

Digimon World 3 FAQ/Walkthrough

by Rad281

Updated to v1.0 on Jul 22, 2002

=====

=====

D I G I M O N W O R L D 3 F A Q v 1 . 0

=====

=====

DIGIMON WORLD 2 FAQ v1.0
for the Sony Playstation (English version)
by DarkAges<devendrand@aol.com>

TABLE OF CONTENTS - DIGIMON WORLD 3 FAQ

1. REVISION HISTORY
2. WALKTHROUGH
3. DIGIVOLVE LIST

1. REVISION HISTORY

VERSION 1.1 (July 22, 2002)

- FINISHED BASIC DIGIVOLUTIONS AND SOME OTHERS
- MADE WALKTHROUGH FOR FIRST BADGE

VERSION 1.0 (June 28, 2002)

- MADE WALKTHROUGH FOR FIRST BOSS
- STARTED ON DIGIVOLVE LIST

=====

=====

2. WALKTHROUGH

=====

=====

After a long talk you are in the digiworld. Talk to the ladies at the counter to get your digimon. After that you will leave the room and enter Asuka City.

You will enter in a battle with Tamer Genji. This is a small battle. You will be able to take out the Kuwagamon with one tech unless you have Kumamon. If you do then switch to Patamon or Guilmon and then use a tech.

After the battle you will be in the digimon lab. Talk to the two ladies behind the counter to get useful information on how to raise your digimon. Then head over to the old guy. He can change what digivolve you have selected and can also load techniques. You can also see a chart listing all the digivolutions a single digimon has learned.

After talking to the people leave. Head over to the Asuka Inn. Rest if you need to then take the ladder down. Head down to enter the Underground Path. Then head left and exit the path. There should be two shops you see. The one most right is the Yellow Cruiser. Enter and talk to Divermon. He will tell you about card battle and give you a folder. Talk to both of Divermon's assistants. They will teach you everything you need to know. You can't card battle yet so leave. Head back to the Inn using the way you came.

To the left of the Inn is a shop. In the shop is an armory, a pawn shop, and an item shop. Visit the item shop. Buy as many power charges as you can and leave. Power Charges are a very useful thing so you can never have too many.

Head south until you reach Central Park. Central Park is a good place to begin training, but it isn't very useful past that. Train your digimon to lvl 3. Now you can cardbattle. If you want to cardbattle then head back to the Yellow Cruiser where some easy opponents wait. Take them out twice each and edit your folder to fit your needs. Battle until you have a good folder and then head back to Central Park.

Head right and enter Wire Forest Entrance. Continue past West Wire Forest and battle any digimon you see. If you get weak use a power charge and if you run out of

charges refill.

Once you are in East Wire Forest then head right until you see a crossroads sign. Head south. You'll see an Inn. Heal here and then train by the Inn until all your digimon are at lvl 5. Then set the battle digivolve for your digimon.

After you have champions head north at the crossroads sign. Once you reach high ground head right. You can choose whether to card battle the guy in the suit. Head south when you are forced to and enter Protocol Forest. Train here until your champions learn a technique. Once they do train them until they can take out a Dokugemon in one hit. Once they can head back to the crossroads sign and right to Wind Prairie. Head up the first ramp to Seiryu City. Talk to the citizens and stock up on power charges. Also, save your game here. Head back to Protocol after you hear that the leader is not in town. Navigate your way through the big clump of trees and head north into Protocol Ruins.

See if you have any trouble with the digimon in the Ruins. If you do then you need to train more. Other wise head right at the entrance and take the path up to Pharomon. Fight him. He is a very tough early boss. He has a lot of health and power but your champions' techs should take him out. Don't worry if you lose a digimon in the battle; just give them any remaining power charges that you have after the battle. After you beat Pharomon he will give you a staff. Renamon can do wonders with this thing. Otherwise just sell it.

After beating Pharomon you should jump off the only jumpable ledge and navigate your way through the tunnel to emerge on the other side. Follow the path and you'll run into the Seiryu Leader! Talk to him and he says he doesn't want to fight weaklings and so you must prove your digimon's power by beating M. Tyrannomon in Tyranno Valley. If you thought Pharomon was tough this guy is vicious! Jump off the ledge and exit the ruins. Exit the forest and heal and save at the Forest Inn. Head to Wind Prairie and then to Kicking Forest. Head up the first ladder you see and then any other ladder you see after that. You'll enter Tyranno Valley. Train here until your champions are at least at skill level 12. Then head up the tallest ladder, head left and up, left again, and then make a u turn right. Head up the ladder and get ready to take on Master Tyrannomon! A Kyubimon with Ice Blast or a Renamon's Diamond Storm can sufficiently weaken M. Tyrannomon. A Kyubimon with Ice Blast can probably take him out with two hits but you'll probably lose the Renamon. If you got the maniac pack then lead with Grizzmon, back him

up with Growlmon and finish the job with Angemon.

After beating M. Tyrannomon he will give you an old claw. This claw is great for Guilmon or Agumon and it is also your ticket to fight the Seiryu Leader. Head back to Wind Prairie and head back to Seiryu City. You'll hear the leader is back in town and you'll see his digmon all over the place. Heal, buy power charges and then head to Seiryu Tower and then head up the stairs and head down. You'll come out onto a balcony. The Seiryu Leader is in front of you. Talk to him to start the battle. Seiryu Leader is not as tough as M. Tyrannomon. His Minotaurmon is pretty strong but get past that and its easy sailing! Once you get the badge save, heal and train. You have a mystery guest waiting for you in Asuka City.

=====
=====

3. DIGIVOLVE LIST

=====
=====

Kotemon

Champions:

NAME	CONDITIONS
Dinohumon	Kotemon lvl 5

Ultimates:

NAME	CONDITIONS
Kyukimon	Kotemon lvl 20

Megas:

NAME	CONDITIONS
------	------------

GuardiAngemon	Kotemon lvl 40
---------------	----------------

Renamon

Champions:

NAME	CONDITIONS
Kyubimon	Renamon lvl 5

Ultimates:

NAME	CONDITIONS
Toamon	Renamon lvl 20
Angewomon	Kyubimon lvl 30
Paildramon	Exveemon and Stingmon lvl 5

Megas:

NAME	CONDITIONS
Sakuyamon	Renamon lvl 40
Imperialdramon	Paildramon lvl 60
Imperialdramon FM	Imperialdramon lvl 99
Imperialdramon PM	Imperialdramon FM lvl 99

Patamon

Champions:

NAME	CONDITIONS
Angemon	Patamon lvl 5

Ultimate:

NAME	CONDITIONS
MagnaAngemon	Patamon lvl 20

Mega:

NAME	CONDITIONS
Seraphimon	Patamon lvl 40

Monmon

Champion:

NAME	CONDITIONS
Hookmon	Monmon lvl 5

Ultimate:

NAME	CONDITIONS
Armormon	Monmon lvl 20

Mega :

NAME	CONDITIONS
Cannondramon	Monmon lvl 40

Agumon

Champion:

NAME	CONDITIONS
Greymon	Agumon lvl 5
Growlmon	Greymon lvl 20

Ultimate:

NAME	CONDITONS
MetalGreymon	Agumon lvl 20
SkullGreymon	Greymon lvl 50 Dark:250

Mega :

NAME	CONDITIONS
WarGreymon	Agumon lvl 40
BKWarGreymon	SkullGreymon lvl 99

Kumamon

Champion:

NAME	CONDITIONS
Grizzmon	Kumamon lvl 5
Kyubimon	Grizzmon lvl 20

Ultimates:

NAME	CONDITIONS
GrapLeomon	Kumamon lvl 20
Digitamamon	Grizzmon lvl 40

Mega:

NAME	CONDITIONS
Marsmon	Kumamon lvl 40

Guilmon

Champion:

NAME	CONDITIONS
Growlmon	Guilmon lvl 5

Ultimate:

NAME	CONDITIONS
WarGrowlmon	Guilmon lvl 20

Mega :

NAME	CONDITIONS
Gallantmon	Guilmon lvl 40

This document is copyright Rad281 and hosted by VGM with permission.