Digimon World 2 Beginner's Guide

by teodortenchev   Updated to v1.3 on May 2, 2006
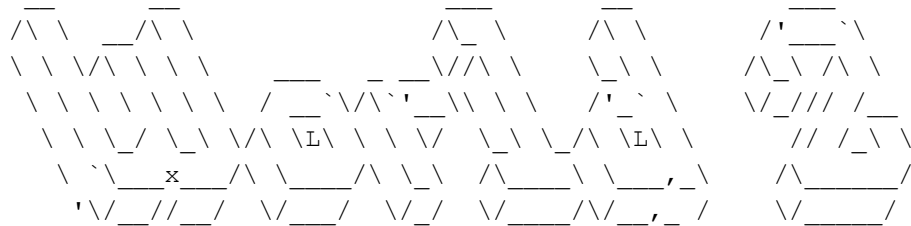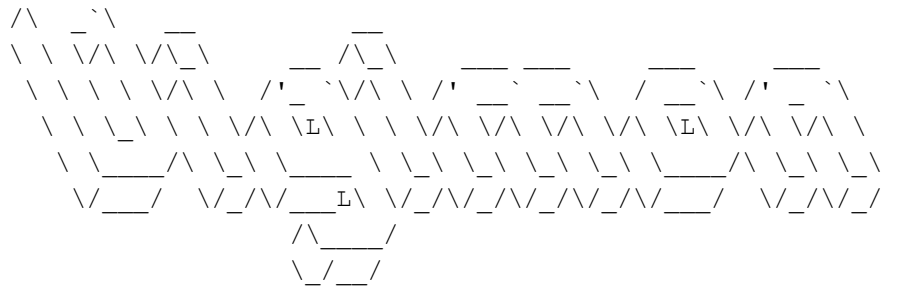
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Check out the digimon wiki:
https://digimon.neoseeker.com/wiki/Digimon_World_2_Beginners_Guide
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1. Introduction
2. Controls
3. The Training Mission
4. Vendors
5. Digi-Beetle Essentials
6. Catching Digimon
7. Guard Teams
8. Tips & Tricks
9. Secret Digimons
10. Digivolution
11. DNA Digivolution
12. Legal Disclaimer

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Digimon World 2 is a game I really enjoyed. Even though it is not the best one out
there it is still my favourite and I will always remember the good moments I've had
playing DW2.

This guide is intended to teach you the basics of the game. It will walk you through
the first training mission. Be warned though, it contains SPOILERS to the game and if

you'd rather find everything by yourself then don't read it.

Packed with over 180 digimon and tons of new items, Digimon World 2 brings even more
excitement to the fans of these series. In this game you will have a chance to uncover
the secrets of DNA Digivolution. This is your chance to set your digimon allies against
the powerful bosses at the end of each level (domain) and face the Blood Knights. Are you
up to the challenge? Will you manage to save Digital City and become the Master Tamer?

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L1/R1 - for turning around (only when driving your digi-beetle)
L2/R2 - Nothing
X - talk to people/digimons,also for giving gifts to digimon (first press the square
button)
O - opens the menu
? - go back in the menu/cancel
? - scan digimons (when driving the digi-beetle only!)
Select: Brings up the domain map. Only usable within domains. Press again to zoom in on
the whole screen.

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Domains Involved: Boot Domain
Type: Training Mission

After naming your character (default name is Akira) and talking to Cecilia (The Blue
Falcon leader),
you are sent on your first mission. Your task is simple - conquer the evil boss that lurks
within
Boot Domain. The name of the domain is very suggestive for the type of your assignment.
Yes, you
guessed it, this is a training mission and I assure you that it's going to be easy. As
soon as you
receive your instructions and leave Digital City you will see the map for the first time.
Welcome to
Directory Island! As you can see at the moment there are only two places to go. You can
either go back
to File City or venture on to Boot Domain. Since your have a particular mission you should
visit Boot
Domain. You can't begin the game if you don't pass this first mission, so let's get
started. Just one
more moment. See the bight dots surrounding the domain in a square? This means that you
still haven't
defeated the boss within that domain. If you defeat the boss you will have to find the
Exit to the domain
in order to finish it. If after beating the boss you leave using the Auto Pilot the domain
will not be
cleared and you'd have to fight the boss again. Now you are ready to go in. If this is the
first time

you are playing the game the first thing you will probably notice is the monster-tank-like thing. This
is a digi-beetle. Use the arrow keys to navigate. In the right side of the screen is the minimap. You can
press the Select button to zoom in.

Above the minimap is your digi-beetle's status. Its HP (Health Points) and EP (Energy Points) will be displayed
there. EPs are the fuel of your ride if you run out of EP you will be automatically returned to the city and you'd
have to pay a fee for fixing the engine. use EP-Packs to recharge your EP.

Zudokorn: We have arrived. This is the Boot Domain. Stay Alert.
Akira: Yes, I will. I've been training hard for this day!! I'm ready!

On the first floor of this domain is only one enemy fight and you can run away if you want. It would be better
to fight the digimons because that way you will learn the basics of carrying out a battle. Remember that you
can't run from bosses and special encounters.

I suggest battling. This is your first enemy encounter so I will explain how it works. Approach the digimon you
want to fight and the battle will start automatically.

Battle Menus

[Give Orders] This command allows you to control your digital monsters in a battle.
[Cannon] A digi-bettle can have up to three cannons. You wouldn't have to worry about that one because your digibeetle
won't have any when you start the actual game. You'd have to purchase them yourself. Nevetheless, you should be aware
of what they do because if you don't you might end up without a single cannon which is bad because you won't be able
to get more digimons.
Shooter Gun - This cannon is used to fire supportive items such as HP Disks (to recover your digimons health points),
MP Disks, reviving disks and so on. It's the most important cannon and it a must to get one for your digi-beetle if
you want to be able to catch more digimons. You will also need it if you want to be able to destroy Electro Spores
and other obstacles in domains. Read on and you will understand what I mean.

ZCannon - Used to fire offensive items that deal damage to foes.

RC Cannon - Used to fire buffing/debuffing items which can either weaken your opponents or strengthen your digimons.

All cannons except the Shooter Gun can be used in battle only!

[Run Away] Use this to run away from battles. You cannot run away from special encounters such as bosses and in some
cases you might not be able to run away from normal battles depending on the stats of your digimons. The better they
are, the higher the chance to escape a battle from the first try is. If you fail to escape you lose your turn and you
will take damage from the enemy digimons.

You should have no problems defeating these digimons now. Proceed to the next floor when you are done. Make sure you
read everything Zudokorn says, most of the times he will give you useful information about the digital world.

Warping to the next floor

The only way to make progress in a domain is to warp to the next floor. You do this by stepping into a Floor Portal. Be
careful though! Once you have teleported to the next floor there is no way to come back to the previous one.

Boss Time

You can see whether the boss is on a particular floor or not. If it is the boss floor the walls will be different. Domains
are usually longer than that but since this is a training mission they have tried to make it shorter. I won't spoil you
the fun of defeating the boss by yourself. I'm not even going to tell you what enemies you will face now. Here are one or
two tips to aid you in your battle. You may choose to ignore them if you want.

- Use MegaSeadramon's Ice Blast that hits all foes until only one enemy is left standing. (then you continue with something
that targets only one digimon)
- Lillymon's Small HP cure is useful for healing your digimons (only do it if there is really need for it)
- Use Triceramon's Volcanic Strike

Now I assume you have defeated the boss and you are ready to go. Remember to warp through the exit portal or the boss will
be resurrected and the domain won't be cleared. (in this mission you cannot use your Auto Pilot to return to the city
anyway so you should be safe)

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Parts Vendor: For purchasing parts for your Digi-Beetle.
Ammo Vendor: For purchasing ammunition used by cannons.
Digi-Beetle Mechanic: after purchasing a new part for your Digi-Beetle you will need to find a mechanic to install it.
DB Mechanics are also able to upgrade existing parts on your Digi-Beetle.
Item Vendor: Sells ROMs, R-Cannon Ammo, and items good for specific digimons depending on the location of the vendor. If
it is a Golf Hawks Vendor, for example, it will sell items that benefit Vaccine digimons such as HP-ROMs (complete heal)
and gifts used for catching Vaccine type digimons. Usually there are two item vendors in a room. The first one sells the
things mentioned above and the other sells HP & MP Disks that can be used in battle if you have a Shooter Gun.
DNA Digivolve Operator: You can find these in digilabs. They will let you digivolve and DNA Digivolve digimons.

Operators in the labs of a team will only be able to DNA Digivolve specific types of
digimons but those in Device Dome
will let you do this for all three types.

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There are lots of parts you can purchase. They increase the functionality and efficiency
of your Digi-Beetle and help you
get through traps in domains. For instance, in order to remove Land Mines, you need Arm
Parts. To get through damaging
Acid Swamps, you need Tire Parts. Big Rocks and Electro-Spores can be destroyed using a
Missile Gun.

Engine: The HP of your Digi-Beetle depends on this part.
Battery: The EP of your Digi-Beetle depends on this part.
Memory: Sets how much digimon you can have with you in your Digi-Beetle.
Tool Box: Sets the amount of items you can store in your Digi-Beetle.

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To catch a digimon you need gifts. The more gifts you give it, the greater the chance it
will join you will be. At first
you will be only able to catch certain types of digimons because you will only be able to
purchase gifts for the type of
digimon your team specializes in. If you have the gifts in your Digi-Beetle (remember to
always transfer the items from
your server after perchasing them or you won't have them with you), all you have to do is
press the square button to scan
the digimon (to select it) and then X to choose a gift. There are three levels of
affection which will be indicated by a
small, medium or a large heart above the digimon. If you are successful the digimon will
join you after you defeat it in
battle. When fighting multiple digimons the one you defeat last will join you, so have
that in mind!

Gifts have levels that play an important role in the process of catching a digimon. Higher
level gifts produce better
results. The lowest level of gifts are "E" and all above them such as "C" or "B" are
better.

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In the beginning of this game you have to choose a team before you can start with the missions. Your first partner will
be assigned to you according to the team you join. Here is what digimons each team offers.

Gold Hawks: If you join them you will get Agumon. I think this is by far the best choice because a lot of the boss digimons
you will face in the game are Virus type and Vaccine digimons have advantage over Virus type digimons.

Blue Falcons: You get Patamon if you join them.

Black Sword: You get DemiDevimon.


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Did you know that...
Vaccine digimons have the highest speed.
Virus digimons have the highest attack.
Data digimons have the highest defense.

Digimons can't die!
If one or more of the digimons in your digi-line die DO NOT remove them from it or you will lose them forever. If you want
to have them back just return to the city and they will be resurrected.

Hung on Death's secret effect
Everyone knows what Hung on Death makes, it revives a stunned digimon but there is something else you don't know
1. If you use it on a digimon that is not stunned it does full hp recovery to it.
2. It can be used both as a healing technique and invincibility and it is worth trying because Meteormon's invincibility,
for example, requires 20mp as well but it doesn't heal your digimon. So Hung on Death is actually a multi-functional Assist!

Metal Etemon's Banana Slip
When you confuse Metal Etemon it makes Banana Slip to its own party members but instead of assist the sign Attack will
appear on the screen! And one more thing.

Giga Cannon Cannot Be Countered
You cannot counter Giga Cannon even if it is made only once to your digimon!

Max Items
You can have 99 items from one kind max. All the items in the game are 161!

No More Return Bugs
Return bugs cannot invade your digibeetle if your server is full with digimons! (This helped me a lot when I passed Tera
Domain) I just caught a some rookies to full my server!
Tip: Although your server must be full at any moment for this to work, make sure you leave

space in your digibeetle in
case you have to catch a wild digimon on your way. Otherwise you won't be able to even if
you have a Dn-Transfer equipped
on your digi-beetle.

Terra Domain
Although the latin word "terra" which means "earth" is spelled with a double "r" the name
of the domain in the game is
actually Tera Domain and not "Terra Domain" as some people like to spell it.

Worth Taking from Tera Domain
There are 4 ToyPlanes on the 98 floor of Tera Domain. There are some Armor, Speed, Power
and Exp chips on the 99 floor.

Mines
Sometimes when you go through a mine with your digibeetle it damages your machine in such
a way that you are not able to
navigate straight. If this happens your navigational controls will be randomized for a few
seconds and you will have to
find out which buttons allow you to control your digibeetle normally unless you want to go
into more traps while wandering
aimlessly. To do that just hold down the R1 button. This is something like a handbrake and
allows you to spin around
without moving your digibeetle. Now you can experiment with the directional keys until you
figure out how to go straight
again. The effect of the mine wears out shortly but it's enough for some of the worst
things to happen.

Walking Diagonally
You can navigate your digi-beetle diagonally but the digimons in the domains can't do it.
Take advantage of that ;)

DNA Digivolution
If you DNA Digivolve two of the same digimon you will get its rookie form. For example:
Greymon + Greymon = Agumon

Specialty Floors
I have noticed that if a digimon you see in a domain is standing on its specialty floor
then it can't move out of it. This
is useful when you are trying to catch a digimon or when you just want to avoid some
battles.

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In this game there are three digimons you can obtain in a special way. You need a
particular digimon with 20 Digivolution
Points.

Omnimon: In order to get this digimon you will have to raise a MetalGreymon with 20 DP to a mega form. If it has the needed
DPs it will digivolve into Omnimon, instead of digivolving into WarGreymon. Omnimon's tech is Trancend Sword and it causes
paralization.

Diaboromon: You need to raise an Okuwamon with 20 DP to its mega form. Diaboromon has Inferno Missles and it hits all foes.
*Note: this attack does not have any status effect.

Baihumon: You need to raise Meteormon to a mega form (20DP).His tech is Kongou and it makes invincibility status to one of
your digimons. The effect of this assist dissapears only if you the digimon given invincibility status attacks.

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Digivolution plays an important role in this game. It is the process of advancing from one state to another, making your
digimon stronger and allowing it to learn more techniques. Not all digimons can become Megas or Ultimates though but those
are exceptions and you won't see many of them. To digivolve a digimon you will need to visit the digi lab in a town.

Champion - A rookie digimon can digivolve to the Champion stage after level 11.
Ultimate - A champion digimon can digivolve to a Ultimate at level 21 or above.
Mega - A ultimate can igivolve to a Mega at level 31 or more.

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If you DNA Digivolve two of the same digimon you will get its rookie form. For example:
Greymon + Greymon = Agumon
I am not going to tell you all the results from the DNA-Digivolving. Instead of that I will try to teach you how to do it
correctly. It will be more interesting if you learn the results by yourself.

There is a level limit for each stage of digimon. For rookies it is usually 13. You will know your digimon has reached the
max level when there is nothing else in the EXP gauge other than 99999999999.

To continue your digimon's development you will have to DNA Digivolve it with another digimon. To help you out with
determining the max level it will have as a chamption after the DNA Digivolution I will show you a few formulas used to
calculate this. They are easy to understand and are useful if you are one of those people making plans on how to raise
their digimons.

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Maximum Level Calculation:


To calculate the estimated maximum level after a DNA Digivolution do the following. See
the level of the digimon with the
higher level from the two. Then take the second digimon's level (the lower level) and
divide it by five (rounded down).
Add the number you got after dividing it to the level of the first digimon and that's the
max level the "newborn" digimon
will be able to reach.


Example:


A level 15 digimon + a level 17 digimon. Digimon's Max Level = 17 + 15/5 = 17 + 3 = 20.


Digimon's Level & Types After DNA Digivolution:
Champion + Champion = Rookie
Ultimate + Champion = Rookie
Ultimate + Ultimate = Champion
Mega + Champion = Rookie
Mega + Ultimate = Champion
Mega + Mega = Ultimate

Vaccine + Vaccine = Vaccine
Data + Data = Data
Data + Vaccine = Data
Virus + Virus = Virus
Virus + Data = Virus
Virus + Vaccine = Vaccine




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