

DIGIMON WORLD

NEXT ORDER



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TOEI ANIMATION
Since 1956



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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.

YUKIMURA

(GUILMON)

VOICE: YUUSEI ODA

Kouta's partner, a stoic type who's relentlessly courteous to everyone he meets.

HIMARI OHBUCHI

VOICE: NAO TOUYAMA

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...

RIKKA

(SALAMON)

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.



VOICE: KENICHI SUZUMURA

A sharp-eyed man in a black woolen hat, enshrouded in mystery. What does the Digi-Egg in his hand portend...?

SHOMA TSUZUKI

VOICE: NOBUHIKO OKAMOTO

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



JIJIMON

VOICE: BIN SHIMADA

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.



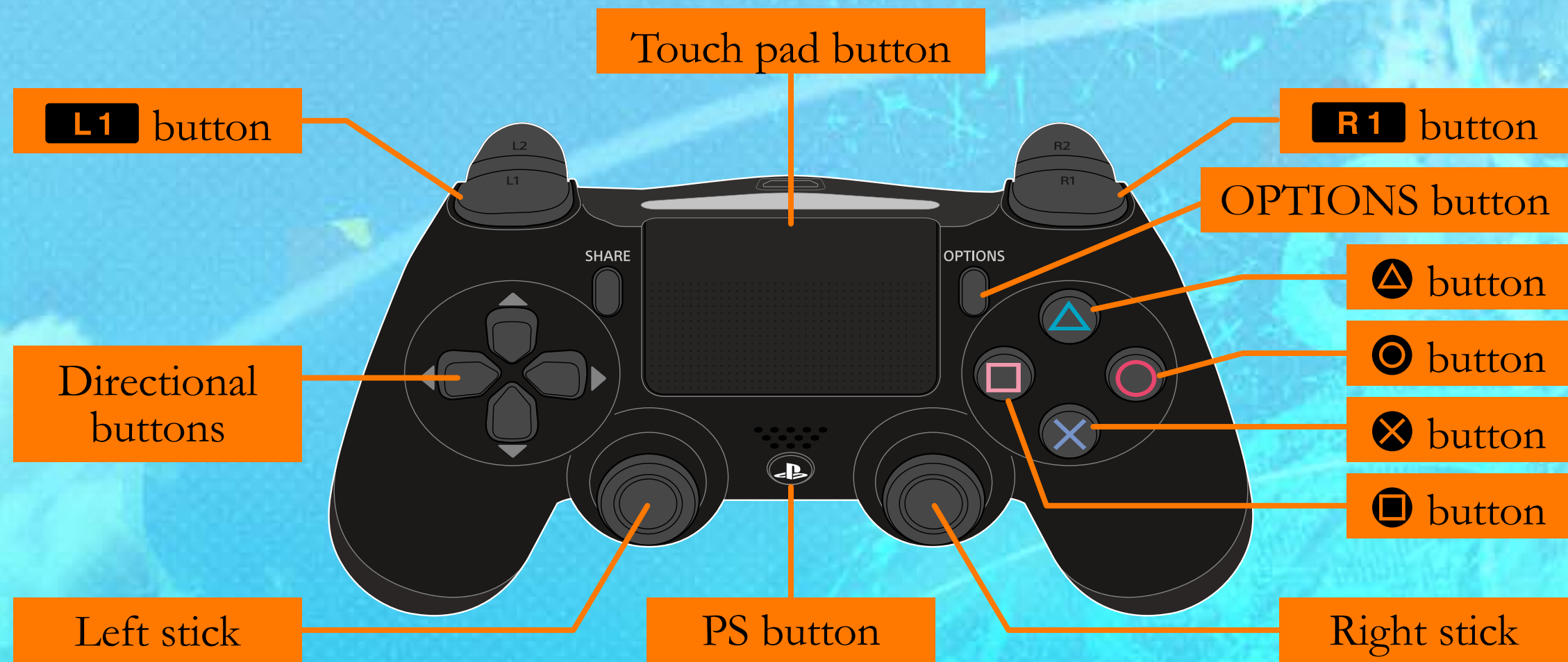
TAOMON

VOICE: DAISUKE NAMIKAWA

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.



DUALSHOCK®4 BUTTONS



FIELD MAP CONTROLS

× button	Talk, confirm, move between areas, pick up items, harvest
○ button	Cancel, return
□ button	Go to Care mode
Δ button	Open Digivice
R1 button	Operate camera (zoom in), skip through conversation
L1 button	Operate camera (zoom out)
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

× button	Support (builds Order Power)
○ button	Switch camera modes, cancel
□ button	Open tactics menu
Δ button	Open item selection menu
R1 button + left stick + × button	Control R partner (consumes Order Power)
L1 button + left stick + × button	Control L partner (consumes Order Power)
L1 button R1 button + left stick + × button	Control L/R partners (consumes Order Power)

TRAINING CONTROLS

Left stick	Select training content for L partner
Right stick	Select training content for R partner
× button	Confirm training content, stop roulette wheel
○ button	Cancel
Δ button	History
L1 button or R1 button	Change displayed statistics

Once you launch the game and the intro ends, you'll see the title screen. Select one of the following modes.

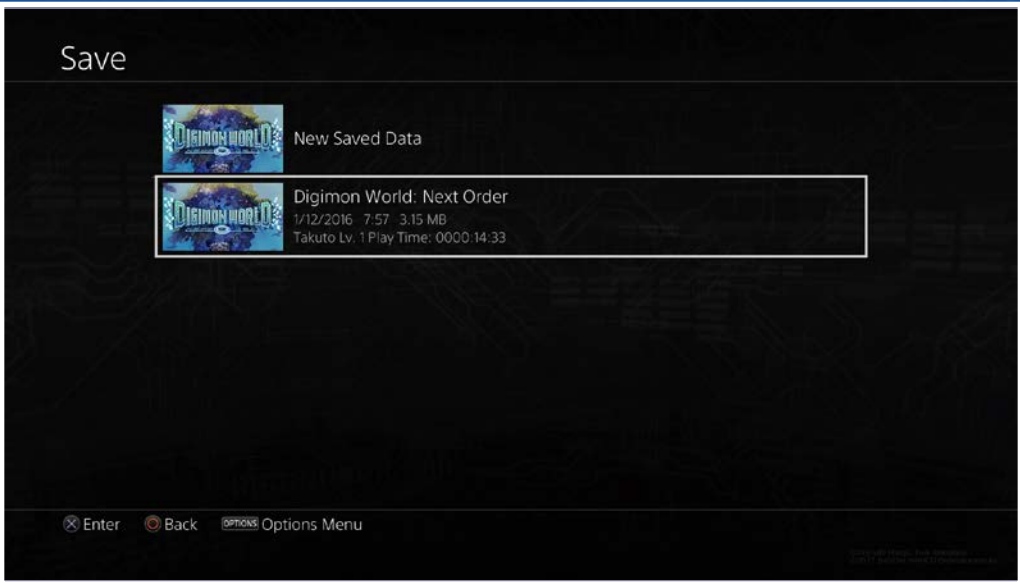


TITLE MENU CONTROLS

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.

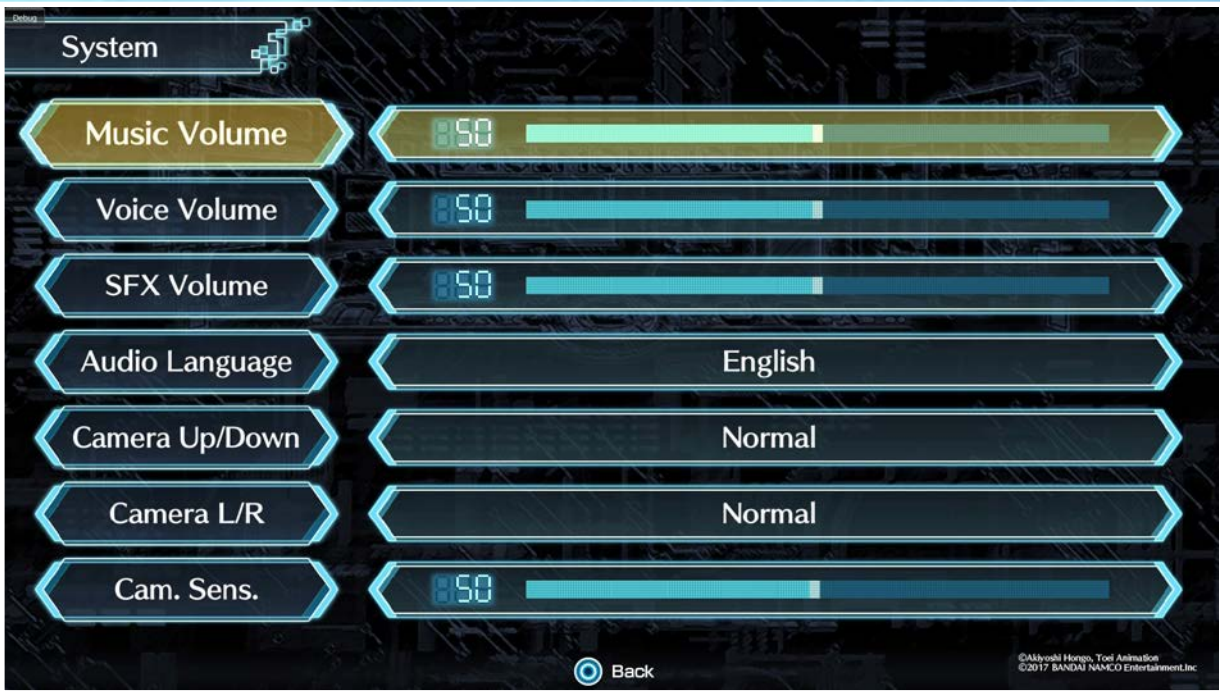
SAVING

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

Music Volume	Adjust the volume of music.
Voice Volume	Adjust the volume of character voices.
SFX Volume	Adjust the volume of sound effects.
Audio Language	Change the language of character voices. * Adjustable only when accessing System Settings from the title menu.
Camera Up/Down	Change the controls for Y-axis camera movement.
Camera L/R	Change the controls for X-axis camera
Cam. Sens.	Adjust the sensitivity of the camera.

* 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.

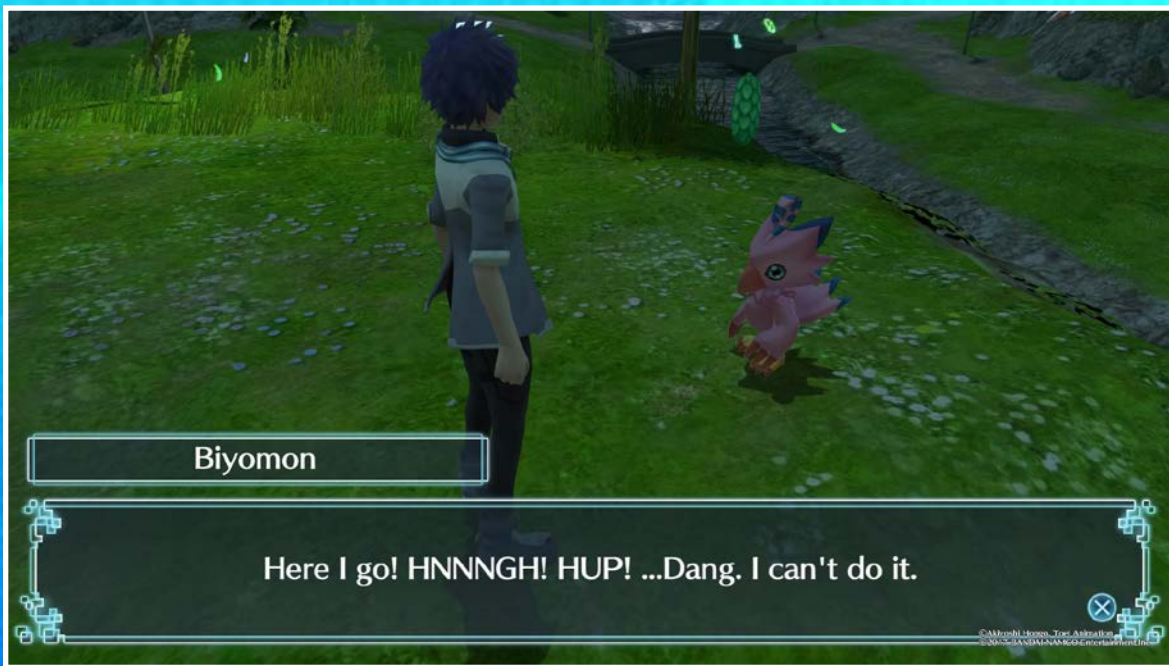
PROLOGUE

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.



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.



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.



Press the  button on the field map to bring up your Digivice and access the following options.

Basic info
(date/time, current location, Floatia prosperity, story status)

Bond between player and partners

Digivice menu

Partner L status

Partner R status

Last DigiMail

Partners' DigiFriend value



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.

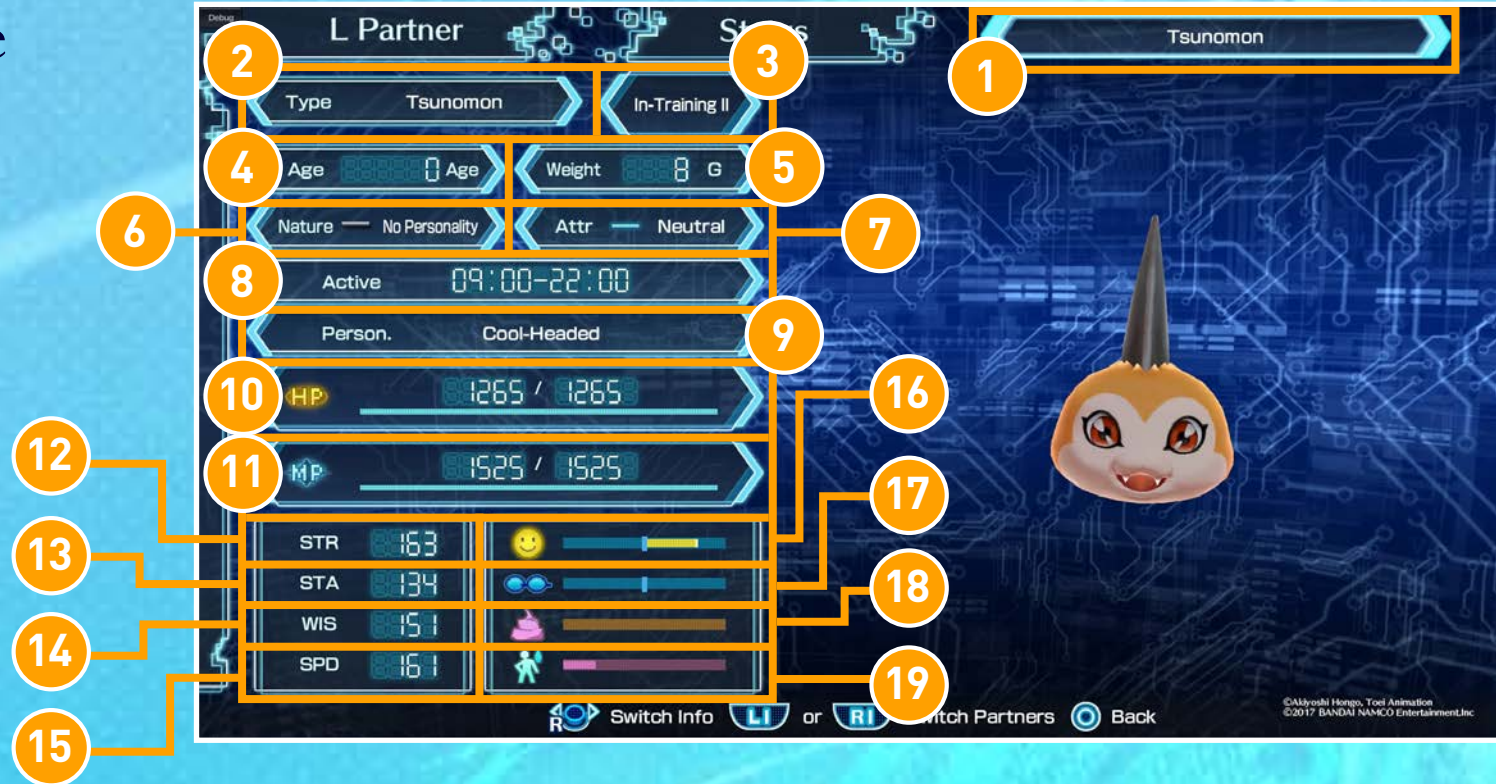
PARTNER

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  button to select one of your two partners.



STATUS SCREEN

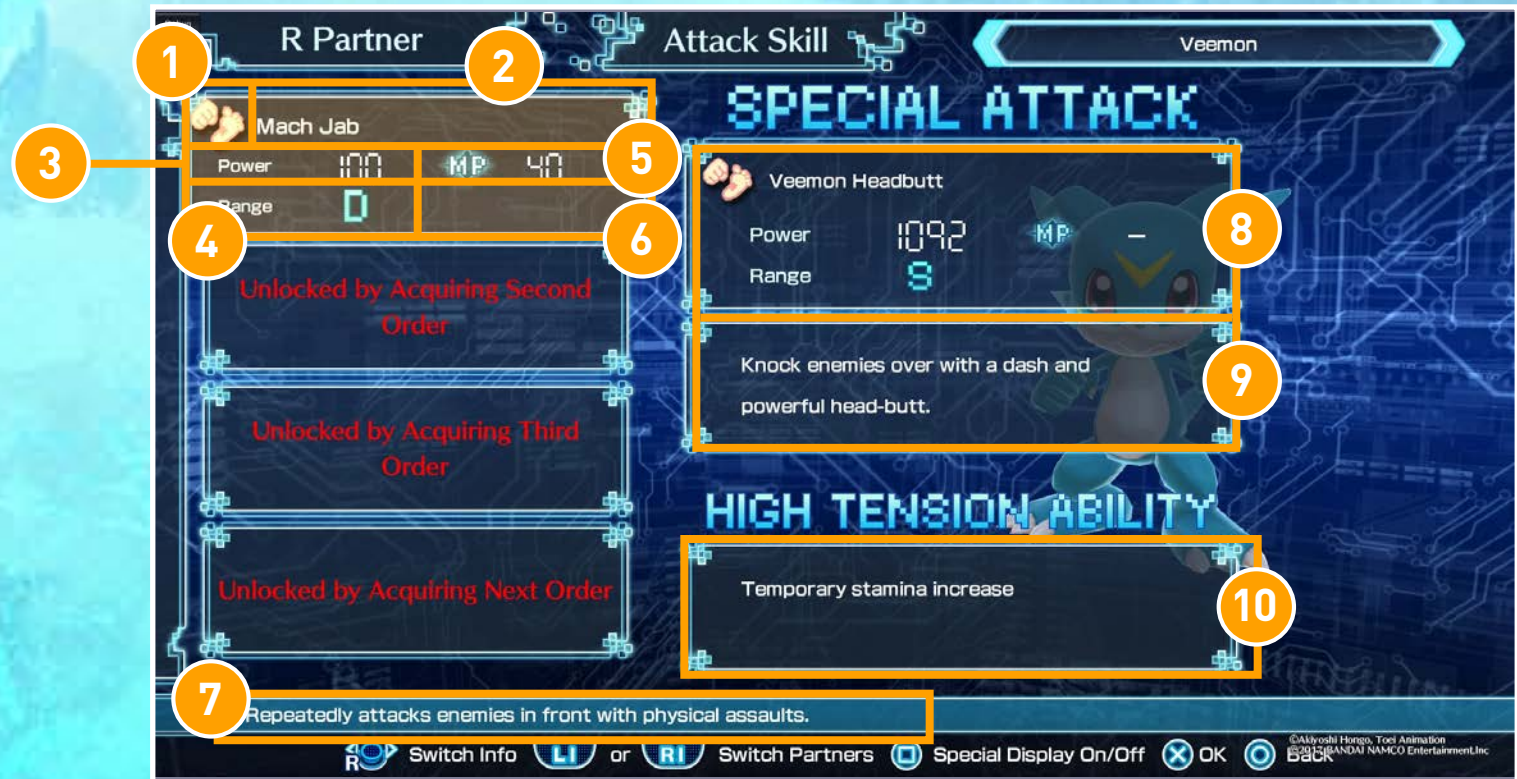
The Status screen contains the following information.



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

ATTACK SETTINGS SCREEN

The Attack Settings screen contains the following information.



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



BATTLE TACTICS SCREEN

The Battle Tactics screen contains the following information.

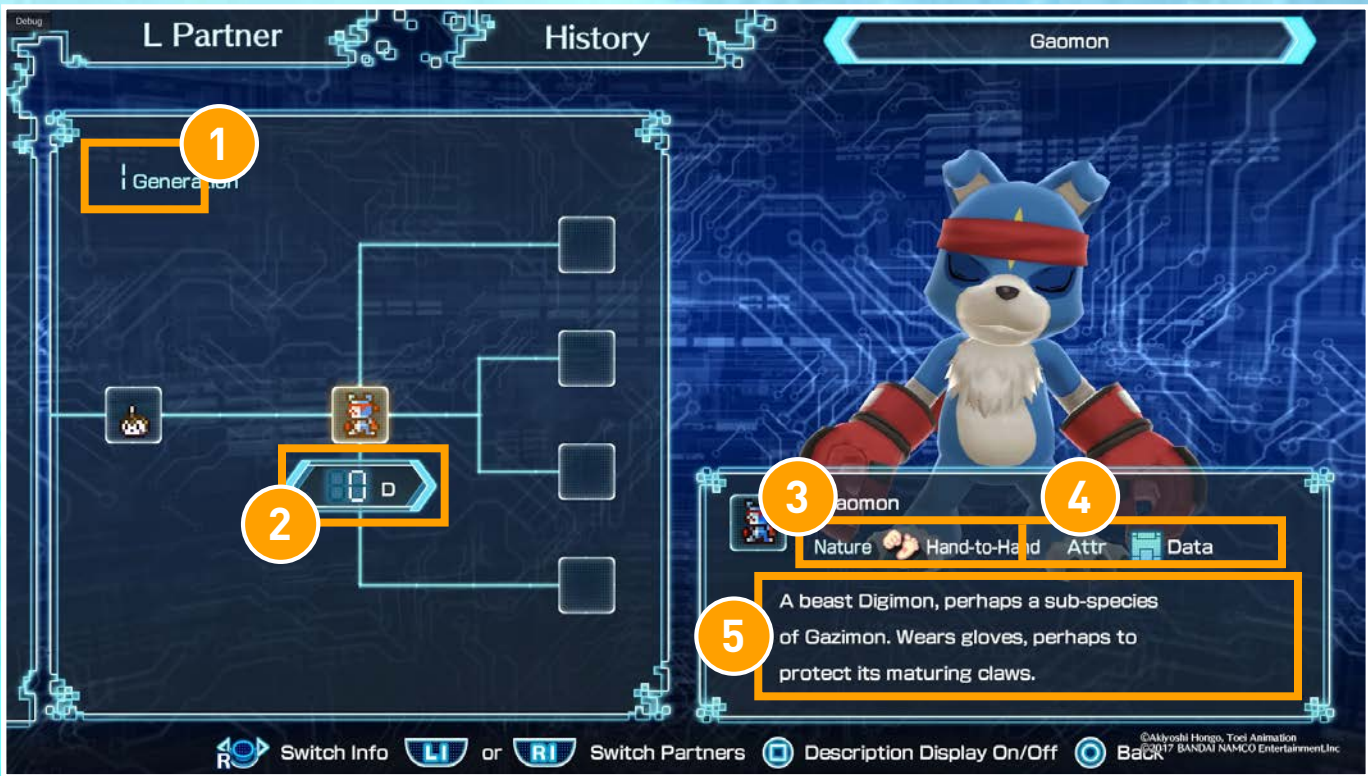


1	Battle tactics icon
2	End-adjustments icon
3	Description of selected battle tactics

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

HISTORY SCREEN

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.



TAMER

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.

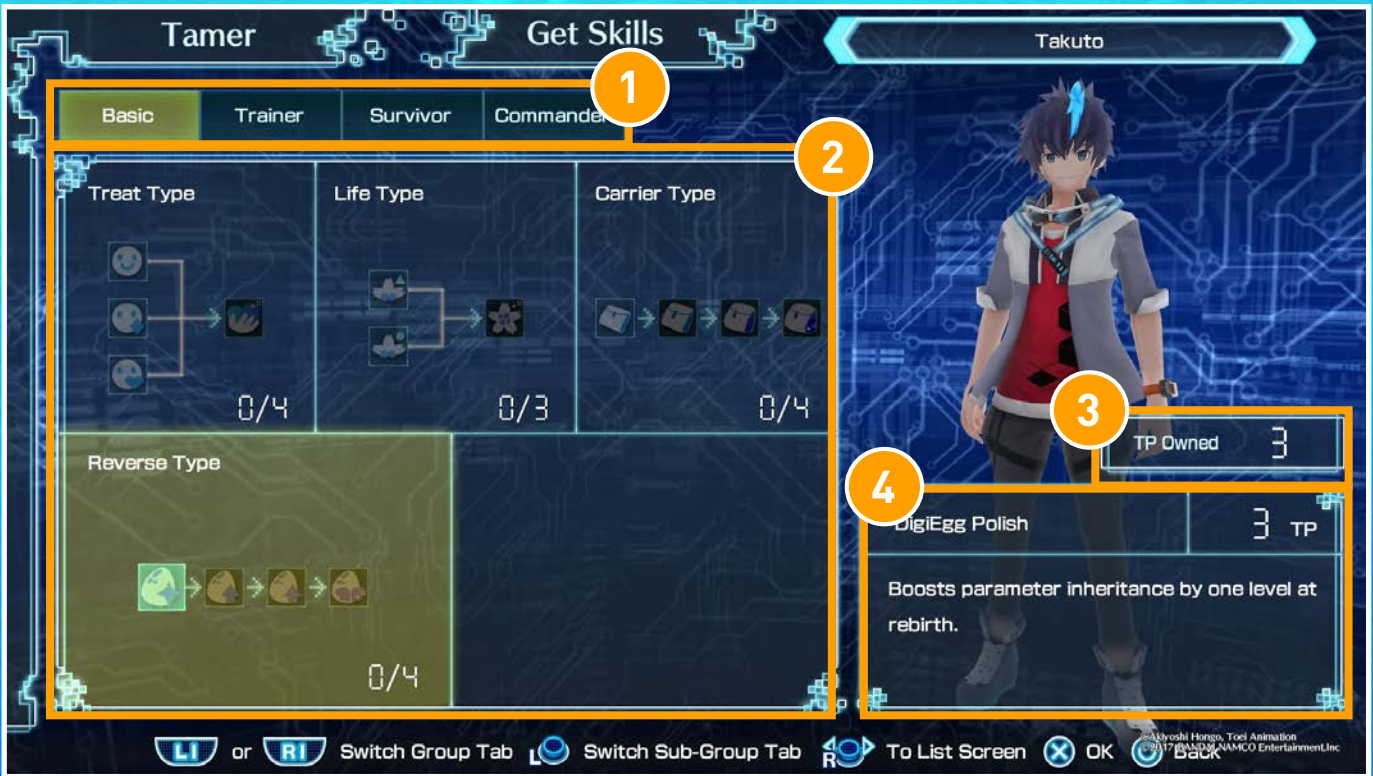
1	TP in possession
2	List of Tamer skills learned
3	Skill description



GET SKILLS

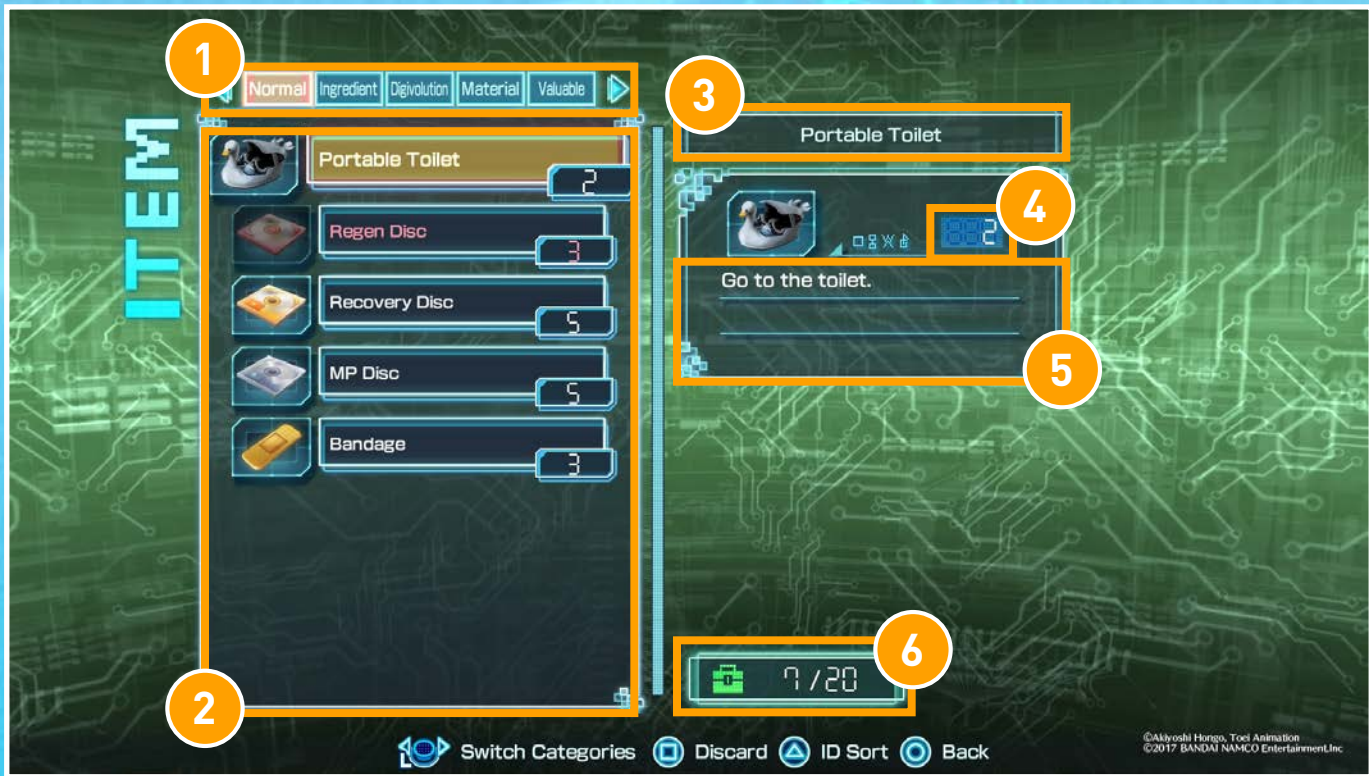
The Get Skills List screen contains the following information. Select a skill and press the ⊗ button to learn the skill.

1	System tab
2	Sub-system
3	TP in possession
4	Description of selected skill



ITEMS

The Items screen in the Digivice lets you view the following information.



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

MAP

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.

FLOATIA MAP

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



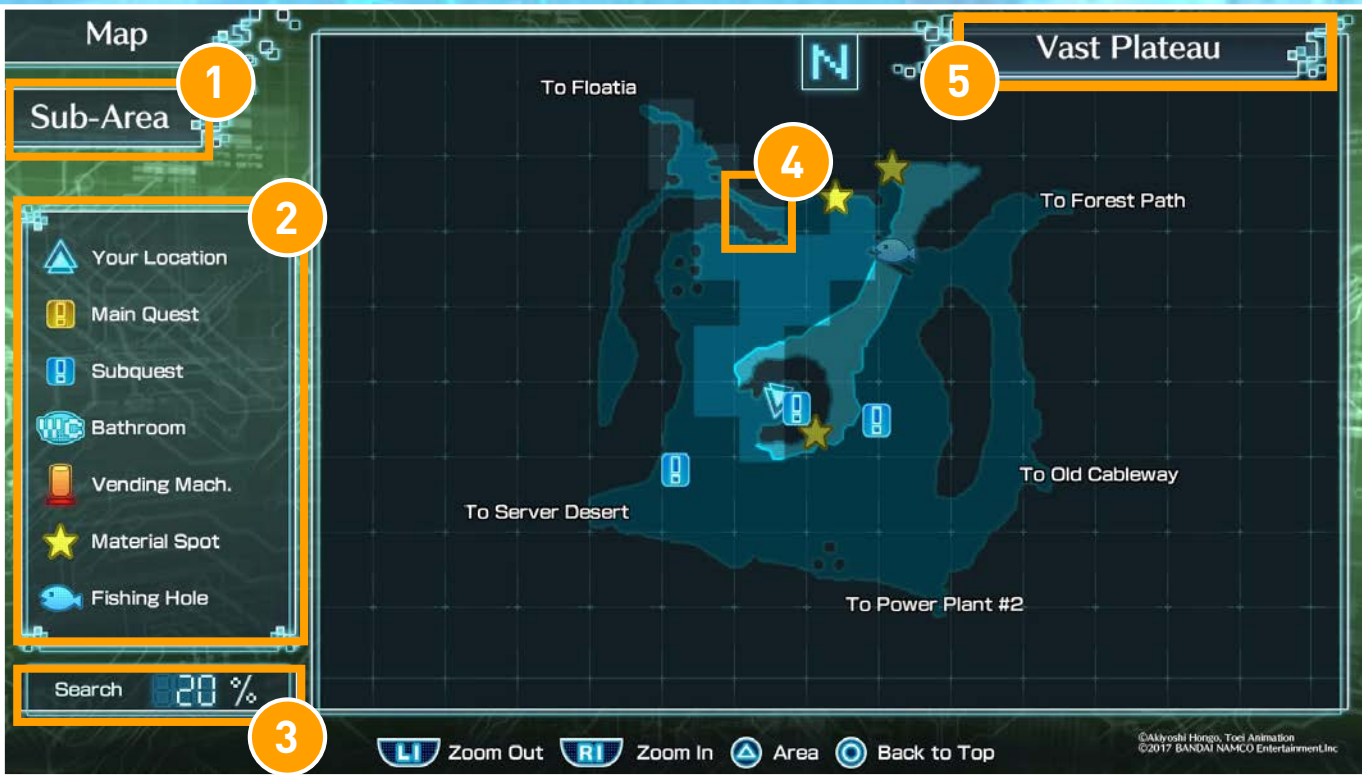
1	Location list
2	You-are-here icon

Select a location from the list and press the  button to visit that location in Floatia.

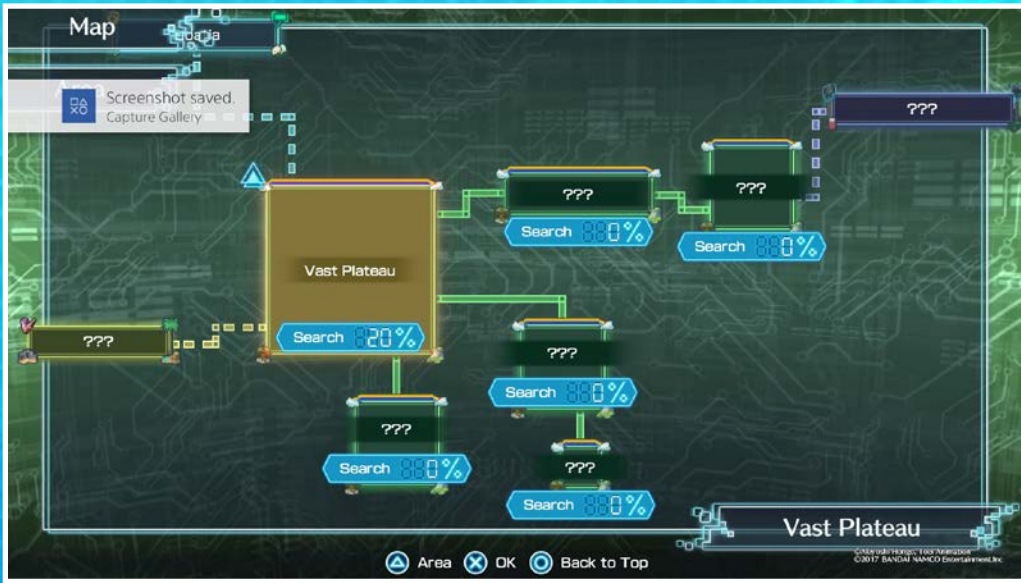
FIELD map

The Map screen on the field map contains the following information.

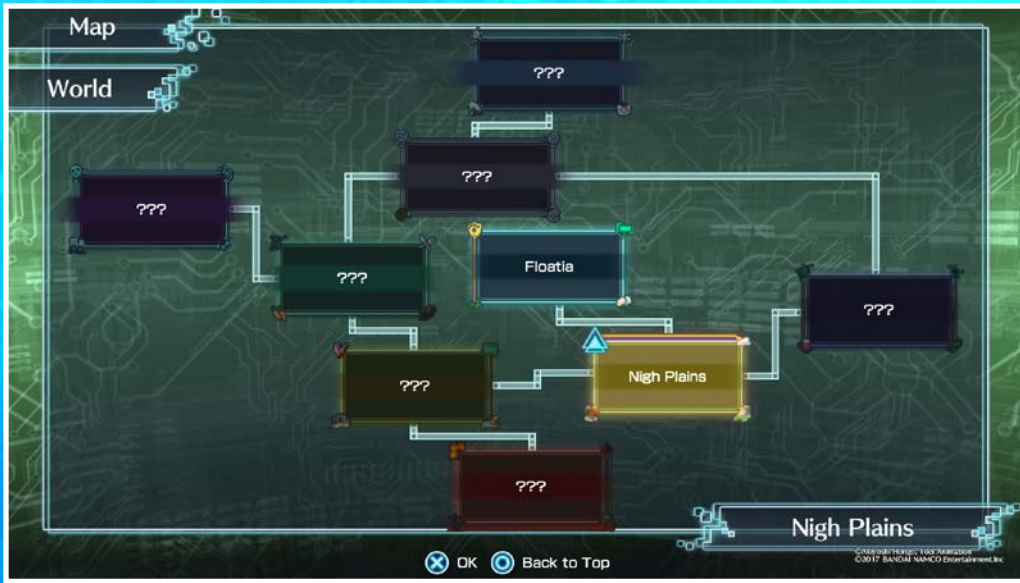
1	Map type
2	List of icons shown on map
3	Exploration rate for map displayed
4	You-are-here icon
5	Name of current location



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.



Area map



World map

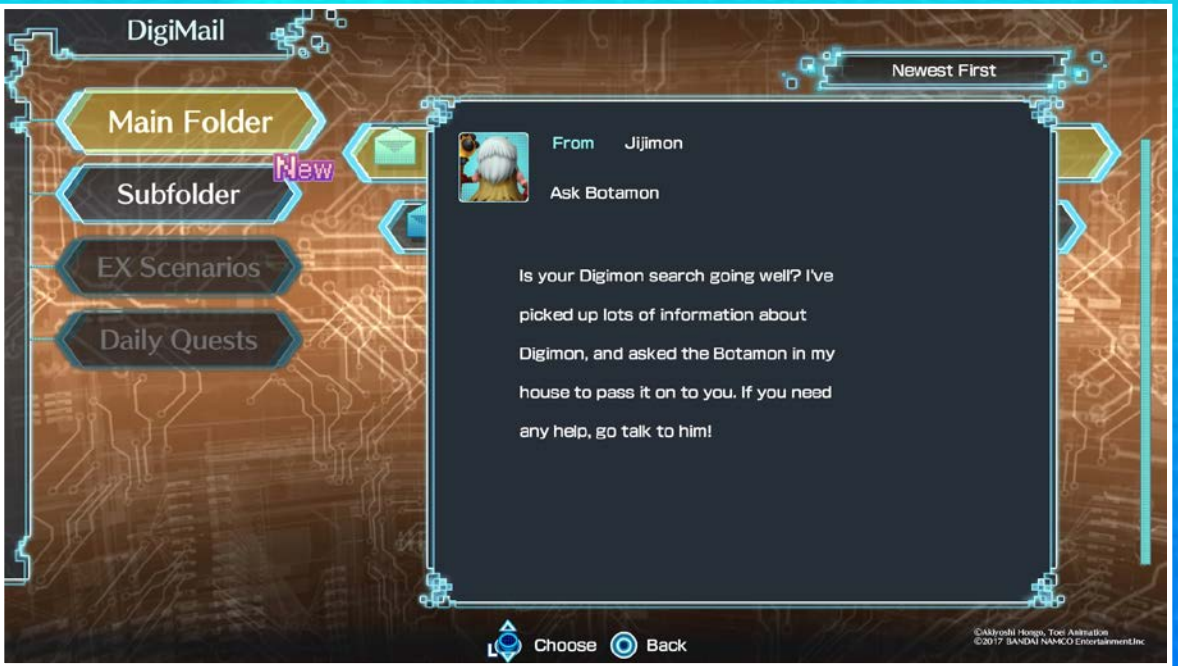
DIGIMail

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.

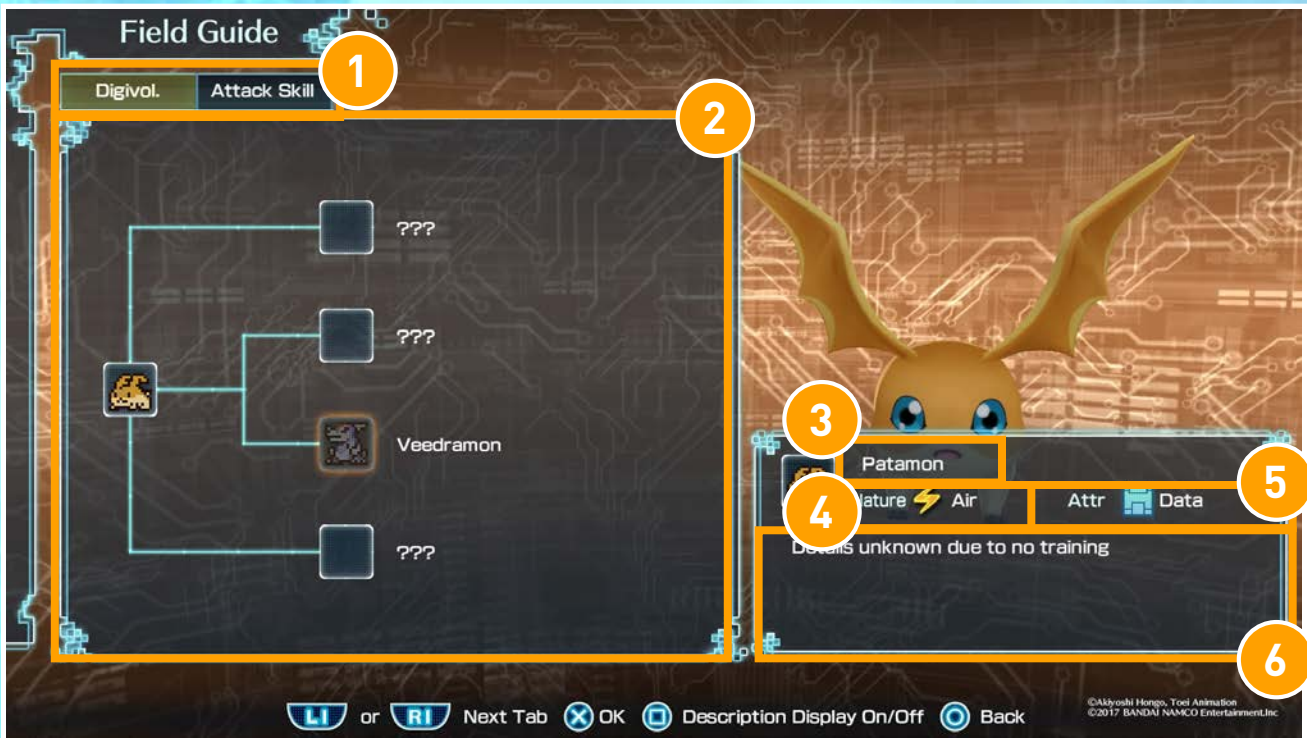


FIELD GUIDE

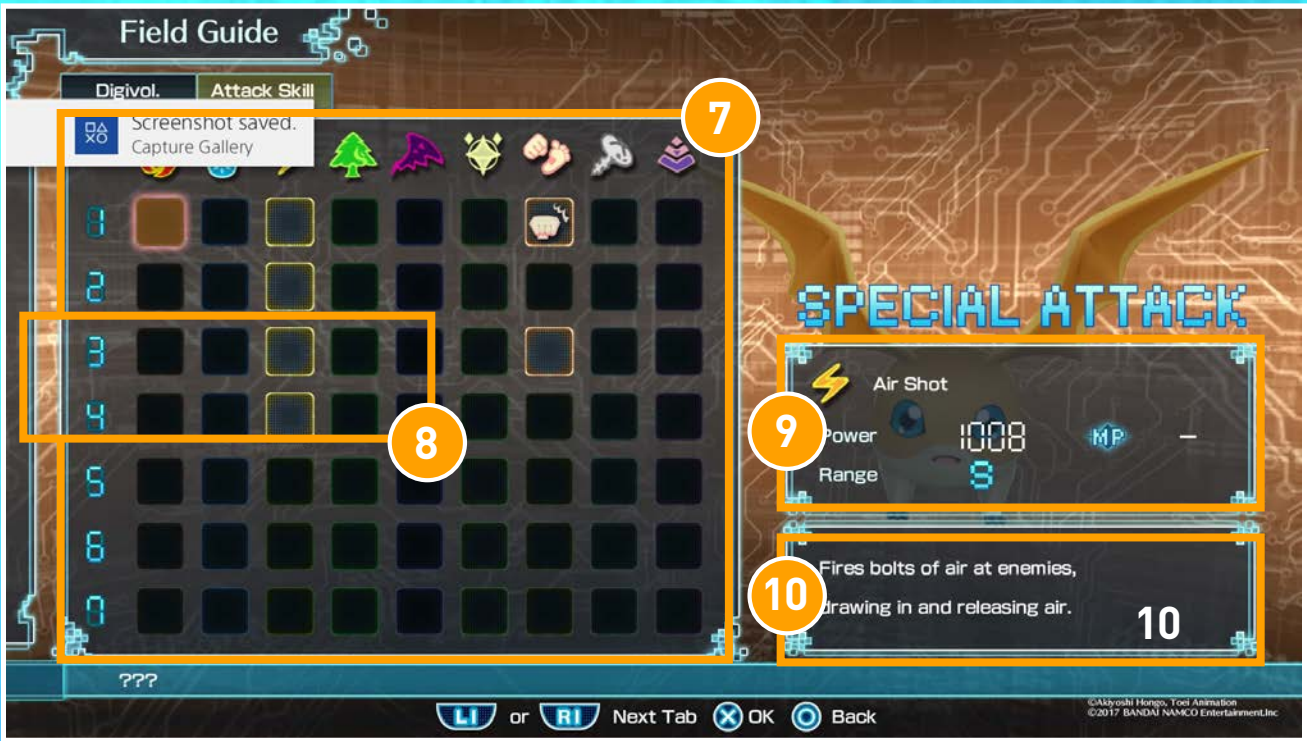
The Field Guide screen in the Digivice lets you view information on the Digimon you've raised. Select a Digimon from the guide to view detailed data on that Digimon.



Press the **L1** and **R1** buttons on a Digimon's data screen to switch between data tabs.



1	Tab
2	Digivolution route
3	Digimon name
4	Digimon characteristics
5	Digimon attribute
6	Digimon description



7	Usable attack skills
8	Description of selected attack skill
9	Type of special move
10	Description of special move

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

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



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.



FIELD FACILITIES

You'll find the following freely-accessible facilities on the field map.

Bathroom



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

Vending machine



This lets you purchase items, generally at a higher price compared to Floatia.

MATERIAL SPOT

Press the button $\otimes$ 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 $\otimes$ button at one of these points and select a lure to begin fishing. Press the $\otimes$ 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.



- 1 Care mode menu (→ P18)
- 2 Partner status (→ P29)

- 3 Bond and DigiFriend (→ P30)

ITEMS

Select Items in Care mode to open the item list. Select a category, then select an item from the list to use it.



SLEEP

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



CAMP

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.



BATTLE FLOW

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.



BATTLE SCREEN

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.

ORDERS

Press the button in battle to open the Order Ring for partner L or the 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.



OP

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.

ORDER BENEFITS

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 $\otimes$ 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 $\otimes$ button to unleash a powerful special move, at the cost of 150 OP.



AGITATION

Select the middle of the Order Ring and press the $\otimes$ 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.

Digifusion



ExE



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.

ITEMS

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



Press the  and  buttons when the list is being shown to change the target partner, and press the  button to change the display order.

TACTICS

Press the  button in battle to open the Tactics menu. Press the  button to open the Tactics screen for partner L, the  button for partner R, or the  +  buttons for both partners at once. Select a tactic and press the  button to change your partner's battle tactics.



FLEEING BATTLE

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

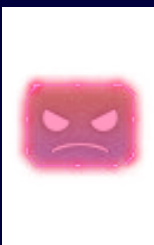
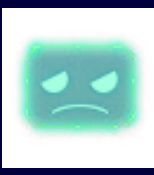
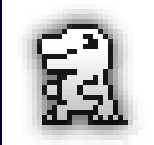


STATUS ABNORMALITIES

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

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 >>>>> Weak



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.



PRIMARY FLOATIA FACILITIES

District	Facility	District	Facility	District	Facility
Central District	Jijimon's House	Business District	Item Shop	Entertainment District	Colosseum
	Sender		Hospital		Arena
	Warehouse		Restaurant		Museum
	Builder		Stock Market	Research District	Training Hall
Agricultural District	Fields				Digivolution Dojo

SENDER

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 X button to go to that area.



WAREHOUSE

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 X button to transfer one (or the Y 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 ⊗ 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 ⊗ 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 ⊗ 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 $\otimes$ button, then select a partner and press the $\otimes$ button to have them eat the food.



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 $\otimes$ button to see a list of plantable seeds. Select something to plant and press the $\otimes$ 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.



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 $\otimes$ 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 $\otimes$ button to complete the transaction.



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 $\otimes$ button; you'll then see a confirmation window, so select Yes to begin training. Press the $\otimes$ button to stop the bonus roulette wheel, and you'll be shown the results of the session.



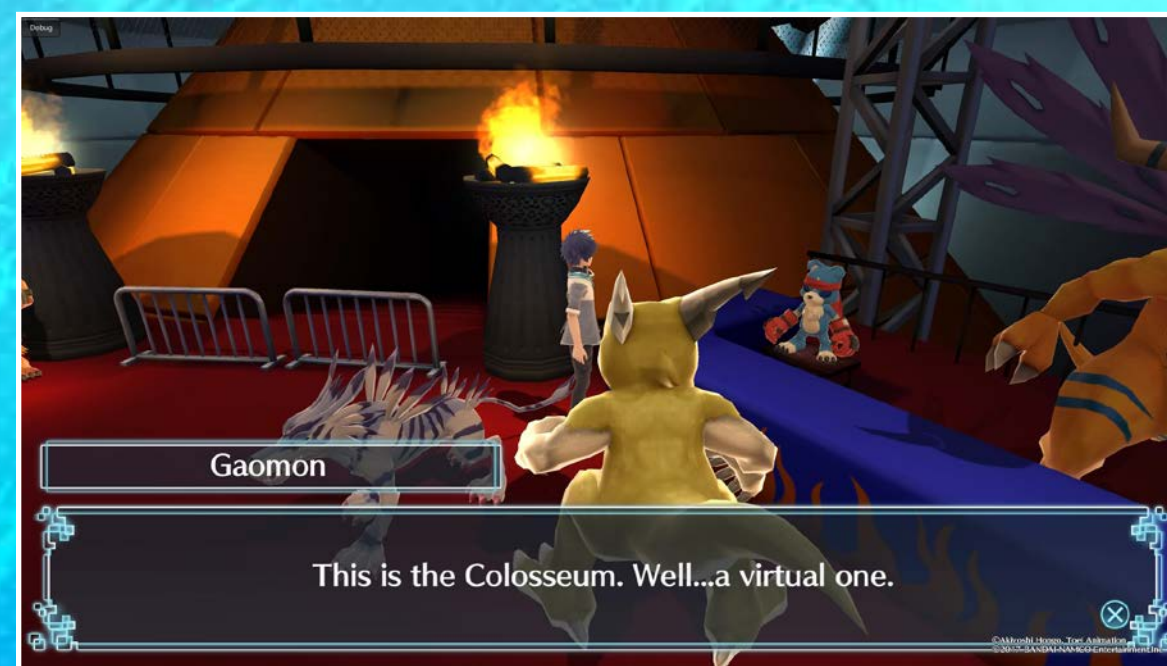
DIGIVOLUTION DOJO

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 **X** 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.



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.

Prize exchange



Arena



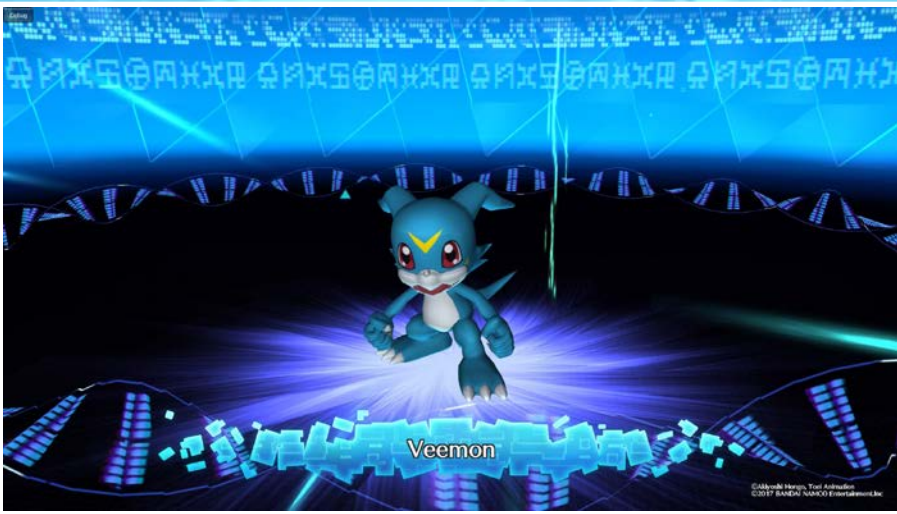
MUSEUM

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 **X** button to play it.

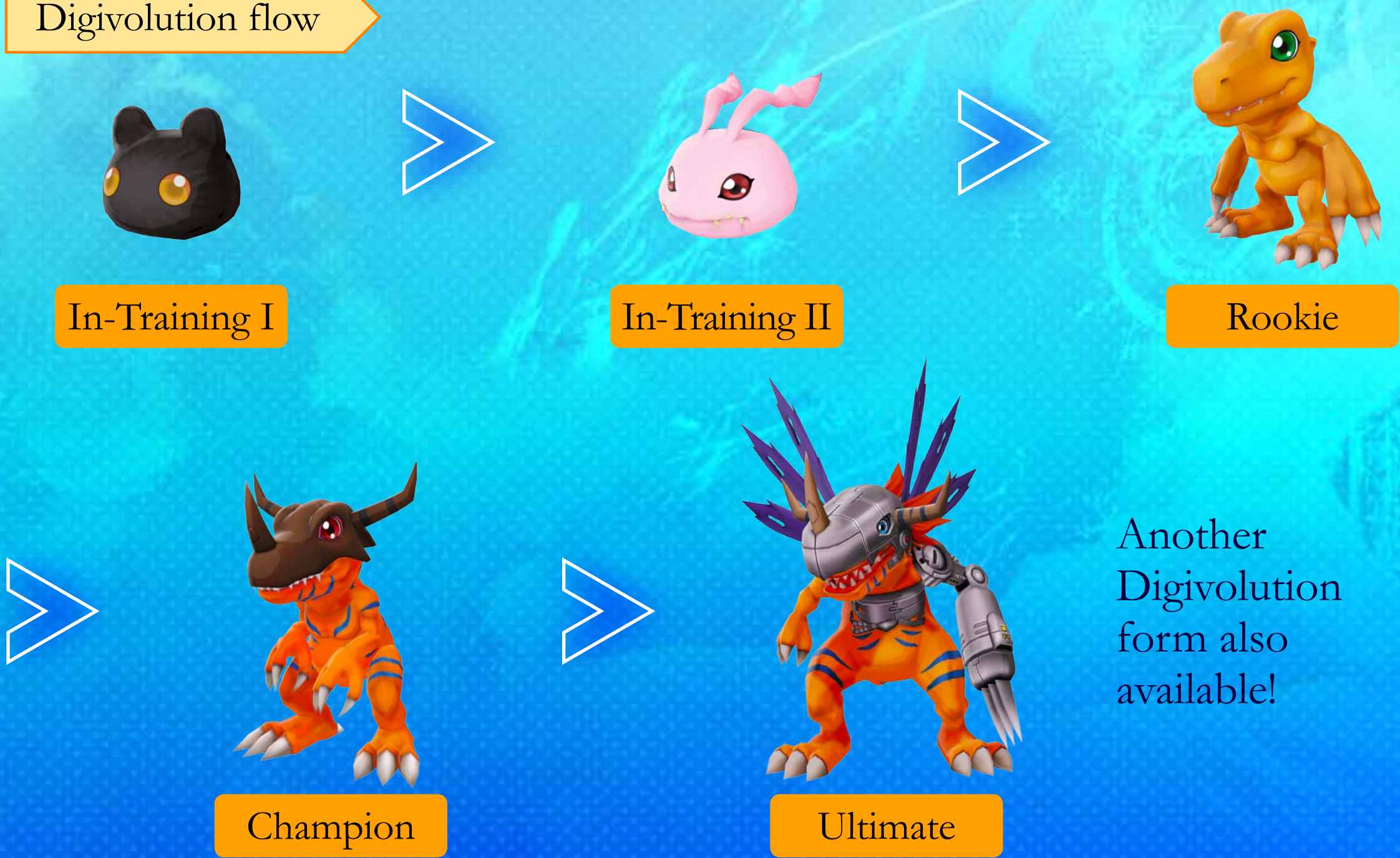


DIGIVOLUTION

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.



Digivolution flow

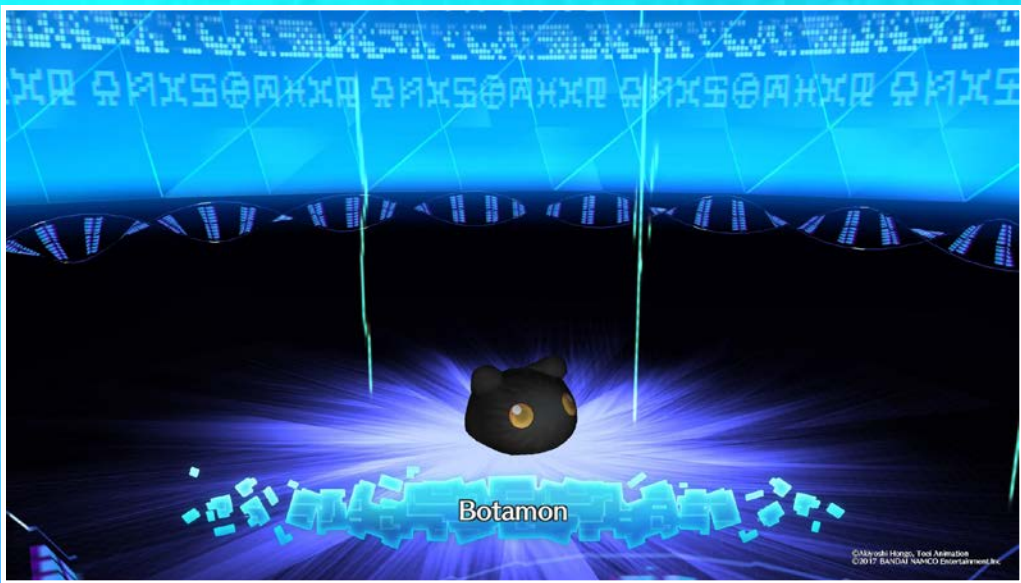


Another Digivolution form also available!

PARTNER LIFE AND INHERITANCE

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.

Partner death



Inheritance



DigiEgg select

CARING FOR PARTNERS

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.

PARTNER STATS

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.

A screenshot of the 'Status' menu for a partner named Veemon. The menu shows various stats: Type (Veemon), Age (16), Nature (Hand-to-Hand), Active (06:00-24:00), Person (Hot-Blooded), HP (2791/2791), MP (960/1127), STR (451), STA (327), WIS (384), and SPD (421). On the right, there are three gauges: a mood gauge (smiley face), a discipline gauge (person with a star), and a fatigue gauge (person with a star).

Mood gauge

Discipline gauge

Curse gauge

Fatigue gauge

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.

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.

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 X 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.



DIMENSIONAL BOX

Use the Dimensional Box in Jijimon's house in Floatia to fight against other players and build up points to trade for items.



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.

<http://manuals.playstation.net/document/en/ps4/>

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.



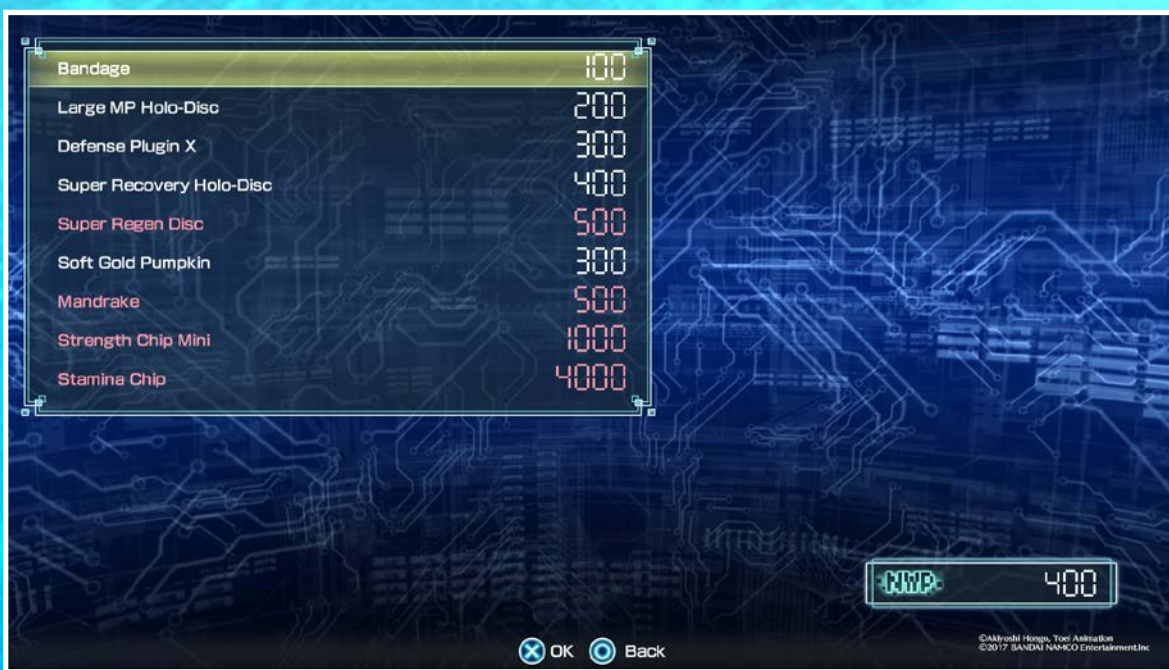
PRESENTS

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.



SVENKA QUICKSTART

DUALSHOCK®4-KNÄPPAR



FÄLTKONTROLLER

×-knappen	Prata, bekräfta, gå mellan områden, plocka upp föremål, skörda
○-knappen	Avbryt, tillbaka
□-knappen	Gå till Care Mode
R1-knappen	Justera kameran (zooma in), hoppa över konversationer
L1-knappen	Justera kameran (zooma ut)
Vänsterspaken	Rör karaktären
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

×-knappen	Support (fyller på Order Power)
○-knappen	Växla kameran, avbryt
□-knappen	Öppna taktikmenyn
△-knappen	Öppna föremålsmenyn
R1-knappen + Vänsterspaken + × button	Kontrollera R-partner (förbrukar Order Power)
L1-knappen + Vänsterspaken + × button	Kontrollera L-partner (förbrukar Order Power)
L1-knappen R1-knappen + Vänsterspaken + × button	Kontrollera L/R-partners (förbrukar Order Power)

TRÄNINGSKONTROLLER

Vänsterspaken	Välj träningsinnehåll för L-partner
Högerspaken	Välj träningsinnehåll för R-partner
×-knappen	Bekräfta träningsinnehåll, stoppa roulettehjulet
○-knappen	Avbryt
△-knappen	Historik
L1-knappen eller R1-knappen	Ändra visad statistik

När du startar spelet och introet är över ser du titelskärmen. Välj något av följande lägen.

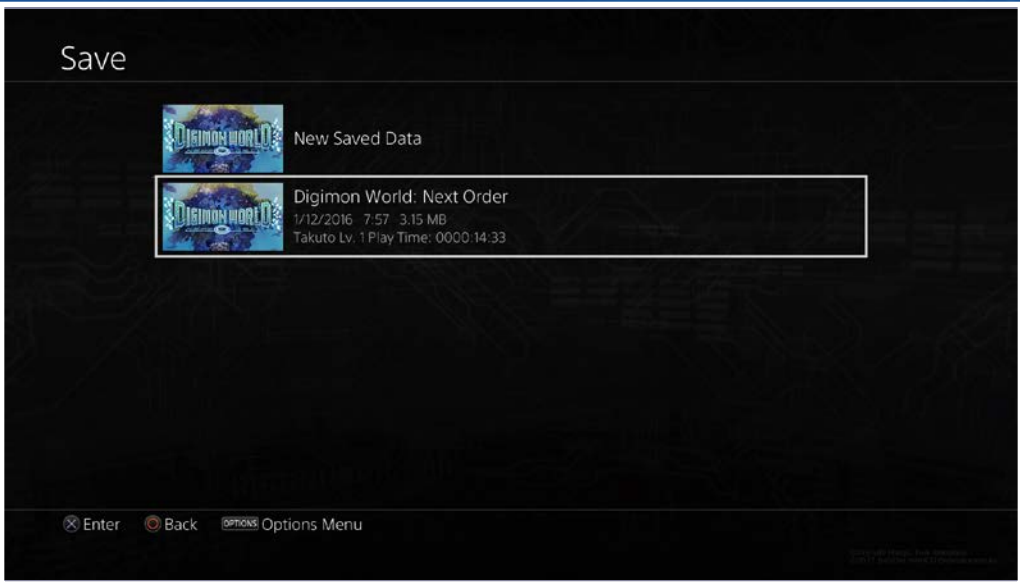


KONTROLLER PÅ TITELMENYN

Nytt spel	Starta berättelsen från början. Du kan välja mellan svårighetsgraderna Easy (lätt) eller Normal.
Ladda spel	Ladda ett sparat spel för att fortsätta berättelsen från där du slutade senast.
Systeminställningar	Gå till systeminställningsskärmen.

SPARA

Använd Save i din Digivice för att spara din speldata. Du kan spara upp till tre spel samtidigt. Om du väljer en fil du redan har sparat på så skrivs den filen över med den nya sparningen.



Tryck på -knappen (triangel) på fältkartan för att öppna din Digivice och få åtkomst till följande alternativ.

Basic info (Grundläggande information)
(datum/tid, nuvarande plats, Floatias välstånd,
info om berättelsen)

Band mellan spelare och partners

Digivice-menyn

Senaste DigiMail

Status för din L-partner

Status för din R-partner

Dina partners DigiFriend-värde

DIGIVICE-ALTERNATIV

Partner	Visa partnerinfo och justera stridstaktik.
Tämjare	Visa info om din karaktär och få färdigheter.
föremål	Visa de föremål du har.
Karta	Visa kartan, centrerad på din nuvarande plats.
DigiMail	Läs DigiMail som du har fått.
Fältguide	Visa info om de Digimon du har fött upp.
System	Gå till systeminställningsskärmen.
Spara	Gå till sparaskärmen.

SUOMI QUICKSTART

Langattoman DUALSHOCK®4-OHJAIMEN NÄPPÄIMET



KENTTÄKARTAN KOMENNOT

×-näppäin	Puhu, vahvista valinta, liiku alueelta toiselle, poimi esineitä, korjaa sato		
○-näppäin	Peruuta, palaa		
□-näppäin	Siirry Care-tilaan	△-näppäin	Avaa Digivice
R1-näppäin	Kameran ohjaus (lähennä), hyppää keskustelun yli		
L1-näppäin	Kameran ohjaus (loitonna)		
Vasen sauva	Liiku		
Oikea sauva	Kameran ohjaus (vaihda kuvakulmaa) * Ominaisuus ei ole käytettävissä kaupungeissa.		
OPTIONS-näppäin	Avaa kartta, ohita välivideot		
Kosketusalueen painike	Palauta kamera oletusasentoon		

TAISTELUKOMENNOT

×-näppäin	Support (Hyökkäystuki) (kasvattaa Order Power -voimaa)
○-näppäin	Vaihda kameratila, peruuta
□-näppäin	Avaa taktiikkavalikko
△-näppäin	Avaa esinevalikko
R1-näppäin + Vasen sauva + × näppäin	Ohjaa R-kumppania (kuluttaa Order Power -voimaa)
L1-näppäin + Vasen sauva + × näppäin	Ohjaa L-kumppania (kuluttaa Order Power -voimaa)
L1-näppäin R1-näppäin + Vasen sauva + ×-näppäin	Ohjaa L- ja R-kumppania (kuluttaa Order Power -voimaa)

HARJOITUSTILAN KOMENNOT

Vasen sauva	Valitse harjoituksen sisältö L-kumppanille
Oikea sauva	Valitse harjoituksen sisältö R-kumppanille
×-näppäin	Hyväksy harjoituksen sisältö, pysäytä ruletti
○-näppäin	Peruuta
△-näppäin	Historia
L1-näppäin tai R1-näppäin	Vaihda tilastojen välillä

Pelin käynnistyksen ja alkuvideon jälkeen saavut aloitusruutuun. Valitse yksi seuraavista pelitiloista:

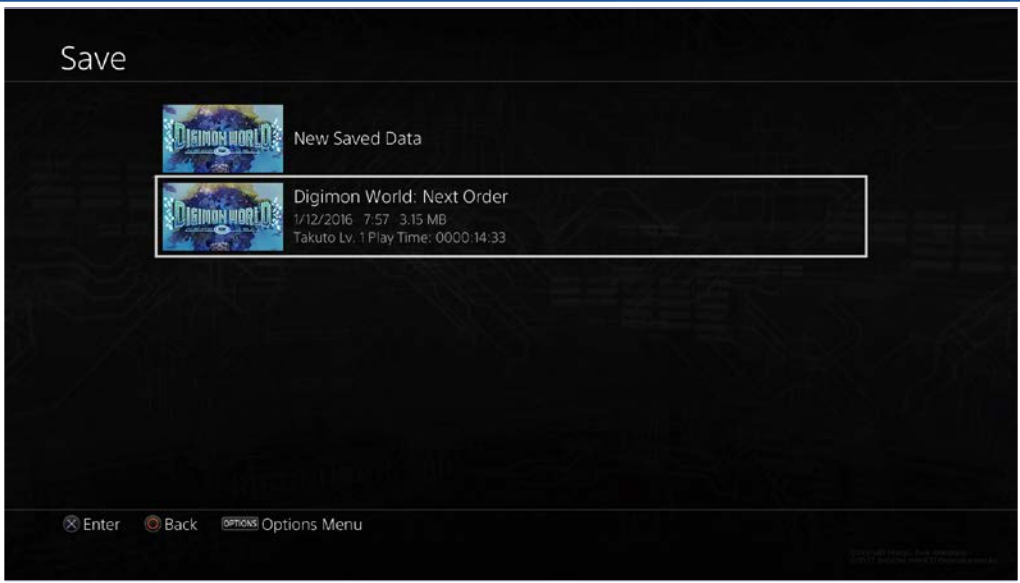


ALOITUSRUUDUN KOMENNOT

Uusi peli	Aloita tarina alusta. Voit valita vaikeustasoksi Easy (Helppo) tai Normal (Normaali).
Lataa peli	Lataa tallennettu peli ja jatka tarinaa siitä mihin jäit.
Järjestelmäasetukset	Siirry Järjestelmäasetukset-ruutuun.

TALLENTAMINEN

Tallenna pelitiedot valitsemalla Digivicesta Save (Tallenna). Voit luoda enintään 3 pelitallennusta. Jos valitset aiemman tallennustiedoston, se korvataan uudella.



Paina  -näppäintä tuodaksesi Digivicen esiin. Käytössäsi on seuraavat vaihtoehdot:

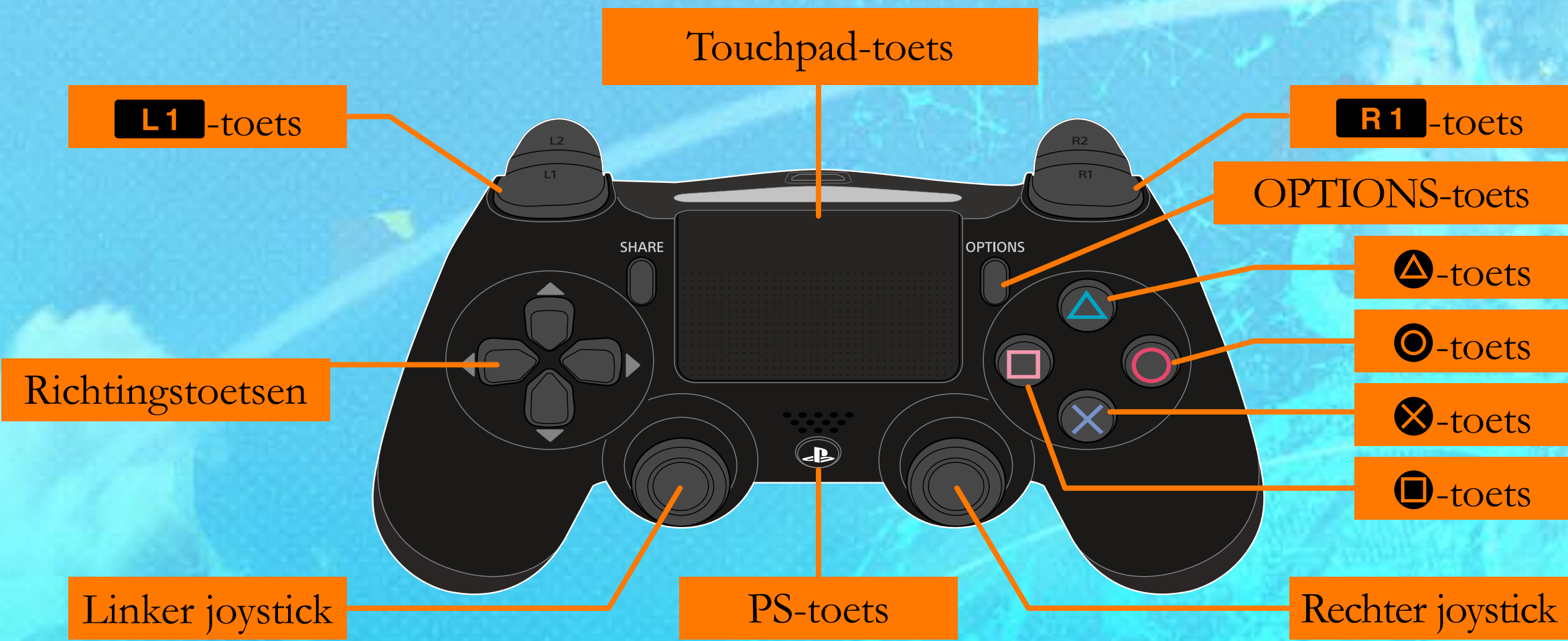


DIGIVICEN VAIHTOEHDOT

Kumppani	Tarkastele kumppanin tietoja ja muuta taistelutaktiikoita
Kesyttäjä	Tarkastele hahmosi tietoja ja hanki taitoja.
Esineet	Tarkastele hallussasi olevia esineitä.
Kartta	Tarkastele nykyiseen sijaintiisi keskitettyä karttaa.
DigiMail	Lue saapuneita DigiMail-viestejä.
Kenttäopas	Tarkastele kasvattamiesi Digimonien tietoja.
Järjestelmä	Tuo Järjestelmäasetukset-ruutu esiin.
Tallenna	Siirry tallennusruutuun.

NEDERLAND QUICKSTART

DUALSHOCK®4-TOETSEN



BESTURING VELDKAART

X-toets	Praten, bevestigen, van gebied naar gebied gaan, items oppakken, oogsten
O-toets	Annuleren, terug
□-toets	Naar Care-modus
△-toets	Digivice openen
R1-toets	Camera gebruiken (inzoomen), gesprek overslaan
L1-toets	Camera gebruiken (uitzoomen)
Linker joystick	Bewegen
Rechter joystick	Camera gebruiken (ander gezichtspunt) * Niet beschikbaar in stad.
OPTIONS-toets	Kaart openen, films overslaan
Touchpad-toets	Camera resetten

BEDIENING IN GEVECHTEN

X-toets	Ondersteuning (bouwt Order Power op)
O-toets	Andere cameramodus, annuleren
□-toets	Tactiekmenu openen
△-toets	Itemkeuzemenu openen
R1-toets + Linker joystick + X toets	R-partner besturen (verbruikt Order Power)
L1-toets + Linker joystick + X toets	L-partner besturen (verbruikt Order Power)
L1-toets R1-toets + Linker joystick + X-toets	L-/R-partners besturen (verbruikt Order Power)

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
△-toets	Geschiedenis
L1-toets 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.

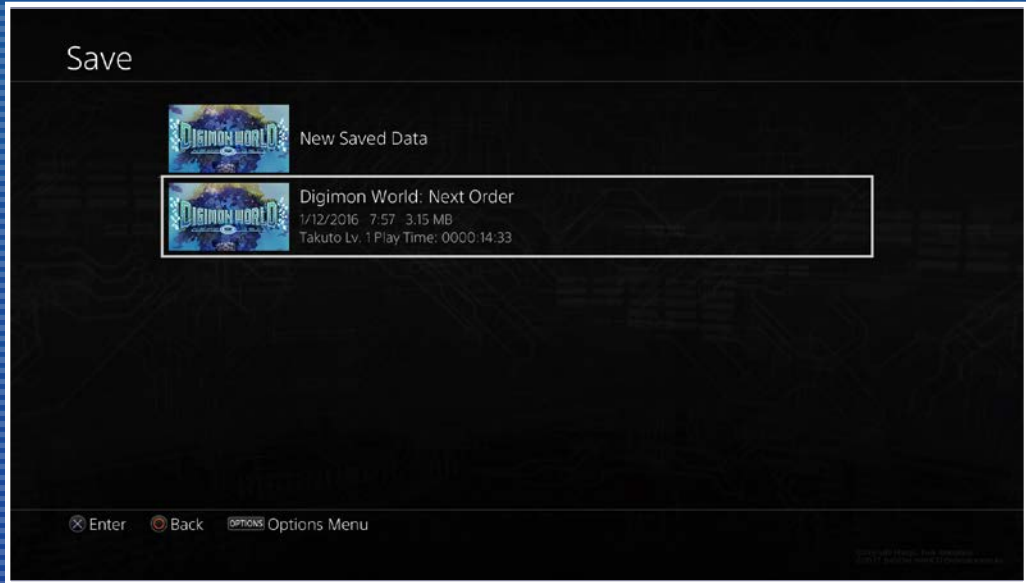


BEDIENING TITELMENU

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.



OPTIES DIGIVICE

Partner	Bekijk de partnerinformatie en pas gevechtstactieken aan.
Tamer	Bekijk de informatie over je personage en leer vaardigheden.
Items	Bekijk de items die je hebt.
Kaart	Bekijk de kaart. Je huidige locatie bevindt zich in het midden van de kaart.
DigiMail	Bekijk de ontvangen DigiMail.
Veldgids	Bekijk informatie over de Digimon die je grootgebracht hebt.
Systeem	Ga naar het scherm Systeeminstellingen.
Opslaan	Ga naar het scherm Opslaan.

PORTUGUESE QUICKSTART



CONTROLOS NO MAPA

Botão 	Falar, confirmar, passar de área, apanhar itens, colher
Botão 	Cancelar, retroceder
Botão 	Entrar no modo Care (tratamento)
Botão 	Abrir Digivice
Botão R 1	Utilizar câmara (fazer zoom), saltar conversa
Botão L 1	Utilizar câmara (retirar zoom)
Manípulo esquerdo	Mover
Manípulo direito	Utilizar câmara (mudar perspetiva) *Não disponível na cidade.
Botão OPTIONS	Abrir mapa, saltar vídeos
Botão do painel tátil	Reposicionar câmara

CONTROLOS DE BATALHA

Botão 	Apoio (aumenta o Order Power)
Botão 	Trocar modos de câmara, cancelar
Botão 	Abrir menu das táticas
Botão 	Abrir menu de seleção de itens
Botão R1 + Manípulo esquerdo + Botão 	Controlar parceiro da direita (consome Order Power)
Botão L1 + Manípulo esquerdo + Botão 	Controlar parceiro da esquerda (consome Order Power)
Botão L1 Botão R1 + Manípulo esquerdo + Botão 	Controlar parceiros da esquerda/direita (consome Order Power)

CONTROLOS DO TREINO

Manípulo esquerdo	Selecionar conteúdo de treino para o parceiro da esquerda
Manípulo direito	Selecionar conteúdo de treino para o parceiro da direita
Botão 	Confirmar conteúdo de treino, parar roleta
Botão 	Cancelar
Botão 	Histórico
Botão  ou Botão 	Mudar estatísticas exibidas

Assim que iniciares o jogo e a introdução terminar, irás ver o ecrã inicial. Selecciona um dos seguintes modos.

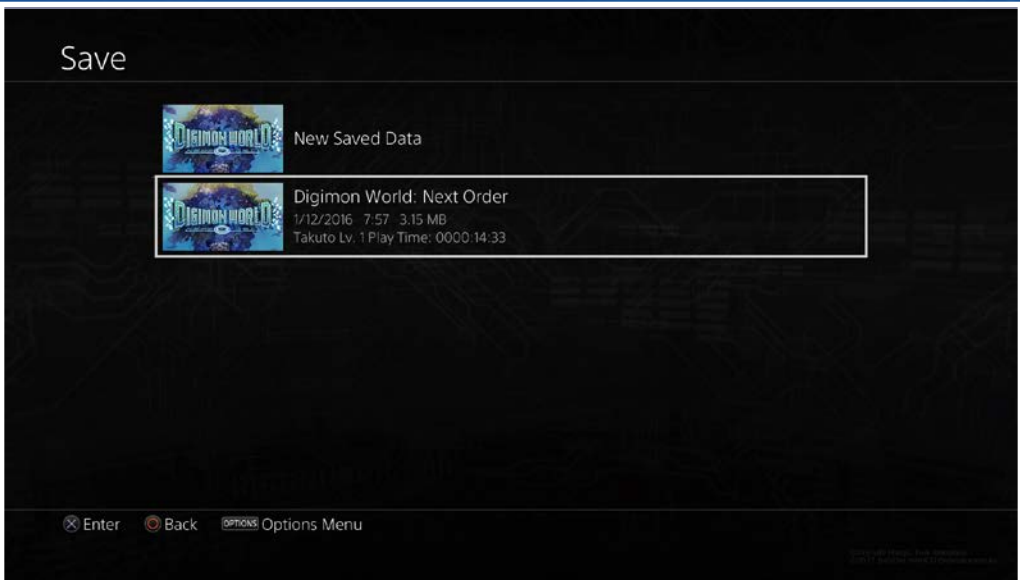


CONTROLOS DO MENU INICIAL

Novo jogo	Começa a história do início. Podes escolher entre as dificuldades Easy (Fácil) ou Normal.
Carregar jogo	Carre+A1:M309m
Definições do sistema	Abre o ecrã System Settings.

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 seleccionares um ficheiro onde já tenhas gravado, irás substituir esse ficheiro pela nova gravação.



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

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

Laço entre o jogador e os parceiros



Menu Digivice

Estado do parceiro da esquerda

Estado do parceiro da direita

Último DigiMail

Valor DigiFriend dos parceiros

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 centrado 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 français: Support in English:	fr.support@bandainamcoent.eu customerserviceuk@bandainamcoent.eu
Deutschland	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883	1,24€/min aus dem dt. Festnetz Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
España	+34 902 10 18 67	Lunes a jueves: 09.00 – 18.00 Viernes: 09.00 – 14.00	es.support@bandainamcoent.eu
Ελλάδα	+30 210 60 18 800	Αστική Χρέωση Δευτέρα - Παρασκευή: 09.00-17.00	gr.support@bandainamcoent.eu
France	0825 15 80 80 0,15€/min Lundi-Samedi: 10.00-20.00 non stop	Support Technique CS80236 33612 CESTAS	fr.support@bandainamcoent.eu
Italia			it.support@bandainamcoent.eu
New Zealand	0900 54263	\$1,99/min (may change without notice)	au.support@bandainamcogames.eu
Nordic Countrie Nederland	Sweden Norway Finland Denmark	Support in English:	customerserviceuk@bandainamcoent.eu
Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655	€1,35€/min Montag-Samstag:14.00 - 19.00 Uhr	de.support@bandainamcoent.eu
Portugal	+34 902 10 18 67	Segunda a Quinta: 09.00 – 18.00 Sexta Feira: 09.00 – 14.00	pt.support@bandainamcoent.eu
Schweiz	Technische: 0900-929300 Spielerische: 0900-770780	2,50 CHF/min Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
Singapore	+65 6538 9724		support@bandainamcoent.asia
United Kingdom		Monday - Friday: 09:00 - 18:00 GMT	customerserviceuk@bandainamcoent.eu

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