

Digimon World FAQ/Walkthrough

by hWs Dark

Updated to v2.01 on Apr 1, 2010

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Below is the list of sites that I allowed to link/use my Guide on their web-sites:

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|      www.neoseeker.com      |
|      www.cheats.de          |
|      www.gamefaqs.com       |
|      www.ign.com            |
|      http://medjai3.tripod.com |
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Version 2.01

- Champions section finished (it wasn't included in previous update)
- Re-wrote the whole recruiting section. Now in new form; easier to understand with clearer explanations.

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-- I. Introduction --

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Digimon World is an adventure game. On Digimon World, your goal is to save File City by recruiting Digimon to the City. When you get a certain amount of Digimon to the City, a door will open to a place with very hard Digimon. But it's a long way until there so hold on matey!

In case some people don't know yet, here are the Controls of Digimon World:

(OUT OF BATTLE)

- START - Pause the game
- SELECT - Nothing
- X - Interact / Talk
- TRIANGLE - Opens menu
- CIRCLE - Nothing
- SQUARE - Nothing
- R1 - |
- R2 - |
- L1 - |
- L2 - |

(IN BATTLE)

START - Pause the game

SELECT - Sees the opponent's HP (Thanks to everyone that reminded me...)

X - Select command

TRIANGLE - Opens menu

CIRCLE - Nothing

SQUARE - Use your finishing (AFTER THE WORD FINISH APPEARS)

R1 - After unleashing your Finishing, keep pressing repeatedly to fill your Finish Gauge (THE MORE YOU FILL IT THE MORE EXTRA DAMAGE YOU DEAL)

R2 - Nothing

L1 - After unleashing your Finishing, keep pressing repeatedly to fill your Finish Gauge (THE MORE YOU FILL IT THE MORE EXTRA DAMAGE YOU DEAL)

L2 - Nothing

(OUT AND IN BATTLE)

LEFT - Toggle menu / Walk left

RIGHT - Toggle menu / Walk right

UP - Toggle menu / Walk up

DOWN - Toggle menu / Walk down

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-- II. Recruiting Digimon --

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Rookie Digimon - 1 Prosperity Point

Filth Digimon - 1 Prosperity point (Sukamon, Nanimon and Numemon)

Champion Digimon - 2 Prosperity Points

Ultimate Digimon - 3 Prosperity Points

The MAX amount of Prosperity Rate is 100. Below is a list of the recruitable Digimon and how to obtain each of them:

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|           Rookies           |  
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Who: Agumon

How: Win a fight against him.

Why: He a very useful Item Keeper, where you can store and withdraw items at any time.

Location: Native Forest, the first screen after leaving File City.

Who: Betamon

How: Simply talk to him in Native Forest.

Why: He should open the item tend, and if tend is already present he will serve as a seller.

Where: Tropical Jungle

Who: Biyomon

How: Upon finding Biyomon he will run away from you. What you have to do is go

to a corner and tell your Digimon to go to the other. Biyomon should run to your direction and when he tries to run he will be trapped by you and your Digimon.
Why: He expands the Item Stand making it now an Item Shop, with many more items available.

Where: Gear Savanna

Who: Elecmon

How: When pressing the button X on him you will be shocked, losing some of your Digimon's HP. Let him shock you three times consecutively.

Why: He will put lights and make signs on the outer sides of File City.

Where: Gear Savanna

Who: Gabumon

How: Win the battle against him.

Why: Helps Drimogemon find better items.

Where: Misty Trees

Who: Kunemon

How: Talking to him will trigger the event where he will ask for food, after giving him any type of food he will want to battle you. Win the battle.

Why: Eats the grass making it able to go directly from the City to the Digimon Bridge.

Where: Kunemon's Bed

Who: Palmon

How: Win a fight against her.

Why: Upgrades the meat farm. Instead of Meat she gives you a daily 3 Giant Meats.

Where: Native Forest

Who: Patamon

How: When finding him on Gear Savanna he will want to battle you 3 times consecutively, win all 3. If you leave the screen in the middle of any of the battles, once you come back you will have to repeat all three battles.

Why: He expands the Item Stand making it now an Item Shop, with many more items available.

Where: Gear Savanna

Who: Penguinmon

How: Have a match of Digimon Curling against him and win. The first try is free; if by any chance you lose and need a rematch he will ask for any type of fish as your entry-fee.

Why: Opens the Curling Arena inside Greymon's Arena, allowing you to play curling against him anytime for some neat prizes.

Where: Freeze Land

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|           Champions           |
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Who: Airdramon

Pre-requisite: Having 40 Prosperity Rate.

How: After knowing from Jijimon that you have 50+ Prosperity Rate going out of his house will trigger a battle against Airdramon, knocking some of your Digimon's HP. Winning will result in the opening of Mt. Infinity and the resting place will move to the back of Jijimon's House.

Why: He sleeps by the Fire Place on Jijimon's house. After finishing Mt.

Infinity he becomes a Fortune Teller in Greymon's Arena.

Where: Just outside Jijimon's House.

Who: Angemon

Pre-requisite: Having a Vaccine type Digimon

How: When you first enter the Ice Sanctuary you should see Angemon's glowing statue. Inspect it to open the hidden passageway underneath it. Head down the passageway into a small hallway with Icemon and a blue Meramon. Near the Icemon you should see a darkened portion of the wall on your right side. Walk against it to find that it is really an open passage. Continue on through the passageway to see a Garurumon and a Hyogamon patrolling the area. Enter the next room, and you will find four teleporting devices which look like columns of light that have black pyramids within them. This might be tricky, so read carefully: First head east and use the teleporter you see there. Now take the northeastern teleporter which will bring you to the final room, where a Hyogamon and two Icemon will be waiting for you. Defeat all three and you will be able to free Angemon's spirit, which you can find near the southern wall of the room. Once his spirit has left, leave the sanctuary basement and make your way back from where you came; Angemon should be waiting on the first secret passage, at the Ice Sanctuary entrance.

Why: Modifies Jijimon's House and he gives you advice on whom to recruit to your city.

Where: Ice Sanctuary

Who: Bakemon

How: Talk to him on Overdell Cemetery and answer his questions: Yes, Yes, No.

Why: Stands around patrolling the city.

Where: Overdell Cemetery

Who: Birdramon

How: When you first reach Great Canyon, about on the third screen after the entrance there should be an elevator. You will notice you can't go down so press up and walk up to the nest. Birdramon will come flying your way and he will want to battle for his nest. Win.

Why: He makes the Birdra Transport

Where: Great Canyon Top Area

Who: Centarumon

How: Your mission is to get to the 0 and the end of the screen (north). Every time you walk for a while Centarumon will shoot you, knocking out some HP. If your HP reaches 0 you will have to start from the beginning, so every time you get shot recover to prevent starting over. If you reach the end and by mistake go to the X you will fail and start from the beginning.

Why: Opens the Digimon Clinic, where you can buy medicine and/or rest.

Where: Amida Forest

Who: Coelamon

How: Head to Coela Point at noon once and he will bring you to the other side of the river. Come back through the magically fixed bridge and speak to him again.

Why: He should open the item tend, and if tend is already present he will serve as a seller.

Where: Coela Point

Who: Devimon

How: You will have a chance to battle him just before ending Mt. Infinity. Take note he will only join after you finish Mt. Infinity.

Why: Works in the secret item shop.

Location - Mt. Infinity

Who: Drimogemon

How: In the first screen after moving the rock on the way to Meramon go down. There should be a Drimogemon digging, that when spoken to, says it's going to take a while. Go back in 3 days and he should be done.

Why: Opens the treasure hunting business.

Where: Drill Tunnel

Who: Frigimon

How: Bring any Digimon who doesn't like the cold to Freeze Land, let him get sick and faint. Frigimon will rescue you and heal your sickness. After doing that just Digivolve to any Digimon other than the ones who don't like the cold, go back to Frigimon's House and speak to him again.

The Digimon who get sick are:

- Agumon
- Greymon
- Tyrannomon
- Meramon
- Monochromon
- Kunemon
- Kuwagamon
- Kabuterimon
- All baby and In-Training Digimon

Why: He opens/works at the restaurant.

Where: Freeze Land / Frigimon's House

Who: Garurumon

How: When first meeting him you will be challenged for a duel. Win the battle and he will ask for a rematch, only this time you won't be able to use items or commands. Come back the next day and win the rematch.

Why: He opens/works at the restaurant.

Where: Freeze Land

Who: Greymon

Pre-requisite: Having 15 Prosperity Rate.

How: Talk to Jijimon until he says your Prosperity Rate and upon leaving the house Greymon will challenge you to a battle. What street sign, by the way?

Why: Opens Greymon's Arena.

Where: File City, outside Jijimon's House.

Who: Kabuterimon

Pre-requisite: Having Greymon already in the city.

How: Answer the second option ("Maybe it's an Arena.")

Why: Boosts your training at Training Gym.

Where: Beetle Land

Who: Kuwagamon

How: Answer the second option: ("Actually... there is a sure fire)

Why: Boosts your training at Training gym.

Where: Beetle Land

Who: Kokatorimon

How: Early in the morning he can be found in the screen in Misty Trees which has some frozen/petrified Digimon. Simply win the battle.

Why: Makes a Scarecrow by the Toilet.

Where: Misty Trees

Who: Leomon

Pre-requisite: Having 40+ Prosperity Rate

How: Remember the Drimogemon that said you needed to come back later cause he was not done digging yet? Go back to him and the path he was digging will now be opened. There you will find "Leomon's Stone Tablet". With that item in hand, go talk to Leomon and give him the stone.

Why: Stays by the Birdramon on Birdra's Transport.

Where: Gear Savanna

Who: Meramon

Pre-requisite: Having beat the "crazy" Drimogemon.

How: In the screen with the digging Drimogemon you will be asked if you want to Work. If you choose to do so you will have to carry all the dirt from the pile until the entrance of the cave. After the pile is gone the place where he was digging should be gone. Proceed along the path until you find Meramon and win the battle. (Note: If you don't want to carry the dirt just answer no and wait a few days, the dirt should be gone by itself)

Why: He opens/works at the restaurant.

Where: Drill Tunnel

Who: Monochromon

How: You have to sell at least 3200 BITS while working at his store.

Why: He expands the Item Stand making it now an Item Shop, with many more items available.

Where: Great Canyon

Who: Moyjamon

How: Trade the Moyjamon with all the items they want. The last one you complete the trades is the one who will join the city.

Why: Works in the secret item shop.

Where: Freeze Land

Who: Nanimon

How: Find him in all 5 locations:

~~~~~ Where you found Leomon's Tablet, Drill Tunnel.

~~~~~ Where you fought Meteormon, Ancient Speedy Zone.

~~~~~ Where you fought WaruMonzaemon, Toy Town.

~~~~~ Where you fought Numemon, Factorial Town.

~~~~~ Where you fought Ogremon in his hideout, Ogremon's Fortress.

Why: Nothing

Where: Varies

Who: Ninjamon

Pre-requisite: Having recruited someone that works on the Secret Item Shop.

How: Head over to Digimon Bridge and look for the big whirlwind. Battle and win.

Why: Sits on the Secret Item Shop and talks about items.

Where: Digimon Bridge

Who: Numemon

Pre-requisite: Having the Factory shut down by Andromon (beating Giromon and talking to Andromon afterwards)

How: Enter the sewers and win the battle against Numemon.

City - Works in the secret item shop.

Where: Factorial Town Sewers

Who: Shellmon

Pre-requisite: Beating OGREMON in his Hideout.

How: When going up the elevator and following the path Shellmon will say she is stuck due to a mysterious tremor, which might be from the elevator. Go back to the elevator, head down and try to get on the elevator again, it should say that the elevator is causing the ground to shake. Don't get in. Make your way to where Shellmon cried for help, but reach it from Freeze Land. Shellmon will be waiting to thank you.

Why: Opens the Shell Newspaper

Where: Great Canyon

Who: Sukamon

How: Talk to the North-West one (Top-Right)

Why: Sleeping by the toilet will result in your Digimon not pooping on the floor while asleep. (Pending Confirmation)

Where: Trash Mountain

Who: Tyrannomon

How: Win the battle upon first entering Dino Region. After you are finished with the Speedy Time Zone (beating Meteormon) go back to meet Tyrannomon and speak to him.

Why: He opens/works at the restaurant.

Where: Dino Region

Who: Unimon

Pre-requisite: Having Centarumon in your city.

How: Give him any recovery Item and he will fly back to the city.

Why: He expands the Item Stand making it now an Item Shop, with many more items available.

Where: Mt. Panorama

Who: Whamon

How: When you first meet her in Freeze Land she will ask for help clearing some bandits from her cave, answer that you are willing to help and she will take you to the cave. Upon reaching the cave you will need to battle a team made up of: OGREMON, WaruSeadramon and a Gabumon. After the battle is over she will join the city.

Why: Transports you from File City to Secret Beach Cave or Factorial Town.

Where: Freeze Land

Who: Vegiemon

Pre-requisite: Having Palmon in the city.

How: Every 15' Th of every month a Rain Plant will spawn next to Yuramon, make sure to get one. Talk to him about a plant living in the Tropical Jungle and



proceed to the growing plant in Tropical Jungle, it will then ask if you wish to use an item. Choose to use Rain Plant and tell Vegiemon you like Veggies.

Why: Takes place of Palmon and gives you 3 Sirloin every day, also sells Super Carrots and Hawk Radishes.

Where: Tropical Jungle

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|           Ultimates           |  
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Who: Andromon

Pre-requisite: Having beaten Giromon.

How: Talk to him and he should say something about repairing damage. Come back the next day and talk to him again.

Why: Stands by the Birdra Transport.

Where: Factorial Town

Who: Digitamamon

Pre-requisite: Beating Machinedramon.

How: Go back to the place where you fought Machinedramon and win the battle against Digitamamon. (He has 9999HP & MP + 999 on all stats!)

Why: Works in the restaurant.

Where: Mt. Infinity

Who: Etemon

Pre-requisite: Having 50+ Prosperity Rate.

How: Go to the Tree House in Native Forest, knock on the door and win the battle against Etemon. Be careful since he will drop on top of you knocking out a big chunk of HP just before the battle.

Why: Sells Golden Banana's at the Digimon Bridge for 50.000 BITS.

Where: Native Forest

Who: Giromon

Pre-requisite: Having recruited Andromon.

How: Go back to Factorial Town when the repairs are done and talk to Giromon.

Why: Makes a Jukebox. (BEWARE! THE MACHINE FREEZES YOUR GAME!)

Where: Factorial Town

Who: Mamemon

How: Keep entering and exiting the screen until he appears and win a battle against him.

Why: Works in the secret item shop.

Where: Mt. Panorama

Who: MegaDramon

How: When you see MegaDramon, right before Metal Greymon, talk to him and choose the option: "But I have to test my strength!". Win the battle.

Why: Just brags outside the arena. Be prepared for a strong fight against him in the Arena's "Grade S" Tournaments.

Where: Mt. Infinity

Who: MetalGreymon

How: - He will be waiting right at the end of Mt. Infinity for a battle. Win the battle.

Why: After you beat the game he gives you heroic names.

Where: Mt.Infinity

Who: MetalMamemon

Pre-requisite: Having Penguinmon, Numemon, Giromon and Andromon in the city.

How: Fight him and win.

Why: Does curling in Penguinmon's Curling Arena.

Where: Factorial Town

Who: Monzaemon

How: Go to Toy Town with a Numemon, and enter the Costume House. Proceed to the Monzaemon (teddy bear) costume and you should Digivolve to Monzaemon.

As Monzaemon proceed to the house where Tinmon is located, he should say he unlocked the Mansion Doors for you. Make your way through the mansion and beat Waru Monzaemon. After beating him proceed back to the Tinmon and they should thank you. Monzaemon now joins the city.

till your Digimon and not Numemon.

Why: Nothing

Where: Toy Town

Who: Piximon

How: Appears randomly at the entrance of the Tropical Jungle. He will ask you if you wish to have a battle in trade of his help. Win the battle.

Why: Sells Training Manual in the Item Shop. (50,000 BITS)

Where: Tropical Jungle

Who: SkullGreymon

How: Beat him at Gray Lords Mansion and talk to Myotismon, he should say something about them both going to the Arena.

Why: He competes in the arena. Be prepared for a tough fight if you go to a "Grade A" or "Grade S" Cup.

Location - Grey Lord's Mansion

Who: Vademon

Pre-requisite: Having recruited SkullGreymon and reading the news on Shell Newspaper.

How: Proceed to those weird symbols in the Spore Area in Mt. Panorama. You will see a Vademon. Talk to him and convince him to join the city. You do not have to fight him.

Why: Works in the Restaurant.

Where: Spore Area at Mt. Panorama

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-- IV. Digivolving --

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On Digimon World you will probably be spending more time Digivolving then playing the Story. Digivolution is made up of:

Digivolves From: (HERE YOU WILL SEE THE POSSIBLE DIGIMON TO GET HIM FROM)

Care Mistakes: (HOW MANY CARE MISTAKES YOU CAN HAVE. IF YOU PASS THIS, FORGET YOU DIGIMON EVOLVING TO THE ONE YOU WANTED!

Body Weight: (WHAT'S THE WEIGHT YOUR DIGIMON SHOULD HAVE TO DIGIVOLVE)

Condition: (THE STATS YOUR DIGIMON SHOULD HAVE TO BE ABLE TO DIGIVOLVE)

Bonus Condition: (BONUS CONDITIONS ARE BONUS TRIES. THEY WILL ADD A % TO DIGIVOLVING TO WHOEVER YOU WANT.)

Digivolving Item: (IF YOU DON'T LIKE RAISING DIGIMON, YOU CAN JUST FEED IT AN ITEM THEN IT WILL DIGIVOLVE!)

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| Champions |  
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- AirDramon

Type: Vaccine

Active Hours: 4:00 - 19:00

Digivolves From: Biyomon

Care Mistakes: 0 to 1

Body Weight: 30g

Condition: Mp 1000, Speed 100, Brains 100

Bonus Condition: Discipline gauge- 90 %

Special Condition: A 30 % chance exists to a SeaDramon or  
Birdramon can Digivolve to AirDramon when  
they Sleep with discipline gauge at 100  
%, happiness at 100 % and tiredness zero.

Digivolving Items: Rainbowhorn

Finishing Technique: Spinning Needle

Digivolves to: MegaDramon, Phoenixmon, Vademon

- Angemon

Type: Vaccine

Active Hours: 4:00 - 19:00

Digivolves From: Patamon, Elecmon

Care Mistakes: 0

Body Weight: 20g

Condition: Mp 1000, Brains 100

Bonus Condition: Current Digimon- Patamon

Digivolving Items: White Wings

Finishing Technique: Hand of Fate

Digivolves to: Devimon, Andromon, Phoenixmon, Vademon

- Bakemon

Type: Virus

Active Hours: 16:00 - 7:00

Digivolves From: Elecmon, Tanemon

Care Mistakes: 3+

Body Weight: 20g

Condition: Mp 1000

Bonus Condition: Happiness gauge- 75 %

Digivolving Items: Torn Tatter

Finishing Technique: Dark Claw

Digivolves to: Skull Greymon, Giromon, Vademon

- Birdramon

Type: Vaccine  
Active Hours: 4:00 - 19:00  
Digivolves From: Agumon, Biyomon  
Care Mistakes: 3+  
Body Weight: 20g  
Condition: Speed 100  
Bonus Condition: Current Digimon- Biyomon  
Digivolving Items: Flaming Wings  
Finishing Technique: Meteor Wing  
Digivolves to: Phoenixmon, Vademon

- Centarumon

Type: Data  
Active Hours: 4:00 - 19:00  
Digivolves From: Agumon, Gabumon  
Care Mistakes: 2 to 3  
Body Weight: 30g  
Condition: Brains 100  
Bonus Condition: Discipline gauge- 60 %  
Digivolving Items: Iron Hoof  
Finishing Technique: Solar Ray  
Digivolves to: Andromon, Giromon

- Coelamon

Type: Data  
Active Hours: 11:00 - 2:00  
Digivolves From: Palmon, Betamon  
Care Mistakes: 3+  
Body Weight: 30g  
Condition: Defense 100  
Bonus Condition: A Whamon or Shellmon has a 30 % chance to Digivolve  
to Coelamon when 360 hours have passed  
since Digivolving from Champion form.  
Digivolving Items: Hard Scale  
Finishing Technique: Ice Fist  
Digivolves to: Mega Seadramon, Vademon

- Devimon

Type: Virus  
Active Hours: 16:00 - 7:00  
Digivolves From: Angemon  
Care Mistakes: Variable  
Body Weight: Variable  
Condition: An Angemon has 50 % chance to Digivolve  
to a Devimon when its discipline gauge is  
below 50 % and it loses a battle  
Bonus Condition: N/A  
Digivolving Items: Black Wings  
Finishing Technique: Death Claw  
Digivolve to: Skull Greymon, Mega Dramon, Vademon

- Drimogemon

Type: Data  
Active Hours: 16:00 - 7:00  
Digivolves From: Gabumon, Betamon  
Care Mistakes: 3+

Body Weight: 40g  
Condition: Offense 100  
Bonus Condition: Happiness gauge- 75 %  
Digivolving Items: Steel Drill  
Finishing Technique: Drill Spin  
Digivolve to: Metal Greymon, vademon

- Frigimon

Type: Vaccine  
Active Hours: 11:00 - 2:00  
Digivolves From: Penguinmon  
Care Mistakes: 4 to 5  
Body Weight: 30g  
Condition: Mp 1000, Brains 100  
Bonus Condition: Happiness gauge- 75 %  
Digivolving Items: Ice Crystal  
Finishing Technique: SubZero Ice Punch  
Digivolve to: Mamemon, Metal Mamemon, Vademon

- Garurumon

Type: Vaccine  
Active Hours: 4:00 - 19:00  
Digivolves From: Gabumon, Penguinmon  
Care Mistakes: 0 to 1  
Body Weight: 30g  
Condition: Mp 1000, Speed 100  
Bonus Condition: Discipline gauge- 90 %  
Digivolving Items: Blue Crystal  
Finishing Technique: Howling Blaster  
Digivolve to: Skull Greymon, Mega Seadramon, Vademon

- Greymon

Type: Vaccine  
Active Hours: 4:00 - 19:00  
Digivolves From: Agumon  
Care Mistakes: 0 to 1  
Body Weight: 30g  
Condition: Offense 100, Defense 100, Speed 100, and Brains  
100  
Bonus Condition: Discipline gauge- 90 %  
Digivolving Items: Grey Claws  
Finishing Technique: Mega Flame  
Digivolve to: Metal Greymon, Skull Greymon, Vademon

- Kabuterimon

Type: Vaccine  
Active Hours: 19:00 - 10:00  
Digivolves From: Biyomon, Kunemon  
Care Mistakes: 0 to 1  
Body Weight: 30g  
Condition: Hp 1000, Offense 100, Defense 100, Speed  
100  
Bonus Condition: Current Digimon- Kunemon  
Digivolving Items: Horn Helmet  
Finishing Technique: Electro Shocker  
Digivolve to: Metal Mamemon, Hercules Kabuterimon,

Vademon

- Kokatorimon
  - Type: Vaccine
  - Active Hours: 1:00 - 16:00
  - Digivolves From: Elecmon, Biyomon
  - Care Mistakes: 3+
  - Body Weight: 30g
  - Condition: Hp 1000
  - Bonus Condition: Current Digimon- Biyomon
  - Digivolving Items: Rooster
  - Finishing Technique: Frozen Fire Shot
  - Digivolve to: Piximon, Phoenixmon, Vademon
  
- Kuwagamon
  - Type: Virus
  - Active Hours: 16:00 - 7:00
  - Digivolves From: Kunemon, Palmon
  - Care Mistakes: 5+
  - Body Weight: 30g
  - Condition: Hp 1000, Mp 1000, Offense 100, Speed 100
  - Bonus Condition: Current Digimon- Kunemon
  - Digivolving Items: Scissor Jaw
  - Finishing Technique: Scissor Claw
  - Digivolve to: Piximon, Hercules Kabuterimon, Vademon
  
- Leomon
  - Type: Vaccine
  - Active Hours: 4:00 - 19:00
  - Digivolves From: Patamon, Elecmon
  - Care Mistakes: 0 to 1
  - Body Weight: 20g
  - Condition: Offense 100, Speed 100, Brains 100
  - Bonus Condition: Battles- 10+
  - Digivolving Items: Flaming Mane
  - Finishing Technique: Fist of the Beast King
  - Digivolve to: Mamemon, Andromon, Saber Leomon ( ??? ),  
Vademon
  
- Meramon
  - Type: Data
  - Active Hours: 16:00 - 7:00
  - Digivolves From: Agumon
  - Care Mistakes: 5+
  - Body Weight: 20g
  - Condition: Offense 100
  - Bonus Condition: Battles- 10+
  - Digivolving Items: Fireball
  - Finishing Technique: Fireball
  - Digivolve to: Metal Greymon, Andromon, Vademon
  
- Monochromon

Type: Data

Active Hours: 4:00 - 19:00

Digivolves From: Agumon, Gabumon

Care Mistakes: 2 to 3

Body Weight: 40g

Condition: Hp 1000, Defense 100, Brains 100

Bonus Condition: Any Rookie Digimon can Digivolve to  
Monochremon when its discipline gauge at  
100 % and a Defense 500+

Digivolving Items: Mono Stone

Finishing Technique: Volcanic Strike

Digivolve to: Metal Greymon, Metal Mamemon, Vademon

- Moyjamon

Type: Vaccine

Active Hours: 1:00 - 16:00

Digivolves From: Penguinmon

Care Mistakes: 5+

Body Weight: 20g

Condition: Hp 1000, Mp 1000

Bonus Condition: Battles- 5 or less

Digivolving Items: Hari Grower

Finishing Technique: Bone Boomerang

Digivolve to: Mamemon, Skull Greymon, Vademon

- Nanimon

Type: Virus

Active Hours: 11:00 - 2:00

Digivolves From: All Rookie Digimon

Care Mistakes: Variable

Body Weight: Variable

Condition: Digivolves when you scold your Digimon  
(happiness and discipline gauge must be zero)

Bonus Condition: N/A

Digivolving Items: Sunglasses

Finishing Technique: Poop

Digivolve to: Digitamamon, Vademon

- Ninjamon

Type: Data

Active Hours: 1:00 - 16:00

Digivolves From: Palmon

Care Mistakes: 0 to 1

Body Weight: 10g

Condition: Mp 1000, Offense 100, Speed 100

Bonus Condition: A Vegiomon has 30 % to Digivolve to  
Ninjamon after fighting 50+ battles and  
its discipline gauge is at 100 %

Digivolving Items: Koga's Laws

Finishing Technique: Koga Star

Digivolve to: Mamemon, Metal Mamemon, Piximon, Vademon

- Numemon

Type: Virus

Active Hours: 7:00 - 22:00

Digivolves From: All rookie Digimon

Care Mistakes: Variable

Body Weight: Variable

Condition: When a Digivolution time ends, a Digimon will into a Numemon when it has met no other Digivolution condition

Bonus Condition: N/A

Digivolving Items: N/A

Finishing Technique: Poop

Digivolve to: Monzaemon, Vademon

- OGREMON

Type: Virus

Active Hours: 11:00 - 2:00

Digivolves From: Gabumon, Patamon

Care Mistakes: 5+

Body Weight: 30g

Condition: Hp 1000, Offense 100

Bonus Condition: Battles- 15+

Digivolving Items: Spike Club

Finishing Technique: Pummel Whack

Digivolve to: Andromon, Giromon, Vademon

- SEADRAMON

Type: Data

Active Hours: 7:00 - 22:00

Possible Digimon: Betamon

Care Mistakes: 3+

Body Weight: 30g

Condition: Hp 1000, Mp 1000

Bonus Condition: Battles- 5 or less

Digivolving Items: Water Bottle

Finishing Technique: Ice Blast

Digivolve to : Mega Dramon, Mega Seadramon, Vademon

- SHELLMON

Type: Data

Active Hours: 7:00 - 22:00

Possible Digimon: Betamon, Penguinmon

Care Mistakes: 5+

Body Weight: 40g

Condition: Hp 1000, Defense 100

Bonus Condition: Corrent Digimon- Betamon

Digivolving Items: Red Shell

Finishing Technique: Hydro Pressure

Digivolve to : Hercules Kabuterimon, Mega Seadramon, Vademon

- SUKAMON

Type: Virus

Active Hours: 4:00 - 19:00

Possible Digimon: All Digimon

Care Mistakes: " Field Poops " reaches 16 or more

Body Weight: variable

Condition: " Field Poops " reaches 16 or more

Bonus Condition: N/A

Digivolving Items: N/a



Finishing Technique: Party Time  
Digivolve to : Etemon, Vademon

- Tyranomon  
Type: Data  
Active Hours: 11:00 - 2:00  
Possible Digimon: Agumon, Gabumon, Patamon  
Care Mistakes: 4 to 5  
Body Weight: 30g  
Condition: Hp 1000, Defense 100  
Bonus Condition: Battles- 5 or less  
Digivolving Items: White Fang  
Finishing Technique: Blaze Blast  
Digivolve to : Metal Greymon, Megadramon, Vademon

- Unimon  
Type: Vaccine  
Active Hours: 4:00 - 19:00  
Possible Digimon: Patamon, Biyomon  
Care Mistakes: 2 to 3  
Body Weight: 30g  
Condition: Hp 1000, Speed 100  
Bonus Condition: Battles- 10+  
Digivolving Items: Unihorn  
Finishing Technique: Aerial Attack  
Digivolve to : Phoenixmon, Giromon, Vademon

- Vegiemon  
Type: Virus  
Active Hours: 1:00 - 16:00  
Possible Digimon: Kunemon, Palmon  
Care Mistakes: 5+  
Body Weight: 10g  
Condition: Mp 1000  
Bonus Condition: Happiness gauge- 75 %  
Digivolving Items: Organic Fertilizer  
Finishing Technique: Sweet Breath  
Digivolve to : Piximon, Vademon

- Whamon  
Type: Vaccine  
Active Hours: 4:00 - 19:00  
Possible Digimon: Palmon, Betamon, Penguinmon  
Care Mistakes: 2 to 3  
Body Weight: 40g  
Condition: Hp 1000, Brains 100  
Bonus Condition: Discipline gauge- 60 %  
Digivolving Items: North Star  
Finishing Technique: Blasting Spout  
Digivolve to : Mamemon, Mega Seadramon, Vademon

Ultimates

- Andromon

Type: Vaccine  
Active Hours: 4:00 - 19:00  
Digivolves From: Meramon, Centarumon, OGREMON, Leomon, Angemon  
Care Mistakes: 5 or less  
Body Weight: 40g  
Condition: HP 2500, MP 4000, Offense 300, Defense 450,  
Speed 200, Brains 500  
Bonus Condition: Battles - 20+  
Digivolving Item: Cyber Parts  
Finishing Technique: Spiral Sword

- Digitamamon

Type: Data  
Active Hours: 4:00 - 19:00  
Digivolves From: Nanimon  
Care Mistakes: No Limits  
Body Weight: 15g  
Condition: HP 3000, MP 4000, Offense 300, Defense 300, Speed 200,  
Brains 450  
Bonus Condition: Techniques - 50+  
Digivolving Item: Mysty Egg  
Finishing Technique: Nightmare Syndrome

- Etemon

Type: virus  
Active Hours: 4:00 - 19:00  
Digivolves From: Sukamon  
Care Mistakes: No Limits  
Body Weight: 15g  
Condition: HP 2000, MP 1000, Offense 400, Defense 200, Speed 400,  
Brains 300  
Bonus Condition: Battles - 25+  
Digivolving Item: Gold Banana  
Finishing Technique: Dark Network

- Giromon

Type: Vaccine  
Active Hours: 11:00 - 2:00  
Digivolves From: Centarumon, OGREMON, Bakemon, Unimon  
Care Mistakes: 15+  
Body Weight: 5g  
Condition: Offense 400, Speed 300, Brains 400  
Bonus Condition: Happiness gauge - 95 %, Battles - 100+  
Digivolving Item: Chainsaw  
Finishing Technique: Deadly Bomb

- Hercules Kabuterimon

Type: Data  
Active Hours: 19:00 - 10:00  
Digivolves From: Kabuterimon, Kuwagamon, Shellmon

Care Mistakes: 0  
Body Weight: 35-45  
Condition: HP 4500, MP 3500, Offense 450, Defense 350, Speed 300,  
Brains 350  
Bonus Condition: Happiness gauge - minimum, evolve from Kabuterimon  
Digivolving Item: Beetle Pearl  
Finishing Technique: High Electro Shocker

- Mamemon

Type: Data  
Active Hours: 4:00 - 19:00  
Digivolves From: Leomon, Ninjamon, Frigimon, Whamon, Moyjamon  
Care Mistakes: 15+  
Body Weight: 5g  
Condition: Offense 400, Defense 300, Speed 300, Brains 400  
Bonus Condition: Happiness gauge - 100 %  
Digivolving Item: Silver Ball  
Finishing Technique: Smiley Bomb

- MegaDramon

Type: Virus  
Active Hours: 16:00 - 7:00  
Digivolves From: Tyrannamon, Devimon, AirDramon, Seadramon  
Care Mistakes: 10 or less  
Body Weight: 55g  
Condition: HP 4000, MP 5000, Offense 500, Defense 400, Speed 300,  
Brains 400  
Bonus Condition: Battles - 30+  
Digivolving Item: Mega Hand  
Finishing Technique: Genocide Attack

- MegaSeadramon

Type: Data  
Active Hours: 7:00 - 22:00  
Digivolves From: Seadramon, Coelamon, Whamon, Shellmon, Garurumon  
Care Mistakes: 0  
Body Weight: 20-30  
Condition: HP 2500, MP 3500, Offense 300, Defense 250, Speed 400, Brains  
300  
Bonus Condition: Evolve from Seadramon.  
Digivolving Item: Coral Charm  
Finishing Technique: Mail Strome

- Metal Greymon

Type: Virus  
Active Hours: 7:00 - 22:00  
Digivolves From: Greymon, Monochromon, Tyrannamon, Drimogeomon  
Care Mistakes: 10 or less  
Body Weight: 65g  
Condition: Hp 4000, Mp 3000, Offense 500, Defense 500, Speed 350,  
Brains 350  
Bonus Condition: A Metal Greymon has a 50 % chance  
to Digivolve to a Skull Greymon when  
it loses a battle.  
Digivolving Item: Metal Parts

Finishing Technique: Giga Scissor Claw

- Metal Mamemon

Type: Data

Active Hours: 4:00 - 19:00

Digivolves From: Monochromon, Ninjamon, Kabuterimon, Frigimon

Care Mistakes: 15 or less

Body Weight: 10g

Condition: Offense 500, Defense 400, Speed 400, Brains 400

Bonus Condition: Happiness gauge - 100 %

Digivolving Item: Metal Armor

Finishing Technique: Energy Bomb

- Monzaemon

Type: Vaccine

Active Hours: 4:00 - 19:00

Digivolves From: Numemon

Care Mistakes: 0

Body Weight: 40g

Condition: Hp 3000, Mp 3000, Offense 300, Defense 300,  
Speed 300, Brains 300

Bonus Condition: Battles - 10+

Digivolving Item: X Bandage

Finishing Technique: Lovely Attack

- Phoenixmon

Type: Vaccine

Active Hours: 4:00 - 19:00

Digivolves From: Birdramon, Airdramon, Kokatorimon, Angemon, Unimon

Care Mistakes: 0

Body Weight: 20

Condition: HP 2500, MP 4000, Offense 450, Defense 250, Speed 400,  
Brains 250

Bonus Condition: Evolve from Birdramon.

Digivolving Item: Red Ruby

Finishing Technique: Crimson Flare

- Piximon

Type: Data

Active Hours: 1:00 - 16:00

Digivolves From: Kokatorimon, Vegiemon, Ninjamon, Kuwagamon

Care Mistakes: 15+

Body Weight: 5g

Condition: Offense 350, Defense 350, Speed 400, Brains 400

Bonus Condition: Discipline and Happiness gauge - 100 %

Digivolving Item: Small Spear

Finishing Technique: Bit Bomb

- Skull Greymon

Type: Virus

Active Hours: 16:00 - 7:00

Digivolves From: Greymon, Devimon, Moyjamon, Bakemon, Garurumon

Care Mistakes: 10+

Body Weight: 30g

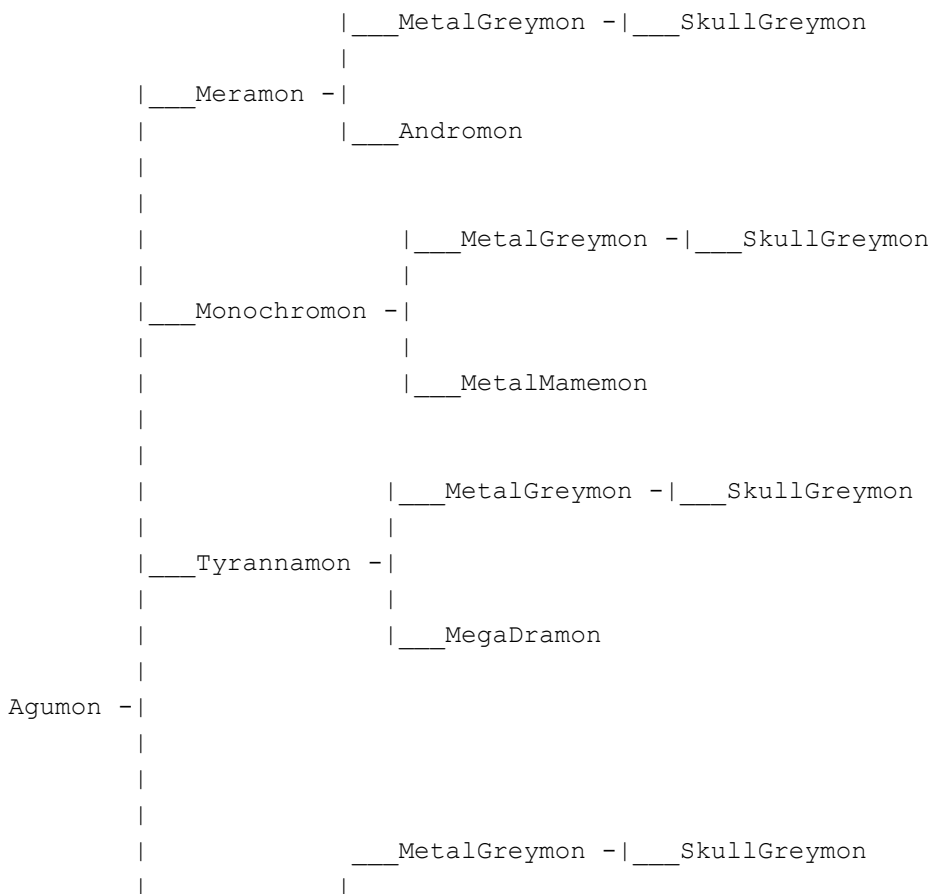
Condition: Hp 4000, Mp 6000, Offense 400, Defense 400, Speed 250,

Brains 500  
Bonus Condition: Battles 40+; Techniques: 45+  
Digivolving Item: Fatal Bone  
Finishing Technique: Dark Shot

- Vademon  
Type: Virus  
Active Hours: 16:00 - 7:00  
Digivolves From: Any Champion Digimon  
Care Mistakes: Any  
Body Weight: Any  
Condition: All Champion Digimon can Digivolve to Vademon after 360 collapse as a Champion Digimon  
Bonus Condition: N/A  
Digivolving Item: Ray Gun  
Finishing Technique: Abduction Beam

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-- V. Digivolution Tree --  
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=====

I will not be using Numemon, Nanimon, Sukamon and Vademon on the chars since any Digimon can digivolve to them.







```

|
|___Kabuterimon -|
|
|___MetalMamemon
|
|
|___Phoenixmon
|
|___Kokatorimon -|
|
|___Piximon
|
|
|___Birdramon -|___Phoenixmon
|
|
|___Phoenixmon
|
|___Airdramon -|
|
|___MegaDramon
|
|___Phoenixmon
|
|___Unimon -|
|
|___Giromon
|
|
|___Hercules-Kabuterimon
|
|___Kabuterimon -|
|
|___MetalMamemon
|
|
|___Hercules-Kabuterimon
|
|___Kuagamon -|
|
|___Piximon
|
|___Kunemon -|

```



```
|
|
|      |___Giromon
|
|___Bakemon -|
|
|
|      |___SkullGreymon
|
|
|
|___Vegiemon -|___Piximon
```

```

|      |___MegaSeadramon
|
|___Whamon -|      |___Giromon
|
|      |___Mamemon* -|
|
|
|      |___MetalMamemon
```

```

|      |___Hercules-Kabuterimon
|
|___Kuwagamon -|
|
|      |___Piximon
```

Palmon -|

```

|
|      |___Mamemon
|
|
|___Ninjamon -|___MetalMamemon
|
|
|      |___Piximon
```

```

|
|___Vegiemon -|___Piximon
```

```

|
|___MegaSeadramon
|
```

```
|___Whamon -|
|           |
|           |___Mamemon
|
|           |
|           |___Hercules-Kabuterimon
|           |
|___Shellmon -|
|           |
|           |___MegaSeadramon
|
Betamon -|
|
|           |___MegaSeadramon
|           |
|___Seadramon -|
|           |
|           |___MegaDramon
|
|
|___Coelamon -|___MegaSeadramon
```

```
|           |___Andromon
|           |
|___Leomon -|
|           |
|           |___Mamemon
|           |
|           |
|           |___Giromon
|           |
|___Bakemon -|
|           |
|           |___SkullGreymon
|
Elecmon -|
|
|           |___Piximon
|           |
|___Kokatorimon -|
|           |
|           |___Phoenixmon
```



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=====

=====

Digivolution Items (Out of battle)

=====

Coral Charm / MegaSeadramon

- While fishing in the Dragon Eye Lake, if you let a fish eat your bait, while reeling in there is a 1% chance you will pull it along with the hook.

Beetle Pearl / Hercules-Kabuterimon

- Win the tournament held at Beetle Land...

Red Ruby / Phoenixmon

- Win the 'Version 0 Cup' at Greymon's Arena.

Mysty Egg / Digitamamon

- After defeating Ogremon from the 'Secret Beach Cave', it can be found on a computer inside the cave.

Golden Banana / Etemon

- Buy each one for 50,000 BITS, from Etemon at the Digimon Bridge.

Ray Gun / Vademon

- You can find it at the Back Dimension

X-Bandage / Monzaemon

- After defeating WaruMonzaemon, on Toy Town, a ToyAgumon will trade it for 3 cards.

Small Spear / Piximon

- Get it as a prize from MetalMamemon at Digimon Curling...

Chainsaw / Giromon

- Get it as a prize from MetalMamemon at Digimon Curling...

Metal Armor / MetalMamemon

- Get it as a prize from MetalMamemon at Digimon Curling...

Silver Ball / Mamemon

- Get it as a prize from MetalMamemon at Digimon Curling...

Mega Hand / MegaDramon (33% chance)

- Win the 'Grade S Cup' at Greymon's Arena.

Fatal Bone / SkullGreymon (33% chance)

- Win the 'Grade S Cup' at Greymon's Arena.

Metal Parts / MetalGreymon (34% chance)

- Win the 'Grade S Cup' at Greymon's Arena.

Cyber Parts / Andromon

- Win the 'Metric Cup' at Greymon's Arena.

Sunglasses / Nanimon

- Win the 'Dirty Cup' at Greymon's Arena.

Ice Crystal / Frigimon

- Buy it for 500 Merit Points, from ShogunGekomon

Blue Crystal / Garurumon

- Win 'Version 2 Cup' at Greymon's Arena

Hard Scale / Coelamon

- Buy it for 500 Merit Points, from ShogunGekomon

Red Shell / Shellmon

- Buy it for 500 Merit Points, from ShogunGekomon

North Star / Whamon

- Win 'Cool Cup' at Greymon's Arena

Water Bottle / Seadramon

- Buy it for 500 Merit Points, from ShogunGekomon. Or you can ask Seadramon to get an item (Dragon Eye Lake), he'll give you it.

Koga's Laws / Ninjamon

- Get it as a random prize for Normal or Special 'Treasure Hunt'.

Fertilizer / Vegiemon

- Win 'Nature Cup' at Greymon's Arena

Scissor Jaw / Kuwagamon

- Win the tournament at Beetle Land in 2nd (Second) Place... (50% chance)

Horn Helmet / Kabuterimon

- Win the tournament at Beetle Land in 2nd (Second) Place... (50% chance)

Unihorn / Unimon

- Win the 'Thunder Cup' at Greymon's Arena...

Rooster / Kokatorimon

- Win 'Digimon Curling' against Penguinmon...

Rainbowhorn / Airdramon

- Buy it for 500 Merit Points, from ShogunGekomon...

Torn Tatter / Bakemon

- Get it as a random prize for Normal or Special 'Treasure Hunt'.

White Wings / Angemon

- Win the 'Wing Cup' at Greymon's Arena.

Flaming Mane / Leomon (thanks everyone for the correction ;)

- Win the 'Grade A Cup' at Greymon's Arena.

Spike Club / OGREMON

- Win the 'Grapple Cup' at Greymon's Arena.

Black Wings / Devimon

- Win the 'Human Cup' at Greymon's Arena

White Fang / Tyrannamon

- Win the 'Version 1 Cup' at Greymon's Arena.

Steel Drill / Drimogeomon

- Win the 'Animal Cup' at Greymon's Arena.

Mono Stone / Monochromon

- Win the 'Version 4 Cup' at Greymon's Arena.

Iron Hoof / Centarumon

- Win the 'Version 3 Cup' at Greymon's Arena.

Flaming Wings / Birdramon

- Get it as a random prize for Normal or Special 'Treasure Hunt'.

Fireball / Meramon

- Win the 'Fire Cup' at Greymon's Arena.

Grey Claws / Greymon

- Win the 'Dino Cup' at Greymon's Arena.

Metal Banana / MetalEtemon

- Only available through a Cheat-Device such as GameShark...

Noble Mane / Panjyamon

- Only available through a Cheat-Device such as GameShark...

Moon Mirror / WereGarurumon (Med Jai, thanks!)

- Only available through a Cheat-Device such as GameShark...

Giga Hand / Gigadramon

- Only available through a Cheat-Device such as GameShark...

Electo Ring / Kaminarimon

- Only available through a Cheat-Device such as GameShark...

=====  
Food Items (Out of battle)  
=====

- Moldy Meat

- Makes Digimon a bit full.

- Weight +2 / Makes your Digimon sick.

- The screen where you recruit Centarumon at Amida Forest, before recruiting him. Also available on the vending machine in Ancient Dino Region.

- Meat

- Makes Digimon a bit full.

- Weight +1

- 50 Bits

- Tanemon also gives you 3 of them a day. (Thanks Garfield13!)

- Giant Meat

- Makes Digimon quite full.

- Weight +2

- 500 Bits

- Palmon gives you 3 a day (Thanks Garfield13), or 5 when he's happy. (Thanks Legend789!)

- Sirloin

- Makes Digimon very full.

- Weight +3

- Can't Buy

- Vegiemon gives you 3 a day (Thanks Garfield13), or 5 when he's happy. (Thanks Legend789!)

- Digital Mushroom

- Makes Digimon a bit full.

- Weight +1

- Everywhere except Mt.Infinity and Factorial Town (Thanks Garfield13!)

- Happy Mushroom
  - Raises happiness by a little.
  - Weight +1 / slightly reduces tiredness / 35% your Digimon gets sick.
  - Native Forest, Kunemon's Bed or Great Canyon
- 
- Deluxe Mushroom
  - Raises Offense, Defense, Speed, and Brains by 10. Raises HP and MP by 100
  - Weight +4
  - Native Forest toilet screen. Great Canyon, screen to the right of the Elevator.
- 
- Ice Mushroom
  - Greatly raises discipline
  - Weight +2
  - Anywhere on Free Land. Mostly at Freeze Land; screen with three SnowAgumons
- 
- Big Berry
  - Makes Digimon 100% full.
  - Weight +10
  - Native Forest, Great Canyon, Misty Trees and Mt.Panorama.
- 
- Red Berry
  - Increases Happiness and Discipline/Recovers Tiredness. (Thanks to Med Jai!)
  - Weight +2 (Med Jai!)
  - All areas except Mt. Infinity.
- 
- Orange Banana
  - On the description it says it fully restores HP and MP, but not for me...
  - Weight +2
  - Tropical Jungle
- 
- Prickly Pear
  - Makes Digimon lose weight.
  - Weight -5 / 1% chance your Digimon gets sick
  - Great Canyon
- 
- Blue Apple
  - Greatly raises happiness.
  - Weight +1 / Reduces tiredness / Gives +10 seconds before he poops
  - Native Forest
- 
- Chain Melon
  - Raises happiness, reduces tiredness, raises discipline, life expansion, reduces chances of pooping on the floor, raises time before dying if Digimon is Sick.
  - Weight +3
  - Get one from Jijimon every time after beating Machinedramon
- 
- Super Carrot
  - Increases training of MP, Offense and Brains.
  - Weight -2
  - 500 Bits



- Sweet Nut
- Completely recovers HP. (Thanks to Med Jai ;)
- Weight +2 (Thanks to Med Jai ;)
- Misty Trees, Mt.Panorama and very rarely at Native Forest.

- Super Veggy
- Completely recovers MP. (Med Jai again!)
- Weight +2
- ???

NOTE\*\*\* Med Jai and myself prove the existence of this item!

- Hawk Radish
- Increases training of HP, Defense and Speed.
- Weight +2
- 500 Bits

- Steak
- Makes Digimon very full.
- Weight +3
- Overdell Cemetery, can be obtained while going to give Myotismon his food.

- Dig Anchovy
- Makes Digimon a bit full.
- Weight +1 / Caught in Dragon Eye Lake
- Dragon Eye Lake

- Black Trout
- Raises Offense, Defense, Speed and Brains by +1. Raises Hp and MP by 10+
- Weight -2 / Caught in Dragon Eye Lake
- Dragon Eye Lake

- Digi Snapper
- Makes Digimon quite full.
- Weight +1 / Caught in Dragon EyeLake
- Dragon Eye Lake

- Digital Sea Bass
- Recovers HP and MP fully and extends Digimon lifespan by 24 Hours.
- Weight +4 / 25% chance of making Digimon sick
- Dragon Eye Lake

- DigiCatFish
- Makes Digimon very full.
- Weight +5
- Dragon Eye Lake

- 
- Small Recovery
  - Recovers 500 HP.
  
  - Medium Recovery
  - Recovers 1500 HP.
  
  - Large Recovery
  - Recovers 5000 HP.
  
  - MP Floppy
  - Recovers 500 MP.
  
  - Medium MP Floppy
  - Recovers 1500 MP.
  
  - Large MP Floppy
  - Recovers 5000 MP.
  
  - Various
  - Cures status ailments.
  
  - Protection
  - Protects your Digimon from status ailments.
  
  - Omnipotent
  - Restores HP and MP and Cures status ailments
  
  - Double Floppy
  - Restores 1500 HP and MP.
  
  - Restore Floppy
  - Revives Digimon with half his max HP.
  
  - Super Restore Floppy
  - Revives Digimon with full HP.

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Self-Offense Items (In-Battle)

---

- Offense Disk
- Raises Offense in battle only.
  
- Defense Disk
- Raises Defense in battle only
  
- Hi Speed Disk
- Raises Speed in battle only.
  
- Super Defense Disk
- Greatly raises Defense during battle only
  
- Super Offense Disk
- Greatly raises offense during battle only.
  
- Super Speed Disk
- Greatly raises speed during battle only.

- Omnipotent Disk
- Raises all stats during battle only.

=====  
Stat Raising Items (out of battle)  
=====

- HP Chip
- Permanently raises your HP by 500.
- 800 Merit Points. Buy from ShogunGekomon.
- None
  
- MP Chip
- Permanently raises your MP by 500.
- 800 Merit Points. Buy from ShogunGekomon.
- None
  
- Offense Chip
- Permanently raises your Offense by 50.
- 800 Merit Points. Buy from ShogunGekomon.
- None
  
- Defense Chip
- Permanently raises your Defense by 50.
- 800 Merit Points. Buy from ShogunGekomon.
- None
  
- Speed Chip
- Permanently raises your Speed by 50.
- 800 Merit Points. Buy from ShogunGekomon.
- None
  
- Brains Chip
- Permanently raises your Brains by 50.
- 800 Merit Points. Buy from ShogunGekomon.
- None
  
- Devil Chip A
- Raises Offense and Brains by 100. But shortens your life span by 1 day.
- Buy from Devimon at the Secret Item Shop for 5000 Bits.
  
- Devil Chip B
- Raises Defense and Speed by 100. But shortens your life span by 1 day.
- Buy from Devimon at the Secret Item Shop for 5000 Bits.
  
- Devil Chip C
- Raises HP and MP by 1000. But shortens your life span by 1 day.
- Buy from Devimon at the Secret Item Shop for 5000 Bits.
  
- Power Fruit
- Permanently raises your HP by 200 / Weight +2
- None
- ???
  
- Power Ice
- Permanently raises your MP by 200 / Weight +2
- None
- ???

- Muscle Yam
- Permanently raises your Offense by 20 / Weight +2
- None
- Vermiliomon at Mt. Infinity drop it.
  
- Calm Berry
- Permanently raises your Defense by 20 / Weight +2
- None
- Misty Trees; the screen where Cherrymon is located.
  
- Speed Leaf
- Permanently raises your Speed by 20 / Weight +2
- None
- IceDevimon at Freezeland drop it.
  
- Sage Fruit
- Permanently raises your Brains by 20 / Weight +2
- None
- Piddomon at Mt.Infinity drop it.

=====  
 Misc. Items (out of battle)  
 =====

- Blue Flute
- If you use it on Dragon Eye Lake, Seadramon will come and take you to Beetle Land...
- Fish Seadramon and ask to be friends.
  
- Digital Keychain
- Allows you to carry 20 items at once.
- Find Nanimon in one of the five locations:
  - ~~~~~ Where you found Leomon's Tablet. (Drill Tunnel)
  - ~~~~~ The same place where you fought Meteormon at Ancient Speedy Zone.
  - ~~~~~ Toy Town, head back to where you fought WaruMonzaemon.
  - ~~~~~ The screen where you defeated Numemon at Factorial Town...
  - ~~~~~ After beating Ogremon in his fortress in Great Canyon. Go to the same room where you fought him (the one with the elevator).
  
- Xenotype Keychain
- Allows you to carry 30 items at once. (must have Digital Keychain)
- Find Nanimon in ALL five locations below:
  - ~~~~~ Where you found Leomon's Tablet. (Drill Tunnel)
  - ~~~~~ The same place where you fought Meteormon at Ancient Speedy Zone.
  - ~~~~~ Toy Town, head back to where you fought WaruMonzaemon.
  - ~~~~~ The screen where you defeated Numemon at Factorial Town...
  - ~~~~~ After beating Ogremon in his fortress in Great Canyon. Go to the same room where you fought him (the one with the elevator).
  
- Normal Rod
- Allows you to fish at Dragon Eye Lake (low range of line)
- When you talk to the southernmost Sukamon, he will tell you that he saw something in the trash piles that may interest you. The rod is located southwest

of where he is.

- Rest Pillow
- Enhances the amount of rest your Digimon gets when he rests.
- Buy from Mojjamon at the Secret Item Shop for 1000 BITS
  
- Health Shoes
- Your Digimon recovers HP while walking.
- Buy from Mojjamon at the Secret Item Shop for 2000 BITS
  
- Enemy Repel
- Repels enemy Digimon.
- Buy from Numemon at the Secret Item Shop
  
- Enemy Bell
- Brings enemy Digimon to you.
- Buy from Numemon at the Secret Item Shop
  
- Amazing Rod
- Allows further fishing (such as catching DigiSeaBass)
- Buy it from ShogunGekomon for 300 Merit Points. (Geko Swamp ;)
  
- Digivice
- Makes Digivolving to Ultimate easier.
- When starting a New Game, when Jijimon asks if you have a Digivice, answer "No".
  
- Gold Acorn
- Sells for 4000 Bits.
- Found anywhere, but VERY, VERY rarely!

=====  
Training Effect Raising Items (Out of Battle)  
=====

This section is about Items that raise training efficiency... There are also two Digimon that raise your training effects. I will post those too since it's on the subject!

- Super Carrot
- Increases training of MP, Offense and Brains.
- Buy from Vegiemon.
- 500 Bits
- After eating any other item.
  
- Hawk Radish
- Increases training of HP, Defense and Speed.
- Buy from Vegiemon.
- 500 Bits
- After eating any other item.

- Digipine
- Increases training of all stats
- Find it anywhere around the Digi-World
- None
- After eating any other item.

- Training Manual
- Greatly increases training of all stats.
- Buy it from Piximon
- 50,000 Bits
- Never, as long as it's in your inventory.

- Kuwagamon (Digimon)
- Increases training of all stats.
- While at Beetle Land talk to one of the Kuwagamon and answer the right option.
- None
- Never.

- Kabuterimon (Digimon)
- Increases training of all stats.
- While at Beetle Land talk to one of the Kabuterimon and answer the right option.
- None
- Never

=====

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-- VII. Battling --

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=====

Training and Stat Raising

\*\*\*\*\*

Unlike other Adventure/RPG's, Digimon World is not the normal EXP gaining / Level-Up games. You'll have to train your stats in order to succeed. As your Digimon gets old he fades away and gives birth to a Baby Digimon, where it all starts again.

Battle's Control System

\*\*\*\*\*

The battle system here is completely different from most other RPG's because it's not turn based and you do not have 100% control of your Digimon in battle. When you lose a battle you lose a heart and maybe Items!!! Every Digimon is given 3 lives (represented by a heart), if you lose all 3 Hearts you may de-level, lose abilities and you don't get to choose your new baby.

In battle

\*\*\*\*\*

During battle's you'll notice your HP and MP meter along with 2 commands on the top left side of the screen. Plus, there is a word coming up (FINISH), after it is done, if you press Square you can use your Finisher.

When you lose a battle you lose a heart and maybe Items!!! If you lose all 3 Hearts, you will lose about 1-10 Techniques after he dies!!! So make sure you don't lose 3 Hearts...

#### Important Things in Battle

\*\*\*\*\*

#### A) Stats

Stats are divided into 6 which are:

HP - Determines your Health Points in battle, if your entire HP is lost, you'll lose the battle.

MP - Determines your Mana/Magic Power in battle, you'll use MP when you attack meaning that if your MP runs out you can't attack.

Offense - Determines the attack damage your opponent will receive.

Defense - Determines the attack damage you will receive.

Speed - Determines how fast your Digimon will attack and listen to your commands.

Brains - Determines the number of command you'll have in battle and how easy it will be to learn new abilities through battles.

#### Commands

\*\*\*\*\*

When you have less than 100 Brains you will have:

#### 1) Your call

This basically commands your Digimon to do whatever it wants to do

#### 2) Run

You'll run off the battle going back to the previous screen.

-----  
When you have less than 200 Brains Stat;

#### Attack

This will make your Digimon use its strongest attack and will just keep on attacking.

-----  
When you have less than 300 Brains you will have:

#### Moderate

Your Digimon will use its weakest attack then run.

-----

When you have less than 400 Brains you will have:

1) Switch

This will have your Digimon switch target

2) Distance

Have your Digimon get away from the opponent Digimon.

-----  
When you have less than 500 Brains you will have:

Defend

Your Digimon will try to evade the enemy's attacks. If it does, you will only take 20% of the Damage.

For this to be effective you must have a High Defense Stat

-----  
When you have over 500 Brains you will have:

You'll be able to choose which you will use and the attack and moderate command will disappear.

=====

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== VIII. Catching Seadramon ==

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To make it easier for Seadramon to appear follow the steps below:

1. First, you should go beat WaruMonzaemon...After you beat him, go back to Toy Town and talk to one of the Tankmons; one of them should say something about Seadramon.

2. After talking to the Tankmon that says something about Seadramon, go and recruit Angemon. After he is at File City, sometime he should say something about a "Lake Keeper" in the Dragon Eye Lake.

3. After hearing about Seadramon from Tankmon and Angemon, go and recruit Shellmon. When you recruit him he will open the "Shell Newspaper". After recruiting him you should already have the topic "Guardian of the Lake", or in my version of the game "The Lake Keeper / Guardian"...Read it.

Getting ready for the fishing season:

1. Head to ShogunGekomon with a bunch of rare cards and trade them in until you have 300 Merit Points. Go ahead and trade them in for the Amazing Rod.

2. You should now go buy and buy a lot of meats, since you might lose some while trying to fish him.

6. Go to the South-Eastern (Bottom-Left) part of Native Forest, the Dragon Eye



Lake.

7. Once in the Dragon Eye Lake, look at the top-right part of the lake, there should be no fish there. Keep looking for about 10 seconds and if you don't see a BIG shadow leave the screen and repeat the process.

8. Once you see him there, throw the bait on his path.  
If you can get him to eat the bait, let him get as far as possible. (Be careful not to loosen it too much, resulting in him escaping).  
If you keep pulling little by little he will eventually "get tired" and become easier to be pulled off shore.

=====  
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-- XI. The Mojyamon Money Trick --

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Mojyamon inhabit the ice flows of Freezeland. They are three traders by nature and will often give you expensive items for fairly cheap ones. There are three Mojyamons in Freezeland, each asking for different items.

Here is what each one Wants and what it gives you:

---

| Mojyamon 1 (Southwestern) |                    |
|---------------------------|--------------------|
| He Wants                  | He gives you:      |
| Omnipotent                | Super Offense Disk |
| Medium Recovery           | Super Defense Disk |
| Digital Anchovy           | Super Speed Disk   |

---

| Mojyamon 2 (Southern) |               |
|-----------------------|---------------|
| He Wants              | He gives you: |
| Giant Meat            | Auto Pilot    |
| Black Trout           | Restore       |
| Hi. Speed Disk        | Medicine      |

---

| Mojyamon 3 (Southern eastern) |                 |
|-------------------------------|-----------------|
| He Wants:                     | He gives you:   |
| Digimushroom                  | Medium Recovery |
| Super Carrot                  | Omnipotent      |
| Happy Mushroom                | Hair Grower     |

And now for the money making trick:

| The Easy Method |

1. Buy 99 Medium Recoveries. (49,500 BITS)
2. Buy 1 Auto Pilot.
3. Have access to Freeze Land.
4. Go to Freeze Land.
5. Go to Mojyamon 1.
6. Trade all your Medium Recoveries for Super Defense Disks.
7. Go back to the city with the Auto Pilot, since Mojyamon should freeze you!
8. Sell all Super Defense Disks. This should get you: 198,000 BITS
9. Buy 99 Med Recoveries and one Auto Pilot again.
10. Repeat the process times until you get 999,999 Bits.

| Alternative Method 1 |

1. Collect 99 Digimushrooms
2. Buy 1 Auto Pilot
3. Have Access to Freeze Land
4. Go to Mojyamon 3
5. Trade all your Digimushrooms for Medium Recoveries
6. Start from the 5th Step of "The Real Method".

| Alternative Method 2 |

1. Buy the Amazing Rod from ShogunGekomon (300 Merit Points)
2. Buy 99 Meats (4,950 BITS)
3. Go to the Dragon Eye Lake
4. Catch 99 Black Trout's
5. Catch 99 Digi Sea Bass
6. Sell 99 Digi Sea Bass (396,000 BITS)

== XII. Geko Village ==

Finding ShogunGekomon

\*\*\*\*\*

When you are in Gear Savanna, at the screen with the Toilet go up. You should now be at a screen with some SandYanmamons (Geko Swamp). Get past that screen and head to the next one. Now you should be in a screen with some SandYanmamons (Again!). If they are there, leave and enter the screen again. Keep entering and exiting the screen until you see an Otamamon (If you like Pokemon better, then just look for a Poliwhag- Looking Digimon!). If he is there, talk to him. He should call you many rude names.

It will ask you if you want to get revenge or just let him talk. Ask for revenge.

Battle. Win. Now a group of Gekomons should come capture you. They will take you to ShogunGekomon. Now every time you go to that screen any time again, to the

left there will be a little passage where there was supposed to be Tall-Grass.  
That's the passage for ShogunGekomon!

### Card List Prices

\*\*\*\*\*

When you first meet ShogunGekomon he won't talk to you unless you speak to the Gekomon on the top-right.

After you do that, ShogunGekomon will trade Merit Point for your cards.

| Card | Digimon              | Point Value   | Money Value (BITS) |
|------|----------------------|---------------|--------------------|
| 00   | You                  | Can't be sold | Can't be sold      |
| 01   | Phoenixmon           | 100           | 2500 bits          |
| 02   | Hercules Kabuterimon | 100           | 2500 bits          |
| 03   | MegaSeadramon        | 100           | 2500 bits          |
| 04   | Shogun Gekomon       | 100           | 2500 bits          |
| 05   | Myotismon            | 100           | 2500 bits          |
| 06   | Metal Greymon        | 30            | 750 bits           |
| 07   | Mamemon              | 30            | 750 bits           |
| 08   | Monzaemon            | 30            | 750 bits           |
| 09   | Skull Greymon        | 30            | 750 bits           |
| 10   | Metal Mamemon        | 30            | 750 bits           |
| 11   | Vademon              | 30            | 750 bits           |
| 12   | Andromon             | 30            | 750 bits           |
| 13   | Giromon              | 30            | 750 bits           |
| 14   | Etemon               | 30            | 750 bits           |
| 15   | MegaDramon           | 30            | 750 bits           |
| 16   | Piximon              | 30            | 750 bits           |
| 17   | Digitamamon          | 30            | 750 bits           |
| 18   | Gekomon              | 30            | 750 bits           |
| 19   | WaruMonzaemon        | 30            | 750 bits           |
| 20   | Jijimon              | 30            | 750 bits           |
| 21   | King of Sukamon      | 30            | 750 bits           |
| 22   | Cherrymon            | 30            | 750 bits           |
| 23   | Guardromon           | 30            | 750 bits           |
| 24   | Hagurumon            | 30            | 750 bits           |
| 25   | Brachiomon           | 30            | 750 bits           |
| 26   | Greymon              | 10            | 250 bits           |
| 27   | Devimon              | 10            | 250 bits           |
| 28   | Airdramon            | 10            | 250 bits           |
| 29   | Tyrannamon           | 10            | 250 bits           |
| 30   | Meramon              | 10            | 250 bits           |
| 31   | Seadramon            | 10            | 250 bits           |
| 32   | Kabuterimon          | 10            | 250 bits           |
| 33   | Angemon              | 10            | 250 bits           |
| 34   | Birdramon            | 10            | 250 bits           |
| 35   | Garurumon            | 10            | 250 bits           |
| 36   | Frigimon             | 10            | 250 bits           |
| 37   | Whamon               | 10            | 250 bits           |
| 38   | Unimon               | 10            | 250 bits           |
| 39   | Ogremon              | 10            | 250 bits           |
| 40   | Shellmon             | 10            | 250 bits           |
| 41   | Centarumon           | 10            | 250 bits           |
| 42   | Bakemon              | 10            | 250 bits           |
| 43   | Drimogeomon          | 10            | 250 bits           |
| 44   | Monochromon          | 10            | 250 bits           |

|    |               |               |               |  |
|----|---------------|---------------|---------------|--|
| 45 | Leomon        | 10            | 250 bits      |  |
| 46 | Coelamon      | 10            | 250 bits      |  |
| 47 | Kokatorimon   | 10            | 250 bits      |  |
| 48 | Kuwagamon     | 10            | 250 bits      |  |
| 49 | Mojyamon      | 10            | 250 bits      |  |
| 50 | Ninjamon      | 10            | 250 bits      |  |
| 51 | Penguinmon    | 5             | 50 bits       |  |
| 52 | Otamamon      | 5             | 50 bits       |  |
| 53 | Tentomon      | 5             | 50 bits       |  |
| 54 | Yanmamon      | 5             | 50 bits       |  |
| 55 | Gotsumon      | 5             | 50 bits       |  |
| 56 | Flarerizamon  | 5             | 50 bits       |  |
| 57 | ToyAgumon     | 5             | 50 bits       |  |
| 58 | DemiMeramon   | 5             | 50 bits       |  |
| 59 | Tankmon       | 5             | 50 bits       |  |
| 60 | Goburimon     | 5             | 50 bits       |  |
| 61 | Vegiemon      | 1             | 25 bits       |  |
| 62 | Numemon       | 1             | 25 bits       |  |
| 63 | Sukamon       | 1             | 25 bits       |  |
| 64 | Nanimon       | 1             | 25 bits       |  |
| 65 | Machinedramon | Can't be sold | Can't be sold |  |

-----

#### What He Offers

\*\*\*\*\*

| Item                 | Merit Points     |
|----------------------|------------------|
| HP Chip              | 800 Merit Points |
| MP Chip              | 800 Merit Points |
| Offense Chip         | 800 Merit Points |
| Defense Chip         | 800 Merit Points |
| Speed Chip           | 800 Merit Points |
| Brains Chip          | 800 Merit Points |
| Ice Crystal          | 500 Merit Points |
| Hard Scale           | 500 Merit Points |
| Red Shell            | 500 Merit Points |
| Water Bottle         | 500 Merit Points |
| Amazing Rod          | 300 Merit Points |
| Sup. Restore Floppy  | 100 Merit Points |
| Sup. Recovery Floppy | 20 Merit Points  |

=====

#### == XIII. The Secrets of Training ==

=====

Below you will find all the training Gyms in the game, what they offer to train and their locations:

Location: File City

Offers: Boulder Moving, Waterfall, Striking, Punching Glove, Running and Player's

Classroom (HP, MP, Offense, Defense, Speed and Brains)

Location: Gear Savanna

Offers: Striking and Running (Offense and Speed)

Location: Misty Trees

Offers: Teachings of the forest (Brains)

Location: Trash Mountain

Offers: Hiding in Trash (MP)

Location: Ice Sanctuary

Offers: Ice Pushing and Falling Icicles (HP and Defense)

Location: Beetle Land

Offers: Hammer Smash, Rock Pushing, Treadmill and Striking (Offense, Defense, HP and Speed)

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-----

-- XIV. Greymon's Arena --

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Legend

\*\*\*\*\*

Table with 2 columns and 18 rows listing various cup types: D = Grade D Cup, C = Grade C Cup, B = Grade B Cup, A = Grade A Cup, S = Grade S Cup, L = Version 0 Cup, ?? = Version 1 Cup, I = Version 2 Cup, J = Version 3 Cup, K = Version 4 Cup, ?? = Fire Cup, O = Cool Cup, ?? = Wind Cup, N = Nature Cup, M = Mech Cup, F = Filth Cup, T = Thunder Cup.

```

| G = Grapple Cup |
| Z = Animal Cup |
| X = Humanoid Cup |
| W = Wing Cup |
| ?? = Dino Cup |
- - - - -

```

Tournament Prize Chart

\*\*\*\*\*

| Cup<br>Letter | Consolation Prize     | 1st Place Prize                 |
|---------------|-----------------------|---------------------------------|
| D             | Giant Meat x2         | Double Floppy                   |
| C             | Giant Meat            | Sirloin x3                      |
| B             | Giant Meat            | Restore Floppy                  |
| A             | Giant Meat            | Flaming Mane                    |
| S             | Giant Meat            | Metal Parts/Dark Bone/Mega Hand |
| J             | Super Recovery Floppy | Iron Hoof                       |
| W             | Abilities Disk        | White Wing                      |
| G             | Omnipotent Floppy     | Spike Club                      |
| K             | Super Recovery Floppy | Monochrome (Mono) Stone         |
| N             | Omnipotent Floppy     | Fertilizer                      |
| O             | Omnipotent Floppy     | North Star                      |
| X             | Abilities Disk        | Black Wings                     |
| L             | Super Recovery Floppy | Red Ruby                        |
| M             | Omnipotent Floppy     | Cyber Parts                     |
| Z             | Abilities Disk        | Steel Drill                     |
| I             | Super Recovery Floppy | Blue Crystal                    |
| F             | Omnipotent Floppy     | Sunglasses                      |
| T             | Omnipotent Floppy     | Unihorn                         |

== XV. Gaining Medals ==

In Digimon World you can obtain medals for achieving certain milestones within the game.

Here is the complete list of what is needed to obtain them:

- Catching 100 fish
- Beating Machinedramon for the first time
- Having 999,999 bits
- Playing for 10 Digimon years.
- Collecting all of the Digimon cards.
- Completing Greymon's tournaments 100 times.
- Winning the Human, Animal, and Dino Cup.
- Winning the D, C, B, A, and S tournaments.
- Recruiting all of the Digimon
- Training every type of Digimon
- Learning every type of attack
- Having a Digimon with maxed stats

- Getting a perfect 10 at curling
- Winning all "Type" Cups. (Cool, Grapple, Wing...)
- Winning all the Version Cups

== XVII. Item Shop Guide ==

On Digimon World, as you travel your journey, you will come through various Digimon that will join your Item Shop. Each one sells one or two different Items then another! I am ordering the Items by price. Below is a listing of all the Shop Keepers, what they sell and for how many BITS:

-----  
 | Item Stand | File City |  
 -----

| Item Name    | Price |
|--------------|-------|
| Med. Rec.*   | 300   |
| Auto Pilot*  | 300   |
| Port. Potty* | 300   |
| MP Floppy    | 300   |
| Small Rec.   | 100   |
| Meat         | 50    |

Items with the \* can only be reached after Coelamon \_and\_ Betamon are recruited.

-----  
 | Item Shop | File City|  
 -----

| Item Name      | Price     |
|----------------|-----------|
| Super Restore  | 9500 BITS |
| Restore        | 4000 BITS |
| Super Recovery | 2500 BITS |
| Omnipotent*    | 2000 BITS |
| Large MP       | 2000 BITS |
| Double Flop    | 1500 BITS |
| Large Recovery | 1000 BITS |
| Medium MP      | 800 BITS  |
| Offense. Disk  | 500 BITS  |
| Hispeed Disk   | 500 BITS  |
| Defense Disk   | 500 BITS  |
| Med. Recovery  | 500 BITS  |
| Auto Pilot     | 300 BITS  |
| Portable Potty | 300 BITS  |
| Various        | 300 BITS  |
| MP Floppy      | 300 BITS  |
| Small Recovery | 100 BITS  |

```
| Meat          | 50 BITS |
+-----+
```

```
=====
-----
| Item Shop      | Gear Savanna |
-----
```

| Item Name        | Price    |
|------------------|----------|
| Medium MP Floppy | 800 BITS |
| Medium Recovery  | 500 BITS |
| Offense Disk     | 500 BITS |
| Defense Disk     | 500 BITS |
| Hisppeed Disk    | 500 BITS |
| Giant Meat       | 500 BITS |
| Auto Pilot       | 300 BITS |

```
=====
+-----+
| Secret Item Shop | File City |
+-----+
```

| Item Name          | Price |                                      |
|--------------------|-------|--------------------------------------|
| Enemy Repel        | 5000  | <--- Numemon (12:00 A.M - 6:00 A.M)  |
| Enemy Bell         | 5000  | <--- Numemon (12:00 A.M - 6:00 A.M)  |
| Rest Pillow        | 1000  | <--- Mojyamon (6:00 A.M - 12:00 P.M) |
| Health Shoes       | 2000  | <--- Mojyamon (6:00 P.M - 12:00 P.M) |
| Omni Disk          | 3000  | <--- Mamemon (12:00 P.M - 6:00 A.M)  |
| Super Offense Disk | 4000  | <--- Mamemon (12:00 P.M - 6:00 A.M)  |
| Super Speed Disk   | 4000  | <--- Mamemon (12:00 P.M - 6:00 A.M)  |
| Super Defense Disk | 4000  | <--- Mamemon (12:00 P.M - 6:00 A.M)  |
| Devil Chip A       | 5000  | <--- Devimon (6:00 P.M - 12:00 A.M)  |
| Devil Chip B       | 5000  | <--- Devimon (6:00 P.M - 12:00 A.M)  |
| Devil Chip C       | 5000  | <--- Devimon (6:00 P.M - 12:00 A.M)  |

```
=====
-----
-- XVIII. Items Bosses Drop --
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=====
```

Ok, this Chapter is really annoying and hard to make. So this is going to take a while to be finished.

This Chapter will show you what type of Chip every boss drops! Again, this may be useless to some people, but I get asked a lot to make this!



I'm making one Chart for each Digimon (Rookie, Champion and Ultimate).  
I'm also putting the names in alphabetical order, which is a lot of work to make along with the rest of the guide. But hey, it's all good. I know it's to help people ;)

On version 6.0 (about there) I will change this Chapter for ALL the Digimon in the game; not only recruit-able Digimon :)

People, please, please, please help me with this part of the FAQ! I really can't play this game anymore.

All of my FAQs until now were done by heart and mind!

\*UNDER MAJOR CONSTRUCTION\*

---

| Rookies |

---

| Boss       | Chip                  |
|------------|-----------------------|
| Agumon     | None (Small recovery) |
| Betamon    | None                  |
| Biyomon    | None                  |
| Elecmon    | None                  |
| Gabumon    | Defense Chip          |
| Kunemon    | MP Chip               |
| Palmon     | Brain Chip            |
| Patamon    | MP Chip               |
| Penguinmon | None                  |

---

| Champions |

---

| Boss        | Chip             |
|-------------|------------------|
| Airdramon   | MP Chip          |
| Angemon     | None             |
| Bakemon     | None             |
| Birdramon   | None             |
| Centarumon  | None             |
| Coelamon    | None             |
| Devimon     | Quick Chip       |
| Drimogeomon | None             |
| Frigimon    | None             |
| Garurumon   | HP Chip          |
| Greymon     | Offense Chip     |
| Kabuterimon | None             |
| Kokatorimon | Speed Chip       |
| Kuwagamon   | None             |
| Leomon      | None             |
| Meramon     | Offense Chip     |
| Mojyamon    | None             |
| Monochromon | None             |
| Nanimon     | Digital Keychain |
| Ninjamon    | Speed Chip       |
| Numemon     |                  |



|                 |  |      |
|-----------------|--|------|
| Machinedramon*  |  | 9400 |
| Machinedramon** |  | 9999 |
| Mamemon         |  | 4800 |
| MegaDramon      |  | 7500 |
| Meramon         |  | 2600 |
| MetalGreymon    |  | 8600 |
| MetalMamemon    |  | 5600 |
| Meteormon       |  | 3700 |
| Ninjamon        |  | 3800 |
| Numemon         |  | 200  |
| Ogremon*        |  | 3600 |
| Ogremon**       |  | 4000 |
| Ogremon***      |  | 4400 |
| Ogremon****     |  | 3600 |
| Otamamon        |  | 1100 |
| Palmon          |  | 900  |
| Patamon         |  | 1000 |
| Piximon         |  | 5200 |
| SkullGreymon    |  | 5800 |
| Tekkamon        |  | 4800 |
| Tyrannamon      |  | 3100 |
| WaruMonzaemon   |  | 5200 |

Digimon marked with \* are Digimon that you fight more then 1 time. The \* mean the number of the battle.

Example: Ogremon

- Ogremon\* = the first battle with him. (At Great Canyon)
- Ogremon\*\* = the second battle with him. (At Ogremon's Fortress)
- Ogremon\*\*\* = the third battle with him. (At Secret Beach cave)
- Ogremon\*\*\*\* = the fourth battle with him. (At Drill Tunnel)

== XXI. Restaurant Guide ==

Below is a list of all the Restaurant Keepers and in-depth information about them:

```

+-----+ +-----+
| Garurumon | | 12:00 A.M - 6:00 A.M |
+-----+ +-----+

```

| <u>Sells</u>       | <u>Price</u> |
|--------------------|--------------|
| T-Bone Steak       | 1000         |
| Dx-Bone Steak      | 2500         |
| Phantom-Bone Steak | 5000         |

```
+-----+ +-----+
| Tyrannamon | | 6:00 A.M - 12:00 P.M |
+-----+ +-----+
```

| <u>Sells</u>       | <u>Price</u> |
|--------------------|--------------|
|                    |              |
| Wild Dragon Noodle | 400          |
| Zaurus Pizza       | 1000         |
| Jurassic Burger    | 2500         |

```
+-----+ +-----+
| Meramon | | 12:00 P.M - 6:00 P.M |
+-----+ +-----+
```

| <u>Sells</u>      | <u>Price</u> |
|-------------------|--------------|
|                   |              |
| Red Hot Ramen     | 400          |
| Burning Hot Curry | 1200         |
| Lava Hot Pot      | 3500         |

```
+-----+ +-----+
| Frigimon | | 6:00 P.M - 12:00 A.M |
+-----+ +-----+
```

| <u>Sells</u> | <u>Price</u> |
|--------------|--------------|
|              |              |
| Snow Shake   | 300          |
| Ice Cream    | 700          |
| Snow Cone    | 1600         |

```
+-----+ +-----+
| Digitamamon | | Random |
+-----+ +-----+
```

| <u>Sells</u>      | <u>Price</u> |
|-------------------|--------------|
|                   |              |
| Wonder Boiled Egg | 1000         |
| Wonder Omelet     | 2500         |
| Wonder Egg Bowl   | 6000         |

```
+-----+ +-----+
| Vademon | | Random |
+-----+ +-----+
```

| <u>Sells</u>  | <u>Price</u> |
|---------------|--------------|
|               |              |
| Space Salad   | 1500         |
| UFO Soup      | 4000         |
| Galaxy Course | 9000         |



|        |     |  |
|--------|-----|--|
| Lv.1   | 20% |  |
| Lv.1,5 | 19% |  |
| Lv.2   | 18% |  |
| Lv.2,5 | 17% |  |
| Lv.3   | 14% |  |
| Lv.3,5 | 10% |  |
| Lv.4   | 6%  |  |
| Lv.4,5 | 5%  |  |
| Lv.5   | 4%  |  |
|        |     |  |
|        |     |  |

| Digimon |     | ChanceOfAcquiring<br>(By 100+ Brains) |
|---------|-----|---------------------------------------|
| Lv.1    | 27% |                                       |
| Lv.1,5  | 25% |                                       |
| Lv.2    | 22% |                                       |
| Lv.2,5  | 19% |                                       |
| Lv.3    | 17% |                                       |
| Lv.3,5  | 14% |                                       |
| Lv.4    | 11% |                                       |
| Lv.4,5  | 7%  |                                       |
| Lv.5    | 5%  |                                       |
|         |     |                                       |
|         |     |                                       |

| Digimon |     | ChanceOfAcquiring<br>(By 200+ Brains) |
|---------|-----|---------------------------------------|
| Lv.1    | 29% |                                       |
| Lv.1,5  | 25% |                                       |
| Lv.2    | 22% |                                       |
| Lv.2,5  | 19% |                                       |
| Lv.3    | 16% |                                       |
| Lv.3,5  | 15% |                                       |
| Lv.4    | 13% |                                       |
| Lv.4,5  | 10% |                                       |
| Lv.5    | 7%  |                                       |
|         |     |                                       |
|         |     |                                       |

| Digimon |     | ChanceOfAcquiring<br>(By 300+ Brains) |
|---------|-----|---------------------------------------|
| Lv.1    | 35% |                                       |
| Lv.1,5  | 32% |                                       |
| Lv.2    | 30% |                                       |
| Lv.2,5  | 25% |                                       |
| Lv.3    | 20% |                                       |
| Lv.3,5  | 18% |                                       |
| Lv.4    | 16% |                                       |
| Lv.4,5  | 12% |                                       |
| Lv.5    | 10% |                                       |
|         |     |                                       |
|         |     |                                       |

| Digimon |     | ChanceOfAcquiring<br>(By 400+ rains) |
|---------|-----|--------------------------------------|
| Lv.1    | 45% |                                      |
| Lv.1,5  | 40% |                                      |

|        |     |  |
|--------|-----|--|
| Lv.2   | 35% |  |
| Lv.2,5 | 30% |  |
| Lv.3   | 26% |  |
| Lv.3,5 | 22% |  |
| Lv.4   | 17% |  |
| Lv.4,5 | 15% |  |
| Lv.5   | 12% |  |
|        |     |  |
|        |     |  |

| Digimon          | ChanceOfAcquiring |  |
|------------------|-------------------|--|
| (By 500+ Brains) |                   |  |
| Lv.1             | 55%               |  |
| Lv.1,5           | 50%               |  |
| Lv.2             | 46%               |  |
| Lv.2,5           | 42%               |  |
| Lv.3             | 38%               |  |
| Lv.3,5           | 33%               |  |
| Lv.4             | 28%               |  |
| Lv.4,5           | 22%               |  |
| Lv.5             | 16%               |  |
|                  |                   |  |
|                  |                   |  |

| Digimon          | ChanceOfAcquiring |  |
|------------------|-------------------|--|
| (By 600+ Brains) |                   |  |
| Lv.1             | 60%               |  |
| Lv.1,5           | 54%               |  |
| Lv.2             | 50%               |  |
| Lv.2,5           | 46%               |  |
| Lv.3             | 42%               |  |
| Lv.3,5           | 38%               |  |
| Lv.4             | 32%               |  |
| Lv.4,5           | 25%               |  |
| Lv.5             | 19%               |  |
|                  |                   |  |
|                  |                   |  |

| Digimon          | ChanceOfAcquiring |  |
|------------------|-------------------|--|
| (By 700+ Brains) |                   |  |
| Lv.1             | 67%               |  |
| Lv.1,5           | 63%               |  |
| Lv.2             | 57%               |  |
| Lv.2,5           | 52%               |  |
| Lv.3             | 49%               |  |
| Lv.3,5           | 33%               |  |
| Lv.4             | 27%               |  |
| Lv.4,5           | 25%               |  |
| Lv.5             | 21%               |  |
|                  |                   |  |
|                  |                   |  |

| Digimon          | ChanceOfAcquiring |  |
|------------------|-------------------|--|
| (By 800+ Brains) |                   |  |
| Lv.1             | 72%               |  |
| Lv.1,5           | 68%               |  |

|        |     |  |
|--------|-----|--|
| Lv.2   | 63% |  |
| Lv.2,5 | 56% |  |
| Lv.3   | 50% |  |
| Lv.3,5 | 46% |  |
| Lv.4   | 38% |  |
| Lv.4,5 | 30% |  |
| Lv.5   | 25% |  |
|        |     |  |
|        |     |  |

| Digimon | ChanceOfAcquiring<br>(By 900+ Brains) |  |
|---------|---------------------------------------|--|
| Lv.1    | 80%                                   |  |
| Lv.1,5  | 75%                                   |  |
| Lv.2    | 70%                                   |  |
| Lv.2,5  | 65%                                   |  |
| Lv.3    | 60%                                   |  |
| Lv.3,5  | 55%                                   |  |
| Lv.4    | 45%                                   |  |
| Lv.4,5  | 40%                                   |  |
| Lv.5    | 30%                                   |  |
|         |                                       |  |
|         |                                       |  |

\* = The more brains, the more chances of learning it.

#### Techniques Guide

\*\*\*\*\*

#### 1. Fire Techs

##### a) Fire Tower

Level: 2

Speed: 1,5

Power: 155

Mp Cost: 81

Range: Long

Special Effects: Stun

About: A big sphere shows up under the enemy and surrounds him, can be easily broken up with fast techs but rarely misses, also its hard for it to be defended.

Ways to get it: most varieties of Agumon use it so fight Agumons.

Good Ways: -----

Best Ways (Boss): The three battles with OGREMON.

Where to Find: Agumons - Grey Lord's Mansion, Mt. Infinity, Toy Mansion.  
 OGREMON - Great Canyon, Secret Beach Cave, Drill Tunnel.

##### b) Prominence Beam

Level: 3

Speed: 3,2

Power: 444

Mp Cost: 183

Range: Long

Special Effects: Flat

About: A Thin but long beam comes out of the Digimon's Mouth or hands, can be easily interrupted, but rarely is defended.

Ways to get it: Vermiliomon and Saberdramon use it.

Good Ways: Blue Meramon



Best Ways: Birdramon and Guardromon

Where to find: Vermiliomon - Ancient Dino Region and Mt. Infinity

Saberdramon - Speedy Dino Region and Misty Trees

Blue Meramon - Ice Sanctuary

Birdramon - Great Canyon

Guardromon - Factorial Town

c) Spit Fire

Level: 1

Speed: 0,4

Power: 66

Mp Cost: 30

Range: Long

About: A Tiny Comet-Like fireball comes out of the mouth or hands of the Digimon. Really hard to interrupt but easy to block or dodge.

Ways to get it: Most fire Digimon start with it.

Good Ways: Goburimons and Sharmamon.

Best Ways: Agumon (First battle).

Where to Find: Goburimon - Native forest and dill tunnel

Agumon - Native forest

d) Red Inferno

Level: 4

Speed: 3,0

Power: 210

Mp Cost: 171

Range: Wide

Special Effects: -----

About: Digimon Breathes a kind of wide fire cloud. Can be interrupted by fast techs and is kind of easy to defend.

Ways to get it: Agumons in Grey Lord's Mansion.

Good Ways: Vermiliomon and Tankmon.

Best Ways: Greymon and Tyrannomon

Where to Find: Agumon- Toy Town

Vermiliomon - Ancient Dino Region and Mt. Infinity

Tankmon - Mt. Infinity and Toy Mansion

Greymon - In front of Jijimon's House.

Tyrannomon- Dino Region

e) Magma Bomb

Level: 2,5

Speed: 2,3

Power: 279

Mp Cost: 132

Range: Long

Special Effects: Confusion

About: Digimon throws a big ball of lava towards the enemy that explodes.

Kind of easy to interrupt and impossible of dodging but can be defended.

Ways to get it: Goburimon

Good Ways: Meramon in Lava Cave

Best Ways: Greymon

Where to Find: Greymon - File City

Goburimon - Native Forest

Meramon - Lava Cave

f) Heat Laser

Level: 1,8

Speed: 1,8

Power: 84

Mp Cost: 105

Range: Wide

Special Effect: Flat

About: A wave of heat spreads on the screen hitting the enemy. Hard to interrupt,

easy to block and impossible to dodge.

Ways to get it: Vermiliomon and DarkRizamon

Good Ways: Flarerizamon

Best Ways: Meramon

Where to Find: Vermiliomon - Mt. Infinity and Ancient Dino Region

DarkRizamon - Overdell entrance

Meramon - Drill Tunnel

Flarerizamon - Mt. Panorama

g) Infinity Burn

Level: 4,0

Speed: 3,5

Power: 488

Mp Cost: 264

Range: Wide

Special Effect: Stun

About: A larger Fire Tower. Has more range and power though.

Ways to get it: MetalGreymon

Good Ways: -----

Best Ways: MetalGreymon

Where to Find: MetalGreymon - Mt. Infinity

e) Meltdown

Level: 3,5

Speed: 3,0

Power: 400

Mp Cost: 318

Range: Stun

Special Effect: Flat

About: Nice technique, slow to start, but not interruptible after the pool of Lava

starts to rise, effective.

Ways to get it: Vermiliomon

Good Ways: Vermiliomon

Best Ways: Meteormon

Where to find: Vermiliomon - Mt. Infinity

Vermiliomon - Ancient Dino Region

Meteormon - Ancient Speedy Zone

== XXIV. Known Glitches ==

1) Happy Mushroom Glitch:

Glitch - There is a glitch from File City to Native Forest. I call it Happy Mushroom Glitch. To make it work, get the Happy Mushroom and then 'Drop' it. Go back on that screen it should be there again. Then if you get it again and keep entering and exiting the screen you can get up to 99 Happy Mushrooms!!! This is

a good glitch! LOL

Remedy - Leave Native Forest

## 2) Extra Mon For Free:

Glitch - When you continue you're saved game, you notice that your Digimon has a couple extra Mon's. For example, a Patamon may be read as Patamonnmon on the game load screen. This glitch is harmless and is kind of funny, but unfixable. It doesn't harm your Digimon's name on his status screen at all.

Remedy - None

## 3) Item Bank Glitch:

Glitch - When you go to Agumon's Item Bank, switching from stored items to in-hand items makes it so that some items get "rubbed out" on the screen. You may only be able to see half of the name of an item, or nothing at all.

Remedy - Scrolling down and then up again on the item menu.

## 4) Card Glitch:

Glitch - WARNING! Before you try this glitch, make sure you save. This glitch is harmful, and may freeze your game, so be prepared! To see this glitch, you need to have at least one Digimon card. Go to the card screen and select a card to bring up its enlarged picture. Now, quickly hit triangle, X, and triangle, and the card should be there. Keep hitting the triangle button, and the card will be frozen on the screen! You can still play and walk around with the card's picture on the screen. You can bring up the Digivolution charts in the menu, and that it will show you some completed charts. I've tried this but haven't been able to see complete Digivolution charts, just random ones that don't make sense. Also, the Digivolution charts may freeze your game.

Remedy - None (Unfortunately!)

## 5) Mojyamon Trap

Glitch - When trading with the Mojyamon's, if you trade consecutively he will start going up on you. By the time you trade 99 Items, if you don't move every once in a while you will be trapped!

Remedy - Auto Pilot

## 6) Grey Lords Mansion

Glitch - You can find a harmful glitch in Grey Lord's Mansion, after defeating SkullGreymon. When you defeat Skull Greymon and Myotismon returns to his place in the dining hall, you will be able to access this glitch. If you return to the caged area where Myotismon and Bakemon were being held, then enter the area, your game will freeze.

Remedy - None

## 7) Drimogemon's Treasure Finding

Glitch - If you are going to get an Item back from Drimogemon, make sure your inventory is not full! If it is, it will say: "Clear your inventory!"

And you will lose the Item.

Remedy - None

## 8) Greymon's Arena

Glitch - When you are signing up for a Tournament, you might see this glitch.

It's kind of hard to explain so here is an Example:

```

| 21 | 22 | 23 | 24 | 25 |
| S  | B  | D  | A  | D  |
| G  | A  | C  | S  |   |
| F  | W* |   | ** |   |
|   | N* |   | ** |   |
|   |   |   |   |   |

```

When you press START, you should be able to see a Description of the Cup. The glitch works like this: If you press START on the letters with the \* it will make an error noise. Then again, if you press START where you see the \*\* the description of a Cup will be there!

Remedy - None

#### 9) Digimon Curling

Glitch - When you are playing curling with Penguinmon or MetalMamemon, when you throw your "disk" it might freeze the game for about 2 or 3 seconds. After that instead of the "disk" going to the right place, it will go to a totally different location! This glitch might help or destroy your perfect score!!!

Remedy - None

```

=====
-----

```

#### == XV. GameShark Codes ==

```

-----
=====

```

**\*\*NOTE:**

If you use the code for the 10th item but there is no item in your 10th inventory slot, the quantity will be marked by 0 but you still can use it. There is a bad thing in that way, you can't store it in Agumon's bank.

**\*\*NOTE:**

Change the \*\* with the item codes

Example: If you want to get Metal Banana at the 1st item slot, change the 3013D474 00\*\* to be 3013D474 007F. Because, 7F is the code for Metal Banana.

-----  
|Item Slot Codes|  
-----

- Item Slot 1 / 3013D474 00\*\*
- Item Slot 2 / 3013D475 00\*\*
- Item Slot 3 / 3013D476 00\*\*
- Item Slot 4 / 3013D477 00\*\*
- Item Slot 5 / 3013D478 00\*\*
- Item Slot 6 / 3013D479 00\*\*
- Item Slot 7 / 3013D47A 00\*\*
- Item Slot 8 / 3013D47B 00\*\*
- Item Slot 9 / 3013D47C 00\*\*
- Item Slot 10 / 3013D47D 00\*\*

-----  
|Digivolution Items|  
-----

|                   |                  |                   |  |
|-------------------|------------------|-------------------|--|
| 47 = Grey Claws   | 5C = North Star  | 70 = Beetle Pearl |  |
| 48 = Fireball     | 5D = Red Shell   | 71 = Coral Charm  |  |
| 49 = Flamingwing  | 5E = Hard Scale  | 7D = Giga Hand    |  |
| 4A = Iron Hoof    | 5F = Bluecrystal | 7E = Noble Mane   |  |
| 4B = Mono Stone   | 60 = Ice Crystal | 7F = Metal Banana |  |
| 4C = Steel Drill  | 61 = Hair Grower | -----             |  |
| 4D = White Fang   | 62 = Sunglasses  |                   |  |
| 4E = Black Wing   | 63 = Metal Part  |                   |  |
| 4F = Spike Club   | 64 = Fatal Bone  |                   |  |
| 50 = Flamingmane  | 65 = Cyber Part  |                   |  |
| 51 = White Wing   | 66 = Mega Hand   |                   |  |
| 52 = Torn Tatter  | 67 = Silver Ball |                   |  |
| 54 = Rainbowhorn  | 68 = Metal Armor |                   |  |
| 55 = Rooster      | 69 = Chainsaw    |                   |  |
| 56 = Unihorn      | 6A = Small Spear |                   |  |
| 57 = Horn Helmet  | 6B = X Bandage   |                   |  |
| 58 = Scissor Jaw  | 6C = Ray Gun     |                   |  |
| 59 = Fertilizer   | 6D = Gold Banana |                   |  |
| 5A = Kogaslaws    | 6E = Mysty Egg   |                   |  |
| 5B = Water Bottle | 6F = Red Ruby    |                   |  |

-----  
|Other Items|  
-----

|                |          |      |  |
|----------------|----------|------|--|
| Digimushroom   | 301BDF58 | 0063 |  |
| Icemushroom    | 301BDF59 | 0063 |  |
| DeluxeMushroom | 301BDF5A | 0063 |  |
| Digipine       | 301BDF5B | 0063 |  |
| Blue Apple     | 301BDF5C | 0063 |  |
| Red Berry      | 301BDF5D | 0063 |  |
| Gold Acorn     | 301BDF5E | 0063 |  |
| Big Berry      | 301BDF5F | 0063 |  |
| Sweet Nut      | 301BDF60 | 0063 |  |
| Super Veggy    | 301BDF61 | 0063 |  |
| Pricklypear    | 301BDF62 | 0063 |  |
| Orange Banana  | 301BDF63 | 0063 |  |
| Power Fruit    | 301BDF64 | 0063 |  |
| Power Ice      | 301BDF65 | 0063 |  |
| Speed Leaf     | 301BDF66 | 0063 |  |
| Sage Fruit     | 301BDF67 | 0063 |  |
| Muscle Yam     | 301BDF68 | 0063 |  |
| Calm Berry     | 301BDF69 | 0063 |  |
| Digianchovy    | 301BDF6A | 0063 |  |
| Digisnapper    | 301BDF6B | 0063 |  |
| DigiTrout      | 301BDF6C | 0063 |  |
| Black Trout    | 301BDF6D | 0063 |  |
| Digi Catfish   | 301BDF6E | 0063 |  |
| Digiseabass    | 301BDF6F | 0063 |  |
| Moldy Meat     | 301BDF70 | 0063 |  |
| HappyMushroom  | 301BDF71 | 0063 |  |
| Chain Melon    | 301BDF72 | 0063 |  |

-----

301BDF A8 00?? - AS Decoder  
301BDF 9C 00?? - Beetle pearl  
301BDF 5F 00?? - Big Berry  
301BDF 6D 00?? - Black Trout  
301BDF 7A 00?? - Black Wing  
301BDF 5C 00?? - Blue Apple  
301BDF 8B 00?? - Blue Crystal  
301BDF 9F 00?? - Blue Flute  
301BDF 69 00?? - Calm Berry  
301BDF 72 00?? - Chain Melon  
301BDF 95 00?? - Chainsaw  
301BDF 9D 00?? - Coral Charm  
301BDF 91 00?? - Cyber Part  
301BDF 5A 00?? - Deluxe mushroom  
301BDF 6E 00?? - Digi Catfish  
301BDF 6A 00?? - Dig anchovy  
301BDF 58 00?? - Digimushroom  
301BDF 5B 00?? - Digipine  
301BDF 6F 00?? - Digiseabass  
301BDF 6B 00?? - Dig snapper  
301BDF 6C 00?? - Digit trout  
301BDF 7F 00?? - Electo Ring  
301BDF 90 00?? - Fatal Bone  
301BDF 85 00?? - Fertilizer  
301BDF 74 00?? - Fireball  
301BDF 7C 00?? - Flaming mane  
301BDF 75 00?? - Flaming wing  
301BDF A7 00?? - Frig Key  
301BDF A4 00?? - Gear  
301BDF A9 00?? - Giga Hand  
301BDF 5E 00?? - Gold Acorn  
301BDF 99 00?? - Gold Banana  
301BDF 73 00?? - Grey Claws  
301BDF 8D 00?? - Hair Grower  
301BDF 71 00?? - Happy mushroom  
301BDF 8A 00?? - Hard Scale  
301BDF 83 00?? - Horn Helmet  
301BDF 8C 00?? - Ice Crystal  
301BDF 59 00?? - Ice mushroom  
301BDF 76 00?? - Iron Hoof  
301BDF 86 00?? - Koga Laws  
301BDF A2 00?? - Leomon Stone  
301BDF A3 00?? - Mansion Key  
301BDF 92 00?? - Mega Hand  
301BDF 94 00?? - Metal Armor  
301BDF AB 00?? - Metal Banana  
301BDF 8F 00?? - Metal Part  
301BDF 70 00?? - Moldy Meat  
301BDF 77 00?? - Mono Stone  
301BDF 9E 00?? - Moon Mirror  
301BDF 68 00?? - Muscle Yam  
301BDF 9A 00?? - Mysty Egg  
301BDF AA 00?? - Noble Mane  
301BDF 88 00?? - North Star  
301BDF A0 00?? - Old Fishrod  
301BDF 63 00?? - Orange Banana  
301BDF 64 00?? - Power Fruit  
301BDF 65 00?? - Power Ice  
301BDF 62 00?? - Prickly pear  
301BDF A5 00?? - Rain Plant

301BDF80 00?? - Rainbowhorn  
301BDF98 00?? - Ray Gun  
301BDF5D 00?? - Red Berry  
301BDF9B 00?? - Red Ruby  
301BDF89 00?? - Red Shell  
301BDF81 00?? - Rooster  
301BDF67 00?? - Sage Fruit  
301BDF84 00?? - Scissor Jaw  
301BDF93 00?? - Silver Ball  
301BDF96 00?? - Small Spear  
301BDF66 00?? - Speed Leaf  
301BDF7B 00?? - Spike Club  
301BDF A6 00?? - Steak  
301BDF78 00?? - Steel Drill  
301BDF8E 00?? - Sunglasses  
301BDF61 00?? - Super Veggy  
301BDF60 00?? - Sweet Nut  
301BDF7E 00?? - Torn Tatter  
301BDF82 00?? - Unihorn  
301BDF87 00?? - Water bottle  
301BDF79 00?? - White Fang  
301BDF7D 00?? - White Wing  
301BDF97 00?? - X Bandage

What they do is give you hexadecimal ?? Of the item, and automatically stores it in the bank for you.

#### Descriptions:

- Rejuvenate lowers your age back down to 0 and raises your lives back to 3.
- Reborn has the same effect as Rejuvenate, but it digivolves you back to fresh.
- Fade-Away has the same effect as Reborn, but also brings your starts down to 100 HP/MP and 10 everything else, which is about fresh stats.

#### When Do I Use these?

- Rejuvenate: You might want to lower your Champions age back down to 0 and lives back to 3, if you lost a lot of lives and want to go back to 3, if you lost lives and if you need a little extra time to get to ultimate.
- Reborn: You might want this code, if you have a maxed out or really strong Ultimate and want to keep his stats, when you "fade-away", resulting in a Super Fresh.
- Fade-Away: You might not like your digimon and decide to change him back to Fresh. :(

#### How do I Use these?

- Rejuvenate: You wait till your Champions about to fade-away (an hour to a day is a good idea). Then use this code, and continue training.
- Reborn: You wait till your Ultimate's about to fade-away (two hours to a day is a good idea). Then use this code. Go to Jijimon's House and press "o" when you load, save your game quickly, and reset.
- Fade away: Same as reborn, except use it as soon as you stop liking that digimon. :(

#### "Rejuvenate"

301384ab 0000 - Age to 0  
80155824 0003 - Lives to 3

#### "Reborn"

301384ab 0000 (Rejuvenate Code)  
80155824 0003 (Rejuvenate Code)  
d0134ee4 0020 - Joker Code

801557a8 00?? - Digimon Modifier [Note 1]

[Note 1]:

Press Circle "o" for this code to work.

Replace 801557A8 00?? with 80134E50 00?? if you don't have the fresh you wish to get on the chart, yet. However you will have to wait 1 Digi-Hour after pressing "o" for it to work. (So resting or training once, or going to a tournament is suggested.)

?? = 01 for Botamon

?? = 0F for Punimon

?? = 1d for Poyomon

?? = 2b for Yuramon

"Fade-Away"

301384ab 0000 (Rejuvenate Code)

80155824 0003 (Rejuvenate Code)

d0134ee4 0020 (Reborn Code)

801557a8 00?? (Reborn Code) [Note 1]

801557F0 0064 - HP Modifier #1

801557F2 0064 - MP Modifier #1

801557F4 0064 - HP Modifier #2

801557F6 0064 - MP Modifier #2

801557e0 000a - Offence Modifier

801557e2 000a - Defence Modifier

801557e4 000a - Speed Modifier

801557e6 000a - Brain Modifier

=====

-- XVI. Frequently Asked Questions --

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-----Game Related Questions-----

Q: How come I can't enter any Special Cup?

A: You need a special type of Digimon...EXAMPLE; to enter the fire cup you need someone like Meramon....

Q: Why can I only see Grade D, C, B and A cups? And why not Grade S or Special Cups?

A: For all cups to be available, you need the following Digimon to your City:

- MegaDramon
- SkullGreymon
- Gekomon
- MetalGreymon
- Myotismon

After you have all of those to your city, little-by-little the cups will show up!

Q: What are the 3 cards the ToyAgumon asks for, in order for me to get the X-Bandage?



A: A WaruMonzaemon Card, Hagurumon Card and a ToyAgumon Card...

Q: How do I get to Beetle Land?

A: After you fish Seadramon, ask to be friends, now every time you go the Dragon Eye Lake, it will ask you if you want to use the Blue Flute. After you've been there once, you can go there anytime through Birdra Transport for 3000 BITS...

Q: Ok, now I got to Beetle Land...How do I participate in the 'Beetle Tournament'?

A: You need a Bug Type Digimon (Kunemon, Kabuterimon, Kuwagamon or Hercules-Kabuterimon)  
And you also need to go there on the 22nd (Twenty-Second) of any year. Or there will be no tournament.

Q: I used a White Fang on my Baby / In-Training and he didn't evolve to Tyrannomon!!! Why?!?!

A: If you use a Digivolution Item for a Champion on a Baby or In-Training, it won't work. You have to use it on a Rookie Digimon. Champion items work ONLY on Rookies....

Q: I used Metal Parts on my Baby / In-Training / Rookie and he didn't evolve to MetalGreymon!!! Why?!?!

A: If you use a Digivolution Item for an Ultimate on a Baby, In-Training or Rookie it won't work. You have to use it on a Champion Digimon. Ultimate items work ONLY on Champions....

Q: I used a Moon Mirror on my Champion Digimon, and he didn't evolve to WereGarurumon, wazup wif dat?

A: For ME, the Moon Mirror ONLY works on Garurumon, but still, you can only see his feet, and you can't feed him, or battle, or train him that your game will freeze!

Q: Where can I obtain Giga Hand, Electo Ring, Moon Mirror or Noble Mane?

A: Only through a GameShark!

Q: Ok, now I've caught Seadramon, what do I ask for?!? Help!!!!

A: If you have caught him, brought him to the shore, he will give you three options. They are:

1. "Let's be friends!" - You will get a blue flute and can go to Beetle Land anytime.
2. "Teach me a Technique." - He will teach you an Ice/Water technique you don't have yet.
3. "I want an Item" - He will give you his Digivolution item (Water Bottle)

NOTE\*\*\* you can fish him as many times as needed until you choose to be friends!

Q: What is the exact location of MetalMamemon??? Please help, I've heard of many locations and I don't know which one to trust!

A: First of all, go there with Whamon's Transport. The first screen after the two Guardromons. He will be in the bottom-right; where there used to be a Guardromon.

Q: Are there any normal Digimon that drop a lot of BITS?

A: Yes... I don't call it money trick though. First get a Filth Digimon like Nanimon, Numemon or Sukamon. Then go to Factorial Town and keep fighting Platinum Sukamon for 3,000 BITS a Battle. And since you have a Filth Digimon, you should quickly learn Filth Techniques!

Q: Where is the secret passage in Speedy Time Zone?

A: Go to the screen where you see a 'bone tunnel' and get yourself to the left side of the screen. Keep going up but holding left until you find it.

Q: When do I see the double-leafed plant in Tropical Jungle???

A: When Yuramon mentions it.

Q: What is the double-leafed plant in Tropical Jungle?

A: Vegiemon.

Q: It doesn't look like Vegiemon... Are you sure it is a Vegiemon?

A: Yes, use a Rain Plant to make it become Vegiemon

Q: How do I get a Rain Plant?

A: The 15th of every year, if you go see Tanemon sleeping, the plant will be on the box by his side.

Q: Where is the "Invisible Bridge"?

A: The last screen of Tropical Jungle, there should be a place that looks like you're in a Canyon. Go to the top-right area there, and try to walk out of the borders.

Q: How do I use chips?

A: Feed it to your Digimon.

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-- XXIX. Contact Information --  
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If by any chance you need to contact me, whatever the reason, this is how you can find me:

MSN Messenger:  
vih.loner@hotmail.com

E-Mail:  
vih.loner@hotmail.com

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-- XXX. Special Thanks/Credits --  
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Bandai, for making a great game.

My mother and my cousin, for being great family and always supporting me.

The following users for all their contributions and help towards this guide:

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frlud

If your name isn't here, and it should be, blame the memory, and not the heart.

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Thanks to you all, without you this FAQ would never be completed;

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