

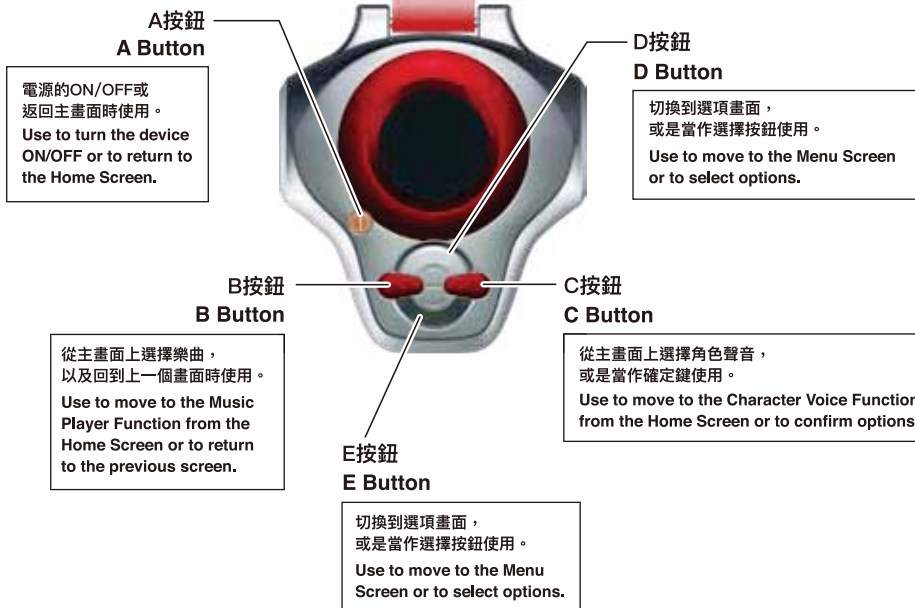
產品內容和各零件名稱

Set Contents and Names of Each Section

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SuperCompleteSelectionAnimation
 D-Ark ver.松田啓人 本體...1
 Super Complete Selection Animation D-Ark
 Ver. TAKATO MATSUDA Main Unit ... 1

【正面】
 [View from the front]



【側面】
 [View from the side]



【背面】
 [View from the back]



SuperCompleteSelectionAnimation
 D-Ark專用數碼獸卡片...10

SuperCompleteSelectionAnimationDedicated Digimon Cards
 for Super Complete Selection Animation D-Ark ...10



Blue Card



Super Evolution Plug-in S



Boost Chip



White Feathers



High Speed Plug-in B



Evolution Plug-in E



Attack Plug-in A



Metal Garurumon



Steel Drill



Power Charger

⚠ 注意 Caution

請購入本產品後務 必閱讀以下注意事項

- 本產品的對象年齡為15歲以上。請不要讓未滿對象年齡的兒童遊玩。
- 使用4號乾電池（另售），請注意不要誤食電池蓋、螺絲等零件。
- 有突起以及尖銳的部分，請在遊戲時以及保管時多加注意。
有可能會發生無法預期的受傷。
- 本產品請勿在醫療機器附近使用。有可能會造成機器故障。
- 本產品請勿在飛機上使用。有可能會造成機器的誤動作而發生事故。
- 本產品的電子零件有一部分有使用磁鐵，有裝置心律調節器時，請勿將產品靠近身體。
- 請勿貼近耳朵時使用本產品。錯誤操作時，有可能傷及聽覺。
- 請勿將手指放入可動部分的間隙。有可能因夾傷而受傷。
- 《因錯誤使用電池會有造成變熱・破裂・電池液漏出的可能。請注意以下的事項》
- 二次電池（可充電式的電池）請絕對不要使用。
- 請不要將舊的電池和新的電池，或是多種類電池混合使用。
- + - （正負極）請正確安裝。
- 遊戲後請一定要將電池取下。若未將電池取下時，有可能會造成電池液漏出的危險。
- 請不要將電池短路，充電，分解，加熱或是放入火中。
- 萬一發生，電池液漏出到眼睛時請立刻用大量的水作清洗後，請立刻就醫。
- 當電池液接觸到皮膚或是衣服時請用水清洗。
- 廢棄的時候，請依照政府的廢棄方法進行。

Dear Customer: Please read the following instructions before using this product.

- This product is intended for ages 15 and up. Please keep it out of reach of children under the target age.
- Be careful not to accidentally swallow the AAA batteries (sold separately), battery cover, and screws.
- Be careful when handling and storing this product as it has sharp and pointed sections to avoid unexpected injuries.
- Do not use this product near medical devices. It may affect the functions of the equipment.
- Do not use this product in aircraft. It may cause devices to malfunction.
- This product uses magnets for certain electronic components. If you are using a pacemaker, be careful not to place this product close to your body.
- Do not use this product near your ears. Doing so may cause hearing loss.
- Do not put your finger in the gaps between moving parts to avoid the risk of injury. <Using the batteries incorrectly may cause them to overheat, rupture, or leak. Please be careful of the following.>
- Never use rechargeable batteries.
- Do not mix old batteries with new ones, or various types of batteries.
- Please set them in the proper + (positive) and - (negative) positions.
- Be sure to remove the batteries after playing with this product. Leaving them in may result in leakage.
- Do not short-circuit, charge, disassemble, heat, or place the batteries in fire.
- If any liquid from the batteries leaks and comes into contact with your eyes, wash your eyes with a large amount of water and consult a doctor. If it comes into contact with your skin or clothes, wash it off with water.
- Please follow the rules and regulations of your municipality when disposing of the batteries.

<使用注意事項>

- 本產品是精密製造的。如果用力過大或掉落，可能造成損壞。
- 本產品由精密電子元件組成。請勿發生摔落，浸水，髒污，以及分解。
另外，請避免在高溫或低溫的地方使用或存放。
- 開封後請立即丟棄塑料包裝材料。
- 請不要將本產品放置在樹脂沙發、床單、瓷磚等上。長時間接觸可能會導致顏色轉移。
- 請勿以不合理的方向拉動或彎曲可動部件或安裝部件。
- 由於產品的特性，部分發音的語調不同，可能會有一些不容易聽清楚的聲音，敬請見諒。
- 請勿將專用數碼獸卡與市售的 IC 卡疊放在一起存放或使用。可能會導致故障。
- 請不要折疊或彎曲卡片或是粗暴操作。此外，請遠離會發出強磁場的設備，例如電視和喇叭。
內置芯片可能會損壞。
- 使用本產品時，在周圍會產生強電波的環境下，專用數碼獸卡可能難以讀取。
另外，請注意，如果附近有金屬等材料，則可能會難以讀取專用數碼獸卡。

<Precautions when using this product>

- This product is made with precision components. Applying excessive force or dropping it may damage the product.
- This product is made with precision components. Do not drop, apply water, contaminate, or disassemble it. Avoid using and storing it in places with high or low temperatures.
- Dispose of the plastic packaging material immediately after opening the product.
- Do not place this product on resin sofas, seats, or tiles. Colors may transfer if you keep it in contact with objects for a long period of time.
- Do not pull or bend the moving parts / attachment parts in unintended directions.
- Please note that some of the pronunciations may have different intonations and may be difficult to hear due to the characteristics of the product.
- Do not store or use the dedicated Digimon Cards with other commercially available IC cards. Doing so may cause malfunctions.
- Do not fold, bend, or handle the cards violently. Do not place the product near devices that emit strong magnetic waves, such as TVs and speakers. Doing so may damage the internal chips.
- This product may have a difficult time when performing card slashes using the dedicated Digimon Cards in environments with strong radio waves. Please note that scans may fail if materials such as metal are nearby.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC CAUTION

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: -Reorient or relocate the receiving antenna. -Increase the separation between the equipment and receiver. -Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. -Consult the dealer or an experienced radio/TV technician for help.

PRODUCT NAME:DIGIMONTOY

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Bandai Namco Toys & Collectibles America Inc.
23 Odyssey
Irvine CA 92618
Tel: 949-553-8800

乾電池安裝方法 ※從產品原始狀態開始。

How to install batteries

*Begin from the state shown in Set Contents.

- ① 取下背蓋。
用手指在本體背面的背蓋凹槽按下後取下。
- ② 取下電池蓋。
②-1 用十字或是一字的螺絲起子取下電池蓋的螺絲，
依照箭頭方向旋轉，
②-2 將電池蓋取下。
- ③ 放入乾電池。
使用2顆4號電池（另售）依照正負的標誌裝入。
- ④ 裝回電池蓋。
將電池蓋的突起部分和本體的凹槽結合，
將電池蓋的螺絲照②-1的相反方向旋轉後關閉。
- ⑤ 裝回背蓋。

※當聲音變小聲不容易聽取，聲音重覆響起等誤動作發生的時候，螢幕畫面上出現電池交換記號的時候，請更換全新的電池。
※長時間沒有使用本產品時請一定要將電池取下。

- *Replace all the batteries with new ones if the sounds become too soft to hear, malfunctions by repeating sounds, or if the Battery Exchange Mark appears on the screen.
- *Remove the batteries from the toy if you do not intend to play with it for a long period of time.



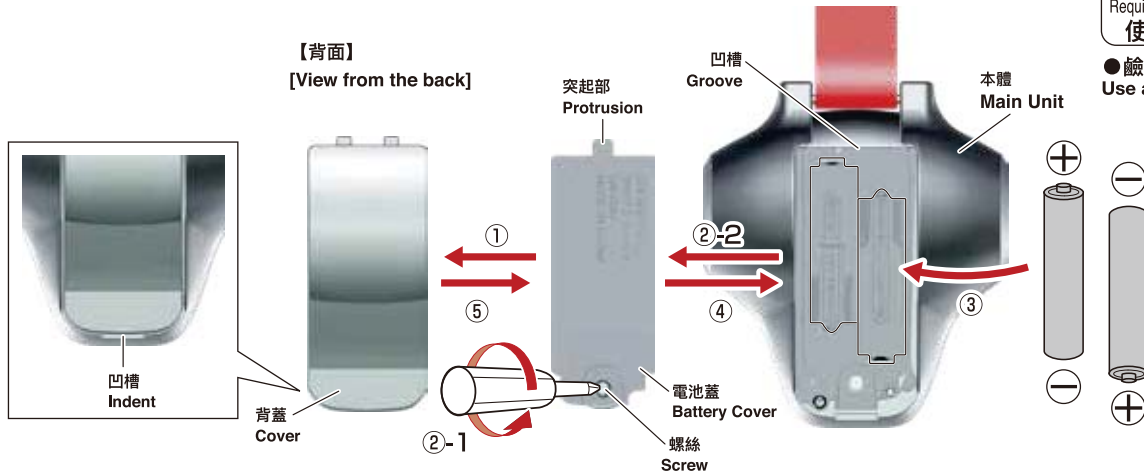
電池交換記號
Battery
Exchange Mark

- ① Remove the cover.
Apply your finger on the indent on the Cover on the back of the Main Unit and remove the Cover.
- ② Remove the Battery Cover.
②-1 Rotate the screw on the Battery Cover in the direction of the arrow using a screwdriver.
②-2 Remove the Battery Cover.
- ③ Install batteries.
Install two AAA batteries (sold separately) in the proper positive ⊕ and negative ⊖ positions.
- ④ Put the Battery Cover back in place.
Match the protrusion on the Battery Cover with the groove on the Main Unit, and rotate the screw on the Battery cover in the opposite direction shown in ②-1.
- ⑤ Put the Cover back in place.

4號電池 ×2
AAA Batteries

Requires two AAA batteries (sold separately)
使用2顆4號電池(另售)

●鹼性電池專用
Use alkaline batteries only



啟動電源的方法

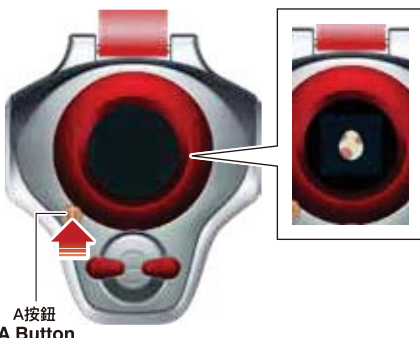
How to turn the device ON

- 按下A按鈕。
→出現螢幕畫面進行啟動。
※啟動中如果長按下A按鈕
會進入休眠狀態。
或是，一定時間內未操作畫面會變暗，
進入休眠狀態。要再次遊戲時，
請再次按下A按鈕後啟動。

Press the A Button.

→The screen will turn on and the device will activate.

*The device will enter Sleep Mode when the A Button is held down while the device is activated. The device's screen will turn dim and it will enter Sleep Mode after a certain amount of time passes without any button inputs. Press the A Button to re-activate it.



※此動畫演出是在第一次啟動時才會發生。將電池交換後再啟動也會有此動畫演出。

*This effect will only play when the device is activated for the first time. It will play again when it is activated after the batteries are exchanged.

選項畫面 ※從主畫面的狀態開始。

Menu Screen *Begin from the Home Screen.

- 按下D按鈕或是E按鈕。
→會轉移到選項畫面，
畫面上會表示「EVOLUTION」。
※每次按下E按鈕時會依照下表格順序
顯示於畫面。
※當④出現在螢幕畫面時按下E按鈕後
畫面會回復到①。
※按下D按鈕會與下表的相反順序顯示於畫面。
※返回主畫面的時候請按下A按鈕或是B按鈕。

Press the D Button or E Button.

→The Menu Screen will appear and the EVOLUTION option will show up.

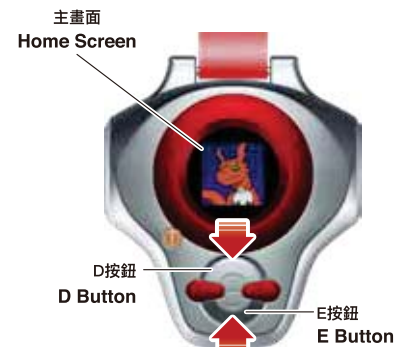
*Options will show up in the order of the chart below every time the E Button is pressed.

*① will reappear when the E Button is pressed while ④ is being shown.

*The options will be shown in the opposite order from the chart below when the D Button is pressed.

*Press the A Button or B Button to return to the Home Screen.

*Press the A Button to return to the Home Screen or the B Button to return to the previous screen.



順序 Order	①	②	③	④
選項畫面 Menu Screen				
	EVOLUTION	DIGIMON EXPLAINED	DIGIMON SEARCH	SETTINGS

EVOLUTION *Begin from the Menu Screen.

數碼獸的進化
Digivolution

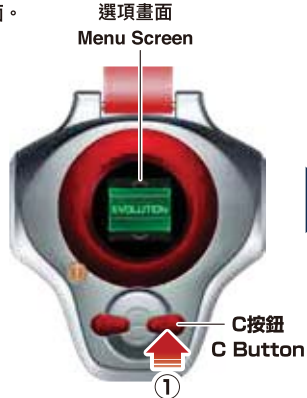
※圖示為「EVOLUTION (CHAMPION)」作為範例說明。
*EVOLUTION (CHAMPION) is used as an example for this diagram.

- ①在「EVOLUTION」的畫面的狀態下按下C按鈕。
- 畫面會轉移到EVOLUTION選項畫面，會顯示「EVOLUTION (CHAMPION)」。
- ※每次按下E按鈕會依照下記表格順序顯示於畫面。
- ※當畫面在⑤的狀態下按下E按鈕後畫面會回復到①。
- ※按下D按鈕會與下表的相反順序顯示於畫面。

※要回到主畫面時請按下A按鈕，要回到前一個畫面時請按下B按鈕。

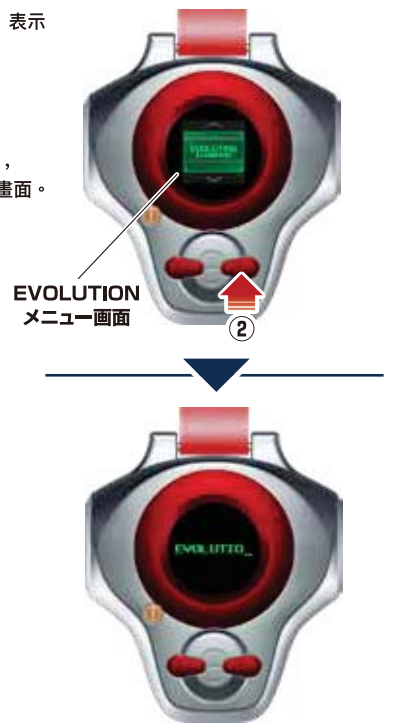
- ① Press the C Button when the EVOLUTION option is being shown.
- EVOLUTION (CHAMPION) will appear.
- *Options will show up in the order of the chart below every time the E Button is pressed.
- *① will reappear when the E Button is pressed while ⑤ is being shown.
- *The options will be shown in the opposite order from the chart below when the D Button is pressed.

*Press the A Button to return to the Home Screen or the B Button to return to the previous screen.



- ②在「EVOLUTION (CHAMPION)」表示的畫面狀態下按下C按鈕。
- 會撥放成熟期進化動畫演出 (SHINING EVOLUTION ver.)。
- 進化動畫演出結束後，主畫面表示的數碼獸會進行進化。
- ※進化動畫演出結束後按下B按鈕或是，C按鈕畫面會回到EVOLUTION選項畫面。
- ※依據其他畫面的動畫演出，請確認以下圖表。

- ② Press the C Button when the EVOLUTION (CHAMPION) option is being shown.
- The Digimon shown in the Home Screen will Digivolve once the Digivolution effect plays.
- *Press the B Button or C Button once the Digivolution effect finishes playing to return to the EVOLUTION Menu Screen.
- *Check the chart below for the effects corresponding to each option.



順序 Order	①	②	③	④	⑤
EVOLUTION 選項畫面 EVOLUTION Menu Screen					
	EVOLUTION (CHAMPION)	EVOLUTION (ULTIMATE)	EVOLUTION (MEGA)	MATRIX EVOLUTION (MEGA)	-RESET-

按下C按鈕。
Press the C Button.

動畫演出 Effect	成熟期進化動畫演出 (SHINING EVOLUTION ver.) CHAMPION Digivolution Effect (SHINING EVOLUTION ver.)	完全體進化動畫演出 (SHINING EVOLUTION ver.) ULTIMATE Digivolution Effect (SHINING EVOLUTION ver.)	究極體進化動畫演出 (SHINING EVOLUTION ver.) MEGA Digivolution Effect (SHINING EVOLUTION ver.)	究極體進化動畫演出 MEGA Digivolution Effect	退化動畫演出 DEGENERATION Effect
數碼獸的狀態 Digimon's State	 成熟期 CHAMPION	 完全體 ULTIMATE	 究極體 MEGA	 究極體 MEGA	 成長期 ROOKIE

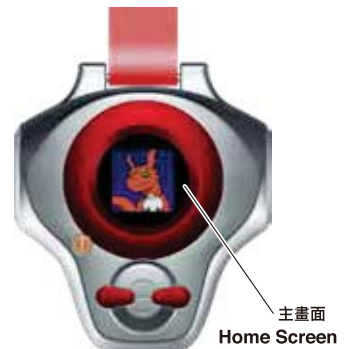
數碼獸的退化
DIGIMON DEGENERATION

※從EVOLUTION選項畫面的狀態下開始。
*Begin from the EVOLUTION Menu Screen.

- 在「-RESET-」的畫面的狀態下按下C按鈕。
- 在主畫面表示的數碼獸會退化到成長期。
- ※主畫面上數碼獸是在成長期的時候，無法進行「數碼獸的退化」。

- Press the C Button when the -RESET- option is being shown.
- The Digimon shown in the Home Screen will degenerate back to its Rookie state.
- *If the Digimon shown in the Home Screen is already in its Rookie state, it cannot degenerate.

EVOLUTION選項畫面
EVOLUTION Menu Screen



數碼獸解說的遊戲指南 (DIGIMON EXPLAINED)

※從主畫面的狀態下開始。 ※以基爾獸的解說遊戲指南為例說明。

DIGIMON EXPLAINED

*Begin from the Menu Screen.

*Guilmon is used as an example for the following steps.

①在「DIGIMON EXPLAINED」畫面的狀態下按下C按鈕。

⇒畫面會轉移到數碼獸的解說畫面，畫面上會表示「基爾獸」。

※每次按下E按鈕時畫面會依照右表的順序顯示。

※當畫面在12的時候按下E按鈕

畫面會回復到①。

※每次按下D按鈕畫面會依照右表的相反順序顯示。

②按下C按鈕。

⇒會發出畫面表示的數碼獸的解說音效。

※要回到主畫面時請按下A按鈕，要回到前一個畫面時請按下B按鈕。

① Press the C Button while DIGIMON EXPLAINED is being shown.

⇒The DIGIMON EXPLAINED Screen will appear and Guilmon will show up.

*Options will show up in the order of the chart on the right every time the E Button is pressed.

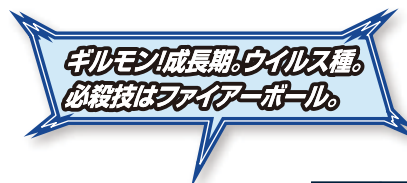
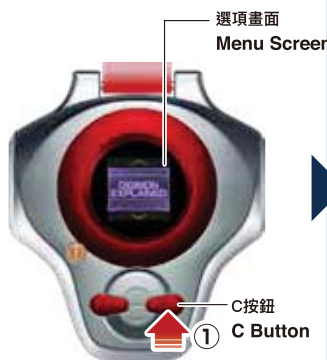
*① will reappear when the E Button is pressed while ② is being shown.

*The options will be shown in the opposite order from the chart on the right every time the D Button is pressed.

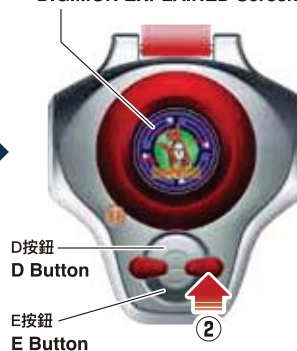
② Press the C Button.

⇒A description sound featuring the Digimon being shown will play.

*Press the A Button to return to the Home Screen or the B Button to return to the previous screen.



數碼獸解說畫面
DIGIMON EXPLAINED Screen



順序 Order	數碼獸 Digimon
①	基爾獸 Guilmon
②	古拉獸 Growlmon
③	大古拉獸 Wargrowlmon
④	紅蓮騎士獸 Gallantmon
⑤	妖狐獸 Renamon
⑥	九尾狐獸 Kyubimon
⑦	祭師獸 Taomon
⑧	沙古牙獸 Sakuyamon
⑨	大耳獸 Terriermon
⑩	加魯哥獸 Gargomon
⑪	拉比獸 Rapidmon
⑫	撒多格杜獸 Megagargomon

尋找數碼獸的遊戲指南 (DIGIMON SEARCH)

※從選項畫面的狀態下開始。

DIGIMON SEARCH

*Begin from the Menu Screen.

在「DIGIMON SEARCH」畫面的狀態下按下C按鈕。

⇒會出現尋找數碼獸的動畫演出，經過一定時間後箭頭會隨機地停止。

※要回到主畫面時請按下A按鈕，要回到前一個畫面時請按下B按鈕。

Press the C Button while DIGIMON SEARCH is being shown.

⇒A Digimon Search Effect will play and the arrow will stop moving after a certain amount of time passes.

*Press the A Button to return to the Home Screen or the B Button to return to the previous screen.



設定 (SETTINGS) ※從選項畫面的狀態下開始。

SETTINGS *Begin from the Menu Screen.

在「SETTING」畫面的狀態下按下C按鈕。

⇒畫面會轉移到設定選項畫面，畫面會表示「DIGIMON DISPLAY」。

※每次按下E按鈕會依照下表的順序表示畫面。 ※當④出現在螢幕畫面時按下E按鈕畫面會回復到①。

※按下D按鈕會與下表的相反順序顯示於畫面。

※要回到主畫面時請按下A按鈕，要回到前一個畫面時請按下B按鈕。

① Press the C Button while SETTINGS is being shown.

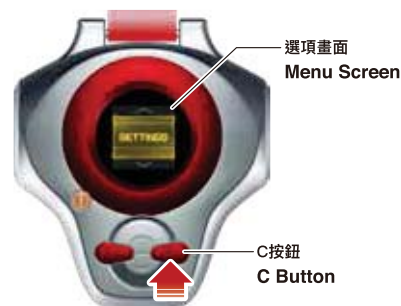
Press the C Button while the Settings Menu Screen is being shown.

*Options will show up in the order of the chart below every time the E Button is pressed.

*① will reappear when the E Button is pressed while ④ is being shown.

*The options will be shown in the opposite order from the chart below when the D Button is pressed.

*Press the A Button to return to the Home Screen or the B Button to return to the previous screen.



順序 Order	①	②	③	④
設定選項畫面 Settings Menu Screen				
設定內容 Settings Contents	可以將主畫面表示的數碼獸隱藏。 The Digimon shown on the Home Screen can be hidden.	可以關閉卡片滑動讀取時TAKATO的聲音。 Takato's Card Slashing voice can be turned off.	可以調整畫面的亮度。 The brightness of the screen can be adjusted.	可以調整D-Ark本體的音量。 The sound volume of the D-Ark Main Unit can be adjusted.

設定的方法

How to change the settings

※以「DIGIMON DISPLAY」為例來說明。 ※其他的設定也可以同樣的方法來進行。

*DIGIMON DISPLAY is used as an example for the following steps. *Follow the same steps when changing the other settings.

①在「DIGIMON DISPLAY」畫面的狀態下按下C按鈕。

→表示畫面將會切換。

②按下D按鈕，或是E按鈕。

→切換ON，OFF。

③按下C按鈕。

→確定目前之設定。

※回復的時候請按下B按鈕。

① Press the C Button when the DIGIMON DISPLAY option is being shown.

→The display on the screen will change.

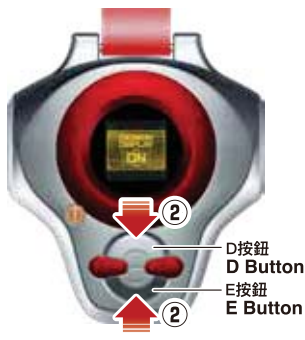
② Press the D Button or E Button.

→ON or OFF can be selected.

③ Press the C Button.

→This will apply the settings.

*Press the B Button to return to the previous screen.



角色聲音撥放的遊戲指南 ※從主畫面的狀態下開始。

Playing Character Sounds *Begin from the Home Screen.

①按下C按鈕。

→畫面上會表示「TAKATO」。

※每次按下E按鈕時畫面會依照下表的順序顯示。

※當畫面在④的時候按下E按鈕畫面會回復到①。

※每次按下D按鈕畫面會依照下表的相反順序顯示。

②在畫面表示「TAKATO」的時候按下C按鈕。

→畫面會表示「台詞號碼」。

※每次按下E按鈕時畫面會依照號碼的順序顯示。

※表示的號碼是依照P6以後的台詞表上的台詞號碼。

③按下C按鈕。

→會發出松田啟人的台詞。

① Press the C Button.

→"TAKATO" will be shown on the screen.

*① will reappear when the E Button is pressed while ④ is being shown.

*The options will be shown in the opposite order from the chart below every time the D Button is pressed.

② Press the C Button while "TAKATO" is shown on the screen.

→A Dialogue Number will be shown on the screen.

*Dialogue Numbers will be shown in the order when the E Button is pressed.

*The numbers correspond to the Dialogue Numbers in the Dialogue Chart that starts on Page 6.

③ Press the C Button.

→Takato Matsuda's dialogue will play.

*Press the A Button to return to the Home Screen or the B Button to return to the previous screen.

※要回到主畫面時請按下A按鈕，
要回到前一個畫面時請按下B按鈕。



順序 Order	聲音撥放畫面 Character Sound Playing Screen	聲音內容 Sound Contents
①	TAKATO	可以發出松田啟人的角色聲音。 Takato Matsuda's character sounds can be played.
②	DIGIMON	可以發出主畫面上表示的數碼獸的角色聲音。 The character sounds of the Digimon shown on the Home Screen can be played.
③	CULLMON	可以發出古樂獸的角色聲音。 Cullmon's character sounds can be played.
④	TAKATO&GUILMON	可以發出松田啟人和基爾獸的互相聲援的聲音。 Takato Matsuda and Guilmon's conversation sounds can be played.

樂曲撥放的遊戲指南 ※從主畫面的狀態開始。

Playing Music *Begin from the Home Screen.

樂曲撥放方法 How to play music

①按下B按鈕。

⇒畫面上會表示「The Biggest Dreamer(TV size)」。
※每次按下E按鈕時畫面會依照下表的順序顯示。
※當畫面在⑥的時候按下E按鈕畫面會回復到①。
※每次按下D按鈕畫面會依照下表的相反順序顯示。

※要回到主畫面時請按下A按鈕，
要回到前一個畫面時請按下B按鈕。

① Press the B Button.

⇒The Biggest Dreamer (TV) Size Screen will show up.

*Options will show up in the order of the chart below every time the E Button is pressed.

*① will reappear when the E Button is pressed while ⑥ is being shown.

*The options will be shown in the opposite order from the chart below every time the D Button is pressed.

*Press the A Button to return to the Home Screen or the B Button to return to the previous screen.

順序 Order	樂曲名 Song Name
①	The Biggest Dreamer (TV size)
②	SLASH!!
③	EVO
④	One Vision
⑤	One Vision (DUKEMON MATRIX EVOLUTION VERSION)
⑥	3 Primary Colors



②按下C按鈕。

⇒The Biggest Dreamer(TV size) 會進行撥放。

② Press the C Button.

⇒The Biggest Dreamer (TV size) will play.



樂曲的停止方法

How to stop music

在樂曲撥放畫面的狀態下按下C按鈕。

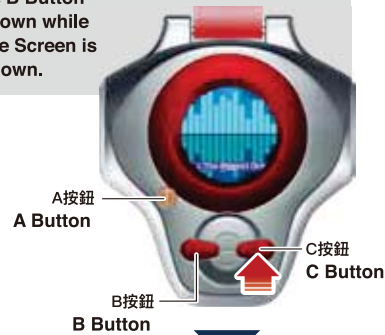
⇒停止撥放樂曲。

在樂曲撥放的時候進行其他操作的時候，
請按下A按鈕或是B按鈕回到主畫面。
在主畫面的狀態下長按下B按鈕，
可以停止撥放中的樂曲。

Press the C Button while the Music Playing Screen is being shown.

⇒The song will stop playing.

Press the A Button or B Button to return to the Home Screen and use other functions while playing music. The music will stop playing once the B Button is held down while the Home Screen is being shown.



卡片滑動讀取的遊戲指南 ※從主畫面的狀態下開始。 ※在樂曲沒有撥放的狀態下開始。

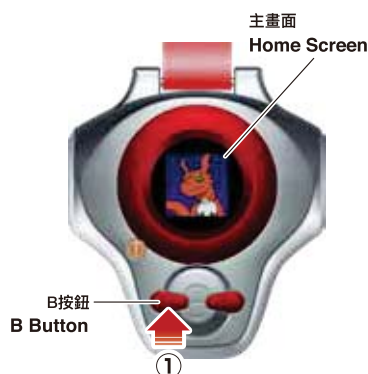
Card Slashing *Begin from the Home Screen. *Begin when music is not being played.

①長按B按鈕。

⇒切換畫面，會發出SE，會響起樂曲「SLASH!!」。

① Hold down the B Button.

⇒The display on the screen will change, a sound effect will play, and the SLASH!! Song will play.



②當SE撥放結束將數碼獸卡片慢慢地在D-Ark側面的卡片讀取區中滑動。

⇒將會撥放動畫以及發出音效。

※卡片滑動的方向從上往下或是由下往上皆可操作。

※當主畫面表示的狀態下，也可以進行卡片滑動讀取的遊戲。

※當SE發出時，無法進行卡片滑動讀取。

※要結束遊戲的時候請按下A按鈕或是B按鈕。

② Once the sound effect finishes playing, carefully scan a dedicated Digimon Card using the Card Slashing Section on the side of the D-Ark.

⇒An animation and sound will play.

*Cards can be scanned from both the top or bottom.

*Card Slashes can be performed even when the Home Screen is being shown.

*Cards cannot be scanned when the sound effect is playing.

*Press the A Button or B Button to stop playing with this function.



【側面】
[View from the side]
卡片讀取區
Card Slashing Section



專用數碼獸卡片
Dedicated Digimon Card



Super Evolution Plug-in S



Blue Card



Boost Chip



White Feathers



High Speed Plug-in B



Evolution Plug-in E



Attack Plug-in A



Metal Garurumon



Steel Drill



Power Charger

②將卡片進行滑動讀取。

② Scan a card.

動畫
Animation

成熟期進化動畫演出
CHAMPION Digivolution Effect

完全體進化動畫演出
ULTIMATE Digivolution Effect

個別的聲音
Individual Sounds

卡片滑動方法的注意點

Precautions when using the Card Slashing Section

- 卡片不要於重疊的狀況下滑動。
- Do not stack multiple cards when performing card slashes.



- 當其他卡片也在本體附近時，請不要將卡片進行滑動讀取。
- Do not place cards near the Main Unit when performing card slashes.



- 請不要將卡片固定在卡片讀取區。

- Do not leave cards within the Card Slashing Section.



【側面】
[View from the side]



卡片讀取區
Card Slashing Section