8-years old and above

VITAL BRACELET
DIGITAL MONSTER

©Akiyoshi Hongo, Toei Animation ©BANDAI

Instruction Manual ver.1.0

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

Li-ion

●This instruction manual applies to ver.BLACK and ver.WHITE. ●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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Dim Card

Dim

VS Dim Card

Charging Cable

Vital Bracelet

Dim Port

Back

Select Button

Power Switch

Charging Cable Port

Confirm Button

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.

DIGITAL MONSTER

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

❶ 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.

Power Status

12:00
† 1997
♻ 00626
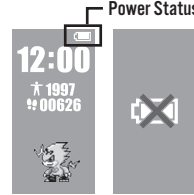
❷ Insert the USB Micro on the USB charging cable to the charging cable port.
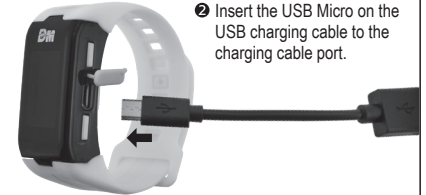
❸ Insert the USB on the USB charging cable to your PC or laptop port.

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

❹ 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

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

2021 01/01

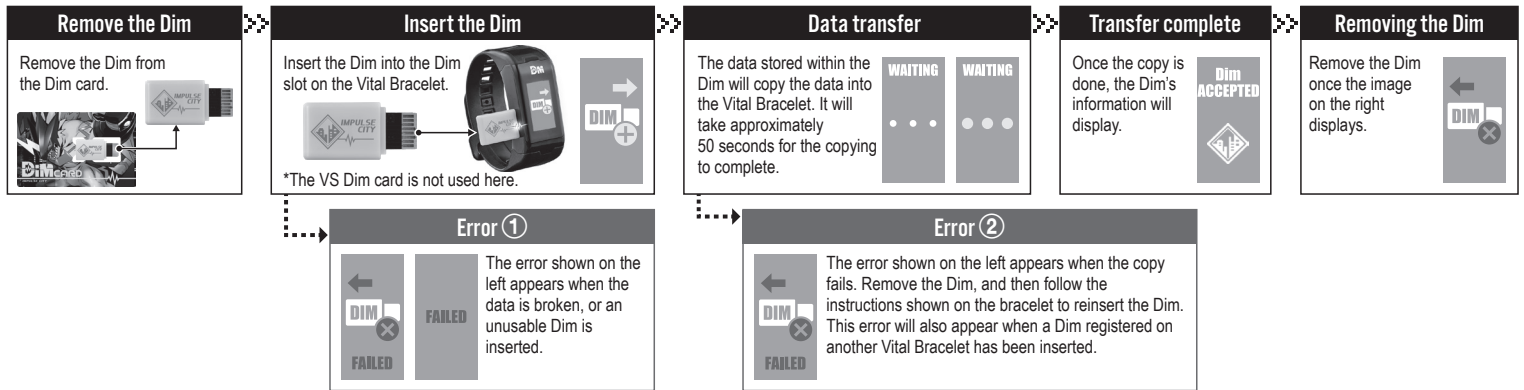2021 01/01 ◄ OK ►

12:00

12:00 ◄ OK ►
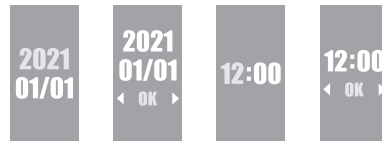
Use the Select Button to choose the "Year", and then press the Confirm Button to transition to the "Month" and the "Day". Use the Confirm Button to choose "OK" to transition to the time setting. Choose "NG" to return to the "Year" setting.

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

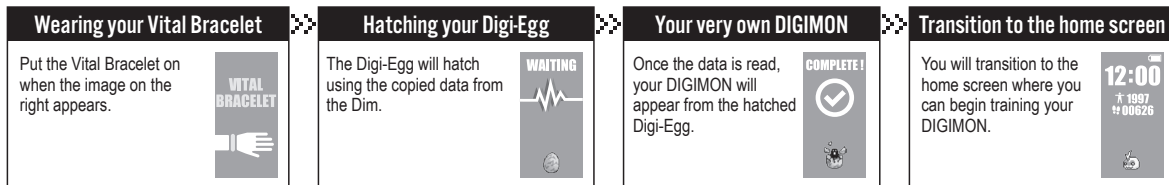## 3 Initial Dim User Registration

*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.
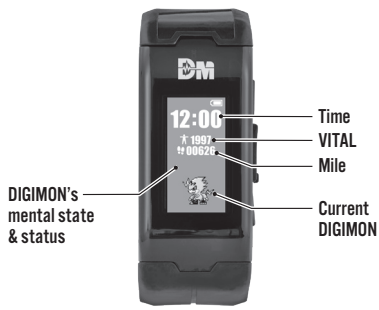
Remove the Dim
Remove the Dim from the Dim card.

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.

WAITING
● ● ●

WAITING
● ● ●

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

Dim ACCEPTED

Removing the Dim
Remove the Dim once the image on the right displays.

DIM ⊗

Error ①
The error shown on the left appears when the data is broken, or an unusable Dim is inserted.

DIM ⊗
FAILED

FAILED

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.

DIM ⊗
FAILED

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 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.

VITAL BRACELET

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

WAITING

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

COMPLETE !
✓

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

12:00
† 1997
♻ 00626

5 The Home Screen

Time
VITAL
Mile
DIGIMON's mental state & status
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.

Good	Normal	Bad

DIGIMON's status

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

Running	Training	Walking	Idle	Sleeping	Injured	Healing	Item Effect	Bracelet Not Worn

*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

Status	DIGIMON	Mission	Backup	App	Settings
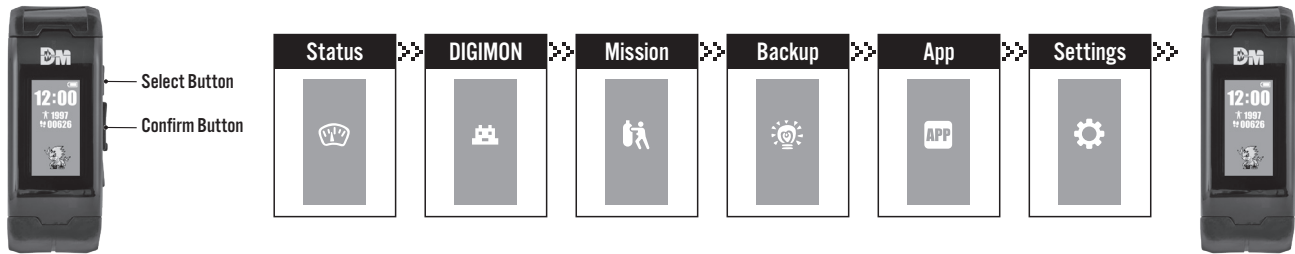
DIGIMON's sleep hours

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.
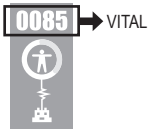
*The VITAL value changes depending on your "heartbeat", "Mile", and "battle results".
*How much your VITAL value increases depends on the DIGIMON's mental state.

0085 → VITAL

Heartbeat confirmation screen

While on the vital confirmation screen, press the Select Button to check on your heartbeat rate.
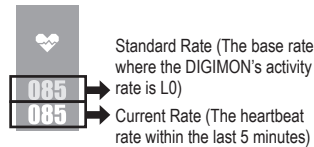
085 → Standard Rate (The base rate where the DIGIMON's activity rate is L0)
085 → Current Rate (The heartbeat rate within the last 5 minutes)

*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.

WAITING
085
085

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.

1260 → Mile

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

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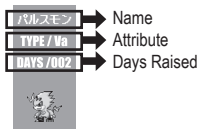■ The VITAL value does not change while a DIGIMON is being transferred between the bracelet and a VS Dim card.
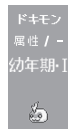
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8 DIGIMON Information

Basic Information Confirmation Screen

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

パルスモン → Name
TYPE / Va → Attribute
DAYS /002 → Days Raised

*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.

DP → DIGIMON Power
HP → Hit Points
AP → Attack Power
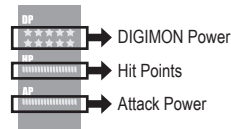
Battle results confirmation screen

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

070 % → Win rate
BATTLE WIN
007/ 010 → Number of wins and total battles fought
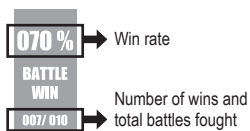
Trophies confirmation screen

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

TROPHIES
005 → Number of trophies

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.

NORMAL MISSION

Mile	VITAL	Battle	Win
GOAL 3000	GOAL 400	BATTLE GOAL 3	WIN GOAL 1
0000	0000	0000	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.

HARD MISSION

Squat	Crunch	Punch	Dash
SQUAT 20 sec	CRUNCH 30 sec	PUNCH 20 sec	DASH GOAL 20
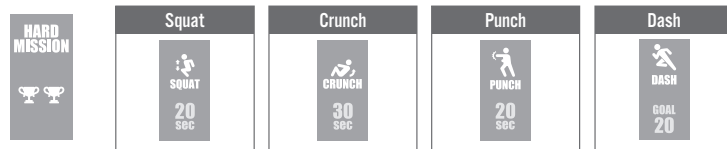
*You can challenge yourself with each mission once a day. Clearing a mission will bring up the next mission. Once all missions are cleared, they will become available again when the date changes.
*You can select "CRUNCH" after clearing "SQUAT". The missions will then move to "PUNCH" and then "DASH".

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".

SPECIAL MISSION

*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.

Mile	VITAL	Battle	Win
GOAL 3000 / 0000	GOAL 400 / 0000	BATTLE GOAL 3 / 0000	WIN GOAL 1 / 0000

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.

Adventure mission

ADV MISSION

While on the adventure mission screen, press the Confirm Button to move to the stage select screen.

Stage Select

GOAL STAGE - 01 → Dim symbol

→ Number of stages to challenge

STAGE - 01 → Choose the stage you want to challenge

Use the Select Button to select the stage.

Mission start

GO !

Press the Confirm Button to start the mission.

Mission mode

12:00 ← 00500 ♯00000 → Mile goal / Current miles

The stage boss battle will begin when you reach the mile goal.

*See " **10** Battles" for details on how to battle.

Win or lose

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.

WIN   LOSE

Stopping a mission

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.

*The screen will go back to the mission screen if left untouched for 3 seconds.
*You can choose any of the stages you cleared in adventure mission if you decide to challenge yourself again after stopping a mission.

STOP ?

---

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.

Home screen

12:00 𝄞1997 ♯00626

Touch an NFC enabled device while the home screen is on to battle.

Encounter

After encountering an enemy DIGIMON, press either of the buttons to move to the battle screen.

Battle

DIGIMON's HP gauge
Yellow: Your DIGIMON's gauge
Red: Enemy DIGIMON's gauge

READY ?

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.

Critical attack

The above image appears when a critical is unleashed.

*The timing of when critical attacks are done varies depending on the DIGIMON.

Battle Result

WIN   200 → Current VITAL value

100 → VITAL points gained

The results of the battle are displayed here. You can gain VITAL points if victorious.

Transition to the home screen

12:00 𝄞1997 ♯00626

After battle, the screen returns to the home screen.

Escape

Hold down on the Select Button when the enemy DIGIMON's image appears to escape from battle.

Losing in battle

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".

LOSE   200 / - 80

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)".

BULKMON: Vaccine (Va)

EXERMON: Data (Da)   RUNNERMON: Virus (Vi)
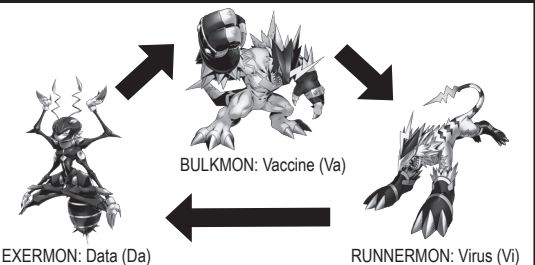
*Above image shows a sample of attribute priorities.
*DIGIMONS classified as "Free (Fr)" do not have any strengths or weakness against the other attributes.

11 Death and Injury

Healing injuries

| Home screen | Heal mode | Healed | Transition to the home screen |

Home screen

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

`12:00` ⚡1997 ♡00626

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

`12:00` ⚡1997 ♡00626

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.

`12:00` ⚡1997 ♡00626
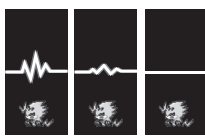
DIGIMON's death

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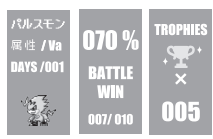
The DIGIMON has died if the images on the right appear.

*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.

パルスモン 属性 / Va DAYS /001 | `070 %` BATTLE WIN 007/ 010 | TROPHIES ×005

Hatching your Digi-Egg

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

WAITING

Transition to the home screen

Your new DIGIMON appears.

`12:00` ⚡0000 ♡00000

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

VITAL

`0085`

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

Trophies

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.

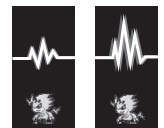| Digivolution Generation	Digivolution Timer	
In-Training I	1h	
In-Training II	3h	
Rookie	16h	
Champion	24h	
Ultimate	24h	
Mega	None	

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

`12:00` ⚡1997 ♡00626

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

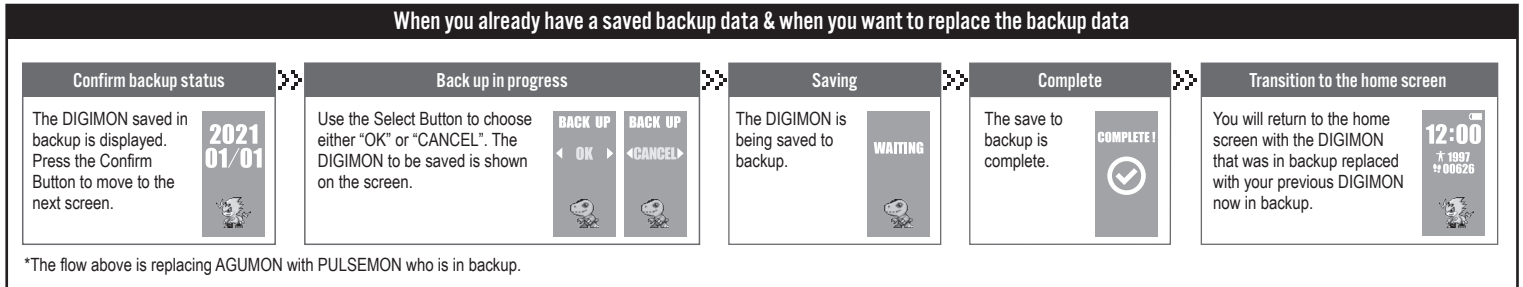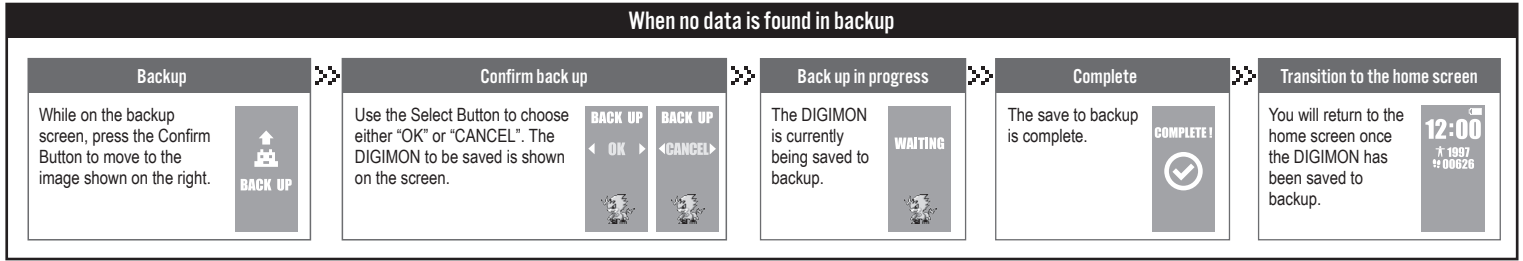### Canceling the Digivolution

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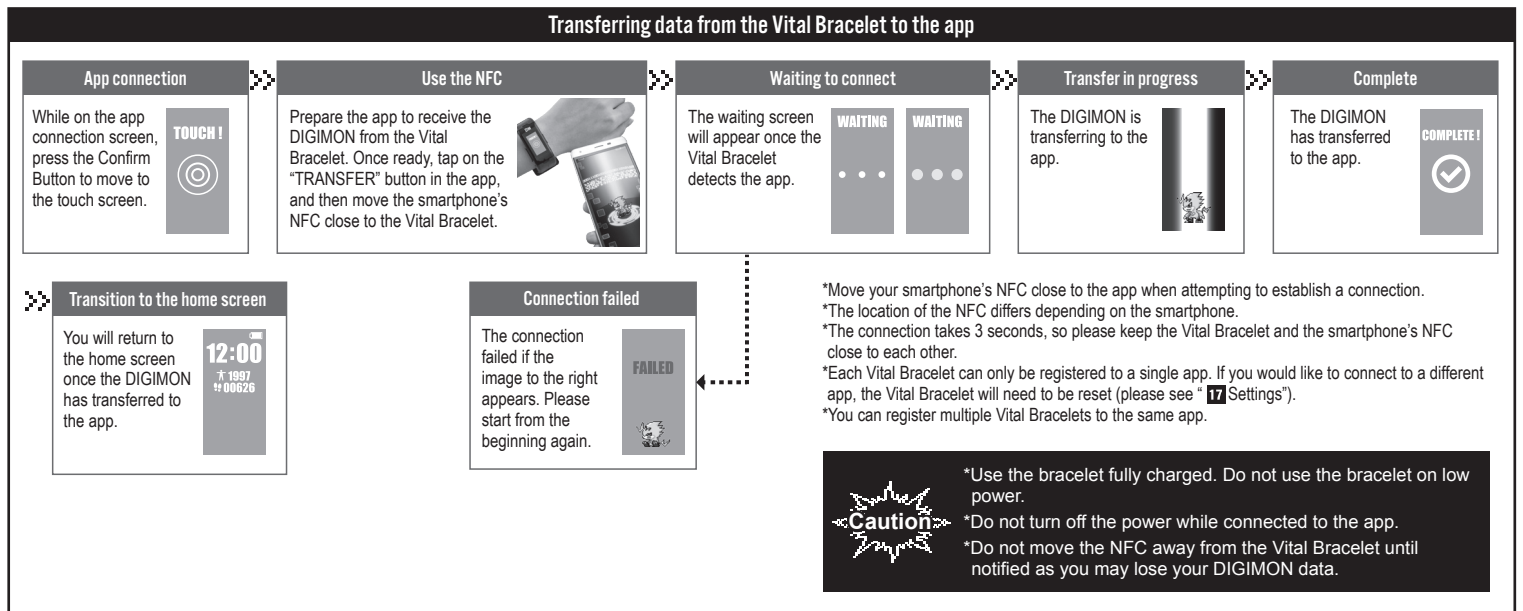***This does not apply when Digivolving from In-Training I to In-Training II, and from In-Training II to Rookie.**

13 Backup

How to Save Your DIGIMON to Backup

When no data is found in backup

Backup	Confirm back up	Back up in progress	Complete	Transition to the home screen
While on the backup screen, press the Confirm Button to move to the image shown on the right.	Use the Select Button to choose either "OK" or "CANCEL". The DIGIMON to be saved is shown on the screen.	The DIGIMON is currently being saved to backup.	The save to backup is complete.	You will return to the home screen once the DIGIMON has been saved to backup.

When you already have a saved backup data & when you want to replace the backup data

Confirm backup status	Back up in progress	Saving	Complete	Transition to the home screen
The DIGIMON saved in backup is displayed. Press the Confirm Button to move to the next screen.	Use the Select Button to choose either "OK" or "CANCEL". The DIGIMON to be saved is shown on the screen.	The DIGIMON is being saved to backup.	The save to backup is complete.	You will return to the home screen with the DIGIMON that was in backup replaced with your previous DIGIMON now in backup.

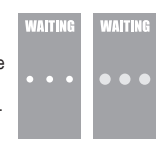*The flow above is replacing AGUMON with PULSEMON who is in backup.

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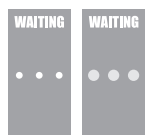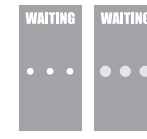
14 Using the App
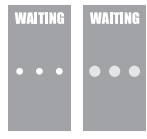
*The app may change, update, or end its service at any time.
*Follow the instructions noted below for proper use of the Vital Bracelet app.

Transferring data from the Vital Bracelet to the app

App connection	Use the NFC	Waiting to connect	Transfer in progress	Complete
While on the app connection screen, press the Confirm Button to move to the touch screen.	Prepare the app to receive the DIGIMON from the Vital Bracelet. Once ready, tap on the "TRANSFER" button in the app, and then move the smartphone's NFC close to the Vital Bracelet.	The waiting screen will appear once the Vital Bracelet detects the app.	The DIGIMON is transferring to the app.	The DIGIMON has transferred to the app.

Transition to the home screen	Connection failed
You will return to the home screen once the DIGIMON has transferred to the app.	The connection failed if the image to the right appears. Please start from the beginning again.

*Move your smartphone's NFC close to the app when attempting to establish a connection.
*The location of the NFC differs depending on the smartphone.
*The connection takes 3 seconds, so please keep the Vital Bracelet and the smartphone's NFC close to each other.
*Each Vital Bracelet can only be registered to a single app. If you would like to connect to a different app, the Vital Bracelet will need to be reset (please see " 17 Settings").
*You can register multiple Vital Bracelets to the same app.

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.

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

App connection
Go to the app connection screen.

TOUCH!

Use the NFC ①
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.

Waiting to connect
The waiting screen will appear once the Vital Bracelet detects the app.

WAITING **WAITING**

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

*The VS Dim card is not used here.
*Insert the Dim displayed on the app into the Dim port.

IMPULSE CITY   DIM +

*Depending on the situation, you may not need to insert a Dim card.

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.

WAITING **WAITING**

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

Dim ACCEPTED

Removing the Dim
Remove the Dim once the image on the right displays.

DIM ✕

App Connection
The screen will move to the app connection screen once the Dim is removed.

TOUCH!

Use the NFC ②
Tap on the "DIM INSTALL CHECK" button in the app, and then move the smartphone's NFC close to the Vital Bracelet.

Waiting to Connect
The waiting screen will appear once the Vital Bracelet detects the app.

WAITING **WAITING**

Use the NFC ③
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.

WAITING **WAITING**

Transfer in progress
The DIGIMON is transferring to the Vital Bracelet.

Complete
The DIGIMON has transferred to the Vital Bracelet.

COMPLETE!

Transition to the home screen
You will return to the home screen with the DIGIMON on screen.

12:00
☆1997
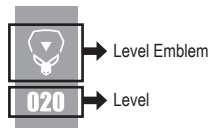☺00626

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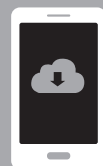
FAILED

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

Connected to the app
Level Emblem

020 → Level

While on the home screen, press the Confirm Button to move to the screen shown on the right.

Not connected to the app

CONNECT APP   ⊖ ---

You will be prompted to a screen leading you to connect to the app.

*Once prompted, a blank Tamer Level will display (right image).

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

---

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

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

≪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.

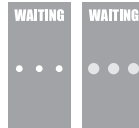
Removing the Dim
Remove the Dim from the Dim card.

Insert the Dim
Insert the Dim into the Dim slot on the Vital Bracelet while on the home screen.

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.

WAITING WAITING

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

Dim ACCEPTED

Removing the Dim
Remove the Dim once the image on the right displays.

DIM

Error ①
DIM ⊗
FAILED   FAILED

The error shown on the left appears when the data is broken, or an unusable Dim is inserted.
*This error will also appear when a Dim registered on another Vital Bracelet has been inserted.

Deleting data
BACK UP BACK UP
◄ OK ►   ◄CANCEL►

If there is no space available, you will be prompted to delete your DIGIMON.

Error ②
DIM ⊗
FAILED

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.

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

SET YOUR   VITAL BRACELET

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

WAITING WAITING

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

COMPLETE!
✓

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

12:00
☆ 1997
♡ 00626

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.

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

*The following steps can also be done on Vital Bracelet B.

Saving to the VS Dim
The image on the right will appear when the VS Dim is inserted while the home screen is on.

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
The DIGIMON is being transferred.

Transfer complete
The transfer is complete when the image on the right displays.

Transition to the home screen
The DIGIMON's data has been saved to the VS Dim.

Error
The error shown on the right appears when the copy fails. Remove the VS Dim, and then reinsert the Dim.

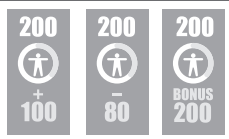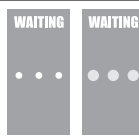## How to send your DIGIMON ② (Reading the VS Dim) *Used to battle the DIGIMON in Vital Bracelet B with the DIGIMON in a VS Dim. The battle will display on Vital Bracelet B.

Insert the VS Dim
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.

Reading the VS Dim
The image on the right will appear when the VS Dim is inserted while the home screen is on.

Battle
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.

Error
The error shown on the right appears when the copy fails. Remove the VS Dim, and then reinsert the Dim.

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

Battle result
The battle result appears as shown in the image above.

Result confirmation
The battle result will affect the VITAL value.
Win ....Gain VITAL points (left image)
Loss .....Lose VITAL points (middle image)
You can also gain bonus VITAL points (right image).

Reading the data
The VS Dim reads the battle result data.

Removing the VS Dim
Please remove the VS Dim when the image above appears.

Data save complete
The data has been successfully saved.

Transition to the home screen
Once the battle is over, you will be transitioned to the home screen.

Reinsert the VS Dim
The image on the right displays if the VS Dim is removed during battle. Please reinsert the VS Dim.

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.

Reading the VS Dim
Insert the VS Dim with the battle results back into the original Vital Bracelet to display the image on the right.

Reading the data
The VS Dim reads the battle result data.

WAITING   WAITING

Welcome home!
Your DIGIMON is being transferred.

Transfer complete
The transfer is complete when the image on the right displays.

COMPLETE !

Insert the VS Dim

Error
The error shown on the right appears when the copy fails. Remove the VS Dim, and then reinsert the Dim.

DIM
FAILED
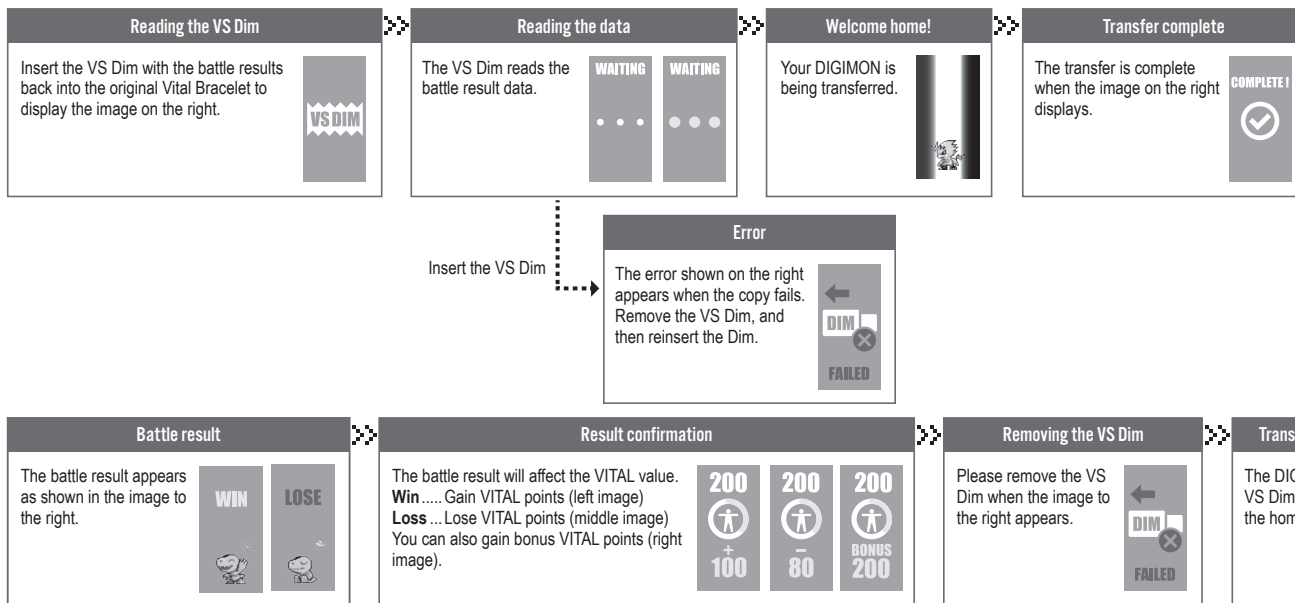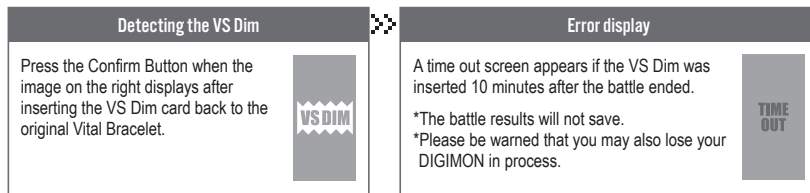
Battle result
The battle result appears as shown in the image to the right.

WIN   LOSE

Result confirmation
The battle result will affect the VITAL value.
Win ..... Gain VITAL points (left image)
Loss ... Lose VITAL points (middle image)
You can also gain bonus VITAL points (right image).

200 +100   200 −80   200 BONUS 200

Removing the VS Dim
Please remove the VS Dim when the image to the right appears.

DIM
FAILED

Transition to the home screen
The DIGIMON in the VS Dim will return to the home screen.

12:00
★ 1997
♥ 00626

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

Detecting the VS Dim
Press the Confirm Button when the image on the right displays after inserting the VS Dim card back to the original Vital Bracelet.

VS DIM

Error display
A time out screen appears if the VS Dim was inserted 10 minutes after the battle ended.

*The battle results will not save.
*Please be warned that you may also lose your DIGIMON in process.

TIME OUT

⚡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 ⚙

Setting the time
🕐

Please see "2 Setting the Date and Time" for more details.
*CAUTION: The Mile count is reset when the date or the time is changed.

Wallpaper
Use the Select Button to select the wallpaper you want to use. Press the Confirm Button to set the wallpaper.

Screen brightness
☀
Use the Select Button to select and confirm the screen brightness. There are 5 levels of brightness to choose from.

Sound
🔊
Use the Select Button to select and confirm to turn the sound on or off.

Reset
ALL RESET   ALL RESET OK?
◄CANCEL►   ◄ OK ►

Use the Select Button to reset your DIGIMON back to its initial state. Please follow the screen guide.

*You cannot undo a DIGIMON that has been reset.

Transition to the home screen
After moving to the image above, press the Confirm Button to return to the home screen.