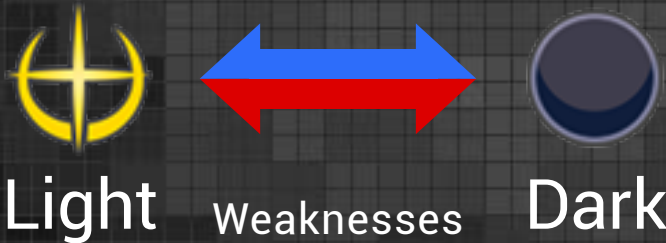
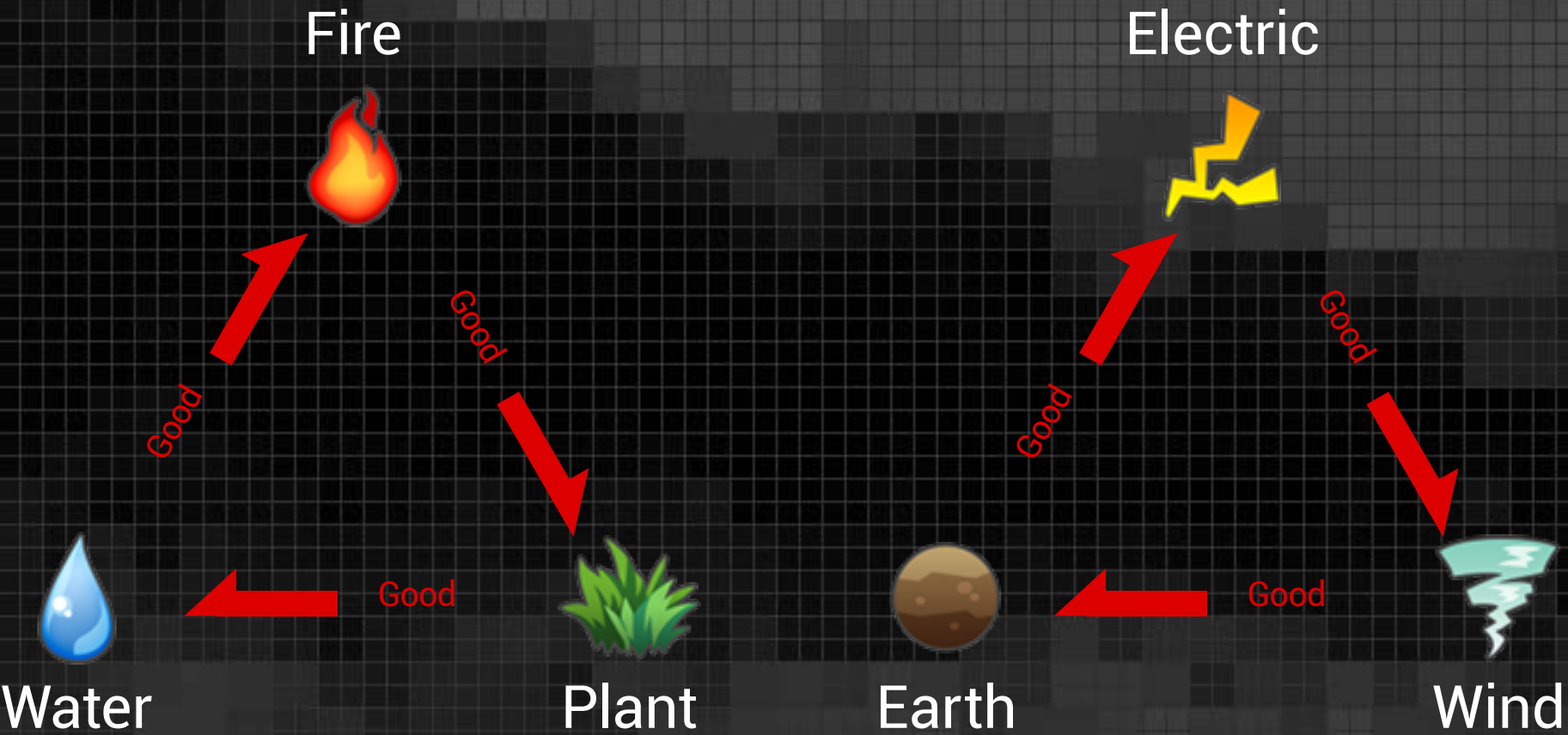
Digimon all have types and attributes, each with their own affinity. In the icon to the upper left of a Digimon's stats, the image denotes the type and the colour denotes the attribute. If the target ring shown when you select an enemy Digimon is red, affinity is good; if it is blue, affinity is bad. Make sure you consider affinity when choosing a target.



Attributes

There are nine attributes as shown in the image below. They vary between Digimon and skills. Attacks with good attributes inflict 1.5x damage.

Attributes and Affinity



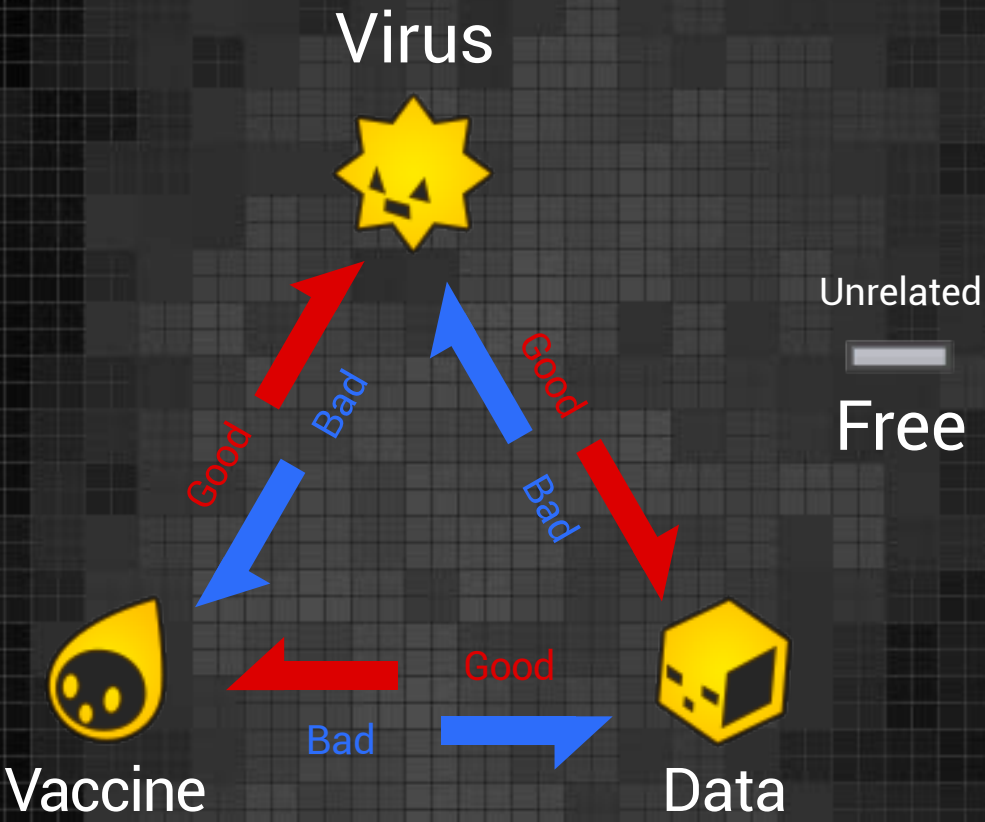
No Relation

Neutral

Types

There are four types: Virus, Vaccine, Data and Free. Attacks on a type with good affinity inflict double damage, while attacks on a type with bad affinity only inflict half damage.

Types and Affinity



ABNORMAL STATUSES

Special attacks can inflict abnormal statuses on allies and enemies in battle. Abnormal statuses are shown by icons, and they have special effects such as reducing HP and changing stats.



Abnormal status icon

Some abnormal statuses disappear when enough turns have passed, but some can only be cured by using skills or items. In both cases, all abnormal statuses disappear after battle.

Abnormal Statuses That Disappear When Enough Turns Have Passed

?	Panic	Digimon cannot be controlled. It attacks enemies and allies at random.
⚡	Paralyze	Chance of making Digimon unable to take a turn.
🌙	Sleep	Digimon cannot take a turn.
★	Stun	Reduces Digimon's SPD. Its turn is delayed.
💧	Poison	Digimon loses HP at the end of each turn. The amount lost gradually increases.
🐾	Dot	Dot: Pixelates the Digimon. It cannot use skills and its stats are reduced.

Abnormal Status That Does Not Heal Naturally

🐛	Bug	Reverses type affinity.
---	-----	-------------------------

STAT-CHANGING ABNORMAL STATUSES

Stat-changing abnormal statuses change ATK, DEF and other stats. They last five turns. If the same stat is changed while an abnormal status is in effect, the turn count resets to five and the effect stacks.

Stat Increases

🗡️	ATK UP	🎯	ACU UP
🛡️	DEF UP	🏃	EVA UP
📖	INT UP	🔪	CRT UP
🏃	SPD UP	-	-

Stat Decreases

🗡️	ATK DOWN	📖	INT DOWN
🛡️	DEF DOWN	🏃	SPD DOWN

DOMINATION BATTLE

As you advance through the story, you will engage in Domination Battles with other hackers in cyberspace. In Domination Battles, each hacker can earn points by taking control of hacking areas (spaces) marked with points. The first to acquire a set number of points is the winner.

Each hacker takes turns in order of the timeline. Hackers can move up to two spaces on their turn, but when moving to a higher position they can only move one space.



Battle Rules

Moving into a space occupied by enemy hackers will start a battle. In battle, the invading party goes first. The battle ends when all Digimon have taken a turn.



If you defeat your opponent in battle, you will claim the space and drive out the enemy hacker. The defeated hacker will respawn at the starting position.

Types of Space



Space controlled by ally



Uncontrolled space

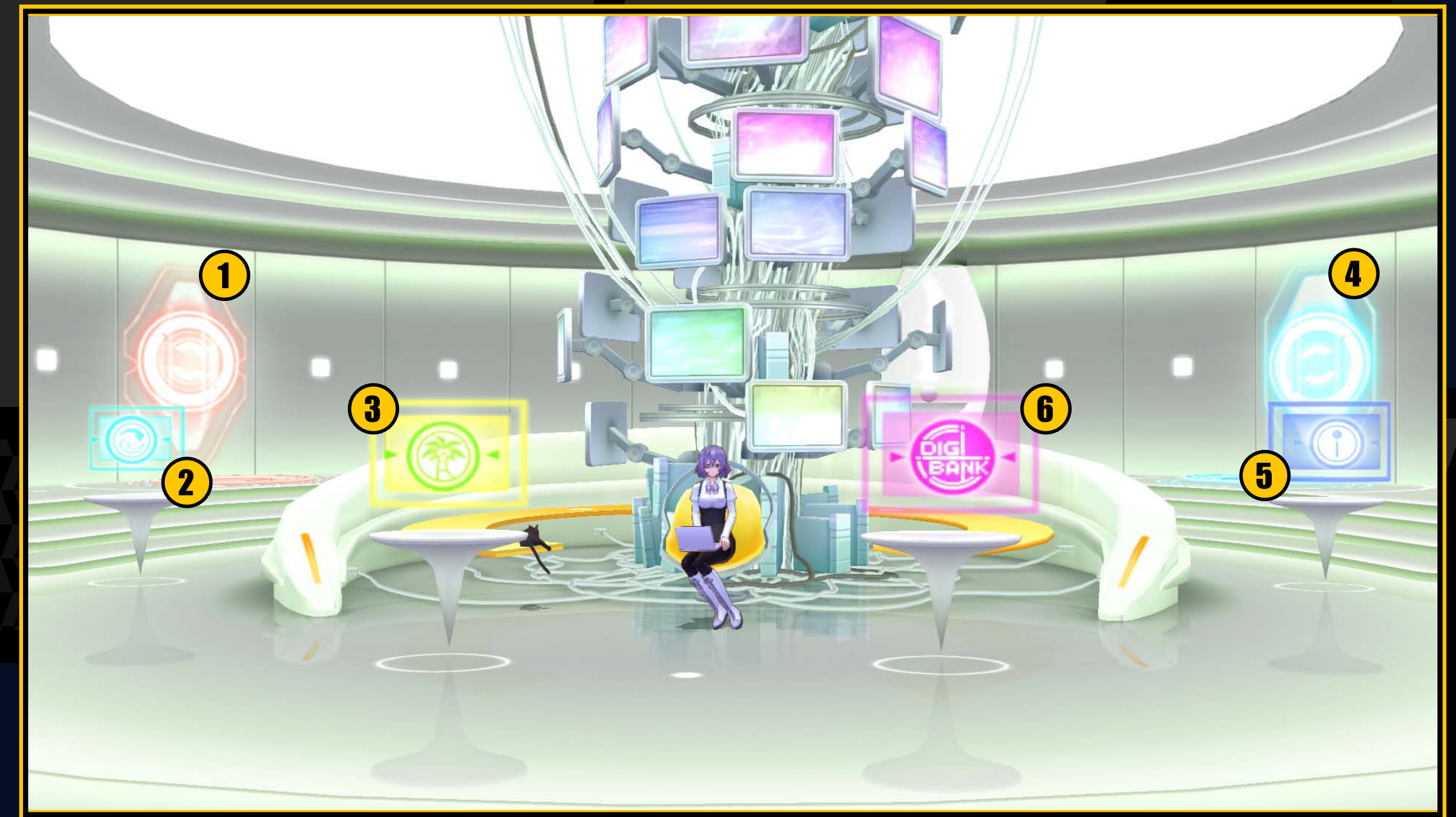


Space controlled by enemy

The “Destroy” Victory Condition

Some Domination Battles have the “Destroy” victory condition. If this is the case, a hacker will be forced to log out of cyberspace and be unable to join the battle when their party is destroyed. Taking control of an area and earning points will increase ATK and give you an advantage during battle.

The DigiLab is a room in a different digital world to EDEN. It contains the following facilities. Just approach the facility you want to use and press the ⊗ button when the "⊗" icon appears.



- ❶ **Colosseum:** Play network battles
- ❷ **Medical Machine:** Heal Digimon
- ❸ **DigiFarm:** Release Digimon on islands, where you can raise them by training and feeding
- ❹ **Mirror Dungeon:** Take on dungeons you have already cleared
- ❺ **Shop:** Purchase items for the DigiFarm
- ❻ **DigiBank:** A Digimon storage facility where you can organize your party, Digivolve, De-Digivolve and more

DIGIBANK

Digimon you acquire through DigiConvert will first be stored in the DigiBank. Use the DigiBank to manage your Digimon by adding them to your party, sending to the DigiFarm and more.



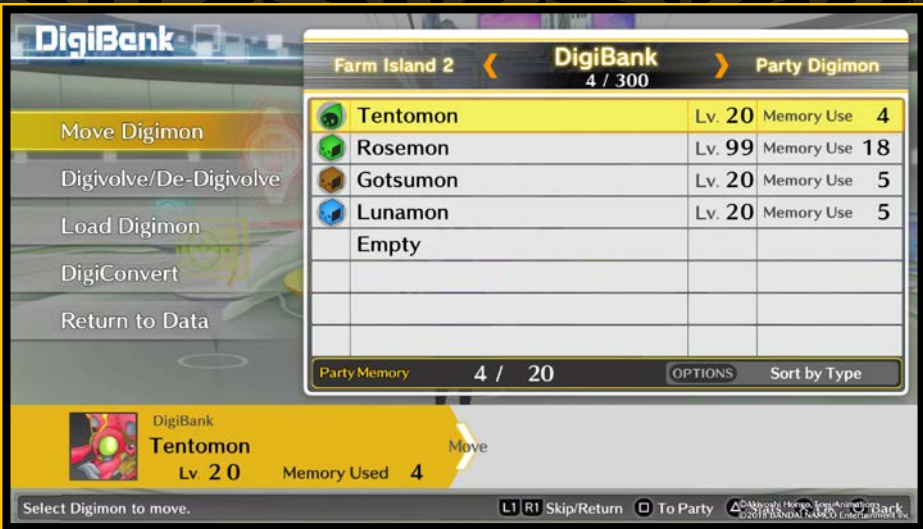
Move Digimon

Manage your Digimon using the DigiBank and other features. First select the Digimon you want to move, and then select the one you want to replace. If you want to move without replacing, select “Empty”.

Party Digimon	Party Digimon consist of your battle members and reserve members.
DigiBank	A place to store Digimon (can be expanded to store up to 300). Digimon come here straight after a DigiConversion.
Farm Islands 1-5	Digimon training facilities (can be expanded to five). Each island can hold up to 10 Digimon.

Sort with the *OPTIONS* Button

Press the *OPTIONS* button while the Digimon list is displayed in the DigiBank to sort the order of the list. Each time you press the *OPTIONS* button, the sort order of the list will toggle through level, memory use, Scan Rate, EXP, name, generation and type.



Party Memory and Memory Use

The Digivice needed to take Digimon with you as party members has a capacity called party memory. You must keep the total Memory Use for all your Digimon below the party memory. Because stronger Digimon tend to have higher Memory Use, you cannot add as many to your party. You can use the Memory UP item to increase party memory.

Digivolve/De-Digivolve

Select the Digimon you want to Digivolve/De-Digivolve, and then select one of the possible Digimon for it to Digivolve/De-Digivolve into.



Digivolution

Digivolution makes Digimon into even stronger versions of themselves. Digivolution returns a Digimon to level 1 but raises its Max Level and ABI. There is more than one Digivolution route, and Digimon can Digivolve into any of the forms shown on the Digivolution chart if the conditions are met. There are also Digimon you can get by fusing two Digimon together through DNA Digivolution.

De-Digivolution


Digimon can also undergo De-Digivolution. De-Digivolution makes a Digimon weaker but raises its Max Level and abilities, and also raises the ABI parameter more than Digivolution. ABI not only helps meet conditions for Digivolution, but also affects the maximum values of parameters you can enhance on the DigiFarm.

De-Digivolution Creates New Digivolution Possibilities!

De-Digivolution increases the Max Level for a given generation. It also raises ABI, which increases the maximum values of other parameters. This sometimes makes it possible to Digivolve into Digimon for which the Digivolution conditions were not previously met.



Load Digimon

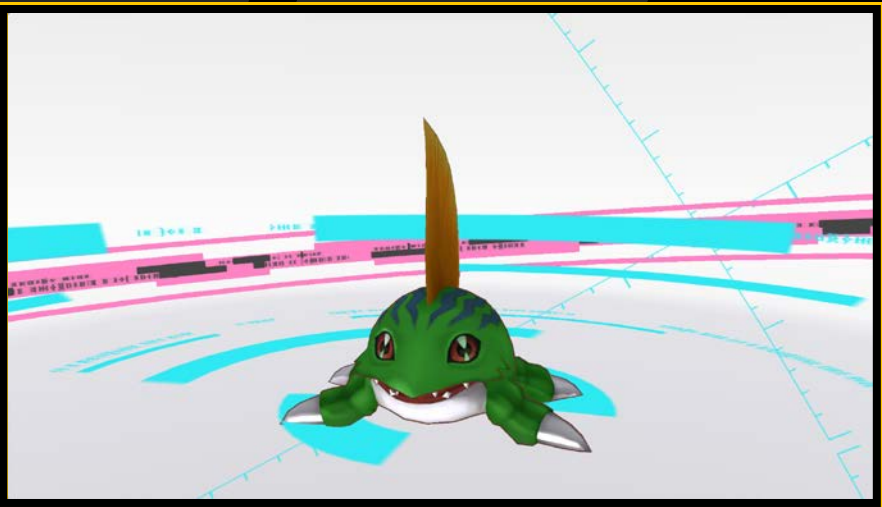
Have a Digimon absorb other Digimon to increase its EXP. First specify one Digimon to strengthen, and then select Digimon (up to five) to consume. If you choose to consume 1-4 Digimon, make your selection and then press the  button to load.



The higher the level and ABI of the Digimon consumed, the greater the effect. Please be aware that consumed Digimon will disappear.

DigiConvert

Digimon with a Scan Rate of 100% or higher can be materialized to join you. The maximum Scan Rate is 200%. The higher a Digimon's Scan Rate when DigiConversion is performed, the higher its ABI will be. Data used for DigiConversion will revert to 0%, and data scanning for that Digimon will start again.



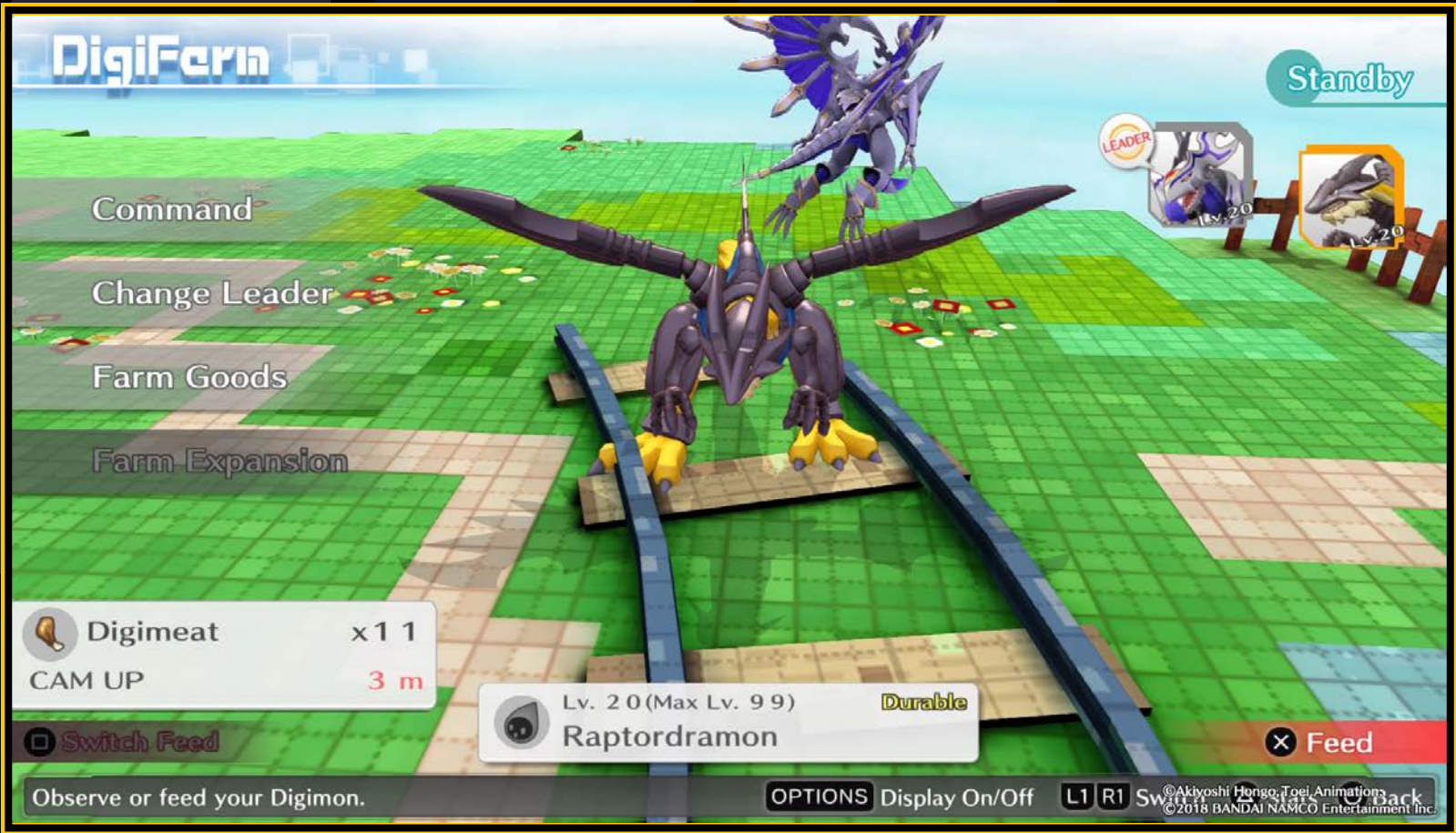
Return to Data

Return materialized Digimon to scan data. When you select a Digimon and return it to scan data, the Digimon will disappear and its Scan Rate will increase to 100%. Take advantage of this feature when your party, DigiBank and DigiFarm are full.



DIGIFARM

Digimon kept on your DigiFarm will gain experience with time. You can also give commands for various effects and give food to increase CAM.



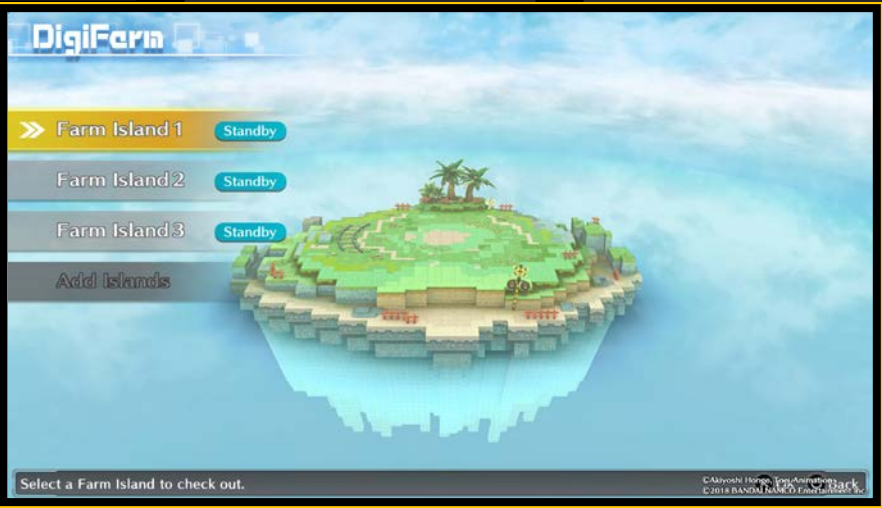
DigiFarm Controls

OPTIONS button	Toggle display (display information on/off)
Directional buttons/ left stick →	Focus on Digimon

Island Expansion

Two types of item are used to expand Farm Islands.

Farm Development Kit	Increases the number of islands (up to five). This will allow you to keep more Digimon.
Farm Expansion Plugin	Increase the rank of an island. This will increase the number of locations where you can place Farm Goods.



Farm Goods

Place different Farm Goods in specific locations on a Farm Island. Each one has a different effect on the Digimon on the island.



Commands

There are three commands you can give to the Digimon on a Farm Island: Train, Develop and Investigate. Each one takes time to achieve, and progress is only made while you are playing the game. None of the time will elapse while the DigiFarm screen is being displayed.

Train Enhance Digimon

Enhance Digimon depending on their personalities and which Digimon is set as the leader.

Develop Develop items

Pay development costs from your wallet to create items. Set a development Digimon as the leader and place the right Farm Goods to improve the results.



Investigate Discover cases and items

Discover new cases and items. Set an investigation Digimon as the leader and place the right Farm Goods to improve the results.

Change Leader

Digimon on a Farm Island need a leader. You can change the leader of an island using the “Change Leader” function. The results of training, development and investigations carried out on the island will change depending on the leader's personality.

Interacting with Digimon

Use the right button or tilt the left stick right to choose which Digimon you want to focus on.



“DigiFarm” Controls (Focused)

OPTIONS button	Toggle Display	△ button	Stats
L1 button/ R1 button/ Directional buttons	Toggle focused Digimon	⊗ button	Feed
○ button	Return to DigiFarm Entrance	□ button	Switch food

Press the ⊗ button to give food to the selected Digimon. The basic Digimeat will be replenished over time, so check back regularly.

Mirror Dungeon

This system lets you use Mirei Mikagura's shortcut gate to revisit dungeons you have been to in the past. It is useful for accumulating EXP and collecting dropped items and Scan Data.



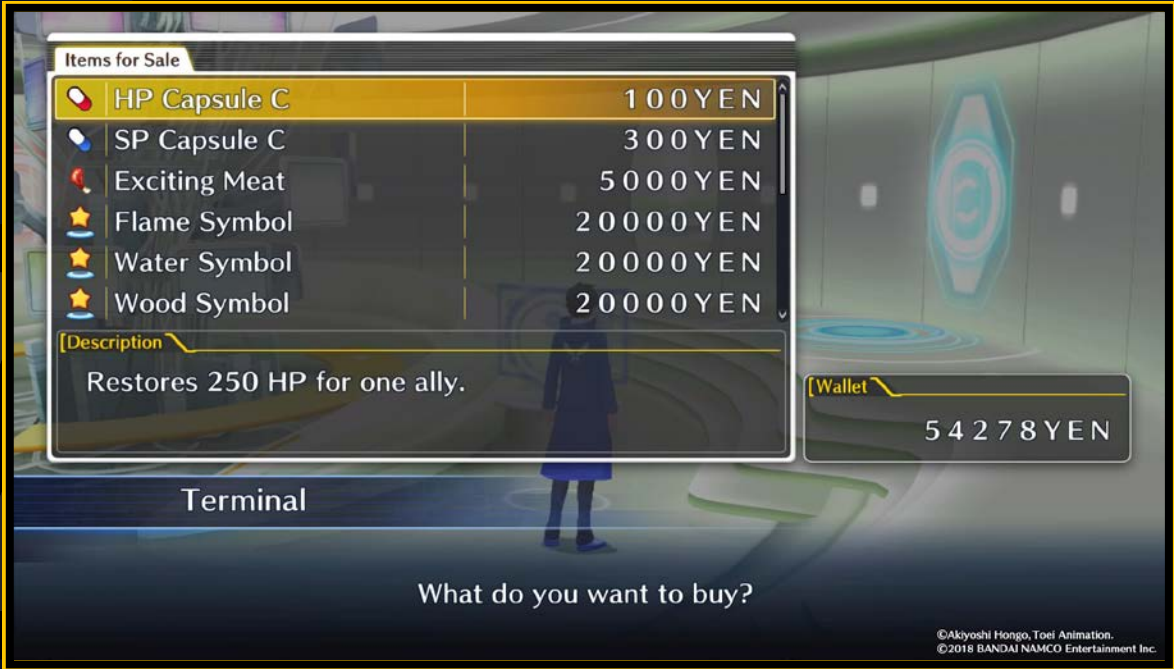
Medical Machine

Use the money in your Wallet to heal all Digimon in your party.



Shop

The DigiLab Shop sells items that affect EXP, the results of commands, Digimon food and Farm Goods.



Network

Play battles online. The menu items are as follows.

▼ Network Battle

Connect to the internet and do battle against players around the world. The four types of network battle are as follows.

Ranking Battle	Fight for points.
Event Battle	Do battle with rules that change on a regular basis.
Custom Battle	Decide your own rules and do battle.
Coin Shop	Exchange coins for avatars, accessories and titles. The lineup changes on a regular basis.

▼ Local Battle

Do battle using ad hoc mode. Only available in the PlayStation®Vita version.

▼ Player Settings

Set the player title and the avatar displayed in battle.

▼ Battle Box

Set parties to use in network battles. You can register up to six parties.

Rules for Ranking Battles and Event Battles

The following basic rules apply to Ranking Battles and Event Battles. You cannot select a battle if more than 100 of your party memory has been used.

- ◆ All Digimon levels are set to 50
- ◆ Total party memory is limited to 100
- ◆ Items cannot be used
- ◆ Escape results in defeat



Battle Rules

Your party Digimon

Party memory used

Ranking Battle

Do battle online against players around the world and compete for points. You will earn coins according to whether you win or lose and the strength of your opponent.



Opponent Search	Search for a Ranking Battle opponent.
See Top 100	See the online IDs and points of the top 100 players.
See My Rank	See the online IDs and points of 100 players including yourself and players above and below you.

Ranking

Ranking Battle players are ranked by the total of the points earned. The number of points you earn changes according to your result and your opponent's result.



Points

Matching

1 Opponent Search

Specify points and a search range, and search for opponents. Choose an opponent from the search results.



2 Recruit Opponent

Create a room and recruit an opponent. Once an opponent has joined, battle will start when both of you select "Ready".



3 Quick Matching

Find an opponent and fight.

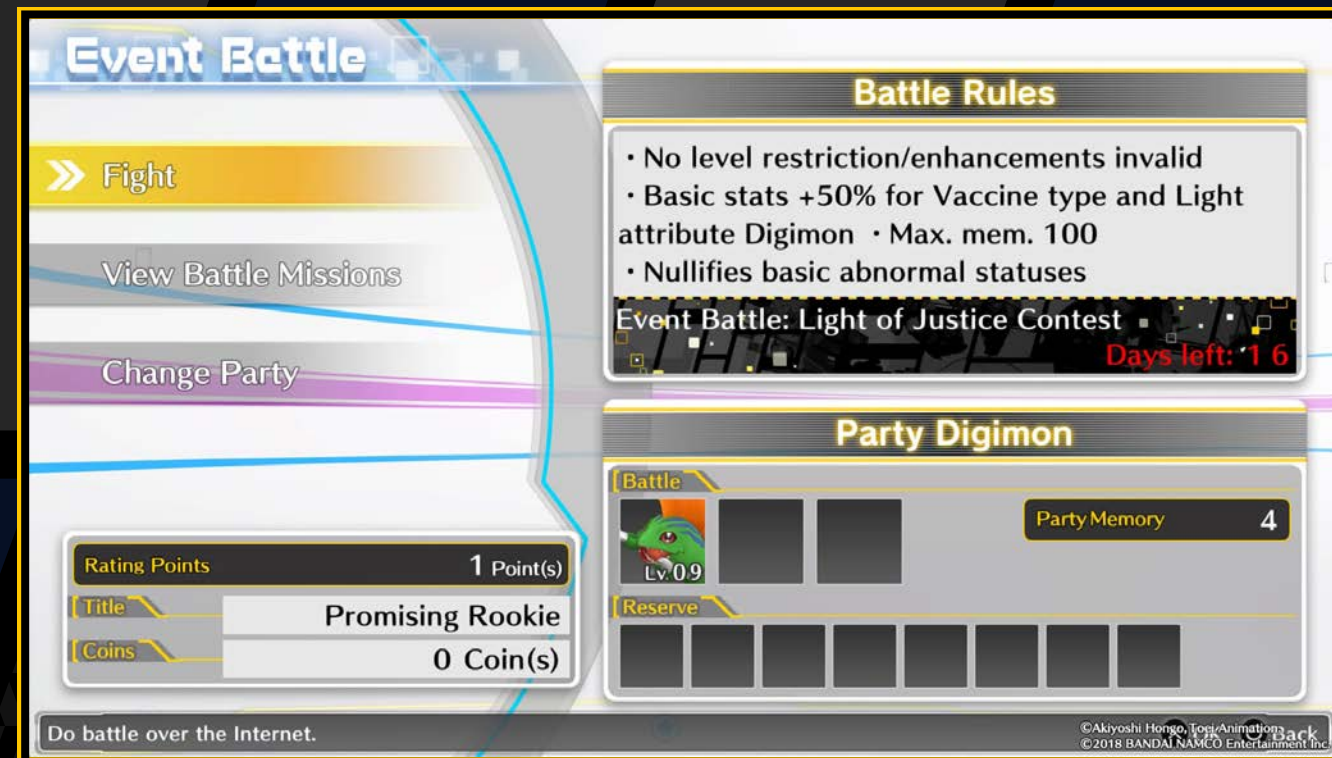


4 Fight NPC

Fight an NPC. You will receive fewer coins than usual.

Event Battle

Special rules apply to Event Battles. Rules include limits on Digimon level, generation, type and attribute, and change on a regular basis. In addition to coins, rewards such as accessories and titles are awarded based on performance during the event. The Event Battle process is the same as for Ranking Battles.



Custom Battle

In Custom Battles, players set their own rules. Start by choosing to create a room or search rooms.



▼ Create Room


Set the rules, recruitment comment and room key before creating a room.

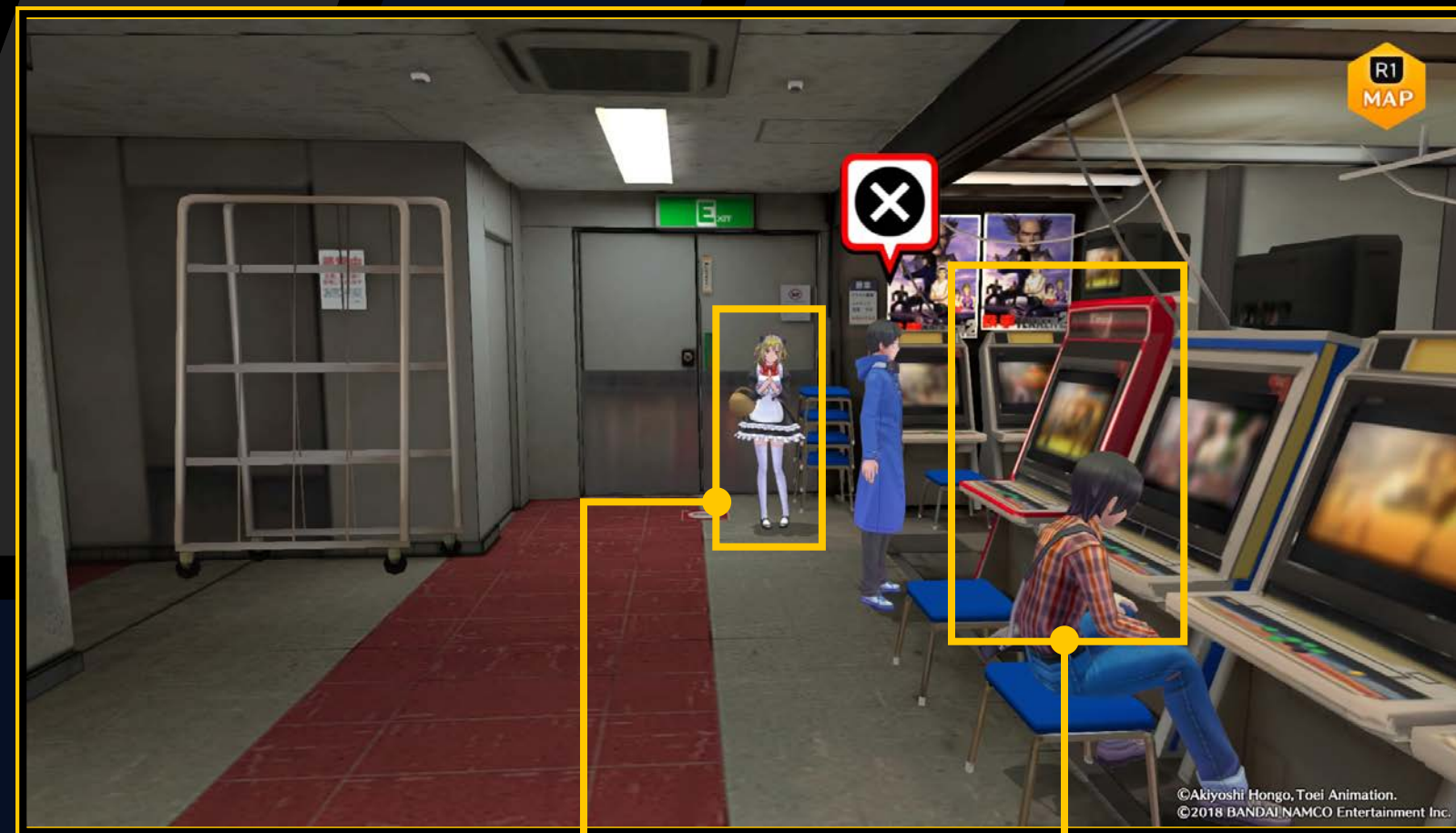


▼ Search Rooms

Set the rules, recruitment comment and room key before searching for rooms. Choose a room to join from the search results. Up to eight players can join a room at once. Select a Recruiting seat at the Battle Table to do battle against the player in the opposite seat. Select an Available seat to configure battle rules such as level, memory, enhancement and music, and recruit an opponent.



At the arcade on the 4th floor of Broadway, you can take part in the Offline Colosseum knockout tournament using your current party members. Approach the red cabinet and press the  button to begin the Offline Colosseum. You can also talk to the maid for an explanation of the Offline Colosseum.



Maid

Offline Colosseum

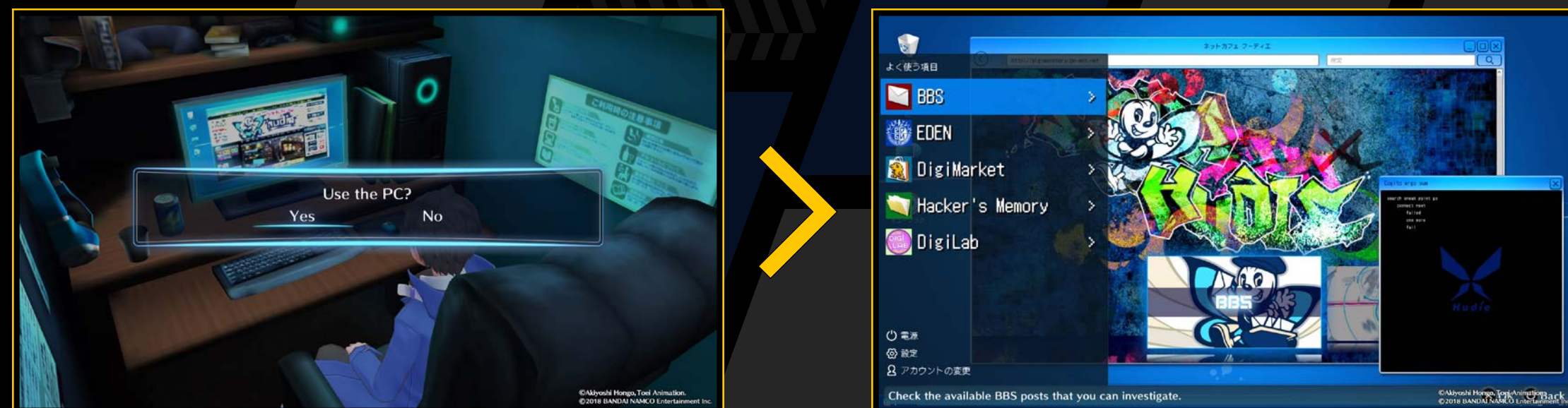
There are six cups, and amazing prizes for winning each cup. The first level is the Bronze Cup. When you win a cup, you will be able to compete for the next one.



Win cups by reaching the end of each knockout tournament. If you lose even once, you will have to restart the tournament from the beginning. You cannot heal between matches, but you can use items during battle.



Examine the PCs located at key locations throughout Hacker's Memory to use various features. The features available increase as you advance through the story.



PC Menu

BBS	Display the Cases screen.
EDEN	Go to EDEN.
DigiMarket	Buy Digimon.
Hacker's Memory	Browse the memories of hackers.
DigiLab	Go to the DigiLab.

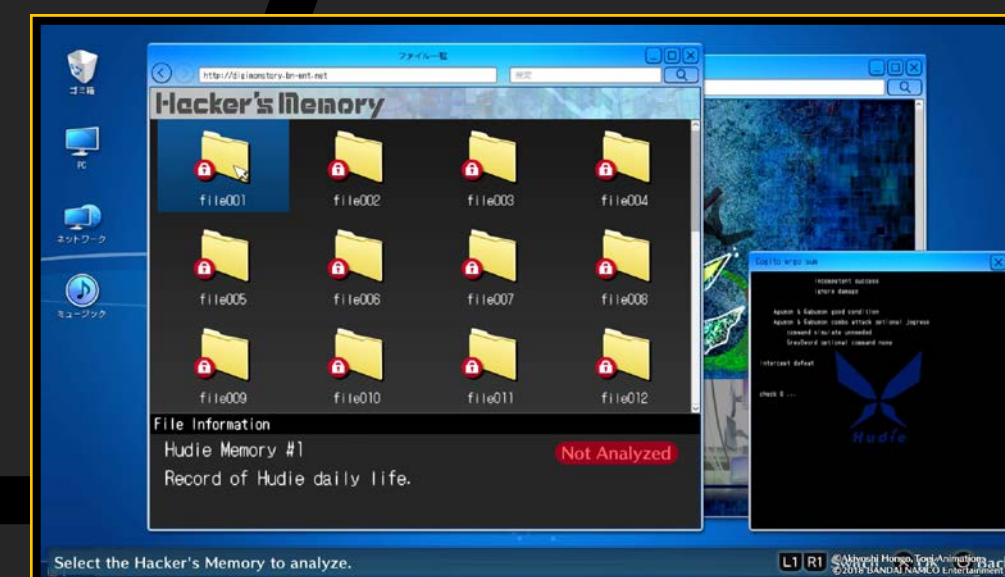
DigiMarket

The DigiMarket is run by hackers and lets you buy Digimon. Press the button to display the stats of the selected Digimon. The Digimon you buy are sent to the DigiBank.



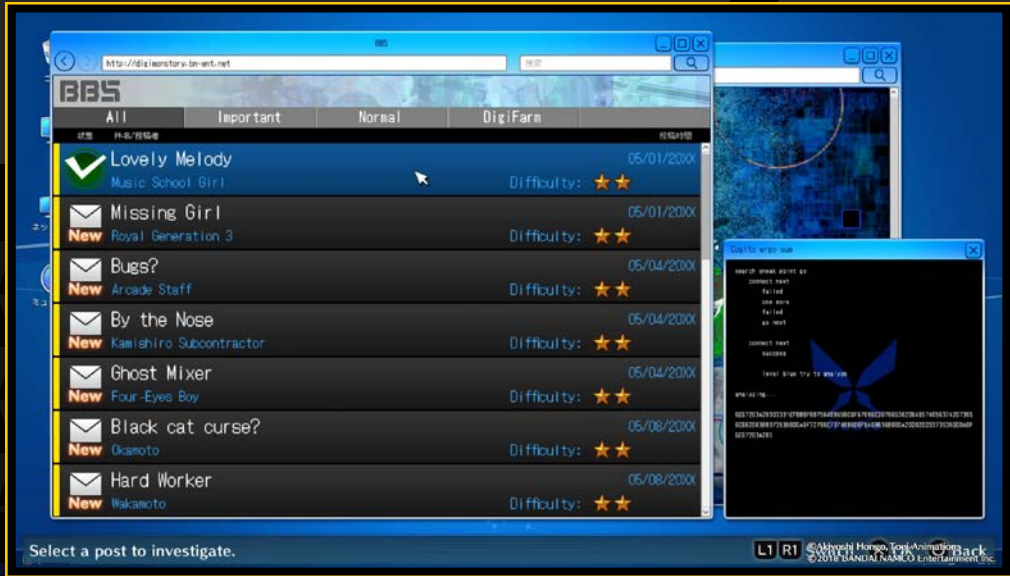
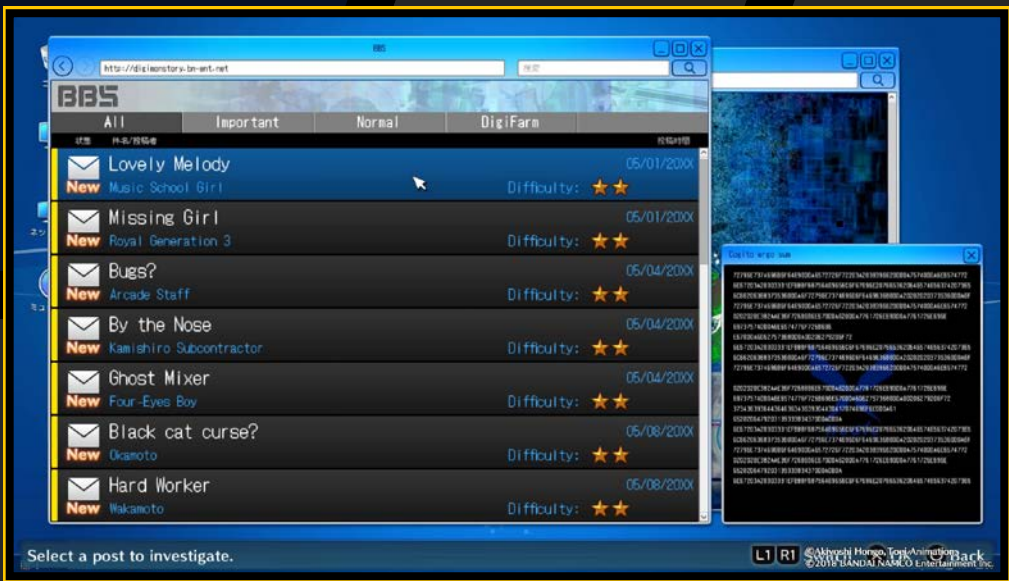
Hacker's Memory

Analysing and browsing the memory data, called "Hacker's Memories", obtained during your adventure gives you an insight into untold behind-the-scenes stories.



Accept cases from the BBS on PCs in Hacker’s Memory. Just select the case you want to accept and get to work. Once you have solved a case, open the BBS or whiteboard again to complete it and receive a reward.

Select a case to view its details. You can only accept one case at a time. If you want to accept a new case, complete or suspend your current case first. Select a suspended case to continue from where you left off.



Case Basics

Difficulty	How difficult a case is to solve.
Client	The name and location of the character who submitted the case.
Details	Details of the case itself.

You can view details about your current case from the “Player” menu of the Digivice.



Case Types

The colour of the tab shows the type of case. Rewards for important cases marked in red are generally better. You should solve these cases first.

Red	Important case for advancing the story
Blue/yellow	Normal case
Green	Case from the DigiFarm

▼ EDEN

The world's largest cyberspace service, operated by Kamishiro Enterprises. It is also known as the "EDEN Network". Users log in and move around the virtual world using EDEN avatars that replicate their appearance in the real world. The cutting-edge virtual reality technology allows users to experience and use a wide variety of services, from shopping and entertainment to corporate transactions and administrative procedures.

▼ EDEN Syndrome

A rare disease in which people become unconscious and waste away while logged into EDEN. Specialist medical institutions are conducting research into treatment methods, but have so far only succeeded in prolonging the lives of patients. The cause of the disease is unknown, and no patients have ever recovered.

▼ EDEN Spot

An access point for logging in to EDEN from the real world. Kamishiro Enterprises, the company that operates EDEN, has installed them throughout the city.

▼ Kamishiro Enterprises

A world-leading company that developed and operates the EDEN network. With a monopoly on numerous cutting-edge technologies in the field of cyberspace services, they are always at the forefront of the industry. Their slogan is: "A human network connecting the world to the future."

▼ Kowloon

A dangerous area in EDEN. It is a place where hackers gather and materializations of virus programs roam. It is said that Kowloon came into being when the debris data that drifts within the network accumulated in one place, but no one knows the truth.

▼ Mental Data

Data for the human mind that has been uploaded to cyberspace. It is said to be integrated into the EDEN avatar system, but no details on the technology or theory have been disclosed.

▼ Account Raiding

The theft of EDEN users' account information by malicious hackers. In the plugged-in modern world, your account is a form of identification. Lose it and no one trusts you. The victims of account raiding are almost treated like criminals.

▼ Digivice

An advanced mobile device that can be customized with new features by installing applications. They are available in a variety of shapes and sizes, including smartphones, tablets, goggles and bracelets. The EDEN account management application is installed as standard, and is used to log in to EDEN.

▼ Digital Waves

Energy that carries and retains digital information, and the flow thereof. It is utilized by various digitization technologies. However, because it originates from a higher dimension, it is not yet well understood by modern science. Although it is referred to as a wave, it is not actually known if it exists as a wave or a particle. There is a race to develop technology to harness this energy to create even more revolutionary digital worlds.

▼ Digital Shift

A phenomenon in which the real world partially turns to cyberspace. It is caused by Digital Wave abnormalities, and gives rise to various oddities that strongly reflect the residual energy of places and people. Most people refer to it as simply the “mysterious phenomenon”. It has existed since ancient times, and accounts of the strange occurrences have been passed down through the generations in the form of myths, ghost stories and urban legends. Such an occurrence may even be happening somewhere right now.

▼ Hacker

The general term for people who use Digimon programs to engage in hacking activities in cyberspace. There are many different types of hacker, including those involved in crime, activists who aim to expose wrongdoing by big business, those who act alone and those who form teams.

▼ Mr. Navit

EDEN's mascot character. It has served as a guide to EDEN since the service was first launched. Rumour has it that one of EDEN's developers used his beloved daughter's voice for Mr. Navit.

▼ Digimon Program

Special virus programs used by hackers. With advanced artificial intelligence, they are able to evolve by learning from their environment and experiences. Due to their appearance when they materialize in cyberspace, they have come to be known as digital monsters (or “Digimon” for short).

▼ Malware

Special virus programs that hackers create by modifying Digimon programs. As they are mainly used to gather information and spy on people, small Digimon are particularly favoured for this purpose.

TRÅDLÖSA DUALSHOCK®4-HANDKONTROLLEN

Styrplattan / Styrplattsknappen

L2 -knappen

L1 -knappen

Riktningsknapparna

Vänsterspaken

PS-knappen

R2 -knappen

R1 -knappen

OPTIONS-knappen

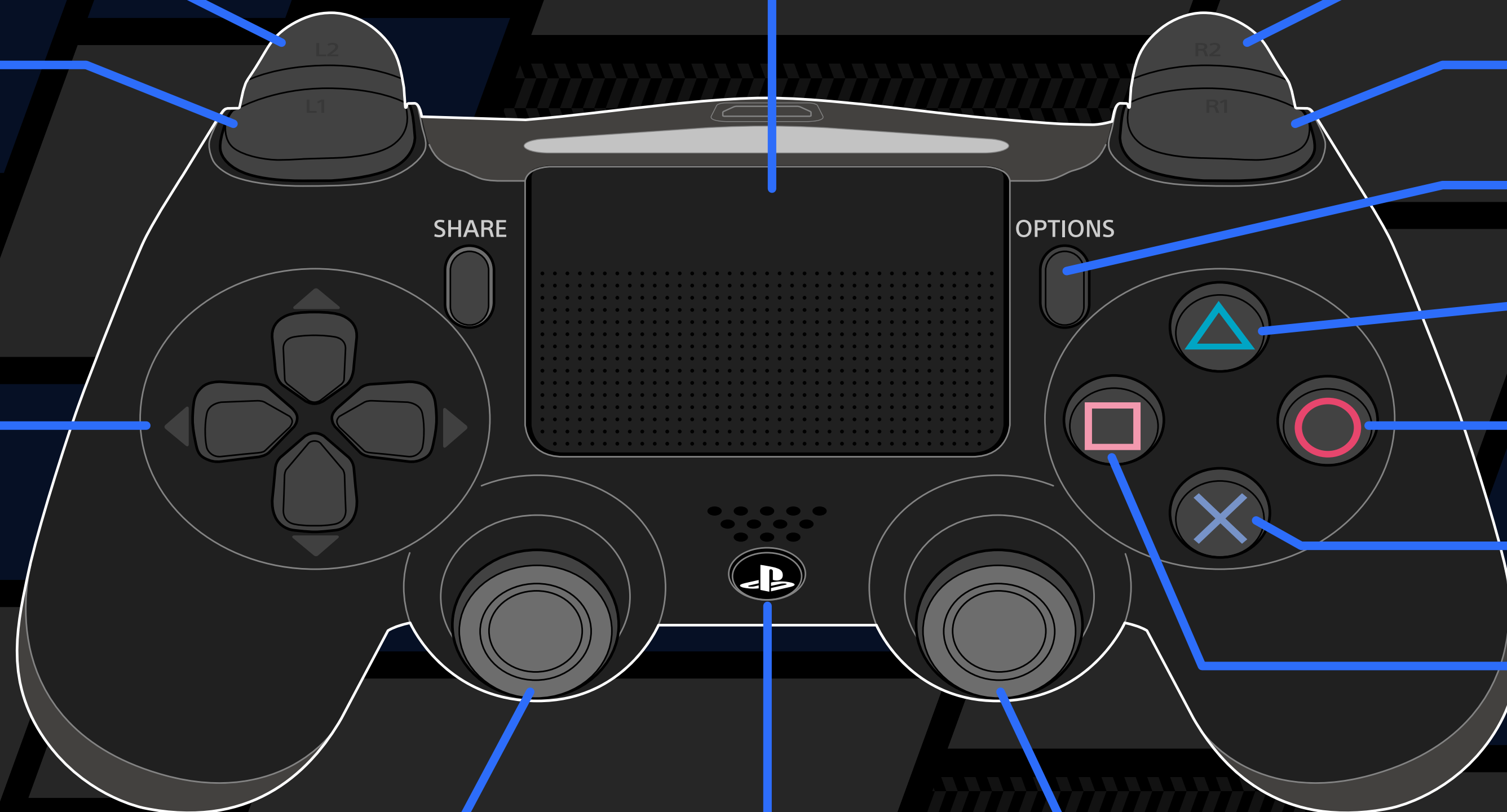
△-knappen

○-knappen

×-knappen

□-knappen

Högerspaken/
R3 -knappen



Knappar gör olika saker på fältet och under strid.

GRUNDLÄGGANDE KONTROLLER

Riktningsknapparna/ vänsterspaken	Styr karaktären, välj
ⓧ-knappen	Bekräfta
⦿-knappen	Gå tillbaka, avbryt

FÄLTKONTROLLER

Riktningsknapparna/ vänsterspaken	Styr karaktären, välj
Vänsterspaken	Spring
Högerspaken ↓ ↑	Zooma in/ut *Fungerar bara i vissa områden
ⓧ-knappen	Prata, ta föremål, osv.
⬆-knappen	Aktivera Digivice
▣-knappen	Visa hackningsfärdighetsmenyn
R1 -knappen	Visa minikartan *Fungerar bara i vissa områden
Styrplattsknappen	Visa DigiLine
R3 -knappen	Återställ perspektivet
OPTIONS-knappen	Visa Tillbaka till titelskärmen-fönstret

STRIDSKONTROLLER

Riktningsknapparna/ vänsterspaken	Välj
ⓧ-knappen	Bekräfta
⦿-knappen	Avbryt
⬆-knappen	Visa värden för allierad Digimon *Endast medan "Change" är valt
ⓧ-knappen medan du håller in R1 -knappen	Fly
OPTIONS-knappen	Växla autoläge

Spara

Använd kommandot "Spara" i Digivice för att spara ditt spel när som helst på fältet. Du kan enbart spara upp till tre spel samtidigt. Om du väljer en fil som du redan har sparat på så skrivs den filen över med den nya sparningen.



Kontroller som passar din situation visas längst ned på skärmen i Digivice eller DigiLab.

DIGIVICE-KONTROLLER

Universella kontroller

Riktningsknapparna/vänsterspaken	Välj
⊗-knappen	Bekräfta ○-knappen Gå tillbaka/avbryt
L1 -knappen/ R1 -knappen	Växla Digimon eller byt sida i en lista

Digivice-kontroller (övre skärmen)

Riktningsknapparna ↑↓	Välj
Riktningsknapparna ←→	Växla visning av reservmedlemmar
⊗-knappen (medan reservmedlemmar visas)	Visa värden

“Digimon”-kontroller

△-knappen	Visa värden
▣-knappen (inställningar)	Ta bort färdighet/utrustning

“Field Guide”-kontroller

△-knappen	Visa sökfunktion
Riktningsknapparna/vänsterspaken ↑↓	Ändra nivåer medan värden visas

“Save”-kontroller

▣-knappen + L1 -knappen + R1 -knappen	Ta bort markerade spardata
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DIGILAB-KONTROLLER

Universella kontroller

Riktningsknapparna/vänsterspaken	Välj
⊗-knappen	Bekräfta ○-knappen Gå tillbaka
L1 -knappen/ R1 -knappen	Växla Digimon eller byt sida i en lista

“DigiBank”-kontroller

△-knappen	Visa värden, inställningar för Digivolve/De-digivolve/post-DigiConversion
▣-knappen	Ladda fyra Digimon eller färre, flytta Digimon till partyt eller DigiBank (när du flyttar Digimon)
OPTIONS-knappen	Sortera Digimon-lista

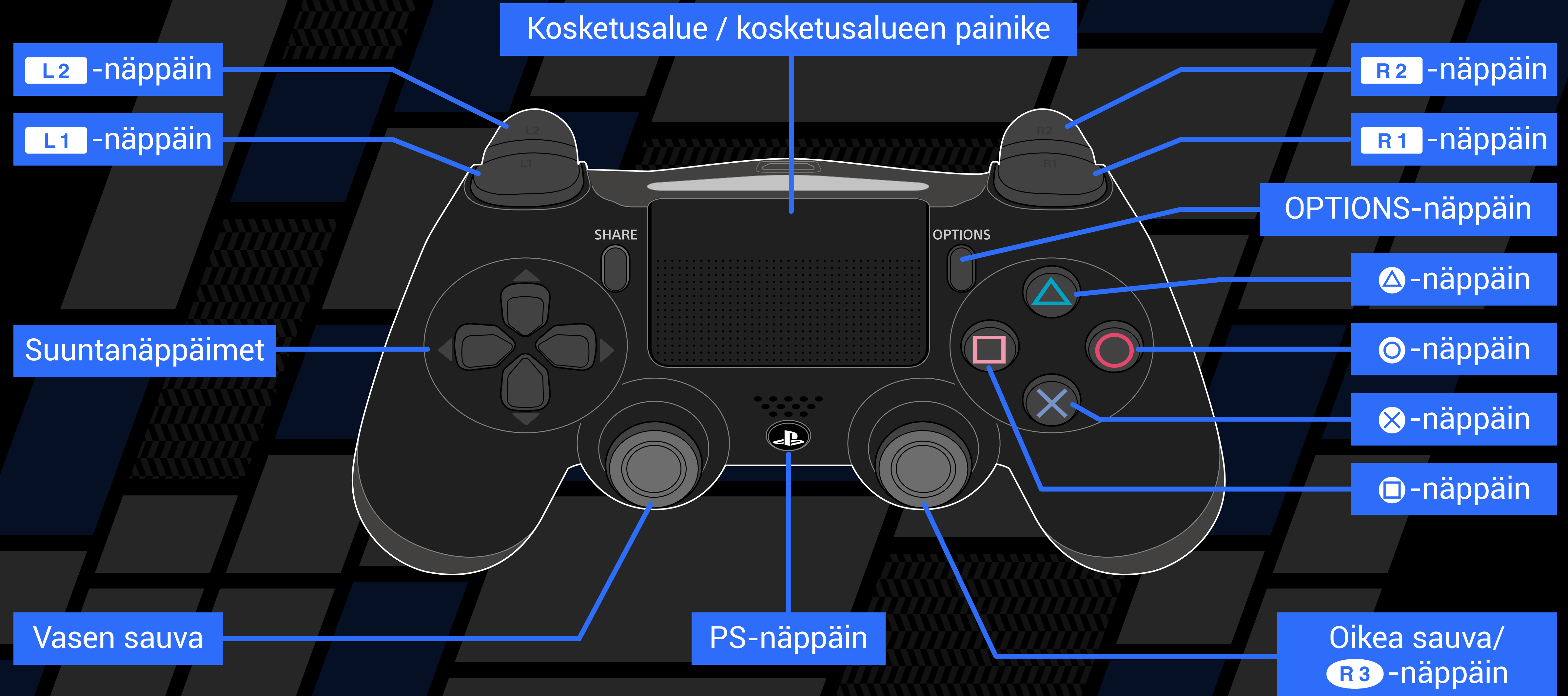
“DigiFarm”-kontroller

OPTIONS-knappen	Växla visning (visa/dölj information)
Riktningsknapparna/vänsterspaken ➡	Fokusera på Digimon

“DigiFarm”-kontroller (fokuserade)

OPTIONS-knappen	Växla visning	△-knappen	Visa värden
L1 -knappen/ R1 -knappen	Växla Digimon i fokus		
○-knappen	Gå tillbaka till val av farmö		
⊗-knappen	Mata	▣-knappen	Växla mat

LANGATON DUALSHOCK®4-OHJAIN



Näppäimillä on eri toiminnot kentällä ja taisteluissa.

PERUSKOMENNOT

Suuntanäppäimet / vasen sauva	Liiku, valitse
ⓧ-näppäin	Vahvista
◯-näppäin	Palaa, peruuta

KENTTÄKOMENNOT

Suuntanäppäimet / vasen sauva	Liiku, valitse
Vasen sauva	Juokse
Oikea sauva ↓ ↑	Lähennä/loitonna *Toimii vain tietyillä alueilla
ⓧ-näppäin	Puhu, poimi esine jne.
△-näppäin	Aktivoi Digivice
◻-näppäin	Näytä Hacking Skill -hakkerointivalikko
R1 -näppäin	Näytä minikartta *Toimii vain tietyillä alueilla
kosketusalueen painike	Näytä DigiLine
R3 -näppäin	Palauta oletusnäkymään
OPTIONS-näppäin	Näytä Back to Title (Palaa aloitusnäyttöön) -ikkuna

TAISTELUKOMENNOT

Suuntanäppäimet / vasen sauva	Valitse
ⓧ-näppäin	Vahvista
◯-näppäin	Peruuta
△-näppäin	Näytä ystävällisten Digimonien ominaisuudet *Vain kun "Change" on valittuna
ⓧ-näppäin kun R1 -näppäin on painettuna	Pakene
OPTIONS-näppäin	Kytke automaattinen tila

Tallentaminen

Voit tallentaa pelin milloin tahansa valitsemalla Digivicestä Save (Tallenna), kun olet kentällä. Voit luoda enintään 3 pelitallennusta. Jos valitset aiemman tallennustiedoston, se korvataan uudella.



Tilannekohtaiset komennot näkyvät Digivicen tai DigiLabin ruudun alareunassa.

DIGIVICE-KOMENNOT

Yleiset komennot

Suuntanäppäimet / vasen sauva	Valitse
⊗-näppäin	Vahvista ⊙-näppäin Palaa/peruuta
L1 -näppäin/ R1 -näppäin	Vaihda Digimonia tai luettelon sivua

Digivicen komennot (yläruutu)

Suuntanäppäimet ↑↓	Valitse
Suuntanäppäimet ←→	Vaihda reservijäsenten näkymään
⊗-näppäin (kun reservijäsenet näkyvillä)	Näytä ominaisuudet

“Digimon”-komennot

△-näppäin	Näytä ominaisuudet
▣-näppäin (asetukset)	Poista taito/varuste

“Field Guide” -komennot

△-näppäin	Näytä hakutoiminto
Suuntanäppäimet / vasen sauva ↑↓	Vaihda tasoa, kun ominaisuudet ovat näkyvillä

“Save”-tallennuskomennot

▣-näppäin + L1 -näppäin + R1 -näppäin	Poista valittu tallennustieto
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DIGILAB-KOMENNOT

Yleiset komennot

Suuntanäppäimet / vasen sauva	Valitse
⊗-näppäin	Vahvista ⊙-näppäin Palaa
L1 -näppäin/ R1 -näppäin	Vaihda Digimonia tai luettelon sivua

“DigiBank”-komennot

△-näppäin	Näytä ominaisuudet, Digivolve-/De-digivolve-/Post-DigiConversion-asetukset
▣-näppäin	Lataa enintään neljä Digimonia, siirrä Digimon ryhmään tai DigiBankiin (Digimonia liikutettaessa)
OPTIONS-näppäin	Järjestä Digimon-luettelo

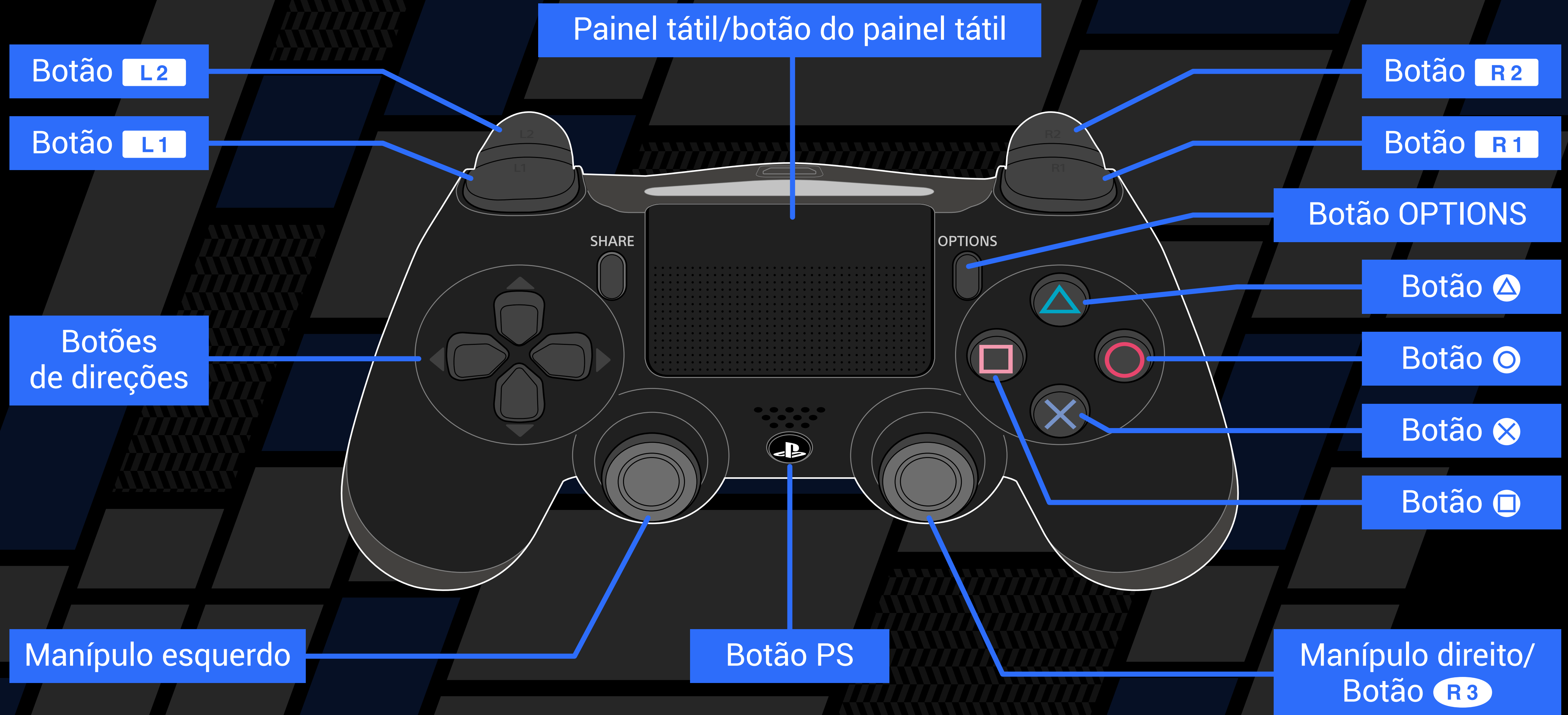
“DigiFarm”-komennot

OPTIONS-näppäin	Vaihda näkymää (ruututiedot päälle/pois)
suuntanäppäimet / vasen sauva →	Kohdista Digimoniin

“DigiFarm”-komennot (kohdistettuna)

OPTIONS-näppäin	Vaihda näkymää △-näppäin	Näytä ominaisuudet
L1 -näppäin/ R1 -näppäin	Vaihda kohdistettua Digimonia	
⊙-näppäin	Palaa Farm Island -valintaan	
⊗-näppäin	Ruoki ▣-näppäin	Vaihda ruokaa

COMANDO SEM FIOS DUALSHOCK®4



Os botões têm funções diferentes quando estás em campo e quando estás a combater.

CONTROLOS BÁSICOS

Botões de direções/ Manípulo esquerdo	Mover, seleccionar
Botão X	Confirmar
Botão O	Retroceder, cancelar

CONTROLOS DE CAMPO

Botões de direções/ Manípulo esquerdo	Mover, seleccionar
Manípulo esquerdo	Correr
Manípulo direito ↓ ↑	Aproximar/afastar imagem *Apenas aplicável em determinadas áreas
Botão X	Falar, recuperar item, etc.
Botão Δ	Ativar Digivice
Botão □	Apresentar menu Hacking Skill
Botão R1	Apresentar minimapa *Apenas aplicável em determinadas áreas
Botão do painel tátil	Apresentar DigiLine
Botão R3	Repor perspetiva
Botão OPTIONS	Apresentar janela «Back to Title» (Regressar ao ecrã inicial)

CONTROLOS DE BATALHA

Botões de direções/ Manípulo esquerdo	Selecionar
Botão X	Confirmar
Botão O	Cancelar
Botão Δ	Apresentar estatísticas de Digimon amigável *Apenas enquanto “Change” (Mudar) estiver selecionado
Botão X ao premir o Botão R1	Fugir
Botão OPTIONS	Ativar modo Auto

Guardar

Usa o comando “Save” (Guardar) no Digivice para guardares o teu progresso no jogo sempre que estiveres em campo. Apenas podes guardar um máximo de três jogos em simultâneo. Ao seleccionares um ficheiro que já tenhas guardado irás substituir esse ficheiro pelo novo jogo guardado.



Os controlos adequados à tua situação serão apresentados no fundo do ecrã do Digivice ou do DigiLab.

CONTROLOS DO DIGIVICE

Controlos universais

Botões de direções/ Manípulo esquerdo	Selecionar
Botão X	Confirmar Botão O Retroceder/Cancelar
Botão L1 / Botão R1	Mudar Digimon ou mudar de página na lista

Controlos do Digivice (ecrã inicial)

Botões de direções ↑↓	Selecionar
Botões de direções ←→	Mudar apresentação dos membros de reserva
Botão X (ao apresentar os membros de reserva)	Apresentar estatísticas

Controlos “Digimon”

Botão Δ	Apresentar estatísticas
Botão □ (Definições)	Remover habilidade/equipamento

Controlos do “Field Guide” (Guia de campo)

Botão Δ	Apresentar função de busca
Botões de direções/Manípulo esquerdo ↑↓	Mudar níveis durante apresentação das estatísticas

“Controlos “Save” (Guardar)

Botão □ + Botão L1 + Botão R1	Eliminar dados guardados selecionados
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CONTROLOS DO DIGILAB

Controlos universais

Botões de direções/ Manípulo esquerdo	Selecionar
Botão X	Confirmar Botão O Retroceder
Botão L1 / Botão R1	Mudar Digimon ou mudar de página na lista

Controlos “DigiBank”

Botão Δ	Apresentar estatísticas, definições Digivolve/De-digivolve/pós-DigiConversion
Botão □	Carregar quatro Digimon ou menos, mover Digimon para o grupo ou DigiBank (ao mover Digimon)
Botão OPTIONS	Ordenar lista de Digimon

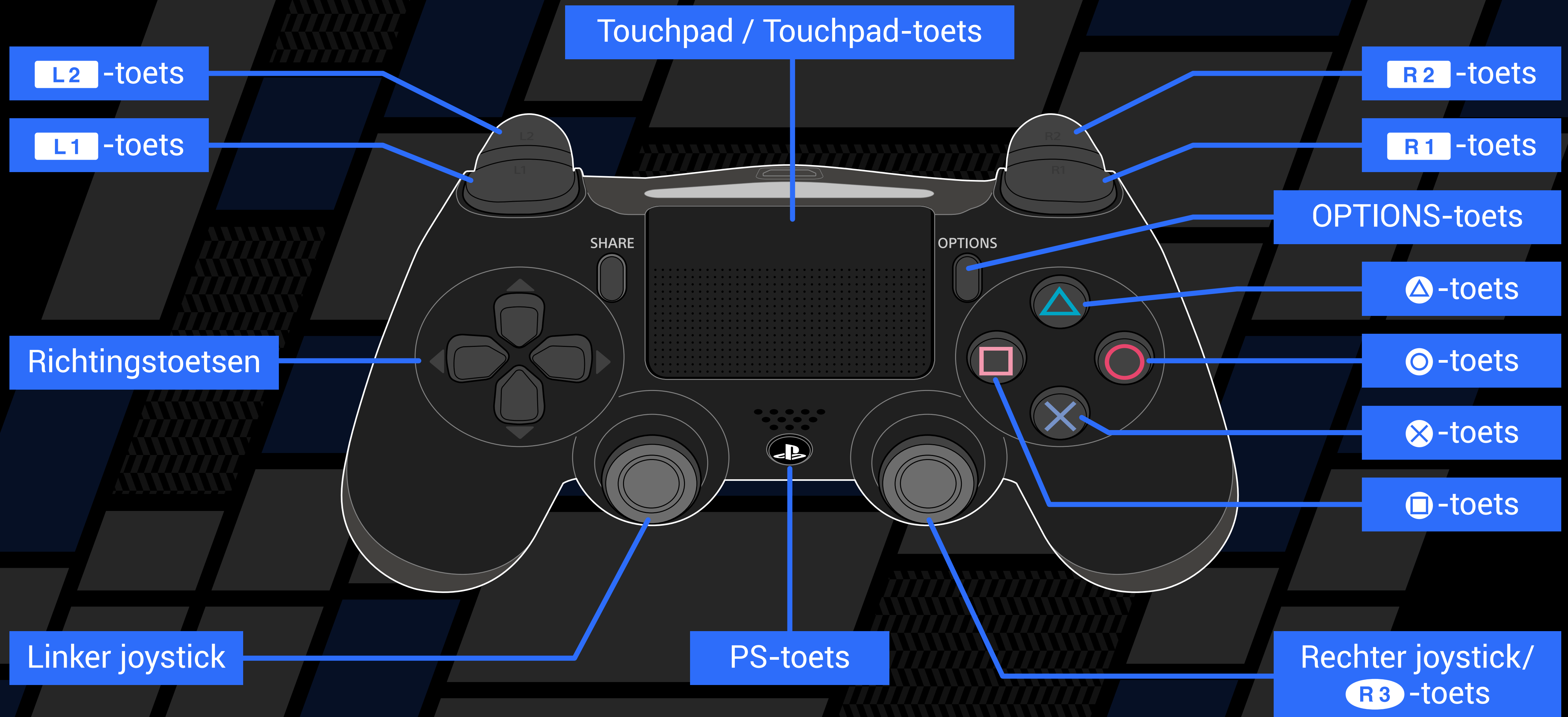
Controlos “DigiFarm”

Botão OPTIONS	Alternar apresentação (ativar/desativar informação)
Botões de direções/ Manípulo esquerdo →	Focar em Digimon

Controlos “DigiFarm” (Focados)

Botão OPTIONS	Alternar apresentação Botão Δ Apresentar estatísticas
Botão L1 / Botão R1	Alternar Digimon focado
Botão O	Regressar à seleção de Farm Island
Botão X	Alimentar Botão □ Trocar comida

DUALSHOCK®4 DRAADLOZE CONTROLLER



De functies van toetsen zijn in het veld anders dan in een gevecht.

STANDAARDBEDIENING

Richtingstoetsen/ linker joystick	Bewegen, selecteren
X-toets	Bevestigen
O-toets	Terug, annuleren

BEDIENING IN HET VELD

Richtingstoetsen/ linker joystick	Bewegen, selecteren
Linker joystick	Sprinten
Rechter joystick ↓ ↑	In-/uitzoomen *Alleen in bepaalde gebieden
X-toets	Praten, voorwerp pakken etc.
Δ-toets	DigiVice activeren
□-toets	Menu hackvaardigheden openen
R1-toets	Minikaart openen *Alleen in bepaalde gebieden
Touchpad-toets	DigiLine tonen
R3-toets	Perspectief herstellen
OPTIONS-toets	Weergave terug naar titelvenster

BATTLE CONTROLS

Richtingstoetsen/linker joystick	Selecteren
X-toets	Bevestigen
O-toets	Annuleren
Δ-toets	Bevriende Digimon statistieken tonen *Alleen wanneer "Change" is geselecteerd
X-toets terwijl je de R1-toets ingedrukt houdt	Ontsnappen
OPTIONS-toets	Automodus aan/uit

Opslaan

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



Onderaan het scherm van je DigiVice of DigiLab zie je welke bediening je in je huidige situatie kunt gebruiken.

BEDIENING DIGIVICE

Algemene bediening

Richtingstoetsen/ linker joystick	Selecteren		
⊗-toets	Bevestigen	○-toets	Terug/annuleren
L1 -toets/ R1 -toets	Digimon wisselen of andere pagina in overzicht		

Bediening DigiVice (bovenste scherm)

Richtingstoetse ↑↓	Selecteren
Richtingstoetse ←→	Overzicht reserveleden aan/uit
⊗-toets (tijdens tonen reserveleden)	Statistieken tonen

Bediening “Digimon”

△-toets	Statistieken tonen
▣-toets (Instellingen)	Vaardigheid/uitrusting verwijderen

Bediening “Field Guide”

△-toets	Zoekfunctie tonen
Richtingstoetsen/ linker joystick ↑↓	Levels wijzigen tijdens tonen van statistieken

Bediening “Save” (opslaan)

▣-toets + L1 -toets + R1 -toets	Geselecteerde opgeslagen gegevens verwijderen
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BEDIENING DIGILAB

Algemene bediening

Richtingstoetsen/ linker joystick	Selecteren		
⊗-toets	Bevestigen	○-toets	Terug
L1 -toets/ R1 -toets	Digimon wisselen of andere pagina in overzicht		

Bediening “DigiBank”

△-toets	Statistieken tonen, Digivolve / De-digivolve / Post-Digiconversion-instellingen
▣-toets	Vier Digimon of minder laden, Digimon naar groep of Digibank verplaatsen (tijdens het verplaatsen van Digimon)
OPTIONS-toets	Digimon-overzicht sorteren

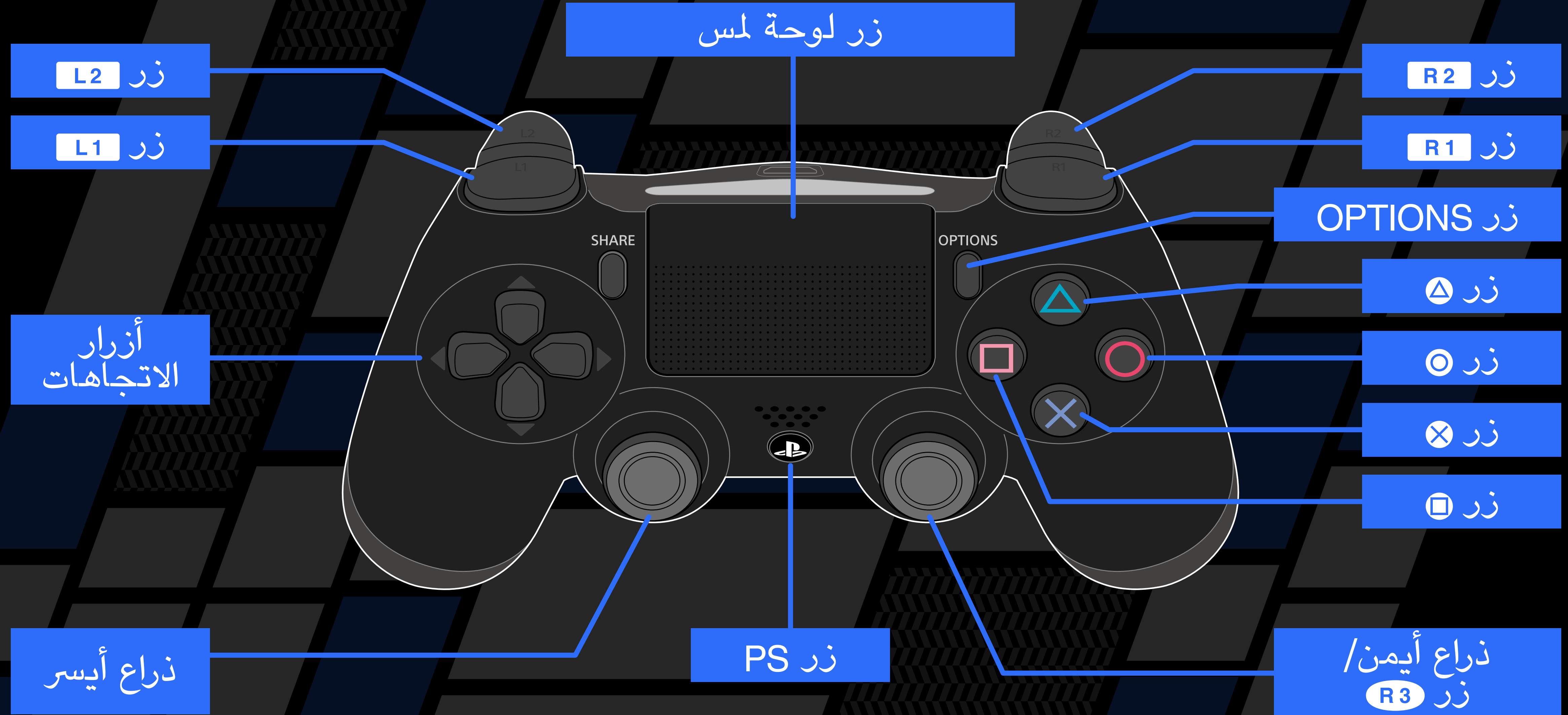
Bediening “DigiFarm”

OPTIONS-toets	Weergave aan/uit (Weergave-informatie aan/uit)
Richtingstoetsen/ linker joystick →	Focus op Digimon

Bediening “DigiFarm” (tijdens focussen)

OPTIONS-toets	Tonen aan/uit	△-toets	Statistieken tonen
L1 -toets/ R1 -toets	Gefocuste Digimon wisselen		
○-toets	Terug naar Farm Island-selectie		
⊗-toets	Te eten geven	▣-toets	Ander eten

وحدة التحكم اللاسلكية DUALSHOCK®4



للأزرار وظائف مختلفة في الميدان والمعركة

عناصر التحكم الأساسية

أزرار الاتجاهات/ذراع أيسر	تحريك، تحديد
زر X	تأكيد
زر O	العودة، إلغاء

عناصر تحكم الميدان

أزرار الاتجاهات/ذراع أيسر	تحريك، تحديد
الذراع الأيسر	ركض
ذراع أيمن ↑↓	التكبير/التصغير *متاح في مناطق محددة فقط
زر X	تحدث، استرداد عنصر، الخ
زر Δ	تفعيل Digivice
زر □	عرض قائمة مهارة الاختراق
زر R1	عرض الخريطة الصغيرة *متاح في مناطق محددة فقط
زر لوحة لمس	عرض DigiLine
زر R3	إعادة ضبط المنظور
زر OPTIONS	العودة إلى الشاشة الرئيسية

عناصر التحكم في المعركة

أزرار الاتجاهات/ذراع أيسر	تحديد
زر X	تأكيد
زر O	إلغاء
زر Δ	عرض إحصائيات Digimon الودية *عند تحديد «تغيير» فقط
زر X مع الضغط باستمرار على زر R1	خروج
زر OPTIONS	وضع التبديل التلقائي

جار الحفظ



استخدم أمر "حفظ" في لحفظ تقدمك Digivice في اللعبة في أي وقت بينما تكون في الميدان. يمكنك حفظ ثلاث ألعاب في وقت واحد. تحديد ملف قمت بحفظه بالفعل سيستبدل الملف بالحفظ الجديد.

سيتم عرض عناصر التحكم التي تتوافق مع موقفك في أسفل شاشة Digivice أو DigiLab

عناصر تحكم Digivice

عناصر تحكم العالم

أزرار الاتجاهات/ذراع أيسر	تحديد
زر ×	تأكيد
زر ○	العودة/إلغاء
زر L1 / زر R1	تبديل Digimon أو تغيير الصفحة في القائمة

عناصر تحكم Digivice (أعلى الشاشة)

أزرار الاتجاهات ↑↓	تحديد
أزرار الاتجاهات ←→	عرض تبديل الأعضاء الاحتياطيين
زر × (أثناء عرض الأعضاء الاحتياطيين)	عرض الإحصائيات

عناصر تحكم "Digimon"

زر △	عرض الإحصائيات
زر □ (الإعدادات)	إزالة مهارة/معدات

عناصر تحكم "الدليل الإرشادي للميدان"

زر △	عرض وظيفة البحث
أزرار الاتجاهات/ذراع أيسر ↑↓	تغيير المستويات بينما يتم عرض الإحصائيات

عناصر تحكم "الحفظ"

زر R1 + زر L1 + زر □	حذف البيانات المحفوظة المحددة
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عناصر تحكم DigiLab

عناصر تحكم العالم

أزرار الاتجاهات/ذراع أيسر	تحديد
زر ×	تأكيد
زر ○	العودة
زر L1 / زر R1	تبديل Digimon أو تغيير الصفحة في القائمة

عناصر تحكم "DigiBank"

زر △	عرض إحصائيات، إعدادات Digivolve/De-digivolve/post-DigiConversion
زر □	تحميل Digimon 4 أو أقل، تحريك Digimon إلى مجموعة أو DigiBank (أثناء تحريك Digimon)
زر OPTIONS	ترتيب قائمة Digimon

عناصر تحكم "DigiFarm"

زر OPTIONS	عرض التبديل (تشغيل/إيقاف عرض المعلومات)
أزرار الاتجاهات/ذراع أيسر →	التركيز على Digimon

عناصر تحكم "DigiFarm" (تركيز)

زر OPTIONS	عرض التبديل
زر △	عرض الإحصائيات
زر L1 / زر R1	تبديل Digimon مستهدف
زر ○	العودة إلى تحديد Farm Island
زر ×	إطعام
زر □	تبديل الطعام