

8-years old and above

# VITAL BRACELET

DIGITAL MONSTER ver.SPECIAL



This product is powered with lithium-ion polymer batteries. Please follow your local district and area rules when discarding the product.

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## Instruction Manual ver.1.0

●Images used in the instruction manual may not reflect the actual product. ●Sample images only.

### Notice

Please read before use.

- The product is intended for ages 8 and older. Do not give the product to anyone below the specified age.

### Caution

- Please read the instruction manual.
- Magnets are used on the product's electronic components. Please do not use the product with pacemakers.
- Do not focus on the LED screen or the flashing sensor lights for an extended period. <Improper use of the device's batteries may lead to overheating, exploding, fires, and fluid leakage. Please read the following Caution content.>
- Do not short circuit the product under any circumstance.
- Do not charge the product when it is fully charged as it can lead to short circuiting.
- Do not wet, place in fire, take apart, or solder the product.
- Do not place the product near fires or use, charge, and store under extreme temperatures and conditions.
- This product is powered with lithium-ion polymer batteries. Follow your local district and area rules when discarding the product.
- Charge the product in a visible location and away from combustibles.
- Check the product and power cable before charging. Do not charge if the product or the power cable is broken or worn.
- Remove the power cable and stop use of the product if the product is hot, an unusual odor can be smelled, the product warps, smoke can be seen, or any other anomalies are detected while charging or using the product.
- Remove the power cable and stop use of the product if the product does not show that it is being charged, or the product does not charge after 4 hours of charging.
- Do not leave the power cable connected to the product after the product is charged.
- Do not wrap limbs or fingers with the power cable as it can strangle blood flow.

#### <Usage Warnings>

- Discard plastic packaging immediately after opening.
- Do not place the product on resin treated products such as sofas, seats, and tiles. Long-term exposure may discolor the product.
- Do not forcibly pull or bend moveable parts or attachments.
- The product is composed of various electronic components. Do not drop, wet, dirty, or dismantle the product. Do not use or store the product under extreme temperatures.
- Turn the power off and back on again if the product encounters an error.
- Use the power cable specific to the product. Do not use any conventional power cable to charge the product.
- Do not tug on the cord when removing the power cable as it can break or lead to complications.
- Do not use the product under cold temperatures. The cold may affect the battery, and prevent proper function of the product.
- We are not responsible for loss of data from use of the product.



Do not place in your mouth



Do not wet



Do not place near fire



Do not wrap

## What is the Vital Bracelet?

The ultimate in devices, "VITAL BRACELET", brings play to your daily life by utilizing the number of steps you take and your heartbeat. This wearable device lets you train and Digivolve characters based on data derived from your activity.

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## Content Description

### Vital Bracelet...1

Impulse City Dim card...1

Ancient Warriors Dim card...1

Charging cable...1

VS Dim card...1

Dim Card



VS Dim Card



Charging Cable



Vital Bracelet



Back



Power Switch

## 1 Turning the power on and charging the bracelet

Push the power switch on the back of the Vital Bracelet toward the "•" part until you hear a click.

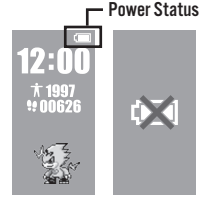
\*Do not look directly at the sensor light. It may cause nausea or other visual disorders.



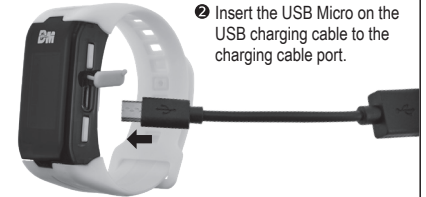
Please use the product after it has been fully charged. When charging, please use the included charging cable. The power may not go on if the product has not been sufficiently charged.

## How to charge the bracelet

1 Please charge the bracelet if you notice that the power is low, or if the low power sign appears (as shown on the right). Please remove the bracelet before charging.



2 Insert the USB Micro on the USB charging cable to the charging cable port.



3 Insert the USB on the USB charging cable to your PC or laptop port.



\*Connect the USB charging cable to a PC or laptop. Inappropriate use may lead to smoke, fire, and other hazards.

4 Remove the charging cable after the bracelet is fully charged.



\*Remove the charging cable immediately if the charging sign does not appear when charging, or the product does not fully charge after 4 hours.

## 2 Setting the Date and Time

- 1 Press the Select Button to set the date and time.
- 2 Use the Confirm Button to set the year, day, and time.



Use the Select Button to choose the "Year", and then press the Confirm Button to transition to the "Month" and the "Day". Use the Confirm Button to choose "OK" to transition to the time setting. Choose "NG" to return to the "Year" setting.

\*You can cycle between "Year", "Date", and "Time" by holding down on the Select Button. \*Clock precision: approximately ±10 seconds daily.

## 3 Initial Dim User Registration

\*The Dim registers the user information used within the Vital Bracelet when initially inserted. Once used, the Dim cannot be used on other Vital Bracelets.

### Remove the Dim

Remove the Dim from the Dim card.

### Insert the Dim

Insert the Dim into the Dim slot on the Vital Bracelet.

\*The VS Dim card is not used here.

### Data transfer

The data stored within the Dim will copy the data into the Vital Bracelet. It will take approximately 50 seconds for the copying to complete.

### Transfer complete

Once the copy is done, the Dim's information will display.

### Removing the Dim

Remove the Dim once the image on the right displays.

### Error 1

The error shown on the left appears when the data is broken, or an unusable Dim is inserted.

### Error 2

The error shown on the left appears when the copy fails. Remove the Dim, and then follow the instructions shown on the bracelet to reinsert the Dim. This error will also appear when a Dim registered on another Vital Bracelet has been inserted.



\*Use the bracelet fully charged. Do not use the bracelet on low power.  
\*Do not turn off the power while the Dim is inserted.  
\*Do not remove the Dim until notified as you may lose your DIGIMON data.

## 4 A DIGIMON is born

### Wearing your Vital Bracelet

Put the Vital Bracelet on when the image on the right appears.

### Hatching your Digi-Egg

The Digi-Egg will hatch using the copied data from the Dim.

### Your very own DIGIMON

Once the data is read, your DIGIMON will appear from the hatched Digi-Egg.

### Transition to the home screen

You will transition to the home screen where you can begin training your DIGIMON.

## 5 The Home Screen



DIGIMON's mental state & status

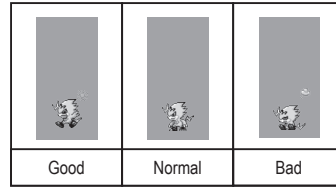
Time  
VITAL  
Mile

Current DIGIMON

\*Please note that the "Mile" noted refers to the "Milestone Point" gained from the number of steps taken.

### DIGIMON's mental state

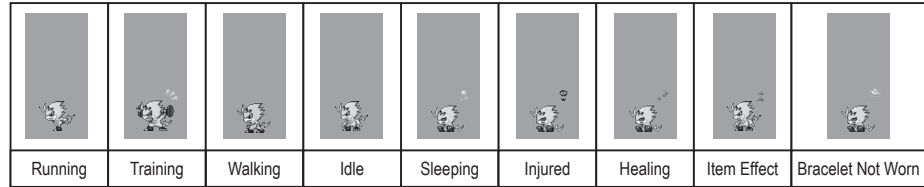
The DIGIMON's mental state is broken into 3 levels. The DIGIMON's attack power during battle, and the amount of VITAL points you gain from exercise and training changes depending on the DIGIMON's mental state.



\*The conditions required for the mental state to change differs between DIGIMONS.

### DIGIMON's status

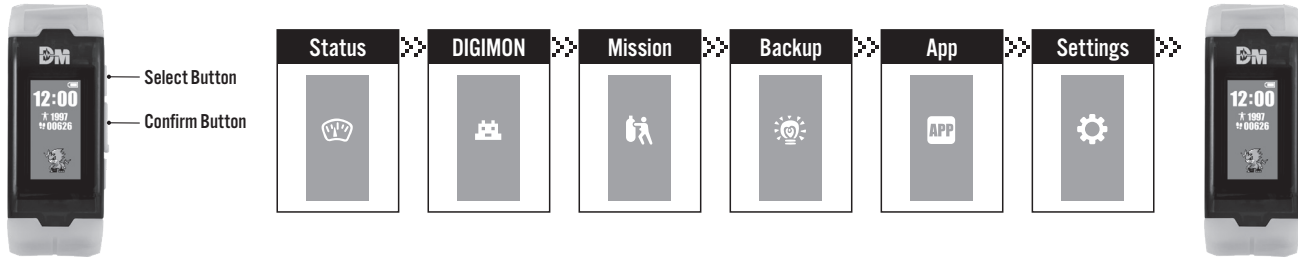
What the DIGIMON does changes depending on your heartbeat and your Mile value.



\*The DIGIMON will be idle when you are not exercising or having any major physical activity while you have the Vital Bracelet on.

## 6 Screen Information

Press the Select Button to cycle through the icons. Press the Confirm Button to view details of the selected icon.



Select Button  
Confirm Button

## DIGIMON's sleep hours

The time when the DIGIMON goes to sleep differs depending on the DIGIMON.



- \*The VITAL value does not change while sleeping.
- \*You cannot hold battles or take on missions while the DIGIMON is asleep.
- \*The Mile value will reset when the date changes, even while the DIGIMON is asleep.

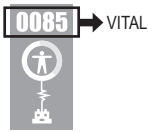
**The VITAL value does not change while the DIGIMON is asleep. Use this opportunity to remove and charge the Vital Bracelet.**

## 7 Status Information

Press the Select Button to cycle through the screen within the menu.

### VITAL confirmation screen

After the status confirmation screen, press the Confirm Button to check the VITAL value.

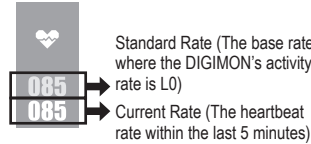


\*The VITAL value changes depending on your "heartbeat", "Mile", and "battle results".

\*How much your VITAL value increases depends on the DIGIMON's mental state.

### Heartbeat confirmation screen

While on the vital confirmation screen, press the Select Button to check on your heartbeat rate.



Standard Rate (The base rate where the DIGIMON's activity rate is L0)  
Current Rate (The heartbeat rate within the last 5 minutes)

\*The heartbeat rate is strictly a game based rate, and is not medically accurate.  
\*Any heartbeat rate lower than "65" will be displayed as "65".

### Calibrate base heartbeat rate

While on the heartbeat confirmation screen, hold down the Select Button and the Confirm Button to calibrate the base heartbeat rate. Your heartbeat rate is being updated when the image on the right is shown.



### Mile confirmation screen

While on the heartbeat confirmation screen, press the Select Button to check on your Miles.



\*The Miles is strictly a game based value, and is not accurate.

### Return

While on the mile confirmation screen, press the Select Button to transition to the image shown on the right. Press the Confirm Button there to return to the home screen.



## VITAL

You can gain VITAL points from increase of your heartbeat, the Miles detected, and your DIGIMON's battle results.

0085



\*Your heartbeat is checked every 5 minutes. The VITAL value increases based on your base heartbeat rate and your current heartbeat rate. The base heartbeat rate is different depending on the person as it is determined by that person's heartbeat rate.

\*Any heartbeat rate lower than "65" will be displayed as "65".

\*The heartbeat rate is strictly a game based rate, and is not medically accurate.

① **Effect of your Miles on the VITAL value ...** You gain 1 VITAL point for every 50 Miles.

\*The amount of Miles you gain is checked every 3 minutes.

② **Effect of your DIGIMON's battle results on the VITAL value ...** The amount of VITAL points you gain varies depending on the DIGIMON's generation.

| Your DIGIMON's Generation | Enemy DIGIMON's Generation |        |          |        |          |        |         |        |
|---------------------------|----------------------------|--------|----------|--------|----------|--------|---------|--------|
|                           | Rookie                     |        | Champion |        | Ultimate |        | Mega    |        |
|                           | Victory                    | Defeat | Victory  | Defeat | Victory  | Defeat | Victory | Defeat |
| Rookie                    | 100                        | -80    | 500      | -50    | 1000     | -20    | 2500    | -20    |
| Champion                  | 100                        | -150   | 300      | -250   | 600      | -50    | 1500    | -80    |
| Ultimate                  | 50                         | -1500  | 100      | -500   | 300      | -250   | 800     | -150   |
| Mega                      | 20                         | -2500  | 80       | -1000  | 200      | -400   | 500     | -450   |

③ **The DIGIMON's state will add a correction value to the VITAL points gained.**

| Mental State     | Good | Normal | Bad (Injured) |
|------------------|------|--------|---------------|
| Correction Value | ×2.0 | ×1.0   | ×0.5          |

④ **The maximum VITAL point that can be accumulated depends on the DIGIMON's generation.**

| Generation    | Rookie | Champion | Ultimate | Mega |
|---------------|--------|----------|----------|------|
| Maximum value | 2500   | 5000     | 7500     | 9999 |

\*Up to 9999



■ Your VITAL value will go down by 50 points for every 5 minutes the Vital Bracelet is not worn.

■ The bracelet determines that it is not worn if the number of Miles gained is 30 points or less after 3 minutes and no heartbeat can be detected after 5 minutes.

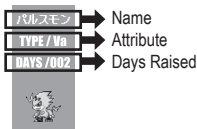
■ The VITAL value does not change while a DIGIMON is being transferred between the bracelet and a VS Dim card.

## 8 DIGIMON Information



### Basic Information Confirmation Screen

While the DIGIMON is displayed on the screen, press the Confirm Button to check the DIGIMON's current state.



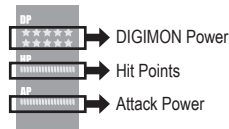
\*Press the Confirm Button to check the current DIGIMON's Digivolution record.



\*DIGIMON that have been saved in backup cannot be viewed through these steps.

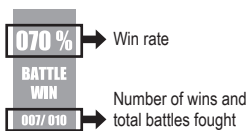
### DIGIMON status confirmation screen

While on the basic information confirmation screen, press the Confirm Button to check the DIGIMON's status.



### Battle results confirmation screen

While on the DIGIMON status confirmation screen, press the Confirm Button to check on your DIGIMON's battle record.



### Trophies confirmation screen

While on the battle results confirmation screen, press the Confirm Button to check on the number of trophies you acquired.



### Return

While on the trophies confirmation screen, press the Select Button to transition to the screen shown on the right. Press the Confirm Button there to return to the home screen.



## 9 Missions



Missions are available when the DIGIMON reaches its Rookie generation.

### Normal mission

While on the normal mission screen, press the Confirm Button to check on the mission for that day.

\*Only 1 mission can be done per day.

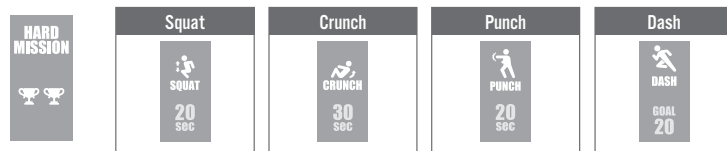
\*The word "CLEAR" appears on the screen if the mission is cleared. The mission will be available when the date changes.



| Mile              | VITAL            | Battle         | Win            |
|-------------------|------------------|----------------|----------------|
| GOAL 3000<br>0000 | GOAL 400<br>0000 | GOAL 3<br>0000 | GOAL 1<br>0000 |

### Hard mission

While on the normal mission screen, press the Select Button to switch to the hard mission screen. Select the mission and press the Confirm Button to take on the mission. Each mission has specific conditions such as time limits, goal amounts, and heartbeat rate goals that determine the number of trophies you can gain. "GOOD" will get you 1 trophy and "GREAT" will get you 2 trophies.



\*You can challenge yourself with each mission once a day. Clearing a mission will bring up the next mission. Once all missions are cleared, they will become available again when the date changes.

\*You can select "CRUNCH" after clearing "SQUAT". The missions will then move to "PUNCH" and then "DASH".

## Special mission

While on the hard mission screen, press the Select Button to switch to the special mission screen. Special mission can be selected by using the app. For details on using the app, please see "14 Using the App".



|                                  |                                  |                                 |                              |
|----------------------------------|----------------------------------|---------------------------------|------------------------------|
| <b>Mile</b><br>GOAL 3000<br>0000 | <b>VITAL</b><br>GOAL 400<br>0000 | <b>Battle</b><br>GOAL 3<br>0000 | <b>Win</b><br>GOAL 1<br>0000 |
|----------------------------------|----------------------------------|---------------------------------|------------------------------|

- \*The conditions for clearing the mission and the amount of trophies gained will vary depending on the app.
- \*You can transfer each mission category up to a maximum of 4 from the app to the Vital Bracelet.
- \*If all 4 categories are cleared, the bracelet will return to its normal state before communicating with the app.
- \*The app may change, update, or end its service at any time.

## Adventure mission

Adventure mission has a set mile goal for each stage. You can face enemy DIGIMONS in battle only after reaching the mile goal.

|  |  |   |  |
|--|--|---|--|
| <b>Adventure mission</b><br><p>While on the adventure mission screen, press the Confirm Button to move to the stage select screen.</p>   | <b>Stage Select</b><br>Dim symbol<br>Number of stages to challenge<br>Choose the stage you want to challenge<br><p>Use the Select Button to select the stage.</p>  | <b>Mission start</b><br><p>Press the Confirm Button to start the mission.</p> | <b>Mission mode</b><br>Mile goal<br>Current miles<br><p>The stage boss battle will begin when you reach the mile goal.<br/>*See "10 Battles" for details on how to battle.</p> |
| <b>Win or lose</b><br><p>One of the images on the right will appear depending on the battle result. The next stage is unlocked if your DIGIMON wins. You will need to restart the stage if your DIGIMON loses.</p> | <b>Stopping a mission</b><br><p>While in a mission, hold down on the Confirm Button to transition to the stop screen. Press the Confirm Button while on the stop screen to return to the home screen.<br/>*The screen will go back to the mission screen if left untouched for 3 seconds.<br/>*You can choose any of the stages you cleared in adventure mission if you decide to challenge yourself again after stopping a mission.</p> |   |  |

## 10 Battles

Battles are conducted by leaving the home screen on and then touching the Vital Bracelet screen onto an NFC enabled device, or when challenging yourself in adventure missions (see 9 Missions).

- \*NFC enabled device: devices with card reading functions such as vending machines, ticket gates, and smartphones.
- \*Battles are available once the DIGIMON reaches its Rookie generation.

|   |   |   |   |   |
|---|---|---|---|---|
| <b>Home screen</b><br><p>Touch an NFC enabled device while the home screen is on to battle.</p>     | <b>Encounter</b><br><p>After encountering an enemy DIGIMON, press either of the buttons to move to the battle screen.</p> | <b>Battle</b><br>DIGIMON's HP gauge<br>Yellow: Your DIGIMON's gauge<br>Red: Enemy DIGIMON's gauge<br><p>The battle is automatically conducted after encountering any random enemy DIGIMON. The DIGIMONS attack up to 5 rounds and whoever with the most HP after the last round wins.</p> | <b>Critical attack</b><br><p>The above image appears when a critical is unleashed.<br/>*The timing of when critical attacks are done varies depending on the DIGIMON.</p> | <b>Battle Result</b><br>Current VITAL value<br>VITAL points gained<br><p>The results of the battle are displayed here. You can gain VITAL points if victorious.</p> |
| <b>Transition to the home screen</b><br><p>After battle, the screen returns to the home screen.</p> | <b>Escape</b><br><p>Hold down on the Select Button when the enemy DIGIMON's image appears to escape from battle.</p>      | <b>Losing in battle</b><br><p>Losing in battle will lower your VITAL value, and may injure or even lead to your DIGIMON's death. For more details, please see "11 Death and Injury".</p>  |   |   |

The battle results are determined by your DIGIMON's status, attribute, mental state, and your VITAL value.

- DP..... Determines your DIGIMON's hit rate.
- Attribute ..... Applies a correction value based on the enemy DIGIMON's attribute.
- VITAL ..... Affects the DIGIMON's HP.
- Mental..... Affects the DIGIMON's attack power.



**Caution**

- \*Be careful of your surroundings when playing outside.
- \*Confirm that the NFC enabled device is working before touching the device. Please also confirm that the Vital Bracelet has the home screen on.
- \*Some NFC enabled devices are not compatible with the Vital Bracelet. Please try another NFC enabled device.

Each DIGIMON has an attribute. The 4 Types are "Vaccine (Va)", "Virus (Vi)", "Data (Da)", and "Free (Fr)".

EXERMON: Data (Da)      BULKMON: Vaccine (Va)      RUNNERMON: Virus (Vi)


\*Above image shows a sample of attribute priorities.  
\*DIGIMON classified as "Free (Fr)" do not have any strengths or weakness against the other attributes.

## 11 Death and Injury

### Healing injuries

#### Home screen


The image on the right shows the DIGIMON injured. DIGIMONS may be injured when losing a battle.



#### Heal mode

You will need to place the DIGIMON in "Heal" mode in order to heal its injury.


First injury.....10 minutes  
Second injury.....30 minutes  
Third injury.....60 minutes



The DIGIMON will die if it loses 3 battles in a row while injured. The number of times the DIGIMON is injured is reset when the date changes.  
\*You can remove the Vital Bracelet without risk of the VITAL value going down while the DIGIMON is injured.


#### Healed

The DIGIMON will notify you with a sound when it is fully healed.



#### Transition to the home screen

Once healed, the screen will return to the home screen.

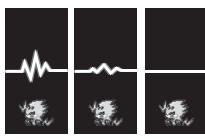


### DIGIMON's death

#### Death notification


The DIGIMON has died if the images on the right appear.

- \*The DIGIMON will die if it loses 3 battles in a row while injured.
- \*The DIGIMON will die if the Vital Bracelet is left off for more than 24 hours.
- \*The countdown is paused and the DIGIMON will not die, even after 24 hours have passed, if the battery dies or while the power is off.
- \*The next DIGIMON will not inherit any of the previous DIGIMON's VITAL value, Mile value, battle records, and trophies.




#### Result confirmation

Press the Confirm Button to move to the DIGIMON's result screen.




#### Hatching your Digi-Egg

The Digi-Egg will hatch once you press the Confirm Button.



#### Transition to the home screen

Your new DIGIMON appears.



## 12 Digivolution

The DIGIMON will Digivolve (evolve) based on your VITAL value, trophies, win rate, and Digivolution Timer.

#### VITAL

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You can gain VITAL points through training and battles. Please see "7 Status Information" to learn more about gaining VITAL points.

#### Trophies

005

Gain trophies by clearing missions. Please see "9 Missions" to learn more about gaining trophies.

#### Win Rate

070 %  
BATTLE WIN  
007 / 010

The win rate changes depending on battle results. Please see "10 Battles" to learn how to battle.

#### Digivolution Timer

The timing of when a DIGIMON can Digivolve varies depending on the DIGIMON's generation.

\*The DIGIMON may Digivolve into a different form depending on the VITAL value, trophies gained, and the win rate.  
\*The Digivolution Timer will start counting from when the DIGIMON Digivolves. If the DIGIMON doesn't meet the requirements needed to Digivolve when the time comes, the timer count resets to "0".  
\*The Digivolution Timer varies depending on the Dim used on the Vital Bracelet.  
\*The Digivolution Timer doesn't not count while the DIGIMON is sleeping.

**Battles and missions can be done when the DIGIMON reaches its Rookie generation.**

\*The chart below is a sample of how a Digivolution Timer works.

| Digivolution Generation | Digivolution Timer |  |
|-------------------------|--------------------|--|
| In-Training I           | 1h                 |  |
| In-Training II          | 3h                 |  |
| Rookie                  | 16h                |  |
| Champion                | 24h                |  |
| Ultimate                | 24h                |  |
| Mega                    | None               |  |

### Jogres Digivolution (DNA Digivolution)

A special type of Digivolution that takes place when you have 2 DIGIMONS in your Vital Bracelet.

The Jogres Digivolution chart below is for sample purposes. The Jogres Digivolution may vary between the Dim cards.

| Attribute                       | DIGIMON B (DIGIMON saved in backup) |            |           |           |
|---------------------------------|-------------------------------------|------------|-----------|-----------|
|                                 | Vaccine (Va)                        | Virus (Vi) | Data (Da) | Free (Fr) |
| DIGIMON A (DIGIMON in training) | Vaccine (Va)                        | ×          | ○         | ○         |
|                                 | Virus (Vi)                          | ○          | ×         | ○         |
|                                 | Data (Da)                           | ○          | ○         | ×         |
|                                 | Free (Fr)                           | ○          | ○         | ○         |

- \*Jogres Digivolution occurs between Champion and Ultimate DIGIMONS, and only when both DIGIMONS are the same generation. \*Some exceptions apply.
- \*If you have DIGIMON B saved in backup, DIGIMON A that is in training (on the home screen) may gain access to Jogres Digivolution when it can Digivolve.

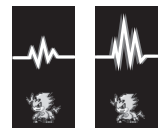
#### Advantages of Jogres Digivolution

- \*You can Digivolve without meeting the 3 requirements that are usually needed.

#### Jogres Digivolution Warnings


- \*The DIGIMON saved in backup will not Jogres Digivolve with the DIGIMON on the home screen.
- \*If you do not want to Jogres Digivolve, either cancel the Digivolution or remove the DIGIMON in backup that is triggering the Jogres Digivolution.

#### Digivolution effect 1




The above Digivolution effect appears when the Digivolution Timer reaches its requirement and when the DIGIMON can Digivolve or Jogres Digivolve.

#### Digivolution effect 2




The Digivolved DIGIMON appears.

#### Home screen



You will be returned to the home screen once the Digivolution is done.

#### Canceling the Digivolution



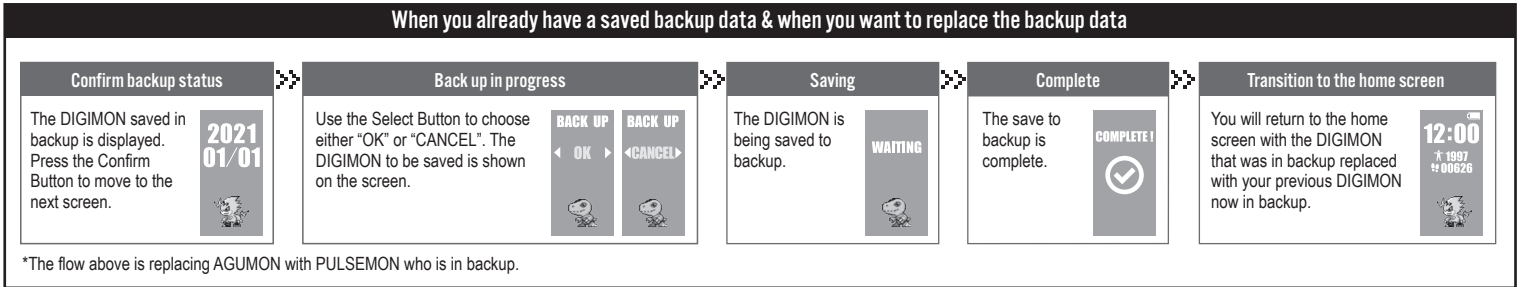
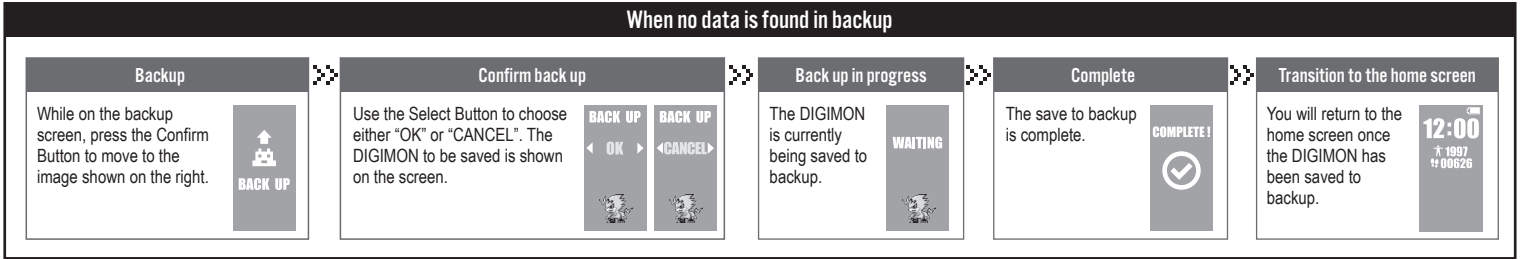
Hold down the Confirm Button while the image on the left is on screen to cancel the Digivolution.

The DIGIMON's VITAL value, mental state, win rate, trophies count, and injury status are reset when the Digivolution is complete.

\*This does not apply when Digivolving from In-Training I to In-Training II, and from In-Training II to Rookie.

## 13 Backup

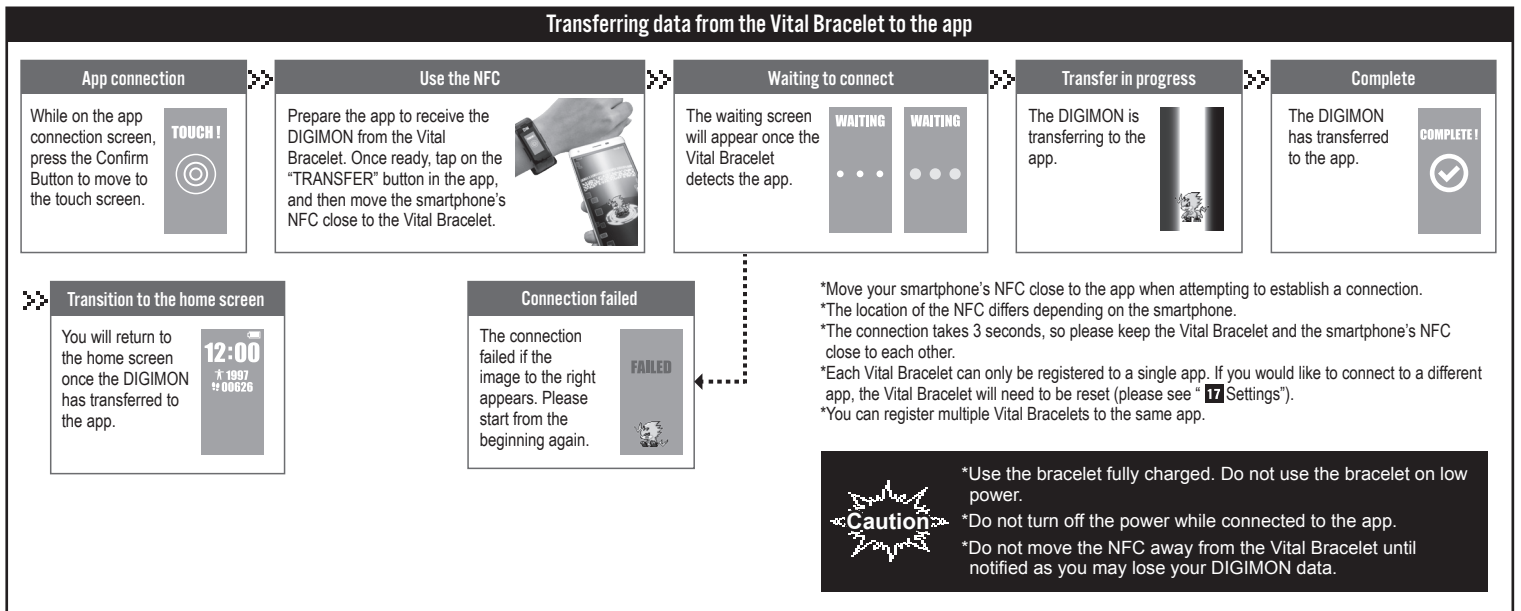
### How to Save Your DIGIMON to Backup





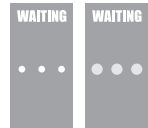

\*You can raise up to 2 DIGIMONS in your Vital Bracelet by saving one of the DIGIMONS in backup.  
 \*The DIGIMON's VITAL value, status, battle results, days trained, and trophies are also saved to backup.

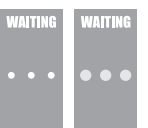




## 14 Using the App

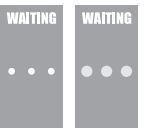
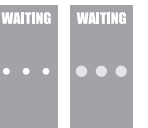



\*The app may change, update, or end its service at any time.  
 \*Follow the instructions noted below for proper use of the Vital Bracelet app.



## Transferring data from the app to the Vital Bracelet (return the saved DIGIMON on the app)


|   |   |  |   |
|---|---|--|---|
| <p style="text-align: center;"><b>App connection</b></p> <p>Go to the app connection screen.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>Use the NFC ①</b></p> <p>Prepare the app to receive the DIGIMON from the Vital Bracelet. Once ready, tap on the "DIM CARD CHECK" button in the app, and then move the smartphone's NFC close to the Vital Bracelet.</p>  | <p style="text-align: center;"><b>Waiting to connect</b></p> <p>The waiting screen will appear once the Vital Bracelet detects the app.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>Insert the Dim</b></p> <p>Insert the Dim into the Dim port on the Vital Bracelet.</p> <p>*The VS Dim card is not used here.<br/>*Insert the Dim displayed on the app into the Dim port.</p> <div style="text-align: right;">  </div> <p style="text-align: right; font-size: small;">*Depending on the situation, you may not need to insert a Dim card.</p> |
|---|---|--|---|

|   |  |   |   |  |
|---|--|---|---|--|
| <p style="text-align: center;"><b>Data transfer</b></p> <p>The data stored within the Dim will copy the data into the Vital Bracelet. It will take approximately 50 seconds for the copying to complete.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>Transfer complete</b></p> <p>Once the copy is done, the Dim's information will display.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>Removing the Dim</b></p> <p>Remove the Dim once the image on the right displays.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>App Connection</b></p> <p>The screen will move to the app connection screen once the Dim is removed.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>Use the NFC ②</b></p> <p>Tap on the "DIM INSTALL CHECK" button in the app, and then move the smartphone's NFC close to the Vital Bracelet.</p>  |
|---|--|---|---|--|

|  |   |  |   |   |
|--|---|--|---|---|
| <p style="text-align: center;"><b>Waiting to Connect</b></p> <p>The waiting screen will appear once the Vital Bracelet detects the app.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>Use the NFC ③</b></p> <p>Confirm that the Dim displayed is correct. Tap on the "TRANSFER" button in the app, and then move the smartphone's NFC close to the Vital Bracelet.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>Transfer in progress</b></p> <p>The DIGIMON is transferring to the Vital Bracelet.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>Complete</b></p> <p>The DIGIMON has transferred to the Vital Bracelet.</p> <div style="text-align: center;">  </div> | <p style="text-align: center;"><b>Transition to the home screen</b></p> <p>You will return to the home screen with the DIGIMON on screen.</p> <div style="text-align: right;">  </div> |
|--|---|--|---|---|

**Connection failed**





The connection failed if the image to the right appears. Please start from the beginning again.




Caution

- \*Use the bracelet fully charged. Do not use the bracelet on low power.
- \*Do not turn off the power while connected to the app.
- \*Do not move the NFC away from the Vital Bracelet until notified as you may lose your DIGIMON data.


Confirming your Tamer Level


|  |   |
|--|---|
| <p style="text-align: center;"><b>Connected to the app</b></p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>Level Emblem</p> </div> <div style="text-align: center;">  <p>Level</p> </div> </div> <p>While on the home screen, press the Confirm Button to move to the screen shown on the right.</p> | <p style="text-align: center;"><b>Not connected to the app</b></p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  </div> <div style="text-align: center;">  </div> </div> <p>You will be prompted to a screen leading you to connect to the app.</p> <p>*Once prompted, a blank Tamer Level will display (right image).</p> |
|--|---|

\*There are 15 different emblems that correspond to the Tamer Level.  
\*The Tamer Level will not change from gameplay within the Vital Bracelet.




Check out the "official Vital Bracelet website" to download the app!


App Store


Google Play

Visit us here for more details

<https://toy.bandai.co.jp/series/vb-digitalmonster/app/>



\*Please connect using your subscribed Internet provider.  
\*The app may change, update, or end its service at any time.



**15 How to Use the Dim** \*The Dim registers the user information used within the Vital Bracelet when initially inserted. Once used, the Dim cannot be used on other Vital Bracelets.

# DIMCARD

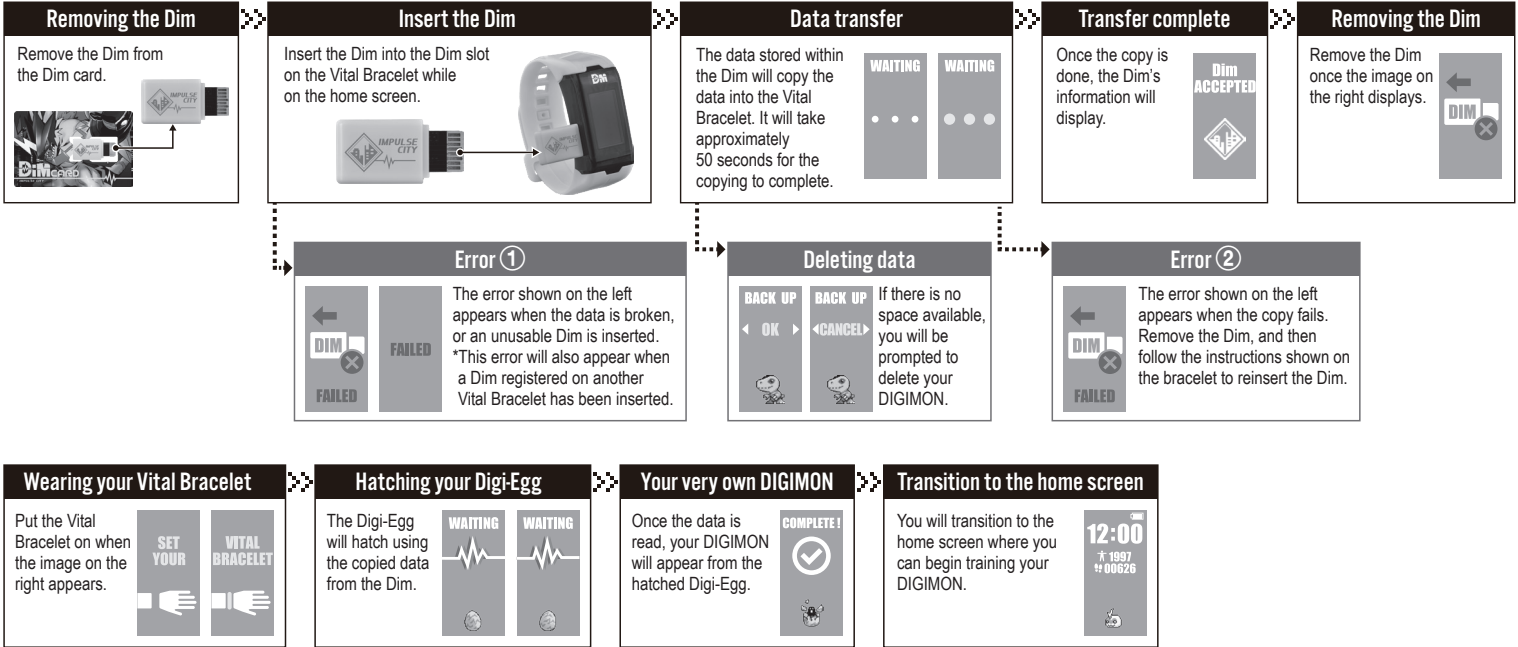
Dim is a data memory drive that is used as an expansion for the Vital Bracelet



**Caution**

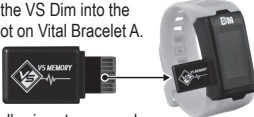

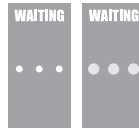




- \*Use the bracelet fully charged. Do not use the bracelet on low power.
- \*Do not turn off the power while the Dim is inserted.
- \*Do not remove the Dim until notified.

- Area** Gain access to areas and missions
- Digimon** Gain access to the DIGIMON data that lives within the area
- Graphic** Gain access to area graphics that are used as backgrounds







**16 Using the VS Dim** You can battle other Vital Bracelets using the VS Dim card.


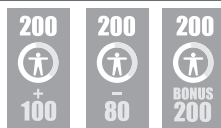
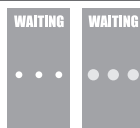




**How to send your DIGIMON ① (Saving to the VS Dim)** \*Sends the DIGIMON on Vital Bracelet A to the VS Dim.

|   |   |   |   |   |
|---|---|---|---|---|
| <p><b>Insert the VS Dim</b></p> <p>Insert the VS Dim into the Dim slot on Vital Bracelet A.</p>  <p>*The following steps can also be done on Vital Bracelet B.</p> | <p><b>Saving to the VS Dim</b></p> <p>The image on the right will appear when the VS Dim is inserted while the home screen is on.</p>  | <p><b>Data transfer</b></p> <p>The data stored within the Dim will copy the data into the Vital Bracelet. It will take approximately 50 seconds for the copying to complete.</p>  | <p><b>Transfer</b></p> <p>The DIGIMON is being transferred.</p>  | <p><b>Transfer complete</b></p> <p>The transfer is complete when the image on the right displays.</p>  |
| <p><b>Transition to the home screen</b></p> <p>The DIGIMON's data has been saved to the VS Dim.</p>    |   | <p><b>Error</b></p> <p>The error shown on the right appears when the copy fails. Remove the VS Dim, and then reinsert the Dim.</p>   |   |   |

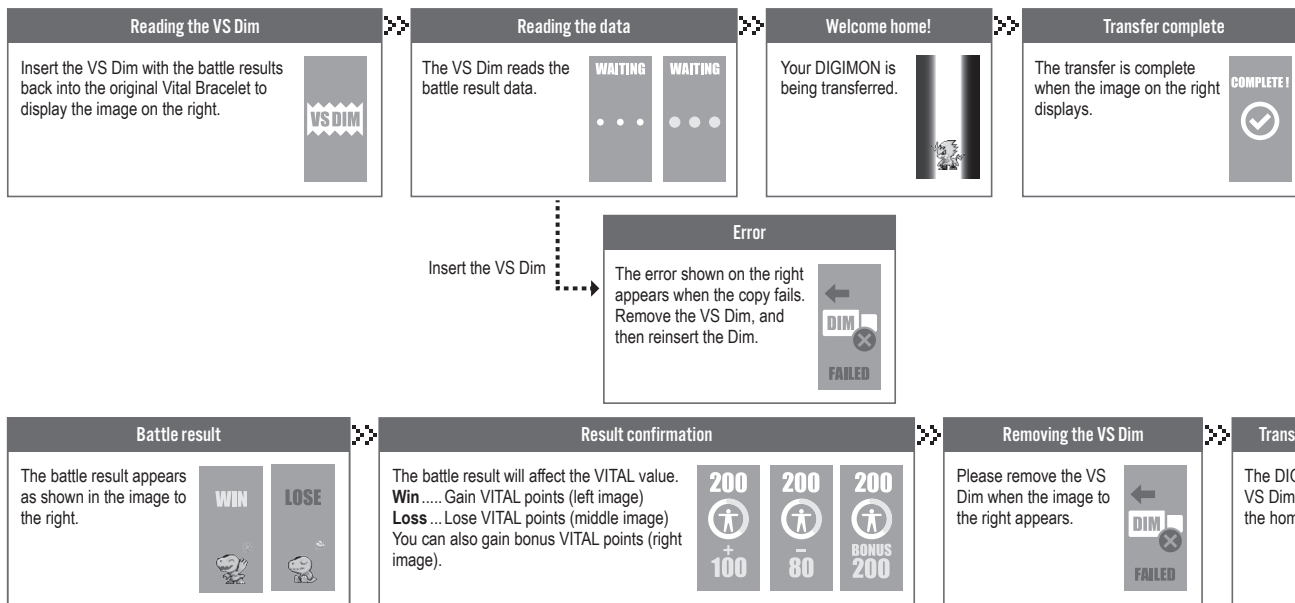
**How to send your DIGIMON ② (Reading the VS Dim)** \*Used to battle the DIGIMON in Vital Bracelet B with the DIGIMON in a VS Dim. The battle will display on Vital Bracelet B.

|  |   |   |
|--|---|---|
| <p><b>Insert the VS Dim</b></p> <p>After saving the DIGIMON data onto a VS Dim as shown under "How to send your DIGIMON ①", insert the said VS Dim into Vital Bracelet B while the home screen is displayed.</p>  | <p><b>Reading the VS Dim</b></p> <p>The image on the right will appear when the VS Dim is inserted while the home screen is on.</p>  | <p><b>Battle</b></p> <p>The DIGIMON in Vital Bracelet A that has been transferred to the VS Dim is inserted into Vital Bracelet B to battle the DIGIMON there. Please see "10 Battles" for more details on how to battle.</p>  |
| <p><b>Error</b></p> <p>The error shown on the right appears when the copy fails. Remove the VS Dim, and then reinsert the Dim.</p>    |   |   |

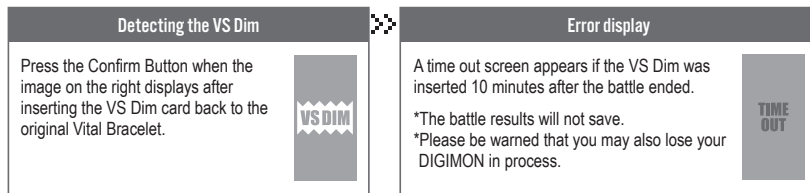
**Reading the win and loss data** \*The battle results for the DIGIMON on Vital Bracelet B will appear on screen.

|  |   |  |  |   |  |
|--|---|--|--|---|--|
| <p><b>Battle result</b></p>  <p>The battle result appears as shown in the image above.</p>   | <p><b>Result confirmation</b></p>  <p>The battle result will affect the VITAL value.<br/> <b>Win</b> ..... Gain VITAL points (left image)<br/> <b>Loss</b> ..... Lose VITAL points (middle image)<br/>         You can also gain bonus VITAL points (right image).</p> | <p><b>Reading the data</b></p>  <p>The VS Dim reads the battle result data.</p> | <p><b>Removing the VS Dim</b></p>  <p>Please remove the VS Dim when the image above appears.</p> | <p><b>Data save complete</b></p>  <p>The data has been successfully saved.</p> | <p><b>Transition to the home screen</b></p>  <p>Once the battle is over, you will be transitioned to the home screen.</p> |
| <p><b>Reinsert the VS Dim</b></p> <p>The image on the right displays if the VS Dim is removed during battle. Please reinsert the VS Dim.</p>  |   |  |  |   |  |

Please insert the VS Dim to the original Vital Bracelet within 10 minutes after the battle is over to avoid loss of the DIGIMON data.



### What happens if the VS Dim is inserted after 10 minutes has passed since the end of the last battle?



**Caution**

- \*Do not leave the VS Dim inserted in Vital Bracelet A.
- \*After inserting the VS Dim to Vital Bracelet B, do not remove and reinsert back to Vital Bracelet B or to other unrelated Vital Bracelets.
- \*The DIGIMON may disappear from the screen if above noted cautions are done. The DIGIMON will appear back on the screen before it was sent to battle after 10 minutes have elapsed.

Unlike normal DIGIMON battles, the losing DIGIMON is not injured in VS Dim battles.  
You can gain bonus VITAL points battling in VS Dim battles. The amount you gain differs depending on your DIGIMON's generation.  
\*The Vital Bracelet will not detect Miles, heartbeats, detect Dim cards, or any other elements while in battle.

## 17 Settings

