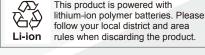
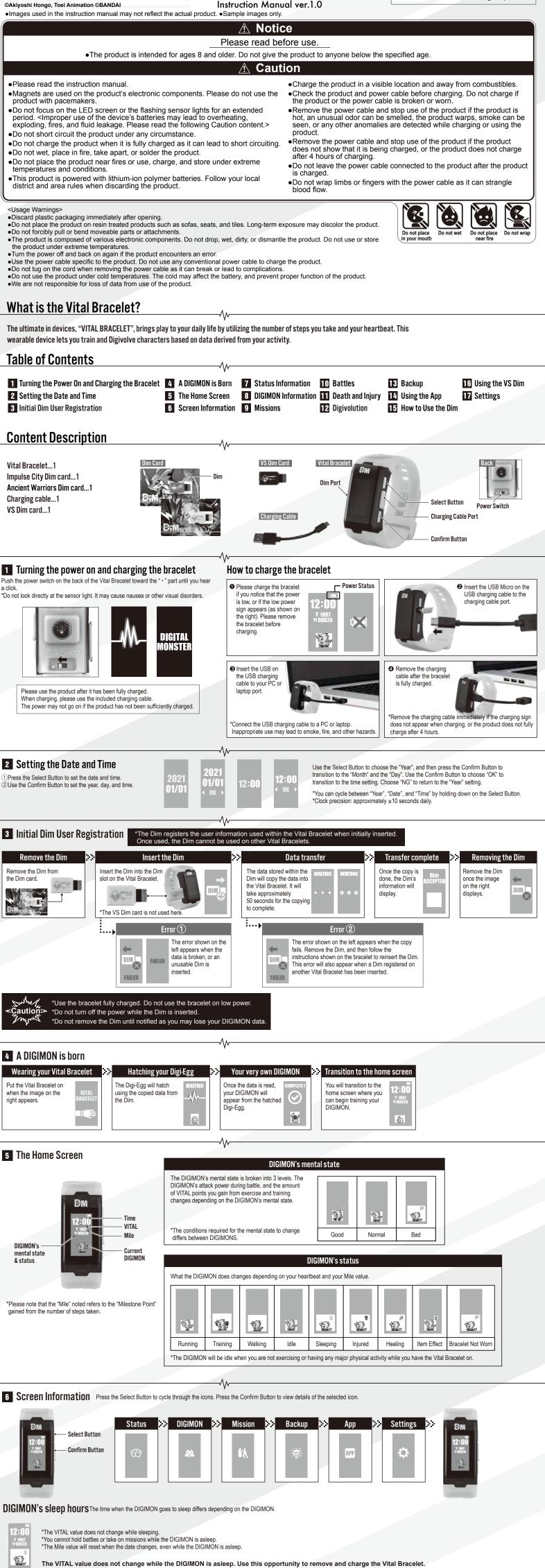
## (8-years old and above )

## ITALBRACEL DIGITALMONSTER ver.SPECIAL

Instruction Manual ver.1.0





7 Status Information       Press the Select Button to cycle through the screen within the menu.         VITAL confirmation screen       >>         Heartbeat confirmation screen       >>         Calibrate base heartbeat rate
After the status confirmation screen, press the Confirm Button to check the UDB5 + VITAL While on the vital confirmation screen, press the Select Button to screen, press the Select Button to screen, hold down s
VITAL value.       Check on your heartbeat rate.       where the DIGIMON's activity       the Select Button and the Confirm Button to calibrate the base heartbeat rate. Your heartbeat, "Mile", and "battle       085       rate is L0)       085       Current Rate (The heartbeat)       085       085       085
results". *The heartbeat rate is strictly a game based rate, and is not medically accurate. depends on the DIGIMON's mental state. *Any heartbeat rate lower than "65" will be displayed as "65". when the image on the right is shown.
Mile confirmation screen     >     Return       While on the heartbeat confirmation     While on the mile confirmation
screen, press the Select Button to check on your Miles.
*The Miles is strictly a game based value, and is not accurate.
VITAL You can gain VITAL points from increase of your heartbeat, the Miles detected, and your DIGIMON's battle results.
10085 *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.
<ol> <li>Effect of your Miles on the VITAL value You gain 1 VITAL point for every 50 Miles.</li> <li>*The amount of Miles you gain is checked every 3 minutes.</li> <li>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.</li> </ol>
Enemy DIGIMON's Generation Rookie Champion Ultimate Mega
Your DIGIMON's GenerationVictoryDefeatVictoryDefeatVictoryDefeatRookie100-80500-501000-202500-20
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.       ④ The maximum VITAL point that can be accumulated depends on the DIGIMON's generation.
Mental State     Good     Normal     Bad (Injured)       Correction Value     × 2.0     × 1.0     × 0.5         Generation     Rookie     Champion     Ultimate     Mega       Maximum value     2500     5000     7500     9999
<ul> <li>Your VITAL value will go down by 50 points for every 5 minutes the Vital Bracelet is not worn.</li> <li>Caution</li> <li>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.</li> </ul>
Provide 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 DIGIMON status confirmation screen
While the DIGIMON is displayed on the screen, press the Confirm Button to check the DIGIMON's to check the DIGIMON's Days Raised Displayed on the screen, press the Confirm Button to check the DIGIMON's Digivolution record.
Current state. *DIGIMON that have been saved in backup cannot be viewed through these steps.
Battle results confirmation screen >> Trophies confirmation screen >> Return
While on the DIGIMON status confirmation screen, press the Confirm Button to check Confirm Button to check       While on the battle results confirmation screen, press the Confirm Button to check on the number of trophies       While on the trophies confirmation screen, press the Select Button to the screen shown on the right. Press the Confirm Button to check on the number of trophies
on your DIGIMON's WIN Number of wins and battle record. Number of total battles fought you acquired.
Missions are available when the DIGIMON reaches its Rookie generation.
Normal mission       Hard mission         While on the normal mission screen, press the Confirm Button to       While on the normal mission screen, press the Select Button to switch to the hard mission screen. Select the mission and
check on the mission for that day.       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"         *Only 1 mission can be done per day.       will get you 2 trophies.
*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  Mine VITAL Battl
Image: solar
0000       0000       0000       0000       •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".
While on the hard mission screen, press the Select Button to switch to the special special special
SPECIAL mission screen. Special mission can be selected by using the app. For details on using the app, please see " 11 Using the App".
*The conditions for clearing the mission and the amount of trophies gained will vary depending on the app. 0000 0000 0000 0000 0000 0000
*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.
Adventure mission Mission screen, press Mission screen, press Mission screen, press Mission screen, press Mission screen, press Mission start Mission to start the Mission to start the Mission to start the Mission mode Mission mo
the Confirm Button to move to the stage select screen. the Confirm Button to move to the stage select screen. the mile goal. the mile goal.
Win or lose     Stopping a mission       One of the images on the right will     While in a mission, hold down on the Confirm Button to transition to the stop
appear depending on the battle result. The next stage is unlocked if your DIGIMON wins. You will need to restart UGIMON wins. You will need to restart
the stage if your DIGIMON loses.
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 I 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 >> Encounter >> Battle Battle Battle
Home screen     Image: Screen     Image
¥000220       DIGIMON'S HP gauge         Yellow: Your DIGIMON'S       Yellow: Your DIGIMON'S         Red: Enemy DIGIMON'S       Yellow: Your DIGIMON'S
Touch an NFC enabled device while the home screen is on to battle. After encountering an enemy DIGIMON, press either of the buttons to
round wins.
Losing in battle       12:00       1997
DIGIMON's image appears to escape from battle.
After battle, the screen returns to the home screen.
Each DIGIMON has an attribute. The 4 Types are "Vaccine (Va)", "Virus (Vi)", "Data (Da)", and "Free (Fr)".
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. *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. *DIGIMONS classified as "Free (Fr)" do not have any strengths or weakness against the other attributes.
11 Death and Injury
11 Death and Injury Healing injuries

Home screer Heal mode Healed Transition to the home screen >>>>>>You will need to place the DIGIMON in The DIGIMON will die if it loses 3 battles in a row The DIGIMON will The image on the right Once healed, the 2:0 screen will return to shows the DIGIMON "Heal" mode in order to heal its injury. while injured. The number of times the DIGIMON notify you with a

