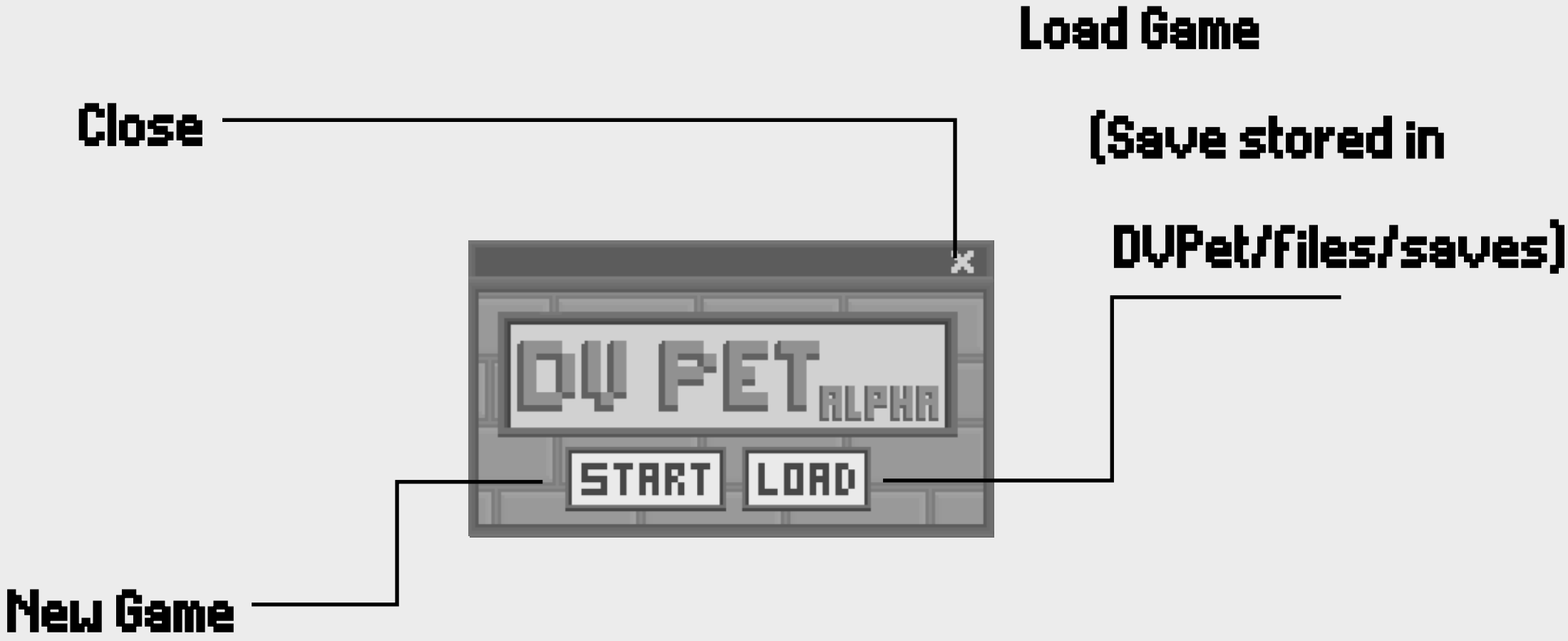
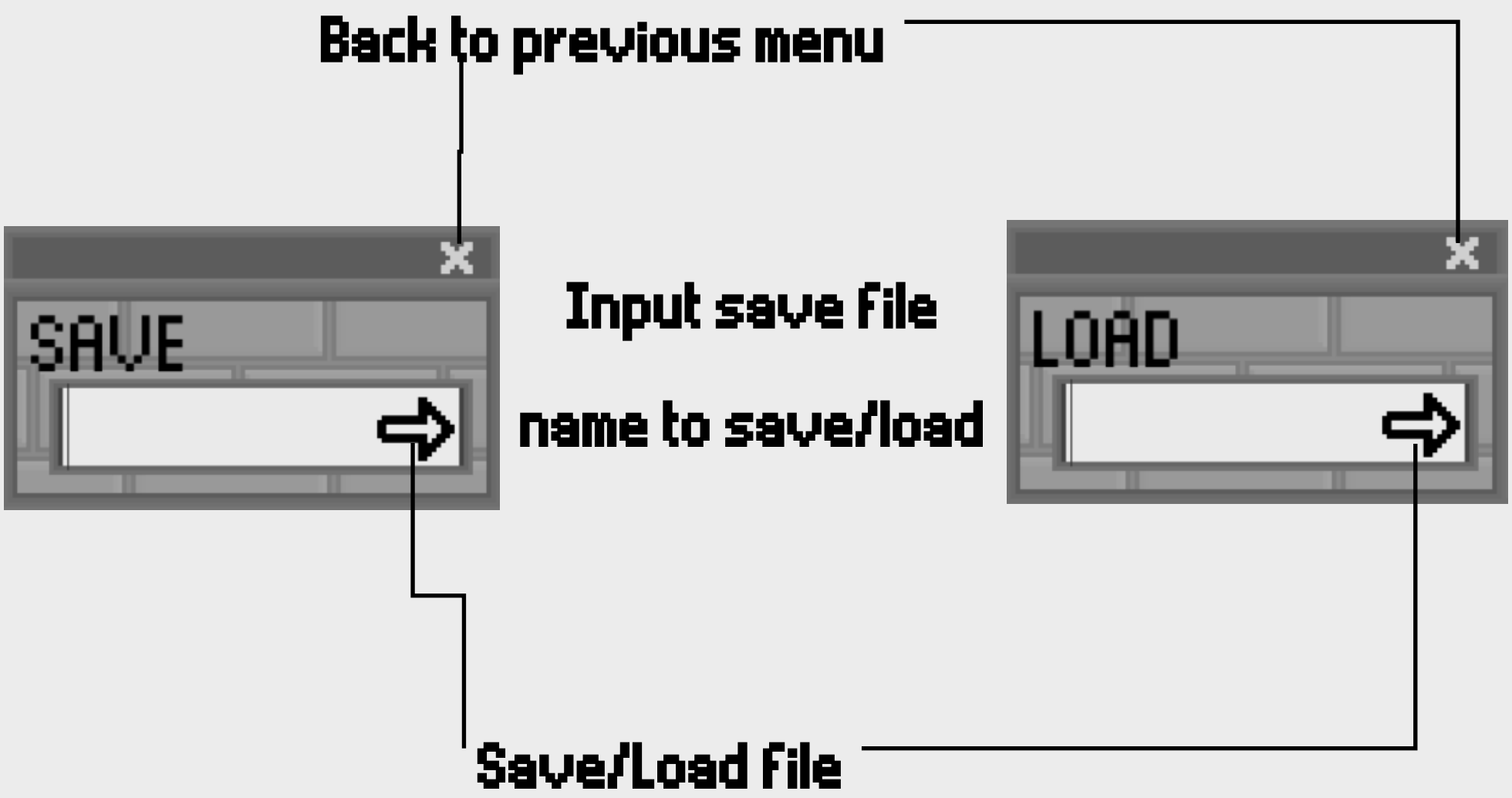
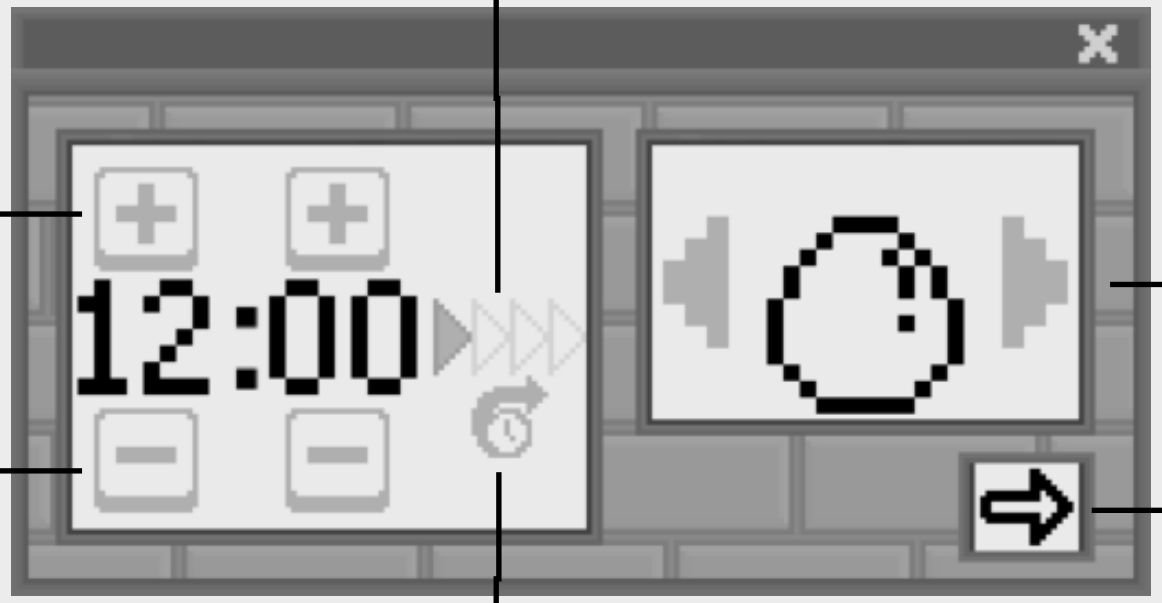

Close
Load Game
(Save stored in
DVPet/files/saves)
DV PET ALPHA
START
LOAD
New Game


Back to previous menu
SAVE
Input save file
name to save/load
LOAD
Save/Load file

Clock Speed (Seconds)

Real Time x 5

x 10 x 25



Inc/Dec

Hour : Minute

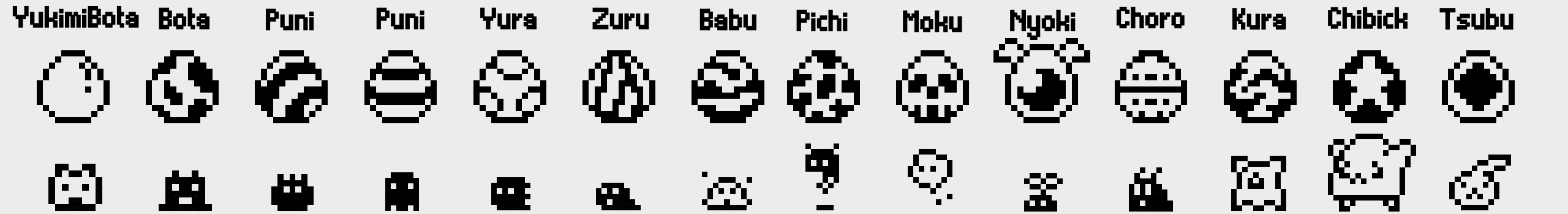
Choose Egg

Enter save name

& Start

Enable Time Skip

Digitama

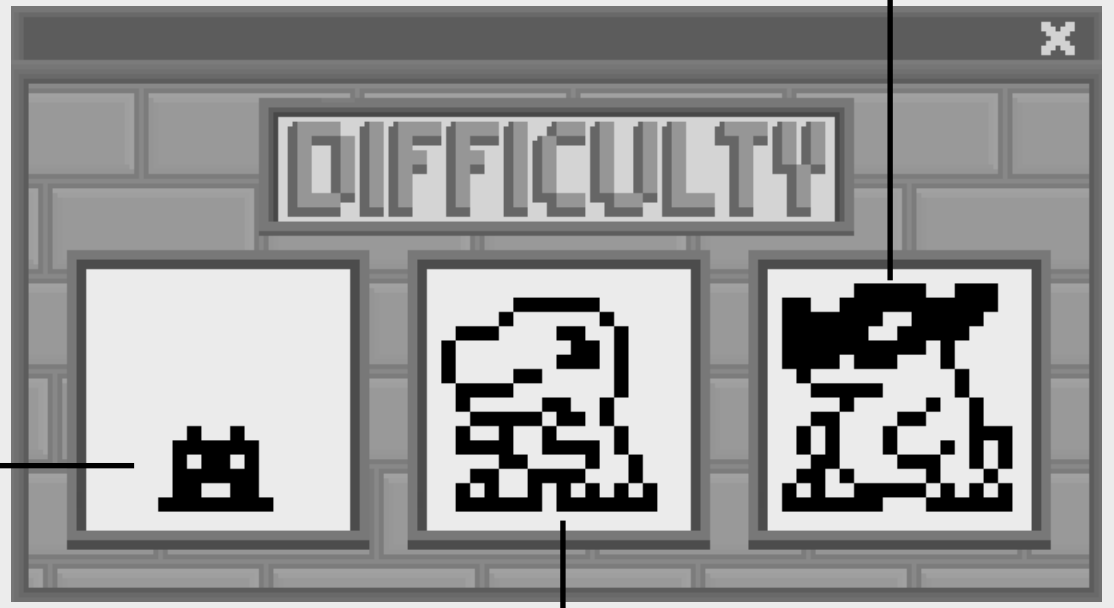

YukimiBota
Bota
Puni
Puni
Yura
Zuru
Babu
Pichi
Moku
Nyoki
Choro
Kura
Chibick
Tsubu


Pururu
Jyari
Dodo
Putti
Kii
Doki
Chibo
Datiri
ChibiKiwi
Keto
Leaf
Pafu
Pao
Petit


Popo
Pupu
Bomm
Pusu
Puwa
Rele
Saku
Zeri
Coco
Fufu
Cotsuco
Algo
Bomb
Cari

Easy

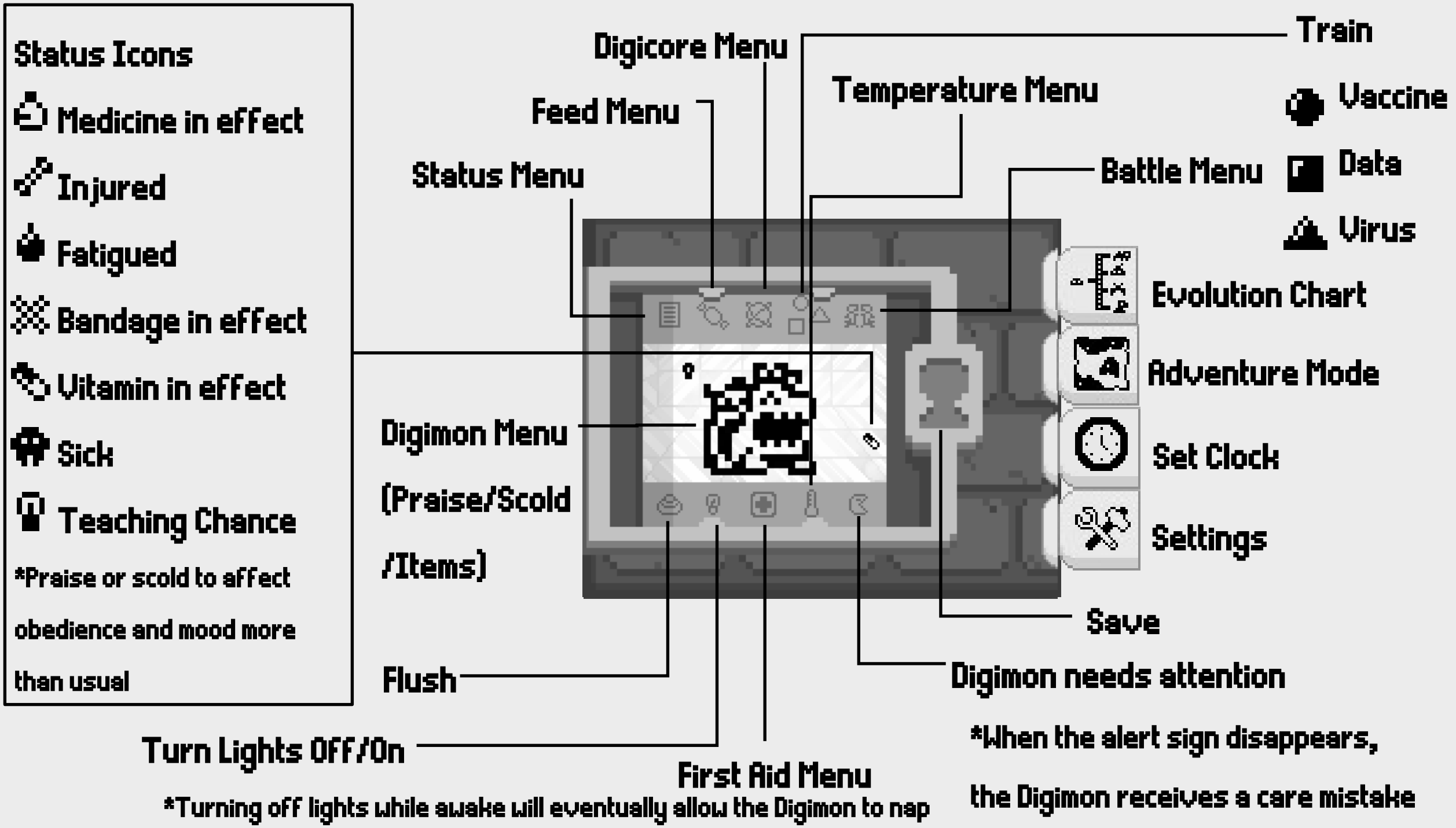
- Start with habitat
- No fatigue
- No refusing
- Short injury/illness
- Weaker in PvP
- Jogress optional

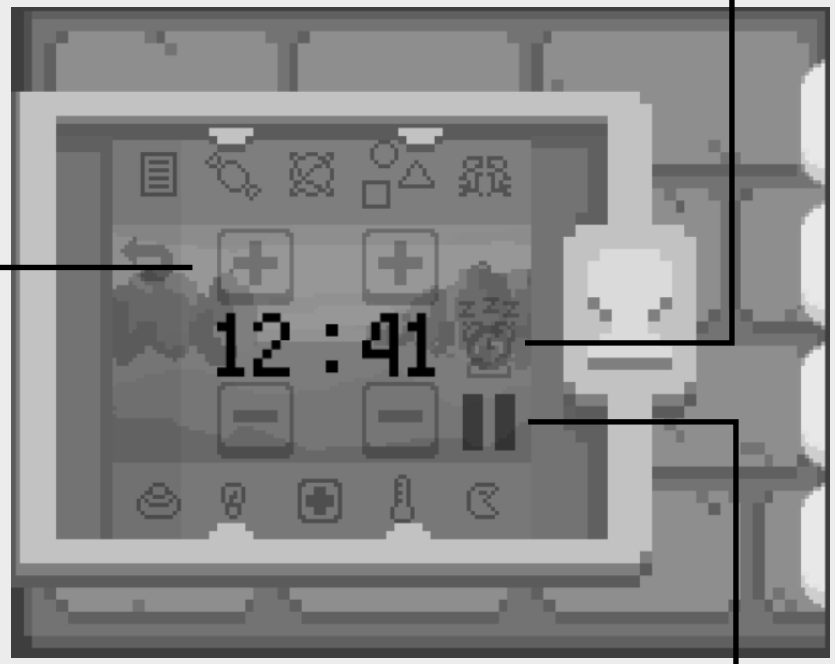


Normal

Hard

- Stronger in PvP
- Significantly more difficult than Normal


Status Icons
Medicine in effect
Injured
Fatigued
Bandage in effect
Vitamin in effect
Sick
Teaching Chance
*Praise or scold to affect obedience and mood more than usual
Digicore Menu
Feed Menu
Status Menu
Temperature Menu
Train
Vaccine
Data
Virus
Battle Menu
Evolution Chart
Adventure Mode
Set Clock
Settings
Digimon Menu (Praise/Scold /Items)
Save
Digimon needs attention
*When the alert sign disappears, the Digimon receives a care mistake
Flush
Turn Lights OFF/On
First Aid Menu
*Turning off lights while awake will eventually allow the Digimon to nap



Change hour/minutes

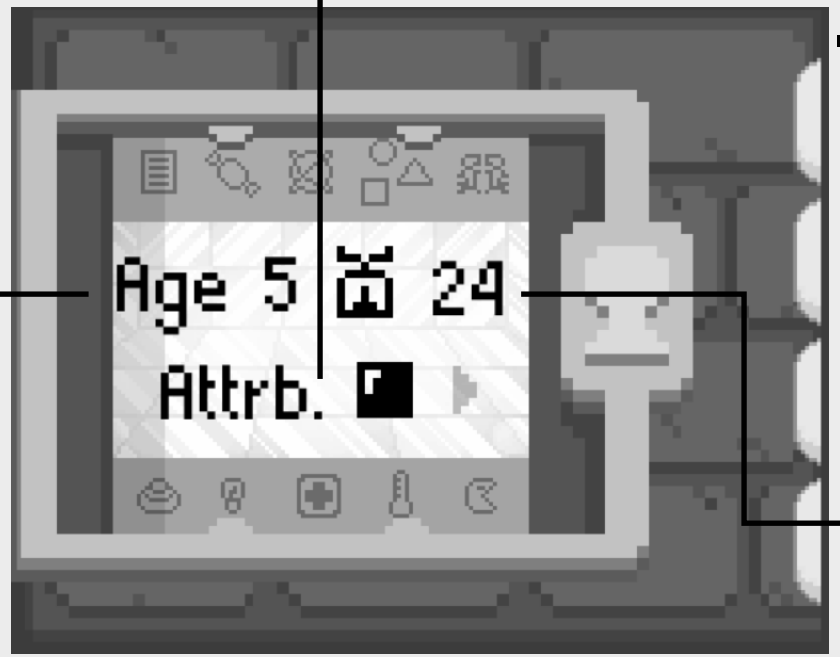
*Changing time more than once in a day will flag the save file as modified for the purposes of battles online

Set sleep alarm

*Setting alarm will cause lights to turn off and stay off until turned back on manually

Pause game

*Not available if time skip is enabled



Attribute / Field/ Element

Vaccine

Data

Virus

*Train in own attribute while happy to increase stats more

Age (Days)

*Evolution

Fresh: 6 hours

In-Training: 18 hours

Rookie: 3 days

Champion: 3 days

Ultimate: 3 days

Mega: 3 days

Weight

Normal

Over

Under

*Under/Overweight increases risk of injury

Virus Busters

Metal Empire

Dragon's Roar

Jungle Troopers

Deep Savers

Nightmare Soldiers

Wind Guardians

Nature Spirits

Dark Area

None

Fire

Light

Ice

Wind

Thunder

Earth

Water

Wood

Steel

Dark

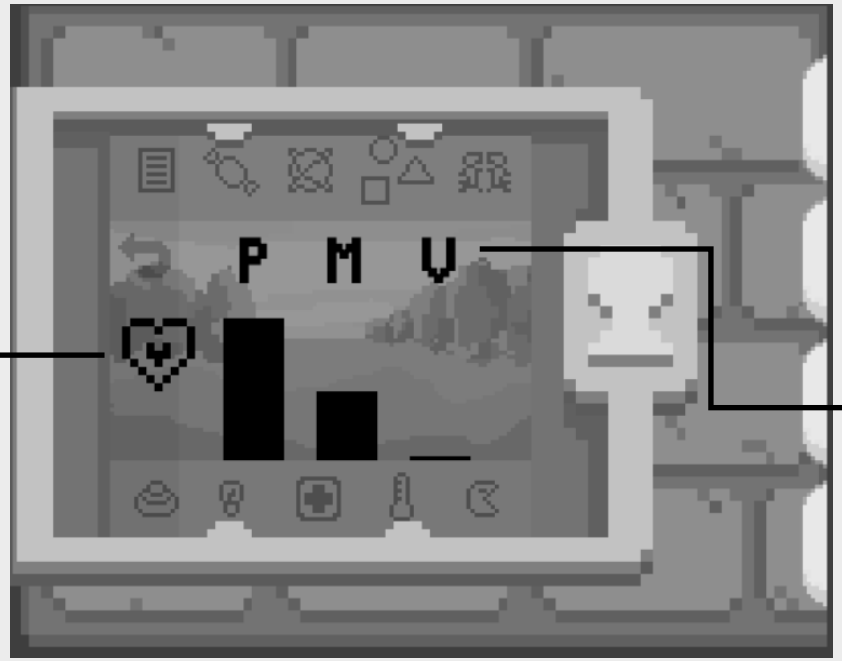


Hunger

Nutrition

How much the Digimon can eat before overeating

A full heart shows that all nutrients are high enough



Nutrition

*Proteins, Minerals, and Vitamins must all be high enough to decrease sickness and injury length, any decrease to lifespan, and fatigue chance



Strength

*The Digimon will look more tired at higher strength and can become fatigued if it reaches the max

Strength Max

Energy

*Falling below 0 energy can cause fatigue

and increase risk of injury



Mood

Happy

Unhappy

... Neutral

Battle Recovery

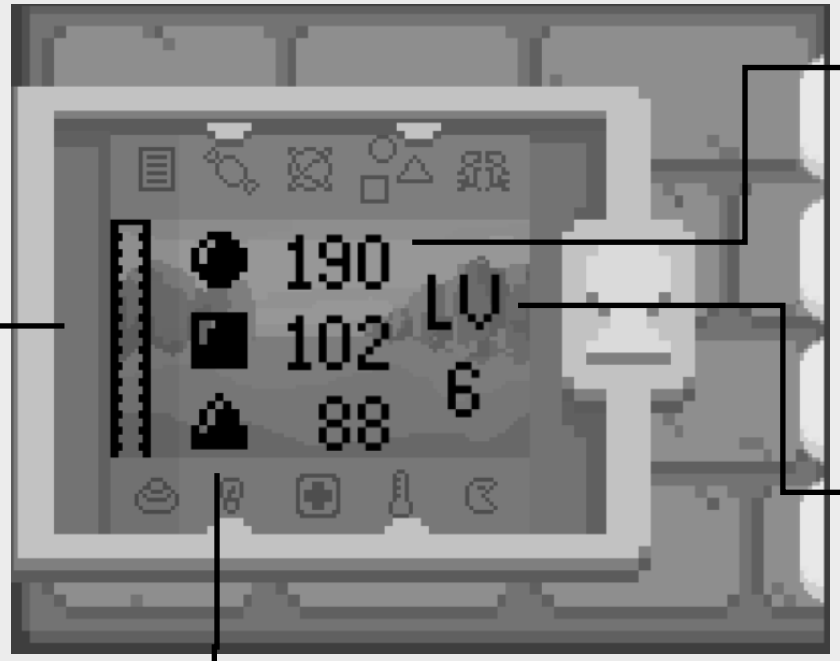
Recovered

Unrecovered

Tiredness

Awake - Asleep

*Digimon will start with less health in battle if unrecovered



Attribute Power

Health Points

Click to see progress

to next Health Point

(Max 30)

Digimon Level

*Increases with

more attribute

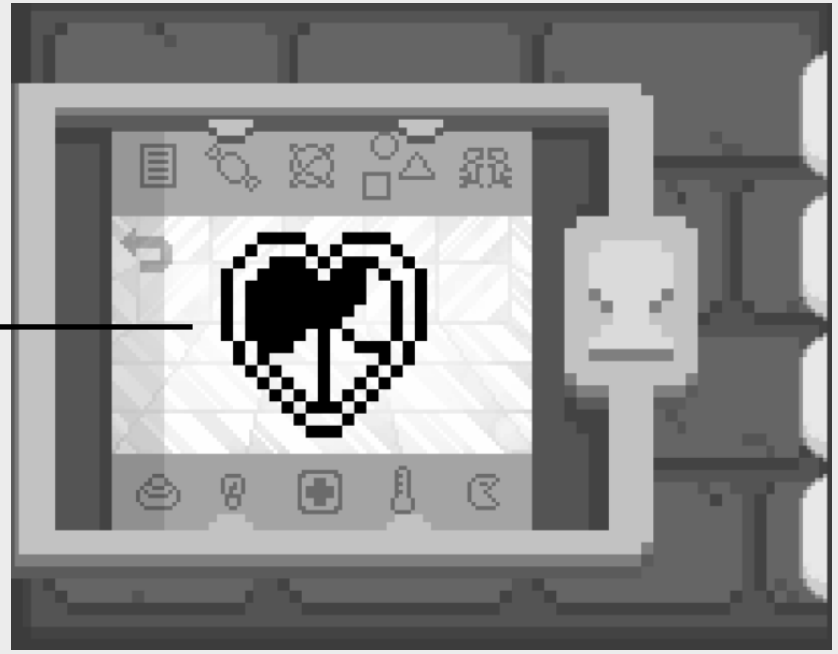
power and HP

Click icon for attack details

Progress to next

Health Point

*Win battles to increase





Battles

Win rate

Record of battles won based on opponent's level

Bits

Personality

*Affects activity level, appetite, mood, and obedience



Obedience

Favorite Time

*Training during this time has a chance of recovering energy if the Digimon has good nutrition

Favorite Food

*Increases more mood

Favorite Attribute

*Increases more mood

Morning

Day

Night

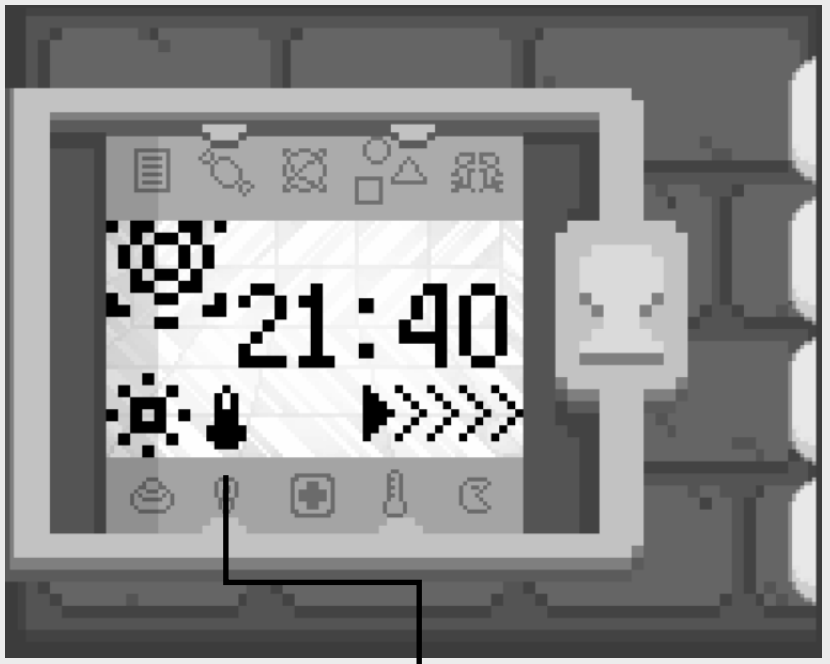
Season

Spring

Summer

Autumn

Winter



Time (24 hr)

Seconds

(10 per tic)

Temperature

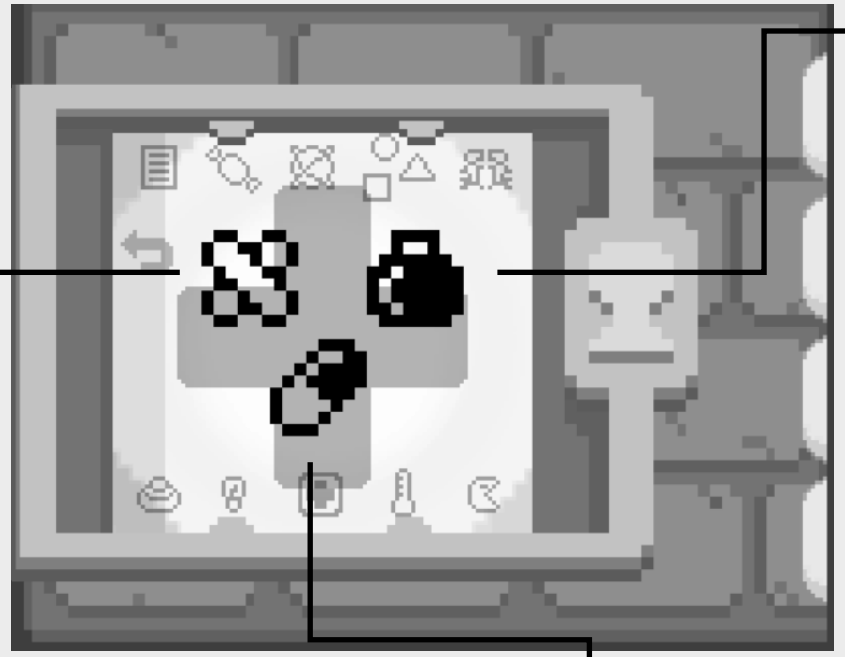
0 - 10

11 - 32

33 - 66

67 - 90

90 - 100



Bandage

*Applying and reapplying when it wears off will decrease length of injury

Medicine

*Applying and reapplying when it wears off will decrease length of illness

Vitamin

* Decreases chance of injury and increases energy.

Chance of sickness if fed too often

Praise

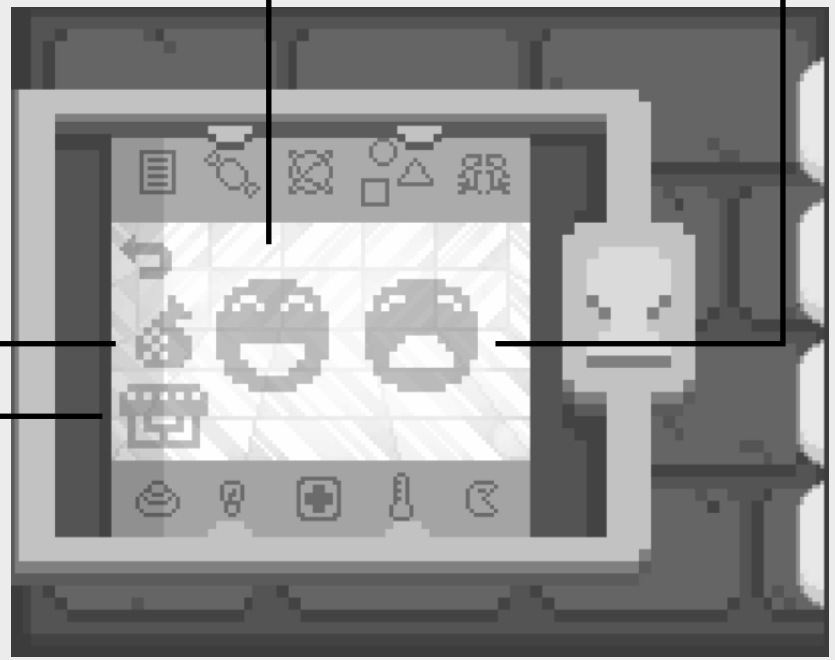
Scold

Item/Habitat

Inventory

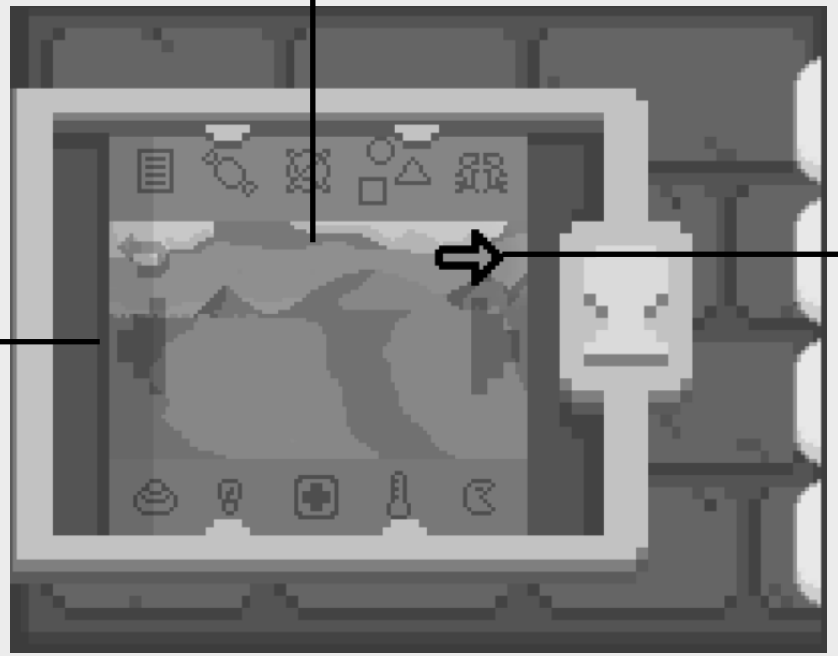
Item/Habitat

Shop



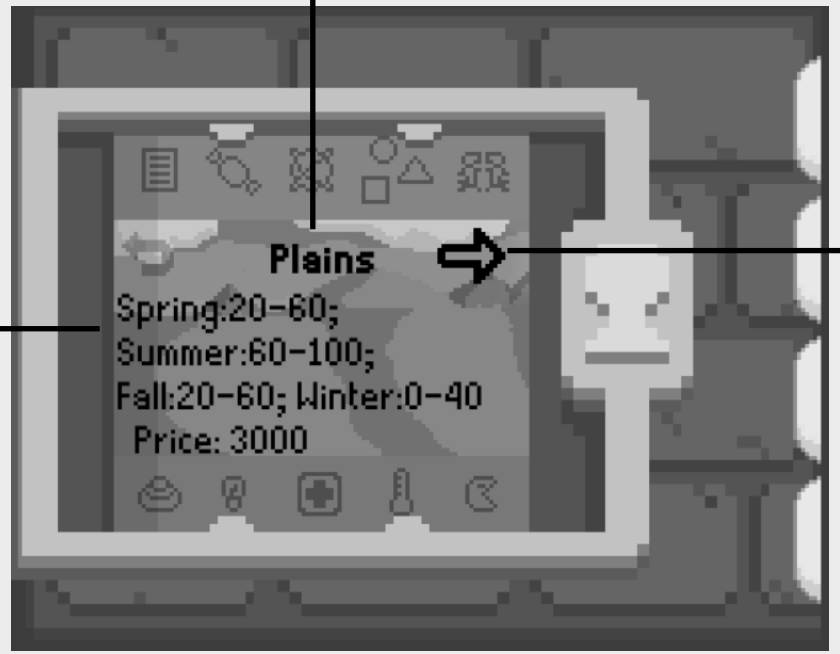
Selected Habitat

Cycle available Habitats



Habitat details

Habitat name



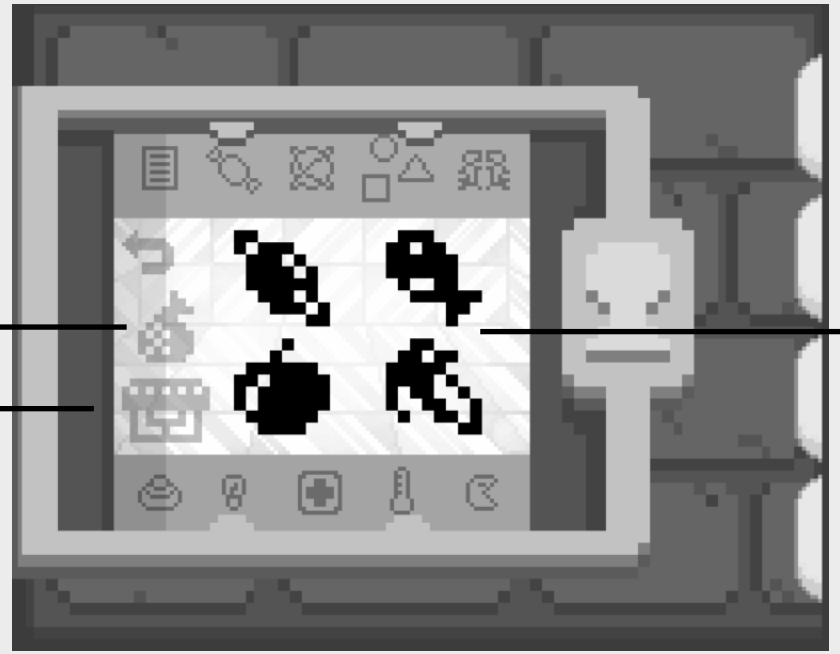
Habitat description

*Lists temperature range by season and habitat's price

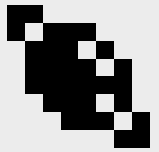
Purchase

Food Inventory

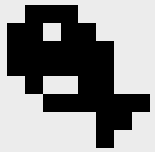
Food Shop



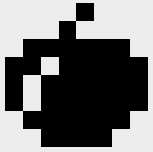
Click to Feed



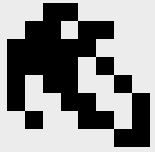
Increases more weight and increases happiness and decreases stress



Decreases stress



Increases mood and decreases obedience



Decreases mood and increases obedience

Food/Item

Name+Description

in Inventory

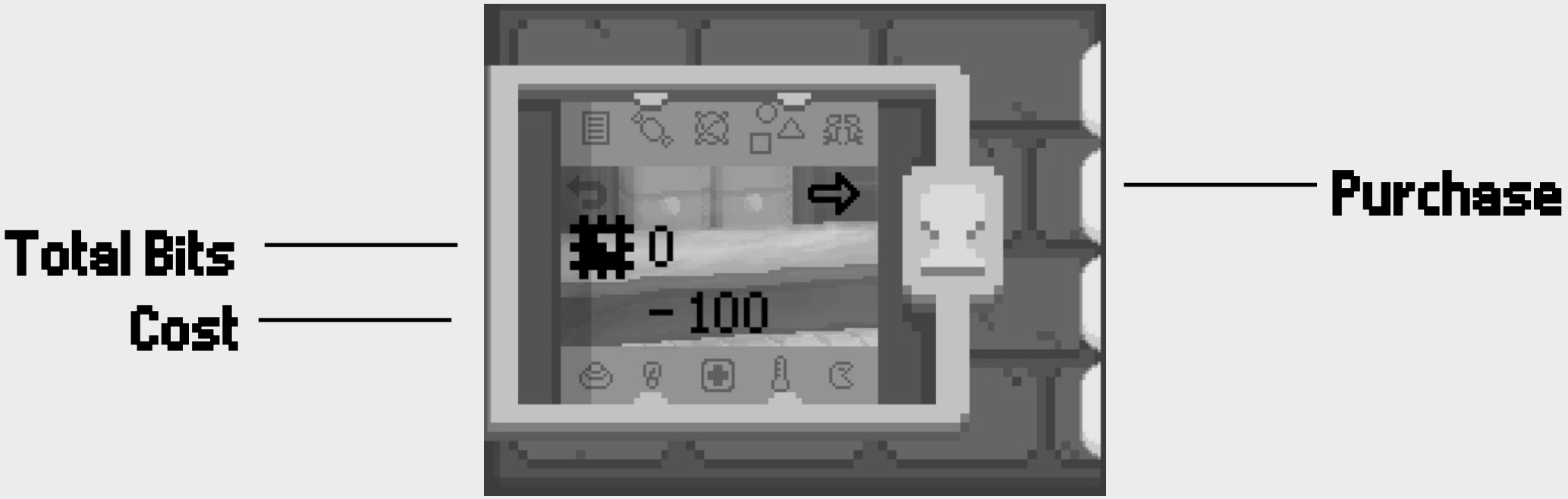


Click to

Use/Purchase

Food

nutrients


Total Bits
Cost
0
-100
Purchase

Digicore Menu



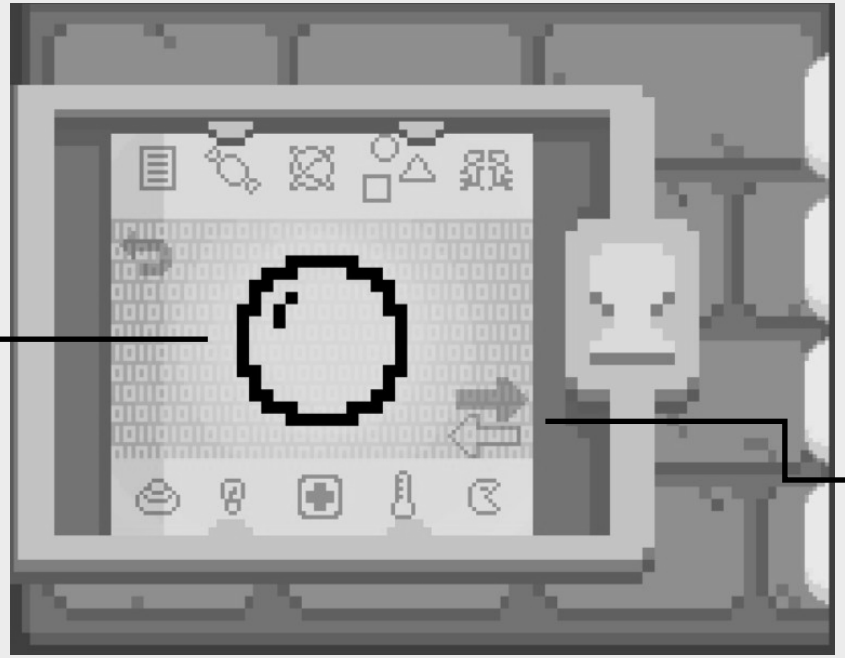
Evolution Items

*Cost 16 energy to use and must fulfill requirements of item's related evolution

DNA Accel submenus

Digicore

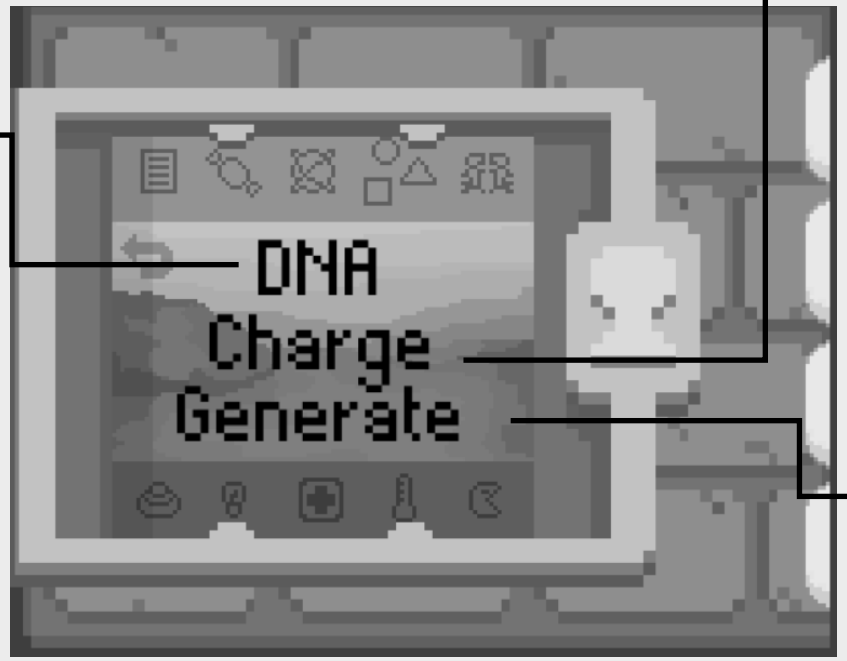
Click to view a silhouette of the Digimon's next evolution



Mode Change

*Costs 1 energy

*Animation speed of the core increases the closer to evolution and decreases the closer to death



DNA used

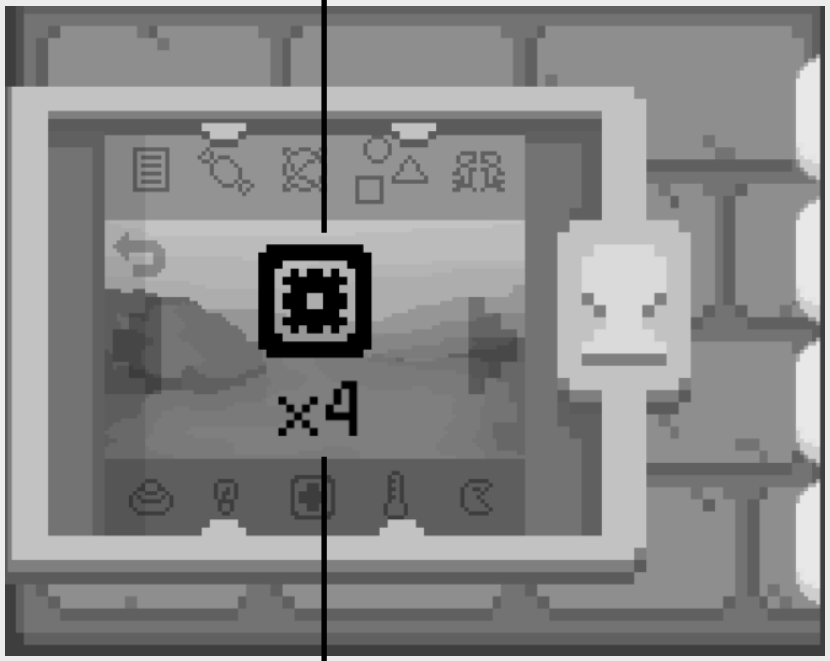
Use DNA

*Small chance of sickness and increases stress

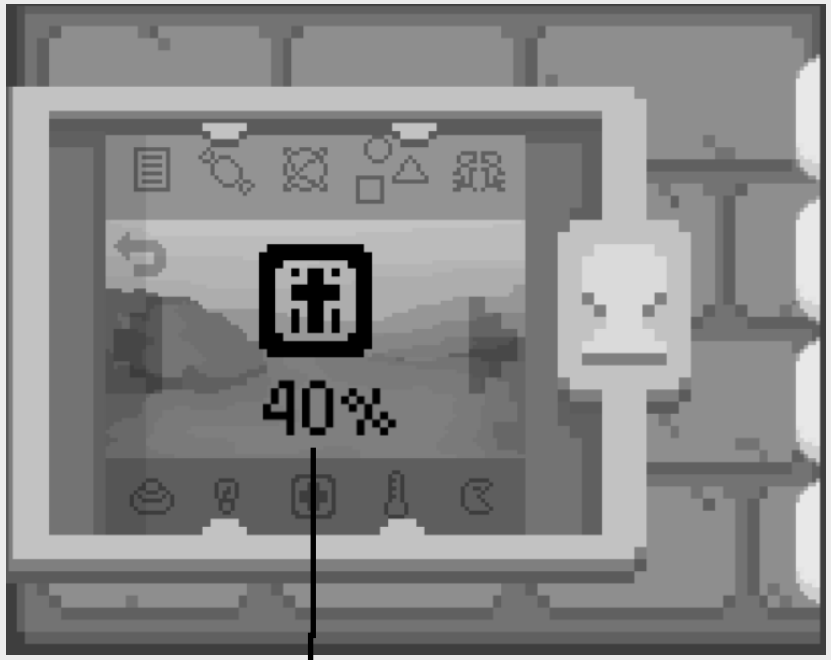
Generate DNA

*Costs 1 Bit

Click to use DNA



Number of DNA in possession

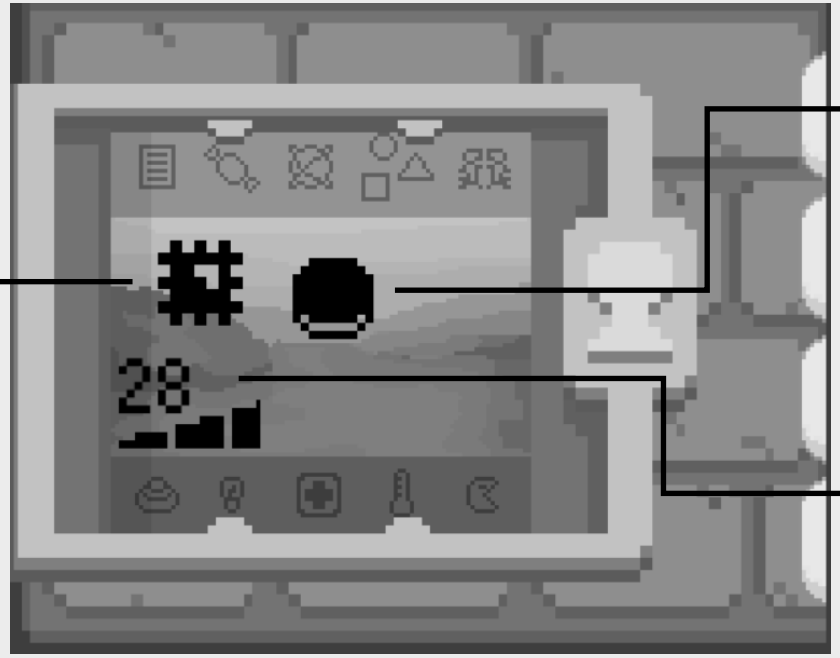


Distribution of current DNA

(e.g. 40% of the DNA used so far is Holy DNA)

Current DNA

Generating



Press to

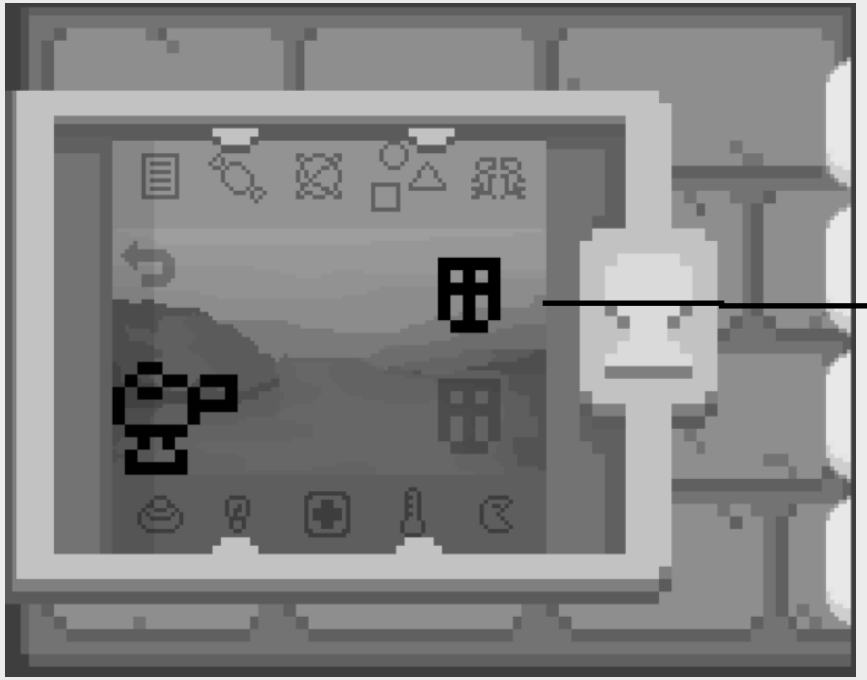
change DNA

Click rate



Hit enough

times to win

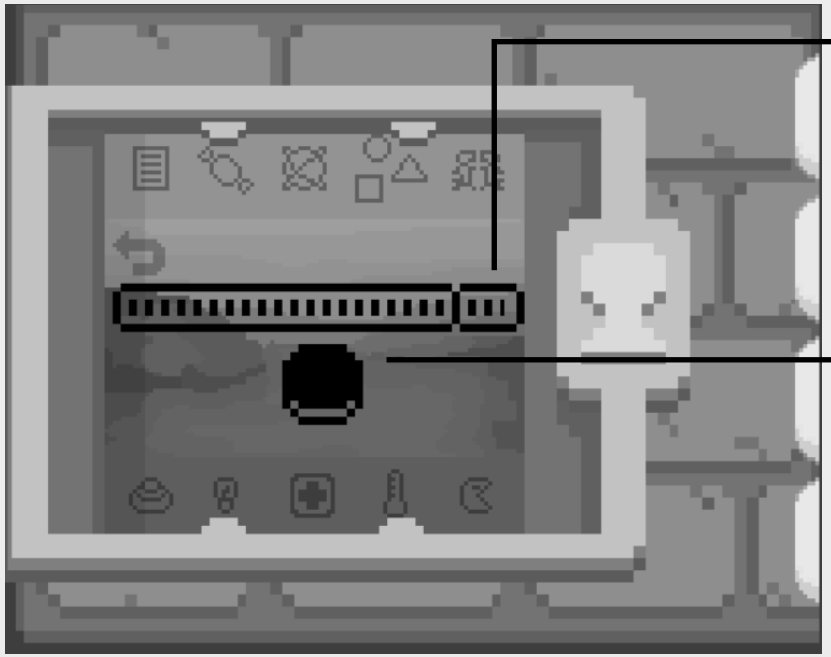


Click the shield

the cannon is

facing to block

the attack



Hit when the

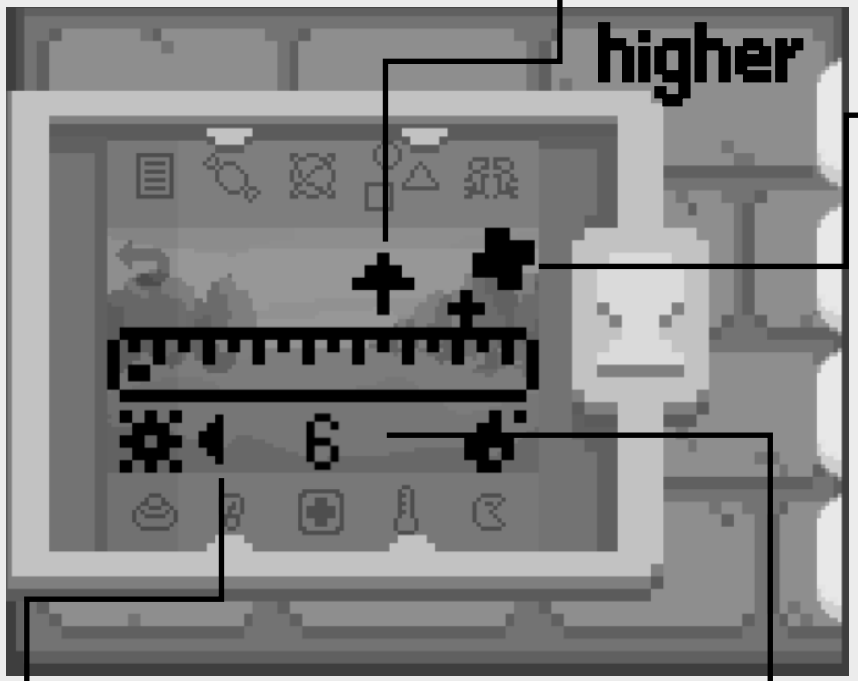
bar is in this

range to win

Temperature needs to be higher

Digimon's opinion of temperature

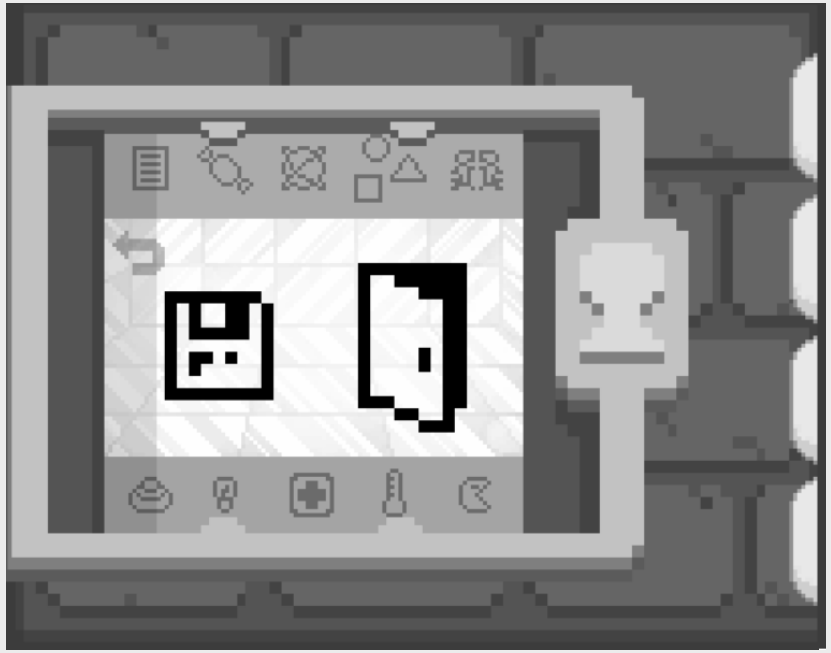
Click and drag to change temperature over time



Temperature is decreasing to player's chosen setting

Current Temperature

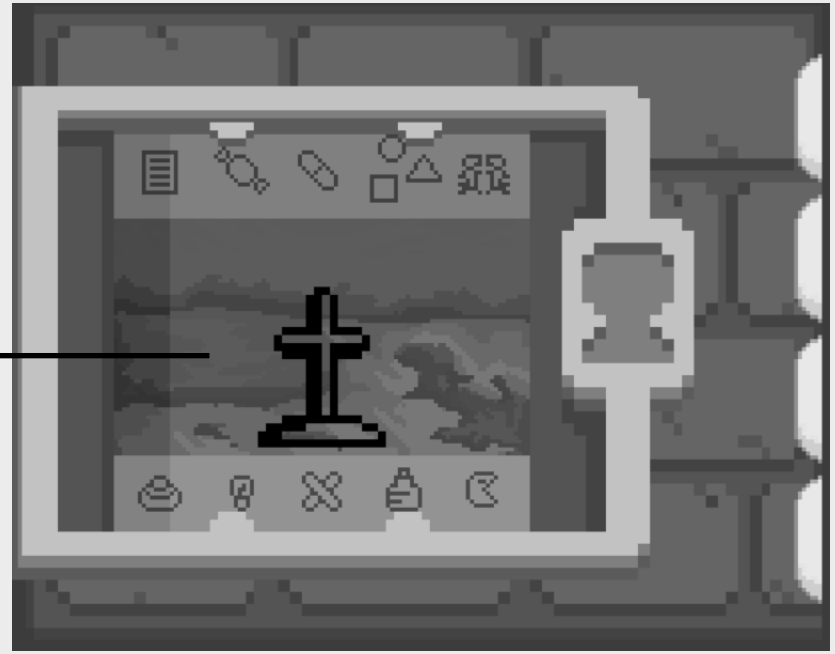
Save



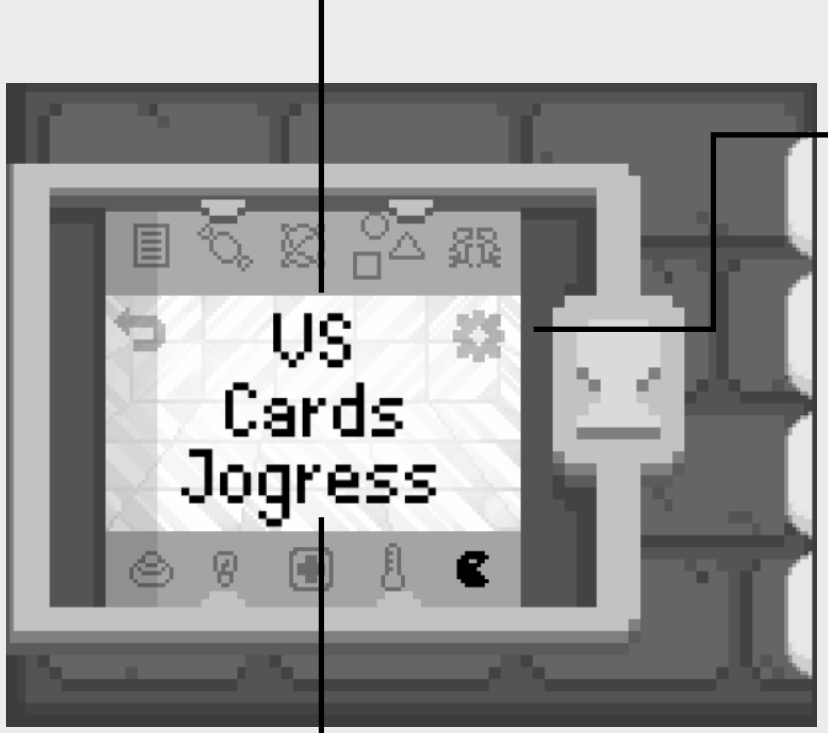
Save & Quit

Click to Restart

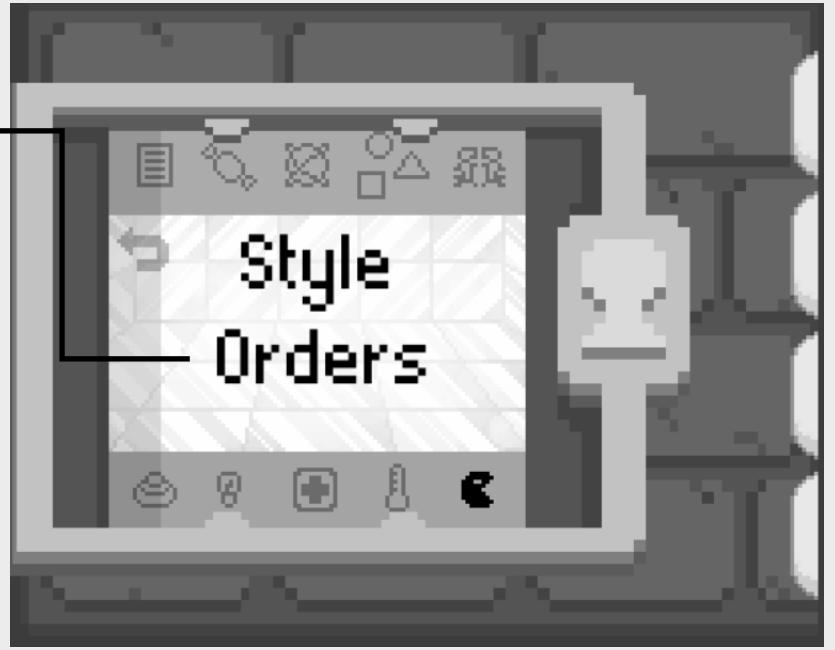
& Choose New Egg



Battle related submenus



Choose Battle Style (Give orders/Digimon chooses attack)



Connect/Host Jogress Evolution

*Jogress costs 16 energy. Host Digimon will decide the evolution. The Jogress will succeed if the Connector also fulfills the requirements for that evolution.

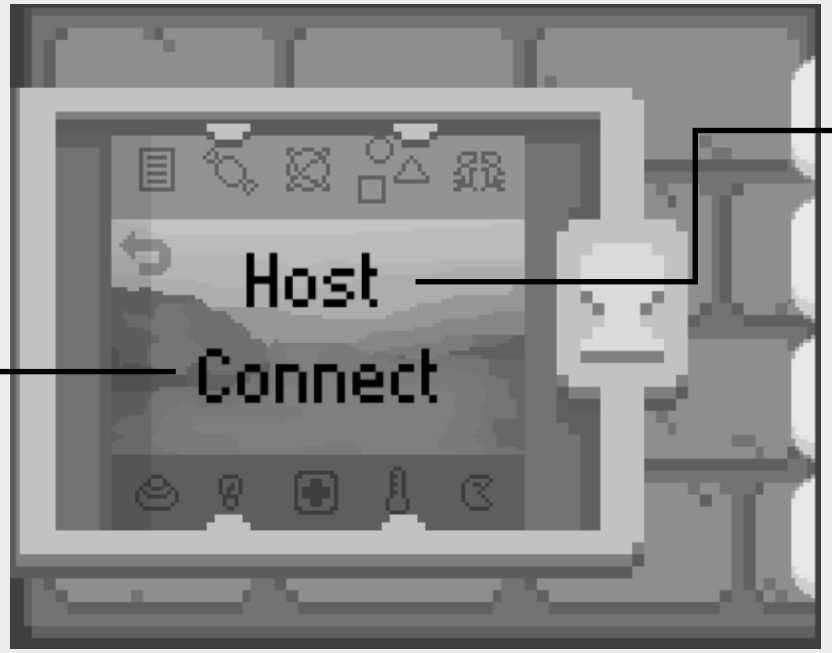


Host/Connect a PvP battle

Tournament submenus

Practice battle

*Requires less energy than a normal battle and doesn't affect win rate or battle count. Health Points can still be earned under the normal conditions



Connect to Host's IP address

Host Battle/Jogress on port 1025 (configurable in config file)



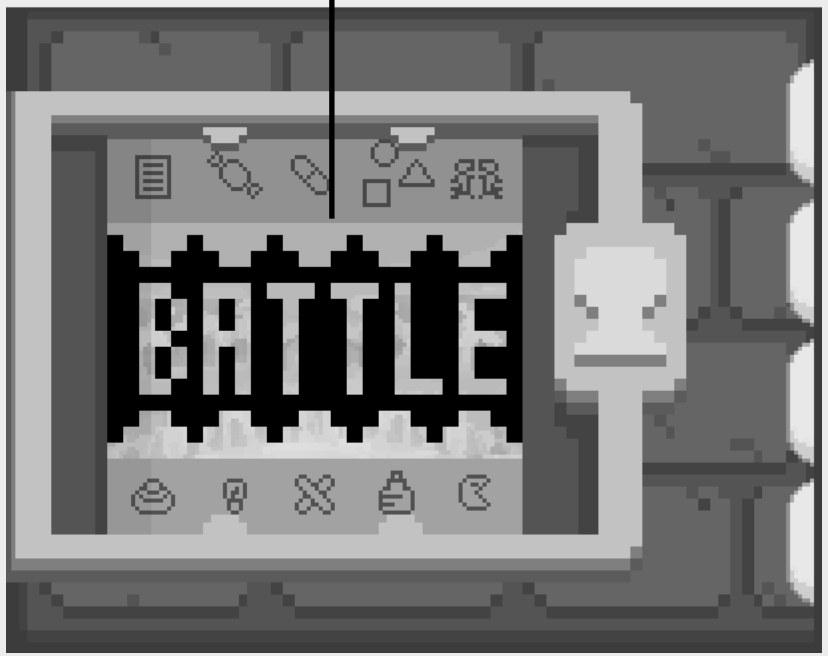
*Enter the default loopback IP to connect with another Digimon on your computer

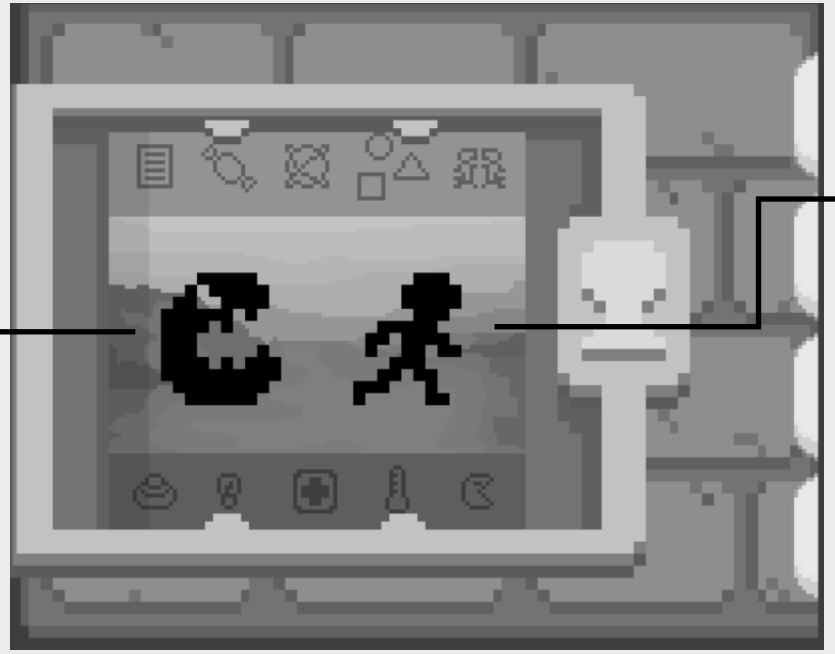
Click to start Battle

Adventure Encounter

Tournament Round

Multiplayer (Connector)



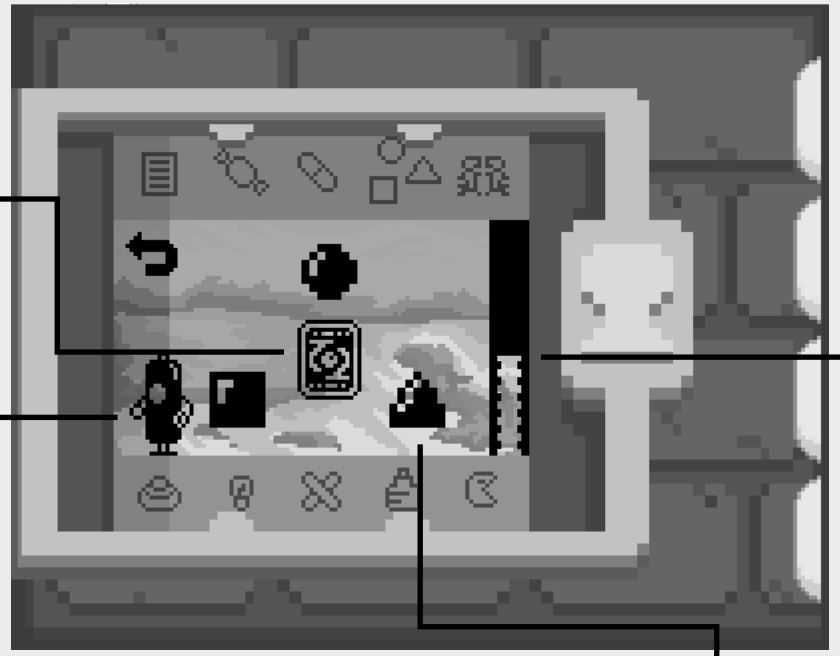


Attack

Surrender/Escape

*Escaping in adventure mode will decrease steps

*If battle style is set to Free, this menu will be skipped



Play Card

Enemy (Click for details)

Health Points (Max 30)

Choose Attack

*If battle style is set to free, this menu will be skipped



Attack Name

Attack Attribute

(Click to attack)

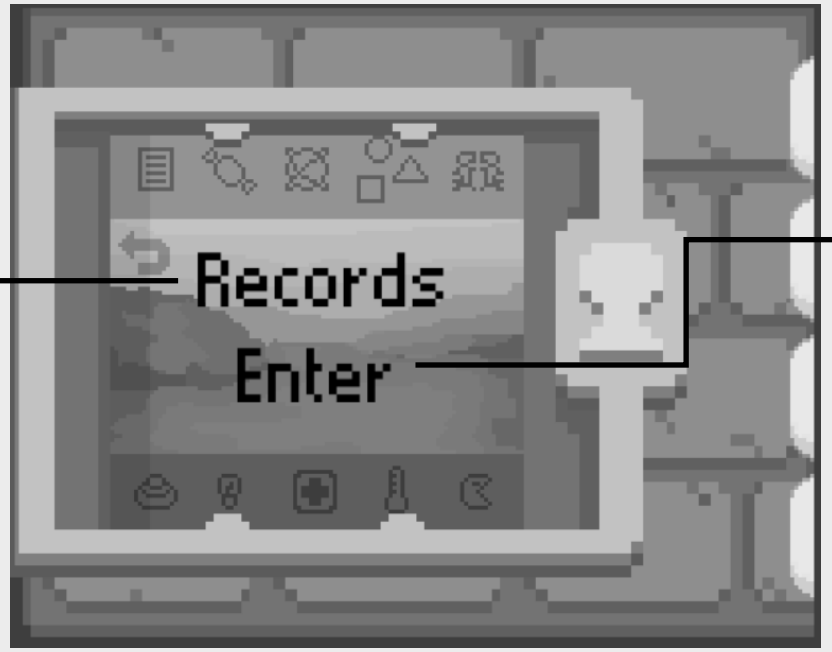
Attack effect

and condition

*If battle style is set to free, this menu will be skipped

Record of

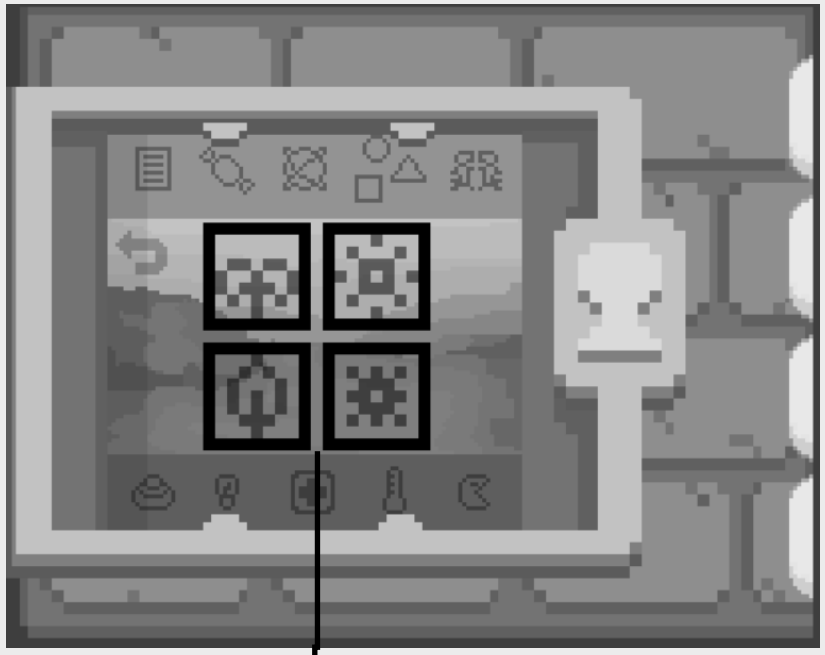
tournaments won



View tournaments

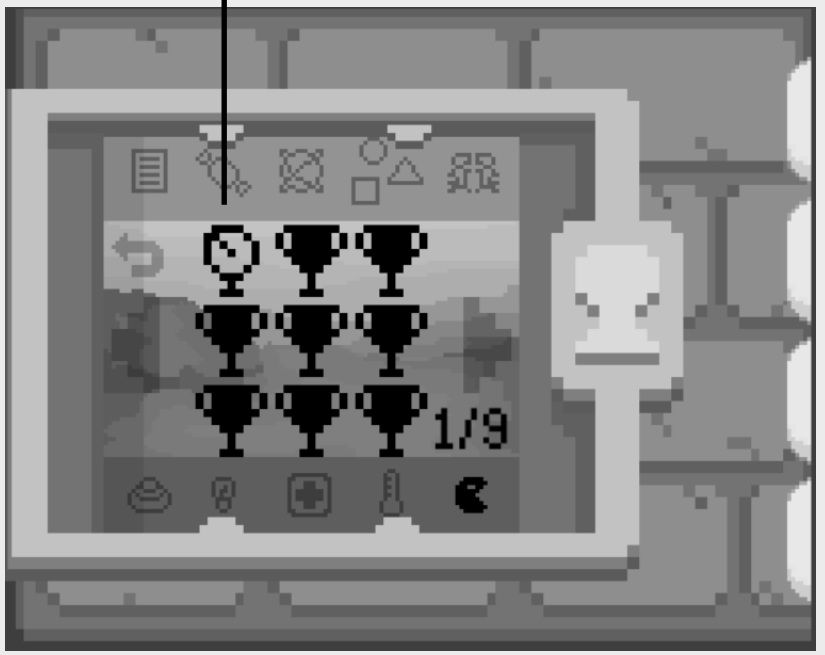
currently available

*Resets at midnight



View tournament records by season

Trophy won. Click to view details



Set tournament

reminder

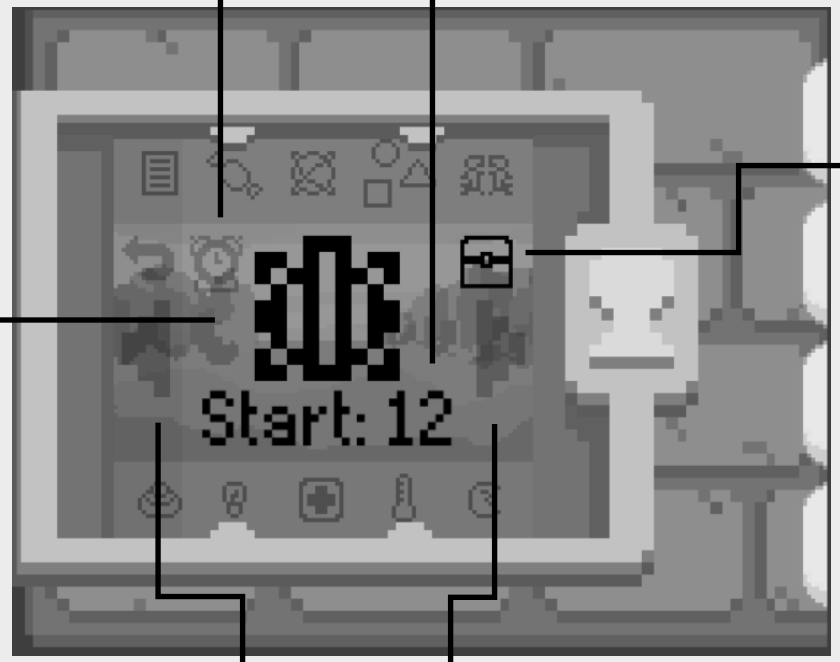
Start Time

(Closes after 2 hours)

Current

Tournament

(Click for details)



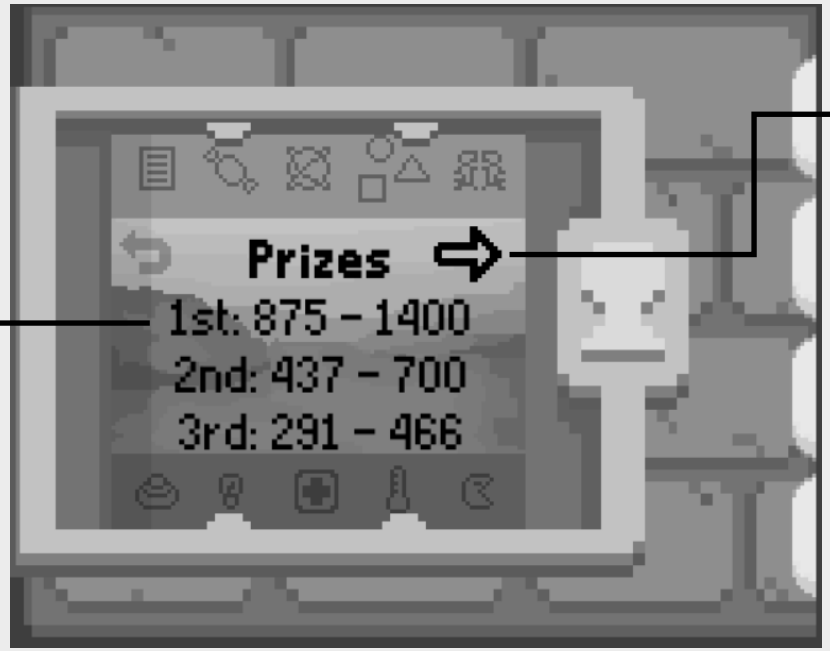
Prizes

Cycle

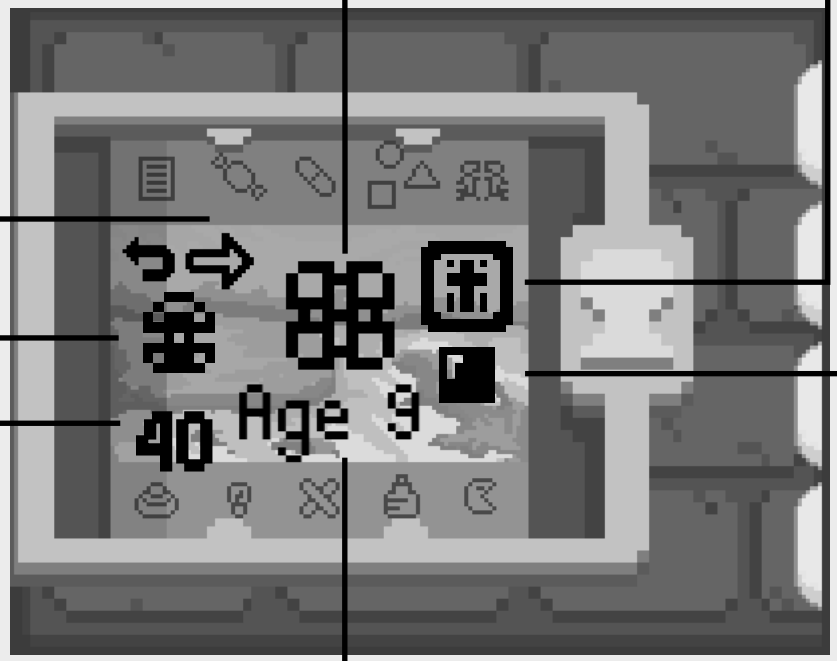
Tournaments

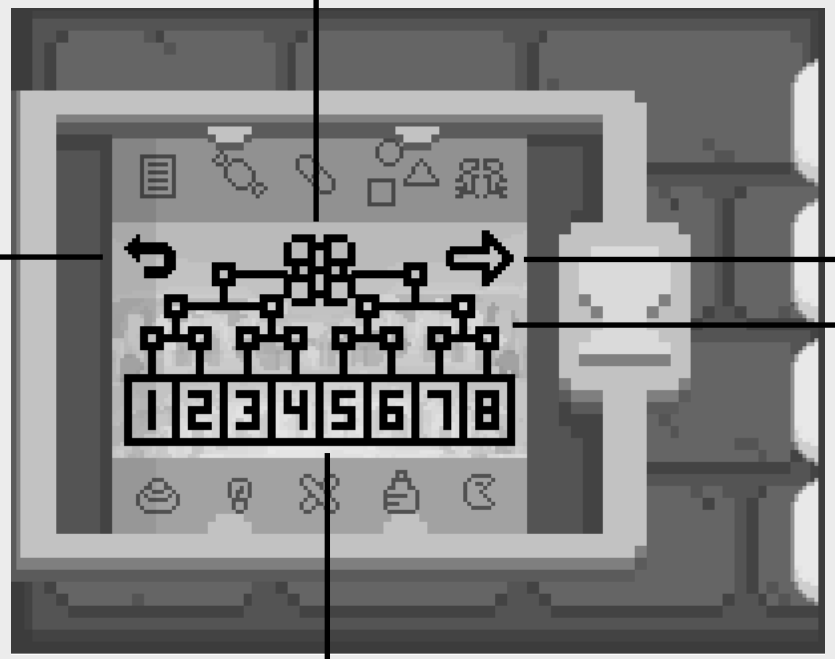
Bits won

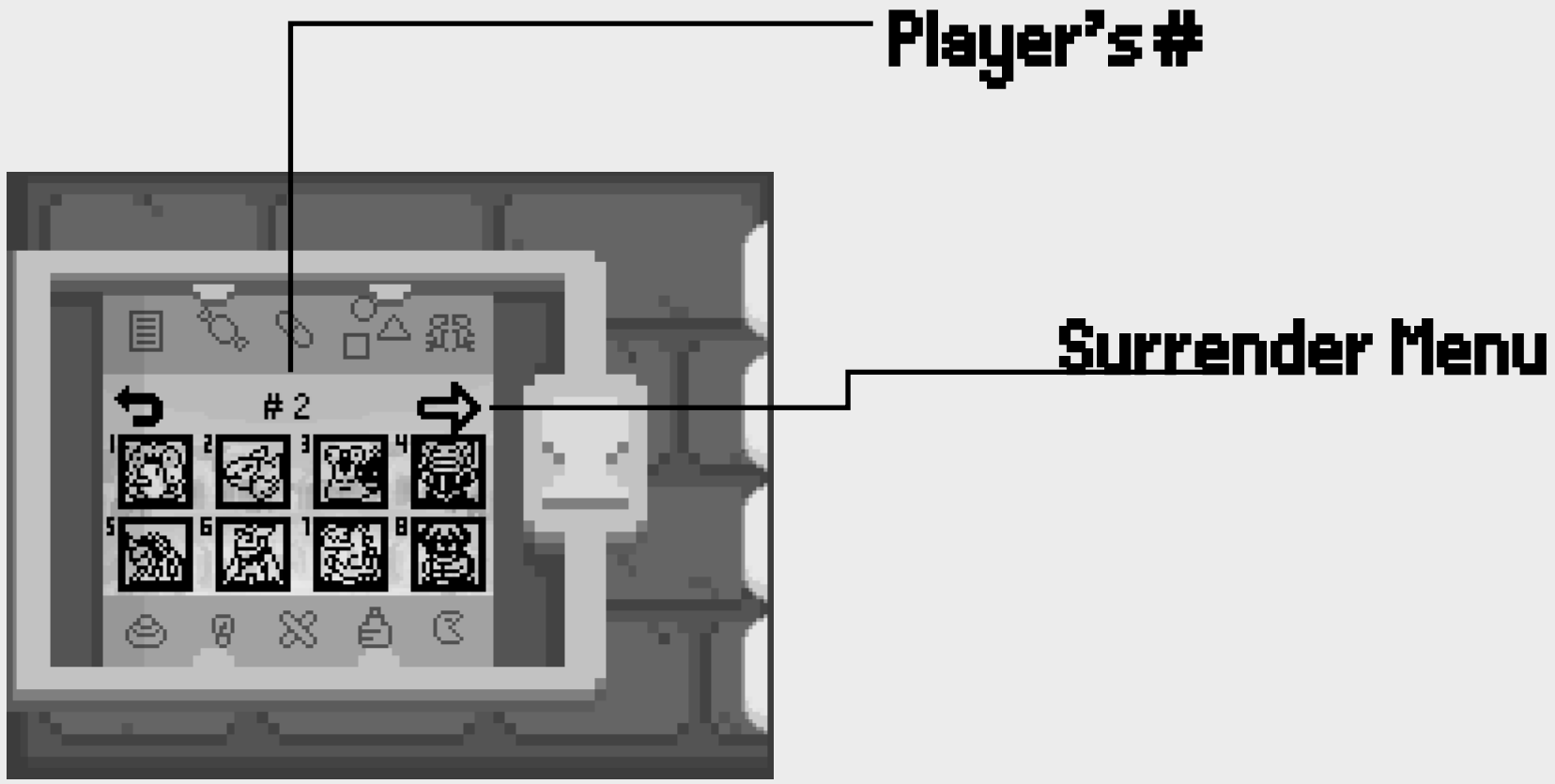
by rank



Item prize details

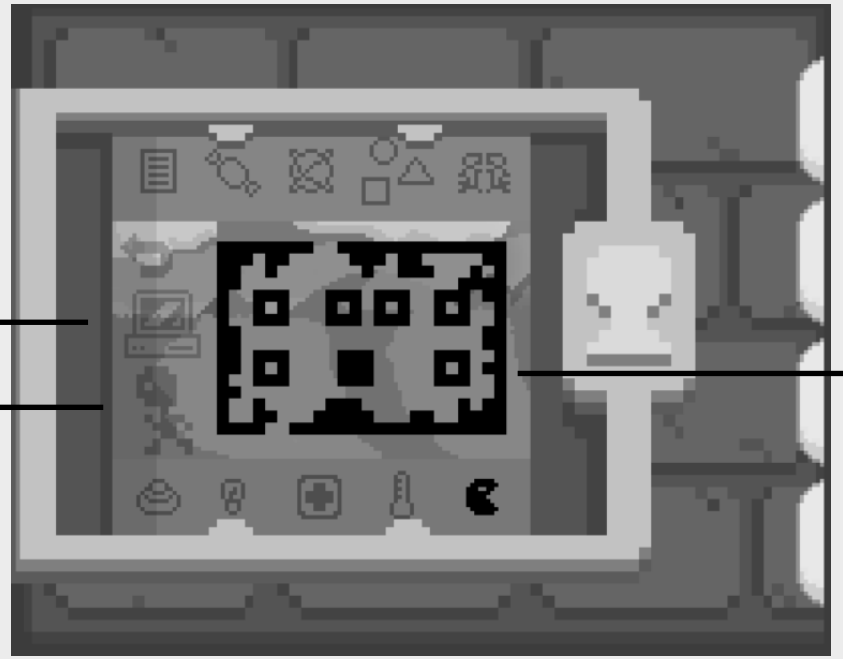

Selected Tournament
Enter
Tournament
Field
Previous
Tournament
Attribute
(Click for details)
40
Age 9
Min Weight
Max Age


Current Tournament
Return /
Start First
Round
Detailed Roster
Participant
Defeated
Unfought
Current Matchup
Lineup


Player's #
Surrender Menu
2

Map

Return Home



Speed

Idle

Walking

Running

Zones (Click for details)

Complete

Incomplete

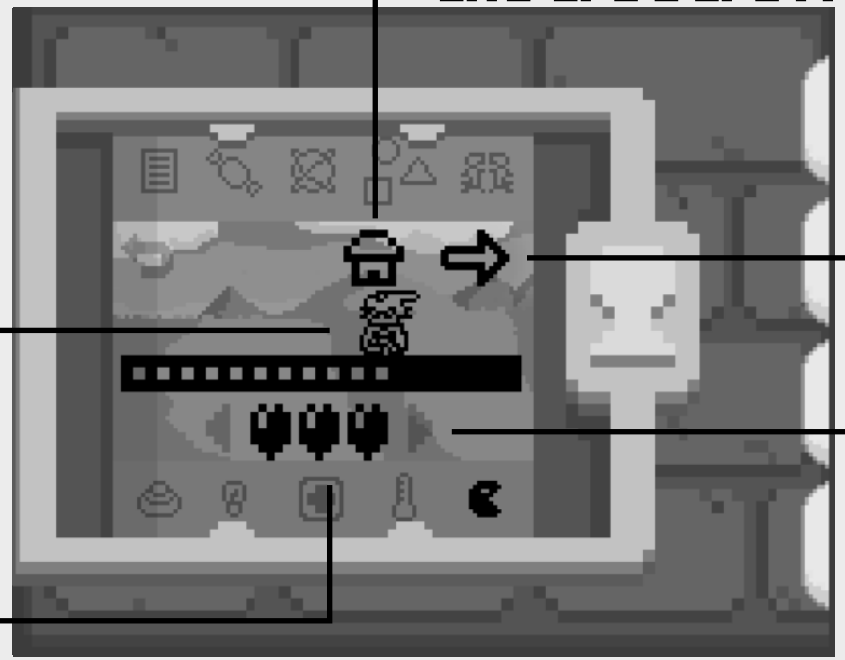
Current

Town

*Towns have their own shops, tournaments, and are safe from wild Digimon

Current Location

Step Count



Adventure Hearts

Change Direction

*Losing all hearts by losing battles sends the Digimon back to the nearest town or the start of the zone. They can be recovered in town, with an item, or by beating a zone or map's boss



Search Bar

Previous Generations

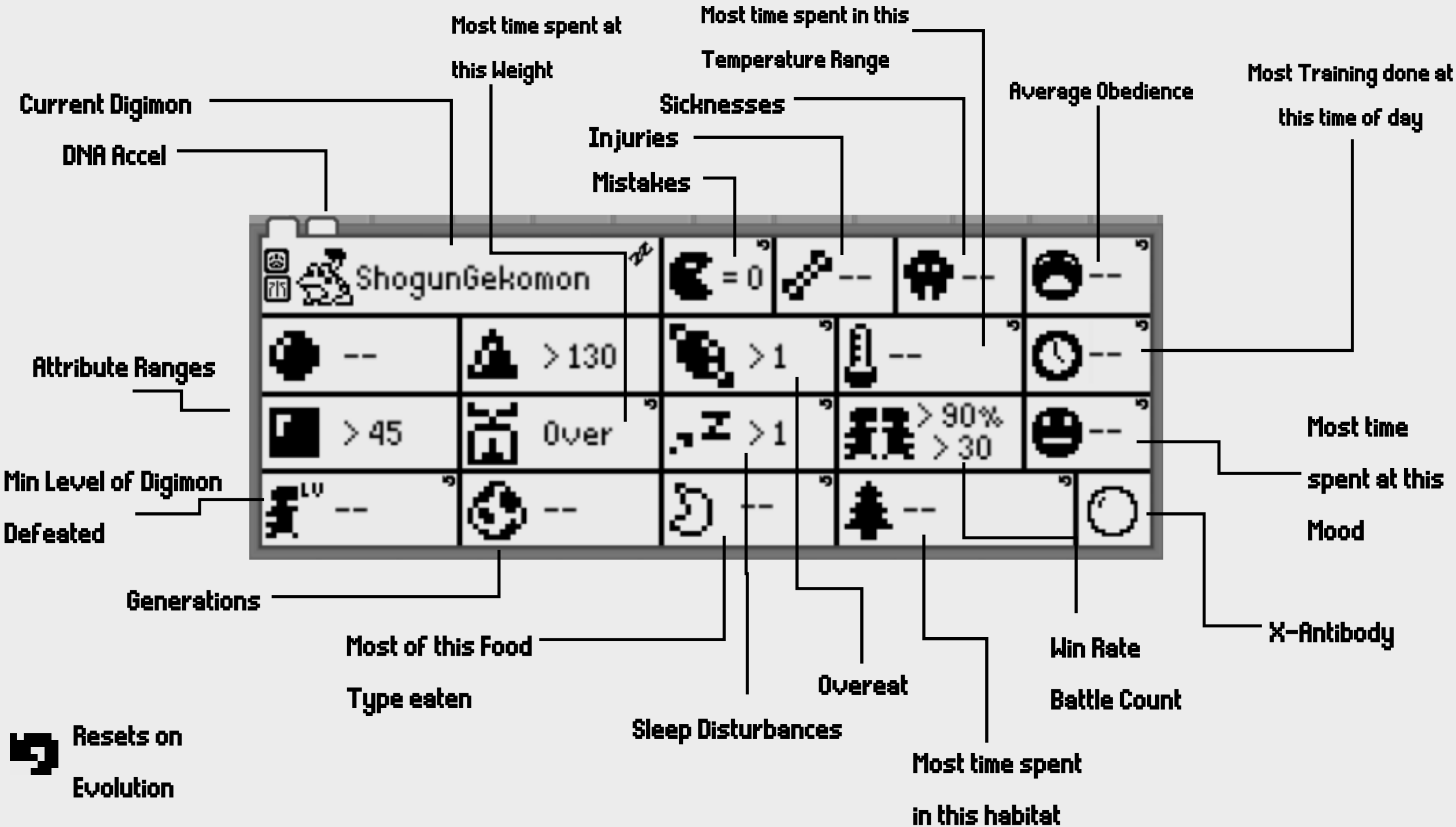
Pre-Evolutions

History

Current Digimon

Evolutions

Requirements


Most time spent at this Weight
Most time spent in this Temperature Range
Current Digimon
DNA Accel
Sicknesses
Injuries
Mistakes
Average Obedience
Most Training done at this time of day
ShogunGekomon
= 0
--
--
--
--
--
>130
>1
--
--
Attribute Ranges
>45
Over
>1
>90%
>30
--
Most time spent at this Mood
Min Level of Digimon Defeated
LV
--
--
--
--
--
Generations
Most of this Food Type eaten
Sleep Disturbances
Overeat
Most time spent in this habitat
Win Rate
Battle Count
X-Antibody
Resets on Evolution

Special Evolution Trigger (The evolution item icon will correspond to the icon in this corner)

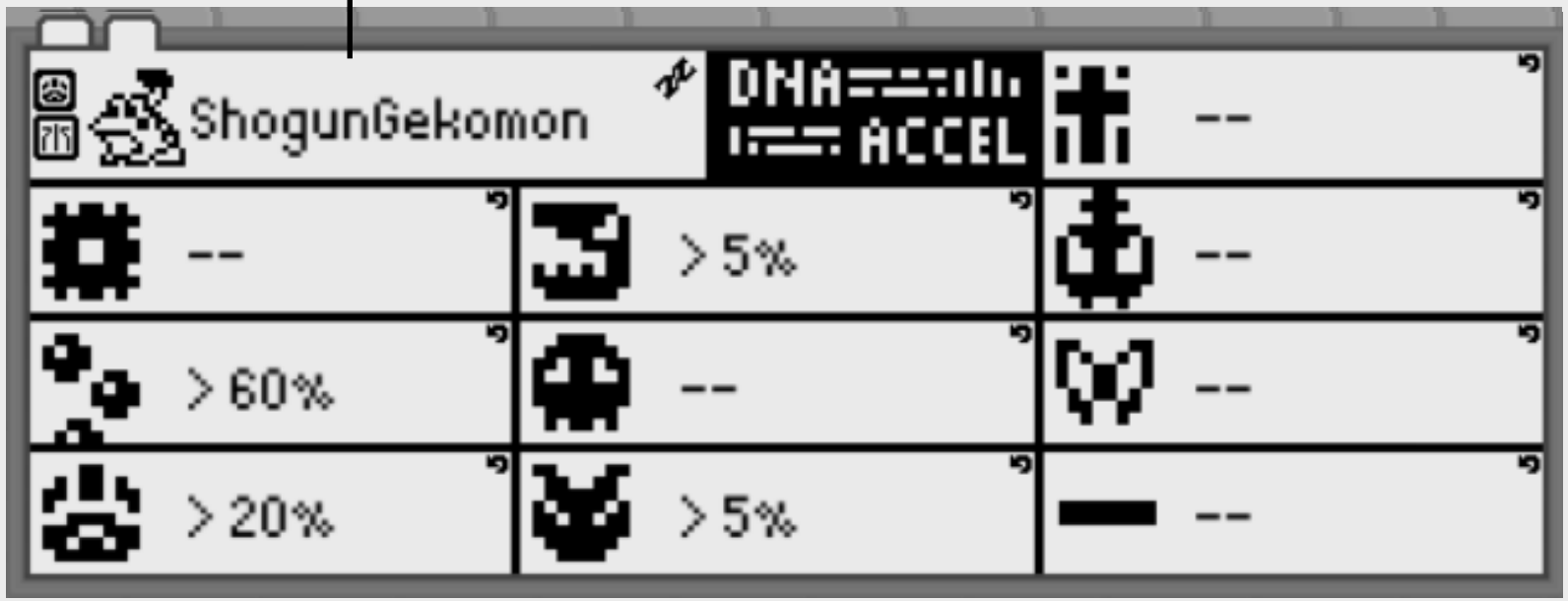
- Jogress (Partner-based)
- Jogress (Attribute-based)
- Save from Death
- Courage Digimental
- Friendship Digimental
- Love Digimental
- Purity Digimental
- Knowledge Digimental
- Sincerity Digimental
- Light Digimental
- Hope Digimental
- Kindness Digimental
- Miracles Digimental
- Fate Digimental
- Mode Change



Current Digimon

Requirements

DNA Distribution



Virus Busters

Metal Empire

Dragon's Roar

Jungle Troopers

Deep Savers

Nightmare Soldiers

Wind Guardians

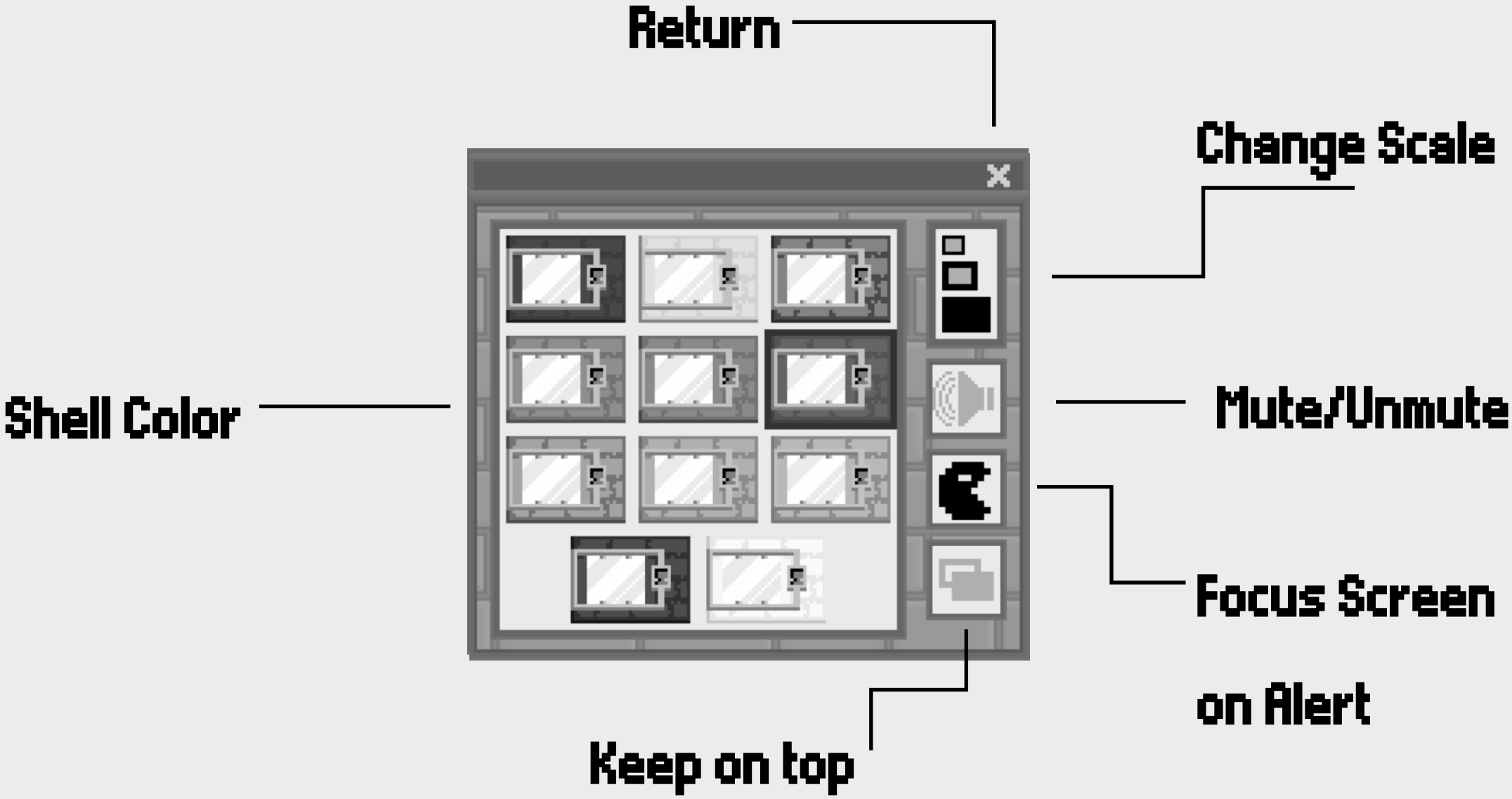
Nature Spirits

Dark Area

None

*Each DNA requirement increases evolution priority, and fulfilling all DNA requirements ignores 1 failed evolution requirement (Attribute distribution must still equal sum total of each attribute required)

Resets on Evolution


Return
Change Scale
Shell Color
Mute/Unmute
Focus Screen
on Alert
Keep on top