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Want to dominate all side searches? See our Digimon Stories: Cyber Sleuth – Hacker Memory Case Guide for step-by-step guides to unlock and resolve all cases we've found and finished on the BBS board. Case is a special side search in Digimon Stories: Cyber Sleuth - Memory Hackers. There are three different types. Important cases are needed to progress through stories, standard cases that are only for rewards and stories, and DigiFarm Cases which are missions related to your DigiFarm. You can tell which ones with the color code bar on the left side of the email. Here is a list of all Cases in Digimon Stories: Cyber Sleuth - Hacker Memory in Chapter by Chapter format. We focus primarily on Normal and DigiFarm Cases because the Important ones are story-based and rarely difficult. DigiFarm cases are mostly repeatable, except for the elimination of hackers, so you'll often find that you find them in different locations to us, but it doesn't really matter either way. All cases of DigiFarm are marked with (Farm). Some Cases are cases of domination where you can choose friends to bring with you. Be sure to make the right choice with our Popularity Event Guide. This is one of the first side cases you can take. After you complete the main mission for this DigiLab woman will unlock it. Take this effort and you will be outset to Kowloon level. Talk to the woman in the park there and she'll ask if you can hear the cruelh. Follow the route to the end of Kowloon level one and you'll encounter Lalamon there. After you beat Lalamon, it will agree to be the mosquito girls coach and you will complete the effort. This is one of the first side cases you can take. Missing Girls search will take you to Kowloon level one. Talk to residents at the Remeh plaza and they will say they have never heard of the romans. Lunamon will show up and start talking to you. He takes you where Remi is and you have to face to face with Lunamon. I wasn't sure what he was doing turned around but he killed my Agumon in a shot. The rest of the fight is pretty simple. make sure you burn it before he can kill your other Digimon. When Lunamon is defeated you will be a mission. The case was discovered while being Investigated in DigiFarm. This is a team battle where you have to earn points by taking over the square on the map. Some are worth five points and the other is worth one. I brought Ryuji and Chitose to battle because they had a strong Digimon. Having Ryuji takes two middle compartments so you have ten points in a well-defended place. From you can use yourself and Chitose to get five indicators on the outskirts of the city. You have to reach 35 before the enemy or before 30 turn to win. If the enemy is in the square you want, fight them and take it for yourself. You can unlock this Case through a current DigiFarm Investigation 4. This is a very simple case. Just go down Kowloon Level 2. Go a long way to the area and near the end you will find a scammer with/ on his head. Just beat him in the battle to solve this Case. You can unlock this Case through an Investigation in DigiFarm during Chapter 4. Golemon asks you to find and return the items he lost at Kowloon Level 2. Once you arrive at Kowloon Level 2, talk to Golemon. Head North to the next map and then look for the Southeast corner. There are flashing items on the floor. Lift Someone's Property and then return to Golemon. You can unlock this Case through an Investigation in DigiFarm during Chapter 4. Just like Golemon, Unimon has many items. Lift Case and then go down Kowloon Level 2. Go to the location and talk to Unimon. Head North and fly to the next area, then take the next exit to the North again. In the final map of the area, which with both girls hanging around, finds the East side for an item. Return the item to Unimon and then submit it in the Case. You can unlock this Case through an Investigation in DigiFarm during Chapter 4. This is another provincial battle with some random Digimon trainers. Bring two affiliates and do the same strat as last time. Have the strongest member you hold the center of two places and have two others taking part 5 points of parcel. As long as you hold the center you will win. Get enough points before 30 rounds and you'll be fine. One of the first side missions you can sum up in Chapter 4. Once you receive the search you will be led to the Arcade and you will talk to the owner. One of the battle games has a problem and you need to find out why. Talk to men with/ on his head and he will show you the problem. Talk to the owner again and then use the phone to go to Eden and release the new URL. Follow it to the end and hire a toy Agumon group there to complete the search. One of the first side missions you can sum up in Chapter 4. This one can be quite challenging so make sure you're Digimon ready. Go to the URL area and talk to people around to find out about the smell of foul. Another URL will be opened and you have to head there. Talk to Wolf Digimon and it will lead you to trouble. This is a mini boss fight that has a lot of HP and can commit AoE attacks. He doesn't hit super hard but he can poison you. When you beat The Digimon Trash you will beat the case. One of the first side missions you can sum up in Chapter 4. There are ghost breeds in the area at Kowloon. Go to Kowloon level two and work your way to the end of the area. Before you get there, you'll see Ghost Digimon and some humans. Talk to them and you will have a battle. Beat Digimon and you'll beat the mission. You can unlock this Case through an Investigation in DigiFarm during Chapter 4. This is one of 30-guerring that Mirei mentions in DigiFarm. Go to Kowloon level two and follow to the end to find the hacker. It's an old man with/ on his head. You can unlock this Case through an Investigation in DigiFarm during Chapter 4. This is one of 30 rogue hackers that Mirei mentions in DigiFarm. Go to the Under Kowloon One stage and follow to the end to find the hacker. In the end you'll find a female hacker with/ on his head. You can unlock this Case through an Investigation in DigiFarm during Chapter 4. This is another Blacklist hacker you can find in the Lower Kowloon Level Two area. In the second area, you'll find a Hacker in the corner. Beat him and return to complete the mission. Another Case is available from DigiFarm during Chapter 4 onwards. Travel down The Level 2 Kowloon and talk to Strikedramon there. Flying to the next area and checking the corner of the Northwest, it is on the floor not far from the chest. Returns the item to complete Case. Another Case is available from DigiFarm during Chapter 4 onwards. Go down Kowloon Level 1 and talk to Zubamon. Then proceed to the next area. You will find items on the East side of the area on the floor. Returns the item to complete Case. Another Case to find one of the blacklisted hackers. Obtained from DigiFarm investigation during Chapter 4. Hacker Level 4. Go to Kowloon Level 1. In the first large area of Kowloon Level 1, proceed towards the North Exit. Before that, go to a small room in the West. Beat hackers to finish Casey. The case can be found through an Investigation in DigiFarm during Chapter 4 with Hacker Level 3. This is another Battle of Dominance even with different winning conditions. Occupying space gives you an eye that increases your attack, with the overall goal is the elimination of every enemy team. Remember, the attacker went first so always trying to stay out of the reach of the attack on your opponent switching. Rush to 3 midfield 10 spaces and take your opponent, pretty simple. Another Case is available from DigiFarm during Chapter 4 onwards. Go to Kowloon Level 1 and talk to Chuumon. Go to a very last area and you'll see items on the floor. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. You need to find items for Gradesmon in Kowloon level 3. Talk to him in Kowloon 3 and head in. When you get to the area where you can go straight, left or right, go left and you'll find items in the area. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. Another BlackList hacker has been found and this time ranked at Kowloon level 2. You will find hackers in the second area of Kowloon level 2. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. Another BlackList hacker have been found and this time they are in the Hacker Forum. The area is really small and you can find it easily. Beat him and get back to beat the mission. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. This one is a turf war against some new coaches. It's a different map this time but the idea is still the same. Use your weaker guy to earn points on your side and use your best guy to push to the other side of the board. You need 40 points to win this one so you have to steal at least some opposing space. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. Another BlackList hacker has been found and you have to bring it down. You'll find it at the end of Kowloon level 1 and he has all the basic Digimon. Back after you beat him and complete quest. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. Another BlackList hacker has been found and you have to take it. He is available at the Zaxxon Forum on the left side of the map. His battle and his basic digimon and returned home to complete the mission. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. This is a turf war against the Young At Heart team and just like the rest. A typical strategy here, the best fighter in the middle and two more catch points outside. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. Another BlackList hacker has been found and you have to bring it down. He was at Den Demon and had some basic Digimon to fight. Beat him and come back for your reward. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. You have to head down Kowloon Level 1 and talk to Lekismon. Go to the first area then take this portal back to the final area. is on the floor right on the end. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. Go to Kowloon Level 2 and talk to Raptordramon. Proceed through Kowloon 2 until you reach the area with a double chest. Check Check the edge of the area for the item. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. This is a dominant battle but nothing you haven't dealt with before. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. Go to demons' Den and talk to Turuiemon. You will find the item behind the pole on the left side of the room. Talk to Turuiemon and complete The Case. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. This is a battle of dominance against different Greymons. Bring Digimon Data with you for a simple trip. Once you've beaten all the opponents, come back to complete Casey. You can unlock this Case through an Investigation in DigiFarm during Chapter 5. Just as before except this time it was Devimon and other Dark Digimon. You can unlock this Case through an Investigation in DigiFarm during Chapter 6. Another Blacklist hacker has been found and you have to take it. This one is on Kowloon Level 3. When you get to the area where you can go left, right or straight, take it right and in the area you will find hackers. He's been at Digimon level so make sure you're ready for him. Beat him and return to your PC for rewards. When you reach Chapter 6 this will be unlocked at the beginning. Someone crosses a black cat and now they think they're condemned. Go to Eden and then press the Occult forum. There are three people to talk here, two in the middle and one down the left path near the chest. After you talk to all three Black Gatomon will appear and when you talk to him next you will fight. When you beat the cat, the mission will be complete. When you reach Chapter 6 this will be unlocked at the beginning. Go to the Sync Computer URL. for searching. There is a giant wall you need to get past but you need a password first. When you're going to be kicked away from the wall you'll call the customer and he'll help you. Get chest in the next area and beat the Digimon bear to beat the mission. I chose to close his PC because that's what customers want. If you choose to let him keep working, the result is the same. This was discovered during an investigation on Chapter 6. It's a territorial battle and you've got to get 40 points in 40 turns. As always you will use your most members, chances are you, to hold a central point. Flank should be floated by your affiliates. 10 at the center is an important but you can easily grab it and another 5 close to the central character. I brought up Yu and Yuuko and had no problems with the match. This one during the investigation in Chapter 6. This is one of the Blacklist hackers and he is available under Kowloon level 3. He is completely easy to find and his Digimon is fundamental. Just go through the map and you'll find it. Beat him and come back for your reward. You can unlock this Case via at DigiFarm during Chapter 6. Just like before except this time it was Guardromon. Bring the Digimon Vaccine for a simple journey. You can unlock this Case through an Investigation in DigiFarm during Chapter 6. You have to go to Demon's Den and talk to ZubaEagermon. It is behind a pool table on the floor. You can unlock this Case through an Investigation in DigiFarm during Chapter 6. You have to go to the Zaxon Forum and talk to Digimon there. It is located in the far left corner as you enter the area. This was discovered during an investigation on Chapter 6. This is one of the Blacklist hackers and he is available under Kowloon level 3. He's in the Southeast side of the last area under Kowloon Level 3.Yeah You'll get this side mission at the start of Chapter 7. This is a territorial battle but different than you've done before. You have to find all the points of hackers and take them away from the enemy and then face their leaders. You can only face their leaders immediately but they will have an advantage and your Digimon will be paralyzed. It is worth getting all the hacking points just to do the battle with an extra four coaches for an easy experience. Leave your partner to protect them once you get the Hack point and then pick up the rest of yourself. The boss has some strong Digimon so ready to fight. You'll get this side mission at the beginning of Chapter 7. When you reach the Beetle Arena, you need to pass through two Digimon trees. Fight them and go past, don't forget the chest near them. Now use the elevator to ride to the terminal in the area. There are two and you have to activate both to take the green wall blocking the route to beetle Fight. When you get to the fight, they are hungry and need a Plant Sap. Go back to the two Digimon trees you beat and they will give it away freely. Return to your PC for rewards. This was discovered during an investigation on Chapter 8. This is one of the Blacklist hackers and he is available at Kowloon level 4. He had some strong Digimon but they didn't have much HP. He was found near the end of level 4 colloon. Beat him and come back for your reward. One of the first regular side missions you get in Chapter 8. This is another where you have to find four hack points and take them. This one isn't as bad as you only lose speed if you don't take points. There are still four other coaches in the area and fighting it all is worth the experience. Take all eyes and face the leader to defeat the mission. One of the first normal side missions you get in Chapter 9. Go to Server in Eden and look for Digimon. There are two Beemons in the area and one close to Big Bug Digimon you have to fight. If you defeat him, you will defeat the mission. One of the first normal side missions you get in Chapter 9. This time you have take some safety walls and find out who puts them. You'll be lampooned to where you need to be and there are three walls you have to beat. When you beat all the walls straight through the area until you get to the top and you will face Gryphonmon. I had one Digimon weak to him and he hit like a truck so the battle was getting harder, but it wasn't so bad here. One of the first normal side missions you get in Chapter 9. Another mission where you have to hack some switches and then face off with the coach. There are five switches this time around and you'll want to hack them all because this confuses your Digimon. Take all the switches and then bring out the leader to win the mission. One of the first normal side missions you get in Chapter 10. Another mission where you have to hack some switches and then face off with the coach. This time I tired of just killing the leader without hacking all the switches, big mistakes. He is a stronger way if you don't hack the switch. One easy misses at first, it's on the left but you have to make a bridge to get it. The rest are easy to find so make sure you get them all before fighting against leaders. One of the first normal side missions you get in Chapter 10. First head to Kowloon level 4 and talk to Veggiemon in the second area. He'll tell you about the URLs they use for shipping. Go to the delivery URL, but make sure you can break the fireproof level 3. This means you need four Digimons in your party at least a Champions position. Go to the end of the area and you'll be facing HadGarurumon. Go back to your PC when you're done for your reward. This is an investigative mission from the farm you get during Chapter 10. Go to Kowloon level 4 and in the second area you will find an old man you need to fight. Beat him and come back for your reward. This is an investigative mission from the farm you get during Chapter 11. Go down Kowloon level 4 and go ahead until the first area with a yellow elevator. Your target is in this area, beat him up and come back for your reward. After several bits of stories in Chapter 11 you will get a ton of side missions and this is one of them. You have to head down Kowloon level 4 and find something that makes the hammer sound. In the second area Under the Level 4 colloon there are three people you need to talk to. After you talk to all three, talk to the first one again and he'll say I hope you're stuck too. Just go a little deeper down Kowloon 4 and you discover Digimon with a big hammer, beat and return to your PC for rewards. After several bits of stories in Chapter 11 you will get a ton of side missions and this is one of them. The amusement park URL will open in Eden and you have to go there. You need to be able to use Code Scanning to do this You need to answer Questions by going to the correct teleprinter pad. First is right, the second is left and the latter is also abandoned. In the end I told Digimon it needed more then quizzes and you ended up battling CatchMamemon. After you beat him, you can choose a garden name, it's up to you non-essential options. After that you go back to your PC and get your reward. After several bits of stories in Chapter 11 you will get a ton of side missions and this is one of them. You are warned to their area and you need to take over their hack points. This one will have five points to take and if you don't you will be poisoned during your fights. Take them all and then beat the leaders to defeat the mission. After several bits of stories in Chapter 11 you will get a ton of side missions and this is one of them. You are warned to their area and you need to take over their hack points. There are five hack points in this one and I highly recommend you take them all. The leader has only two Digimon but they have a lot of HP and defense so it's a long fight pulled out. Focus on one and when it is one on three you can easily win. Return to the PC for your reward. After several bits of stories in Chapter 11 you will get a ton of side missions and this is one of them. First you are sent to Host Server to find leads. When you arrive, you'll have a pretty simple fight and Piximon will run away. Follow Piximon down the left side of the map and you'll have some fights until you get to the end. Beat leaders and Piximon to complete the mission. There are several options in the end but nothing matters, you agree not to tell the police regardless of what you choose. There are no side missions in Chapter 12 but once you start Chapter 13 you will face some. This is the only territorial battle and it's not the only one that's harsh. You have to catch five points and then attack the leader. You can probably escape by not taking points but his Digimon is strong so I won't take risks. Beat the mission and go back to your PC. There are no side missions in Chapter 12 but once you start Chapter 13 you will face some. Now that Digimon is in the real world people have started to disappear. You need to go to the hospital and try to find an administrator. Talk to the nurse on the right side of the entrance and she will mention the 12th floor. Go there and talk to the next nurse and she will tell you to check the last room next door Go all the way down the hall and enter the left door. Check the TV and creepy messages will appear. Leave the room and everyone suddenly disappears. First go to the elevator and then check the window near the door you left. Try to break the window but you can't take anything off the floor. Now enter a room where you interact with the TV to get started. It is also locked by will appear and help you find new routes. Now you just have to move around the area until you find the Manager and then beat Digimon in the area. You will be returned back to your world and you can go to the PC and beat the mission. There are no side missions in Chapter 12 but once you start Chapter 13 you will face some. When you take the mission, you will be rolled over to the subway area with several elevators to take. Take the first elevator down and then enter the first room for the bonus chest. Leave and take the next route down and then take the lift to the floor 666. Follow that to the security gate and bring down. It has several HPs and can do a ton of damage if it reaches 100% so carry your heavy hitver. Take the next lift to b9-99~9-9. After you beat the boss there is an option but again no matter, Beelzemon comes to take murder. There are no side missions in Chapter 12 but once you start Chapter 13 you will face some. When you take the case, you will be teleported to Asakusa. Talk to people with/ on their heads to get some information. Go through the entrance to Asakusa??? and follow the path to end to face Sedramon. Return to your PC to complete the mission. You unlock this after you get a new PC in chapter 14. It is another territorial battle but this one is quite complicated because there are various routes to take. First take the left portal, this will lead to the point of the hack. Then fall down the middle trail for another Hack point. Then fall down and take the right teleporter to another hack point. When you reach the end, you need to go to the right side of the room for another Hacker point. Take a teleprinter near the leader and this will lead to your last Hack point and medal. Now you can go all the way back to the end but you can take a different route to fight other hackers if you wish. If you want the battle to go right, right, then middle for some extra fights. Take the leader and go back to your PC. You unlock this after you get a new PC in chapter 14. First head to Kamishiro Enterprises in Eden. Talk to the guys there and he'll tell you the account is still active. You will then be posted below Kowloon 1 level. Go to the lower end of the level 1 colwoon and then go to Kowloon level 4. At the end of the level 4 colloon there is an elevator on the right near the end of the area you can take. Take it and talk to NPC there and this will begin the fight. After that go back to your PC to complete the mission. You lock this after you get a new PC in chapter 14. First head to Kamishiro Enterprises in Eden. Talk to everyone in the Aquarium and interact with the portal on the glass after. Digimon will walk to your old HQ. Café so check it out there next. As always this sparks a fight and after you beat him down, you can go back to your PC and complete the mission. You unlock after you get a new PC in chapter 14. First head to Kamishiro Enterprises in Eden. The mission is in the Museum and you will be repeated when you start. Head upstairs and through the left door to find some Digimon. It's a pretty simple fight as long as you have Ultimate Digimon. After the fight you can tell them to leave or talk to the manager and he will allow to stay. Beat them and return to the PC to complete the mission. There are no side missions in 15 but when you reach Chapter 16 some open. Take a mission and go to the Angel Server in Eden. Follow the path to the end and you'll find both Digimon that you ought to stop from fighting. It doesn't matter who you choose because it ends up in you fighting both of them regardless. It can be a tough fight because they hit hard but as long as you're the whole team not one type you can't lose them all. After you beat them both, you can choose whether the choice and the result is the same. Return to your PC for your reward. There are no side missions in 15 but when you reach Chapter 16 some open. When you take this mission, go to the Power Plant Server. You need the type of Electric Digimon to interact with a power server here. You need to restore all the power terminals and make your way to the last floor. When you do, you'll contend with Chaosdramon. After you beat him pick your choice and he will leave. This one opens after you complete avoid Fights and Hog Beast Energy during Chapter 16. You have to head down the bottom path for a while to find your target. Take the tunnel left in advance, you can pack back on the right for the medal if you wish. Follow the tunnel further until it splits again and take the tunnel left. Follow the route until it breaks again and then take the tunnel left. Chuumon will contact you and after that continue to search for your targets. Call Chuumon and he'll come talk to them after you beat them. Return to your PC for your reward. This is the territorial battle you get during Chapter 16. You know how this works now, taking hack points and beating leaders. Chapter 17: Even In Arcadia You get this at the start of Chapter 17. You have to head to the top of the Metro building and clean some Digimon birds. After beating them in the lobby, take the elevator up to 40 and then next up to 48. On the 48th floor you fight them again and then on the roof you encountered them last time. When you beat them, return to the PC as usual. You get this at the beginning of Chapter 17. have to hand out a flyer to four people in the area and eventually Matayoshi will appear. Go back to the woman and ask her what's up with the flyer. When you finish in the real world, head to Eden and go to the Dragon God Temple URL. As I'm sure you can guess, this ends in a fight. Go back to you PC to earn rewards. Rewards. get this at the beginning of Chapter 17. One more battle territory and you know how this works now. Leader battles can be quite rough so make sure you're fully healed and have full SP when you get in. Return your PC when you're done to earn your rewards. We're updating our Digimon Story: Cyber Sleuth – Teaser Memory Case Guide as we move forward through the game so that a review is shortly for more cases and solutions. Posted January 19, 2018 by Johnny Taufan Digimon Story: Cyber Sleuth - Hacker Memory Guides, Game Guides How Get Patamon In Digimon Story: Cyber Sleuth - Hacker's MemoryPatamon is another fan favorite of digimon series and he made an appearance in Digimon Story: Cyber Sleuth - Hacker's MemoryPatamon is another favorite of Digimon series fans and he made an appearance in Digimon Story: Cyber Sleuth - Hacker's MemoryPatamon is another favorite of Digimon series fans and he made an appearance in Digimon Story: Cyber Sleuth - Hacker's MemoryPatamon is another favorite of Digimon series fans and he made an appearance in Digimon Story: Cyber Sleuth - Hacker's MemoryPatamon is another favorite of Digimon series fans and he made an appearance in Digimon Story: Cyber Sleuth - Hacker's MemoryPatamon is another fan favorite of digimon series and he made an appearance in Digimon Story: Cyber Sleuth - Hackers MemoryGuides, Game Guides How To Get More Party Memory In Digimon Story: Cyber Sleuth - Hackers MemoryWant to bring more powerful Digimon with you? This guide will tell you How To Get More Party Memory In Digimon Story: Cyber Sleuth - Memory Teaser so you can DigiVolve your favorite digimon. Fill Posted January 21, 2018 by Johnny Taufan Digimon Story: Cyber Sleuth – Hacker Memory Guide, Game Guide How To Get Digi-Egg Courage In Digimon Story: Cyber Sleuth – Hacker's MemoryDigi Digivolvingimon: Cyber Sleuth – Memory Teaser will pick up typical stuff. These items are hidden in the game world and can be easily detached if you don't know where to Post January 21, 2018 by Johnny Taufan Digimon Story: Cyber Sleuth - Hackers Memory Guides, Game Guides Digimon Story: Cyber Sleuth - Hacker's Memory Stop Ryuji/ Or Chitose GuideNear end Chapter 10 in Digimon Story: Cyber Sleuth - Hacker's Memory you will have the option to make the choice to make. your friends are feuding and you need to jump to stop it. Use this Digimon Digimon

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