

Digimon World Recruitment Guide

by SpaceWalker

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Digimon World 1 - Recruitment Guide

WARNING: SPOILERS - Do not read ahead if you wish to discover the Digimon and recruiting methods yourself.

NOTE: These are ordered by area, and is not the ideal order to recruit them to the city.

Rookies - 1 Prosperity
Filth Digimon - 1 Prosperity
Champions - 2 Prosperity
Ultimates - 3 Prosperity

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VERSION HISTORY:

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V1.00 - Completed guide, uploaded to Neoseeker and GameFAQS.

V1.10 - Corrections made regarding several recruitment processes.
(Thanks to SydMontague!)

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CONTENTS:

- =====
- [01] FILE CITY
 - Greymon
 - Airdramon
 - [02] NATIVE FOREST / Dragon Eye Lake / Kunemon's Bed / Coela Point
 - Agumon
 - Palmon
 - Kunemon
 - Coelamon
 - Seadramon *(Does not join city, but necessary to recruit others)
 - Ninjamon
 - Etemon
 - [03] DRILL TUNNEL / Lava Cave
 - Meramon
 - Drimogemon
 - Ogremon *(Fourth battle of four)
 - [04] TROPICAL JUNGLE / Amida Forest
 - Betamon
 - Vegiemon
 - Centarumon
 - Piximon
 - [05] MOUNT PANORAMA
 - Unimon
 - Mamemon
 - Vademon
 - [06] GEAR SAVANNA / Trash Mountain
 - Elecmon
 - Patamon
 - Biyomon
 - Leomon

- Sukamon
- [07] GREY LORD MANSION / Overdell Cemetery
 - Bakemon
 - SkullGreymon *(Also adds Myotismon to the Arena)
- [08] GREAT CANYON / Ogre Fortress
 - Monochromon
 - OGREMON *(First battle of four)
 - OGREMON *(Second battle of four)
 - Shellmon
 - Birdramon
- [09] GEKO SWAMP / Volume Villa
 - Gekomon *(Joins the Arena only)
- [10] ANCIENT DINO REGION
 - Tyrannomon
 - Nanimon *(First encounter only)
- [11] FREEZELAND / Ice Sanctuary
 - Mojyamon
 - Penguinmon
 - Whamon
 - OGREMON *(Third battle of four)
 - Frigimon
 - Garurumon
 - Angemon
- [12] MISTY TREES
 - Kokatorimon
 - Gabumon
 - Cherrymon *(Does not join city, but necessary to recruit others)
- [13] TOY TOWN
 - Monzaemon
- [14] BEETLE LAND
 - Kabuterimon
 - Kuwagamon
- [15] FACTORIAL TOWN
 - Numemon
 - Andromon
 - Giromon
 - MetalMamemon
- [16] MOUNT INFINITY
 - Devimon
 - Megadramon
 - MetalGreymon
 - Digitamamon

 IN-DEPTH RECRUITMENT GUIDE:

[01] FILE CITY

- GREYMON:
 - PREREQUISITES: 15+ Prosperity
 - Talk to Jijimon and go outside. He will appear and fight you.
 - Makes the Arena in the lower half of the city.
 - AIRDRAMON:
 - PREREQUISITES: 50+ Prosperity
 - Talk to Jijimon and he will claim that Mt Infinity is open. Go outside and he will sneak attack you and fight you.
 - Does nothing until you beat Mt Infinity, then opens a Fortune Teller shop in the Arena Lobby.
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[02] NATIVE FOREST (plus Dragon Eye Lake, Kunemon's Bed, Coela Point)

- AGUMON:
 - PREREQUISITES: None
 - When you first enter Native Forest, he will run up to you and attack you.
 - Opens the Item Bank next to Jijimon's House.
- PALMON:
 - PREREQUISITES: None
 - Go to the screen south of the area with the toilet. Go up to her and pester her until she decides to battle you.
 - Upgrades the Meat Farm to produce Giant Meat.
- KUNEMON:
 - PREREQUISITES: None
 - Go to Kunemon's Bed east of the screen with the toilet. Give him a Meat or Digimushroom and he will battle you (other food items will work but these are the cheapest).
 - Opens a shortcut between File City and Digimon Bridge.
- COELAMON:
 - PREREQUISITES: None
 - Go South-East of Kunemon's Bed to reach Coela Point, in the evening between 4pm - 8pm. Go to the silhouette circling in the water and Coelamon will take you to Tropical Jungle beach. Go West and the Digimon Bridge will be fixed. Go across and walk south to Coela Point again at any time, and talk to him.
 - Creates the item stall (or joins Betamon at the stall). Once a Digimon that creates the Item Shop has been recruited, he will sit inside the Clinic and give advice to the player.
- SEADRAMON:
 - PREREQUISITES: Read Shellmon's bulletin board article #3;
Get the Amazing Rod from ShogunGekomon for 300 Merit Points (not essential, but recommended).
 - Go to the southern fishing spot of Dragon Eye Lake at either 8am or 5pm exactly, and fish with either a regular or a Giant Meat. You should see a very large snake-like silhouette. Fish it up with the Amazing Rod and Seadramon will appear and ask you to choose one of three options. Tell him you want to be friends and he will give you the Blue Flute and take you to Beetle Land.
 - Does not join the city, but takes you to Beetle Land any time for free, as long as you have the Blue Flute in your inventory.
- NINJAMON:
 - PREREQUISITES: Recruit a Digimon that opens the Secret Item Shop.
 - Walk down the grass at Digimon Bridge and Ninjamon will appear and challenge you to a battle.
 - Stands in the Secret Item Shop and gives you information about the game's Items.
- ETEMON:
 - PREREQUISITES: 50+ Prosperity
 - Go to the screen with the large tree with a door carved in it. Etemon will sneak attack your Digimon then fight you.
 - Stands at Digimon Bridge and sells you his Digivolution Item, the Golden Banana. Also clears the screen of wild enemies.

[03] DRILL TUNNEL (plus Lava Cave)

- MERAMON:
 - PREREQUISITES: Defeat the Drimogemon in the west room, then clear the tunnel of Dirt and wait for 24 hours; Your Digimon partner must be a Champion level.

*You do not have to clear all the dirt, but then it will take 5 days instead of 1 to open up the tunnel.

- Drimogemon will be unable to move a large rock. Your Champion level partner will then clear the path. Walk along the ridge of Lava Cave and you will see Meramon, who will challenge you to a battle.
- Opens (or joins) the Restaurant in the lower half of the city.

- DRIMOGEMON:

- PREREQUISITES: Defeat Meramon in battle.
- After beating Meramon, the Lava floor will have cooled and can be walked on. Go south and west and you will see the Drimogemon that drilled the tunnel. Talk to him and he will say that it is almost finished, so come back 3 days later and talk to him again.
- Creates the Treasure Hunt shop in the north of the city.

- OGREMON: (Battle #4)

- PREREQUISITES: Defeat OGREMON in Secret Beach Cave.
- OGREMON will take over the tunnel and will threaten you when you walk in, then challenge you to a final battle.
- Patrols the city.

[04] TROPICAL JUNGLE (plus Amida Forest)

- BETAMON:

- PREREQUISITES: None
- Go East from the beach to a grassy clearing, then take the North path into the next screen. Talk to Betamon and he will regain his memory.
- Creates the item stall (or joins Coelamon at the stall). Once a Digimon that creates the Item Shop has been recruited, he will build a fountain in the middle of the city square.

- VEGIEMON:

- PREREQUISITES: Recruit Palmon to the city.
- Talk to Tanemon in the plant pot and she will tell you she has planted a Rain Plant Fruit that flowers on the 15th of each year; she will also mention a strange plant growing in Tropical Jungle. On the 15th, pick up the Rain Plant from the adjacent pot and go to the Jungle, one screen East from the area with the toilet. In a small clearing is a wilting sprout; use the Rain Plant on it and Vegiemon will appear. Just talk to him.
- Upgrades the Meat Farm to produce Sirloin, and sells Supercarrots and Hawk Radishes which boost training stats.

- CENTARUMON:

- PREREQUISITES: None
- Go to the clearing East of the beach, take the East path and follow the screen North to reach Amida Forest. You will receive a warning that Centarumon will shoot you for trespassing. Duck and weave between the three alternate paths until you reach the Circle sign. Centarumon will greet you and congratulate you.
*The actual way through the path safely is rather more complex than this. Follow this link for more information:
<< https://en.wikipedia.org/wiki/Ghost_Leg >>
- Builds and runs the Clinic in the South-West of the city.

- PIXIMON:

- PREREQUISITES: None (but an Ultimate Digimon is recommended).
- Any time you enter the Beach screen of Tropical Jungle, there is a small chance (roughly 3%) that Piximon will appear there. Talk to him when he appears and he will challenge you to a fight.
- Appears in the Item Shop sporadically and sells the Training Manual for 50,000 BITS.

[05] MOUNT PANORAMA - Note that all of these require Meramon to be defeated in order to access Mt Panorama.

- UNIMON:

- PREREQUISITES: Recruit and then talk to Centarumon in the clinic.
- In the Spore Area, Unimon will be lying on the ground. Talk to him and give him a Small or Medium Recovery floppy, and he will heal a little and fly to the city to be healed at the clinic.
- Opens (or joins) the Item Shop.

- MAMEMON:

- PREREQUISITES: None (but an Ultimate Digimon is recommended).
- Any time you enter the screen of Mount Panorama Plains, there is a small chance (roughly 5%) that Mamemon will appear there. Talk to him when he appears and he will challenge you to a fight.
- Opens (or joins) the Secret Item Shop; sells in-battle stat Boosting items.

- VADEMON:

- PREREQUISITES: None initially; 45+ Prosperity and recruiting Shellmon are necessary to complete the recruitment.
- Enter the Spore Area screen that has a circle on the ground. Press X on the circle and the player will remark about "weird circles". After recruiting Shellmon and gaining 30+ Prosperity, read paper #2 from Shellmon's board about an Alien and go back to the Spore Area. Press X on the new circles and the player will remark about them. After reaching 45+ Prosperity, read Shellmon's newspaper article #8 about the Alien appearing and return to Spore Area. The player will finally be able to speak to Vademon.
- Joins the Restaurant.

[06] GEAR SAVANNA (plus Trash Mountain)

- ELECMON:

- PREREQUISITES: None
- Go to the Northernmost screen of the Savanna (straight forward from from the first screen) and talk to him three times. He will shock you the first two and join the third time.
- Creates floor lighting in the southern half of the city.

- PATAMON:

- PREREQUISITES: None
- Go to the screen East of where Elecmon was, and battle him three times in succession.
- Opens (or joins) the Item Shop.

- BIYOMON:

- PREREQUISITES: None
- Go to the screen South of where Patamon was, and talk to her. When she runs away, chase her down and she will run away again. Now run into different corners and let your Digimon chase Biyomon down. It

may take several tries.

- Opens (or joins) the Item Shop.

- LEOMON:

- PREREQUISITES: None initially; 45+ Prosperity and Meramon recruited for the Stone Tablet to become available.
- Go East of the first screen of Gear Savanna, past the large sign. Go North from this screen and carry on until a Patamon is chased by a Sharmamon. Leomon will save Patamon and then walk to the screen West of this one. Follow him and talk to him and he will tell you he is looking for an item his ancestors left him. When you reach 45+ Prosperity, go to the Southernmost screen of Drill Tunnel and you will enter Leomon's Ancestor's Cave. Pick up the Stone Tablet and take it to Leomon.
- Just stands in the Birdra Transport, doing nothing.

- SUKAMON:

- PREREQUISITES: None
- Enter Trash Mountain northeast of where you battled Patamon, and go to the Sukamon nearest to the Sukamon King. Talk to him.
- Just stands near the toilet sometimes, doing nothing.

[07] GREY LORD MANSION (plus Overdell Cemetery)

- BAKEMON:

- PREREQUISITES: None
- Go to the Overdell Cemetery and talk to Bakemon, answering his questions with the following answers: YES, YES, NO.
- Patrols the city.

- SKULLGREYMON:

- PREREQUISITES: Partner must be a Virus Digimon; Have Shellmon recruited; have saved Myotismon; have 40+ Prosperity points.
- Read Shellmon's newspaper #6 and it will say that Myotismon is missing. Go to his mansion and look in the dining room and then in his lab under the study. Attempt to leave the mansion and Devimon will appear and torment the player, then he will leave the mansion and the South-East door will be opened. Enter it and defeat the Tekkamon in the Secret Lab to enter a dungeon. Talk to Myotismon who is unconscious and trapped, and the player will make a remark. Enter the next room and SkullGreymon will appear and challenge you to a battle. After defeating him, talk to Myotismon again and he will send SkullGreymon to the city.
- Joins the Arena; opens up new tournaments.

[08] GREAT CANYON (plus Ogre Fortress) - Note that in order to recruit all of these, you must have talked to Yuramon about the Invisible Bridge in order to access Great Canyon. You need 6 Prosperity Points to get this information.

- MONOCHROMON:

- PREREQUISITES: None
- In the first screen of the canyon after crossing the bridge, enter the shop and earn over ~3100 BITs in Monochromon's minigame (I've been told the exact number is 3072).
- Opens (or joins) the Item Shop.

- OGREMON: (Battle #1)
 - PREREQUISITES: Talk to Yuramon after crossing the Invisible Bridge and listen to him talk about the "Bandits".
 - Go East of the Monochrome Shop and take the right fork and the Bandits - Ogremon and two Agumon henchmen - will attack. Defeat them and they will run away.

- OGREMON: (Battle #2)
 - PREREQUISITES: Defeat Ogremon in the Great Canyon.
 - Take the canyon elevator (or falling ledge) down to the Great Canyon Bottom Area, and walk South to see an Agumon in a doorway. Scare him into running inside and make your way through the Ogre Fortress until you can fight him again. Once you beat him, he runs away via the escape elevator at the back of the room.

- SHELLMON:
 - PREREQUISITES: Defeat Ogremon in the Ogre Fortress.
 - Follow Ogremon up the escape elevator and follow the path until Shellmon cries out for help, saying the elevator stuck the ground up. Retrace your steps backwards through the fortress and back up the canyon elevator, then West to Freezeland. Go Southwest to find Shellmon, safe and sound, and talk to her.
 - Makes a Newspaper Stand.

- BIRDARAMON:
 - PREREQUISITES: None
 - Take the canyon elevator up the the Rooftop and enter the nest. Birdaramon will appear and fight you (but beware that she only ever uses the very powerful Prominence Beam attack).
 - Creates the Birdra Transport fast-travel system near Jijimon's House.

 [09] GEKO SWAMP / Volume Villa

- GEKOMON:
 - PREREQUISITES: Recruited Greymon.
 - Talk to the Gekomon to the far South of ShogunGekomon and he will join the Arena.
 - Joins the Arena; opens up new tournaments. Does not give any Prosperity points, however.

 [10] ANCIENT DINO REGION - Note that to access this area you must have recruited Centarumon.

- TYRANNOMON:
 - PREREQUISITES: None
 - Enter the first screen and walk left and he will attack you. After you defeat him, he will walk away and you can find him futher along the region, at the access point to Ancient Speedy Region. Talk to him, enter the region and get to the giant dino Skeleton. Go the the far end but turn left instead of straight forward to reach a secret path, and follow it to find Meteoromon. Defeat him, return to Tyrannomon and talk to him. Master Tyranno will appear and tell Tyrannomon to join the city.
 - Creates (or joins) the Restaurant.

- NANIMON (First encounter only):

- PREREQUISITES: Defeat Meteormon +recruit Tyrannomon.
- Leave the Ancient Dino Region entirely, then return to where you battled Meteormon. Nanimon will be there. Approach him and he will run away and drop a Dimensional Keychain. After this, return to the four following areas after completing your tasks there and Nanimon will be at all of those as well; on the 5th time, he will drop the Xenotype Keychain and join the city. The four other areas are:
 - The boss room of Ogre Fortress;
 - Next to the lion statue in Leomon's Ancestor's Cave;
 - In the boss room of Toy Town, and;
 - In the sewer, just north of where you find Numemon.
- *Any of these can theoretically be first, this is just where he always seems to appear first for me.
- Drops the Keychains to increase your carrying capacity.

 [11] FREEZELAND / Ice Sanctuary

- MOJYAMON:
 - PREREQUISITES: None
 - There are three Mojyamon in the ice flows of Iceberg Beach, the most South-Eastern portion of Freezeland. Trade all nine items they are asking for. The last one you complete trades with, will leave his post and join the city.
 - Opens (or joins) the Secret Item Shop; sells the Rest Pillow and Health Shoes.

- PENGUINMON:
 - PREREQUISITES: None
 - East of the ice flows is an igloo, outside of which Penguinmon will be standing. Defeat him in a curling contest. If you lose the first time, a fish will be required for a rematch.
 - Opens a curling arena in the Arena Lobby.

- WHAMON: [+ OGREMON (Battle #3)]
 - PREREQUISITES: Defeat OGREMON in the Ogre Fortress.
 - In a small Southwest portion of the ice flows, Whamon will be waiting for you. Speak to him and he will take you to his cave, which has been taken over by OGREMON, his henchmen, and a strong Ultimate Digimon called WaruSeadramon. Defeat the interlopers and Whamon will thank you and join the city, while OGREMON will just escape again (you can find him at Drill Tunnel).
 - Acts as a transport Ferry; provides access to Factorial Town.

- FRIGIMON:
 - PREREQUISITES: Must have a Digimon vulnerable to the cold (noted below*); you can also read Shellmon's bulletin board article about a hero in Freezeland, but it's probably not necessary.
 - * - Any Baby or In-Training Digimon;
 - Agumon or Kunemon;
 - Greymon, Meramon, Monochromon, Centarumon, Tyrannomon, Kuwagamon or Kabuterimon.
 - Bring your cold-weak partner to the largest screen in Freezeland (the one you land in if you use the Birdra Transport) and let your Digimon get sick from the cold; if you have a Moldy Meat, Happy Mushroom or DigiSeaBass you can also force your Digimon to be sick to speed up the process. Walk around Freezeland until your Digimon faints - you need to walk over certain spots to

activate it - and you will wake up in Frigimon's igloo. After talking to him, come back with a partner that is not vulnerable to the cold and talk to him again.

- Joins the Restaurant.

- GARURUMON:

- PREREQUISITES: None

- Go to the last screen of Freezeland, directly South of Frigimon's igloo, and battle him. After being admonished by him, come back the next day (or any day after that) between 4pm - 8pm and you will have to battle him again, this time without using commands or items; Garurumon will start the battle at half HP (or more if you return later than agreed). Defeat him in this "fair fight"

- Joins the Restaurant.

- ANGEMON:

- PREREQUISITES: Partner must be a Vaccine Digimon.

- North-West from the second screen of Freezeland (from Great Canyon) there is the Ice Sanctuary. Access it with a strong Vaccine-type partner Digimon and move around near the angelic statue to reveal a secret passage to the basement. Then find the secret passage in the right-hand-side wall of the passageway and enter a room with some teleporters; go directly right from where you entered and you will arrive in a narrow passage. Defeat the enemies and go through into another teleporter room; go into the top-right teleporter to find one last room. Avoid the teleporter behind you and defeat the three enemies to access a large ball of light. Then enter the teleporter, find your way back to the first basement passage, and exit to the statue room to find the statue gone. Angemon will appear and talk to you, and then join the city.

- Upgrades Jijimon's house; also stands next to Jijimon and acts as his "recordkeeper", by which I mean he gives you clues on where to find more recruitable Digimon.

[12] MISTY TREES

- KOKATORIMON:

- PREREQUISITES: Receive ShogunGekomon's spell to "see through the fog" to allow passage through Misty Trees.

- From the last screen of Freezeland, pass left into Misty Trees, go down and take the lower-left exit to the next screen with some stone statues; come here between 4am - 8am and Kokatorimon will be there. Talk to him and defeat him in battle.

- Makes a statue between the toilet and the Item Bank; does nothing useful.

- GABUMON:

- PREREQUISITES: None

- From the first screen of Misty Trees (entering from the Geko Swamp) go North and then Northwest at the fork to arrive at a cliffside. Gabumon will be hiding there; defeat him in a battle.

- Assists Drimogemon in the Treasure Hunt; increases the chances of finding rare and valuable items.

- CHERRYMON:

- PREREQUISITES: Receive ShogunGekomon's spell to "see through the fog" to allow passage through Misty Trees.

- Go to the Northern-most screen in Misty Trees and speak to Cherrymon.

- Does not join city, but reduces the fog level in Misty Trees

and allows passage into Toy Town. Also provides high-level training for the Brains stat.

[13] TOY TOWN - Note you must have been given passage from Cherrymon in order to access Toy Town.

- MONZAEMON:

- PREREQUISITES: Partner Digimon must be a Numemon.
- Go to the left house and press X on the Monzaemon suit and your Numemon will Digivolve into Monzaemon, along with large stat boosts. Leave and train / buy items if you wish, then return and enter the right house. The Tinmon will ask you to save their "friend" so enter the large Toy Mansion and make your way to the top room. Defeat WaruMonzaemon and he will give you a Gear. Take this back to the right house and it will be revealed as a Digimon called Hagurumon. Hagurumon and Tinmon will tell you a story, and "Monzaemon's Stuffed Toy" will join the city.
- Hangs in the back of Jijimon's house on the bedroom wall; does nothing useful.

[14] BEETLE LAND - Note you must be friends with Seadramon in order to access the Beetle Land.

- KABUTERIMON:

- PREREQUISITES: Greymon must have been recruited so that the Arena has been built.
- Talk to the bottom-left Kabuterimon in the right-side training area and tell him you train in an Arena.
- Improves the Green Gym equipment; allows greater stat gains.

- KUWAGAMON:

- PREREQUISITES: None
- Talk to the topmost Kuwagamon in the left-side training area and tell him that "there is a sure-fire way".
- Improves the Green Gym equipment; allows greater stat gains.

[15] FACTORIAL TOWN - Note that to access Factorial Town, you must first have recruited Whamon to the city.

- NUMEMON:

- PREREQUISITES: None
- Go into the sewer through the opened manhole cover and speak to Numemon, who is sick from the toxic water. Then gain entry to the Factory during the guards' shift change and defeat Giromon. Speak to Andromon and then re-enter the sewer. Speak to Numemon and beat him in battle (which will probably be a one-hit KO).
- Opens (or joins) the Secret Item Shop; sells the Enemy Bell and Enemy Repel items.

- ANDROMON: (+ GIROMON)

- PREREQUISITES: Have spoken to Numemon to start this sequence.
- Speak to Andromon and he will not allow you to enter the factory; speak to the Factory guards and find the time for their shift change, which is at Noon and Midnight. Come back at one of those times to enter the factory uninhibited, and find the room with Giromon. Defeat the Ultimate Digimon and return to Andromon, who will shut off the water. Recruit Numemon and return to Andromon

again and he will tell you to return after a day so he can fix data. Return any time after leaving if the city possesses all of the following buildings - Item Shop, Restaurant, Clinic, Arena - and speak to Andromon. He will tell you about the history of File Island, then speak to him one final time to get him to join. Then enter the Factory and speak to Giromon and he, too, will join the city.

- Andromon will just stand outside the Birdra Transport, and does nothing useful.
- Giromon will create a Jukebox in the Restaurant, through which you may listen to any track in the game. Be warned that while it works fine in the PAL version of the game, it will crash the NTSC (US) version and should not be used then.

- METALMAMEMON:

- PREREQUISITES: None (but an Ultimate Digimon is recommended).
- Any time you enter the second screen of Factorial Town, there is a small chance (roughly 5%) that Mamemon will appear there. Talk to him when he appears and he will challenge you to a fight.
- Joins the Curling arena and will rarely appear there; provides a much greater challenge than Penguinmon.

[16] MOUNT INFINITY - To access Mount Infinity, you must have 50+ Prosperity and have defeated Airdramon. These Digimon will NOT join the city until you defeat both themselves and the final boss, Machinedramon.

- DEVIMON:

- PREREQUISITES: None, but completing Grey Lord Mansion first is highly recommended for continuity.
- He will suddenly appear and challenge you to a battle on the 6th Floor of Mount Infinity. Defeat him.
- Joins the Secret Item Shop; sells the powerful but high-risk items called Devil Chips.

- MEGADRAMON:

- PREREQUISITES: None
- On the 10th Floor, he will stand idly. He is optional but is guarding two chests containing Chips. Select "We have to test our strength" and defeat him. Be aware that Megadramon uses the game's most powerful technique, DG Dimension, and will easily deal 1000+ damage with it every time.
- Stands outside next to the Arena; joins the Arena and improves the frequency of high-level tournaments.

- METALGREYMON:

- PREREQUISITES: None
- He is on the 11th Floor, guarding the passage to the final boss. Defeat him in battle. He is extremely powerful, using three techniques that each have 400+ power and possessing very high stats, so be prepared.
- Stands in the Arena Lobby and gives you "Hero nicknames".

- DIGITAMAMON:

- PREREQUISITES: Defeat Machinedramon and finish the main story.
- He is on the 12th floor, where you originally battled against Machinedramon. He looks like an egg, but the player will sense something is wrong and battle it. Be careful as Digitamamon

possesses immense stats (9999 HP; 999 Off; 720 Def; 500 Spe)
as well as the devastating Thunder Justice. Defeat him.
- Joins the Restaurant.

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