

Digiko Communication 2: Datou Black Gemma Dan (Import) FAQ

by x_comp

Updated to v1.31 on Jul 25, 2004

DigiCommunication 2: Datou Black GemaGema Dan (-nyo)
DigiCommunication 2: Beat the Black GemaGema Organisation (-nyo)

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1. Introduction
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Di Gi Charat (AKA Digiko for short) first started off with a mascot named Dejiko from a shop in Japan known as Gamers. Their mascot was the star in all their Anime advertising on TV and soon became so popular that it started its own show, Manga and all sorts of other merchandise.

It all started with Dijiko setting off from her home Planet Di Gi Charat to go on her training in becoming a princess. Along the way, she arrives on Earth in her cat shaped spaceship only to find it destroyed afterwards. Stuck on Earth, they soon get taken in by the manager of a toy shop named Gamers. Ever since then, they help work at the shop and it's also from that day on that they go through all sorts of wacky events.

This is the second GBA installment and like its predecessor, it's also a shop management sim. This time round however, it's more of a card game more voice effects.

The Black Gemma Organisation has appeared on Earth and have opened up a store and it's up to Dejiko and the others to out compete it.

Developer: Broccoli
Release Date: 15th July 2004
Price: 6090 Yen

First of all, please note that your computer will have to be able to view Japanese to use this guide. There's a few options depending on the operating system that your PC is using. The best option would be to open

this guide in an internet browser that supports Shift-JIS Japanese such as Firefox or IE (with Japanese support installed).

A demo of the game for PC, Windows is available for download from the official site weighing in at 6.9MB. Site available at the end of guide.

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2. Version History
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14/7 - v1.10

- Added "Walkthrough" section.
- Added "Starting the Game" section.
- Changed "Game Flow" section to "Playing the Game".
- Updated Controls explanation.

15/7 - v1.20

- Added "Special Stock Items" section.
- Revised "Playing the Game" section a little with deck info.
- More cards added to Card List.
- Up to the "Beckoning Cat" episode in Walkthrough.

16/7 - v1.30

- Completed Walkthrough.
- Added "Stage Selection" section.

25/7 - v1.31

- More menu info in "Starting the Game".

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3. Controls
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D-Pad Moving about game.
Start Finish selecting your cards.
Select View goal.
A Select card.
B Canceling an action.
L Cycle back through characters.
R Cycle forward through characters, view card explanation.

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4. Starting the Game
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Dejiko will come greet you upon starting the game for the first time.

Dejiko: One day, Dejiko was taking a walk~

 Along came a new manager~!

.....

Wh- Where am i-nyo?!

And I came here to greet the new manager as well...

Then it turns out Dejiko's the one who gets lost-nyo.
{Note that in polite Japanese, people talk in 3rd person form. Hence, Dejiko refers to herself by her own name.}

Nyo?

Nyo-Nyo!

You there, pressing those buttons!

Were you listening to Dejiko murmuring there?

[Yes/No]

At this point you will get 2 different reactions from Dejiko. Either way, she'll get angry and asks you "nicely" for directions to the Gamers store. The one you'll be managing.

Outside the Gamers Store

Dejiko: Ho!

I'm back safely at Gamers!

Thank you! You're so kind...

You were a great help-nyo!

What is your name?

If it's OK, please tell me-nyo.

Unfortunately, there is no English alphabet here. You'll just have to enter something that you'll recognise. Once that's done, Dejiko thanks you again with your name this time and hopes to meet again.

With that, you'll finally reach the main screen. Your options will be:

Play Game
Play with Friends
Collection

Note that Stage Selection and Collection is only unlocked after you have completed the game once.

PLAY GAME

Sub-menus:

New Game
Continue Game
Stage Selection

PLAY WITH FRIENDS

Sub-menus:

VS Battle
Exchange Business Cards

COLLECTION

Sub-menus:

Business Cards
Cards & Shops
Mini Games
Memories

Business Cards - Further options:

EXCHANGE BUSINESS CARDS

Same as the option in "Play with Friends".

VIEW BUSINESS CARDS

Allows you to view the business cars you created playing the game.

MANAGER RANKINGS

EXCHANGE CARDS WITH DEJICOMMUNICATION I

Cards & Shops - Further options:

ORGANISE DECKS

VIEW SHOPS

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5. Walkthrough

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When you start a new game, Gemma will greet you mistaking you as a customer.

If you haven't seen or read Di Gi Charat already, you'll probably want to know this before you start reading the dialogue here. Each character has adds there own sound to their sentences. So you'll find sounds such as "-nyo" or "-gema" a lot at the end.

Note that in this game, there is no losing. Even if you lose you will still move on with the story. How you progress through the story depends on how well you do in each stage. So in other words, this walkthrough is ONE WAY the story can progress.

Gema: Welcome-gema~!

Welcome to Gamers~!

What is it you're looking for today-gema?

...Oh, you're not a customer. You're the manager-gema.

It's your first time running a shop, isn't it?

First of all, I'll explain how to run the shop.

...Hmmm? Sounds pretty noisy over there-gema.

Dejiko: Usada's a demon-nyo! An evil spirit-nyo!

Rose: Hey, you don't have to go that far!

Gema: Usada and Dejiko's fighting again-gema.

I'm sorry manager-gema. I'll go have a look. Be right back-gema...

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| プロローグ, 「よびこむカードで来い来いによ!」 |
| Prologue "Come on Using the Advertising Cards-nyo!" |
+-----+

GOAL: Attract 300 people within the day!

Dejiko: Usada~~~!

Rose: Oh, what's wrong Dejiko?

Dejiko: Don't ask "what's wrong" with an innocent face like that-nyo!

You just decided to eat my Manjuu without my permission, didn't you-nyo?!

Rose: Oh, that Manjuu that was in the cupboard.

It was really sweet and delicious!

Dejiko: Th- That's so cruel-nyo~~

I brought that with me to treat myself after a day's hardwork-nyo -nyo~~

Rose: Ah, Ahahaha. I'm sorry...

Puchiko: Dejiko just sitting away idly watching TV today-nyu.

Dejiko:

Rose:

Dejiko: Doing such a thing against such an honest Dejiko!
Usada's a demon-nyo! An evil spirit-nyo!

Rose: Hey, you don't have to go that far!

Dejiko: I challenge you-nyo! We'll settle this with work-nyo!

Rose: That's fiiiine with me. I accept!

But can a someone like you who normally slacks off be worthy of being my opponent?

Dejiko:

Nyo~~~~~?!

Gema: Ah, they're challenging each other over some silly reason-gema.

Dejiko: Ha! That's <name>-shan over there!

Gema: Dejiko, you've met-gema?

<name>-san is the new Gamers manager!

Dejiko: What a great find!

You could have told me back then-nyo~~~

Rose: Manager <name>-san, nice to meet you.
I'm Rabi en Rose.

Look forward to your acquaintance.

Dejiko: You can just call her "Usada"-nyo!
{Dejiko's nickname for Rose because of her bunny ears.}

Rose: Don't call me Usada!

Puchiko: Puchiko-nyu.

Gema: GemaGema.

Dejiko: And I'm Dejiko-nyo!

Nice to meet you manager-san -nyo~~~~

Rose: Well now, great timing. Now the manager can watch.

Lets start the match.

Dejiko: Nyo....

Ma- Manager-shan, I want you to help me-nyo!

Gema: Manager-san, please help Dejiko-gema!
[Yes/No]

This part's pretty funny. Keep answering no and Dejiko will beg you to help... for a while. Then she gets mad with her famous "me kara beam" (which literally means "beam from the eyes") and you're forced to help in the end.

Now for the tutorial. Unfortunately, there seems to be no way of skipping this so I'll explain what Gema says briefly so you can progress onwards.

Everyday, you will start with a deck of cards. By attaching the right cards to Dejiko, you can assign jobs to her. The current purple ones are Job cards and the person is responsible for drawing in customers from outside the store. So, attach any of these cards to Dejiko.

Once that's been done, Gema will draw your attention to a number that increases to 3. This number is how popular your shop is. Needless to say,

the more popular it is, the more customers you get. If you look at Usada's side, you'll find that she's piled up more than one. Doing so increases the level of skill at that particular job.

Answer Yes from [Yes/No] to say you understand.

You can make use of up to 3 cards each day so attach another 2 to Dejiko. Now that 3 cards have been picked, Gema will ask if these are the cards you're using [Yes/No]. Since there's not much choice right now just answer Yes.

Once both sides have decided what their cards are, the computer's cards will be revealed and the stats to the corners will be updated. Gema will now point to where the customers come from (the south-east) and where they leave (the north-west). Then he'll point to the counter under the cash sign. This is number of customers that came to your store during the day.

Towards the bottom is the popularity gauge. The gauge will lean towards either side depending on who's shop is more popular. During the simulation, you can move around using the D-Pad.

After the simulation has finished for the day, you'll notice the counter in the top-middle of the screen increase to 2. It's now the 2nd day of the match. Attach another 3 advertising cards to Dejiko and answer Yes to start the sim again.

Third day now and you'll notice no one's achieving their target. Puchiko comes along to lend a hand. Add one advertising card to Puchiko and you'll find a 1.5x multiplier to side. This is called a Combo and happens when you have 2 people with the same job cards. Attach another 2 cards and win the match.

Gema: Congratulations. You won!

Dejiko: Nyo Nyo Nyo. Is this all you've got-nyo, Usada-san?

Rose: Kyaaaa!
 This is sooooo pitiful!

Puchiko: It's all thanks to Puchiko-nyu.

 Don't forget the Manjuus -nyu.

Dejiko: Nyo Nyo?!

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| プロローグ：「にせよびこむカードでおジャマによ！」 |
| Prologue "Interfere with Fake Advertising!"           |
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GOAL: Attract 300 people within the day!

Rose: Dejikooooo!

Dejiko: ...Nyo?

Puchiko: ...Nyu?

Rose: I challenge you, Dejiko!

Dejiko: ...Challenge me?

Puchiko: That's a custom in China.
{Puchiko used a pun here. Rose says "shoubu" but Puchiko thought she heard "shoubuyu".}

Rose: We're continuing where we left off yesterday!

Dejiko: It's been concluded already-nyo.

Usada-san doesn't like losing, does she-nyo~~~~

Rose: It was unfair of you 2 to team up!

That's no win!

Dejiko: Well, it's going to be Dejiko's win anyway so I'll accept-nyo!

Puchiko: No-nyu!

Rose: I told you didn't I?

Dejiko: Nyo?

Rose: I told you that it's a challenge!

Dejiko: You did-nyo?

Rose: Welcome!

Dejiko: Nyo NyoNyo?!

Rose: Our guests for today. Members of the Black Gema Organisation!

Dejiko: Wh- What are the Black Gema doing here?!

Rose: They looked like they had a lot of free time in front of the store so I got them to help!

B. Gema: What are we doing here -Geba?

We have to go make preparations before the Black Gema Store opens...

Organise your cards whatever way you want. You can't win at the moment. You'll notice that on Rose's side they have a combo of 3 people so the multiplier is 2x. The popularity gauge is now weighed more to Rose's side.

On the 3rd day, another member from the Black Gemas arrive. 4 members doing the same job now gives a multiplier of 2.5x. Things look bleak until a new card appears. An Interference card; Fake advertising. This will help interfere with the opponent's advertising.

So, assign the new card to someone then pick out 2 more cards. You'll find attaching the new card means that the old job cards are thrown away. Well, it can't be helped. After all, you can't be in 2 places at once. Don't worry though. The discarded cards are just returned to your deck and will appear again.

Now, just attaching an interference card won't do anything. You must play a lucky game of roulette to see if the card has any effect. To be successful, you must hit a star.

If you're successful, you'll find that the popularity of Rose's store drops to 0. Now all customers will come to Dejiko's store!

Be careful, though. These cards can also backfire on you if you hit a skull instead of a star. An 'X' means your card is discarded without being used. Answer Yes to move on. Now watch as one of your staff goes over and disguises themselves to move customers over to your store.

Gema: Congratulations! You won!

Dejiko: Nyonyonyo. Is that all you got, Usada-san?

Rose Uuu...

Dejiko: My my, Usada-san's store doesn't even have one customer -
nyo.

 Weren't you a bit foolish taking me on -nyo?

Rose: Kyaaaaa!
 It's so pitiful!

B. Gema: Ummm.

 Can we go now -Geba?

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| プロローグ：「会員カードで人気者によ！」 |
| Prologue "Be Popular Using Member Cards-nyo!" |
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GOAL: Attract 300 people within the day!

Rose: Dejiko!!!

Dejiko: ...Nyo?

Puchiko: ...Nyu?

Rose: I challenge you, Dejiko!

Dejiko: ...Challenge me?

Puchiko: Shoubus are people who practise martial arts-nyu.

Rose: We're continuing where we left off yesterday!

Dejiko: Usada's way too persistent -nyo~

Rose: Quiet!

 I won't let you run away after winning!

Dejiko: Man, how troublesome -nyo.

Rose: Oh~? Could it be you're afraid of losing?

Dejiko: How rude of you to say that when you haven't beat me once - nyo!

Rose: The third time's the real thing! I'll win this time!

Puchiko: If there's a second time, there will be a third-nyu.

Rose: Uuu...
Anyway!
I challenge you again, Dejiko!

Dejiko: Aaa~ She talks too much -nyo~
We'll do as you say -nyo~

Rose: Do it seriously!

Ah, this card is...

But... If I do that then... Hmmm...

Dejiko: Usada's in trouble -nyo...

Putting up such a stance when she's going to lose anyway - nyo~~

Rose: Grrrrr!

I'm angry now! I don't know what will happen!

Assign your advertising cards like you did before. You'll then find Rose has a fake advertising card. It ends up leveling the popularity.

After the sim, you'll find that the popularity is back to normal again. This is because the intrusion cards only last for a day if it's successful. Afterwards, you must play roulette again to use it. Since Rose has managed to hit a star everytime so far, this could go on forever...

Just then, some new job cards appear. They're member cards. Attach them to someone and see what happens.

If you look at where Gema is pointing to, you'll find a +1 in brackets. This shows how many members are joining your store each day. The members counter acts the same as the popularity one. The only difference is that these customers are not affected by intrusion cards such as the one Rose is using right now! As with job cards, you can pile up more than one on the same member. Don't forget that each member can only do one job at a time.

Answer Yes to Gema's usual question and assign the remaining green member cards. Once again, Rose will lose.

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| プロローグ, 「販売カードでウハウハによ!」           |
| Prologue "Great Profit with Sales Cards-nyo!       |
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GOAL: Achieve sales of 500,000 Yen within the day!

Rose: Dejiko!!!!

Dejiko: ...Nyo?

Puchiko: ...Nyu?

Rose: I thought about it and I think that attracting customers for a day isn't really a challenge.

Dejiko: Nyonyo?

Rose: A store's goal is to raise sales!

So, this time the winner will be the one to raise 500,000 Yen in one day.

Dejiko: Another challenge -nyo~~
Give it up already -nyo~~~

Rose: Hmmm...

Ah, that Manjuu was delicious.

Dejiko: Nyo?!

Rose: The outer layer was so sweet. Just the sort of high class things that Dejiko would hide.

Dejiko: That's right -nyo!
Usada, you ate my Manjuu without permission -nyo!

Rose: It was so~~~ delicious!

Dejiko: I won't forgive you -nyo!

I challenge you, Usada!

Rose: That's how it should be!

Dejiko: I will never forget the bitterness I had~~!

Puchiko: You're the one that completely forgot about it -nyu.

Assign your cards as usual and you'll find Gema helping Rose out. Dejiko isn't very happy of course and now Rose has member cards too! Just before you start the sim, Gema will point out the sales counter which is the total amount of money customers spent for the day.

On the 2nd day of the sim, Dejiko notices Rose's end of day sales are steadily increasing. It's all thanks to the member cards. But now you also have new cards - red sales cards. So, assign the new card and Gema will point out to another figure again. This is the amount of money that each customer is willing to spend everytime they're inside your shop. Answer Yes to Gema's question again and assign the remaining sales cards to win.

Gema: Congratulations!

You have raised your sales over 500,000 Yen -gema!

Rose: Grrrrr...

Gema: Gema's your staff you know, -gema...

Dejiko: We done it -nyo!

Puchiko: We done it -nyu!

Rose: No~~~~
Why does it always always end up like this~~~~?!

+-----+
| プロローグ: 「ダーボ2倍でゴーゴーによ!」 |
| Prologue "Go Go with Multiples of 2-nyo!" |
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GOAL: Achieve sales of 1.5 Million Yen within the day!

OK, guess what Rose is saying again? I'm sure everyone's all too familiar with it by now so lets move on quick. Another new job card pops up which is related to stocking up and knowing your products. This card helps increase your store's popularity along with sales by a little every day. So, start piling up those stock cards and start the sim.

Next up are multiply cards. Assign one of them and Gema will explain this multiplies your staff's level. However, they only work for a day. After the day is over, they will be discarded along with one of the job cards it was assigned to. Another thing to note is that you can not pile up multiply cards. Assign the remaining 2 cards and finish this part of the prologue.

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| プロローグ, 「イベントカードで大忙しいによ!」 |
| Prologue "Real Busy with Event Cards-nyo!" |
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GOAL: Achieve sales of 1.5 Million Yen within the day!

Rose: *Sniff*

Dejiko: Usada, you don't seem very happy -nyo~

Puchiko: Early stages of fatigue.

Rose: That's not it!

Dejiko: There's no sense of power in her anger either -nyo~~~~

Rose: Haa... *Sniff*

Dejiko: What's wrong -nyo?

Rose: Well... No matter how many times I try, I can't beat you.

I can't even beat a Dejiko who normally slacks off work...
I'm really a useless person...

Dejiko: Doesn't seem like Usada -nyo~~~~

It feels really weird with Usada like this -nyo~~~~

Rose: *Sniff*

Dejiko: Nyo~~~

If it's her usual self she would be angry and saying something like "How rude!" -nyo

This is serious -nyo~

Puchiko: Serious -nyu.

Dejiko: Lets cheer her up by loosing on purpose! -nyo

Puchiko: That's a good idea =nyu.

Dejiko: Usada~~~
Dejiko hasn't forgotten about what you done to her Manju -nyo

Rose: Hmm... I'm sorry.

Dejiko: So I'm challenging you -nyo!
The one to earn 1.5 million yen within the day is the winner -nyo!

Rose: I know...

Dejiko: It'll be odd if we lost so suddenly so lets play it out normally for a few days -nyo.

Puchiko: Lets -nyu.

Dejiko: Dejiko's really smart -nyo.

Puchiko: You can say that again -nyu.

So, keep playing normally with your stock cards until the new card appears. You won't be able to use it until after Rose cheers up and Gema whispers something. Play as normal and you'll find Rose has the same card too.

The new card is a manager card - event. As the name suggests, only you the store manager can use it so it can't be assigned to your staff. This event card will double the number of customers you get for the day. However, to use such manager cards, it will cost you a certain number of job cards. In this case, it will cost you one. Manager cards work the same way as intrusion cards and make use of the roulette wheel. Answer yes to Gema's question to continue.

Now that Rose has used her manager card, it's time for you to use yours. Select the card first and then pick one of your job cards to spend. Pick the store you want to use it on and lets play roulette!

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| プロローグ, 「いざ、しんけん勝負によ!」 |
| Prologue "Now the Real Challenge-nyo!" |
+-----+

GOAL: Achieve sales of 5 million Yen!

Rose: Hey, Dejiko.

Dejiko: What? -nyo

Rose: Why don't we have a real match for once?

Dejiko: A real true match?

Rose: It won't be limited to a day this time. Saving up 5 million yen will decide who wins and loses.

Dejiko: Sounds fun -nyo!

Rose: It's a one off match with no grudges no matter who wins.

How about it?

Dejiko: I'll do it -nyo!
This is the last match -nyo!

Puchiko: Nyu.

Gema will then point out where the total sales figure is located and then introduce the Black Gemas again.

B. Gema: H- Hello -Geba.

Gema: Thanks for taking the trouble to come here even when you're so busy. -Gema.

B. Gema: You're welcome -Geba.

By the way, our promise...

Gema: I've prepared 100 free vouchers for Families' Drink Bar! -Gema!

B. Gema: I'm having a hard time with the family budget so it's a great help -Geba~~

Gema: So, lets get the match started -Gema.

Gema has nothing to teach the manager anymore -Gema!

Both sides have a fair and square match -Gema!

Now you get to make use of everything you have learned in the prologue to see if you can beat Rose.

GOAL: 5 Million Yen

OPPONENTS: Rabi en Rose, Gema, Black Gemas

After you win...

Dejiko: We done it -nyo!
Dejiko's win -nyo!

Puchiko: We won -nyu!

Rose: Hmmm, it's a pity but I lost.

I can't believe I would lose... The manager's pretty good.

Dejiko: That sounds like you're saying I'm no good at all -nyo!

Puchiko: You're right -nyu.

Rose: Ahaha, sorry. I was joking.

Manager, pleased to be of acquaintance.

Dejiko: Dejiko too -nyo!

Puchiko: Nyu.

Gema: The long and heated battles with the Black Gemas begins -
gema.

Manager, please take care of Dejiko and the others -gema!

B. Gema: P- Please be nice -geba~~~

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| PKOの挑戦編、【BG団員】 |
| PKO's Challenge - The Black Gema Members |
+-----+

Gema: Manager, the real store management begins now -gema!

Listen carefully to what Gema, Dejiko and the others say so
that we are ready for the battle with the Black Gemmas -
gema!

Dejiko: Hmmm...

Rose: What's wrong, Dejiko?

Dejiko: What on earth are the Black Gema Organisation?

Rose: Don't ask me that...

They're people that you should know after all.

Dejiko: So you say but Piyoko seems to have a thousand grudges
against me -nyo.

Well, that's what you call fate -nyo.

Rose: The Black Gema Organisation has a lot of mysteries to them
huh...

Now that you mention it, why do you stay at Gamers?

Dejiko: Nyo?

We- Well... So that I become a big idol or go through the
training to become a princess...

Gema: Stop -gema!

Now isn't the time to be discussing such matters -gema.

Dejiko's goal right now is to win against the Black Gemas -
gema!

Dejiko: That's right -nyo! Gema's right -nyo!

I got distracted by trivial matters and lost sight of our
original goal -nyo.

Dejiko's goal right now is to beat win against the Black
Gemas with Manager-shan -nyo!

Rose: Don't get bothered by trivial matters, everyone.

Puchiko: Don't get bothered, don't get bothered -nyu.

Gema: Moving along, this time we'll go have a peep at the
Black Gemas.

B. Gema: Wasse Wasse. We're so busy preparing to open the store -
geba~!

Piyoko-sama and Admiral Riku-sama staying home because of
all this preparation -geba!

If we were to have a competition now, we wouldn't win -
Geba...

B. Gema: Ssssh~~ Not too loud -Geba.

The Gamers will hear you -Geba!

B. Gema: I- I know -Geba...

We'll work quietly...

Gema: Yes! Manager-san, this is our chance -gema!

Since it's only the Gemas from the organisation, they're
no real contest for us -gema

It'll be like having tea. Workout before breakfast -gema!

GOAL: 3 million Yen.

OPPONENTS: Black Gemas

After you win, you will receive different rewards. This time round you
should receive 3 Gema coins and a slacking off card.

There are also other cards you can win if you meet any of the following
conditions at the end:

1. The total level of your staff members is greater than 10.
2. You have 5 million yen more than your opponent.
3. Success in roulette 3 times in a row.

Once you've received your rewards, you will receive a grade as manager.

Dejiko: Nyonyo, piece of cake -nyo!

Rose: I feel a bit a sorry for them.

Puchiko: It's forbidden to have feelings for the enemy -nyu.

Now that you have Gema coins, you may spend them on goods for your store. each good has a different effect on your store such as the very first item, the Margaret Flowers. These add 1 to your popularity.

To purchase them, select the item you want and then place them on one of the ends of the tables.

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| PKOの挑戦編、「くう」 |
| PKO's Challenge - Kuu |
+-----+

Gema: We've just finished our first battle with the Black Gemmas -
gema!

But they were only members of the Black Gemmas. Piyoko and
the 3 leaders weren't there -gema!

We mustn't let our guard down just because the last round
was easy -gema!

Dejiko: Hmmm...

Rose: What's wrong, Dejiko?

Dejiko: The 3 leaders Riku, Kai and Kuu... Who on earth are they -
nyo?

Rose: Who...? They're the leaders of the Black Gemmas, right?

Well, they're really just Piyoko's followers...

Dejiko: They must be some commendable guys if they're serving as
Piyoko's henchmen -nyo.

Rose: I feel sorry for them now that you went that far.

Gema: Haa... You can't choose who your relatives or superiors are -
gema...

Dejiko: ...Are you trying to intimidate me -nyo?

Gema: No- Not at all -gema!

It's the best thing to happen in my life -gema...

Rose: Heheh. Dejiko and Gema gets on well don't they?

Puchiko:

B. Gemmas: ...So that's how it was only us who fought with the Gamers-
geba!

Riku: Hmmm, goodwork.

Kai: But now that we're here, there's no need to worry anymore!

Kuu: Now that we, the 3 leaders are here, we won't lose to those Gamers!

B. Gemas: Waaa, hurray for the Black Gema Organisation -geba!

Riku: By the way, Lt. General Kai and Major Kuu.

Kai: What is it, Admiral Riku?

Kuu: I'm ready anytime!

Riku: What do you think of all 3 of us challenging the Gamers right at the start...

Kai: ...You mean?

Riku: Ha... It's not a bad idea to wipeout the Gamers in one go but...

It won't be much fun involved in that then...

Kuu: Woah! Just what a bad guy would say!

Kai: I see. That's our admiral! He's always looking at different matters than us.

Riku: First, we'll do a little scouting with one of us challenging them.

Kai: I agree. No disagreement here.

Kuu: I don't really mind!

On one condition...

Kai: On one condition?

Kuu: I be the first one to do it!

Kai: Then I'll be the second.

Riku: Then that means the admiral will be the last huh.

B. Gemas: Riku-sama, Kai-sama, Kuu-sama! We will join you -geba!

Kuu: Alright~ Then follow me quietly!

B. Gemas: Geba~!

Gema: Hmmm... The 3 leaders have started to make their move - gema!

It's a big mistake to think they are the same as the members -gema!

If you don't want to lose, be on your guard -gema!

GOAL: 5 million yen
OPPONENTS: Kuu
REWARDS: 1x Guard, 3 Gema Coins

You will now reach your deck screen. This is where you pick 40 cards to use during your battles. The first number under each card before the slash is how many of that card you currently have selected. Use the A button to select and B to de-select a card. R for an explanation and Select to view all card together.

After you win...

Kuu: Ah, I lost...

Damn it~ I'll remember this~!

Dejiko: Nyonyo, we got rid of some boring people again...

Rose: We're doing well! Lets keep this up and win the next time too!

Puchiko: It's an unselfish victory -nyu

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+-----+  
| PKOの挑戦編、「カイ」 |  
| PKO's Challenge - Kai |  
+-----+
```

Gema: The first match of the 3 in a row match with the leaders just ended -gema!

The next opponent will be Lt. General Kai -gema!

Both the winners and the losers from the first round, do your best -gema!

Dejiko: Hmmmm...

Rose: What's wrong, Dejiko?

Dejiko: What kind of person is Lt. General Kai?

Rose: Hmmmm...Now that you ask me, I'm not sure.

He's someone that's below admiral Riku and higher than Major Kuu right?

Puchiko: Talking without any sense -nyu

Kai: Achoo!

What's wrong Lt. General Kai? A cold?

Kuu: If it's medicine for colds then I can mix some up for ya.

I am a physician after all!

Kai: It's fine... I'm all right. No need to worry.

Probably someone talking about me.

{Some Japanese believe that when they suddenly sneeze for no reason then, someone is talking about them behind their back.}

B. Gemas: Kai-sama!

Kai: What is it?

B. Gemas: Could you give us our next orders -geba!

Kai: There's no special orders to give. Just the basics like last time.

Here's a 1 point lesson.

The longer a battle gets, the more important the way you use your cards is.

The difference between a beginner and someone experienced is whether they make use of the cards' effects.

Do you understand?

B. Gemas: Got it -geba!

Gema: The next opponent is Lt. General Kai -gema!

Just as Kai says, the real battles depend on how you use your cards -gema!

Use your cards relentlessly and experience it for yourself -gema!

GOAL: 5 million yen

OPPONENTS: Kai

REWARDS: 1x Event, 3x Gema Coins

Kai: Uwaaa! I'm so sorry Piyokora-sama!
I- I lost...

Dejiko: Continuing on from Kuu, our battle with Kai's over -nyo!

Rose: Our next opponent is Riku.

Puchiko: It's said, "when there's a second time, there's a third" -nyu.

It's also said, "the third time is the real thing". -nyu

It'll all depend on the manager -nyu.

+-----+
| PKOの挑戦編、「リク」 |
| PKO's Challenge - Riku |
+-----+

Gema: This is the last match of the 3 in a row match with the leaders -gema!

Once it's over everything will be fine. Lets win and we'll have the beauty of perfection -gema!

Dejiko: Hmmmm...

Rose: It was a promise so I'll ask.
What's wrong Dejiko?

Dejiko: How to you read the characters "admiral" -nyo?

Rose: Huh?
...Well, lets see?
I'm sure it was ge... ge... ge...
Gema knows right?

Gema: Gema!
"Admiral" is read "admiral" -gema!

Rose: That's not what I meant...

Puchiko: It's read "gensui".

Rose: That's right! I wanted to say "gensui"!

Dejiko: Stare.

Rose: What's with that look!
I just forgot for a while there!

Gema: In other words, the admiral is greater than a general -
gema.
If you want to know the details, ask my brother and father -
gema!

Riku: It's finally my turn huh...
Di Gi Charat, prepare yourself.
With my name as admiral of the Black Gema Organisation, I
will win!

B. Gemas: Admiral Riku, you're so cool -geba!

Riku: Hmm, really? Eheheheh...

Kuu: You don't have to waver about like that though...

Kai: Well, that's how the admiral is.
There's no doubt that he'll do it...

Gema: The highest ranking leader Riku is here -gema!
It's all right. Believe in your own power -gema!
If you fight the way you did up til now, he's not someone
you can't beat -gema!

GOAL: 5 million yen
OPPONENTS: Riku
REWARDS: 1x Forget, 3x Gema Coins

Riku: Uuu, I can't go see Piyokora-sama again...

Dejiko: Nyonyo, the admiral loses reputation -nyo

Rose: By the way, now that the 3 in a row leader match is over,
what next?

Dejiko: I'm sure those 3 that lost will come back as
strangers and bother us again -nyo!

Puchiko: You shouldn't lie -nyu

Riku: Uuu, I've lost all reputation now...

Kai: But admiral, now we know what the Gamers manager is like.

Kuu: Next we join up and challenge them!

Riku: Yes, we will get our revenge...

+-----+
| PKOの挑戦編、[PKO] |
| PKO's Challenge - PKO |
+-----+

Gema: It's nearly time for the PKO final battle -gema!

Now that the 3 leaders have joined up, they will be some
tough enemies -gema...

But we have you, Gamers' manager -gema!

That's the big difference between the Black Gemas and
Gamers -gema!

Dejiko: Hmmm...

Rose: What's wrong, Deji-

Riku: Hold it!

Rose: Kyaaa~~ This is different from the usual routine.

Kai: Excuse us for messing up your usual routine...

Kuu: We are the Black Gema Organisation!

Riku: And I am Admiral Riku!

Kai: I am Lt. General Kai!

Kuu: I'm Majot Kuu!

B. Gemas: And we are the other members -geba!

Dejiko: Grrrr! What's with you guys -nyo!

Jumping in on people like that and then introducing yourselves -nyo!

You really are a shameless lot -nyo!

Rose: She's right! Give her some good competition!

Dejiko: U~sa~da~!
What are you on about -nyo~!

Rose: Like~I~said~
Don't call me "Usada!"!

Kuu: Uwaa, they just forgot about us and started a fight!

Puchiko: If you just want to talk, I'll listen -nyu

Riku: O- OK. Thanks.

Gema: My my. Sorry for all the trouble...

Kai: No no. We should be the ones apologizing...

Riku: What we wanted to say is that we've now seen what abilities Gamers have...

After the 3 in a row fight.

Gema: Hmmm Hmmm -gema.

Kai: And so this is what we thought.

Without the help of Piyokora-sama...

We will defeat Gamers ourselves.

You could said ruining the diaries of Di Gi Charat.

Puchiko: And -nyu?

Kuu: And so in the nextmatch, the 3 of us will join up and challenge ya.

The ones to lose in the next contest will be suffer the fate of losers.

Puchiko: What's the "fate of losers" -nyu?

Kuu: Sounds mething like "Haha! What idiots!"

"Your mother's a *beep* and you're a *beep* too!"...

Gema: Well, I kind of get what you want to say -gema...

First of all, we'll go back and tell Dejiko -gema.

Puchiko: We'll go tell -nyu

Gema: And that's what they said -gema.

Puchiko: That's what they said -nyu

Dejiko: Wait a minute -nyo!
Why didn't you discuss something as important as that with me first before making a decision -nyo~!

Gema: It's all right. No problems if we win -gema!

Rose: But if we lose, Dejiko will suffer the fate of losers...

Dejiko: ...

Rose: It's all right, don't worry!

Even if you lose, it has nothing to do with me.
When you're losing, do your best to lose OK!

Puchiko: Leave the rest to Puchiko -nyu.

Gema: Uuuu... Worrying so much about Dejiko...

Dejiko has such good friends...

Dejiko: Me kara beam!

Gema: Gemaaaa~!!!!!!!!!!!!!!

Dejiko: How dare the Black Gemas!

This is the first time I've been so humiliated -nyo!

Rose: Kyaa~~!
Dejiko's burning up!

Gema: Ge- Gema's sizzled up thanks to Dejiko's Me kara Beam - gema...

Dejiko: Usada and Puchiko will do their best in the next contest too like their lives depend on it -nyo!

Rose: Ye- Yes miss.

Ahaha, maybe we teased her too much.

Puchiko: It's the opposite -nyu.

Dejiko: Listen -nyo. This is the first big match -nyo!

Rose: If we win here, a new road might open up!

Puchiko: This is where you show your skills, manager -nyu...

Gema: It's become something important somehow -gema.

Anyway, be serious both sides! Do your best to win -gema!

Dejiko: If you lose, I'll use my Me kara Beam! nyo!

Gema: Heeee! Stop it -gema!

GOAL: 10 million yen
OPPONENTS: Black Gema Leaders
REWARDS: 1x Multiple x3, 3x Gema Coins

Now, what happens next depends on if you win or not. As I said at the start of this walkthrough, the story moves on regardless of whether you win or not. However, it does take different routes and you will unlock different CG pictures.

The following is what happens if you win...

Riku: It can't be...

Kai: We still couldn't do it by working together...

Kuu: I won't admit to this contest! I won't!

Dejiko: Nyonyo, sore losers aren't we?
Shameful Black Gemas.

Heheh, I should be calling you the losers shouldn't I -nyo?

Narrator: That moment, on the far side of the galaxy.

On Planet Di Gi Charat...

Queen: My my, we can't have it progressing like this...

Dejiko must go through a lot more training to become a princess...

Here goes!

Lets get rid of something!

Dejiko: Unyo?
What was that surge there -nyo?

Gema: Dejiko, we're in trouble -gema!

Dejiko: What are you so upset about -nyo, Gema?

Gema: Due to the movement of a mysterious power, Gamers' economy is dropping radically -gema!

Dejiko: Nyoo~~~~~ How can something like that happen -nyo!

Riku: Yes. We're the opposite. The Black Gemas' economy is reviving rapidly!

Kuu: Amazing! The V character amongst the rumours is back!
{Must be referring to the manager rankings in the game.}

Kai: I don't think so.

Riku: I don't quite get it but, the Gamers lose!

Dejiko: Gaaan. {In shock.}
I can't believe something unexpected like this would

happen... It's not possible -nyo~

Kai: Hahaha, no matter how it is a win's a win and a loss is a loss.

Kuu: Yay! Losers, losers~!

Dejiko: Nyonyo~, I won't admit it -nyo~

Dejiko won't admit to how this is progressing -nyo

Rose: Ah, Dejiko. Where you going?

Puchiko: Let her go -nyu...

Queen: Dejiko... This is your mother's lover...

Get through this test and become a wonderful princess...

Dejiko: Uuu, I can't be beaten like this -nyo~

Now I don't feel like doing anything -nyo~

Gema: Dejiko~ Stop staying in your room and come out quick -gema!

We have no reached the end of the Black Gema episodes. Now Gema will sum up your overall rankings and give you a rating.

+-----+
| まねき猫商店街編、「でじこ、へこたれる」 |
| Beckoning Cat Shopping Street, "Dejiko Loses Heart" |
+-----+

{The beckoning cat is a small porcelain cat ornament carrying an old Japanese coin. It's believed to bring fortune thus, "beckoning cat".}

Gema: Summary from the last round.

Due to various things happening, Gamers lost to the Black Gemas -gema!

Hey, Dejiko!
Stop locking yourself in your room and come out -gema!

Dejiko: Leave me a long -nyo~

I don't feel like doing anything -nyo~

Rose: Gema, how's Dejiko doing?

Gema: She's losing heart -gema!

Rose: Hrrrrrrr, that's troubling...

Gema: We have to get her to stand up again -gema...

Rose: Just because we tell the Black Gemas Dejiko's taking a break, they wouldn't take it easy on us...

Puchiko: It'll have the opposite effect -nyu.

Kuu: Heheh, a Gamers without Di Gi Charat is no match for us!
Like I said, I won't take it easy on them because...

B. Gemas: The Black Gemas are bad -geba!

Kuu: Ah, you guys. Quit taking my lines!

Gema: Until Dejiko gets out of her room, Gema will be in the shop -
gema!
Manager, please endure a little longer -gema!

GOAL: 10 million yen
OPPONENTS: Kuu
REWARDS: 1x Multiple 2x, 3 Gema Coins

After you win...

Rose: Aaah, i'm beat!
It's good that we won this time but we need to revive
Dejiko quick or we'll be trouble!

Gema: I am truly sorry -gema...

Rose: It's nothing that Gema should apologize about. It's not
Gema's fault after all...

Gema: I feel better now that you said that -gema...

Rose: Is there anything we can do?

+-----+
| まねき猫商店街編、「ぶちこ焼きを売れ」 |
| Beckoning Cat Shopping Street, "Puchiko Sells Roast Food" |
+-----+

Gema: Now that Dejiko doesn't feel like doing anything, Gamers is
in a big pinch -gema!
Hmmm, is there anything we can do -gema...
Now that it's become like this, we can only depend on you,
manager -gema!

Old Lady: Puchiko...
We heard that Gamers is in trouble because...
Dejiko isn't very happy.
Is it true?

Old Man: If there's anything we can help then...
Please tell us.

Puchiko: Jiccha, Baccha.

{Old Lady, Old Man. Should be Jii-chan, Baa-chan but that's just Puchiko.}

Thanks -nyu.

I'm back -nyu.

Rose: Ah, welcome back, Puchiko.

Old Man: Excuse us.

Old Lady: Excuse us.

Gema: I was wondering who it was. It's the old lady and old man from the the Ankoro Cafeteria -gema...

Old Lady: We're so sorry that you always have to look after our Puchiko...

Gema: No no, I should be the one saying that -gema.

Rose: It's so rare of the old lady and old man from the pastry shop to come to Gamers.

You wouldn't be here to buy some goods, would you...?

That couldn't be...

Old Man: Huhuohuo!

We heard from Puchiko that Dejiko-chan wasn't very happy.

Old Lady: Even so, this was all we could do.

Old Man: Shushushushu!

The only thing I can do is this special skill, Ayatori!
{Making shapes by arranging a piece of string between your fingers.}

Shushushushu!

Old Lady: Ji- Jiccha, you don't have to do that!

Old Man: I see...

Rose: Ahaha...

Old Lady: Cough...
Now that I have your attention, here. Take this!

Gema: Th- This is Puchiko Yaki -gema!
{Yaki means anything that is baked. Usually bakery.}

Rose: And there's so many too!

Old Man: Huohuo! If you ned any more we can make as much as you need!

Rose: Just stacking these on the shelves will attract customers!

Old Lady: It's OK if you sell them but pastry is something you eat.
Have some.

Rose: Itadakimaaasu!
{A phrase said before having a meal. Literally meaning
"Lets eat!".}

Gema: Itadakimasu -gema!

Puchiko: Itadakimasu -nyu...

Paku, Mogu Mogu Mogu...
{Sound of eating}

Old Lady: Puchiko, how does it taste?

Puchiko: Aaaah...
No matter how many times I have Puchiko Yaki, it's always
so wonderful -nyu

Old Man: Of course since it's done so well. It's pastry that I made
you know!

Gema: Just what to expect from the skills of someone who's been
working in this street for years -gema!

Rose: Iyaaa~n.
I'm going to put on weight if I eat too much...

But who cares!
It's so delicious I have to eat it or I'm missing out!

Dejiko: It's just as Usada says -nyo.

You're missing out if you don't eat delicious food Mogu
Mogu...

Gema: Dejiko! When did you -gema!

Dejiko: Gema and Usada! How can you 2 be so careless -nyo!

Hurry up and stack them before the customers arrive -nyo!

Rose: Man, Dejiko's not being very honest...

Puchiko: Jiccha, Baccha...

Thank you for bringing Puchiko Yaki here -nyu.

Gamers will now be able to fight for 10 years -nyu...

Gema: We have some specially made Puchiko Yaki from on the
shelves after all -gema!

Now we'll have an advantage in our right -gema!

Puchiko: And we have this much too -nyu...

GOAL: 10 million yen

OPPONENTS: Kai
REWARDS: 1x Slow Roulette, 3 Gema Coins

After you win...

Puchiko: A true victory -nyu...

Dejiko: Nyonyo! The Puchiko Yaki's are sold out -nyo~!

Rose: What a happy sounding scream!

Old Lady: Haihai, this is the Ankoro Pastry Cafeteria...

Puchiko: Puchiko -nyu.

Old Lady: Oh, it's Puchiko.

So, did the Puchiko Yaki sell?

Puchiko: They were sold out -nyu

Old Lady: Oh, that's great...

Then shall I send over some more Puchiko Yaki?

Puchiko: Baccha, it's all right now -nyu

Old Lady: I see, I see.

Puchiko, do your best at the store.

Puchiko: OK -nyu.

+-----+
| まねき猫商店街編、【うさだときよし】 |
| Beckoning Cat Shopping Street, "Usada and Kiyoshi" |
+-----+

GOAL: 10 million yen
OPPONENTS: Riku
REWARDS: 1x Forget, 3x Gema Coins

GOAL: Earn more than the opponent in 7 days
OPPONENTS: Piyokora
REWARDS: 1x Slack Off, 3x Gema Coins

In other words, don't let Piyokora's bar at the top be bigger than yours after 7 days. Otherwise, you lose.

+-----+
| まねき猫商店街編、【負けられない戦い】 |
| Beckoning Cat Shopping Street, "A Fight that can't be Lost" |
+-----+

GOAL: 20 million yen
OPPONENTS: Piyokora
REWARDS: 1x Retry, 3x Gema Coins

Dejiko comes along half way in.

Overall results.

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+-----+
| ブラゲマ団の陰謀編、【激しい雨】 |
| The Black Gema Organisation's Conspiracy, "Heavy Rain" |
+-----+
```

GOAL: 3 million yen
OPPONENTS: Piyokora
REWARDS: 1x Slack Off, 4x Gema Coins

As mentioned in the title earlier, the weather isn't good so there isn't going to be many customers.

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+-----+
| ブラゲマ団の陰謀編、【暑い日】 |
| The Black Gema Organisation's Conspiracy, "A Hot Day" |
+-----+
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GOAL: 10 million yen
OPPONENTS: Piyokora
REWARDS: 1x Big Sale, 4 Gema Coins

Because of the hot day, all your goods are supposedly melting away.

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+-----+
| ブラゲマ団の陰謀編、【クリスマスケーキ】 |
| The Black Gema Organisation's Conspiracy, "Christmas Cake" |
+-----+
```

GOAL: 3000 Customers
OPPONENTS: Piyokora
REWARDS: 1x Multiple 3x, 4x gema Coins

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+-----+
| ブラゲマ団の陰謀編、【売れ残ったケーキを投げ売れ!】 |
| The Black Gema Organisation's Conspiracy, "Sell the Remaining Cakes!" |
+-----+
```

GOAL: 10 million yen
OPPONENTS: Piyokora
REWARDS: 1x Helper Gema, 4x Gema Coins

As the title suggests, there are some left over cakes that still need to be sold. Too many cakes have been made and now if either shops don't get them to sell, they're going to make a loss. So, you NEED those Sales cards! Otherwise, for every customer that comes in you'll make a loss. This makes the game harder now because your money can go negative.

While Sales cards can boost your sales, they can also have the opposite effect if the person is slacking off. Likewise, if you use manager cards that runs some big sales event but you have no one working as a salesperson, you're going to be losing a lot of money too.

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+-----+
| ブラゲマ団の陰謀編、【びくびくしたもの】 |
| The Black Gema Organisation's Conspiracy, "Things that Wiggle" |
+-----+
```

GOAL: 10 million yen

OPPONENTS: Piyokora
REWARDS: ?

This is an easy one. Due to the cake incident, the Black Gemas are in financial trouble yet Piyokora still wants to challenge Gamers. They have 3 days before their store goes bankrupt so this round only lasts for 3 days. There's basically no way you lose this one =)

Time for the end results again and it's now the last episode.

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+-----+  
| 最終話、【おわり そして はじまり】 |  
| The Last Episode, "An End and a Beginning" |  
+-----+
```

GOAL: Earn more than the opponent in 10 days
OPPONENTS: Piyokora
REWARDS: 1x Manager Card 'X'

Something weird is going on with Piyokora and the other leaders of the Black Gemas. It seems a strange figure has been talking with them. It's up to Dejiko and the others to find out what.

Once you've beat this round, you've won the game and beat the Black Gema gang! Now you will get to save your progress along with your deck. Pick a slot to save in and you will have the following options:

[Store Name (Default is Store 1, Store 2 etc.)] [Copy]
[Save here] [View Store]

Once you've chosen "Save here", Gema will ask if you want to edit your business card [Yes/No].

Gema will then go onto congratulating you and explaining that the game isn't over. New features have now been unlocked and they are:

1. New stages.
If you play the PKO episode and beat chapter 5, you will unlock a new story. To unlock the extra stage, the levels of all staff members must come to a total of greater than 10. Other chapters will have other conditions.
2. New items.
See for yourself what they can do.
3. Stage Selection.
Play the stages you liked again.
4. Album.
You can now view the illustrations that were used in the game.

So, enjoy the new features!

=====
6. Playing the Game
=====

This section is for reference and for anyone who has already played the prologue before reading this guide.

The game basically goes through the same cycle each turn.

Starting off, you will reach a deck screen. Here you may pick 40 cards before doing battle with your rivals. Under each card are 2 numbers. The first is how many you've got selected and the second is how many you possess. Once you're done, press Start to move onto the store.

Now, lets have a look at the main screen first. To the top corner of each side of the screen, you will see some icons. These are in the order of:

Target Value (Depends if your goal is to gain customers or money)
End of Day Sales
Store Popularity
Members (+/-No. of Members Each Day)

The first 3 are pretty self-explanatory. As for Members, these are customers that are not affected by your opponent when Manager cards are used.

The game is turn based with each turn being equal to a day. You can view how close you are to the target by looking at the green bar to the top. The closer it is to the centre, the closer you are to fulfilling your target. It goes for your opponent too of course.

During each turn, you will be allowed to make use of a maximum of 3 cards. It can be a mix of Job, Intrusion and Multiply cards. You can either allocate them to your staff or you can throw them away. To throw them away, select the card with the A button then move it to the black slot to the side.

More than 1 of the same Job card can be attached to each staff to boost their effectiveness. You can see their levels next to them go up.

If you give the same Job card to more than 1 member, you'll create a combo which will multiply the overall stats by 1.5 or more. e.g. You give 2 members an advertising job card each. This multiplies the overall popularity by 1.5.

A 3 member combo gives a multiple of 2x, 4 gives 2.5x and so on.

Once you've used 3 cards, Gemma (the big yellow ball) will confirm if they're the ones you want to use, Yes/No. You can also select the orange circle to the far left or press Start to end your turn if you decide only to use 1 or 2 cards.

When you have finished your turn, you can watch the simulation run as your staff works and the residents of Akihabara run in and out of the 2 stores. Of course, your stats will update along with your opponent's ones.

You will also be able to see the day going by if you look at the bottom of the screen. There will be a sun moving from one end of the screen to the other. There will also be an icon with 2 residents of Akihabara (one green, one grey) that acts as a gauge indicating which store the residents favour.

During the simulation, you will be able to make use of Manager cards to turn things to your advantage. To do so, press the A button anywhere on the map to bring up the card selection screen. Of course, your opponent will also be able to do the same. It'll depend on what cards you have that'll decide whether or not you can counter them (see the Card List section below). If you can counter them, you'll see Gemma popping up and ask if you want to counter, Yes/No. These cards usually cost 1 of your job

cards.

Whenever you assign an intrusion card to a member, you will play a game of roulette just before the day starts. The results of the different symbols are the following:

Star - Successful. Keep the card for next turn.

Skull - Unsuccessful. Card backfires on you with negative effect.

Cross - Unsuccessful. Card is discarded.

Finally, once the day ends, you will continue with your next turn and go through the cycle until either you or the opponent wins. Good luck!

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7. Card List

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There are 4 types of cards in the game: Job, Intrusion, Multiply and Manager. Below you'll find a list of the cards and their effects.

仕事 - Job Cards

Job cards are assigned to your staff and they can do no more than one job at a time. More than one of the same type can be attached to one member to increase their level. If you decide to change a member's job, just put the card with the new job type over the old ones and they will be removed.

よびこみ - Advertising. Call in customers and increase popularity.

販売 - Sales. Increases sales.

整とん - While stocking up and tidying goods, you attract more customers to get them to spend more each time. Increases popularity and sales money each day.

会員 - Increases number of customers each day. These customers do not get affected by Intrusion Cards.

? - ?

おジャマ - Intrusion Cards

These are also considered as jobs partly. How long they last depends on how lucky you are at the roulette spin. If you continue to get a star then you will keep the card for the next turn. A cross means you lose it without it taking effect for the day and a skull means it backfires.

にせよびこみ - Fake advertising. Disguise one of your staff to stand outside opposition's store. Lowers their popularity to 0.

ガード - Guard. Protects your shop from fake advertising, fake sales and fake member Intrusion Cards.

? - ?

? - ?

ターボ - Multiply Cards

Self explanatory really. Multiplies the effect of the cards you have for a

member by 2x, 3x or 4x for the day.

店長 - Manager Cards

Used only during the simulation phase of the game. Just like Intrusion Cards, you must play roulette to decide if it's successful, unsuccessful or backfires.

- イベント - Event. Positive effect doubles the number of customers you get for the day. Negative halves the number of customers. Costs 1 card.
- 大セール - Big Sale. Positive effect doubles the sales you get for a day and negative halves it. Costs 1 card.
- さぼり - Slack off. Positive effect makes one of your opposition's staff go on holiday while the negative effect is the opposite.
- あやつり - Manipulation. Positive effect makes one of your opposition's staff come over to help you for the day. Negative means one of your staff will be randomly picked and sent over to their side. Costs 1 card.
- もの忘れ - Forget. Positive effect causes one of your opposition's staff to lose all job cards. Negative does the opposite on a randomly selected member in your shop. Costs 1 card.
- スロールーレット - Slow Roulette. Slows down the roulette wheel for a day. Makes it faster if unsuccessful. Costs 1 card.
- リトライ - Retry. If a Manager Card failing in roulette with an 'X' then you get one more shot at it. Costs 1 card.
- 不発 - Prevents the oppositions Manager Cards from taking effect after being successful in roulette. Costs 1 card.
- 客ばなれ - Lowers opposition's members to 0. Costs 1 card.
- 100万円 - Adds 1 million yen to sales for the day on success. Subtracts if backfired. Costs 2 cards.
- 返品 - Return goods. Causes opponent's money to become negative. If backfired, your total money becomes negative.
- お手伝い・ゲマ - Gema comes along to help. He is immune to Slack Off cards. If you have Gema's special goods, "Gema Dolls" then they will help you slow down the Roulette. If unsuccessful, one member will slack off.
- 店長カードX - If successful, both stores will not be able to use Manager cards for a day. If it backfires, only you will not be able to use them for a day.

=====
8. Special Stock Items
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After the each battle, you will receive Gema Coins (GCs). These will allow you to purchase special items to aid you during the store battles. They are

the following one line after the other:

| | |
|---------------------|----------------------------------|
| Margaret | - 2GC, +1 Popularity |
| Short Cake | - 2GC, +1 Popularity |
| Toy Robot | - 2GC, +100 Money |
| Tulips | - 2GC, +1 Popularity |
| Cheese Cake | - 2GC, +1 Popularity |
| Daru Otoshi | - 2GC, +100 Money |
| Roses | - 2GC, +1 Popularity |
| Mont Blanc (?) | - 2GC, +1 Popularity |
| Toy Piano | - 2GC, +100 Money |
| Pansies | - 2GC, +1 Popularity |
| Chocolate Cake | - 2GC, +1 Popularity |
| Handheld Game | - 2GC, +100 Money |
| Dejiko Pencil Case | - 2GC, +100 Money |
| Puchiko Pencil Case | - 2GC, +100 Money |
| Usada Pencil Case | - 2GC, +100 Money |
| Dejiko Eraser | - 2GC, +1 Popularity |
| Puchiko Eraser | - 2GC, +1 Popularity |
| Usada Eraser | - 2GC, +1 Popularity |
| Dejiko Mug | - 6GC, +1 Popularity, +100 Money |
| Puchiko Mug | - 6GC, +1 Popularity, +100 Money |
| Usada Mug | - 6GC, +1 Popularity, +100 Money |
| Dejiko Badge | - 2GC, +100 Money |
| Puchiko Badge | - 2GC, +100 Money |
| Usada Badge | - 2GC, +100 Money |

Once you have purchased your items, you can choose where to place them and then watch your stats change. You may also pick up what you have already bought and then press B to sell it for half price.

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9. Stage Selection
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In the stage selection of the game, there are certain stages that have extra (EX) conditions in them that you can fulfil to unlock various things. You'll find a list of the stages below and their conditions.

What happens after you pick a stage is you must pick a file where you saved your deck in. If you know what cards are in the file you choose, you can press Start to pick the file right away. Otherwise, press A to select a file and you'll have the following options:

| | |
|-----------------|------------|
| [Name of Deck] | [Copy] |
| [Use this Deck] | [Organise] |

After you've selected your deck file, you'll select your saved shop file. The options will be the same as the ones above except instead of organise, you just get to view your shop.

| | |
|------|--|
| PKO1 | Win Condition: Earn 3 million yen |
| | EX Condition: Staff level must total to over level 3 |
| PKO2 | Win Condition: Earn 5 million yen |
| | EX Condition: Win and have 1.5 million yen more than opponent. |
| PKO3 | Win Condition: Earn 3 million yen |
| | EX Condition: Don't allow any customers into the |

opponent's store for a day.

PKO4 Win Condition: Earn 5 million yen
EX Condition: Win within 4 days.

PKO5 Win Condition: Earn 10 million yen
EX Condition: Staff level must total to over level 10.

商店街1 Win Condition: Earn 10 million yen
EX Condition: Win and earn 5 million yen more than
the opponent.

商店街2 Win Condition: Earn 10 million yen
EX Condition: Win with 3 of your staff doing the same
job.

商店街3 Win Condition: Earn 10 million yen
EX Condition: Win and earn 5 million yen more than your
opponent.

商店街4 Win Condition: Earn more than your opponent after 7 days.
EX Condition: Win without using a Multiple card once.

商店街5 Win Condition: Earn 20 million yen
EX Condition: Be successful in roulette 3 times in a row.

ブラゲマ1 Win Condition: Earn 30 million yen
EX Condition: Win and earn 1.5 million yen more than your
opponent.

ブラゲマ2 Win Condition: Earn 10 million yen
EX Condition: Win within 10 days.

ブラゲマ3 Win Condition: Attract 3000 customers.
EX Condition: Use a Manager Card and make use of its
negative effect (ie, skull in roulette).

ブラゲマ4 Win Condition: Earn 10 million yen
EX Condition: Make your opponent go bankrupt.

ブラゲマ5 Win Condition: Earn 10 million yen
EX Condition: Win with a member that has an advertising
level of 8 or above.

ブラゲマF Win Condition: Earn more than the opponent after 10 days.
EX Condition: Win the game with none of the opponent's
staff working.

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10. Credits, Conclusion & Contact Info
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I never played the first game so I went back to it to find out the differences. In the demo, I've found that they have now removed stock management although you can still assign jobs. Graphics are pretty much the same except they've improved the simulation graphics. Things look a lot more colourful and lively.

They've also done away with the multi-choice dialogues that were so common in the first game. Gone are also the mini games that cropped up now and

then.

Overall though, I prefer this new game with it's card system. It just seems a lot more fun than repeatedly doing the same routines in running a store.

<http://www.broccoli.co.jp/dejiko/digicomu2/index.html>

<http://www.broccoli.co.jp/dejiko/index.html>

<http://www.broccoli.co.jp>

If anyone wants to use this FAQ on their own site or for any other purposes, please leave everything in this guide intact. And if anyone wants to contact me, feel free to do so by sending an e-mail to [kaworu_sangaku\(at\)lineone.net](mailto:kaworu_sangaku(at)lineone.net).

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