

Digimon World 3 Patch Code Generation Guide (PAL)

by LupusSaturnus

Updated to v2.2 on Aug 12, 2014

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|           Digimon World 3 Cheat Code Guide           |  
|                                     PAL v2.2          |  
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This document is the PAL version of my very first guide ever, the Digimon World 3 Cheat Code Guide. Since the memory locations are different for the two different versions of the game, and some people only have the PAL version (namely one Toshi who asked me for help), this twin guide was born. If you've seen the NTSC version you'll notice it's identical except for the addresses themselves. Basically I was lazy and used QBasic to make the changes for me. Everything should work fine, but if not please send me an email letting me know what didn't.

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=====

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----[absolutely nothing!]----

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=====
= Stuff to Know                                         = dmw3.stk =
=====

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Address is an 8-character hexadecimal string. This is the memory location holding the QUANTITY of a specific item. For example, if you wanted to have 15 Super Novas, you would create a cheat code like this: "80048E27 000F" - 80048E27 being the memory address telling the game how many Super Novas you have.

The Val. field is only used when a Digimon is equipped with that item. If for some bizarre reason you wanted Agumon to be holding a Seiryu Badge in his left hand, you would set the equipment slot for his left hand to 0009. (If you then unequipped the badge, the game would add 1 to however many Seiryu Badges you're carrying.) This guide does not list any of the Digimon digivolution stuff (ie, Veemon's Stingmon skill levels, or any of his techs) because there's like 44 x 20 x 8 addresses. It's quite a large list.

The Equip field lists all the Digimon who can equip that item, if applicable:

A = Agumon	M = Monmon
G = Guilmon	P = Patamon
o = Kotemon	R = Renamon
u = Kumamon	V = Veemon

The Parameters are all abbreviated as follows:

Str = Strength	
Def = Defense	**Tolerances are listed as just the
Spr = Spirit	**name of the element. I'm pointing
Wis = Wisdom	**these out just in case. :P
Spd = Speed	
Chr = Charisma	

The Extra field lists any special attributes the item has aside from what's listed in the other fields. This part isn't quite finished - only parameter changes are listed here, if a weapon poisons or drains HP or anything like that, this doc doesn't tell you. (Yet.)

=====

= Important Items: Misc = dmw3.k01 =

=====

Val.	Address	Name	Description
0001	30048DB1	Balanced Pack	Set: Kotemon, Renamon, Patamon.
0002	30048DB2	Powerful Pack	Set: Monmon, Agumon, Renamon.
0003	30048DB3	Maniac Pack	Set: Kumamon, Guilmon, Patamon.
0004	30048DB4	Tree Boots	Item to kick the "Kicking Tree."
0005	30048DB5	Fishing Pole	Item for fishing by the water.
0010	30048DC0	DE Sincerity	Item to call Submarinemon.
0011	30048DC1	DE Knowledge	Item to call Digmon.
0009	30048DB9	Seiryu Badge	Badge from Seiryu leader.
000A	30048DBA	Suzaku Badge	Badge from Suzaku leader.
000B	30048DBB	Byakko Badge	Badge from Byakko leader.
000C	30048DBC	Genbu Badge	Badge from Genbu Leader.
0007	30048DB7	Red Snapper	Item for fishing pole.
000D	30048DBD	Smelly Herb	Zanbamon hates this smell.
000E	30048DBE	TNT Chip	Needed to destroy shrine's wall.
000F	30048DBF	Agumon Suit	Disguise into Agumon.
0015	30048DC5	Sepik Mask	Mask that Sepikmon lost.
018D	30048F3D	Etemon's Mike	Amaterasu Etemon's mike.
0190	30048F40	Recovery CD 3	Program for fixing Digimon Online.
0192	30048F42	Folder Bag	Bag that can fit 3 Card Folders.
0008	30048DB8	El Dorado ID	Use to enter a certain store.
018C	30048F3C	Crony ID	A.o.A low-life Trooper ID pass.
018E	30048F3E	Blue Card	Card used to get on the gondola.
018F	30048F3F	Blue Card	Card used to get on the gondola?
0191	30048F41	Staff Pass	Asuka DO staff ID.
0016	30048DC6	Blue ID Pass	A.o.A Qing Long Chief.
0017	30048DC7	Red ID Pass	A.o.A Zhu Que Chief.
0018	30048DC8	White ID Pass	A.o.A Bai Hu Chief.
0019	30048DC9	Black ID Pass	A.o.A Xuen Wu Chief.
001A	30048DCA	Seiryu Tag	[blank]
001B	30048DCB	Suzaku Tag	[blank]
001C	30048DCC	Byakko Tag	[blank]
001D	30048DCD	Genbu Tag	[blank]
001E	30048DCE	Qing Long Tag	[blank]
001F	30048DCF	Zhu Que Tag	[blank]
0020	30048DD0	Bai Hu Tag	[blank]
0021	30048DD1	Xuan Wu Tag	[blank]
0012	30048DC2	Asuka Trophy	Asuka Server Duel King symbol.
0014	30048DC4	Sun Trophy	Amaterasu Server Duel King symbol.
0024	30048DD4	World Champ	[blank]
0025	30048DD5	Asuka Medal	[blank]
0028	30048DD8	Silver ID	Rank 2 training ticket.
0029	30048DD9	Gold ID	Rank 3 training ticket.

002A 30048DDA Platinum ID Rank 4 training ticket.

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= Important Items: DDNA = dmw3.k02 =

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Val.	Address	Name	Description
0006	30048DB6	Agumon DDNA	Agumon's digital DNA.
0013	30048DC3	Kotemon DDNA	Monmon's digital DNA.
0022	30048DD2	Guilmon DDNA	Guilmon's digital DNA.
0023	30048DD3	Veemon DDNA	Veemon's digital DNA.
0026	30048DD6	Renamon DDNA	Renamon's digital DNA.
0027	30048DD7	Patamon DDNA	Patamon's digital DNA.
0168	30048F18	Monmon DDNA	Monmon's digital DNA.
018B	30048F3B	Kumamon DDNA	Kumamon's digital DNA.

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= HP Recovery = dmw3.i01 =

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Val.	Address	Name	Description
002B	30048DDB	Power Charge	Heal HP by 500
002C	30048DDC	Super Charge	Heal HP by 2000
002D	30048DDD	Ultra Charge	Heal HP by 5000
002E	30048DDE	Max Charge	Heal HP to maximum.

=====

= Parameter Upgrade Chips = dmw3.i02 =

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Val.	Address	Name	Description
002F	30048DDF	HP Chip	Increase maximum HP.
0030	30048DE0	MP Chip	Increase maximum MP.
0031	30048DE1	Power Chip	Increase strength.
0032	30048DE2	Armor Chip	Increase defense.
0033	30048DE3	Mind Chip	Increase spirit.
0034	30048DE4	Wisdom Chip	Increase wisdom.
0035	30048DE5	Boost Chip	Increase speed.
3306	30048DE6	Charisma Chip	Increase charisma.
0037	30048DE7	Fire Chip	Increase fire tolerance.
0038	30048DE8	Water Chip	Increase water tolerance.
0039	30048DE9	Ice Chip	Increase ice tolerance.
003A	30048DEA	Wind Chip	Increase wind tolerance.
003B	30048DEB	Thunder Chip	Increase thunder tolerance.
003C	30048DEC	Metal Chip	Increase machine tolerance.
003D	30048DED	Devil Chip	Increase dark tolerance.
003E	30048DEE	Train Chip 1	Increase TP by 1.
003F	30048DEF	Train Chip 2	Increase TP by 2.
0040	30048DF0	Train Chip 3	Increase TP by 3.
0041	30048DF1	Train Chip V	Increase TP by 5.

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= Combat: Recovery Items = dmw3.i03 =

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Val.	Address	Name	Description
0042	30048DF2	Antidote Disk	Heal poison during battle.
0043	30048DF3	Revive Disk	Heal paralysis during battle.
0044	30048DF4	Sober Disk	Heal confusion during battle.
0045	30048DF5	Energy Disk	Heal all ailments during battle.
0046	30048DF6	Life Disk	Revive fallen allies.
0047	30048DF7	Life Plug	Heal HP and MP by half.
0048	30048DF8	Mach Plug	Temp: speed up
0049	30048DF9	Power Plug	Temp: strength up, defense down.

004A 30048DFA Guard Plug Temp: defense up, strength down.
004B 30048DFB Aura Plug Increase special effect attack.
004C 30048DFC DV Plug Increase blast gauge.

=====
= Combat: Field Generators = dmw3.i04 =
=====

Val.	Address	Name	Description
004D	30048DFD	Flame Field	Generate a fire field.
004E	30048DFE	Water Field	Generate a water field.
004F	30048DFE	Ice Field	Generate an ice field.
0050	30048E00	Wind Field	Generate a wind field.
0051	30048E01	Thunder Field	Generate a thunder field.
0052	30048E02	Machine Field	Generate a machine field.
0053	30048E03	Dark Field	Generate a dark field.
0054	30048E04	Unknown Field	Generate a random field.

=====
= Combat: Misc. Offensive = dmw3.i05 =
=====

Val.	Address	Name	Description
0055	30048E05	Crimson Cable	Absorb enemy's HP.
0056	30048E06	Chaos Wave	Sometimes even confuse an ally.
0057	30048E07	Charm Gas	Enemy's defense down, strength up.
0058	30048E08	Cursed Puppet	Lower enemy defense & strength.
0059	30048E09	Spider Web	Spider web hinders movement.
005A	30048E0A	TNT Ball	Fire damage caused by gunpwder block.

=====
= Card Game Booster Packs = dmw3.i06 =
=====

Val.	Address	Name
005B	30048E0B	Booster 01a
0169	30048F19	Booster 02a
016A	30048F1A	Booster 03a
016B	30048F1B	Booster 04a
016C	30048F1C	Booster 05a
016D	30048F1D	Booster 06a
016E	30048F1E	Booster 07a
016F	30048F1F	Booster 08a
0170	30048F20	Booster 09a
0171	30048F21	Booster 10a
0172	30048F22	Booster 11a
0173	30048F23	Booster 12a
0174	30048F24	Booster 13a
0175	30048F25	Booster 14a
0176	30048F26	Booster 15a
0177	30048F27	Booster 1b
0178	30048F28	Booster 2b
0179	30048F29	Booster 3b
017A	30048F2A	Booster 4b
017B	30048F2B	Booster 5b
017C	30048F2C	Booster 6b
017D	30048F2D	Booster 7b
017E	30048F2E	Booster 8b
017F	30048F2F	Booster 9b
0180	30048F30	Booster 10b
0181	30048F31	Booster 11b
0182	30048F32	Booster 12b
0183	30048F33	Booster 13b

0184 30048F34 Booster 14b
 0185 30048F35 Booster 15b
 0186 30048F36 R-Booster 01
 0187 30048F37 R-Booster 02
 0188 30048F38 R-Booster 03
 0189 30048F39 R-Booster 04
 018A 30048F3A R-Booster 05

=====

= Weapons: Katanas = dmw3.w01 =

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Val.	Address	Name	Equip	Str	Chr	Extra
005C	30048E0C	Short Sword	--o-----	14	15	
005D	30048E0D	Zanden Sword	--o-----	26	20	
005E	30048E0E	Crimson Blade	--o-----	50	26	
005F	30048E0F	Mighty Blade	--o-----	74	30	
0060	30048E10	Shiratorimaru	--o-----	100	41	
0061	30048E11	Shine Blade	--o-----	116	50	Wis +7
0062	30048E12	Ronin Blade	--o-----	120	55	
0063	30048E13	Onimaru	--o-----	130	54	
0064	30048E14	Tenjinmaru	--o-----	140	56	
0065	30048E15	Fuujin Blade	--o-----	150	58	Def +5, Spd +5
0066	30048E16	Rusty Katana	--o-----	20	30	
0067	30048E17	Kotetsu	--o-----	60	40	
0068	30048E18	Masamune	--o-----	100	50	
0069	30048E19	Muramasa	--o-----	160	60	

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= Weapons: Gloves = dmw3.w02 =

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Val.	Address	Name	Equip	Str	Chr	Extra
006A	30048E1A	Leather Glove	---u----	12	15	
006B	30048E1B	Cat Glove	---u----	24	18	
006C	30048E1C	Iron Glove	---u----	46	25	
006D	30048E1D	Needle Glove	---u----	68	31	
006E	30048E1E	Power Arm	---u----	90	40	Def +5
006F	30048E1F	Tiger Glove	---u----	110	52	
0070	30048E20	Wild Glove	---u----	130	55	Def +8
0071	30048E21	Kaiser Fist	---u----	150	54	
0072	30048E22	Tempest Arm	---u----	160	56	Def +10
0073	30048E23	Raijin Fist	---u----	180	58	
0074	30048E24	Rusty Glove	---u----	20	30	
0075	30048E25	Zodiac	---u----	60	40	
0076	30048E26	Prominence	---u----	140	50	
0077	30048E27	Super Nova	---u----	200	60	

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= Weapons: Firearms = dmw3.w03 =

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Val.	Address	Name	Equip	Str	Chr	Extra
0078	30048E28	Handgun	----M---	100	30	
0079	30048E29	Machinegun	----M---	114	35	
007A	30048E2A	Shotgun	----M---	120	39	
007B	30048E2B	Psycho Blaster	----M---	140	50	Spr -5
007C	30048E2C	Sniper Cannon	----M---	144	55	
007D	30048E2D	Cluster Cannon	----M---	150	54	
007E	30048E2E	Laser Cannon	----M---	160	56	
007F	30048E2F	Suijin Cannon	----M---	170	58	
0080	30048E30	Rusty Rifle	----M---	20	30	
0081	30048E31	Justice	----M---	60	40	

0082 30048E32 Judgement ----M--- 120 50
 0083 30048E33 Punishment ----M--- 180 60

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= Weapons: Rods = dmw3.w04 =

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Val.	Address	Name	Equip	Str	Spr	Chr	Extra
0084	30048E34	Wooden Rod	-----PR-	40	3	30	
0085	30048E35	Magician Rod	-----PR-	54	5	37	
0086	30048E36	Bone Rod	-----PR-	60	7	39	
0087	30048E37	Misty Rod	-----PR-	80	10	51	
0088	30048E38	Divine Rod	-----P--	84	--	55	Wis +12
0089	30048E39	Yin Yang Wand	-----R-	84	--	55	Spr +12
008A	30048E3A	Khakkhara	-----PR-	90	14	54	
008B	30048E3B	Crystal Rod	-----PR-	100	16	56	
008C	30048E3C	Millenium	-----PR-	110	20	58	
008D	30048E3D	Old Wand	-----PR-	12	6	30	
008E	30048E3E	Twinkle	-----PR-	36	12	40	
008F	30048E3F	Immaculate	-----PR-	74	18	50	
0090	30048E40	Eternally	-----PR-	120	24	60	

=====

= Weapons: Claws = dmw3.w05 =

=====

Val.	Address	Name	Equip	Str	Chr	Extra
0091	30048E41	Wolf Fang	AG-----V	74	30	
0092	30048E42	Ghost Fang	AG-----V	94	34	
0093	30048E43	Cerberus Fang	AG-----V	100	43	
0094	30048E44	Evil Fang	AG-----V	116	50	
0095	30048E45	Hazard Fang	-G-----	120	55	
0096	30048E46	Saber Fang	AG-----V	100	54	
0097	30048E47	Venom Fang	AG-----V	140	56	
0098	30048E48	Belial Fang	AG-----V	150	58	
0099	30048E49	Old Claw	AG-----V	20	30	
009A	30048E4A	Vanquish	AG-----V	60	40	
009B	30048E4B	Destruction	AG-----V	100	50	
009C	30048E4C	Invincible	AG-----V	160	60	

=====

= Weapons: Swords = dmw3.w06 =

=====

Val.	Address	Name	Equip	Str	Chr	Extra
009D	30048E4D	Dagger	AGouMPRV	10	15	
009E	30048E4E	Shishioumaru	AGouMPRV	20	22	
009F	30048E4F	Long Sword	--o-----	40	25	
00A0	30048E50	Shamshir	AGo----V	60	33	
00A1	30048E51	Wing Sword	AGo----V	80	42	Spd +5
00A2	30048E52	Kulon Sword	--o-----	100	49	
00A3	30048E53	Brave Sword	A-----	110	55	
00A4	30048E54	Excalibur	AGo----V	120	54	
00A5	30048E55	Grey Sword	AGo----V	130	56	
00A6	30048E56	Fenrir Sword	--o-----	140	58	Spd +10

=====

= Weapons: Polearms = dmw3.w07 =

=====

Val.	Address	Name	Equip	Str	Chr	Extra
00A7	30048E57	Bamboo Spear	-----PR-	8	10	
00A8	30048E58	Spear	-----PR-	16	16	
00A9	30048E59	Fairy Tale	-----PR-	34	23	

00AA	30048E5A	Partisan	-----PR-	50	25
00AB	30048E5B	Divine Lance	-----PR-	70	34
00AC	30048E5C	Trent	-----PR-	90	44
00AD	30048E5D	Vampire Lance	-----PR-	100	50
00AE	30048E5E	Royal Spear	-G---PR-	120	52
00AF	30048E5F	Orochi Spear	-----PR-	130	54

=====

= Weapons: 2-Handed Swords = dmw3.w08 =

=====

Val.	Address	Name	Equip	Str	Chr	Extra
00B0	30048E60	Claymore	AGo----V	220	60	
00B1	30048E61	Chain Saw	AGo----V	276	72	
00B2	30048E62	Zweihander	AGo----V	292	90	
00B3	30048E63	Flamberge	AGo----V	352	104	
00B4	30048E64	Rock Breaker	AGo----V	408	108	
00B5	30048E65	Atlas Buster	AGo----V	464	112	
00B6	30048E66	Gulf Sword	AGo----V	520	116	

=====

= Weapons: 2-Handed Polearms = dmw3.w09 =

=====

Val.	Address	Name	Equip	Str	Chr	Extra
00B7	30048E67	Halberd	----M-R-	184	50	
00B8	30048E68	Naginata	----M-R-	224	58	
00B9	30048E69	Berdys	----M-R-	240	70	
00BA	30048E6A	Soul Chopper	----M-R-	280	96	
00BB	30048E6B	Ryuuzanmaru	----M-R-	380	100	
00BC	30048E6C	Gaea Halberd	----M-R-	420	104	
00BD	30048E6D	Omega Halberd	----M-R-	448	108	

=====

= Weapons: 2-Handed Firearms = dmw3.w10 =

=====

Val.	Address	Name	Equip	Str	Chr	Extra
00BE	30048E6E	Long Bow	----M---	52	20	
00BF	30048E6F	Shuriken	----M---	96	38	
00C0	30048E70	Crossbow	----M---	160	40	
00C1	30048E71	Angel Bow	----M---	220	52	
00C2	30048E72	Raven Bow	----M---	292	72	
00C3	30048E73	Lightning Bow	----M---	352	90	Spd +16
00C4	30048E74	Seraphic Bow	----M---	408	100	
00C5	30048E75	Garuru Cannon	----M---	464	104	
00C6	30048E76	Positron Cannon	----M---	520	108	

=====

= Weapons: Defensive Weapons = dmw3.w11 =

=====

Val.	Address	Name	Equip	Str	Def	Chr	Extra
00C7	30048E77	Mini Guard	AG---P-V	46	8	25	
00C8	30048E78	Pulse Guard	AG---P-V	60	10	30	
00C9	30048E79	Metal Guard	AG---P-V	66	12	35	
00CA	30048E7A	Mighty Guard	AG---P-V	86	14	44	
00CB	30048E7B	Dramon Guard	-----V	92	16	55	
00CC	30048E7C	Mach Guard	AG---P-V	100	18	50	
00CD	30048E7D	Mega Guard	AG---P-V	110	20	52	
00CE	30048E7E	Deus Guard	AG---P-V	120	24	54	

=====

= Armor: Offensive Headgear = dmw3.a01 =


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Val.	Address	Name	Equip	Str	Def	Chr	Extra
00CF	30048E7F	Metal Horn	AG-----V	50	4	30	
00D0	30048E80	Drill Horn	AG-----V	66	5	37	Wis -1
00D1	30048E81	Kabuteri Horn	AG-----V	70	6	41	Wis -2
00D2	30048E82	Shock Horn	AG-----V	90	7	49	Wis -3
00D3	30048E83	Dramon Horn	-----V	100	8	55	
00D4	30048E84	Scissor Horn	AG-----V	110	9	54	Wis -4
00D5	30048E85	Trihorn	AG-----V	120	10	56	Wis -5
00D6	30048E86	Glorious Horn	AG-----V	130	12	58	

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=====
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= Armor: Hats = dmw3.a02 =

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=====
```

Val.	Address	Name	Equip	Def	Chr	Extra
00D7	30048E87	Bandanna	AGouMPRV	4	10	
00D8	30048E88	Sun Visor	AGouMPRV	7	16	
00D9	30048E89	Baseball Cap	AGouMPRV	10	20	
00DA	30048E8A	School Cap	AGouMPRV	13	24	Wis +7
00DB	30048E8B	Wool Cap	AGouMPRV	16	28	Ice +10
00DC	30048E8C	Kung Fu Cap	AGouMPRV	19	34	Spd +8
00DD	30048E8D	Yin Yang Hat	-----R-	22	50	Spr +6
00DE	30048E8E	Sniper Goggle	----M---	23	50	
00DF	30048E8F	Night Vision	---uM---	24	40	Dark +10
00E0	30048E90	Beret	---uMPR-	24	46	Wis +10
00E1	30048E91	Red Cap	---uMPR-	27	50	Spr +8

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= Armor: Crowns = dmw3.a03 =

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=====
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Val.	Address	Name	Equip	Def	Chr	Extra
00E2	30048E92	Ribbon	AGouMPRV	5	10	
00E3	30048E93	Cat Ears	AGouMPRV	8	15	
00E4	30048E94	Headband	AGo----V	12	18	Spr +5
00E5	30048E95	Mythril Crown	-----PR-	14	27	
00E6	30048E96	Magical Crown	-----PR-	18	30	
00E7	30048E97	Shaman Mask	---uMPR-	20	36	
00E8	30048E98	Divine Crown	-----P--	24	50	
00E9	30048E99	Angel Ring	-----PR-	26	40	
00EA	30048E9A	Royal Crown	---uMPR-	29	46	
00EB	30048E9B	Goddess Crown	-----PR-	33	50	

```
=====
```

= Armor: Helmets = dmw3.a04 =

```
=====
```

Val.	Address	Name	Equip	Def	Chr	Extra
00EC	30048E9C	Hide Helmet	AGouMPRV	6	15	
00ED	30048E9D	Tin Helmet	AGouMPRV	9	20	
00EE	30048E9E	Iron Helmet	AGo----V	15	25	
00EF	30048E9F	Knight Helmet	AGo----V	18	30	
00F0	30048EA0	Wing Helmet	AGouM--V	19	36	Wind +10
00F1	30048EA1	Kulon Helmet	AGo----V	24	39	Machine +5
00F2	30048EA2	Wild Helmet	---u----	27	55	
00F3	30048EA3	Ronin Helmet	--o-----	28	55	
00F4	30048EA4	Brave Helmet	A-----	28	55	
00F5	30048EA5	Hazard Helmet	-G-----	27	55	
00F6	30048EA6	D-Tama Helmet	AGouM--V	29	45	
00F7	30048EA7	Matrix Helmet	AGo----V	34	52	
00F8	30048EA8	Mugen Helmet	AGo----V	39	55	

=====

= Armor: Light Armor = dmw3.a05 =

=====

Val.	Address	Name	Equip	Def	Chr	Extra
00F9	30048EA9	Leather Coat	AGouMPRV	5	15	
00FA	30048EAA	Gym Suit	--ouM-R-	10	19	
00FB	30048EAB	Priest Robe	---uMPR-	14	26	Wis +5
00FC	30048EAC	Rubber Suit	--ouM-R-	18	30	Thunder +8
00FD	30048EAD	Dark Cloak	AGouMPRV	21	37	Dark +10
00FE	30048EAE	Down Jacket	---uMPR-	25	39	Ice +10
00FF	30048EAF	Divine Robe	-----P--	27	55	
0100	30048EB0	Sniper Suit	----M---	28	55	
0101	30048EB1	Yin Yang Suit	-----R-	27	55	
0102	30048EB2	Wild Suit	---u----	28	55	
0103	30048EB3	Body Armor	---uMPR-	30	44	Machine +10
0104	30048EB4	Mirage Robe	---uMPR-	35	50	
0105	30048EB5	King's Mantle	---uMPR-	40	55	

=====

= Armor: Heavy Armor = dmw3.a06 =

=====

Val.	Address	Name	Equip	Def	Chr	Extra
0106	30048EB6	Leather Mail	AGouMPRV	8	10	
0107	30048EB7	Tin Mail	AGouMPRV	12	15	
0108	30048EB8	Iron Armor	AGo----V	18	20	
0109	30048EB9	Digitama Mail	AGouMPRV	20	24	
010A	30048EBA	Dark Armor	AGo----V	25	31	Dark +7
010B	30048EBB	Kulon Armor	AGo----V	30	34	Machine +8
010C	30048EBC	Dramon Armor	-----V	39	50	
010D	30048EBD	Ronin Armor	--o-----	38	50	
010E	30048EBE	Hazard Armor	-G-----	37	50	
010F	30048EBF	Brave Armor	A-----	38	50	
0110	30048EC0	Beam Armor	AGouMPRV	34	42	Fire +10
0111	30048EC1	Misty Armor	AGo----V	44	45	
0112	30048EC2	Crimson Mail	AGo----V	48	50	

=====

= Armor: Shields = dmw3.a07 =

=====

Val.	Address	Name	Equip	Def	Chr	Extra
0113	30048EC3	Buckler	AGouMPRV	7	10	
0114	30048EC4	Tin Shield	AGouMPRV	10	15	
0115	30048EC5	Iron Shield	AGo----V	15	20	
0116	30048EC6	Knight Shield	AGo----V	18	25	
0117	30048EC7	Guard Barrier	---uMPR-	22	28	
0118	30048EC8	Kulon Shield	AGo----V	25	34	Machine +7
0119	30048EC9	Divine Barrier	-----P--	28	45	Dark +10
011A	30048ECA	Sniper Shield	----M---	29	45	
011B	30048ECB	Yin Yang Ward	-----R-	27	45	Spr +10
011C	30048ECC	Ronin Shield	--o-----	30	45	
011D	30048ECD	Wild Shield	---u----	29	45	
011E	30048ECE	Brave Shield	A-----	30	45	
011F	30048ECF	Hazard Shield	-G-----	28	45	
0120	30048ED0	Dramon Shield	-----V	30	45	
0121	30048ED1	Beam Shield	AGouMPRV	28	42	Fire +8
0122	30048ED2	High Security	---uMPR-	35	45	
0123	30048ED3	Apocalypse	AGo----V	40	50	

=====

= Accessories: Jewelry (Parameter/Tol./Resistances) = dmw3.o01 =

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=====
Val. Address      Name              Effects
0124 30048ED4 Power Gem        Str +10, Chr +3
0125 30048ED5 Power Ring      Str +20, Chr +5
0126 30048ED6 Guard Gem       Def +10, Chr +2
0127 30048ED7 Guard Ring      Def +20, Chr +4
0128 30048ED8 Spirit Gem      Spr +10, Chr +3
0129 30048ED9 Spirit Ring     Spr +20, Chr +4
012A 30048EDA Wisdom Gem      Wis +10, Chr +2
012B 30048EDB Wisdom Ring     Wis +20, Chr +4
012C 30048EDC Boost Gem       Spd +10, Chr +3
012D 30048EDD Boost Ring      Spd +20, Chr +5
012E 30048EDE Charisma Gem    Chr +20
012F 30048EDF Charisma Ring   Chr +30

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0130 30048EE0 Flame Ring      Chr +3, Fire +20
0131 30048EE1 Water Ring      Chr +2, Water +20
0132 30048EE2 Ice Ring        Chr +2, Ice +20
0133 30048EE3 Wind Ring       Chr +2, Wind +20
0134 30048EE4 Thunder Ring    Chr +3, Thunder +20
0135 30048EE5 Machine Ring    Chr +3, Machine +20
0136 30048EE6 Dark Ring       Chr +3, Dark +20

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0137 30048EE7 Antidote Ring   Chr +2, More resistant to poison.
0138 30048EE8 Revive Ring     Chr +2, More resistant to paralysis.
0139 30048EE9 Awake Ring      Chr +2, More resistant to sleep.
013A 30048EEA Sober Ring      Chr +2, More resistant to confusion.
013B 30048EEB Prayer Ring     Chr +3, More resistant to KO.

```

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=====
= Accessories: Crests and stuff                               = dmw3.o02 =
=====

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Val. Address      Name              Effect
013C 30048EEC Multi Crest     Can attack twice.
013D 30048EED Search Crest    Increase critical attacks.
013E 30048EEE Counter Crest   Automatically retaliate.
013F 30048EEF Binder Crest    Enemies escape less often.
0140 30048EF0 Recover Crest   HP is healed slowly.
0141 30048EF1 EXP Adapter     Gain more EXP in battles.
0142 30048EF2 BIT Adapter     Gain more BIT in battles.
0143 30048EF3 MP Proxy        Use little less MP for techniques.
0144 30048EF4 MP Mega Proxy   Use less MP for techniques.
0145 30048EF5 HP Proxy        Decrease damage by little.
0146 30048EF6 HP Mega Proxy   Decrease damage.
0147 30048EF7 Hack Sticker    Steal a little easier.
0148 30048EF8 Hack System     Steal easier.
0149 30048EF9 Over Clocked    Little easier to increase blast gauge.
014A 30048EFA Over Load       Easier to increase blast gauge.
014B 30048EFB Glasses         Aim gets a little better.
014C 30048EFC Goggles         Aim gets better.
014D 30048EFD Dance Feather    Evade a little better.
014E 30048EFE Dance Wing      Evade better.
014F 30048EFF Runner Sandal   Escape a little easier.
0150 30048F00 Runner Shoes     Escape easier.
0151 30048F01 Training Book    Training is a little easier.
0152 30048F02 Power Brace     Training is much easier.

```

```

=====
= Accessories: Elemental Attacks                             = dmw3.o03 =
=====

```

Val.	Address	Name	Effect
0153	30048F03	Fire Power 1	Add weak fire to attacks.
0154	30048F04	Fire Power 2	Add fire to attacks.
0155	30048F05	Fire Power S	Add strong fire to attacks.
0156	30048F06	Water Power 1	Add weak water to attacks.
0157	30048F07	Water Power 2	Add water to attacks.
0158	30048F08	Water Power S	Add strong water to attacks.
0159	30048F09	Ice Power 1	Add weak ice to attacks.
015A	30048F0A	Ice Power 2	Add ice to attacks.
015B	30048F0B	Ice Power S	Add strong ice to attacks.
015C	30048F0C	Wind Power 1	Add weak wind to attacks.
015D	30048F0D	Wind Power 2	Add wind to attacks.
015E	30048F0E	Wind Power S	Add strong wind to attacks.
015F	30048F0F	Bolt Power 1	Add weak thunder to attacks.
0160	30048F10	Bolt Power 2	Add thunder to attacks.
0161	30048F11	Bolt Power S	Add strong thunder to attacks.
0162	30048F12	Metal Power 1	Add weak machine to attacks.
0163	30048F13	Metal Power 2	Add machine to attacks.
0164	30048F14	Metal Power S	Add strong machine to attacks.
0165	30048F15	Dark Power 1	Add weak dark to attacks.
0166	30048F16	Dark Power 2	Add dark to attacks.
0167	30048F17	Dark Power S	Add strong dark to attacks.

=====

= Equipment Sets (and their effects) = dmw3.o04 =

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Agumon	Brave Sword	30048E53	Bonus Effects: +10 Defense
	Brave Helmet	30048EA4	+10 Spirit
	Brave Armor	30048EBF	+20 Charisma
	Brave Shield	30048ECE	
	Grand Totals:	Strength +110	Spirit + 10
		Defense +106	Charisma +225
- - - - -			
Guilmon	Hazard Fang	30048E45	Bonus Effects: +10 Wisdom
	Hazard Helmet	30048EA5	+10 Speed
	Hazard Armor	30048EBE	+20 Charisma
	Hazard Shield	30048ECF	
	Grand Totals:	Strength +120	Speed + 10
		Defense + 92	Charisma +225
		Wisdom +10	
- - - - -			
Kotemon	Ronin Blade	30048E12	Bonus Effects: +20 Charisma
	Ronin Helmet	30048EA3	+ 4 to all others
	Ronin Armor	30048EBD	
	Ronin Shield	30048ECC	
	Grand Totals:	Strength +124	Wisdom + 4
		Defense +100	Speed + 4
		Spirit + 4	Charisma +225
- - - - -			
Kumamon	Wild Glove	30048E20	Bonus Effects: +10 Strength
	Wild Helmet	30048EA2	+10 Defense
	Wild Suit	30048EB2	+20 Charisma
	Wild Shield	30048ECD	
	Grand Totals:	Strength +140	
		Defense +102	
		Charisma +230	

```

-----
Monmon  Sniper Cannon  30048E2C  Bonus Effects: +10 Strength
        Sniper Goggle  30048E8E                      +10 Speed
        Sniper Suit    30048EB0                      +20 Charisma
        Sniper Shield  30048ECA

```

```

Grand Totals:  Strength +154  Speed    + 10
                Defense  + 80  Charisma +225

```

```

-----
Patamon Divine Rod    30048E38  Bonus Effects: +10 Defense
        Divine Crown   30048E98                      +10 Wisdom
        Divine Robe    30048EAF                      +20 Charisma
        Divine Barrier 30048EC9

```

```

Grand Totals:  Strength + 84  Wisdom  + 22
                Defense  + 89  Charisma +225

```

```

-----
Renamon Yin Yang Wand 30048E39  Bonus Effects: +10 Strength
        Yin Yang Hat   30048E8D                      +10 Spirit
        Yin Yang Suit  30048EB1                      +20 Charisma
        Yin Yang Ward  30048ECB

```

```

Grand Totals:  Strength + 94  Spirit  + 38
                Defense  + 76  Charisma +225

```

```

-----
Veemon  Dramon Guard   30048E7B  Bonus Effects: +10 Strength
        Dramon Horn    30048E83                      +10 Wisdom
        Dramon Armor    30048EBC                      +20 Charisma
        Dramon Shield  30048ED0

```

```

Grand Totals:  Strength +202  Wisdom  + 10
                Defense  + 93  Charisma +225

```

```

=====
= Digimon Partner Codes                                     = dmw3.d00 =
=====

```

I've gotten a few emails requesting some of the stuff in this section. It's been a long time coming, mostly due to a hard drive failure wiping out all the work I'd done shortly after this guide's 2007 update. Each of the partner Digimon has their own section, starting with codes to alter their base parameters - the stuff that goes up when they go to the gym, or gain an experience level. These have nothing to do with digivolved forms, skill levels, or techs because each partner has 44 digivololution slots with 9 different attributes each - way too much to jam into this guide. (That's another 3,168 codes.)

Thanks to Vicente, however, since Jan 15, 2011 there are slide codes for maxing out all digivolved forms' Skill levels. Apart from fixing a glitch in Monmon's code that changed his Finisher to Swing 2x, I don't take any credit for the original NTSC versions of the slide codes. The codes in this guide, however, were converted by me.

Note: In the case of the Experience codes, to get the max experience possible of 999,999 you would use the following values:
 Experience 1: 423F
 Experience 2: 000F

Also note: If the slide codes don't work for you, either because they don't do anything at all, or because they freeze your game, there's nothing I can do you help you. Your cheat device simply doesn't support this type of code.

=====

= Agumon = digi.agu =

=====

8004A048	Experience 1	8004A050	Current HP
8004A04A	Experience 2	8004A052	Max HP
3004A04C	Level	8004A054	Current MP
3004A04E	TP	8004A056	Max MP
8004A058	Strength	8004A064	Fire Res.
8004A05A	Defense	8004A066	Water Res.
8004A05C	Spirit	8004A068	Ice Res.
8004A05E	Wisdom	8004A06A	Wind Res.
8004A060	Speed	8004A06C	Thunder Res.
8004A062	Charisma	8004A06E	Machine Res.
		8004A070	Dark Res.

Equipped Gear:

8004A3F0	Head slot	Max all Skill levels:
8004A3F2	Body slot	**enter all 4 codes**
8004A3F4	Right slot	50002C14 0000
8004A3F6	Left slot	8004A084 967F
8004A3F8	Acc1 slot	50002C14 0000
8004A3FA	Acc2 slot	8004A086 0098

=====

= Guilmon = digi.gui =

=====

8004A800	Experience 1	8004A808	Current HP
8004A802	Experience 2	8004A80A	Max HP
3004A804	Level	8004A80C	Current MP
3004A806	TP	8004A80E	Max MP
8004A810	Strength	8004A81C	Fire Res.
8004A812	Defense	8004A81E	Water Res.
8004A814	Spirit	8004A820	Ice Res.
8004A816	Wisdom	8004A822	Wind Res.
8004A818	Speed	8004A824	Thunder Res.
8004A81A	Charisma	8004A826	Machine Res.
		8004A828	Dark Res.

Equipped Gear:

8004ABA8	Head slot	Max all Skill levels:
8004ABAA	Body slot	**enter all 4 codes**
8004ABAC	Right slot	50002C14 0000
8004ABAE	Left slot	8004A83C 967F
8004ABB0	Acc1 slot	50002C14 0000
8004ABB2	Acc2 slot	8004A83E 0098

=====

= Kotemon = digi.kot =

=====

800494B4	Experience 1	800494BC	Current HP
800494B6	Experience 2	800494BE	Max HP
300494B8	Level	800494C0	Current MP
300494BA	TP	800494C2	Max MP
800494C4	Strength	800494D0	Fire Res.

800494C6	Defense	800494D2	Water Res.
800494C8	Spirit	800494D4	Ice Res.
800494CA	Wisdom	800494D6	Wind Res.
800494CC	Speed	800494D8	Thunder Res.
800494CE	Charisma	800494DA	Machine Res.
		800494DC	Dark Res.

Equipped Gear:

8004985C	Head slot	Max all Skill levels:
8004985E	Body slot	**enter all 4 codes**
80049860	Right slot	50002C14 0000
80049862	Left slot	800494F0 967F
80049864	Acc1 slot	50002C14 0000
80049866	Acc2 slot	800494F2 0098

=====

= Kumamon = digi.kum =

=====

80049890	Experience 1	80049898	Current HP
80049892	Experience 2	8004989A	Max HP
30049894	Level	8004989C	Current MP
30049896	TP	8004989E	Max MP
800498A0	Strength	800498AC	Fire Res.
800498A2	Defense	800498AE	Water Res.
800498A4	Spirit	800498B0	Ice Res.
800498A6	Wisdom	800498B2	Wind Res.
800498A8	Speed	800498B4	Thunder Res.
800498AA	Charisma	800498B6	Machine Res.
		800498B8	Dark Res.

Equipped Gear:

80049C38	Head slot	Max all Skill levels:
80049C3A	Body slot	**enter all 4 codes**
80049C3C	Right slot	50002C14 0000
80049C3E	Left slot	800498CC 967F
80049C40	Acc1 slot	50002C14 0000
80049C42	Acc2 slot	800498CE 0098

=====

= Monmon = digi.mon =

=====

80049C6C	Experience 1	80049C74	Current HP
80049C6E	Experience 2	80049C76	Max HP
30049C70	Level	80049C78	Current MP
30049C72	TP	80049C7A	Max MP
80049C7C	Strength	80049C88	Fire Res.
80049C7E	Defense	80049C8A	Water Res.
80049C80	Spirit	80049C8C	Ice Res.
80049C82	Wisdom	80049C8E	Wind Res.
80049C84	Speed	80049C90	Thunder Res.
80049C86	Charisma	80049C92	Machine Res.
		80049C94	Dark Res.

Equipped Gear:

8004A014	Head slot	Max all Skill levels:
8004A016	Body slot	**enter all 4 codes**
8004A018	Right slot	50002C14 0000
8004A01A	Left slot	80049CA8 967F
8004A01C	Acc1 slot	50002C14 0000
8004A01E	Acc2 slot	80049CAA 0098

=====
= Patamon = digi.pat =
=====

8004AFB8	Experience 1	8004AFC0	Current HP
8004AFBA	Experience 2	8004AFC2	Max HP
3004AFBC	Level	8004AFC4	Current MP
3004AFBE	TP	8004AFC6	Max MP
8004AFC8	Strength	8004AFD4	Fire Res.
8004AFCA	Defense	8004AFD6	Water Res.
8004AFCC	Spirit	8004AFD8	Ice Res.
8004AFCE	Wisdom	8004AFDA	Wind Res.
8004AFD0	Speed	8004AFDC	Thunder Res.
8004AFD2	Charisma	8004AFDE	Machine Res.
		8004AFE0	Dark Res.

Equipped Gear:

8004B360	Head slot	Max all Skill levels:
8004AB16	Body slot	**enter all 4 codes**
8004AB18	Right slot	50002C14 0000
8004AB1A	Left slot	8004AFF4 967F
8004AB1C	Acc1 slot	50002C14 0000
8004AB1E	Acc2 slot	8004AFF6 0098

=====
= Renamon = digi.ren =
=====

8004ABDC	Experience 1	8004ABE4	Current HP
8004ABDE	Experience 2	8004ABE6	Max HP
3004ABE0	Level	8004ABE8	Current MP
3004ABE2	TP	8004ABEA	Max MP
8004ABEC	Strength	8004ABF8	Fire Res.
8004ABEE	Defense	8004ABFA	Water Res.
8004ABF0	Spirit	8004ABFC	Ice Res.
8004ABF2	Wisdom	8004ABFE	Wind Res.
8004ABF4	Speed	8004AC00	Thunder Res.
8004ABF6	Charisma	8004AC02	Machine Res.
		8004AC04	Dark Res.

Equipped Gear:

8004AF84	Head slot	Max all Skill levels:
8004AF86	Body slot	**enter all 4 codes**
8004AF88	Right slot	50002C14 0000
8004AF8A	Left slot	8004AC18 967F
8004AF8C	Acc1 slot	50002C14 0000
8004AF8E	Acc2 slot	8004AC1A 0098

=====
= Veemon = digi.vee =
=====

8004A424	Experience 1	8004A42C	Current HP
8004A426	Experience 2	8004A42E	Max HP
3004A428	Level	8004A430	Current MP
3004A42A	TP	8004A432	Max MP
8004A434	Strength	8004A440	Fire Res.
8004A436	Defense	8004A442	Water Res.
8004A438	Spirit	8004A444	Ice Res.
8004A43A	Wisdom	8004A446	Wind Res.
8004A43C	Speed	8004A448	Thunder Res.
8004A43E	Charisma	8004A44A	Machine Res.

Equipped Gear:

8004A7CC Head slot	Max all Skill levels:
80049F82 Body slot	**enter all 4 codes**
80049F84 Right slot	50002C14 0000
80049F86 Left slot	8004A460 967F
80049F88 Acc1 slot	50002C14 0000
80049F8A Acc2 slot	8004A462 0098

=====

= Extra Stuff = dmw3.ext =

=====

Here's a few codes that were brought to my attention by Hussain Ibda in a request to make them usable in the PAL version of the game. They modify the exp and bits gained after battle.

80042B2C 0021	1700 exp, 3000 bits
80042B2C 0001	120 exp, 240 bits
80042B2C 0002	140 exp, 280 bits
80042B2C 0013	703 exp, 1410 bits
80042B2C 0019	757 exp, 1450 bits
80042B2C 0017	550 exp, 1100 bits
80042B2C 003F	200 exp, 400 bits

=====

= Version History = dmw3.x01 =

=====

PAL Version 2.2 -A few post-battle rewards codes added; thanks
08/11/2014 to Hussain Ibda for alerting me to the NTSC version of the codes, and for the request to convert them to PAL.

- - - - -
PAL Version 2.1 -Codes added to each Digimon's section to max
01/17/2011 all their Digivolutions' Skill levels in one battle.

- - - - -
PAL Version 2.0 -Wow, two and a half years later I decide to
06/03/2010 pick up this game again. In this update I've added codes for the Rookie forms of each digimon, including exp, level, HP/MP, and all stats. Still nothing on digivolutions, the reason for that is mentioned in dmw3.d00
-Moved the Equipment Slot Codes section to each individual partner's code section.
-Cleaned up a few inconsistency errors that nobody probably noticed anyway.

- - - - -
PAL Version 1.1 -Fixed all memory locations. 8004 allows you
11/03/2007 to change two bytes worth which, as someone had told me shortly after I first posted this guide (and I didn't listen to him... sorry, whoever you are), WILL screw up one of the items before or after the one you want to change. 3004 lets you change ONE byte. So for changing the number of items you have in your inventory, use 3004. For modifying what's in an equipment slot, it's 8004.
-Fixed the credits to go to Toshi, instead of the email name that I had before, that he'd requested I change. Coulda swore I did that

in both guides (sorry, man). He's the reason
the PAL version even exists, too. ><

PAL Version 1.0 -Basically just NTSC v1.3 with updated memory
locations so it'll work for the PAL version
of the game, Digimon World 2003.

Version 1.2 -Added the Digimon Equipment Slot Codes
section in response to an email from an
Andrew M. :P Thanks for the reminder, heh.

Version 1.1 -Renamed the guide, whee!
-Fixed the Stuff to Know header and search
codes. Oops!
-Changed the explanation for the Address
field. It read a little confusing when I
went back over stuff.
-Decided to create a separate document for
Digimon data.
-Changed other stuff. Who really cares?
Submitted this thing to NeoSeeker too.
-Long Live Arukenimon! Vive le Engrish!

Version 1.0 -First version posted to GameFags.
-Item list complete up to the first few
garbled names (394 items total). Lufia2
has a neater system (but harder to hack).
-Equipment Sets section done.
-Made Patamon wear a Smelly Herb on her head!
8004AB14 000D

Version 0.1
. Nobody but me saw these. You didn't miss
. anything though, they really sucked.
. Typos and no real section headers, AUGH!

Version 0.9

=====
= Credits and Special Thanks = dmw3.x02 =
=====

-The makers of [pec] PSX Emulation Cheater. Without their nifty
little program this listing wouldn't exist. Their website is
here: <http://www.emucheater.com/index.php>
-My friend D, for buying me a computer that'll actually run a
PSX emulator. o.o
-Andrew M. for reminding me to add the Digimon Slot Codes. I
don't even remember when that was, but thanks all the same!
-Toshi for prompting me to calculate the address differences
for the PAL version.
-Vicente for asking me to convert the Max All Skill Levels codes
from NTSC to PAL; he's the reason they're in here.
-Hussain Ibda for requesting PAL versions of post-battle rewards
codes; again, he's the reason they're here.

=====
= Legal Stuff? = dmw3.x03 =
=====

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