

# DIGIMON

DIGITAL MONSTERS

## DIGIMON WORLD

# 4



EVERYONE

**E**

CONTENT RATED BY  
ESRB



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COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

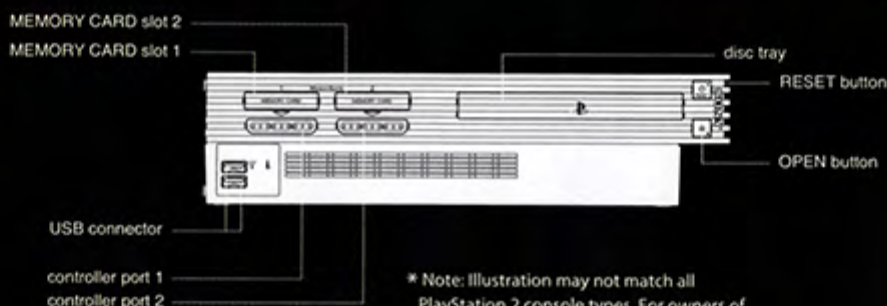
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
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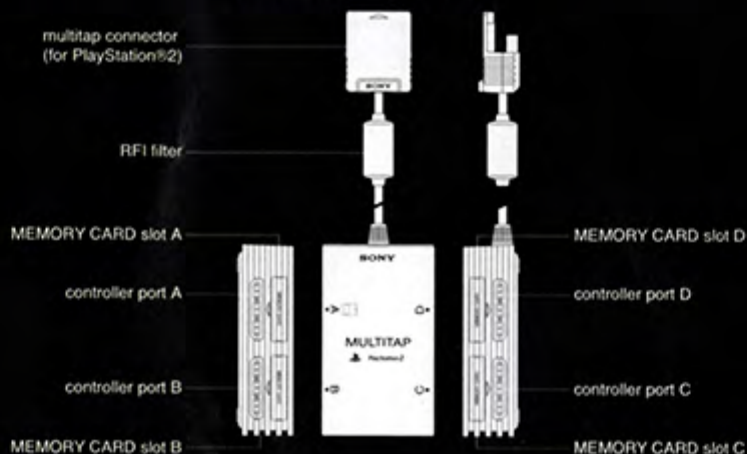
# Getting Started



\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 Computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the DIGIMON®WORLD™ 4 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Multitap (for PlayStation®2)



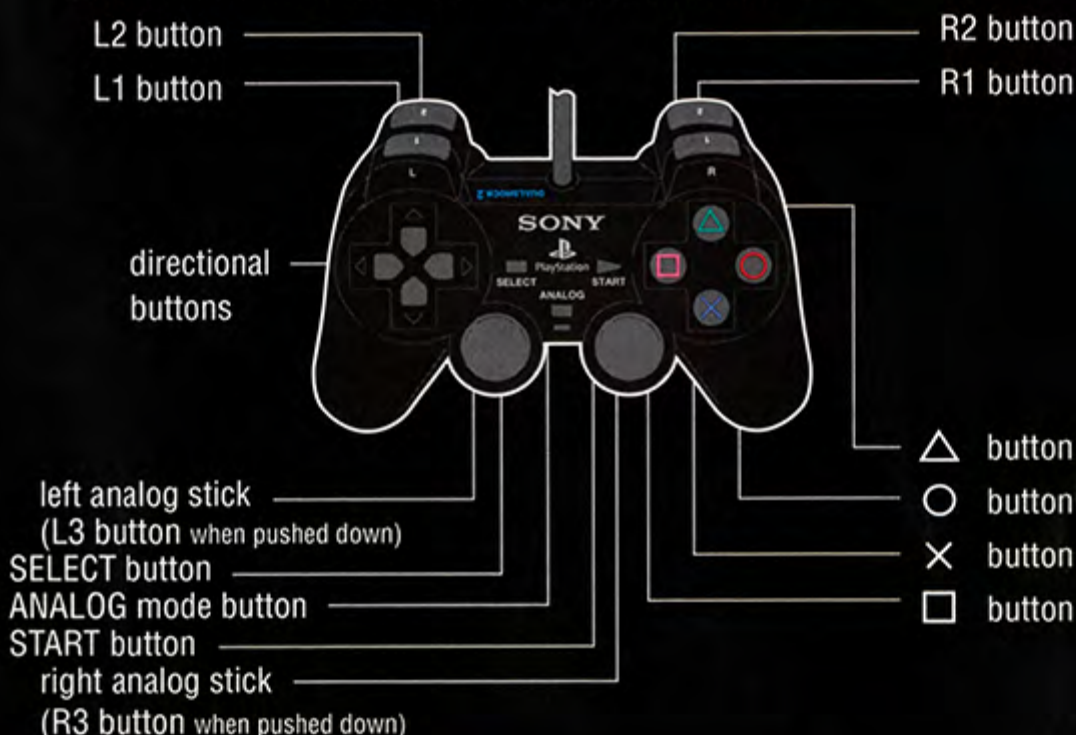
Digimon® World™ 4 supports up to 4 players. Use a multitap (or PlayStation®2) to gain access to 4 controllers. For multi-player play, insert the multitap (for PlayStation®2) into controller port 1. Connect controllers sequentially into controller port 1-A, controller port 1-B and so on.

This game will allow four player simultaneous play.

- When playing with two players, use controller port 1 and controller port 2.
- When playing with three or four players, it is necessary to use the PlayStation 2 multitap.
- Each player that joins will need a controller.
- When using the PlayStation 2 multitap, insert the memory card (8MB) for PlayStation®2 in MEMORY CARD slot 1-A.

# Starting Up

## DUALSHOCK<sup>2</sup> ANALOG CONTROLLER CONFIGURATIONS



### Basic Controls

**Directional buttons** – Menu selection

**○ button** – Cancel / Jump

**× button** – Confirm / Attack

**□ button** – Guard

**△ button** – Emergency recovery

**START button** – Open Status Screen

**Left analog stick** – Player movement / Status screen selection

**L1 button** – Open / Close Item Window

**R1 button** – Open / Close MP Technique Window

**R2 button** – Open / Close Status Effects Window

\*This game is analog controller exclusive.

\*The LED light will constantly be displayed. Operation with the left analog stick is always possible.

\*This game does not use vibration.

\*When playing in single player mode, set the analog controller into controller Port 1.

\*The same steps can be taken for analog controller (DUALSHOCK).



# Introduction

The Digital World has been at peace under the management of the host server Yamato. Recently, access to the real world was terminated and a mysterious server was discovered. The Digimon exploration team that was sent in to investigate the problem hasn't returned! As a member of the Digital Security Guard (D.S.G.), it's up to you to find out what is causing these problems and prevent a Digi-disaster. The Digimon are counting on you!

## TITLE SCREEN

- **Game Start**

Press **X** to start game.

- **Options**

Set game options. Use the directional buttons to select options.

- **Dungeon camera**

Change the dungeon camera perspective. "Near" will position the camera close to the character and "Far" will position the camera away to see the surrounding area.

- **Light**

Switch the brightness of the game screen. "Soft" is normal brightness and "Hard" will create darker shadows.





# Digimon Introductions

## Agumon

A powerful dinosaur type of Digimon that can breathe fire. Agumon specializes in fire types of MP Techniques. Since it excels at blunt combat skills, it is best to equip Agumon with axe-type weapons.

## Veemon

An easy-going Digimon that excels in short range combat, Veemon specializes in the lightning type of MP Techniques. With powerful slash skills, Veemon is best equipped with sword-type weapons.

## Guilmon

A wild Digimon that enjoys fighting. Guilmon specializes in the fire variety of MP Techniques and has superb stab skills. It is best to equip this Digimon with dagger-type weapons.

## Dorumon

Based on the interface on its head, Dorumon may be a prototype Digimon created for experimental purposes. This Digimon specializes in ice MP Techniques and excels at bashing skills - equip it with a katana to utilize its strength.

## Digivolved Digimon

Digivolved forms are available and can be unlocked during game play. Please see page 14 for more details on Digivolving.





# Choose Your Character

## CHOOSE YOUR DIGIMON

Use the directional buttons to select your playable Digimon. Press **X** to confirm your selection.



### Name the Digimon

Use the up/down directional buttons to change letter cases and the left/right directional buttons to select letters. Press **X** to add each one. After you have entered all letters, press the START button to end the naming session.

## CALLING A DIGIMON

If you have saved Digimon from a previous game, select "Call Digimon." Select the MEMORY CARD slot with the memory card (8MB) (for PlayStation®2) containing the saved data. Then select which data to call. See page 15 for details on saving.



## TO THE DIGITAL WORLD!

Once the Digimon have been prepared, press the START button to log into the Digital World!



# Heads-Up Display



- |                       |                                |
|-----------------------|--------------------------------|
| <b>1</b> HP Gauge     | <b>6</b> Area information      |
| <b>2</b> Digimon icon | <b>7</b> Digimon player number |
| <b>3</b> Level        | <b>8</b> Item Window           |
| <b>4</b> MP           | <b>9</b> MP Technique Window   |
| <b>5</b> HP           |                                |

## READING THE SCREEN

- Press **L1** to open / close Item Window.
- Press **R1** to open / close MP Technique Window.
- Press **R2** to open / close Status Effects Window.



**9**

**7**



# Controlling Your Digimon

## BASIC CONTROLS

For basic controls such as character movement, weapon attacks, charge attacks, jumping, and guarding, please refer to the in-game tutorial.

## SLAM ATTACK

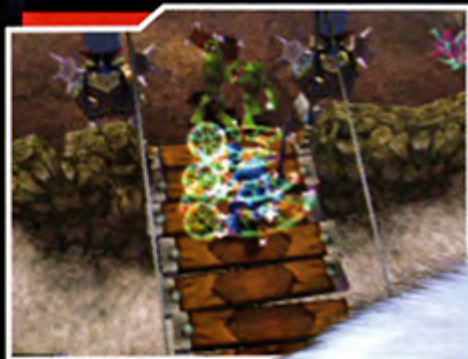
While guarding, swiftly double tap the left analog stick in the same direction. You will be able to push away enemies by crashing into them, so use this attack when enemies try to surround you.



## EMERGENCY RECOVERY

**△ button**

A recovery technique that automatically uses the strongest Item to restore health.





# Controlling Your Digimon

## SPIRAL ATTACK

Circle the left analog stick 360 degrees and press **X**.

Damage surrounding enemies by using a spiral attack. The attack is most effective on weak enemies.



## MP TECHNIQUES AND ITEMS

MP Techniques are powerful techniques that use the Digimon's magic power. You will not be able to perform the technique unless you have the corresponding number of MP units for the attack.

### Steps to use MP Techniques:

- 1) Press **R1** to open the MP Technique Window.
- 2) Press the directional buttons up or down to select the MP Technique you wish to use.
- 3) Press **X** to perform the MP Technique.

### Using Items

Steps to use Items:

- 1) Press **L1** to open the Item Window.
- 2) Press the directional buttons up or down to select the Item you wish to use.
- 3) Press **X** to use the Item.

There are many varieties of MP Techniques such as attacks and recoveries.





# Home Server

This is the home server where the D.S.G. is based. You will be able to strengthen your Digimon or shop for Items.

## Terminal Area

Transportation methods:

### PASSAGEWAYS

Use the passageway to go to another area. When changing areas, a message will appear, select "Go to destination" and press  $\otimes$ .



### GATE CIRCLE

To go to the Commander Room or other servers, use the "Gate to Commander Room" or "Gate to Outside Worlds" portals. When you stand in the gate, a message will appear, so select "Go to destination" and press  $\otimes$ .



### HEAL CIRCLE

When you step inside, HP and/or MP will automatically recover.



### CALL A DIGIMON

Invite another player to join you. Steps to call Digimon are listed on page 6.





# Home Server

## COMMANDER ROOM

This is where you'll find the D.S.G. Commander Ophanimon, and where you'll be informed of your missions. The Digi-Elves in the Commander Room will explain the mechanics of the home server and game system.



## EMERGENCY GATE

When you use the Gate Disk at the Security Hole, you will return here. At this time, since the Security Gate and Emergency Gate are connected, you will be able to continue the game from the Security Hole just once. Connection to the Emergency Gate will not be saved, so beware.





# Home Server Map

■ **Card Keeper**  
Open Booster Packs  
to collect cards.

■ **Save Keeper**  
Save here.

■ **X Data Keeper**  
Use X Data obtained on  
the field to power up.

■ **Bank Keeper**  
Store Items and BITS.

■ **Digi Lab Attendant**  
Exchange weapons or  
Digivolve.

■ **Appraiser**  
Get items found on the  
field appraised.

■ **Weapon Shop**  
Buy WUs to put into  
weapon slot.

■ **Armor Shop**  
Buy Boards to attach to  
the PC armor.

■ **Chip Shop**  
Buy Chips to strengthen  
weapons/armor.

■ **Disk Shop**  
Buy Disks to recover  
HP and MP.



# Home Server Map

## ■ Start Point

Transfer point from other servers. It will appear here at the start of the game.

## ■ Heal Circle

Enter here to fully recover HP & MP.

## ■ Gate Circle

Make your way to the battle-field from here.

## ■ Commander Room

### Gate Circle

Go to the Commander Room from here and listen to Opharimon's instructions.

## ■ Emergency Gate Circle

When using the Gate Disk at the Security Hole, you can go back one time to the original location.

## ■ Junk Shop

Run by MetalEtemon.



## Central Area

Conduct various adjustments and settings.

### DIGI LAB ATTENDANT

Talk to the Digi Lab Attendant to Digivolve or change your equipment.

#### Digivolve Digimon

If you have learned Digivolve Techniques, a Digimon list will appear. Select the Digimon you wish to Digivolve to and press  $\otimes$  to confirm. You will not be able to Digivolve unless you have learned Digivolve Techniques.

When you Digivolve, your specs will change and your Armor Units will be detached from the Armor Slot and Sub Slots. Your Weapon Units will be reset and the most powerful weapon that can be equipped with your new form will be equipped. Once you are done Digivolving, check the status screen to adjust your equipment.

#### Remove Equipment

Remove Weapon Units from the Weapon Slot and place them back into the Device Folder.

Once you are done customizing your Digimon, exit the Digi Lab and select "Initiate Digimon Change" from the menu. This will activate your changes and return you to the Central Area.

#### Exchange Weapon Unit (WU)

Choose and configure your WUs.

#### Equip Weapon Unit

Select the Weapon Slot you wish to equip, and then choose the desired Weapon Unit. If there is an existing WU in that slot, it will be replaced with the new one.

#### Edit Slot

Equip Weapon Units or Armor Boards with Mods to improve your performance.

### APPRAISER

If you have Items marked with the symbols "????????," talk to the Appraiser. Select the unknown Item and pay the required BITS to find out what the Item is.



# Central Area

## BANK KEEPER

If your inventory is full, you will not be able to pick up any new Items! Deposit BITS and Items in the bank to prevent this from happening. Anything you deposit at one bank can be retrieved at any other bank.

### Deposit

First select if you want to deposit an Item or BITS. Select the Items or how much to deposit and press **X**.

### Withdraw

First select if you want to withdraw an Item or BITS. Select the Items or how much to withdraw and press **X**.

## X DATA KEEPER

Sometimes you will obtain the mysterious X Data. You can use this to increase the power of your Digimon or your Chips.

### Increase Digimon Parameters

Select which parameter you wish to increase. The amount of X Data needed is different for each parameter.

### Increase Ability Chip Parameters

Select the Ability Chip you wish to strengthen. The amount of X Data needed is different for each parameter. **Note: There are some Chips that cannot be strengthened!**

## SAVE KEEPER

### Save Game Data

Select an area to save game data to. If you save to an area where data already exists, you will be asked if you want the previous file overwritten, so be careful. Saves are done separately for each Digimon.

\* A memory card (8MB) (for Playstation®2) is necessary to save or load game data. To save, at least 120KB of free space is necessary.

## CARD KEEPER

You may occasionally find Booster Packs in the Outside Server. Booster Packs contain Digimon cards that you can collect. The Card Keeper will let you open Booster Packs or view which cards you already have.

### View Booster Packs

Open the Booster Packs you have collected and view your collection.

### View Album

View all collected cards.



# Shop Areas

In this area you'll find many different shops in which to spend the BITS you collect during your adventures.

## ARMOR SHOP

Armor Boards, which strengthen Digimon abilities, can be purchased here. There are two types of armor: one type equips onto the Armor Slot, and the other equips onto the Sub Slot. Make sure you purchase items accordingly. Depending on the Armor Board type, different abilities can be strengthened.

## DISK SHOP

HP Disks and Gate Disks are sold here. Each type is important, so if you have enough BITS to buy them, it may be a good idea to keep a few in stock. You should have at least one Gate Disk so you can return to the home server in an emergency.

## WEAPON SHOP

Buy Weapon Units here, based on your Digimon's skills. There are Items which you cannot equip if your Digimon's skill level is too low for that type of weapon.

## CHIP SHOP

You can buy and sell Chips that strengthen Digimon abilities here. Chips can only be equipped to weapons units and Armor Boards with Mods. They can have major effects on your stats, so if you obtain an Item with Mods, be sure to equip it with Chips.

## JUNK SHOP

Managed by MetalEtemon, this shop offers special hand-made Items in addition to its regular stock. You won't know what you'll receive, but you may acquire a rare Item! At the Junk Shop, you'll probably have to pay BITS several times to get an Item made.

## USING THE SHOP AREA

A list of Items will be displayed; select the Item you wish to purchase.

To sell Items in your possession, first select whether you would like to sell the Item from the Device Folder or the Disk Folder. Then, select the Item you wish to sell.



# Outside Server

The adventure takes place in the Outside Server. Here you will encounter and battle various enemies, and obtain items and BITS.

## RULES IN THE OUTSIDE SERVER

The Outside Server is separated into different areas, and it will be necessary to clear them in order. Defeat the enemy Digimon that you come across in order to progress further in the game.

Beat the last boss to clear the stage! If you would like to return to the home server during the journey, use a Gate Disk.

## STAGE GIMMICKS

### Treasure Boxes

Attack and destroy the treasure boxes to obtain Items and BITS.

### Shrubs/Rocks

Attack and destroy shrubs and rocks. Destroy them in one blow by using the charge attack.

### Gimmicks To Move Forward

There are some gimmicks where you must meet certain conditions in order to move forward.

### Id/Keys

There are some door switches that require IDs or Keys. Defeat the area boss to obtain an ID or Key.

### Doors/Bridges

If you defeat all the enemies in an area, there are places where doors or bridges may appear. If you cannot move forward, look around for switches and make sure all enemies have been defeated.

## WHEN HP REACHES 0

### Single Player

When all Digimon's HP reaches 0, you will return to the home server and leave a Back-Up Chip at your last location. All BITS you had in your possession will disappear and your EXP will decrease.

If you re-enter the outside server and use a Raise Disk or use the MP Technique "Raise" on the Back-Up Chip, you will be able to recover all your BITS and some EXP.

You can only leave behind one Back-Up Chip, so if you are defeated before recovering it, you will lose the BITS and EXP it contained.

### Multi-Player

In multiplayer mode, any other Digimon left standing can use a Raise Disk to restore a player with 0 HP. If no one has a Raise Disk, then the remaining BITS and EXP rules apply as described above.



# Status Screen

Press the START button to display the status screen.

The screenshot shows the status screen for the Digimon Veemon. At the top left, it displays 'Lv. 1' and the Digimon's name 'Veemon'. Below this, the current and maximum HP and MP are shown: HP 160 / 160 and MP 70 / 70. A list of ability values follows: Strength 92, Defense 115, Wisdom 70, Spirit 60, Speed 75, and five different Resist values (200, 250, 300, 150, and 0). At the bottom, it shows 'BITS 18' and 'Next Level 303'. On the right side, there are three menu options: 'Equipment', 'Folder', and 'Techniques'. A control panel in the top right corner lists 'Select', 'Confirm', and 'Cancel' with corresponding button icons. Numbered callouts (1-7) point to: 1. Player name and level; 2. Digimon name; 3. Current HP / Max HP; 4. Current MP / Max MP; 5. Digimon Ability Values; 6. BITS in possession; 7. EXP points necessary to advance to the next level.

1	Veemon	Equipment	Select
2	Veemon	Folder	Confirm
3	HP 160 / 160	Techniques	Cancel
4	MP 70 / 70		
5	Strength 92		
	Defense 115		
	Wisdom 70		
	Spirit 60		
	Speed 75		
	Resist 200		
	Resist 250		
	Resist 300		
	Resist 150		
	Data 0		
6	BITS 18		
7	Next Level 303		

1 Player name and level

2 Digimon name

3 Current HP / Max HP  
When HP reaches 0, you  
will be returned to the home  
server

4 Current MP / Max MP

5 Digimon Ability Values

6 BITS in possession

7 EXP points necessary to  
advance to the next level



## Ability Values


**Strength** - Increases damage when using Weapon Units.


**Defense** - Decreases damage from enemy Weapon Units.


**Wisdom** - Increases MP Technique effects.


**Spirit** - Decreases damage from enemy MP related attacks.


**Speed** - Increases accuracy of Weapon Units and increases ability to evade enemy attacks.

**Resist**  - Decreases damage from Fire related attacks.

**Resist**  - Decreases damage from Ice related attacks.

**Resist**  - Decreases damage from Lightning related attacks.

**Resist**  - Decreases damage from Darkness related attacks.

 **Data** - Amount of X data in possession.



# Equip Window


In these windows, you can view your current skill levels in various techniques.

## EQUIPMENT


### Weapon Slot

Choose your active Weapon Unit among your three weapons or change which Chips are inserted into the Mods. To change to a weapon not already in one of your Weapon Slots, you must go to the Digi Lab in the Central Area.

### Armor Slot



Equip  Armor Boards here. You will also be able to change the Chips that are inserted into the Armor Boards.

### Sub Slot

Equip  Armor Boards and change Chips here.

## TECHNIQUES

### Digivolve Technique

Check the Digivolve Techniques you have learned. You will also be able to view which skills each Digimon excels at, as well its MP Techniques. A  indicates a skill the Digimon excels at, and a  indicates a skill the Digimon is not good at.

### Technique

Check the level of Skills you have, to make sure you can use certain Weapon Units.

### MP Technique

Check which MP Techniques you have learned.

## FOLDER

### Device Folder

This is your Weapon Unit, Armor Board, and Ability Chip inventory.

### Key Folder

Items necessary for certain events are stored here. You cannot give them away or break them.

### Disk Folder

This folder stores Disk Items, Booster Packs, and Key Chains. You can Break an Item to get rid of it, or give an Item to another player.

### Bits Folder

The BITS you collect are stored in this folder. You may give other players BITS through the BITS Folder window.



# Items List

## WEAPON UNIT (WU)

### Blunt Axe:

A starter ax used by Digimon with blunt combat skills.

### Slash Sword

A starter sword used by Digimon that excel at slashing skills

### Stab Dagger

A starter sword best used by Digimon with stabbing skills.

### Bash Katana

A starter katana to equip Digimon with bashing skills.

## ABILITY CHIPS

### Assault Ram

Critical rate goes up

### Dread Ram

Converts damage to MP

### Drain Ram

Converts damage to HP

### Pwr Medal

Fire, ice, thunder, darkness; increases strength

### Speed Chip

Increases speed

### Spirit Chip

Increases Spirit

### Wisdom Chip

Increases Wisdom

## ARMOR BOARD

### Element Core

For the Main Slot; reduces damage.

### Armor Board

For the Sub Slot; increases protection

## DISK

### HP Disk

Recovers HP

### MP Disk

Recovers MP

### Gate Disk

Return to the Home Server

### Raise Disk

When used on a Back Up Chip, you will be able to recover lost BITS and EXP.

## HINT

On the Venom Jungle level, in the Vine Tunnel B1F, after your Digimon defeats all enemies, opens all "chests", opens the Vine Tunnel B1 map, and advances to the "green wall", your Digimon is unable to advance to any other section of the map, and unable to continue through the level.

To destroy the "green wall", your Digimon must use a "Fire" MP Attack or use a weapon with "Fire" attribute "Chips" attached to it. The wall will be destroyed and your Digimon will then be able to continue. If your Digimon does not have this attribute, you must go back to the Main Lobby and equip them. Later on in the Machine Pit, there will be a similar wall of "gray boxes with electricity" that can be knocked down with a "Thunder" attribute attack.











**WHAT HAPPENS WHEN THE  
DIGI-DESTINED AND  
DIGIMON BECOME ONE?**



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