

# Digi Charat: Digi Communication (Import) FAQ

by asterixvader

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For : Game Boy Advance  
Year: 2002

F.A.Q. by asterixvader  
Version 1.2 (Final?)  
08 September 2009  
It's probably even later, but...

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/ Index /
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To use Index, press Ctrl+F on your keyboard to show the "Search text" option of your explorer and type in the index (the numbers and letters to the right) to go directly to that section.

> The update takes place in the Black Gema Gema Dan section.

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\-----/
/ Introduction to Di Gi Charat /
/-----\ODC

```

Di Gi Charat is a famous anime about Dejiko, the princess of the planet "Di Gi Charat" who came to the Earth as part of her training to become a great princess. If you're playing this game, you probably knew this already. This game is based on the original version of Di Gi Charat.

The characters of the anime that will appear in this game are:

Dejiko

The princess of Di Gi Charat.

Puchiko

Dejiko's childhood friend.

Gema

Dejiko's guardian.

Hikaru Usada (Rabbi-en-Rose)

Dejiko's friend from Earth.

Hokkemirin

Puchiko's flat cat.

Majinkappa

Usada's pet.

Piyoko

Princess of the planet Analogue, opposite of Di Gi Charat. She and her guardians try to kidnap Dejiko for ransom for the planet Analogue, which became poor because of the war against Di Gi Charat, but in this game, Piyoko only kidnaps Dejiko's halloween candies.

Rik

Piyoko's oldest (and tallest) guardian.

Ky

Other guardian of Piyoko.

Kuu

Piyoko's childhood friend.

Black Geba Soldiers

More guardians of Piyoko. They're almost useless.

Townspeople of Akihabara

We'll refer to them as "Fingers".

And we'll refer to Dejiko, Usada and Puchiko as "the girls" or "characters".

```
\-----/  
/ Introduction to the game /  
/-----\0IG
```

So what can this game do to me? Fingers entering and leaving a room with purple things? Happy girls doing nothing?

This game is, like i read somewhere, a store-managment simulator.

You'll be the manager of the store Gamers (actual manga/anime store in Japan) for a year and you must make this store BIG. You must use your brain and time to find the way to satisfy you customers' (Fingers) demands and do the best deals you can. This game can get addicting, so watch out.

Every Monday, before opening, you'll stock up your store with Goods. Once you open the store, the Fingers will enter and buy the goods you have for sell, or just leave because there's something they don't like about your store. Your store will have a Reputation you should keep in good status, the higher the Reputation is, the more Fingers will come, the more money you'll earn. The store opens from Monday to Saturday, and on Sundays you can have a rest. Then a new week will start, you'll buy more goods, and so on.

The game is automatically saved every Monday, so if you did something wrong in your store, you can reset the game before the next Monday and try again.

In this game, 'A' button works as "OK", "Accept", 'B' button works as "Cancel" and the 'Select' button works as "Help Topics".

Whenever you see two yellow buttons on the center of the screen, the button to the left is "hai" which means "Yes", and the button to the right is "iie" which means "No".

```
\-----/  
/ Introduction to the Guide /  
/-----\OGI
```

Since the game is in Japanese, i'll explain what you can do with each option and how the game works. I think knowing how the game works is all you need to know to enjoy the game.

And of course, there's probably bad translated text, misunderstood info, but i think it's OK overall.

In this guide we'll go through all the game, from the Main Menu to the last Gema's Store Inspection.

If reading the guide you find a term that wasn't explained yet, you can go to the Index to locate more information about this unknown term.

Let's get into the guide.

```
\-----/  
/ The Guide /  
/-----\  
\
```

Well, turn the power ON to see the Main Menu.

By the way, Tenchou means "store manager", i'll use the word Tenchou because it's shorter... and because of Lucky Star.

And "Y" (Yen) is the currency of Japan. To have an idea of how much money you're moving in this game, around 100 Yenes equals 1US\$.

```
\-----/  
/ The Main Menu /  
/-----\1MM
```

The first time you play you will see one activated button, the Green one. To activate the other three you must start a new game and play a little.

Here's what you can do with all the buttons and sub-buttons in the Main Menu.

```
\-----/  
/
```

/ Yellow - Continue game /  
/-----\1YO

Continue your current game.

\-----/  
/ Blue - Business Cards /  
/-----\1BO

See your or other Tenchous' information (Business Card).  
The buttons you'll find here are:

=====  
Yellow - Business Card Exchange  
=====

Obtain other Tenchous' Card by using a Link Cable. Press 'A' to begin the connection. Once connected, press 'A' again to save the other Tenchou's Card in your game or press 'B' to cancel. If you save the Card, you'll be directed to the Red button.

=====  
Red - See Business Cards  
=====

Here you can see your own information (first option) and other Tenchous' (if you have other Tenchous' Cards you'll see their names below, otherwise you will see hyphens -----). To see a Tenchou's Card press 'A', or press 'Start' to choose an option for another Tenchou's Card (you can't do this with your own Card). You'll see two options:

With the first one you can change the Cards order, select the spot you want to move the Card to and press 'A' to accept or 'B' to cancel.

With the second option you can delete Cards, you'll see 2 more options, choose the second option to delete.

The info in the Cards is as follows:

-----  
Tenchou's Name |  
Highest Store Points |  
Title
Birthday |  
Blood Type |  
Favourite meal |  
Favourite animal |  
Who s/he Respects/admire |  
-----

=====  
Green - Tenchou Ranking  
=====

See your own scores in this top-20 ranking. Transferred Tenchous' Card's scores won't appear.

(Here ends the main button "Blue - Business Cards")

```
\-----/  
/ Red - Extras /  
/-----\1RO
```

There are 4 sub-buttons:

Green - Minigames  
Blue - Album  
Yellow - Sound Test  
Red - Multiple conversations

```
=====1MG  
Green - Minigames  
=====1MG
```

Play the Minigames you've unlocked by playing a regular game. You'll see 4 buttons, these are the "Task-related" minigames, press 'R' to go to the "Character-specific" minigames, press 'L' to go back.

When you select a minigame, 3 new options will appear:  
Green - Start the minigame  
Yellow - Minigame rules/How to play  
Blue - High-Score ranking

How to play Minigames:  
(to quit a minigame, press 'Start' and choose the option to the left)

```
=====1MG  
Task-related minigames  
=====1MG
```

\*The character you play with these minigames is the character you've chosen when starting a New Game.

```
-----  
Blue - Change Check  
-----
```

To win this minigame, you have to get exactly the amount of money you see on the center of the screen by taking the coins that will fall down when you hit with the star the Fingers that pass by. You'll lose a life if you get a higher amount of money that you must get, or if you lose the star.

There are 7 types of coins:

1 Yen: bronze and tiny with a "1" on them  
5 Yenes: bronze with a hole on them  
10 Yenes: bronze with a "10" on them  
50 Yenes: silver with a hole and a "50" on them  
100 Yenes: silver with a "100" on them  
500 Yenes: golden with a "500" on them  
1000 Yenes: well these aren't coins, and they look like a pistol!

Isn't it easy to recognize them?

The info in the right panel only shows the amount of money you must get, the amount of money left, the time left, and your lives left.

And the info that appears when you finish the game is:

Time left  
Lives left  
Total amount of coins collected  
Efficiency  
Total Score

How to get points for Efficiency? collect as less coins as possible.

Controls:

Move the hat with the D-pad (right and left) and hold 'B' to move the hat faster.

Does this game remind anyone of Arkanoid?

-----  
Green - Get customers  
-----

In this minigame you must reach (or exceed) the number you see over the lower-right side of the screen by collecting Fingers and taking them to the store (the white square to the left). The more Fingers you take to the store at once, the more points you get. To get a Finger just walk into it, it will turn blue and will follow you until you take them to the store or until a yellow Finger hits them.

Controls:

Move your character with the D-pad and hold 'B' to run faster.

Tip: just stay around the center of the screen moving from the left to the right, and let the yellow Fingers come to you, unless they threaten your blue Finger's safety, in that case you go for them!

-----  
Yellow - Arrange the boxes  
-----

You only have to give the boxes in order to the other character in the door. The only ways you can lose this game is by you pushing a box against the wall or blocking the door with two wrong boxes, there's no way to pull the boxes back.

Controls:

Move with the D-pad and hold 'B' to run faster.

-----  
Red - Clean the floor  
-----

You have to clean the footprints on the floor by walking over them, if they won't disappear (specially the darker ones) you need to hit 'A' top mop them away. You can use the "Now cleaning" sign to repel the Fingers that block your way: they'll move away from the sign.

Controls:

Move with the D-pad, hold 'B' to run faster, hit 'A' to clean the darker footprints and press and hold 'A' in front of the sign to take it with you.

=====  
Character-specific minigames  
=====

\* Usada's and Puchiko's minigames that you play in this menu will differ from the minigames you play in a regular game in 2 aspects:

- There is no time limit.
- The minimum amount of items you must collect to win is reduced to 5.
- In a regular game you must survive til the time runs out, but since the minigames in this menu doesn't have a time limit, you must lose all your lifes to finish the minigame (or quit by pressing 'Start').

-----  
Green - Shiritori  
-----

This seems to be the word chain game that you see in some animes, where you say a word and other person must say a word that starts with the last letter or syllabe of the word you said, but i don't understand why it's here in this game.

You will only see 2 options here, the Yellow one (game rules) and a new Red option that is basically the "Start the minigame" button. You'll see a sentence blinking, and nothing else. Press 'B' to go back.

And, yeah, this doesn't seem to be a "character specific" game, unless it's Gema's minigame.

-----  
Blue - Rescue Gema  
-----

This is Dejiko's minigame. Gema was kidnapped by a monkey or something when Dejiko and the girls were having a good time in the thermal waters (or however they're called).

To win this minigame you only need to reach the monkey.

You must avoid the obstacles you'll find in your way or else you'll lose a life.

Controls:

Move with the D-pad, hold 'B' to run faster and hit 'A' to jump.

To begin running faster you must stay in your line (don't move to the right or left BUT you can jump) and you must hold 'B' for at least 2 seconds. If you move or release 'B', Dejiko won't go faster.

You can only jump the light-blue stuff (that looks like a whirlpool) and the stumps.

-----  
Red - Collecting Candies  
-----



Usada's minigame. She got to get back the candies the girls collected on halloween that were stolen by the Black Gema Gema Dan.

To win this minigame you must collect at least 5 candies (15 if you're playing it in a regular game). You'll lose a life (and some candies) if the Black Geba Soldiers hit you, however you can defeat them by hitting them on the head. If you defeat them, more candies will appear from the top of the map, but the Gebas will respawn and this time they'll actually go after you, so it could get a little harder.

Controls:

Move with the D-pad and hold 'A' to boost up.

Does this game remind anyone of Ballon Fight?

-----  
Yellow - Collecting sakura leaves  
-----

Puchiko's minigame. She had to collect leaves when the girls went to the "Sakura Viewing" event.

Get 5 leaves (or 15 if you're playing in a regular game) to win, you'll lose a life if you hit anything but the flowers.

Controls:

Move with the D-pad (press 'Down' to crouch), hold 'B' to run faster and hit 'A' to jump.

(Here ends the "Green - Minigames" button)

=====  
Blue - Album  
=====  
====1PA

Here you'll find all the pics (let's call them CGs, although i'm not sure if that's the correct name though) that you'll unlock in the regular game. There's a total of 90 CGs from which i've only unlocked 64. To know how to Unlock CGs, go to the "Task Level and Experience" and "The Holidays" sections.

=====  
Yellow - Sound Test  
=====  
====1ST

Here you find all the background music, sounds and speeches (respectively) that you've unlocked. Press 'L' and 'R' to change the background image with the CGs you've unlocked and 'A' to play a sound. There's no button to stop the music though.

=====  
Red - Multiple Conversations  
=====  
====1MC

Random conversations between the girls will be made (the same that appear on Sundays) and you'll be able to insert new words or delete old ones. If you want to know more about Conversations, go to the "The Dialogue" section.

(Here ends the main button "Red - Extras")

```
\-----/  
/ Green - New Game /  
/-----\1GO
```

Starts a new game.

When you start a new game, Gema will say something, then she will ask you some info about yourself:

Name  
Birthday  
Blood type  
Your favourite meal  
Your favourite animal  
Someone that you respect/admire

Press 'A' on each blank to fill it (you must fill them all), a chart of Hiragana (japanese letters) will appear, you can change to Katakana (or go back to Hiragana) by pressing 'L'.

Once you fill all the blanks, press 'Start' to continue. After that, the three girls will introduce themselves to you, and you'll have to choose one that will be your, er person that will inform you about the store etc. From now on we'll refer to the character you choose "your character".

```
=====1SS  
Character's Special Skills  
=====1SS
```

Each girl has a special skill that will help you in the way to become a great Tenchou. The skills must charge in order to be used, the time it takes to charge depends on how much you sell in the store. Once charged your character will ask you if she can use her skill. The skills are:

Dejiko:

She'll use her Mekarabeam to clean up the store. If you choose Dejiko you won't need the Cleaning task because the Mekarabeam won't only clean up the store but also will keep it clean for a month, hence you won't need to buy cleaning tools and you'll save money and time.

Usada:

Her skill makes customers buy a high amount of goods for a week. You should make sure you have plenty of goods to sell when using this skill. Combine this skill with an Advertisement (more info in the Advertisement section) and you'll sell enormous amounts of goods.

Puchiko:

She will reduce the prices of the goods in 5% for a week. It's very useful when you have an empty store and good amount of money, you can save plenty of money with this.

When your character asks you if she can use her Special Skill, you can answer "Yes" to let her use it, or you can save it for later by answering "No". Nothing bad will happen if you answer "No".

Now choose your character and let the game begin!

```
\-----/  
/ Store Preparation - Before Starting a New Week /  
/-----\2SP
```

When you're ready to start the game, Gema will appear and will ask you if you want her to guide you through the game. Just press 'B' to say No.

On the top of the screen you can see numbers. The numbers on the left is date (month/day) and the numbers on the right is your current money (you start off with 100,000Y).

You will now see your character to the right and 4 buttons again:

Blue - Open the Store  
Red - Buy Goods  
Green - Tasks  
Yellow - Specials

```
\-----/  
/ Blue - Open the Store /  
/-----\2B0
```

Opens the store and starts a new week, make sure that everything is OK before starting a new week. You won't be able to stop it, buy goods during the week or anything.

```
\-----/  
/ Red - Buy Goods /  
/-----\2R0
```

Here you can buy Goods for the store. You will see three empty shelves, you can buy one good per shelf. Choose a shelf and press 'A' to see the list of goods available for the current week (the list of Goods available for each week is random). You will see a picture of the good and three numbers:

The first is the minimum quantity in wich you can buy the good.  
The second is the price of the good.  
The third is the profit percentage for the good.

Choose a good and press 'A' to select the quantity you want to buy (press 'Up' and 'Down' to change the quantity) then press 'A' again to buy.

You will notice the goods have different background colors:

Blue - Dejiko's goods  
Red - Usada's goods  
Yellow - Puchiko's goods  
Green - Special goods

Fingers like to buy character-specific goods more than special goods, however special goods have a higher profit percentage.

Pressing 'R' will arrange the list of Goods by:

Price (default option)  
Quantity

Profit  
Character

You'd like to fill all the shelves with goods, Fingers dislike empty shelves.

=====

Goods List  
=====2GL

Here's a list of all the goods i've seen so far, from lesser to highest profit.

Legend:

Name  
Q: Minimum quantity  
P: Price (k=1000's)  
%: Profit - earnings

One \* means Fingers like the item (easy to sell).  
Two \*\* mean the item is usually sold slowly.

Character specific goods  
-----

Pins \*  
Q:50  
P:10K  
%:10% - 1k

Pencils  
Q:200  
P:20K  
%:10% - 2k

Comics \*  
Q:50  
P:25K  
%:10% - 2.5k

Erasers  
Q:150  
P:30K  
%:15% - 4.5k

Bands \*  
Q:100  
P:50K  
%:15% - 7.5k

T-Shirts \*  
Q:30  
P:60K  
%:15% - 9k

Pencil Case  
Q:100  
P:50K  
%:20% - 10k

Mugs

Q:30

P:60K

#:20% - 12k

Posters

Q:100

P:80K

#:20% - 16k

CDs \*

Q:30

P:90K

#:20% - 18k

Trading cards

Q:100

P:100K

#:30% - 30k

2002 Calendars

Q:50

P:100K

#:30% - 30k

Hats \*\*

Q:20

P:100K

#:30% - 30k

Wrist watch \*\*

Q:30

P:120K

#:30% - 36K

Stuffed dolls

Q:30

P:150k

#:50% - 75k

Special goods

-----  
Broccoli

Q:100

P:10K

#:30% - 3k

Gema Pillow

Q:100

P:200k

#:50% - 100k

Party Night CD

Q:100

P:200K

#:50% - 100k

Dejiko Musical

C:100  
P:200K  
%:50% - 100K

Neko Gloves

Q:100  
P:300K  
%:50% - 150k

Dejiko Fantasy

Q:80  
P:320K  
%:50% - 160k

Dejiko NoKobeya

Q:80  
P:320K  
%:50% - 160k

Di Gi Charat

Q:100  
P:350K  
%:50% - 175k

Di Gi Charat DVD

Q:100  
P:350K  
%:50% - 175k

=====

Creating Chains

=====2CC

You can create chains to make goods sell faster. To create a Chain, put a good of certain category next to another good of the same category, but different character. For example:

Put Dejiko's erasers next to Usada's erasers and you'll see a green arrow between the two shelves. You created a "same category goods" chain.

You can also create a chain by putting same character Goods (but different category) one next to another, and you'll see a blue arrow. This is a "same character" chain.

=====

Wanted Goods

=====2WG

Sometimes you'll see a good with a star beside it. That good is what Fingers want to buy desperately. Take advantage of this and buy as much of these goods as possible or else, besides losing money, your Reputation (see below) may be negatively affected.

=====

Store Information

=====2SI

In the "shelves-view" screen you can press 'R' to see a chart with info about

your store, it's very important to check this chart every week (except the very first week). Here's the info that appears on the chart (the numbers are an example):

```
-----
GAMERS           [Your name]'s Store  \
-----
Reputation       83( +60)           |
Cleanness        100( +0)          |
Customers        128 ( -494 )      |
Profit           337,500Y( -929,720Y)|
Money            521,100Y( -912,500Y)|
Store Points     2,915,000 ( +130,000 )|
-----
```

Numbers mean:

Last week achievements ( + or - compared to the week before the last week)

Reputation

-----

Your store's reputation, a way to calculate how many customers will visit you in the current week and how many goods you should stock. Minimum Reputation is 1, i don't know the max.

How to increase your reputation:

Sell goods the Fingers want. If your Reputation goes down even if you sold all the goods you had, this means you didn't sell goods the Fingers wanted.

Other reasons your Reputation could go down are:

Low Cleanness

Empty shelves

There isn't anyone in Reception or Goods tasks (info on this below)

Now how would you know what goods the Fingers want? Go to the "The Girls" section to find out.

Cleanness

-----

How clean your store is (max 100, min 1 or 0? never went that low). Fingers like clean stores, you'd keep it clean. If you're not playing with Dejiko, i recommend not going below 50, try to keep it from 70 up. Cleanness can have a big impact in your Reputation.

For each 10 Cleanness it goes down a footprint will appear on the floor.

Customers

-----

The amount of customers that entered to your store (entered and bought or not).

This also helps calculating how many customers will come to your store.

Profit

-----

Total amount of money you earned in the last week.

Money

-----

Your current money.

Store Points

-----

These points will deduce your Tenchou Title. You obtain points every time the girls level up in their tasks, or when you use advertisement (Ad) correctly. You can also lose points when you use Ad, Bargain or Fear and you don't sell enough Goods to regain what the option costed, and other reasons that are usually related to bad management of the store.

To know more about Tenchou Title, go to the "Balance Sheet" section.

```
\-----/  
/ Green - Tasks /  
/-----\2GO
```

You have 4 tasks available in your store, these go from indispensable to sometimes important:

Register (right)

-----

Indispensable, there must always be someone in this task.

Reception (top)

-----

Very important, Fingers like someone to welcome them. Sometimes Fingers will ask to the receptionist (what i think is) what goods are in stock, then they'll go and buy.

Goods (left)

-----

Important, Fingers like someone to do something with the goods (i don't know what the girls do here).

Cleaning (bottom)

-----

This is important only when the store needs to be cleaned.

If you don't put someone in Reception or Goods, the amount of Fingers that will enter your store in the current week may be negatively affected, so may be your Reputation.

To move a character to a specific task, select the character, press 'A', move the cursor to the task you want the character to go and press 'A' again.

Remember that there must always be someone in the Register task.

```
=====  
Task Level and Experience  
=====  
====2LE
```

Your characters can level up in their tasks. They start at level 1 in every task and they can go up to level 5 - Masters. When you get a character to level Master, a CG will be unlocked for the corresponding task, this means you'll have to get to level Master all the three girls in every task, of course this can be done starting different games.

Read below for more information about level and experience.

```
=====  
Like or Dislike Tasks  
=====  
====2LD
```



Your characters will like, dislike or be neutral to certain tasks for a week. You can see happy faces (like), sad faces (dislike) or no face (neutral) above your characters:

- They will work all the week long if you give them a task they want to do.
- They might work or not some days or even the whole week if they're doing a task they don't want to do or are neutral to.

Besides affecting the amount of Fingers that will enter your store (they don't like to see the girls not working), liking or disliking affects the amount of experience your characters will get in the week:

- If they like their task, they will get good experience.
- If they're neutral to their task they'll get regular experience.
- And if they don't like the task they won't get experience.

Also, each day the girls don't work will make them get less experience.

Press 'R' to show up a chart where you can see the girls' experience, level and tools for every task and the tasks they like/dislike for the current week.

The tools help the girls be more efficient in their tasks, you can buy better tools, we'll get into that in a moment.

As i mentioned before, every time a girl level up, you'll get Store Points, and probably a higher level attention to the Fingers increases the Reputation, i'm not sure.

There's a fifth experience bar in your character's tab. That's her Special Skill, once full, she will be able to use it (she'll ask you if she can use it, you don't need to press anything).

The tasks they like/dislike for every week are set and will be always be the same for all the games you start.

```
\-----/  
/ Yellow - Specials /  
/-----\2YO
```

Here you'll find special options for your store. Note that you can only use one Special Option per week.

```
=====  
Green - Task Tools  
=====2GT
```

Here you can buy Task Tools for the girls. You'll see 20k or 50k, that's the price of the item, and LV1 or LV2 is the item's level (this has nothing to do with your characters' Task Level).

The tools available are:

Register task:  
Calculator  
Register

Reception task:  
Skates

Radio (+skates)

Goods task:

Cart

Forklift

Cleaning task:

Vacuum (recovers 10 Cleanness points per day)

Monstrous Vacuum? (recovers 20 Cleanness points per day)

Since the girls don't share their tools, you have to buy one tool for each. I recommend buying calculators first, and vacuums if you're not playing with Dejiko.

To buy an item press 'A' twice.

So how do Tools help my Store?

Tools for Register, Reception and Goods only increase the Reputation, while the cleaning tools help cleaning fast.

Do Tools help the girls gain more experience? I've checked, and it doesn't.

=====

Blue - Advertisement

=====2BA

This option will attract more Fingers for the week. Be sure to have a good amount of goods to sell when using this option. Its base cost is 3k. You'll see Fingers with an icon over them, those are the ones attracted by the Ad.

When i use this option too early in the game the customers get very capricious, i mean many of them won't enter the next week. I'd say don't use this option too early in the game.

=====

Yellow - Bargain

=====2YB

With this option you'll sell items at 10% of their price. You'll most likely lose money or earn very little, and you'll lose Reputation for sure because this option attracts an enormous amount of Fingers that will buy everything in the first days of the week, thus leaving the store empty with nothing to sell for days (or probably not) AND you'll probably lose Store Points too. Use this option only when necessary, when you want to get rid of the goods you are selling, i don't really know, i've never really needed to use this option. Note: The "enourmous" amount of Fingers that will attract is proportional to your Reputation.

The base cost is 10k.

=====

Red - Store Expansion

=====2RS

This option will be available since May 6, and with it you can buy more shelves for your store. It has three levels, each level will cost more than the previous level:

Lv 1: 1 Shelf	Price: 100,000Y
Lv 2: 2 Shelves (+ bigger store)	Price: 300,000Y
Lv 3: 3 Shelves (+ even bigger store)	Price: 500,000Y

These options will increase your Reputation but it will also increase Ad and Bargain prices:

Ad:

Base: 3,000Y  
Lv 1: 5,000Y  
Lv 2: 10,000Y  
Lv 3: 20,000Y

Bargain:

Base: 10,000Y  
Lv 1: 15,000Y  
Lv 2: 20,000Y  
Lv 3: 30,000Y

You'll see the new shelves the next week.

```
=====  
Gray - Fear  
=====2GF
```

Why "fear"? Unknown. But this option works like a Bargain, it attracts a high amount of Fingers but you won't lose money. There are three sub-options here:

Blue - Dejiko  
Red - Usada  
Yellow - Puchiko

This is kind of a special advertisement. You advertise one of the three characters and Fingers will come to your store to buy this character's goods.

For example: you want to sell tons of goods of Puchiko. Then, in Fear, choose the Yellow option - Puchiko, and Fingers will come to your store to buy high amount of Goods of Puchiko. Other goods will be sold too, but Puchiko's goods will be the most sold.

Fear only appears in the last week of each month. Make sure you have a high Reputation and enough goods to sell when using this option.

When you choose Ad, Bargain or Fear options, a sign will appear in the store screen during the week. This just means that you chose one of those options.

You're now ready to open you store, Tenchou-shan.  
Go to the Open Store option and press 'A' twice (your character will ask you if you're ready).

```
\-----/  
/ The Store During the Week /  
/-----\3SW
```

You will see the girls doing their tasks, Fingers entering/leaving the store, your money going up... what else can you do here?

=====

### The Cursor

=====3TC

The blue square on the center of the screen. You can move it with the D-pad and select shelves or the girls. When you select something, information about it will be displayed on the bottom of the screen (you can't select Fingers). The color of the cursor and the window that appears below will change depending on the mood of the character you're selecting.

=====

### The Shelves

=====3TS

You can check what good is in each shelf and how many left with the Cursor.

When the last good in a shelf is sold, white letters will appear, they mean "Sold Out".

=====

### The Girls

=====3TG

When you select a girl with the cursor, you can read their thoughts and you'll see their icons with a bar below, that bar seems to be... (keep reading)

-----  
The girls' mood bar  
-----

When you talk to the girls (press 'A'), this bar increases, but it has a limit per week. This bar will increase more if the girls keep working on a task they like and if you talk to them at least once a week. When this bar gets full, you'll see the character with an icon over her, 5 yellow lines, like a shine. This could mean she's very happy!

When the girls are in a task they don't like or are neutral to, this bar won't increase much, and for every day they don't work this bar will decrease. Talk to them every day when they're in this situation.

Apparently this bar has nothing to do with their task level or experience.

You can talk to the girls once a day. What they will say depends on their mood:

- If they're happy (they like their task) they will talk about what's happening to them, or what's happening around, BUT they will also tell you what good the Fingers want, what good is wanted by the Fingers. Only one girl out of the three (if the three are happy) will tell you this and only once a week. When you see letters in Yellow, that's the item the Fingers want. Sometimes you'll see the good they mentioned with a star in the Goods list in next week.

- If a girl is neutral or sad, they'll probably complain about their task or say they're trying hard, "Ganbaru!".

Sometimes you'll see some icon over the girls, three yellow lines. I'm not sure

about this.

=====

The Fingers!

=====3TF

Akihabara's townspeople, the Fingers, your customers. You must satisfy their demands in order to become a great Tenchou. They come in four different colors: blue, green, red and yellow. Is there a difference? I've not seen a difference, except for the yellow Fingers, i've never seen one asking something to the receptionist and they move really fast, i call them "otakus".

Sometimes you'll see icons above them:

- A happy face icon will appear when you create a "same category goods" chain.
- When you use Ad or Bargain, Fingers attracted by the option will show an icon before entering the store.
- When Fingers don't like something about your store, they'll inmediately leave with an anger icon.
- When you use "Fear", you'll see an icon that says "Fear" above the Fingers.
- You'll see a heart icon when Fingers buy a good they want (Wanted Good).

What Fingers like about your store:

- Clean stores
- Shelves loaded with goods
- Someone to receive them (receptionist)
- Someone working in the Goods task
- Character-specific goods more than Special goods (this doesn't mean they hate them, they just like char-specific items more).
- Of course there will be weeks on which they'll want to buy Special Goods.

Remember: Happy Fingers = Reputation increment.

=====

Controls in the Store Screen

=====3CS

D-pad

Move the Cursor.

A button

Talk to the selected girl.

B button

Cancels Gema's help menu.

L button

Fast forward.

R button

Selects girls faster (from Dejiko to Usada to Puchiko).

Select button

Gema's help on whatever you're selecting with the Cursor.

Start button

Goes to the next day. You'll still sell goods, but passing the days normally will sell more goods. Press 'Start' only when there's nothing to sell.

=====  
The Background Music  
=====3BM

There are three BGMs for the store:

Normal BGM:

Name: Hatarakimono (Tireless worker), track #12

When the three girls are happy (except for the first week):

Name: Uwanosora (Distraction), track #13

When there are at least two sad girls:

Name: Yu-u-u-tsu (Depression), track #14

Finally, when an item isn't completely sold in four weeks, at the end of the fourth week it will be sold at a low price.

\-----/  
/ The Life Behind the Store /  
/-----\4LB

Immediately after the last Finger leaves the store on Saturdays, your character will say, in this order:

That the week has finished.

The most important information in the week, this could be the amount of Fingers that visited your store, if the Cleanness or Reputation went up or down, or which good was the most sold and which was the less sold. She'll compare the current week's achievements with the last week's.

After that, you'll probably see letters in cyan. I'm not sure why this appears but it has something to do with the order of the goods in the shelves.

Then she'll say "Here are the reports of this week" and after this...

...each character will tell you how their week was.

And finally, there will be times when your character will ask you if you can help her with her task. If you accept, you'll play a Minigame of the task your character did in the week. If you win, she'll get more experience for her task. If you cancel or lose, she won't be affected.

And then, here comes the weekend. In the weekends the girls will talk and make plans for holidays.

There are two types of conversations: normal ones, about anything, and conversations about holidays or special days.

=====  
Conversations  
=====4TD

These conversations are easy to recognize: whenever you see a yellow icon over

the bottom left or right side of the screen, or when you have to answer something (a japanese letters chart appears), that's a normal conversation.

The girls ask you info about you or someone you know (whose name you entered previously). You can just press 'Start' to skip the answer or answer. I don't know if it's better to answer or not, but you'd like to answer because the more questions answered, the less questions they'll do. The words you enter will be saved and the girls will use them sometimes.

Remember the yellow icon i just mentioned? it's used to delete the words you previously entered. When you see this icon, press 'B' and a menu with options will appear (the girl that is currently talking may need to finish talking before the menu appears). The options of the menu are the words available to delete (the last option is "Cancel"), choose the word you want to delete and and the girls won't say it anymore, but they'll ask you again sometime later. Note: the words available to delete are the words the girls are using in the current conversation.

There are some pre-entered words too, like "Pitaten".

```
=====
The Holidays
=====4TH
```

When the conversation is about a holiday, you won't see the yellow icon, and a menu with two options will appear.

The first option (top) will always say that you agree with the girls, the second option means that you don't agree. Why "agree"? They'll ask you if it's fine to you to celebrate certain holidays.

Why is it important to agree with the girls and celebrate holidays? Because CGs will be unlocked, and in some holidays you'll unlock minigames too.

But there are also holidays that they'll celebrate without asking you.

You'll see that the shop will close during holidays between Monday and Saturday. Don't worry, even with holidays, Goods will be sold.

```
=====
Holidays/CG List
=====4HL
```

Some notes on this:

- I don't know the name of some holidays they celebrate.
- I'll try very hard to explain what is seen in the CG so you can identify it.
- Some dates aren't the holiday's date, but it's the date when the girls will ask you if they can celebrate it.
- I'll specific if the Minigame or CG is only unlockable playing with a specific girl, otherwise it can be unlocked with any girl.
- To hide the text when viewing a CG, press 'R'.
- Do girls celebrate my birthday? No, they don't.

```
Date      Unlocked CG > Holiday / Other info
-----
```

4/14 Usada singing > Sakura Viewing Day / Puchiko's Minigame (Puchiko only)  
4/28 Your char in blue dress > Showa Day (Golden Week)  
5/4 Puchiko & Hokkemirin > Children's Day (Puchiko only)  
6/2 Your char as Nurse > Dental Health Day  
7/6 Girls in kimonos and a moon behind > Star Festival  
7/21 Girls in the beach  
8/11 Your char in kimono and a carnival behind > Summer Festival  
8/25 Usada with a present > Usada's birthday (Usada only)  
9/1 Your char in a red kimono and the store behind  
9/15 Your char in green fields with an animal > Animals day?  
10/14 Your char in a Soccer field > Health and Sports Day  
10/31 Girls celebrating halloween / Usada's Minigame (Usada only)  
11/10 Girls in the Sauna / Dejiko's Minigame (Dejiko only)  
12/1 Girls playing in the snow > Receiving December  
12/15 Your char as Santa  
12/22 Your char celebrating Christmas (with a tree behind)  
\*12/24 Girls as Santa / You'll unlock Party Night BGM too  
1/1 Girls in white and red clothes > New Year's Day  
1/19 Puchiko with a present > Puchiko's birthday (Puchiko only)  
2/2 Dejiko with a present > Dejiko's birthday (Dejiko only)  
\*\*2/3 Dejiko and Puchiko bothering Usada  
2/14 Your char with a present (box of chocolates actually) > Valentin's day  
3/2 Your char and dolls behind > Dolls' Festival  
3/24 Your char in the store > Last week  
3/31 A normal pic of your char if you got less than 1.5m Store Points  
3/31 Your char in special dress if you got 1.5m Store Points or more

\* December 24

-----

Dejiko will ask you if you'd like to see the girls singing Party Night. If you haven't unlocked this CG (and the BGM) say Yes (first option), and unless you like this part of the game (listen the Party Night BGM for like 2 minutes), choose NO if you already have unlocked this CG.

When you say Yes, Gema will appear and you'll have two options again:

Top - see Party Night lyrics only

Bottom - Listen the girls (and unlock the CG)

After you choose the bottom option and listen the BGM, Gema will ask you what lyrics come next on the song, she'll give you three options, choose the second one (middle) to continue listening the BGM. If you choose the other options, the wrong answers, Gema will ask you again the same question.

And after you listen the BGM again, you'll continue playing.

\*\* For an unknown reason, the CG of the day 2/3 doesn't appear in the Album menu, but it does as background in the Sound Test menu.

```
\-----/
/ Balance Sheet /
/-----\5BS
```

Every 3 months, Gema will do an inspection of how the store is going. Your Tenchou Title will be deduced here.

A chart with many numbers will appear:



```

-----|
Your current money |
Total wealth of goods in the store (that didn't sell)|
Total money invested in Task Tools |
Total money invested in Store Expansion |
Points gained when the girls leveled up |
Debts* (negative points) |
-----|
Your Tenchou Title | Total Store Points |
-----|

```

\* Debts will only appear when you receive extra money for going bankrupt. You'll go bankrupt when you don't have money and there aren't Goods enough to earn enough money to buy more Goods, and you'll receive 100k again to continue playing.

Your Tenchou Title is deduced based on your Store Points:

Title	Points needed
-----	-----
Worst (can't find out meaning)	: 100K or less
Useless Useless Useless Tenchou	: 200K
Useless Useless Tenchou	: 300K
Useless Tenchou	: 500K
Just One Tenchou Else	: 1M
Tenchou	: 1.5M
Amazing Tenchou	: 2M
Very Amazing Tenchou	: 2.5M
Genius Tenchou	: 4.5M
Divine Tenchou	: 5M or more

Does getting Divine Tenchou title do anything? Disappointingly, no. Unless you need to do something else, but getting only the best Title does nothing.

Important note:

Try not to finish a game with negative Store Points! i did and now my high, positives Store Points are NOT saved! it's very frustrating!

```

\-----/
 / Game Strategy /
/-----\5GS

```

Is there any? Well, i can give you some Tips:

- Always check what goods the Finger wants and sell it, in fact, always sell Goods the Fingers want.
- Try not to let your Reputation go down, but there will be weeks on which you won't be able to do anything to avoid this from happening.
- Don't use Ads too early in the game or when there aren't many Goods for sell.
- If, for example, Dejiko is in the Register task and has a Calculator, and for the next week Puchiko is in the Register task and doesn't have a Calculator, buy one for her too.
- Try not to stock only expensive goods, combine with cheap ones.

- When expanding your store, be sure you have at least the double of money that the expansion costs, else you might have problems buying items for the new shelves.
- Which of the girls is the best? Personally the best are Usada and Dejiko, but with Dejiko you'll barely use the Cleaning task, therefore you won't earn extra points for the girl's Level Up in that task. With Usada you will, and sure you'll spend money on Task Tools, but it's alright, because as we saw, the money you invest in Tools counts as Store Points (and don't forget Usada's Special Skill).
- Remember that you can always reset the game if the week didn't go as you wanted.

```

\-----/
/ The Black Gema Gema Dan - Updated! /
/-----\5GG

```

Piyoko, Rik, Ky and Kuu do appear in the game. On October 31 playing with Usada, they'll appear and steal Dejiko's, Puchiko's and Usada's halloween candies.

Yeah... is that all?

Is there a way to play with Piyoko, Rik, Ky or Ku? Yes, they are unlockable. If you look at the speeches in the Sound Test, you'll see there are some for Piyoko, Rik, Ky and Ku. This, plus the 26 CGs i've not unlocked yet, is enough proof to believe you can actually play with the Black Gema Gema Dan.

How to unlock them? I can't find out. I've tried a lot of theories but none gave me the power to play with the BGGDan.

I'll try to find out a little more. If nothing helps, i'll give up.

```

=====
Teh Update
=====

```

Finally, after all this time (apparently since 17 March 2008), I found the information I needed to put an end to this.

Thanks to someone I know, who looked for this info, I found the way to unlock the Black Gema Gema Dan: Get your Game Boy Advance to a GAMERS store in Japan so they'll do some data transfer (a Tenchou Card Exchange), and you'll be able to play with Piyoko. LOL.

This was found in a japanese webpage, I think they're serious.

```

\-----/
/ Legal Stuff /
/-----\6LS

```

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And if you're translating this guide to another language, please credit me. I also made a version of this guide in spanish, if you're interested.

Contact info comes next.

```
\-----/  
/ Contact Info /  
/-----\6CI
```

If you want to contact me, e-mail me to:  
asterixvader [at] gmail [dot] com

If you're asking something about the game, please make sure it's not in this guide.

```
\-----/  
/ Credits /  
/-----\7CR
```

To Broccoli, for the game... maybe.  
Koge-Donbo for Di Gi Charat, great characters/anime.  
And "the someone I know" who helped me end this guide.

Excuse any typo/bad grammar and...

Thanks for reading -nyo~!

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