

# Digimon Digital Card Battle 100% Finish Guide

by Danaroth

Updated to v0.70 on Apr 21, 2002

GGGGG	EEEEEEE	TTTTTTT	1111	00000	00000	%%%	%%%
GGGGGGG	EEEEEEE	TTTTTTT	11111	0000000	0000000	% %	%%%
GGG	EEE	TTT	1111111	00 00	00 00	%%%	%%%
GGG GGG	EEEEE	TTT	1111	00 00	00 00		%%%
GGG GG	EEE	TTT	1111	00 00	00 00	%%%	%%%
GGGGGGG	EEEEEEE	TTT	1111	0000000	0000000	%%%	% %
GGGGG	EEEEEEE	TTT	1111	00000	00000	%%%	%%%

- Danaroth's FAQ -  
For Digimon: Digital Card Battle (PSX)

This FAQ (v 0.70) helps you to finish the game at 100%.  
I finished this game at 100% without the help of any Guide (Except for Wizardmon's Spell), so,  
before reading, try beat this game by yourself. This FAQ is only for raise the perfection.

\*This is not a normal Fusion Guide\*

-CONTENTS-

\* 100% CARDS \*

- 1...Rare Cards
- 2...Apokarimon Card
- 3...Fusion Mutation
- 4...Special Fusions
- 5...6 Partner Cards
- 5b..Perfect Collector (COMING SOON!)

\* 100% DIGI-PARTS \*

- 6...All Digi-Parts' locations
- 7...Easy Experience

\* 100% GAME \*

- 8...A (Analogmon)
- 9...Complete the Game
- 10..BKWarGreymon
- 11..Wizardmon's spells

<><><><><PART A><><><><>  
<><><><><><><><><><><><>  
<> 100% CARDS <>  
<><><><><><><><><><><><>

1) How can I get the Rare cards? (Thanks to Ronald Pascal)

These are the locations of the rare cards:

- Roseomon's Lure: Beat Roseomon once
- Wild Sevens: Beat Imperialdramon 5 times in a row (without exit Battle

cafe)

- Dark Sevens: Beat Piadmon 5 times in a row
- Grand Sevens: Beat Nanimon 10 times
- Holy Sevens: Beat Seraphimon 5 times in a row
- Mystic Sevens: Beat Kari 7 times
- Speed Sevens: Beat Piximon once
- Reverse Sevens: Beat BKMetal Garurumon once
- Download Digivolve: Beat Rosemon 10 times in a row

2) How can I get Apokarimon card?

Simply beat Apokarimon after you have beaten him at last arena.

3) Can I control Fusion Mutation (to make Digi-Jewels)?

No, you can't, but there are some cheats:

- Mutation is random, so every card is good
- Do Fusion Mutation BEFORE you beat Izzy (You can know the result of Fusion)
- Generally, Digi-Jewels cards and U-cards have higher probability to make Mutations
- It's unuseful have six of any cards, because the Mutation it's independent from the number of cards

4) What are the Special Fusions?

The number is the digimon (Ex. 001=Omnimon I)

AeroVeedramon=013+083  
Diaboromon=109+144  
GranKuWagamon=074+112 or 005+074  
Imperialdramon=001+004 or 004+035  
Magnadramon=075+077  
MetalEtemon=116+150  
MetalSeadramon=042+043  
Omnimon I=002+037  
Omnimon II=006+039  
Paildramon=012+117  
Puppetmon=115+147  
Rosemon=078+111  
Seraphimon=075+143  
Shakkoumon=082+151  
SuperStarmon=038+145  
Valkyrimon=007+076  
VenomMyotismon=110+111  
Vikemon=040+142

5) How can I have the Partner cards (and A-cards) I didn't choose?

You can't, you can only have them as a space in your Digidex.

For that, beat the Digi-destined many times (you can beat them after Digimon Emperor):

- Davis, for the Veemon's cards
- Keely, for Hawkmon's
- Cody, for Armadillomon's
- T.K., for Patamon's
- Kari, for Gatomon's
- Ken, for Wormmon's [only after defeating all old Digi-destined (Tai, Sora,



<> 100% GAME <>  
<><><><><><><><><><><><><>

8) Do you know a tech to defeat A?

Yeah, to finish the game you must beat A. So let's see how you can do easily. First of all, let's see what's the fighting tech of A. His Deck has ALL the Seven Cards, Download Digivolve and Rosemon's Lure. Also, he put your Partners Card at the end of your Online Deck. His 4 first Cards are Always DemiDevimon, which Digivolve Apokarimon with the DownDigi and Holy Seven, which gives him 1000 HP. So let's form our Deck. First of all take from WereGarurumon the Hacking Card (it's your help in emergences). But REMEMBER: the weakness (and also the force) of Apo & co. is CRASH support. For me there are 3 techs to defeat him.

a) Use O Counter

Com uses generally the Attack which is strictly necessary to defeat you.

Ex: if his O attack is 900 and Triangle is 700 and you have 600 HP, Com probably will use

Triangle, but if you have 800 HP, he'll use Circle.

So try to counterattack every time his O Attack with a proper Digimon (I used ShimaUnimon).

b) Use Hacking Card

This exchanges your HP with com's practically ALWAYS. A must have in your Deck.

c) Saberdramon Tech

This is a idea of mine. If you really can't see in advance what Com uses, try to make him

use X (The CRASH support) with a Saberdramon Card. Put as your own Digimon anyone has the

"X Counter" Support (Also directly an U-Card is good). Then he's died. You can also not use

any Partner Card (it's unuseful) and have in your Deck only 4 Saberdramon Card and X counter

Digimon.

The only weakness of this tech is when A uses the Mystic Seven (Probably the best card in DCB)

9) I've all Digi-Parts and Cards, but the game completion is not 100%. Why? (Real Question)

To complete the game you must:

- Beat BKWarGreymon (He appears only after 300 wins)
- Enter ALL 10 Wizardmon's spells at Sky City (see question 9)

It's unuseful have all cards or Digi-Parts.

10) What are Wizarmon's spells? (These are the efforts of all Digi-Players)

This is also a quick method to have some powerful U-cards.

They are:

A-VEEDRAMON

H-KBUTERIMON

JIJIMON

MTLETEMON

MTLGARURUMON

OMNIMON-1

OMNIMON-2  
PIEDMON  
VENOMMYOTIS  
WARGREYMON

11) Where can I find Black-WarGreymon?

Once you won 300 encounters and you've beaten BKMetalGarurumon, he is at Beginner city.

Daniele "Danaroth" Picone

E-mail: Daniele.Picone@poste.it

Version 0.70 (5 April 2002)

\* (c) 2002 Danaroth, the future was yesterday \*

\* It's a convenient life to feel great of a latent greatness\*

This document is copyright Danaroth and hosted by VGM with permission.