

Karyu Endan's Digimon Story: Cyber Sleuth / Hacker's Memory ABI Guide

ABI requirements for evolution can be frustrating. You may want a Royal Knight or Demon Lord on your team, but that number 80 is haunting you. Maybe you're a speedrunner and want to know how to get 20 ABI as quickly as possible. Or maybe you just want any Mega at all and your Ultimate only has 19 ABI out of the 20 required, and you're hitting yourself wondering how you could have gotten just one more point before it came to this.

Whatever the reason, everyone gets frustrated with ABI at some point and begins to wonder how the system even works. This detailed guide can shed some light on this dark concept and hopefully, it helps you understand and enjoy these games even more.

This first table consists of algorithms you can use to figure out typical cases of digivolution and de-digivolution. In all of these, L represents the level of the Digimon about to evolve/degenerate. Find the current stage of your Digimon on the left column and whether you want to evolve to the next stage or go back to the previous one. Input the level of your Digimon in the appropriate expression, and round the result *down* to the nearest integer, and you will have the ABI gain for your Digimon after evolution/degeneration.

Current Stage	Digivolve to next:	De-Digivolve to previous:
Baby	$0 + (L+5)/10$	Not possible
In-Training	$1 + (L/10)$	$1 + (L/5)$
Rookie	$1 + ((L+5)/10)$	$2 + (L/5)$
Champion	$2 + (L/10)$	$3 + (L/5)$
Ultimate	$2 + ((L+5)/10)$	$4 + (L/5)$
Mega	$3 + (L/10)$	$5 + (L/5)$
Ultra	Not possible	$6 + (L/5)$

Note about the Rookie -> Champion algorithm: in the Reddit post I said that 2 ABI was the base value and it didn't gain more until level 15. That would make the algorithm $2 + ((L-5)/10)$. This is not quite accurate; upon observing further tests I noticed that the ABI gain actually starts at level 5, with 1 ABI the theoretical base value at level 1. In practice this distinction doesn't make any real difference since Rookies can't evolve to Champion before level 12 at the very earliest, but the algorithm in the table is closer to how the games actually calculate the ABI gain.

Note about Shoutmon: Shoutmon may not have a *visible* stage, but he's a Rookie. Apply the same algorithm when evolving to or from him as you would any Rookie.

Note about DNA Digivolution: ABI gain for fusions is no different than the standard evolutions. Input the level of the first Digimon selected and the fusion will have the ABI of the first Digimon plus the result calculated. The second Digimon's ABI value is irrelevant. In fact, the personality, farm-trained stats, and nickname are all transferred from the first Digimon; the only contribution the second Digimon has to the fusion are its inherited skills.

Now, the standard evolution paths do not exhaust every possible evolution in the games. There are special cases that don't fit the above table. So below I have constructed a second table for these special cases. In the first column are unique stage relationships, in the second are examples of those relationships; you can use either to locate the algorithm you need. The algorithms are in the next columns listed as going either forward or backward. As with the previous table, L represents the level of the Digimon, and the result is to be rounded *down* to the nearest integer.

Shout-out to eienshi09 on Reddit for the information about Sistermon.

Stage Relationship	Examples	Forward	Backward
Rookie-Armor	Veemon-Flamedramon Veemon-Magnamon Terriermon-Rapidmon G	2 + (L/10)	4 + (L/5)
Champion-Armor	Guardromon G-Magnamon Guardromon G-Rapidmon G	0 + (L/10)	1 + (L/5)
Rookie-Rookie	Sistermon B-Sistermon B Awake	0 + (L/10)	0 + (L/5)
Champion-Champion	Sistermon C-Sistermon C Awake	0 + (L/10)	0 + (L/5)
Mega-Mega	Burst Modes Beelzemon Blast Mode TyrantKabuterimon Chaosdramon	0 + (L/10)	0 + (L/5)
Champion-Mega	GoldNumemon-PlatinumNumemon	4 + (L/10)	9 + (L/5)
Rookie-Ultimate	Lucemon C-Lucemon FM	3 + ((L+5)/10)	7 + (L/5)
Ultimate-Ultra	Lucemon FM-Lucemon SM	5 + (L/10)	11 + (L/5)
Rookie-Mega	Shoutmon-OmniShoutmon Hackmon-Jesmon (1st CS)	6 + (L/10)	12 + (L/5)

We've now covered every evolution there is and how they influence ABI. Thank you for reading to this point and I hope this guide has helped you in some way.