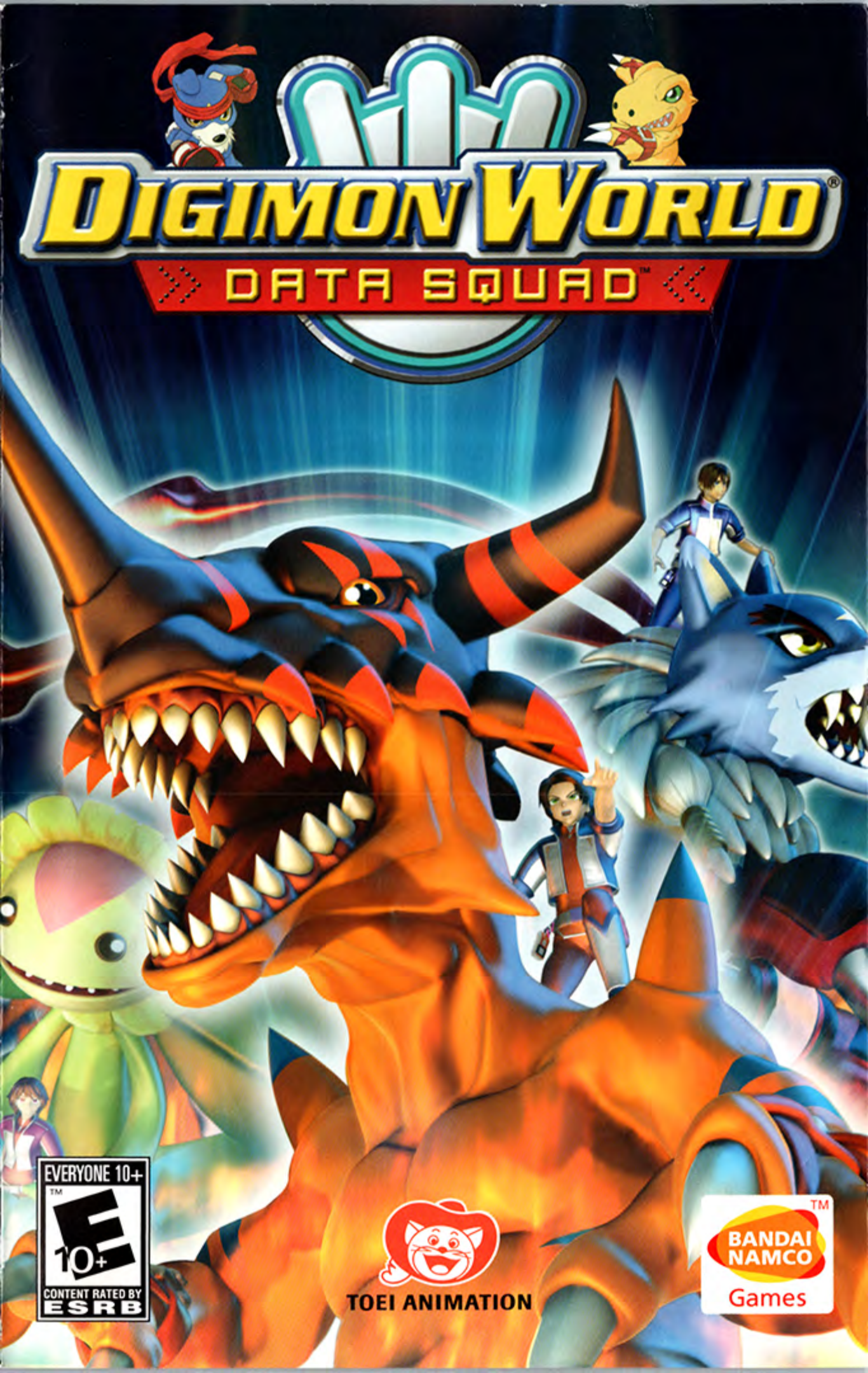
DIGIMON WORLD
DATA SQUAD
EVERYONE 10+
10+
CONTENT RATED BY
ESRB
TOEI ANIMATION
BANDAI
NAMCO
Games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Thank you for purchasing "**Digimon World® Data Squad™**" for the Playstation®2 computer entertainment system. Please read this instruction manual carefully to learn proper playing procedures before starting the game. Please store this manual in a safe place.

Getting Started

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® DATA SQUAD™** 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.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) with 319KB or more free space into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

IN MENUS

directional buttons left analog stick	Select
◎ button	Cancel
⊗ button	Confirm

ON THE MAP

left analog stick	Move
right analog stick	Up: Zoom in Down: Zoom out
⊗ button	Examine, talk, use map device
△ button	Open menu

*This game can only be played using the DUALSHOCK®2 Analog Controller.

*The DUALSHOCK®2 Analog Controller's mode indicator light will always be red (indicating analog mode). The left analog stick may always be used while playing.

*This game only supports the use of controller port 1.

STORY

This game focuses on DATS, or Data Squad, a secret organization that was established many years ago to defend the Human World from invading Digimon. Their battle continues today. In this game, we join young Marcus Damon as he encounters mysterious Digimon and enters the Digital World to hunt for the reasons behind a recent invasion of wild Digimon into the Human World. On his journey, Marcus will have to work with his Digimon partners to fight the mysterious new Digimon and turn them back into Digi-Eggs!

AGUMON

DINOSAUR TYPE

AGUMON

This Agumon is distinguished by Agumon's leather belts. Agumon's special ability is "Baby Burner" (aka "Spitfire Blast"). Agumon digivolves into GeoGreymon.

GAOMON

BEAST TYPE

GAOMON

A Digimon who sports sharp claws. Gaomon's quick movements allow for fast punches. Gaomon digivolves into GaoGamon.

DIGIMON INTRODUCTION

Could these new Digimon be the key to these strange occurrences in the Human World? Can Marcus and his friends save both the Human World and the Digital World?

FOR DATS, A NEW BATTLE IS ABOUT TO BEGIN!

LALAMON

PLANT TYPE

Lalamon

Lalamon is distinguished by Lalamon's very innocent, adorable voice. Lalamon uses seeds and leaves to fight. Lalamon digivolves into Sunflowmon.

FALCOMON

BIRD TYPE

Falcomon

A Digimon who looks like a ninja owl. Falcomon attacks enemies by throwing shurikens. Falcomon digivolves into Peckmon.

Starting the Game

It's finally time for you to start your journey into the world of **Digimon World Data Squad**. Become a member of DATS and help restore peace to the Digital World!

Turn on the power to your Playstation®2 computer entertainment system, making sure that the **"Digimon World Data Squad"** disc is placed securely in the system.

If a memory card (8MB)(for Playstation®2) is not inserted into your game console, you will be asked to confirm if you want to start the game without one. Either select "Yes" and press the ⊗ button to continue, or insert a memory card (8MB)(for Playstation®2) into MEMORY CARD slot 1.

After the opening movie, the title screen will be displayed. You can press any button to skip the opening movie if you wish. At the title screen, press any button to continue to the Start Menu.

Start Menu

LOAD
This allows you to start from a previous save point. Select a file to load.

NEW GAME
This allows you to start a new game.

OPTIONS
You can configure the game's settings here.

See page 21 for more details.

Viewing the Game Screens

In order to safely walk around the Digital World, it's essential to understand all of its elements. The data displayed on the screen tells you many important things.

1	**Marcus**	This is the character you control as you advance through the game.
2	**Field**	This is the area where your adventure takes place.
3	**Digimon**	This is your partner Digimon.
4	**HP Gauge**	This gauge shows your Digimon's health.
5	**HP**	This is a number that shows your Digimon's health. Your Digimon's HP will decrease when it takes damage. If a Digimon's HP reaches 0, it will no longer be able to participate in battle.

MAP CONTROLS

On the map you can control Marcus and perform many types of actions. Learn these controls to help your adventure in the Digital World go smoothly.

MOVEMENT

left analog stick

You will move in the direction in which you move the left analog stick.

CAMERA CONTROLS

Zoom in **right analog stick up**

Zoom out **right analog stick down**

The right analog stick can be used to control the camera. Zoom in when you wish to see the area around the player, and zoom out when you want a wider perspective.

EXAMINING / TALKING / USING DEVICES ON THE MAP

✕ button

Whenever you wish to examine something unusual, talk to a character, or use a device such an item box, move near the object and press the ✕ button.

OPENING THE MENU

△ button

Open the menu to look at Digimon and configure the game's various settings.

See page 15 for more details.

Map Devices

Item Boxes

These are boxes with items inside. Move near one and press the ⊗ button to get what's inside.

Save Points

Save points are places where you can save the game on the map. In order to save your game data, you must insert a memory card (8MB)(for Playstation®2) into MEMORY CARD slot 1. To save your game progress, Digimon World: Data Squad requires 319KB or more of free space.

The next time that you continue the game, you will start from the Save Point where you last saved.

DATS Gates

These allow you to return to DATS HQ.

Battles

If you encounter another Digimon on the map, you will enter a battle. Defeat the wild Digimon to turn them back into Digi-Eggs.

What Happens in a Battle

1 The faster Digimon will be able to attack first. Once it's your turn, you can issue a command.

2 Issuing a Command

Select commands for your Digimon to advance in battle.

3 Digivolution

If your Digimon is ready to digivolve, you can command it to do so.

4 End of Battle

If all of the enemy Digimon go down to 0 HP, you win the battle! If all of your Digimon go down to 0 HP, you lose.

Battle Outcomes

How you encounter other Digimon on the map can affect the resulting battle. For instance, with a preemptive attack your Digimon attacks first, while a back attack lets your enemy get the first attack. If you win the battle, you'll advance to the battle results screen. If you lose the battle, you will be taken to either your last save point or, if you have no save data, back to the title screen.

DIGIVOLUTION

If you select the digivolution support command in battle, you can make your Digimon digivolve.

Digivolution in battle differs from normal digivolution in that it will produce a Digimon that you have not digivolved into before.

See page 17 for more details.

COMMANDS

Commands are used to select your Digimon's actions. The following types of commands are available.

ACTION

Offensive commands. These are Digimon techniques. The way the attack works differs according to your Digimon type.

GUARD

Defensive commands. They can dodge enemy attacks and charge up your abilities.

ESCAPE

Escape commands. Use these commands to run away from your enemy, but keep in mind that they're not always successful.

SUPPORT

Commands for Marcus himself. These consist of giving items to the Digimon or encouraging it to change its available command options.

EXPLANATIONS OF COMMANDS

ACTION COMMAND
Choose a technique, then select a target to attack.

VB ENCHANT (VIRUS BUSTER)
Large amounts of damage can be dealt to Virus Buster family Digimon.

DR DRIVE (DRAGON'S ROAR)
Increases attack power for all Dragon's Roar Digimon.

STR UP (STRENGTH)
Increases attack power of physical attacks for five turns.

OFFENSE UP
Increases attack power for five turns.

ITEM
Uses an item. Select an item, then use it on your Digimon.

CHEER UP
Encourages your Digimon to fight, making more Action Commands become available.

PERFECT ESCAPE
Escape from battle.

Emotional Command System

Possible commands are displayed around your Digimon that reflect your Digimon's state of mind. If you select a command that has a lot of duplicates, your Digimon will jump for joy and like you more. This is the basis of the Emotional Command System.

When a Digimon is feeling tough, lots of Action Commands will appear. On the other hand, when a Digimon has taken a lot of damage and is feeling weak, lots of Guard and Escape Commands will appear.

The more a Digimon likes your player, the more damage its attacks will deal to the enemy. If you and your Digimon don't get along well, the damage it deals will be less. Always consider the situation you're in before acting, but usually it's best to choose the command that is being displayed the most so that you'll be on good terms with your Digimon.

If you wish to change the commands that are being displayed, try choosing a command or item that you haven't used. If your Digimon is feeling weak, select "Cheer Up" to make your Digimon feel tougher and make more Action Commands appear.

End of Battle

If you win the battle, you'll go on to the battle results screen, which displays your current status.

1 EXP
Your Digimon's experience points.

2 BITS
Money you can use in shops.

3 ITEMS
Items obtained from the battle.

Press the ⊗ button to return to the map screen.

Level Up

Your Digimon will level up once it has gotten a certain amount of EXP. When your Digimon levels up, its status goes up, and occasionally it may learn new skills. A better status can make it easier for your Digimon to digivolve.

menu

Press the △ button on the map to display the menu screen. The things you can do from the menu screen are as follows.

status

This displays your Digimon's status. Use the L2 and R2 buttons to switch the page you're viewing.

status

This shows your Digimon's vital statistics. Different Digimon have different basic characteristics.

1 **Name**	Your Digimon's name.
2 **LV**	Your Digimon's level.
3 **Rank**	Your Digimon's rank in its growth.
4 **HP**	Your Digimon's health. It is expressed as "current HP/Max HP." HP decreases when you take damage, and if a Digimon's HP reaches 0, it will no longer be able to participate in battle.
5 **FIE**	Your Digimon's family. There are 8 possibilities: DR (Dragon's Roar), NSp (Nature's Spirits), JT (Jungle Trooper), ME (Metal Empire), DS (Deep Savers), WG (Wind Guardians), VB (Virus Busters), and NSo (Nightmare Soldiers). **Please note:** Some Digimon Families do more damage to certain kinds of Digimon.
6 **EXP**	Your Digimon's experience points.

commands

These are your Digimon's battle commands. Select a command with the up and down directional buttons to display an explanation of its effects.

abilities

These are special effects that Digimon possess which are used automatically. Select a special ability with the up and down directional buttons to display an explanation of its effects.

support

These are support commands the player can use. Select a command with the up and down directional buttons to display an explanation of its effects.

items

Here, you can see the items you have in your possession.

1. **Item Name**
   The name of the item.
2. **Quantity Possessed**
   How many of the item you have.

Press the L2 and R2 buttons to switch the group of items currently being displayed.

Healing Group Shows items used for healing.

Battle Type Shows items that can be used in battle.

Map Type Shows items that can be used on the map.

Important Item Shows items needed to advance in the game.

Select an item by pressing the up and down directional buttons or the left analog stick to display an explanation of its effects. The item's classification and the extent of its effects will be shown on the right side of the screen. Items classified as "Map" cannot be used in battle. Usable items can be used by selecting them with the cursor and pressing the ⊗ button.

evolution map

This is a special type of map that shows the digivolution process. The digivolution process is represented as a galaxy filled with stars, and the galaxy type differs depending on the Digimon. Select a galaxy for the Digimon whose digivolution you'd like to see.

DIGIVOLUTION

As Digimon level up, their status goes up and they can eventually fulfill all of the requirements to "digivolve," or to change into another Digimon.

There are many types of Digimon into which your rookie Digimon can digivolve. The Digimon that your Digimon becomes after digivolution depends on which of the various digivolution conditions you've fulfilled. Digivolution can be carried out by using the "Digisoul Charge" (aka "DNA Charge") support command in battle, or on the map by selecting the desired digivolution on the Evolution Map. (For more info see page 18).

If your Digimon digivolves in battle, it will automatically go through a digivolution that it hasn't undergone before, and you will be unable to choose the new Digimon type. If you use the Evolution Map to select a digivolution, you are free to choose whichever digivolution you'd like.

DIGIVOLUTION PROCESS

Galactica Evolution System

Your Digimon's digivolution process is shown in the form of stars floating in a galaxy. This is what's known as the Galactica Evolution System. Digimon are shown as constellations in the galaxy.

Select the constellation you wish to see using the left analog stick or the directional buttons. If a constellation hasn't been completed yet, you may be unable to tell what Digimon it will become. The stars in the constellation each represent a necessary condition for digivolution, and fulfilling conditions causes the stars to shine brightly.

To find out what conditions are required for "Digivolution", highlight the constellation and press the ⊗ button for information. Press R2 until requirements are shown.

Once you fulfill all of the conditions for digivolution the constellation will be completed, and your Digimon may be digivolved using "Digisoul Charge." On the right side of the screen you will see your Digimon's status details, as well as how its status will change if your Digimon digivolves.

1 **HP** Your Digimon's maximum health.

2 **STR** Your Digimon's strength. The higher the value, the more damage your Digimon will deal with direct attacks.

3 **INT** Your Digimon's intelligence. A higher value will increase the damage you deal with digital attacks (INT attacks) and make it easier to dodge digital attacks from enemies.

4 **DEF** Your Digimon's defense. Higher values decrease the amount of damage received in battle.

5 **DEX** Your Digimon's dexterity. Higher values increase your Digimon's ability to dodge direct attacks from enemies.

6 **AGL** Your Digimon's agility. Higher values can let you get the first attack in battle and increase your likelihood of success when running away.

7 **LUCK** Your Digimon's luck. Higher values mean a better chance that your actions in battle will be successful.

8 **FIE** Your Digimon's family. There are 8 possibilities: DR (Dragon's Roar), NSp (Nature's Spirits), JT (Jungle Trooper), ME (Metal Empire), DS (Deep Savers), WG (Wind Guardians), VB (Virus Busters), and NSo (Nightmare Soldiers).
Please note: Some Digimon Families do more damage to certain kinds of Digimon.

The Digivolution Process

1. You can choose to digivolve not only inside battle, but also from the Evolution Map screen.
2. When the constellation of the Digimon into which you wish to digivolve is being displayed, press the △ button.
3. When you are asked to confirm the digivolution, select "Yes."
4. Digivolution will take place. Say hello to your new Digimon!

Digimon Encyclopedia

Consult the Digimon Encyclopedia to take a look at all of the Digimon you've encountered. Select the Digimon you wish to see from the list that appears. Use the L2 and R2 buttons to change the way the list is sorted.

ABC: Digimon are sorted in alphabetical order.

Field: Digimon are sorted by the fields in which they can be found.

Rank: Digimon are arranged by rank.

Number: Digimon are arranged by number.

Move your cursor to a Digimon's name and press the ✕ button to display its status. Use the L2 and R2 buttons to switch the page being displayed. The controls and the meaning of the various elements of the status are the same as those found on page 15 of this manual.

Battle Members

You can have up to 3 Digimon in battle at once. If you have more than 3 Digimon, you can choose which Digimon to send into battle.

Select a Digimon and press the ⊗ button, then select a position to place the Digimon and press the ⊗ button again. By picking the arrangement of your Digimon before battle, you can avoid having to switch them around later.

Options

You can configure game settings.

Message Speed

Change the speed at which messages are displayed. The higher the message speed value, the faster messages will be displayed. Use the left and right directional buttons or the left analog stick to change the speed.

Sound Settings

This lets you switch the sound between stereo and mono.

Load

This lets you load saved game data. Select the data to load.

1. Digimon in your party
2. File No.
3. Current location
4. Your Digimon's level
5. Play time

Save

This lets you save game data. You can have up to 5 saves. If you choose to overwrite a previous save, you'll be asked to confirm erasure of the previous data. If you choose "YES," your previous save file will be erased and overwritten.

In order to save your game data, a memory card (8MB)(for Playstation®2) with 319KB or more of free space is required.

DATS HQ

This is the headquarters of Marcus and the other members of DATS. Go here after you finish a job to make preparations before tackling your next assignment.

map select

Set a course for the Digital World! Use the directional buttons to select the map to which you'd like to go. As you advance in the game, more maps will become available.

conversation

You can talk to fellow members in the DATS HQ. You can learn all sorts of information, from the basics of the world and overviews of current events to advanced hints and strategy.

SHOPPING

You can buy items with the Bits you've earned, or sell items for more Bits.

1. **Item Name**
   The item's name.
2. **Price**
   The item's price.
3. **Number to Buy/Sell**
   The number of items you're buying or selling.
4. **Number in Your Possession**
   The quantity of this item you already have.
5. **Total in Bits**
   The number of Bits the item costs, or the number of Bits you'll receive for selling the item.

BUYING

To buy an item, use the up and down directional buttons to select an item to buy, and use the left and right directional buttons to select a quantity. Press the ⊗ button to confirm buying the item.

SELLING

To sell an item, use the up and down directional buttons to select an item to sell, and use the left and right directional buttons to select a quantity. Press the ⊗ button to confirm selling the item.

OPEN THE MENU

This opens the menu.

See page 15 for more details.

Item List

Items can be bought in shops or obtained on the map. There are many types of items—use them all and learn about their various effects!

HP Charge
Restores 100 HP.

Recover Key
Revives an unconscious Digimon and restores 30% of its maximum HP.

Clear Poison
Cures the Poison status ailment.

Power Boost
Increases STR by 50 for a short time.

VB Enchant
Gives a VB (Virus Buster) attribute for a short time.

Intelliworm
Decreases INT by 50 for a short time.

Armor 100
Gives one Digimon 100 DEF for a short time.

HP Heal
Restores 30% of maximum HP.

Resist NSo
Increases resistance to NSo (Nightmare Soldier) damage.

DR Drive
Increases offensive power of DR (Dragon's Roar) Digimon.

Double Attack
Lets your Digimon attack twice in a row.

Invisible
Makes you invisible to your enemy.

ImpulseDrink
Swaps your Digimon's anger and tension.

Return Key
Takes you back to DATS HQ.

There are many more items in addition to those listed above. Try to find all of them!

CREDITS

DIGIMON WORLD DATA SQUAD

DEVELOPED BY
BEC

PRODUCED BY
NAMCO BANDAI Games Inc.

Chief Producer
Ryo Mito

Localization Coordinator
Yasu Nishimura

Marketing Coordinator
Seiko Fujisawa
Atsuo Yoshimura

PUBLISHED BY
NAMCO BANDAI Games America Inc.

PRODUCTION
Senior Product Manager
Atsushi Minowa

Localization Specialist
Masahiro Knittel

MARKETING & PR
VP of Sales & Marketing
Andrew Lelchuk

Director, Marketing and PR
Todd Thorson

Associate Product Marketing Manager
Aaron Krause

PR Manager
Arne Cual-Pedroso

Associate PR Manager
Kit Ellis

PR Specialist
Robert Ely

National Sales Manager
Brian Schorr

In-House Counsel
Janna Smith

Director of Operations
Glen A. Cureton

Senior Operations Manager
Jennifer Tersigni

QA and Customer Support Manager
Chuck McFadden

Video/Product Coordinator
Daryle Tumacder

QA Lead
Jesse Bell

Assistant QA Lead
Ronald Nealy

QA Testers
Jonathan Beltran
Luis Castillo
Leticia Duenas
Josh Graves
Pete Griffin
Joseph Loyd
David Moya
Eugene Solomonik
Kevin VanNuland

SPECIAL THANKS
Genichi Ito
Makoto Iwai
Shuji Nakata
Yasu Nishimura
BK Design

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notes

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Having problems getting your game to work properly?
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Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

NAMCO BANDAI Games America Inc.
ATTN: Customer Service
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054

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