

DIGIMON MINI NEW VERSION INSTRUCTIONS

Rough Translation from the original Japanese instructions for Digimon Mini New Version

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TO ACTIVATE YOUR DIGIMON

First, to activate the battery, pull the clear tab that is located at the bottom of your digimon

Upon removing the tab, you will hear a tone.

Bandai's logo will appear on the screen.

There are three white buttons located on the front of the digimon. Under these three, there is a reset button. Press this once with the end of a pen or other thin object. NOTE: Pressing here too hard will damage your digimon

We will call the three white buttons A, B and C with A being the top button, B the middle and C the bottom button.

SETTING THE CLOCK

Press Button B to display the clock screen.

To change between am and pm toggle Button A.

When you have made your selection, press Button B to set.

Next toggle button A to set Hours. When you have made your selection, press Button B to set.

Next toggle button A to set Minutes. When you have made your selection, press Button B to set.

If you make a mistake and wish to return, press Button C

NOTE: Your digimon will not be born until the date has been set.

VIEW CLOCK

Press and hold down Button C for over 1 second and the clock screen will appear.

To return to the main screen, press Button C.

CHANGE CLOCK SETTING

Press and hold down Button C for over 1 second and the clock screen will appear

Press Button A and B together then follow the instructions for SETTING THE CLOCK above.

DIGIMON LEVELS

Level 0: Once the clock has been set, a digimon egg will appear on the screen. Your digimon will be born one minute later.

Level 1: Your digimon is unable to do battle with other digimon while it is Level 0 and 1.

Level 2: Your digimon is now able to do battle

Level 3: Your digimon becomes larger and attack power is higher

Level 4: Your digimon is even more powerful and its personality is revealed.

Level 5: If you have looked after and brought up your digimon well, it will move on to Level 5.

SECRET LEVEL: Supreme, ultimate level. Even harder to achieve than attaining Level 5. This secret level is only attainable if you have especially looked after your digimon.

HINT: Reaching the higher levels depends on how well you train and look after your digimon as well as the number of times it does battle.

FEEDING YOUR DIGIMON

To feed your digimon, press Button A.

On the screen will appear FOOD (above) and PROTEIN (below)

Toggle A to choose which with the arrow. Once you have made your choice, press Button B.

CAUTION: Do not feed your digimon when:

- It is full
- When there is poo on the screen
- When it is sleeping
- When it is sick or dying

As your Digimon grows, so will the amount of food it needs. If you feed your Digimon only protein, it is more likely to fall ill or have an injury.

TRAINING

Press and hold down Button B for over 1 second and the count screen will appear.

Once the count screen appears, press Button B as fast as you can as many times as you can. This will train your digimon.

THE LOO

When there is poo on the screen, to flush away press Button A. Please take care to clean away poo as quickly as possible.

NOTE: When your Digimon is sleeping or dying, you are unable to flush away poo.

SLEEP

When your Digimon is sleeping (Z appears on screen), pressing Button A will bring the word OFF onto the screen. Press Button B to turn the light off. To turn the light back on, press Button A.

TREATMENT

When your Digimon is under the weather a speech bubble with “...” will appear.

Press Button A and an arrow will appear.

Toggle the arrow using Button A.

Point the arrow to the speech bubble to treat illness

Point the arrow to the digimon bubble to treat injury

Once decided, press Button B to treat.

CAUTION: Your digimon can do battle when ill but not when injured.

DYING

If you neglect your digimon while ill or injured and do not feed and look after it, it will go into dying mode. In this mode, if you press Button B many times, your digimon will sometimes recover.

If you neglect your digimon further, it will die. Once it dies, a computer will appear on the screen.

Press Button A to see how old your digimon was.

To start a new Digimon, press Buttons A and C together and a new egg will appear.

NOTE: Sometimes a dying Digimon will leave an egg behind.

BATTLING

Press Button B. The words BATTLE and RECORD will appear on the screen. Pressing Button B again will select BATTLE and will display the COUNT screen. Press Button B as many times as possible. The number of times pressed will appear. Then the word BATTLE will appear... join to another Digimon.

Press Button B once when joined. When the word OK appears on the screen, you can separate your digimon.

If OK does not appear, press Button B again. If the word ERROR appears, start again.

NOTE: When your Digimon is hungry, injured or the light is off, it cannot do battle.

DISPLAY BATTLE RECORD

To display, press Button B. Toggle using button A. Select RECORD and press Button B.

You will get a display, e.g. 7 / 10. This means you have won 7 times out of a total number of 10 battles. It will also show you win percentage, e.g. 70%.

TURN SOUND ON/OFF

Press Buttons A and B together will display ON or OFF. Toggle using Button A and decide with Button B.

NOTE: If the sound is off, you will not hear your Digimon calling for you when it needs you so keep an eye on the screen!

View Digimon Mini Charts Here:

www.mailorder.jp/info/digimon/

www.mailorder.jp/info/digimon