

Digimon World FAQ/Walkthrough

by

Updated to v2.7 on Dec 8, 2014

DIGIMON WORLD THE BASIC STUFF

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This FAQ will give a Basic Guide of beginning DIGIMON World and Training and provide useful information for other things. This is because, most DIGIMON players have forgotten the basic art of raising DIGIMON.

NOTE: DIGIMON names and words relating to the game DIGIMON will be in CaPiTaLs! (Well most of them anyway) As well as some of the text belonging to this file.

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You may save this FAQ on to your Hard Drive and you may print it out, but you are not to distribute it around.
You may not profit from this FAQ in any way possible (that mean's everyone!).

VERSION HISTORY

- Version 1.0
Begun this FAQ and posted it.
- Version 1.1
Edited some parts and made sure all sections were filled in properly.
- Version 2.0
Edited and added to AN EXTRA PART
Added Section 4.1 HELP ON EVERYDAY LIFE - THE CITY LIFE
Added New Section 1 THE MAIN THINGS
- Version 2.5
Just a basic Layout change
Added some sections and changed some around due to basic logic...
Decided to change a couple of things because of feedback.
- Version 2.51
It didn't come out very well on the website. Had to make some Major Technical Readjustments. Worked out, eventually.
The contents stayed mostly the same. Should look better now, and easier to read.
- Version 2.7
Re-Opened this FAQ from Final Version to version 2.7.

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* NOTE: If some of the diagrams don't appear properly or aligned, & you have a scrolling*
* mouse, try holding CTRL and scrolling up and down to ZOOM IN AND OUT! *
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TIP: To get to the Section Faster, press Control (CTRL) and 'F' on your Keyboard and type in the Code.

NO.	NAME	CODE
1)	THE BASICS	BA001
2)	START	ST002
2.1)	NEXT	NE0021
2.2)	THEN	TH0022
2.3)	AN EXTRA PART	EP0023
3)	HELP ON EVERYDAY LIFE	HE003
3.1)	THE CITY LIFE	HC0031
4)	HOW TO TRAIN - TRAINING	TR004
5)	TRAINING AREA	TA005
6)	BATTLES - HOW TO BATTLE	HT006
7)	HELP DURING BATTLES	HD007
8)	CARE MISTAKES	CM008
9)	WHAT DIGIMON DO	WD009
10)	TIPS AND TRICKS	TT010
11)	CREDITS	CC011

1) THE BASICS - BA001

We start with the Basics.

You are a HUMAN. You have been chosen by JIJIMON to save DIGIMON WORLD. You are given a DIGIMON as a partner to help you on your task. Your mission is to save DIGIMON WORLD by recruiting DIGIMON into FILE CITY, and help defeat the boss at the end.

CONTROLS - OUT OF BATTLE

X	SELECT COMMAND/TALK/INTERACT/CHOOSE
O	OPEN MENU
TRI	WALK/CLOSE MENU/EXIT/CANCEL
SQUARE	NOTHING
L1	NOT USED
L2	NOT USED
R1	WALK
R2	NOT USED
UP, DOWN, LEFT, RIGHT	MOVE/SCROLL THROUGH COMMANDS/SCROLL THROUGH ITEMS FROM MENU
START	PAUSE/RESTART A GAME
SELECT	NOT USED

CONTROLS - IN BATTLE

X	CHOOSE COMMAND/CHOOSE ITEM FROM MENU
O	OPEN ITEM'S MENU
TRI	CLOSE MENU/CANCEL
SQUARE	USE FINISHING MOVE WHEN AVAILABLE
L1	CHARGE FINISHING MOVE
L2	NOT USED
R1	CHARGE FINISHING MOVE
R2	NOT USED
UP, DOWN, LEFT, RIGHT	SCROLL THROUGH COMMANDS/SCROLL THROUGH ITEMS FROM MENU

START PAUSE THE GAME
SELECT VIEW OPPONENT(S) HP

2) START - ST002

HERE'S THE DEAL - If you want AGUMON, Choose DAY!

And if you want GABUMON, choose NIGHT.

We start off with you coming up the elevator to your flat. You find your mum isn't home and so you go to your DIGIVICE and you find KOROMON there and he pulls you in to DIGIMON WORLD. Okay?

You start in FILE CITY. After the talk with JIJIMON head back in. Go to TOKOMON on the right of JIJIMON (YOUR RIGHT) and collect: 2 Small Recoveries, 3 Meat, 1 Restore, 1 Bandage and 1 Medicine from him. Then head out.

Go to TANEMON on the MEAT FARM, by going right and up. He'll explain about the meat farm. Head down to the little purple and white DIGIMON YURAMON, he'll talk a bit, then head down in to the next screen. Talk to the orange DIGIMON with the horn called TSUNOMON. After that head back and head left and you'll see a little TOILET. Always go there when he wants to do POOP.

Head left and into the next screen: GREEN GYM. Here is the training arena, where you can raise the DIGIMON'S stats e.g. HP (Hit Points), MP (Magic Points), Offence (Power of the Attack), Defence (How well he can block an attack), Speed (How fast he can execute moves) and Brains (ability to fight with power in battle with instructions from you). First of all, you need to train all his stats up as the first fight is against a strong AGUMON. Train his HP to 1500, MP to 1500, and all other stats to around 100. Use 'Normal' mode as there is a trick to the 'Bonus Try' that rookies (that's the player) will find hard to crack.

2.1) NEXT - NE0021

Right, after you've met my requirements for your rookie, go down into NATIVE FOREST

Get ready to fight AGUMON, he has 400HP, and you should now either SPIT FIRE (AGUMON) or SONIC JAB (GABUMON). Defeat him and he will make the ITEM BANK. Here you can store ITEMS.EXCELLENT AGUMON IS DEFEATED AND NOW YOU CAN CARRY ON. Head back to DIGIMON and Save It on the Battle Machine (ON LEFT) and JIJIMON will explain. On the right, there is a little red lump called PUNIMON. Go to him and Rest there for an hour if necessary.

Head back down where you found AGUMON and there should be MEDOKIBETAMON there now. They only came during the day. Fighting them will sometimes be useful as sometimes they drop Small Recoveries. At night, there are DOKUNEMON there. They drop VARIOUS. Head to the Next Screen, but near the left, pick up the DIGIMUSHROOM and near the bottom right (there is a MODOKIBETAMON NEAR THERE!!) there is also one, pick it up. Head to the next screen (bottom left). Here you'll find your self at the edge of MT. PANORAMA, pick up a DIGIMUSHROOM if it's there and go down to the next screen. It's a big place so be careful, avoid the DIGIMON and go through the Bottom RIGHT exit. Here go forward, and you'll see a Yellow Bug there. Go on the Side of it or near it and Press 'X'. He'll say he's hungry, give him a DIGIMUSHROOM and prepare to fight (900 HP) and Win.

2.2) THEN - TH0022

What KUNEMON does in the City is well... nothing! But he does make a shortcut to DIGIMON Bridge by eating the weeds and plants away. So you know have a shortcut and it's still your first day! Now head Right and Down and go the next screen where there's nothing there and so head down again. It should be around Late Afternoon Now (the needle is at the red section or just below it). Enter COELA POINT. Go southeast and there should be a shadow in the sea moving, answer

his question and get across to...

TROPICAL JUNGLE.

YES! Welcome to TROPICAL JUNGLE where you can get necessary DIGIMON for your campaign! Instead head left into the next screen and into DIGIMON Bridge where as he sees it he will say something like " OH IT'S FIXED" and hurry across it back, avoiding all the DIGIMON and back to NATIVE FOREST. Now, remember KUNEMON ate those plants; there should a gap there on the other side of DIGIMON Bridge. Go through there and into FILE CITY. Head up and rest and save at the Machine and talk to JIJIMON.

Now quick, have a rest IF necessary and head back down that path and near DIGIMON BRIDE again and head back down to KUNEMON'S BED. Now there's a little RUMOUR going around that if you sleep in KUNEMON'S BED as a IN-TRAINING DIGIMON, there's a 50% chance that it might DIGIVOLVE in to a KUNEMON, which is the only DIGIMON you can't get normally through an egg.

Watch out now as there are REDVEGIEMON there now so, dodge them and go towards THE SOUTH WESTERN (The one we didn't go down before!) exit and into the next screen. Go right and into the next Screen. Go forward and you'll see a stack of flowers and there's a pretty obvious one there that is disguising it self as a flower. Keep talking to her and she'll eventually fight you. She's PALMON! With 900 HP. Defeat her with ease. She will upgrade the Meat Farm and will give you 3 Giant Meat each day. Head back to File City and save and Sleep. THAT'S THREE DIGIMON ON YOUR FIRST DAY! Your prosperity rate should be 3 now.

2.3) AN EXTRA PART - EP0023

You have just got PALMON, AGUMON and KUNEMON to the CITY, now I will tell you how to get DRIMOGEMON. First, train up all your stats and if the PARAMETERS meet to a specific DIGIMON, let it DIGIVOLVE to a CHAMPION (FIGHT SOME DIGIMON AS WELL AS TRAIN). So, you've got a CHAMPION, here is my recommended STATS for that CHAMPION:

NAME	STAT		
HP:	2,000	-	3,500
MP:	1,500	-	3,000
OFF:	200	-	300
DEF:	150	-	250
SPEED:	200	-	300
BRAINS:	200	-	250

You don't need to have these exact stats, just close to them. Moving on, by now your DIGIMON should now at least 2 ATTACKS he has LEARNT from other DIGIMON. If not, he should at least know SPIT FIRE and/or SONIC JAB.

So we've got that sorted, time to get DRIMOGEMON.
Head down to the screen below GREEN GYM.

NATIVE FOREST

Go down and into the next screen. Here take the south-eastern route (not the southern).

DRILL TUNNEL ENTRANCE.

Go inside.

DRILL TUNNEL.

If your PARTNER is a FIRE type, he should love this place and if he's WATER type, he shouldn't like it so much. Head down to the next screen, passing the DIGIMON with the club over his head, called GOBURIMON. Now, head over the plastic bridge on the left, avoiding the 3 GOBURIMON'S and into the next screen.

Here you should see, a DRIMOGEMON going crazy because of the heat, go fight him. After fighting him, leave that area and go on the screen on the right, passing the GOBURIMON'S again. Here is a great place to get some BITS! He will give you 500 bits and boosts some stats as well. Do a job for about 2 days and then he should breakthrough, here you will fight MERAMON. He has about 2000HP. Defeat

him, as he is trying to destroy the area. A DIGIMON, with the stats I mentioned above, should be used, but high SPEED is recommended. After defeating him he will join the city as a COOK, and open the 'RESTAURANT'. Collect the stuff from the computers and head down till you go to the next screen and down again to the next screen. Now there should be DEMIMERAMON left in that area, little balls of fire that is DIGIMON, they are harmless. Head towards the screen you came from and head down. You shall find them there. They are quite friendly, and one of them trades a MERAMON card with you if you have it. Go to the PC's and collect the items. Head back towards where you first see the DEMIMERAMON and head down. You should find DRIMOGEOMON still digging. Come back a couple of days later, the path to GEAR SAVANNAH should now be open. When it is open, talk to the DRIMOGEOMON there and he should join the city. He opens the TREASURE HUNT. Very useful, for DIGIVOLUTION ITEMS and stuff for cheap.

The other DRIMOGEOMON (the one who's always digging), should be handy after 45 prosperity points and I think the other one is useless.

3) HELP ON EVERYDAY LIFE - HE003

So, you require help on everyday DIGIMON life? Okay,

BITS

The Currency in DIGIMON WORLD. You can collect bits by fighting, selling things, doing jobs and some other ways. You need BITS to get around DIGIMON WORLD.

FEEDING

When your DIGIMON wants to eat, he will tell you through a speech bubble over his head which shows: A piece of meat being bitten by a DIGIMON (doesn't show the DIGIMON, just the meat losing meat leaving the bone). Give him a MEAT, GIANT MEAT, SIRLOIN, DIGIMUSHROOM and loads of other foods such as DIGIFISH (that's not the name).

POOP

When your DIGIMON wants to poop, he will tell you through a speech bubble over his head which shows: A POOP symbol. Take him to the toilets or give him a PORTABLE POTTY. If he doesn't take the PORTABLE POTTY, scold him and then try it again (it should raise his discipline).

TIREDNESS

When your DIGIMON is tired, he will tell you through a speech bubble over his head which shows: Tear Drops. Take him to PUNIMON in JIJIMON'S HOUSE or when the house is upgraded, take him to CENTAUR CLINIC (WHEN CENTARUMON IS IN THE CITY).

SLEEP

When your DIGIMON wants to sleep, he will tell you through a speech bubble over his head, which shows:
Z's. A bunch of Z's will appear. Press the CIRCLE menu and select 'SLEEP'. You can SAVE + SLEEP or just SLEEP.

ILLNESS

When your DIGIMON is ill, he will tell you through a speech bubble over his head which shows: a SYRINGE (INJECTION)? Give him a MEDICINE or take him to CENTAR CLINIC (WHEN CENTARUMON IS IN THE CITY).

WOUNDED

When your DIGIMON is wounded, he will tell you through a speech bubble over his head which shows: a Bandage. Give him a Bandage or take him to CENTAR CLINIC (WHEN CENTARUMON IS IN THE CITY)

MORE INFORMATION AVAILABLE ON THIS ON THE CARE MISTAKES SECTION

FOOD

DIGIMUSHROOM

They increase a DIGIMON'S Weight (pounds or grams. Pounds seem like the logical choice...) by 1. They can be found almost anywhere in the DIGIMON World except for TRASH MOUNTAIN, FACTORIAL TOWN, MT. INFINITY and inside places.

HAPPYMUSHROOM

Increases a DIGIMON'S happiness, but risky as it can make him ill. Found in Native Forest and other places.

DELUXEMUSHROOM

Increases stats of a DIGIMON can be found rarely in NATIVE FOREST and sometimes in OVERDELL.

ICEMUSHROOM (Zakaria & RajZ)

Increases DISCIPLINE greatly. Found mainly in FREEZELAND. Rare.

MEAT

Increases a DIGIMON'S weight by one pound

GIANT MEAT

Increases a DIGIMON'S weight by two pounds

SIRLOIN

Increases a DIGIMON'S weight by three pounds and cures TIREDNESS for one hour.

DIGIPINE (Zakaria & RajZ)

Reduces DIGIMON'S WEIGHT. Can be found near GREAT CANYON TOP AREA, and GREAT CANYON.

DIGIANCHOVY

Raises weight by 1

DIGITROUT

Raises weight by 2

BLACK TROUT

Raises weight by 2 and increase all STATS by one.

DIGICATFISH

Raises weight by 3

DIGISEABASS

Raises weight by 4 and fully recover HP and MP (FOR ULTIMATES, IT ALSO INCREASES LIFE SPAN).

BLUE APPLE

Increases HAPPINESS GREATLY. Can be found in NATIVE FOREST.

There are 28 different Items of food in the DIGIMON WORLD. Ask NINJAMON for more information after you have got him to the city.

LIFE SPAN

CHAMPION DIGIMON can live up to the age of 14 (15 if you池e good), if it has DIGIVOLVED into an ULTIMATE naturally, it'll be around 20, 23. They're age goes up by one every day. Give an ULTIMATE a DIGISEABASS in order to increase it's LIFE SPAN. Catch it by using a SUPERROD from DRAGON EYE LAKE (GET AMAZING ROD FROM SHOGUNGEKOMON [VOLUME VILLA, GEKO SWAMP])

PROSPERITY RATE

Your Prosperity rate is the level of your City when you recruit DIGIMON.

ROOKIE DIGIMON	PROSPERITY RATE + 1
CHAMPION DIGIMON	PROSPERITY RATE + 2
USELESS CHAMPION DIGIMON	PROSPERITY RATE + 1
ULTIMATE DIGIMON	PROSPERITY RATE + 3

Prosperity Rate is absolutely necessary as it unlocks things e.g. at 15 PR, GREYMON comes to you and challenges you as soon after you talk to JIJIMON, and at 50, AIRDRAMON fights you and MT. INFINITY is unlocked.

TAMER LEVEL

Your TAMER LEVEL tells you how well you are at raising DIGIMON. Ways of increasing it are:

- 1) Making a DIGIMON DIGIVOLVE with EXACT PARAMETERS into a CHAMPION
- 2) DIGIVOLVING into an ULTIMATE naturally (SINCE YOU NEED TO HAVE EXACT PARAMETERS IT GOES UP ANYWAY!)
- 3) Finishing the Game

There are loads of other too...

DEATH AND FADING AWAY

There are differences between when a DIGIMON DIES and FADES AWAY

DEATH

When he is dead, it means he has died not from a natural cause, but from losing 3 LIVES in a battle, sickness or bad health (NOT VIRUS METER). When he is dead, he will take with him 1, 2 or 3 moves from the BATTLE CHART. He will start off with fewer moves than your last DIGIMON, but I think with a clean VIRUS METER, because he does not inherit the other DIGIMON'S ABILITIES and an EGG is chosen at random for you.

FADES AWAY

When he FADES AWAY, he has died from a natural cause and everything is passed on, all your moves and your VIRUS METER to. You are then able to choose a egg from the 4 EGGS they show you.

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3.1) HELP ON EVERYDAY LIFE - THE CITY LIFE - HC0031
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|&&&&&&&&&&&&&&&& 4 4 4  _8_|7| <-- Here's a PICTURE of FILE CITY.
|&&5 5 5|           _ 8_|7| 1) THE TOILET
|&&5 5 5|           6|_|~~~~~ 2) ITEM BANK (AGUMON)
|&_5_|_ 6|_|~~~~~ 3) JIJMON'S HOUSE
||1||2||3| 6|_|_9_~~~~~ 4) TREASURE HUNT (DRIMOGEMON)
||1||2||3| |10|~~~~~ 5) MEAT FARM (EXPANDS TWICE!)
| |10|~~~~~ 6) WHERE EXPIRED MEAT GIVERS HANG OUT...
|&&_____&&|10_|~~~~~ 7) ENTRANCE TO MT. INFINITY (AFTER 50
                               PROSPERITY POINTS)
8) WATERFALL - BECOMES BRIDGE AFTER MT. INFINITY IS
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UNLOCKED

- 9) WHAMON'S PORT - (WHAMON)
- 10) BIRDRAMON'S PORT - (BIRDRAMON)
- ~) THE SEA
- &) TREES/PLANTS
- 1) When your DIGIMON wants to do POOP bring him here (DUH)
- 2) Store ITEMS here
- 3) JIJIMON'S house - he gives you information and come and save here.
- 4) Pay DRIMOGEMON 1000 or 5000 bits to look for Items
- 5) Meat Farm, get Meat from here. 3 MEAT when TANEMON is there or five when he's happy, 3 GIANT MEAT when PALMON is there or five when she's happy and 3 SIRLOINS when VEGIEMON is there or five when he's happy too. He also sells SUPPER CARROTS and HAWK RADISHES
- 6) TANEMON and PALMON hang out here, RAIN PLANT grows here on DAY 15.
- 7) Entrance to Mt. Infinity
- 8) Waterfall or Bridge
- 9) WHAMON'S Port. Takes you to Secret Beach Cave or Factorial Town for Free

10) BIRDRAMON'S Port- Takes you anywhere for a Price...

Thanks to my cousin, Zakaria, for helping me in this part.

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_____
|&111 | 2222&| <--THE CITY AREA 2 - DIGIMON TOWN
|1111  22222|          1)      ITEM SHOP - EXPANDS AND OPENS SECRET ITEM SHOP
|1111  22222|          2)      RESTAURANT
|1111  22222|          3)      CENTAR CLINIC - CENTARUMON'S CLINIC
<-  000  &->          4)      GREYMON'S AREA
<-  000  ->
|3333  44444|          %)      RUBBISH
|3333  44444|          0)      FOUNTAIN / STATUE
|3333  44444|          <-OR -> - DIRECTION TO NEXT SCREEN
|&333%&%44444|          &%)     TREES/PLANTS/RUBBISH

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- 1) ITEM SHOP - Buy item's from here. All RECOVERY ITEMS come out as more DIGIMON are recruited to the ITEM SHOP. Expands when about 3 or 4 DIGIMON run the shop.
- 2) Come here to buy food for your DIGIMON, more food will come out as more DIGIMON are recruited to the RESTAURANT. The food also changes STAT. [XP]N\$IV] TA\$T]...
- 3) Clinic opens when CENTARUMON is recruited to the CITY. Cures TIREDNESS, SICKNESS and WOUNDS. Also sells MEDICINES and BANDAGES. Gives you 'APPARENT' discount every time you use his service.
- 4) After you get 20 PROSPERITY POINTS, GREYMON comes and challenges you to a fight. WIN. Opens an ARENA. The more the DIGIMON in the CITY or joined the ARENA the more available Contests.
- &%) TREES/PLANTS/RUBBISH - Trees, Plants or some electronic parts that are rubbish.
- 0) After the CITY expands, the fountain is made active. And after you have completed the game once, a STATUE of you is placed in the centre.

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|9*|_____
|DAY 1YEAR 2| This is the CIRCLE MENU.
| _ _ _ | 1) THE DAY
||3| |4| |5|| 2) THE YEAR
| _ _ _ | 3) YOUR ITEMS
||6| |7| |8|| 4) YOUR DIGIMON'S STATUS
|_____ | 5) YOUR STATUS
          6) PRAISE YOUR DIGIMON
          7) SCOLD YOUR DIGIMON
          8) SLEEP (ONLY WHEN HE WANTS TOO)
          9*) WHEN YOU HAVE A FISHING ROD, THE FISHING MENU APPEARS AT
              DRAGON EYE LAKE.

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- 1) What day it is
- 2) What year it is
- 3) Your Item's are stored here and what you have with you (expand it with a DIGITAL KEYCAHIN and a XENOTYPE KEY CHAIN from NANIMON)
- 4) Your DIGIMON'S STATUS. You can select his moves and check his parameters
- 5) Your status. Check your Bits, Time Playing, Medals, DIGIVOLUTION Chart, and DIGIMON Cards and whatever you want to do.
- 6) Make him happier but his discipline will go down.
- 7) Make him angrier but his discipline will go up.
- 8) Sleep. When he wants to Sleep, Press Here. You can just SLEEP + SAVE or SLEEP
- 9*) When you have a Fishing Rod, the 'Fishing' Menu will be active only at DRAGON EYE LAKE.
Information about Fishing at DRAGON EYE LAKE is available at DRAGON EYE LAKE.

4) HOW TO TRAIN - TRAINING - TR004

Now on to TRAINING. Here's the deal, if you want to get good in the DIGIMON World, you have to get good at 'BONUS TRY'.

Go to GREEN GYM in order to train. There are two different training options available, 'NORMAL' and 'BONUS TRY'.

Every thing is based on your (what I like to call) DEFAULT STAT RISE.

For every different DIGIMON, a different amount of stat will go up for each different training. (READ TRAINING AREA BELOW FOR MORE INFORMATION)

RULES OF NORMAL

In NORMAL, you train for an HOUR in DIGIMON TIME, and your DEFAULT STAT RISE is added on to your MAXIMUM STAT.

RULES OF BONUS TRY

- 1) YOU HAVE ONE HOUR TO TRY AND GET THREE MATCHING SYMBOLS IN A ROW
- 2) E.G. IF YOUR TRAINING IN HP, AND YOU GET THREE HEARTS, FOUR TIMES YOUR DEFAULT HP RISE WILL BE ADDED TO YOUR STATS.
- 3) IF YOU GET THE TRAINING IN MP AND YOU GET THREE PURPLE CIRCLES, FOUR TIMES YOUR DEFAULT MP RISE WILL BE ADDED TO YOUR STATS. AND THE SAME WITH REST.
- 4) DANGER! IF YOU FAIL TO GET 3 OF THE SAME, THEN HALF OF THE DEFAULT STAT RISE WILL BE ADDED TO YOUR STATS.
- 5) AND HERE'S THE GREAT ONE! IF YOU MANAGE TO GET THE 'POOP' SYMBOL ON ALL 3 OF THEM, THEN -
HP AND MP - RISE BY 800, 900, 999 OR 1,000 (THEY DO VARY!)
REST OF THEM- RISE BY 80, 90, 99 OR 100 (THEY DO VARY!)

WARNING - Use this only if you have a strategy for 'BONUS TRY' and no other time. Just stick to 'NORMAL'.

When training, you have got to remember to give your DIGIMON about a 2 second break after training to check if he wants anything or just simply go to his menu and check there BUT! It usually takes about 2 seconds to appear first. If he wants to do poop, take him to the toilet, if he wants to rest, REST! And the rest...

READ BELOW FOR MORE INFORMATION

5) TRAINING AREA - TA005

11	22
11	22
33	
44	
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- 1) BRAINS (LIGHT BULB) - BOOSTS MAX BRAINS. By training his brains, he can learn more battle moves ALSO BOOSTS - MAGIC POINTS (MP)

IMPORTANT INFORMATION REGARDING BRAINS. When training BRAINS, you can learn some BATTLE COMMANDS and moves.

Here are the BATTLE COMMANDS you can learn.

NAME	STAT	EFFECT
AUTO	AUTOMATIC	Always there. Do anything you want.
ATTACK	100 BRAINS	Attack the current SELECTED OPPONENT with the STRONGEST move selected.

MODERATE	200 BRAINS	Attack with Calm, Run and Attack, or just run away.
DISTANCE	300 BRAINS	Move away from the opponent, also defends.
CHANGE TARGET	300 BRAINS	Switch opponents if multiple battle.
DEFEND	400 BRAINS	Defends against an opponent's move. HIGH DEFENSIVE POWER
ENABLED TECH	500 BRAINS	Select, which move to use MANUALLY.
RUN AWAY	AUTOMATIC	Always there. Runs away from battle. EXCEPT BOSS BATTLES!

Very rarely, you can learn some new moves for your DIGIMON to use.
 Look in the BATTLE Section for more information on how they will appear.

- 2) MAGIC POINTS (MP) (PURPLE AND WHITE CIRCLE) - BOOSTS MAX MP.
 The More MP, the more moves you can execute. Restore it with MP Floppies.
 (ESSENTIAL IN ALL BATTLES)
 ALSO BOOSTS - DEFENSIVE POWER

- 3) SPEED (PINK AND YELLOW ARROWS) - BOOSTS MAX SPEED.
 The higher the speed the quicker you can attack the opponent with a charged up move.
 E.g.
 Powerful Moves take a lot of time to charge, so 999 SPEED equals INSTANT ATTACK.
 (ESSENTIAL FOR BOSS BATTLES!)
 ALSO BOOSTS - HIT POINTS (HP)

- 4) DEFENSIVE POWER (BLUE CIRCLE, YELLOW SPARK) - BOOSTS MAX DEFENCE.
 The higher the Defensive Power the better you can withstand or defend from attack
 therefore resulting as less damage inflicted upon your DIGIMON.
 (ESSENTIAL IN ALL BATTLES)
 ALSO BOOSTS - BRAINS

- 5) OFFENSIVE POWER (RED EDGED CIRCLE, WITH WHITE SHARDS OF GLASS) - BOOSTSMAX OFFENCE.
 The higher the Offensive Power, the stronger your DIGIMON'S attack is, thus resulting
 in a more powerful attack. (ESSENTIAL IN BOSS BATTLES)
 ALSO BOOSTS - SPEED

- 6) HIT POINTS (HP) (HEART) - BOOSTS MAX HP.
 The higher the HP, the longer your DIGIMON will survive in Battle.
 (ESSENTIAL IN ALL BATTLES)
 ALSO BOOSTS - OFFENSIVE POWER

There are some Item's that can boost Training Effect. They are:

NAME	FROM	PRICE	EFFECT	BOOSTS
SUPPER CARROT	Buy from VEGIEMON	500 Bits	Weight - 2	HP, SPD AND OFF
HAWK RADISH	Buy from VEGIEMON	500 Bits	Weight + 2	MP, BRS AND DEF
TRAINING MANUAL	Buy from PIXIMON	50,000 Bits	KEEP IN ITEMS	GREAT BOOST FOR ALL
DIGIPINE	Anywhere	FREE	Weight + 1	ALL
BLACK TROUT	Fishing	FREE	Weight + 1	ALL + 1

NOTE - Any BOOST ITEM that you^池the DIGIMON has to eat in order for it to work, its effect will last until you have fed your DIGIMON something to eat.

6) BATTLES - HOW TO BATTLE - HT006

To get in a Battle just touch a DIGIMON (DUH).

When you are battling there are many things you can do. (READ TRAINING BRAINS FOR MORE INFO)

You can have the Commands

NAME	STAT	EFFECT
AUTO	AUTOMATIC	Always there. Do anything you want.
ATTACK	100 BRAINS	Attack the current SELECTED OPPONENT with the STRONGEST move selected.
MODERATE	200 BRAINS	Attack with Calm, Run and Attack, or just run away.
DISTANCE	300 BRAINS	Move away from the opponent, also defends.
CHANGE TARGET	300 BRAINS	Switch opponents if multiple battle.
DEFEND	400 BRAINS	Defends against an opponent's move. HIGH DEFENSIVE POWER
ENABLED TECH	500 BRAINS	Select, which move to use MANUALLY.
RUN AWAY	AUTOMATIC	Always there. Runs away from battle. EXCEPT BOSS BATTLES!

These are the commands you can have in battle. As you can see, you need to have a certain amount of brainpower to use these moves. There is also something in battle called the FINISH meter.

FINISH METER

Every DIGIMON in the DIGIMON WORLD has a FINISHING MOVE, which in turn is stronger than any other attack they possess. And also the higher up the generation the better the attack.

E.G.

NAME	TYPE	FINISHING MOVE	DAMAGE
AGUMON	FIRE	PEPPER BREATH	89
GREYMON	FIRE, BATTLE	MEGA FLAME	196
METAL GREYMON	FIRE, BATTLE, MECH	GIGA SCISSOR CLAW	215

BASIC

When using the FINISH METER, you have to press the SQUARE button continuously or once, and soon a yellow wall will surround the DIGIMON using the attack. The best time to use it is straight after the opponent attacks as he is close-by and the DIGIMON requires him to be close-by when he attacks. When a FINISHING MOVE is hitting you, you will stay still for about 10 seconds as he charges up his attack (we'll move on to that), and also, THERE IS NO WAY TO DEFEND AGAINST A FINISHING MOVE!

CHARGING A FINISHING MOVE

When you are using your FINISHING MOVE and the yellow wall appears, there is ONLY ONE THING YOU SHOULD DO! And that is...
PRESSING L1 AND R1 AS FAST AND RAPIDLY AS YOU CAN! Yes! And, by doing this you will fill-up the bar on top of your DIGIMON and hit the opponent with more than DOUBLE, yes that's right, MORE THAN DOUBLE than your original attack strength. I think my strongest was 2,000 with METAL GREYMON'S GIGA SCISSOR CLAW.

STOPPING A FINISHING MOVE

You can stop a FINISHING MOVE, only at one moment. If your DIGIMON attacks the opponent or releases its attack just as soon as the opponent summons its wall to charge his attack. THIS RARELY HAPPENS, and can happen to you too!

STRATEGIES - A GOOD WAY TO BATTLE

When battling, you should always have a strategy, a new strategy for a new DIGIMON. Currently (while writing this FAQ), I have METAL GREYMON, and I have a strategy on how to battle with him. First of all, keep your strategies simple, they should be easy to understand by someone else. Second of all, always keep a back-up strategy in case one fails.

My Main Strategy is:

1) DEFEND FIRST, THEN ATTACK AFTER THE OPPONENT HAS ATTACKED AND DEFEND AGAIN.

My Back-Up Is:

2) IF ALL FAILS... KILL THE DIGIMON WITH GIGA SCISSOR CLAW!

I've never had to turn to my Back-Up plan with MG, even against MACHINEDRAMON (last DIGIMON).

THE BATTLE COMMANDS

(LOOK IN THE TRAINING SECTION FOR MORE INFO.)

/1\ _ /3\ _ /5\ _ /7\ _	1)	AUTO	ALWAYS THERE	YELLOW FACE
REPLACED WITH 2*	2)	ATTACK	100 BRAINS	RED FACE -
\1//2*\//4\\5//6\\7//8\ */ */ \6/ \8/	2*)	ATTACK 1	500 BRAINS	1ST ATTACK ICON
REPLACED WITH 3*	3)	MODERATE	200 BRAINS	BLUE FACE -
LATER	3*)	ATTACK 2	500 BRAINS	2ND ATTACK ICON
	4*)	ATTACK 3	500 BRAINS	3RD ATTACK ICON APPEARS
	5)	DISTANCE	300 BRAINS	GREEN FACE
	6)	CHANGE TARGET	300 BRAINS	WHITE EYE
	7)	DEFEND	400 BRAINS	GREY FACE
	8)	RUN AWAY	ALWAYS THERE	BLUE MAN RUNNING

7) HELP DURING BATTLES - HD007

RECOVERIES - Recovers HP and MP of DIGIMON.

NAME	EFFECT
SMALL RECOVERY	Recovers a DIGIMON'S HP by 500 points
MEDIUM RECOVERY	Recovers a DIGIMON'S HP by 1500 points
LARGE RECOVERY	Recovers a DIGIMON'S HP by 5000 points
SUPER RECOVERY	Recovers a DIGIMON'S HP by 9999 points

NAME	EFFECT
MP FLOPPY	Recovers a DIGIMON'S MP by 500 points
MEDIUM MP	Recovers a DIGIMON'S MP by 1500 points
LARGE MP	Recovers a DIGIMON'S MP by 5000 points

Some FLOPPIES have Special Effects

NAME	EFFECT
PROTECTION FLOPPY	Protects a DIGIMON from Status Change (more below)
VARIOUS	Recovers a DIGIMON from a status effect (more below)
RESTORE	Recovers a DIGIMON back from a KNOCKOUT COMA and recovers half HP
SUPER RESTORE	Recovers a DIGIMON back from a KNOCKOUT COMA and ASPHYXIATION and recovers full HP

Some FLOPPIES have the power to recover more than one stat at a time.

NAME	EFFECT
OMNIPOTENT FLOPPY	Recovers Half HP and MP (current not total) and cures status change.
DOUBLE FLOPPY	Recovers 1500 HP and MP.

There are also some foods that have special effects.

DIGISEABASS	Recovers full HP and MP and Life Span grows (ONLY ON ULTIMATE DIGIMON) DANGER OF SICKNESS
ORANGE BANANA	Recovers HP and MP (RajZ)
VITAMIN C	RARE! Reduces FATIGUE (TIREDNESS) HAPPINESS and DISCIPLINE go up. (RajZ - SEEN IT MYSELF)

Some CHIPS can PERMANENTLY change a STAT by feeding it to a DIGIMON.

NAME	EFFECT	+ STAT
HP CHIP	HP	+ 500
MP CHIP	MP	+ 500
OFFENCE CHIP	OFFENCE	+ 50

DEFENCE CHIP	DEFENCE	+ 50
QUICK CHIP	SPEED	+ 50
BRAIN CHIP	BRAIN	+ 50

There are also some DISKS that only change a stat TEMPORARILY in a Battle.

NAME	EFFECT
OFFENCE DISK	RANDOMLY BOOSTS OFFENCE
DEFENCE DISK	RANDOMLY BOOSTS DEFENCE
HISPEED DISK	RANDOMLY BOOSTS SPEED
BRAIN DISK	RANDOMLY BOOSTS BRAIN (Zakaria RARE 'COS I ONLY FOUND IT ONCE)
OMNIPOTENT DISK	BOOST ALL STATS RANDOMLY EXCEPT FOR HP AND MP

There can also be 'S. ***** DISKS'. They are a Super Version of the Above Ordinary Disks. They greatly boost the stat. (The '*****' isn't a swear word!)

MEDICINE AND BANDAGE

Medicine Recovers a DIGIMON'S Sickness. They can be found or bought from CENTARUMON who opens a clinic when he comes to the city. You can also buy bandages from him they heal wounds from long battles and some sickness.

STATUS CHANGES

When a DIGIMON'S Status is changed, there is something different about him. The 4 STATUS CHANGES are:

LIQUID CRYSTALLISATION
 PARALYSATION
 CONFUSION
 POISON

LIQUID CRYSTALLISATION is when your DIGIMON is reduced to 2D Pixels on the TV Screen. He will attack faster but much weaker. NO DEFENCE AVAILABLE!!!

PARALYSATION

When a Yellow Cylinder Wall rotates around your DIGIMON preventing him from attacking, moving, defending and obeying commands. It is temporary and only for about 10 seconds. It can increase based on the type of opponent and the power of the move.

CONFUSION

Confusion is when Red Question Marks appear on top of the DIGIMON'S head. He is confused and uses any attack he wishes anywhere. He may still defend if the option is available on your commands and if he has high discipline.

POISON

You get poisoned from mainly EARTH attacks such as 'DANGER STING' 'POISON CLAW' and 'POISON CLOUD'. A Purple Blob appears on top of the DIGIMON'S head and slowly reduces your HP. The higher the generation (ROOKIE, CHAMPION, ULTIMATE) the higher the HP loss. Your DIGIMON walks around when he is poisoned.

All STATUS CHANGES are gone after the battle has ended, but he may be left ILL, or WOUNDED.

 8) CARE MISTAKES - CM008

 CARE MISTAKES are mistakes that you have made on the caring and raising of your DIGIMON. They are:

NO.	CARE MISTAKE	EFFECT
1)	NOT FEEDING	WEIGHT GOES DOWN AND HAPPINESS AND DISCIPLINE GOES DOWN
2)	POOPING ON GROUND	VIRUS METER GOES UP AND HAPPINESS AND DISCIPLINE GOES DOWN
3)	NOT RESTING	TIREDDNESS GOES UP AND HAPPINESS AND DISCIPLINE GOES DOWN
4)	NOT SLEEPING	LIKELY TO GET SICK AND HAPPINESS AND DISCIPLINE GOES DOWN
5)	MAKE HIM ANGRY	DISCIPLINE GOES DOWN AND MORE SELFISH

NO. MORE INFORMATION

- 1) A DIGIMON will ask to be fed for about 3 hours in a row maximum and 1-hour minimum.
- 2) A DIGIMON will hold its poop for about an hour before it releases it.
- 7 (There's a rumour going around that after you get SUKAMON [TRASH MOUNTAIN] to the CITY and you SLEEP in front of him, the ability to hold your poop increases.)
- 3) If you stop resting and you carry on training, your stat, after 3 hours or so, will only go up by 1.
- 4) SAME AS ABOVE as well as getting Sick.
- 5) You can make him angry by CARE MISTAKES or RUNNING AWAY from a battle or scolding. A Butterfly will appear to make him happier. It leaves as soon as he's happy.

There are in some cases, a good CARE MISTAKE, if it is the only way to get a DIGIMON e.g. NANIMON, SUKAMON AND NUMEMON. Or to get some ULTIMATE and CHAMPION DIGIMON.

9) WHAT DIGIMON DO - WD009

Here is a list of what DIGIMON do in the CITY. BE WARNED! It may not contain every DIGIMON yet.

ROOKIE DIGIMON

NAME	JOB
AGUMON	He open's the IITEM BANK. AGUMON is the DIGIMON that keeps ITEMS' for you when you don't want to or can't keep ITEMS' with yourself. He is FREE OF CHARGE and you can deposit or withdraw stuff at any time. You can only deposit ITEM'S, no MONEY, no CARDS or ANYTHING ELSE.
BETAMON	Opens the first ITEM SHOP or COELAMON.
BIYMON	Works in the ITEM SHOP
ELECMON	Places light around the CITY to make it brighter.
GABUMON	Works with DRIMOGEMON in the TREASURE HUNT.
TANEMON	MEAT FARM. Hands out 3 MEAT Everyday. 5 if it痴 happy.
KUNEMON	Makes getting to DIGIMON BRIDGE easier by eating the weeds.
PALMON	PALMON takes over from TANEMON in the MEAT FARM, and hands out 3 or 5 GIANT MEAT everyday.
PATAMON	Works in the ITEM SHOP with the other DIGIMON.
PENGUINMON	Opens DIGIMON CURLING RING in GREYMON'S ARENA. (1 FISH TO PARTICIPATE)

CHAMPION DIGIMON

NAME	JOB
AIRDRAMON	Reads FORTUNE in GREYMON'S ARENA.
ANGEMON	Gives advice on DIGIMON, and where to get them.
BAKEMON	Patrols the CITY (night)
BIRDDRAMON	Flies you to different parts of the DIGITAL WORLD.
	Flies you to:
	GEAR SAVANNAH 1000 BITS
	GREAT CANYON 1500 BITS
	FREEZELAND 2000 BITS
	MISTY TREES 2500 BITS
	BEETLELAND 2500 BITS
CENTARUMON	Opens the CENTAUR CLINIC, cures ILLNESS/WOUNDS and sells BANDAGE/MEDICINE.
COELAMON	Works in ITEM SHOP. Introduces more ITEMS' for sale.
	Sells things such as:
	SMALL RECOVERY
	MED. RECOVERY
	LARGE RECOVERY
	SUP RECOVERY
	MP FLOPPY
	MED. MP FLOPPY
	LARGE MP FLOPPY

RESTORE (MONOCHROMON) / SUP. RESTORE (UNIMON)
AUTO PILOT
PORTABLE POTTY
MEAT
AND LOADS MORE!

DRIMOGEMON Opens the TREASURE HUNT. Find TREASURE for you at a price.
DEVIMON Works in SECRET ITEM SHOP, sells DEVIL CHIPS (DANGER!)
FRIGIMON Works in the RESTAURANT
GARURUMON Works in the RESTAURANT
GEKOMON Joins the ARENA
GREYMON Opens the BATTLE ARENA, this is where TOURNAMENTS take place.
KABUTERIMON Upgrades GREEN GYM
KOKATERIMON Makes a statue near the toilet.
KUWAGGAMON Upgrades GRREN GYM
LEOMON Stays in BIRDRAMON'S PORT.
MERAMON Opens/Works in the RESTAURANT
MONOCHROMOMON Works in ITEM SHOP. Also makes it bigger and better.
MOJYAMON Works in ITEM SHOP. Also makes it bigger and better.
MYOTISMON Joins the ARENA
NINJAMON Works in SECRET ITEM SHOP, gives advice about ITEMS.
NUMEMON Opens the SECRET ITEM SHOP underneath the ITEM SHOP selling ENEMY REPEL and ENEMY BELL.
OGREMON Patrols the CITY (day)
SHELLMON Writes the NEWSPAPER
SUKAMON Sits near the toilet
TYRANNAMON Opens/Works in the RESTAURANT
UNIMON Works in ITEM SHOP. Also makes it bigger and better. Introduces CARD VENDING MACHINE.
VEGIEMON Expands the MEAT FARM to hand out 3 or 5 SIRLOINS per day.
WHAMON Takes you to SECRET BEACH CAVE or FACTORIAL TOWN.

ULTIMATE DIGIMON

NAME	JOB
ANDROMON	Goes back and forth between FACTORIAL TOWN and the CITY, stands outside BIRDRAMON'S PORT.
DIGITAMAMON	Works in RESTAURANT (RANDOM)
ETEMON	Sells GOLDEN BANANAS' near DIGIMON BRIDGE.
GIROMON	Opens JUKEBOX in the RESTAURANT. (WARNING! FOR MOST GAMEPLAYERS, THE GAME WILL CRASH IF YOU SPEAK TO HIM!)
MAMEMON	Works in the SECRET ITEM SHOP to sell SUPER DISKS.
MEGADRAMON	Competes in GREYMON'S ARENA
METALGREYMON	Opens NAME STAND in GREYMON'S ARENA
METALMAMEMON	Competes against you in CURLING (1 FISH to participate) .
MONZAEMON	Upgrades JIJIMON'S HOUSE and just hangs in the back room.
PIXIMON	Works in the ITEM SHOP, sells TRAINING MANUALS (RANDOM)
SKULLGREYMON	Competes in the ARENA
VADEMON	Works in RESTAURANT (RANDOM)

If I missed any, I apologise...

10) TIPS AND TRICKS - TT010

Some TIPS to keep you on your toes...

TIP: Rest to pass time...

TIP: After every 5/6 Hours of TRAINING, Rest.

TIP: If you plan to TRAIN all day long, have SIRLOINS to reduce TIREDNESS

TIP: When you have reached the STATS required to get an ULTIMATE from a CHAMPION DIGIMON, go FISHING for some DIGICATIFISH and some DIGISEABASS.

TIP: DIGISEABASS are !CRAZY! for DIGICATFISH, they follow it even though it hasn't hit the water. Pull the FISH to near the shore when you have a DIGISEABASS enticed

and it will be much easier to catch.

- TIP: Give a DIGISEABASS to an ULTIMATE to make its LIFESPAN increase. WARNING!: Use it only if you are near CENTARUMON'S CLINIC or if you have a MEDICINE. It can make your DIGIMON sick, but it RECOVERS FULL HP+MP.
- TIP: It is best to go to TOY TOWN when you are nearly going to SLEEP, nearly 2 HOURS before. This is because you will need all your strength in TOY TOWN, so if your DIGIMON falls asleep before the last door before WARUMONZAEMON, it will have FULL HEALTH before you fight it.
- TIP: Have different types of moves, LONG RANGE are SLOW and very easy to interrupt, CLOSE RANGE are QUICK but dangerous, allowing room for attack and running away and GLOBAL ATTACKS are good for MULTIPLE BATTLES.
- TIP: If you have many strong moves (e.g. MEGALO SPARK), have high MP. You will need it as they can take up a lot of MP, even if they fail they take up a lot of MP.
- TIP: Have at least 500 BRAINS for an ULTIMATE. This is because, you will have ENABLED TECH. This allows you to choose what moves you can use. Effective for BOSS BATTLES.
- TIP: Have high DEFENSIVE power, this is because, and moves like SONIC JAB or ELECTRIC CLOUD will take
as little as 1 HP from you. There taking 1 HP for the sake of saying 'your attack has hit'.
- TIP: If you like quick but weak moves, have 999 SPEED and 999 OFFENSE. This way, say if you use SONIC JAB, you can use it every second on any DIGIMON taking at least 300 DAMAGE each time. You can win flawlessly.
- TIP: To enter ICE SANCTUARY, you will require a VACCINE DIGIMON.
- TIP: To enter GREY LORD'S MANSION, you will require a VIRUS DIGIMON
- TIP: To enter FACTORIAL TOWN, you must recruit WHAMON first. He is in FREEZELAND near where the MOJYAMON are (southern fork). After defeating OGREMON, he will be recruited.
- TIP: When you have the big ITEM SHOP, buy things after you have DIGIVOLVED a FRESH, or IN-TRAINING DIGIMON. You will get a DISCOUNT.
- TIP: To get KUNEMON as your DIGIMON, first you need to have been to BEETLELAND, and have KUNEON in the city so you can at least guarantee a chance of this working. Then, get an IN-TRAINING DIGIMON, and make it sleep in KUNEMON'S BED. When it wake's up there is a 50% chance that it will DIGIVOLVE, to a KUNEMON. It is all about luck, you can try resetting the console if it doesn't work, but sometimes it doesn't tend to do the job. Just make him sleep there when ever he is sleepy taking KUNEMON'S path to save time.
- TIP: To learn moves that you the DIGIMON doesn't have at the current time, your DIGIMON needs high brains. He could learn it from another DIGIMON that does the move, so long as he is compatible to learn the move, or he could learn it through TRAINING BRAINS. When it gets around 250, 350 or even 500 BRAINS he could learn a move. Maybe even he won't...
- TIP: An easy way to get all the water moves easily is to catch SEADRAMON. When you catch him ask him to teach you a move. He will teach you and swim off. You need to catch him every time
to learn a move. Then after that, get him to be friends with you.

And a few tricks... I SAID FEW!

- TRICK: Press SELECT at any time during a BATTLE to view an OPPONENT'S HP.
- TRICK: To catch SEADRAMON, have at least 20 DIGIMUSHROOMS and about 10 MEAT. Also have and AMAZING ROD from SHOGUNGEKOMON by accumulating 300 MERIT POINTS from CARDS. Go to the Southern Half of DRAGON EYE LAKE. Press CIRCLE and select FISH and pick BAIT. Don't throw it, now hold circle and press left. The screen should move, go to the middle of the screen where there is a bucket and a pipe reaching to the sky next to it. If every 10 seconds a long and dark DIGIMON swims through it continuously, that's SEADRAMON. Now face NORTH. Throw some bait into its path and wait for the heart symbol. When it shows it you have its attention. Wait for it to bite and reel it in. It is pretty difficult, took me about 5 minutes and 13 DIGIMUSHROOMS to complete it. When you have reeled it in, you have 3 choices:
- BE FRIENDS
 - TEACH ME A MOVE
 - GIVE ME AN ITEM

If you choose the first one, he will give you a BLUE FLUTE, used to SUMMON him to get to BEETLELAND. If you choose the second one, he will teach you an ICE/WATER move and be gone. You will have to catch him again. If you pick the third one, he will give you a DIGIVOLUTION ITEM and be gone. You will have to catch him again.

TRICK: If you are in TOY TOWN, with the two TANKMON, go in between and as soon as they turn

in towards you press CIRCLE. Feed your DIGIMON something you know your DIGIMON won't eat and by the time the sequence is over, the TANKMON should be looking another way, and you are free to go through the next door.

TRICK: If you ever get a SUKAMON as your DIGIMON PARTNER, and want to change him back to your previous DIGIMON, go to TRASH MOUNTAIN in GEAR SAVANNA and talk to KINGSUKAMON. He should be pleased to see the SUKAMON, but say you want to change him back. He will DIGIVOLVE soon.

TRICK: If you get a NUMEMON, and you have access to TOY TOWN, you can make it DIGIVOLVE to MOZAEMON, there is a bear on a sofa, and the NUMEMON can slide it self in to the bear making it DIGIVOLVE to a MONZAEMON, then you can fight WARUMONZAEMON.

TRICK: !WARNING! This trick will seriously muck up your game, but is really good. First you have to save your progress. Make sure you have at least one DIGIMON CARD in your INVENTORY

and go to it. Here, keep pressing Triangle and X over and over again, until the card gets stuck on your screen when you let go. From here, go to your DIGIVOLUTION

CHART.

Press X on any DIGIMON and then press Triangle, Now you can scroll around looking at all

the DIGIMON in the game and what they can DIGIVOLVE to. NEAT TRICK 'EH!?!?!
!WARNING! DON'T SAVE IT LIKE THIS!!!!

TRICK: To get NANIMON, you need a DIGIMON with no HAPPINESS and no DISCIPLINE. NANIMON is good because he DIGIVOLVES to DIGITAMAMON, one of the best DIGIMON in the game. You can get him

through a CHAMPION or even better, a ROOKIE who has no HAPPINESS and no DISCIPLINE. Keep SCOLDING your DIGIMON, until it reaches angry mode. Then go into a battle and run away. This will get your DIGIMON'S HAPPINESS and DISCIPLINE down. When you have got both down, SCOLD your DIGIMON one last time, and he should DIGIVOLVE to NANIMON. He is a FILTH type with rubbish STATS, but train him well and he should be a valuable asset.

10) CREDITS - CC010

This FAQ is available at the following websites:

supercheats.com
gamefaqs.com
neoseeker.com

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