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I=====I
I * INTRODUCTION * I
I=====I

Wow. This game is so amazingly similar to its predecessor... in fact, I'm using the almost exact same format and template as the one I used for the original Digimon Battle Spirit game guide. Nonetheless, you'll find that Battle Spirit 2 differs from the first in many ways. I'll cover most of these as we go along, but one thing is for sure. Even though DBS2 has fewer characters, it will certainly last longer, as you will need many, many tries to defeat the ultimate boss. :)

I am writing this guide playing the American release of Digimon Battle Spirit 2 for Game Boy Advance. Note that this means not every detail was available to me, as to any player in my position. For instance, I don't know the official names of the fields, attacks, and other things of that nature. However, that has very little to do with gameplay, so it shouldn't matter much.

Also note that I am writing this guide in the sense that a viewer will read it beginning-to-end. However, I realize that is not always the case. I do ask that you quickly skim through these introductory stuff, because located here are a lot of important things to understanding this guide (I tend to use made-up contractions).

+ About the Game +

Digimon Battle Spirit 2 (which I'll shorten to DBS2 on occasion) is basically a realtime battling game (as opposed to turn-based, the kind you see in RPGs). You play as a character with a certain set of moves and attributes, and you face a similar opponent in battle. However, unlike other fighting games (eg. Street Fighter, Tekken, etc.), the goal is not to knock-out your opponent by lowering his/her HP. In fact, all but the boss battle ends when the timer runs out.

+ Battling Basics +

To determine who wins the battle, the two combatants' scores are compared after it times out. To add to your score, you must collect D-Spirit, which are colored orbs that are given off every time you hit your opponent. (I will shorten D-Spirit to DSp on occasion.) The opposite is also true -- you will give off DSp when you are hit, which will increase your opponent's score when collected. The DSp you produce are red, while your opponent's are blue. Your score does not increase if you collect your own reb orbs, but it's a good habit to do so. If you collect them, that means your opponent cannot.

One of the changes from DBS to DBS2 is that there are more than one kind of DSp. There are several kinds, each of which will increase your score a different amount. See the table below.

```
x-----x-----x-----x
| D-Spirit | Value | Frequency |
|-----|-----|-----|
| Normal | 1 | common |
|-----|-----|-----|
| Glowing | 2 | uncommon |
|-----|-----|-----|
| Gold-Rim | 3 | rare |
|-----|-----|-----|
x-----x-----x-----x
```

Remember that most attacks have a set value of DSp to them. So if an attack has a 3 DSp value, it'll give off one of the following combinations: 3 normal orbs, 1 normal and one glowing, or 1 gold-rim orb. If you're lucky, a gold-rim will occur and you only have to collect one orb. If it gives 3 normals, that's three orbs you must collect in three locations, so it's more likely that some of them will fade before you get the full 3.

There will also be something else given off when an attack lands -- the Diamond D-Spirit (diamond refers to its shape; it's actually rather golden in color). You'll see 5 slots for these near your score on the top of your screen. When you collect 5 of them to fill these slots, your uber-powerful Ancient Warrior attack will be ready to use.

```
-----
+ Ancient Warriors +
-----
```

The Ancient Warrior attack is a powerful attack that will only hit when you are very, very near to the opponent. When you initiate it (see the attacks section below), your character will change to his/her respective Ancient Warrior, launch an attack, then change back instantly. This attack uses up all 5 Diamond DSp whether it hits or not. If it does hit, this incredibly powerful attack will scatter Gold-Rim DSp everywhere. It is very hard to me to count how many, but my guess is around 6 to 8.

You should take special care not to get hit by your opponent's Ancient attack, especially on the harder settings. Keep track of how many Diamond DSp they collect, and if it seems around enough, run and jump like crazy.

```
-----
+ Beast Spirits +
-----
```

Digivolution here differs greatly from the original Battle Spirit. Instead of touching Calumon to Digivolve, you need to charge up the Digivolution bar near the timer on your screen. It charges when you hit your opponent, and you can activate it when the whole bar turns red. This "energy bar" form of Digivolving is a large improvement over the Calumon thing. Instead of a Mega totally pulverizing a rookie, you now can have both combatants be Digivolved at the same time.

To activate Digivolution, press A and B at the same time. Note that you will still be in your Human Spirit form, except with sparks above your head. You can only see your Beast Spirit form when you attack, and these attacks will be significantly more damaging.

This Slide Digivolution (from Human to Beast spirit) is not as spectacularly potent as the Ancient Warrior attack, but it is much more easy to obtain. As

a matter of fact, most of the Diamond DSp resulted from hits from my character's Beast Spirit.

+ Status Conditions +

Some attacks not only damage a Digimon, but give it a status as well. These statuses hinder their ability to battle.

Burn, freeze, and shock temporarily immobilizes a Digimon, so that it cannot move nor attack. These are caused by Agunimon, Kumamon, and Beetlemon, respectively.

The worst status, however, is confusion. It mixes up your controls so that left is right and right is left. This basically makes it impossible for you to dodge attacks quickly, especially when it wears off right away and your controls are mixed back. As I've mentioned in my other guide, it's not the actual effect that's bad, it's the transition into and out of it which is so devastating. Kazemon can inflict confusion with her running attack, and Lowemon can inflict it with his 1st special attack.

+ Your Score +

After each match, your score is added to your total score, which will go on the High Score table if it's high enough (the total score is displayed under the Victory Quote after each match). If you lose in a match, however, you get the choice of continuing or not continuing. If you continue, your total score resets to 0. In order to get your best possible score, you basically must take a lot of DSp in each match, without getting knocked out at all.

I=====I
I * CONTROLS * I
I=====I

From now downwards, I'll be using certain symbols to signify each of your GBA buttons. These shouldn't be too confusing, but I've included a key anyway.

- /\ Control Pad Up
- > Control Pad Right
- \ / Control Pad Down
- < Control Pad Left
- A Button A
- B Button B
- L Button L
- R Button R
- St Start Button
- Se Select Button

+ Maneuvering +

= Format =
Description.
Availability.
Instruction.

= Walking =
Move around normally.

Available to all.

Press < or >.

= Running =

More speed, but harder to stop and turn.

Available to all.

Press < or > twice and hold on the second press.

= Blocking =

Prevents most attacks.

Available to all.

Press \ / and hold.

= Jumping =

Lets you get airborne.

Available to all.

Press A (hold for higher jumps).

= Dropping =

Jump down from a platform to a lower one.

Available to all.

Hold \ / and press A. Does not work when you're on the ground.

= Floating =

Falls slower for more horizontally movement while airborne.

Available to Beetlemon.

Hold A while falling.

= Wall Bounce =

Bounces off the field's vertical edge.

Available to Kazemon.

Press A, press your character against the wall, and press A again.

+ Attacking +

The power, range, direction, and duration of attacks will vary by Digimon.

Some attacks (mostly the specials) get stronger if you "charge" them. Do this by holding down both buttons until the attack launches by itself.

Normal Attack :: Press B

Stronger Normal Attack :: Press B twice

Air Normal Attack :: While airborne, press/hold B

1st Special Attack :: Hold / \ and press/hold B

Air Special Attack :: While airborne, hold / \ and press/hold B

2nd Special Attack :: Hold \ / and press/hold B

Running Attack :: While running, press/hold B

Throwing Attack :: Press up against your opponent using < or >, then press B

Ancient Warrior Attack :: Press A, B, and / \ together

I=====I

I * CHARACTERS * I

I=====I

+ Agunimon +

DigiDestined: Takuya
Beast Spirit: BurningGreymon
Ancient Warrior: AncientGreymon

Unlock: given
Normal color: red
Alternate color: blue

Victory quote(s):
- "Ok. Who's next?"
- "That was some battle!"

Despite the sheer madness caused by the AI Agunimon, I had a lot of trouble trying make this guy not suck. Maybe I'm just used to playing as other Digimon, but this thing was just a big flop to me. His 1st special attack is pretty powerful, but getting it to work right without getting your butt kicked takes too much luck to be worth it. Well, at the very least, he is the only one who can set his opponents on fire, so they can't retaliate right after (Beetlemon and Kumamon has a similar thing going, though).

+ Lobomon +

DigiDestined: Kouji
Beast Spirit: KendoGarurumon
Ancient Warrior: AncientGarurumon

Unlock: given
Normal color: pale violet-blue
Alternate color: gold

Victory quote(s):
- "Be prepared."
- "I can't lose."
- "Who's up next?"

Dual light sabers... hey, I didn't know Koji was a Jedi! Ahem, anyway, Lobomon is pure melee -- his long-ranged attack suck. Not to say it isn't powerful (because it is), but the shots move so slow that the opponent can dodge them each time. Lobomon is pretty fast, though, but I guess it figures when you're a wolf among a dinosaur, a frozen stuffed animal, and a couple of insects. His running attack is my favorite to use, but his second special attack is just as strong.

+ Kumamon +

DigiDestined: Tommy
Beast Spirit: KoriKakumon
Ancient Warrior: AncientMegatheriummon

Unlock: given
Normal color: green
Alternate color: orange-yellow

Victory quote(s):

- "Cool! I won!"
- "That was fun!"

They say not to underestimate the little guy, but after some experimentation, I think Kumamon is probably the worse off of all the playable characters. Despite freezing the opponent temporarily, all his attacks are sub-par. He doesn't have very good range either, and the only attack worth using is his throwing attack (which is hard to pull off). Tommy makes up for all of that, however, with his Beast Spirit. Its attacks reap more DSp than any other Beast Spirit I've seen.

+ Kazemon +

DigiDestined: Zoe
Beast Spirit: Zephyrmon
Ancient Warrior: AncientIrismon

Unlock: given
Normal color: violet
Alternate color: light blue

Victory quote(s):

- "Ciao! Later!"
- "Strong women rule!"

Her 2nd special attack is pure sweetness. It's hard to counter, and it's one of the strongest attacks on a Human Spirit, getting up to 5 DSp. It will also charge up your energy bar pretty fast. A great opening move, too. Other than that, Kazemon is pretty mediocre. She's the only one that can bounce off the walls, which is rather akin to Wormmon's cling ability back in the first DBS. However, the wall-bounce thing isn't really useful for anything except jumping higher and dodging attacks.

+ Beetlemon +

DigiDestined: JP
Beast Spirit: MetalKabuterimon
Ancient Warrior: AncientBeetmon

Unlock: given
Normal color: dark blue
Alternate color: bright red

Victory quote(s):

- "Let's get 'em!"
- "Heh, how's THAT?!"

Oddly enough, this is the Digimon I used to first defeat Kerpymon, after many unsuccessful attempts with others. I even got on the high score table with Beetlemon. Why is it odd? For one thing, Beetlemon is as slow as molasses. At least he's the sole heir of the float ability, reserved on the original Battle Spirit for Terriermon and Lopmon. His attacks can shock opponents, much like Agunimon's flames and Kumamon's freezing.

+ Lowemon +

DigiDestined: Kouichi
Beast Spirit: JagerLowemon
Ancient Warrior: AncientSphinxmon

Unlock: defeat Kerpymon twice
Normal color: dark gray
Alternate color: light gray

Victory quote(s):

- "That was a good match."
- "I can't lose... yet!"
- "I was lucky this time."

A secret character, and the foe just before the boss battle... he must be good right? You bet. His moves are almost the same to Lobomon, except slightly more powerful. I think he also jumps better than the others, but that's a bit hard to test. Most of his (and his Beast Spirit's) special moves are chargeable.

```
I=====I  
I   * MENU *   I  
I=====I
```

After the game's intro, you see the title screen. On the title screen is the title, your number of 2P battle wins in the top left corner, and your best Tamer Tag in the top right corner. Press Start to enter the menu. Since I'm saving 1P Battle for last, I'll go over the menu items in reverse.

```
-----  
+ Game Data +  
-----
```

To access your game data, press B after you enter the game menu. Note that this can also reset the game cartridge (the same effect if you turned off your GBA and turned it on again). The other two instances will take you to the Score Ranking (high scores) and the Versus Record.

```
-----  
+ Collection +  
-----
```

This is where you can see your Tamer Tags and, after beating Kerpymon the first time, where you can play the "Digimon Shoot" Mini-Game.

Digimon Shoot is like a cross between air-hockey and billiards. You are this puck-like thing (resembling the character of your choice) on a table with no edges. Your simple mission is to knock the other players off of the table without getting knocked off yourself. If you get knocked off, you lose. If everyone else except you gets knocked off, you win. Simple.

This game is turn-based, so there's no rush here. The round starts with your turn. A turn comes in two main parts. Part 1 is when you aim your arrow to the direction of where you're shooting yourself. Part 2 is when you stop a moving meter to determine the strength of your shot. Don't overshoot, because that might throw you off the table.

The control pad is only used to rotate the arrow in Part 1. Right and down turns it clockwise, while left and up turn it counterclockwise. Button A is used to confirm an action.

Occasionally, a Diamond DSp will appear on the table. You will Digivolve to your Ancient Warrior when you touch it. I am not yet sure how the game improves when you Digivolve.

There are 7 total levels, each one with its own set of opponents laid out a certain way. Level 2 features AncientGreymon, level 6 features Susanoomon, and level 7 features Kerpymon. The other Digimon on the table with those bosses are an assorted mix of the playable characters, except the one you're playing as.

There's really no tips I can give you... just remember your physics lessons and you'll be fine (inertia, momentum, all that good stuff). Keep in mind that the other players aren't all against you, it's every mon for him/herself. If you're up against a group of foes, just wait and they might knock off each other. Then you can pick off the survivors.

When you win all 7 levels, you get a screen with "Congratulations" on it. Yay.

```
-----  
+ Options +  
-----
```

This menu item lets you change certain settings found in the game.

```
= TIME =  
-- 90 -- 120 -- 180 --
```

The amount of seconds on the clock from Battle Start to Battle Finish. Aim short if you plan to blitz-and-stall and long if you're just playing around or if you're writing a guide for this game... *cough*

```
= LEVEL =  
-- easy -- normal -- hard --
```

How difficult you want the 1P Battles to be. Set it on "easy" for getting the secret characters more easily, "hard" if you want more of a challenge.

```
= SOUND TEST =  
-- 01 to 31 --
```

This lets you listen to the various tunes found in the game. Select one and press A to hear it.

```
= LANGUAGE =  
-- English -- Francais -- Italiano -- Deutsch -- Espanol --
```

What language you want the the game to be in.

```
= ERASE DATA =  
-- no -- yes --
```

This option lets you clear all saved data, restoring the game to as it was when you first took it out of the box. Since I have never selected "yes", I'm assuming it takes away your high scores and secret characters.

```
= RETURN =  
--
```

Closes the options menu and brings you back to the title screen.

```
-----  
+ 2P Battle +  
-----
```

Section under construction! I'll write it as soon as I find someone local to link battle with.

```
I=====I  
I * 1P BATTLE * I  
I=====I
```

This is the mode that pits you against 7 different computer-controlled enemies

on 7 different playing fields. You'll need to finish this mode several times in order to unlock secret characters, to work your way up the high score table, and to unlock the Mini-Game.

The first 2 battles of 1P Battle mode will be against Beetlemon and Kazemon, but which one goes first is random. After that, your opponents will be in this order: Kumamon, Lobomon, Agunimon, Lowemon, and Kerpymon.

+ Beetlemon +

Field: Kokuwamon's Forest
Field enemy: Minomon
Background Digimon: Kokuwamon

= QUIRKS =

None, really, except the Minomon hang from the platforms. This can get in the way of aerial battling, so watch out for them.

= BACKGROUND & ART =

Through dense foliage, you can see that it is raining in the far back. Every once in a while, lightning flashes. The platforms are composed of clusters of orange and yellow mushrooms.

= TIPS =

Beetlemon is slow, and he doesn't have a good range on his attacks. Distance fighting is your friend.

+ Kazemon +

Field: Breezy Village
Field enemy: Toucanmon
Background Digimon: Mushroommon

= QUIRKS =

One of the more memorable field features of the first Battle Spirit, the trampoline mushrooms are back again. When on them, you can jump extra high if you press A at the right time upon landing on it. I've found that it is a great method of avoiding attacks, especially when the opponent has activated his/her Digivolution.

= BACKGROUND & ART =

This battlefield rests in a large clearing at the edge of the woods. You can see large green trees to left. The ground is covered with lush green grass, and two giant mushrooms poke up from the ground. The platforms in the middle are suspended in the air by ropes tied up to floating propeller-devices.

= TIPS =

For being the Spirit of Wind, Kazemon isn't all that great of an aerial battler. Watch out for her spinning special attack and running attack, as well as the Toucanmon. As long as you keep off of the ground, you'll probably be fine.

+ Kumamon +

Field: Frozen Wonderland
Field enemy: Candlemon
Background Digimon: n/a

= QUIRKS =

Another icy field! Gee, this brings back memories. Pardon my uncreativity with the field name. Anyway, the ice here will make it even harder to stop and turn when running. Also, there are three dark blue ice platforms that will melt when Candlemon exposes it to his flame.

= BACKGROUND & ART =

The platforms and the ground are composed of frosted-over ice bricks. In the back, two giant snowmen (in the image of Kumamon) are holding up fragmented pieces of a wall, also composed of the same ice bricks. In the far back, some sort of ridge or mountain can be seen. The sky is a deep sea blue, and it is lighter near the horizon. It is near sunrise.

= TIPS =

Try to avoid running, if possible. Kumamon's air attack targets downward, so attack from above. Other than that, just do your thing and use common sense.

+ Lobomon +

Field: Abandoned Warehouse
Field enemy: Goblimon
Background Digimon: Pagumon

= QUIRKS =

None at all.

= BACKGROUND & ART =

The metal platforms have rails, on which rests some Pagumon who are cheering on the battle. In the back, you can see industrial bric-a-brac, such as tubes and ducts. To the upper corners of the field are some yellow striped hazard signs.

= TIPS =

I actually found this round pretty easy, due to how the field is layed out. There is a platform to the side which I stay at which is perfect for ambushing with a charged attack. The DSp always bounce off the wall and right towards me, so there's no needless collecting. The best part is that the AI battler falls for it again and again. For those of you who actually want to do real battling, just try not to get caught too close to Lobomon.

+ Agunimon +

Field: Village of Flame
Field enemy: Gotsumon
Background Digimon: n/a

= QUIRKS =

Fireballs will drop out of the sky at regular intervals. These will not only sap a DSp from you, it will knock you back, too.

= BACKGROUND & ART =

There's a large furnace in the middle of the field, and more of these round metal structures are seen in the background (except they're much bigger).

Pipes, apparently from the same metal as the furnaces, run from one structure to the next in an odd, angular tangle. These pipes are what forms the platforms, while the ground appears to be some sort of metal grate. The sky reflects the scene, and it is a placid hue of orange red. Flattened clouds populate this sky, around an enlarged sun. It is near sunset.

= TIPS =

With that big furnace in the middle and the short and few platforms, you really don't have that much maneuvering space. And the Gotsumon, who appear out of nowhere, certainly don't help the tight situation. My only advice is to block often. Those fireballs that drop down can give Agunimon the perfect opening for one of his attacks.

+ Lowemon +

Field: Trailmon Station
Field enemy: Pipismon
Background Digimon: Trailmon

= QUIRKS =

I suppose the Pipismon's odd flight pattern is something to remark about, but there's nothing else beyond that.

= BACKGROUND & ART =

Looks like a subway. Moving Trailmon in the far back.

= TIPS =

Avoid his special attacks, and jump often.

+ Kerpymon +

field: Fragmented DigiWorld
field Enemy: n/a

= QUIRKS =

THERE'S A HUGE MUTANT KILLING MACHINE FLOATING ABOVE YOUR HEAD!

Yes, Kerpymon is pretty much the only think that stands out in this field. I guess the designers figured it was hard enough battling this thing without other things distracting you or getting in your way.

= BACKGROUND & ART =

The blues and purples of the backdrop reflect the deadness of night. The platforms are large pieces of debris, colored a pinkish violet. Rings of fractal code spin around them (towards the center). When Kerpymon summons his storm-cloud, his enlarged eyes will appear in the black, glowing an evil yellow gleam.

= TIPS =

The boss battle. Harder than any you've faced before, including Milleniummon. In fact, I think this merits its own section of the guide...

I=====I
I * FINAL BATTLE * I
I=====I

The rules are a bit different here. You now have a set number of D-Spirit, only eight actually. Consider this as your shield, the only thing protecting you from Kerpymon. When it's gone, you will be knocked out if you are hit.

and measure. =P

Anyways, Kerpymon will linger for a short moment after launching his balls (please don't giggle at that), and this is your chance to attack. You'll notice I marked some numbers on the field map. Locations 1 and 2 are the ideal places to be during this phase, since you can easily attack at three out of five of Kerpymon's appearing spots. You'll also be safe from attack, at least until he starts firing 5 shadow balls.

When you attack Kerpymon, don't charge your attack (if it's chargeable). You simply don't have enough time, and what good is a charged attack if it doesn't hit? Go for quantity, not quality.

+ Black Hole Phase +

This phase really sucks. If you're not careful, you could lose over half of your DSp shield here. This phase starts when Kerpymon drifts towards the center of the field (unlike when he teleports, like in the Attack Phase). From there, he'll start up this energy portal thing, and you will lose 2 DSp if you touch it. However, that is not the main danger of this phase. The energy portal thing will start sucking in things. Although you can easily outrun its gravitational pull, there will be rock fragments that are being pulled in as well. If these hit you on their way in, they'll not only take a DSp off of you, but they'll knock you right into the Hole with them (and you lose another 2 DSp).

The other four locations marked on the map are your safe spots for this phase. Location 5 and 6 are 100% safe of the rock fragments (assuming you're pressing up against the wall and away from the Kerpymon's Black Hole). However, you're usually not given enough time to go to these corners. Locations 3 and 4 are almost as safe, but there will still be one rock fragment that can hit you. If you see it coming, you can just jump over it.

Kerpymon can be attacked in this phase as well, though I should warn you against doing so. This is extremely foolish, as the Black Hole will get you right after. Only in the most ideal conditions should you attack Kerpymon in this phase, like being able to Digivolve and land an effective finishing blow.

+ Stormcloud Phase +

After Kerpymon's done with his Black Hole, he'll summon a small black storm cloud, then retreat to the background to watch you suffer. The stormcloud will patrol back and forth. If it senses that you are under it, it will shudder, then shoot down a thunderbolt that shocks you out of 2 DSp.

You have two options during this phase. One: you can put your life on the line to attack the stormcloud, or two: you can take the safe route and just avoid it.

Attacking the stormcloud has two plus sides to it -- your energy bar will go up (on the finishing blow only though), and you don't waste any time on the clock. However, the risks sometimes outweigh the perks, especially if you're playing as someone slow and you can't dodge the bolts right after attacking. How many hits the stormcloud takes depends on the character you're playing as. The chart below is based on mornal air attacks, not special air attacks.

Char. | Hits

```
-----|-----
Lobo. | 4
Kuma. | 2
Kaze. | 4
Lowe. | 2
```

There are characters missing either because I didn't experiment with them on this level, or because I just forgot.

As I mentioned before, just avoiding the stormcloud is the safe route, though it takes longer for the phase to end and you don't get that energy bar bonus. The stormcloud takes so much time to shoot its bolts that you can easily dodge them if you stay on the ground. Just walk back and forth, but stay low. The platforms can block some of the bolts.

Good luck, and battle your best!

```
I=====I
I * CONTACT INFORMATION * I
I=====I
```

If you feel the need to tell me I should correct or add something to this guide, by all means go ahead. My email is aniki3564 (at) hotmail (dot) com . Please include your online alias and/or name if you expect to be given credit; if you don't give some identification, I'll simply list your email. Also, try to make the message's subject revelant to this guide, as so I don't confuse the message for something else (ie. spam).

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I=====I
I * LEGAL ISSUES * I
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I=====I
I * VERSION HISTORY * I
I=====I
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This just goes over major changes. Minor corrections (URL change, spelling errors, etc.) do not constitute for a version up.

01.05 -- Proof-reading. General corrections, like the Table of Contents numbering. [September 25, 2004]

01.00 -- First draft, has all but 2 characters (the Ex's), all matches are done, but Lowemon's could REALLY use work. Introductory stuff, control, and info on Kerpymon are all done. Menu complete, save for the 2P section. [August 17, 2004]

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