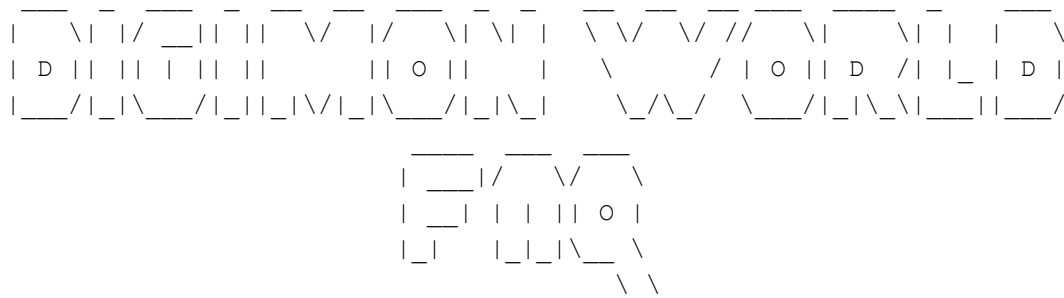


Digimon World FAQ

by intensive08

Updated to v2.3 on Jul 26, 2004



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[Digimon World FAQ]
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- For PlayStation
- 1-2 Players
- Genre: RPG/Breeding
- Designed by Bandai

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[Version 2.3]
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Version 1.0

- started this FAQ

Version 1.2

- minor updates
- spell/grammar check
- added Contact Info section

Version 2.0

- added more sections

Version 2.3

- added Digimon Classes section
- corrected all spelling errors and some minor mistakes
- corrected and added more info's
- reformatted section 8 and 9

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"You don't have to steal, just ask." - B.O.F. III

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1 - Introduction

When you started a new game, Jijimon will come and will ask you if you have a digivice, say yes to make raising ultimate digimons easier. Jijimon will also ask if you have friends, say yes for Agumon or no for Gabumon as your starting digimon. Jijimon will tell you that the digimons started losing heart and they started leaving the city and they chose you because they believe that you're the only one who can save the island. They wanted you to get the digimons back to rebuild the city. In order to do that, you must have a strong digimon.

2 - Taking Care of your Digimon

Your digimon's life span depends on how you take care of them. If you are taking care of them correctly, your digimon will most likely have a longer life span. In order to do that, you must give what your digimon needs. They will tell you what they want, what they need, and what they feel in the form of bubbles. As long as you know that you gave everything they wanted then you're okay. Here is the list of the bubbles that appear on your digimon and how to take care of it.

Meat

Your Digimon is hungry. Feed your digimon with either meat, giant meat, sirloins, digi-mushrooms, or any kinds fish. Your Digimon will be full after feeding them depending on what food you gave them to eat. For example, if you gave your digimon a sirloin, your digimon will be most likely full after eating it, while on the other hand, if you gave your digimon a meat, your digimon will be most likely stay hungry. It also depends on what type of Digimon you currently have. Example, if you have a baby digimon and you feed it with meat, your digimon will be full. After feeding it, if your Digimon did a taunt, that means it's full but if the meat bubble appears again then that means it is still hungry.

Poop

That's right, your Digimon needs to poop! Bring your Digimon quickly to the

nearest toilet before your Digimon poops in a different place! If you didn't make it to the toilet then your Digimon will do it wherever he is currently standing. However, be warned that if your Digimon did that, the virus bar will increase by 1 slowly filling up the bar each time your Digimon keeps on doing that again and again. If the bar is filled up fully, your Digimon will digivolve to the ugliest Digimon in the game Sukamon! So don't forget to give your Digimon a toilet breaks. Also, carrying some Portable Potty's is a very good and helpful idea!

ZZZ

You're right again! That means that your Digimon is sleepy. To make it go to sleep, just go to the menu by pressing triangle and select the option sleep. You can also save your game while your Digimon is sleeping.

Sweat

When you saw water drops appear on your Digimon's head as a bubble then that means that your Digimon is tired and your Digimon is over-worked! This is bad because if your Digimon is tired, it decreases your Digimon's happiness and it's life span. Make sure you feed your Digimon, let it sleep and visit Centarumon and Punimon from time to time. Also, training your Digimon while it's tired is a very bad idea. It decreases your Digimon's happiness quickly and also it's life span, and the worst thing is, your Digimon's stats only goes up by 1.

Band-aid

Your Digimon might become injured if you finished a battle with low HP. If your Digimon gets injured, you can either give your Digimon a medicine, a band-aid or bring your Digimon to Centarumon to heal.

Needle

This status is a very bad status. Your Digimon is sick. This will occur if you don't feed your Digimon, not letting it sleep nor giving it a break when it's tired! Always treat your Digimon right or else it will die at a young age! To heal your Digimon, give it a medicine or take it to Centarumon.

Black Figure

Your Digimon will digivolve into a different Digimon class.

3 - Stats

This is the list of the stats that you can boost up for your Digimon by training in gyms.

Max HP

This is your Digimon's life or hit points. The higher your Max HP is, the lesser the chances you will get in losing battles. Also, keeping your Digimon's HP high prevents you from using a battle so don't forget to always heal your Digimon.

Max MP

This is what your Digimon needs in order to perform attacks in battle. Your Digimon might run out of MP's if your Digimon has a low Max MP.

Offensive Power

The higher the Offensive Power that your Digimon has, the more damage it will give to it's opponents.

Defensive Power

The higher the Defensive Power your Digimon has, the less damage it will take from it's opponents.

Speed

The higher the Speed that your Digimon has, the faster your Digimon will perform an attack to it's opponents.

Brains

The higher the Brains of your Digimon, the more chances it will learn new techniques from it's opponents.

Happiness Gauge

This shows your Digimon's feelings if it's happy or not.

Discipline Gauge

The more the discipline, the more your Digimon will obey you especially in battles. Also, keeping your Digimon's Discipline Gauge high will decrease your Digimon's life span. Don't ask me why.

Virus Gauge

This bar fills up every time your Digimon poops up anywhere except in toilets. If the bar is full, your Digimon will digivolve to the ugliest Digimon, Sukamon.

4 - Digimon Classes

There 5 classes of Digimons: Fresh, Training, Rookie, Champion, and Ultimate. Digimons gets much stronger after each digivolution. It takes 6 about hours for a Fresh Digimon to digivolve into a Training Digimon. It takes about a day and hours for a Training Digimon to digivolve to a Rookie Digimon. To digivolve from a Rookie Digimon to Champion Digimon, it will take about 5 to 6 days. And finally, it will take at least 11 days to digivolve from a Champion to Ultimate Digimon.

A Champion Digimon fades away after at least 11 days if it didn't digivolve into it's Ultimate form. However, if it digivolved to it's Ultimate form, it will die when it is around 17 days old. When a digimon fades away and it will leave four Digimon eggs. Their statistic depends on the strength of your last Digimon andthe condition of it when it died.

5 - Green Gym

This is the place where you will mostly likely spend most of your time. This is where you train your digimon to boost their stats and by training them HARD, you will have a chance to get ultimate digimons. Also, training your digimon's Brain stats will give you a chance to learn new techniques. One training can be done for an hour (digimon time) each. You can also press the triangle button for a shortcut to the results if you don't want to waste your time. You can train your digimon by pressing the X button at the front of any sign. This will give you two choices to choose from:

Bonus Try - You can try your luck here. If you actually lined up 3 same pictures horizontally, the stats of your digimon will be boosted twice giving you higher stats. If you failed, the normal amount of boost that your

digimon is supposed to get will be reduced by half. So it is really up to you if you want to take the risk of doing it.

Normal - Your digimon's stats will boosted up normally.

The following are the list of areas, signs and the stats that are going to increase after training:

Tree

- Sign: White spikes inside a red circle.
- Tree Striking
- Greatly boosts Offensive Power and slightly boosts Speed.

Boulder

- Sign: Heart
- Boulder Moving
- Greatly boosts Max HP and slightly boosts Offensive Power.

Punching glove

- Sign: Blue circle with yellow spikes at the side.
- Punching Glove
- Greatly boosts Defensive Power and slightly boosts Brains.

Track

- Sign: Arrows
- Running
- Greatly boosts Speed and slightly boosts Max HP.

Waterfall

- Sign: Target
- Waterfall
- Greatly boosts maximum MP and slightly boosts Defensive Power.

Black board

- Sign: Light bulb
- (Name)'s Classroom
- Greatly boosts Brains and slightly boosts Max MP. Can learn new technique.

Also note that you can upgrade your gym twice in the game by getting Kabuterimon and Kuwagamon to join the city (see City FAQ/Recruitable Digimons section), they will modify your equipments!

6 - Finishing Move

In Battle Mode, the word "FINISH!!" will appear on the top right corner of the screen. The letters appear one by one. When the word finish is formed, press the square button perform the attack. Use it wisely, use it in the correct timing like use it right after your opponents performs an attack. If your opponent is performing an attack and you pressed the square button, your opponent will attack you while your Digimon is charging up making your Digimon to stop. If you used it in the correct timing, press L1 and R1 simultaneously as fast as you can to do more damage.

7 - Prosperity Points

The city grows and prosper according to the digimon level that joined the city such as rookie, champion, and ultimate. When a rookie digimon comes to the city, it is plus 1 point. And if a champion level digimon comes to the city, it is plus 2 points. Finally, if an ultimate digimon comes to the city, it is plus 3 points. But, there is a three champions that are not very useful, when they come to the city, it is only plus 1 point. Prosperity points is very important, it unlocks a certain thing such as unlocking Mt. Infinity by having over 50 prosperity points or getting Leomon's tablet by having over 45 prosperity points. You need a lot of prosperity points in order to beat the game. Now, all you need is to recruit digimons and explore the digimon world!

8 - City FAQ/Recruitable Digimons

This is the main focus of the FAQ. This is the list of the following digimons that joins and builds the city including what they do and how to get them.

KEY:

DIGIMON - HP

- Description on how to get them.
- Their purpose in the city.

AGUMON - HP: 400

- Agumon will come and attack you once you leave the city.
- Opens the Item Bank.

PALMON - HP: 900

- Go all the way down in the Native Forest until you see a fallen tree; go right and talk to the plant. Keep on talking until Palmon challenges you to a fight. Beat him and she will join the city.
- Expands the meat farm. Gives you 3 Giant Meats a day.

COELAMON

- After the bridge is fixed, go to Coela Point. Talk to Coelamon and he will join you.
- Opens the first Item Shop.

KUNEMON - HP: 900

- Go to the Native Forest and head right to the Kunemons' Bed. You will see a digimon on a tree; give him food and then beat him in a battle.
- Opens a shortcut to the Digimon Bridge.

CENTARUMON

- Just keep on going right in the Tropical Jungle until you reach the end. Make your way up to the area where it says, "Do not enter or I will shoot!". Go to the "O" door and he will come out and join you.
- Opens the clinic.

TYRANNOMON - HP: 3100

- Keep on going after Centaurumon joins you. Beat Tyrannomon in a battle and follow him to the Speedy Time Zone. Beat the Speedy Time Zone and he will join you.
- Opens the Restaurant.

BAKEMON

- Go to the Overdell Cemetery and talk to the ghost without a hat and say yes, yes, and no.

- Walks around the city.

MERAMON

- Help Drimogemon move the dirt and after a couple of days, help him move the big rock. Find Meramon and beat him in a fight.
- Cooks in the restaurant.

GREYMON - HP: 4800

- When you get a prosperity points or higher, Greymon will come to you and attack you after talking to Jijimon. Beat him and he will join the city.
- Makes the Arena.

UNIMON

- After beating Meramon and having Centarumon in the city, go outside the Drill Tunnel and a new path has been unlocked caused by the earthquake made by Meramon! Go to the new path and talk to the injured Unimon. Give him sm. recovery or any other medicine and he will join you.
- Upgrades the Item Shop.

BETAMON

- Betamon can be found in the east of Tropical Jungle near the Mangrove Region. Head east twice from the Digimon Bridge to the small wooden bridge. Cross the bridge and go up then go left past the ModokiBetamon, talk to Betamon and he will join the city.
- Works in the Item Shop, adding another few new items. Later on makes a fountain in the center of the city.

PATAMON - HP: 1000

- Go straight in the Gear Savanna until you've seen a big iron door. Go right and he will challenge you to a fight three times. Defeat him and he will join you.
- Expands the Item Shop.

BIYOMON

- Go south where Patamon was and you will see Biyomon running around. Keep on chasing Biyomon until you gained the option to wait. Wait and Biyomon will join the city.
- Expands the Item Shop.

ELECMON

- Go south of the iron door and he will zap you. Continue on talking to him until he joins the city.
- Makes some lights in the city.

SUKAMON

- Go to the Trash Mountain between the Gear Savanna and Geko Swamp and then talk to the Sukamon next to the king. He will be in the city but the game never says he joined.
- Sits in the front of the toilet.

DRIMOGEEMON

- Go to the tunnel where Meramon was and then go south. If he's done digging, talk to him and he will join the city.
- Opens the Treasure Hunting.

GABUMON - HP: 2000

- Go west in the Misty Trees before heading east to the Freezeland. You will find Gabumon. Beat him in a fight and he will join the city.
- Stands near the entrance of the Treasure Hunting apparently doing nothing.

KOKATORIMON - HP: 4200

- Go to the east of Misty Trees in the early morning and until you saw Kokatorimon. Beat him in a fight and he will join.
- Makes a statue near the toilet.

VEGIEMON

- Talk to Tanemon and sometimes, he will tell you that there's a strange plant growing in the Tropical Jungle. First, bring a Rain Plant (Rain Plant appears every 15th of the year near the meat farm) with you and from the Digimon Bridge, go east, east, north, east and a little bit north; you should see a tree, go near to it and you will notice a plant. Use the Rain Plant and Vegiemon will appear and he will join the city.
- Expands the meat farm. Gives you 3 Sirloins a day.

GARURUMON - HP: 4200

- Go to the entrance of the Freezeland from the Misty Trees and talk to Garurumon. He will challenge you to a fight; beat him and he will say to come back the next day for a rematch of your digimon (you cant use any items to help your digimon such as sm.recovery) and Garurumon. So go back the next day (or any day) in 4 o'clock and beat him again.
- Works in the restaurant.

PENGUINMON

- Make your way to the east of Freezeland where you will see 3 Mojyamons. Before going to the ice blocks, go east and you will see a cave with Penguinmon. Beat him in a curling match and he will join the city!
- Makes a curling arena.

GEKOMON

- Talk to the Gekomon near the entrance of ShogunGekomon's house.
- He joins the arena. (Is he really there?)

BIRDDRAMON - HP: 3700

- From Freezeland, go to the Great Canyon and you will see an elevator. Go up and and go to the big nest. Birdramon should come to you and attack you. Beat him and he will join the city.
- Makes a port station.

SHELLMON

- After beating OGREMON the second time. Use the elevator to go up and walk straight to the bridges until someone cries for help. Help him by going back to the elevator, go down and then go back to File City or simply just use autopilot after going down the elevator to warp you to the city. Now go to Freezeland or ask Birdramon to bring you there and then go to Great Canyon. Shellmon should be there waiting for you and he will join the city.
- Makes the Bulletin Board.

WHAMON

- Find Whamon in the Freezeland where the Mojyamons at. Talk to him and he will tell you about some bandits that stole his place. Go with him and you will see OGREMON the third time, but now he is with WaruSeadramon. Beat him and Whamon will thank you by giving his treasure and he will join the city.
- Makes a Ferry.

OGREMON - HP: 3600, 4000, 4400

- After you've been across the invisible bridge, go straight and you will find OGREMON with two Agumons. Defeat them and follow them so go down using the elevator. Find the Fortress entrance and talk to Agumon and he will run. Follow him and go your way to the right and you will see him again. Beat them and he will take off. Now go to the Freezeland and find Whamon in the area

where the Mojymons at. Talk to him and he will talk about the bandits. Then he will take you to the Secret Beach Cave and you will see OGREMON and defeat them. Now go to the Drill Tunnel and the market manager will appear. Now go inside, beat them, and finally he will join the city!

- Walks around the city.

LEOMON

- After having over 45 prosperity points, go to the Drill Tunnel and talk to the last Drimogemon digging on the south of the tunnel. He will find Leomon's ancestor's cave. Now go inside and find Leomon's Tablet and go to Gear Savanna. From the entrance, go left and head north. Go to Leomon and give him the tablet.

- Stands in the entrance of Birdramon's Port.

KABUTERIMON

- First, get the amazing rod from ShogunGekomon by earning 300 points. Once you got the rod, go fish in the south of Dragon Eye Lake and go for Seadramon. Once you caught him, ask him to be your friend and he will take you to Beetle Land. Now go to the east gym of Beetle Land and talk to Kabuterimon and answer his question right by selecting arena.

- Upgrades Green Gym.

KAWUGAMON

- Go to the west gym of Beetle Land and talk to the right Kawugamon and answer his question right by selecting there is a sure way fire.

- Upgrades Green Gym.

NUMEMON - HP: 200

- Go check the sewers in the Factorial Town and you will find a sick Numemon. Help him by defeating Giromon. After beating Giromon, go back to him and he will fight you. Beat him to make him join the city.

- Opens the secret item shop.

PIXIMON - HP: 5200

- Go check a certain area of the Tropical Jungle two screens away from the Digimon Bridge. He appears every few days. When you saw him walking around, defeat him in a fight and he will join the city.

- Sells a Training Manual in the Item Shop.

NINJAMON - HP: 3800

- After having Numemon in the city, go to the bottom of the Digimon Bridge. You will see a good entrance of Ninjamon and he will fight you. Now beat him and he will join the city.

- Talks to you about items in the secret item shop.

ANDROMON

- After beating Giromon in Factorial Town, go back to Andromon and he will apologize to you and he will say that he needs to recover some data that got destroyed by Giromon so go back the next day and he will join the city.

- Stands outside the Port entrance.

GIROMON - HP: 5700

- Wait by 12 o'clock in the afternoon or midnight and the Guardromons in the gate in Factorial Town should be gone. Go inside and go straight then head left to the left elevator and Giromon should be there. Beat him in a fight and leave. Go back to him after recruiting Andromon in the city and he should join you.

- Makes a Jukebox Machine inside the restaurant. (WARNING: The machine freezes your game so save first before you talk to him!)

AIRDRAMON - HP: 4400

- After having 50 or more prosperity points, talk to Jijimon and go outside his house. Airdramon should be there and he will attack you costing your life points then he will challenge you to a fight and beat him. You can also save before going outside Jijimon's house just in case.
- Just sleeps in Jijimon's house but then after beating Mt. Infinity, he becomes a fortune teller.

ETEMON - HP: 5600

- After having 50 or more prosperity points, go to the tree house in Native Forest and Etemon will send you a flying kick costing you life points. He will fight you and beat him to make him join the city.
- Sells Golden Bananas in the Digimon Bridge.

SKULLGREYMON - HP: 5800

- Check the bulletin board and if you see a newspaper saying that Myotismom is retiring, go to the Grey Lord's Mansion with a virus type digimon. Check the dining room and the room where you found Myotismom the first time then try to leave the mansion. Devimon should stop you and he will leave allowing you to access the locked room you've never entered before. Go inside and find Myotismom. Help him by defeating SkullGreymon and he join the arena although it never says he just joined. Go to the dining room and talk to Myotismom.
- Competes in the arena.

MONOCHROMON

- Go to his item shop in Great Canyon and work there. Try to earn over 3000 profit and he will say that it was just a test to see if you are good enough to save the city.
- Works in the Item Shop.

MOJYAMON

- Trade with them all the items they have and one of them will join.

South Western Mojyamon	South Mojyamon	South Eastern Mojyamon
- Omnipotent	- Giant Meat	- Happy Mushroom
- Med. Recovery	- Speed Disk	- Digi Mushroom
- DigiAnchovy	- Black Trout	- Super Carrot
- Opens the Everything Shop.

VADEMON

- After hearing news about the UFO, go to the Mt. Panorama plains and you will see more circles, then go back to the city and check the bulletin board. There should be more news about the UFO, read it and go back to the Mt. Panorama Plains and Vademon will be there. Convince him to join the city.
- Cooks in restaurant.

ANGEMON

- Go to the Ice Sanctuary in Freezeland with a vaccine type digimon. Go inside and you will see a hidden door. Now go down and find the secret passage in the right and just go straight and you will see a room with Garurumons. Just go straight to the teleporter. Go straight until you find yourself with four teleporter. Now find the right one to warp you to the blue shiny thing. This is hard because the correct teleporter is random so if you chose the wrong one, it will teleport you to a wrong area. If you chose the right one, then just beat the digimons guarding the blue thing and then go to the blue thing. After that go to the entrance and you will notice that the Angemon statue is gone and a real Angemon will appear then he will join the city!
- Stand in the Port entrance.

MAMEMON

- He can be found randomly at Mt. Panorama where the MudFrigimons at. Don't

expect to see him always because he appears there randomly!

- Works in the item shop. Sells super disks.

MONZEAMON

- Go to the Toy Town with a Numemon and go to the Costume House. You will see a Monzaemon costume. Talk to it and Numemon should go inside. Now beat WaruMonzaemon and talk to Tinmon and he will say that Monzaemon joined your city.
- Hangs at the back of Jijimon's house. Lifeless.

FRIGIMON

- Go to the Freezeland with a digimon that is weak against cold like a fire digimon. Just walk around until your digimon faints. Frigimon should come and rescue you.
- Works in the restaurant as the city's ice cream vendor.

METALMAMEMON - HP: 5600

- After having Numemon, Andromon, and Giromon in your city, go to Factorial Town. From Whamon, go to the next screen and sometimes you will see Metal Mamemon in a corner but it says that he is Metal Greymon but he's not. Battle him and he will join the city.
- Does a curling game against you after beating Penguinmon with a perfect score of 10.

DEVIMON - HP: 6800

- Beat him in Mt. Infinity to make him join the city.
- Works in the secret item shop selling devil chips. The chips is very useful but it decreases the life span of your digimon at the same time.

MEGADRAMON - HP: 7500

- Beat him in a battle at Mt. Infinity and he will join the city.
- Goes to the arena.

METALGREYMON - HP: 8600

- Proceed after you beat Megadramon and you will see MetalGreymon. Defeat him and he will join the arena.
- He joins the arena.

DIGITAMAMON - HP: 9999

- Go back to Mt. Infinity after beating MachineDramon. Go back to the room where MachineDramon was and you will see Digitamamon seating in the center of the room. Beat him in a battle and he will join the city.
- Cooks in the restaurant.

9 - Helpful Digimons

Some digimons will help you in your journey but they never actually joined your city... or did they? Some are already in the city at the beginning of the game to help you gather information. Here is the list of the following digimons.

KEY:

DIGIMON

- What the digimon does.
- Where they can be found.

JIJIMON

- He is like the leader of the city. He asks you questions at the beginning of a new game. He tells you about the digimon that just joined the city. And he tells you the prosperity rate of the city.
- Found in the beginning of the game in the city.

BOTAMON

- Tells you if Yuramon has some new rumors.
- Found in the beginning of the game inside Jijimon's house.

TOKOMON

- Tells you if Yuramon has some new rumors.
- Found in the beginning of the game inside Jijimon's house.

YURAMON

- Tells you information about what's happening in certain places.
- Found in the beginning of the game outside Jijimon's house.

TANEMON

- Gives you 3 meats a day at the beginning of the game. Later on gives you some information and plants a Rain Plant after the farm had been expanded.
- Found at the beginning of the game outside Jijimon's backyard.

KOROMON

- Gives you some tips on training.
- Found at the beginning of the game in the Green Gym.

POYOMON

- Gives you very useful information about digivolution.
- Found at the beginning of the game at Agumon's Item Bank.

TSUNOMON

- Tells you information about what's happening in certain places.
- Found in the beginning of the game. He is in the lower portion of the city.

PUNIMON

- Lets your digimon rest when your digimon is tired. Later on gives you some tips on items and buying items.
- Found at the beginning of the game inside Jijimon's house then goes to the upgraded item shop later in the game.

SHOGUNGEKOMON

- Collects digimon cards then gives you merit points. Then sells you stuff for merit points.
- You will be taken to ShogunGekomon after you beat Otamamon in Geko Swamp.

SEADRAMON

- He will teach you water techniques, gives you a digivolving item to get Seadramon, or he will take you to Beetle Land.
- To capture Seadramon, first, bring digimon cards to ShogunGekomon and trade it for merit points (don't forget to leave 1 digimon card for each kind) until you have 300 merit points and trade it for an amazing rod. After getting amazing rod, go to the southern part of the Dragon Eye Lake and fish for Seadramon between the high pole and the bucket. Catch him and you will be given choices: teach you a technique, give a an item, or be friends with him. Choose anything you want. If you didn't chose to be friends with him, that means you need to catch him again. If you chose to be friends, then you can call him anytime you want.

CHERRYMON

- Trains your digimon's brains. He also leads you to Toy Town.
- After talking to ShogunGekomon, go to the northern part of Misty Trees and you will see Cherrymon.

NANIMON

- He drops Digital keychains and Xenotype keychains.
- Drops Digital Keychains when you found him in one of five locations:
 - The same place where you fought Meteormon at Ancient Speedy Zone.
 - He is found in OGREMON's fortress. He is found in the same room where you fought him.
 - Where you found Leomon's Tablet. (Drill Tunnel)
 - Toy Town, head back to where you fought WaruMonzaemon.
 - The screen where you defeated Numemon at Factorial Town.

He is random so don't expect to see him always! He also drops Xenotype keychain when you found him in all five locations.

10 - Bad Digimons

These are the list of, well, bad digimons.

KEY:

Place

Day	Night
- Digimons	- Digimons

Native Forest

Day	Night
- Aruramon	- Dokunemon
- Goburimon	- Goburimon
- Modoki Betamon	
- Red Vegiemon	

Tropical Jungle

Day	Night
- Aruramon	- J-Mojyamon
- Muchomon	- Tsukaimon
- Red Vegiemon	
- Yanmon	

Mangrove Region

Day	Night
- Modoki Betamon	- J-Mojyamon
- Muchomon	
- Yanmon	

Ancient Dino Region

Day	Night
- Vermillion	- Vermillion
- Yanmon	- Yanmon

Speedy Time Zone

Day	Night
- Gotsumon	- Darkrizamon
- Saberdramon	- Gotsumon

Overdell

Day	Night
- Darkrizamon	- Darkrizamon
- Soulmon	- Soulmon
	- Tsukaimon

Grey Lord's Mansion

Day / Night

- Darkrizamon
- Rockmon
- Soulmon
- Tsukaimon

Great Canyon

Day	Night
- Goburimon	- Garurumon
- Gotsumon	- Goburimon
- Muchomon	- Gotsumon
- Sand Yanmon	- Weedmon
- Weedmon	

Ogremon's Fortress

Day / Night

- Agumon

Freezeland

Day	Night
- Hyogamon	- Hyogamon
- Snow Agumon	- Ice DEvimon
- Snow Goburimon	- Snow Goburimon

Ice Sanctuary

Day / Night

- Blue Meramon
- Garurumon
- Hyogamon
- Ice Gotsumon

Secret Beach Cave

Day / Night

- none

Misty Trees

Day	Night
- Fugamon	- Darkrizamon
- Goburimon	- Fugamon
- Mori Shellmon	- Goburimon
	- Saberdramon
	- Tsukaimon

Toy Town

Day / Night

- Tankmon
- Toy Agumon

Geko Swamp

Day	Night
- Yanmon	- Gekomon

Gear Savanna

Day	Night
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- Akatorimon
- Psychemon
- Sharmamon
- Shima Unimon
- Nise Drimogemon
- Psychemon
- Sharmamon
- Tsukaimon

Trash Mountain

Day / Night

- Geremon
- Psychemon

11 - Techniques List

This section is a list of all different techniques and the information's about each techniques.

Fire Techniques	Power	MP Cost	Range	Effect
1 - Fire Tower	155	81	long	stun
2 - Prominence Beam	444	183	long	flat
3 - Spit Fire	66	30	long	
4 - Red Inferno	210	171	wide	
5 - Magma Bomb	279	132	long	confuse
6 - Heat Laser	84	105	wide	flat
7 - Infinity Burn	488	264	wide	stun
8 - Meltdown	400	318	wide	stun

Battle Techniques	Power	MP Cost	Range	Effect
1 - Tremar	178	168	wide	
2 - Muscle Charge	0	66	ally	
3 - War Cry	0	42	ally	
4 - Sonic Jab	52	18	short	
5 - Dynamite Kick	193	99	short	stun
6 - Counter	285	165	short	confuse
7 - Megaton Punch	320	186	short	stun
8 - Buster Dive	500	258	long	confuse

Air Techniques	Power	MP Cost	Range	Effect
1 - Thunder Justice	586	330	long	stun
2 - Spinning Shot	389	150	long	
3 - Electric Cloud	120	69	long	stun
4 - Megalo Spark	382	174	long	stun
5 - Static Elect	85	45	short	stun
6 - Wind Cutter	178	93	long	
7 - Confused Storm	225	216	wide	confuse
8 - Hurricane	366	255	wide	confuse

Earth Techniques	Power	MP Cost	Range	Effect
1 - Poison Powder	117	171	wide	poison
2 - Bug	500	354	long	flat
3 - Mass Morph	0	30	ally	
4 - Insect Plague	58	96	long	poison
5 - Charm Perfume	180	210	wide	confuse
6 - Poison Claw	62	51	short	poison
7 - Danger Sting	157	102	short	flat
8 - Green Trap	310	147	long	stun

Ice Techniques	Power	MP Cost	Range	Effect
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1 - Giga Freeze	264	120	long	stun
2 - Ice Statue	424	186	long	stun
3 - Winter Blast	120	165	wide	stun
4 - Ice Needle	126	78	long	stun
5 - Water Blit	211	102	long	
6 - Aqua Magic	0	36	ally	
7 - Aurora Freeze	430	258	wide	flat
8 - Tear Drop	60	42	long	flat

Mech Techniques	Power	MP Cost	Range	Effect
1 - Power Crane	226	126	long	
2 - All Range Beam	573	330	wide	
3 - Metal Sprinter	150	165	wide	
4 - Pulse Laser	389	168	long	
5 - Delete Program	430	219	long	flat
6 - DG Dimension	722	420	wide	
7 - Full Potential	0	99	ally	
8 - Reverse Program	256	297	long	flat

Filth Techniques	Power	MP Cost	Range	Effect
1 - Odor Spray	88	75	long	stun
2 - Poop Speed Toss	122	96	long	poison
3 - Big Poop Toss	211	192	long	confuse
4 - Big Round Toss	211	282	wide	confuse
5 - Poop Round Toss	75	120	wide	poison
6 - Round Speed Toss	122	216	wide	poison
7 - Horizontal Kick	53	24	short	
8 - Ultra Poop Hell	333	333	wide	flat

11 - Mini-games

In this game, you can also play mini-games, which makes the game a lot more fun! Some mini-games are required to be completed in order to make a certain digimon to join the city, and some are not. Here is the list of the mini-games that you will actually play as you progress through the game.

Fishing

Getting the Old Rod inside the Thrash Mountain can do fishing. It allows you to catch fish (duh) and use the fish by either giving it to your digimon or selling it for money. You can also get a better rod by getting the Amazing Rod from ShogunGekomon. It allows you to catch bigger fishes and catch fishes that cannot be reach by the Old Rod. Also, you can catch Seadramon using the Amazing Rod so have fun!

No Entry

This is a mini-game that is hidden at the west of the Tropical Jungle. It is required to be completed in order to finish the game. All you have to do is go through the "O" door without getting hit. If you got hit, your digimon's HP will be reduced. Be careful. You can avoid getting hit by hiding at the "safe spots", it's like a hiding place so the digimon who shoots you wouldn't be able to hit you because the wall is blocking the digimon from hitting you.

Battle Arena

Battle Arena will be built in the File City later in the game after having Greymon join your city (see City FAQ/Recruitable Digimons section). Greymon will build an arena because he wants you to become stronger so you can save the island. There are different classes of monsters in the Arena. The highest

is S and the lowest is Class D depending if your digimon is a rookie or a champion etc. There are two types of tournaments, a normal one which is held very often in the arena and the other one is Special Tournament which are held rarely every year or once a year. Winning these tournaments will give you lots of money and items as your prize depending on the type of tournament.

Curling

Curling Arena will be built inside the Battle Arena. In order to have your Curling Arena, you must have Penguinmon in your city (see City FAQ/Recruitable Digimons section) because she will build the Curling Arena. To play, first you have to give her any type of fish. Then she will give you 5 stones. There are heavy, medium, and light ones so think which ones you are going to use before you actually use them. Some stones have 4 pegs. They stick to where they land and can be very useful.

All you have to do is to choose a stone, then direction and how strong you are going to throw the stone. If your stone lands on the GOOD mark, you get two points. If the stone lands inside the blue circle but outside the good mark, you get one point. If your stone lands on the BAD mark, you lose two points so be careful with the direction of where you are going to throw your stone. If final scores are tied, you lose. If you win, she will give you an item as a prize.

Item Selling

This game can only be done if Monochromon is not in your city. To play the game you have to go to the Item Shop in the Great Canyon by going through the invisible bridge. Talk to Monochromon and he will ask you if you want to work for him or not. Say yes and he will let you be the one in charge of selling his items. You can put the prices up or down and you will get different reactions from the customers depending on what digimon is your customer. If you raise the price and they bought it, you will earn more money for Mono's shop. After the game, he will reward you with an amount of money depending on how much money your earned for his shop while selling items. If you earned more than 3000, he will join your city! Good luck and enjoy!

WARNING: You will spend hours and hours in this mini-game without any break so you may want to take a rest and bring your digimon to the washroom first before playing this mini-game. If not, you know the risks and consequences.

Biyomon Chase!

In this game, you will see Biyomon running around. Talk to Biyomon and he will run. Now keep on chasing Biyomon until you gained the option to wait. Wait and Biyomon will join the city.

12 - Frequently Asked Questions (FAQ)

The only questions you can find here are the only ones that's related to the main focus of the FAQ, which is building the city; including questions about the FAQ itself. Also note that most questions here can be answered by looking at the City Guide section.

Q: I keep on defeating this Digimon but he never joined the city, why?

A: The digimon you just defeated was an enemy digimon. The difference of the enemy digimons and the good digimons in appearance is that they have different colors, just like a Tsukaimon which is supposed to be Patamon but this one has a different color.

Q: I want to catch Seadramon but I can't seem to find digimon cards to trade it for an amazing rod. Where can I get it?

A: First, you have to have Unimon in your city to upgrade the item stand to an actual shop. Make Monochromon, Biyomon, Unimon, or Patamon join the city and when you get 3 of 5 of these Digimons including Unimon, you will acquire the card machine. Now go to the item shop and you will find a vending machine for digimon cards. Each card can be sold for 100 bits each in the machine but you cannot choose a card. It is random.

Another way is to go to Gear Savanna. From the entrance of Gear Savanna, just go straight to the next screen turn left, you will find a rare item shop as well as a shop for digimon cards. You can buy a pack of three for 500 bits or select and buy one card. How much? The price depends on how rare the card is.

Q: Where can I get the item that Leomon wants?

A: To get the item, you need to have over 45 prosperity points. Once you have 45 prosperity points or more, go to the Drill Tunnel and visit the last Drimogemon digging, which is on the southern part of the tunnel. He will find Leomon's ancestor's cave. Get the tablet inside and give it to Leomon.

Q: How can I get past the Guardromons in Factorial Town?

A: You must wait until it is 12 o'clock in the afternoon or midnight inside at Andromon's room then go there immediately.

Q: I want to go to Beetle Land but I cannot find it. Where is it?

A: Get the Blue Flute from Seadramon by asking him to be friends with you once you caught him in the southern Dragon Eye Lake. Once you get it, use the Blue Flute and Seadramon will come and take you to Beetle Land.

Q: How do I get inside the mansion in Overdell Cemetery?

A: You can get inside by bringing a VIRUS type digimon with you.

Q: I was able to go inside Grey Lord's Mansion but there is a locked room that I can't enter. How can I go inside that room?

A: Check the bulletin board and if there's a news saying that Myotismon is retiring, go to the Grey Lord's Mansion with a virus type digimon. Check the dining room and the room where you found Myotismon the first time then try to leave the mansion. Devimon should stop you and he will leave allowing you to access the locked room you've never entered before. (See the City Guide section on how to get Skull Greymon)

Q: How can I go inside Ice Sanctuary?

A: The building is guarded by Angemon, so bring a VACCINE type digimon with you and now you can enter the building.

Q: Where can I find Nanimon?

A: He can be found randomly in five locations:

- The same place where you fought Meteormon at Ancient Speedy Zone.
- He is found in OGREMON's fortress. He is found in the same room where you fought him.
- Where you found Leomon's Tablet. (Drill Tunnel)
- Toy Town, head back to where you fought WaruMonzaemon.
- The screen where you defeated Numemon at Factorial Town.

Q: Where can I find Mamemon and Metal Mamemon?

A: Check the City Guide section of this FAQ.

Q: Where can I get a Rain Plant?

A: Rain Plant appears every 15th of the year near the meat farm.

Q: Can I post this FAQ on my page?

A: You can but ASK me first before you do it.
E-mail me at knives_francis@hotmail.com . Thanks!

Q: Is that all the digimons that will join the city in the whole game?

A: I think so. If you know more information about the digimons please e-mail me. Thank you very much!

13 - Credits

- Bandai for making the game.
- My friend for giving me the game.
- GameFAQS for posting this on their site.
- Neoseeker.com for posting this on their site.
- IGN.com for posting this on their site.
- Stephan Rose for giving me a lot of info's! Thanks a lot!
- hws Dark's as the source to fill out some info's. Thanks.
- Everybody else, thank you!

14 - Contact Info

If you wish to contact me, feel free to e-mail me at
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