

Digimon World 4 Boss FAQ

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This walkthrough was originally written for Digimon World 4 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

Digimon World 4 Gamecube Boss FAQ

Table of Contents

- 1) Intro
- 2) Controls
- 3) Bosses
- 4) Copyright info.

1) Intro

Welcome to my Digimon World 4 Boss FAQ for the Nintendo Gamecube. I have just recently beaten this game and in this faq I will provide my own strategies for beating each and every boss in this game.

2) Controls

Control Stick: Moves character around boss arena

A button: Attack with handheld weapon/activates selected magic or disk/when held performs a Charge Attack with your handheld weapon

360 on Control Stick + A button: Spin attack

B button: Block

B button + Control Stick in any direction twice: Slam attack

Y button: Heals self with strongest disc in inventory

X button: Jump

C Stick: Selects magic or disk when window is open

R button: Opens magic window on screen

L button: Opens disk window on screen

The Z button and control pad aren't used in this game.

3) Bosses

3.1) Blossomon

Blossomon is found in Humid Cave and in the Abyss of Grief. As the first boss she is incredibly easy. Just make sure that before you battle her you have 3-5 alpha level magic disks. Blossomon's only attack is a thorny vine that encircles her when you get close. So with that being said stay away and fire your first magic attack whether it's Petty Bolt, Petty Ice, or Petty Fire. You can also use a shot weapon if you are well versed in using them. Just keep your distance and keep firing refilling your MP stock when necessary and she should go down without even touching your hp.

3.2) Mammothmon

This furry guy is found in Cliff Dungeon and Barbarian Cave. As soon as you enter his arena and his analyzer information finishes run anywhere but straight ahead to dodge his first charge attack. At this point if you are far enough away he will simply do another charge attack. If you are not right up next to him but not far enough away for him to want to charge you he will perform an Ice Breath attack which can be very detrimental to your health. If you are right up next to Mammothmon he will try to swat you away with his trunk. To battle this behemoth let him do his very first charge attack and then make him

perform a second one. When he hits the wall stab him once or twice and then run to make him perform another charge attack in your direction. Just keep repeating until he's dead.

3.3) Mecha Rogue 04

This guy is found by himself in the X Digimon Lab and there's three of him at the end of Vine Tunnel. You'll also run into him a bunch as you head for the final battle and also in some of the final sidequests so it's imperative that you learn how to fight him now. My strategy honest to god is run up to him and swing away with whatever handheld weapon makes you strongest. The only attack you really have to worry about when you're that close is an attack where he stuns you and then shoots you, but if you attack fast enough you won't even have to worry about that. If you stay away from him he has a ramming attack and a laser blast that can cause problems. Just hack, hack, and hack again until he falls.

3.4) Apokarimon

This guy is called Apokarimon, but is probably better known as Apocalymon, the big uber-baddie from Season 1. This bad boy is located at the end of Dome Base and in all honesty I about pooped my self the first time I saw this guy on screen. Fortunately he's not as hard as he should be. First before you even touch Apokarimon you have to remove all of the spiked balls surrounding the platform he's on. To stop you Apokarimon has an ice attack can call on flying baddies and can rain meteors down upon on you. Block as needed and take all of the balls out. Once they're gone you can attack Apokarimon himself. Just get up there and hack away healing as needed until he's dead.

3.5) SkullGreymon

The longer you go the uglier they get. SkullGreymon is found in the Sand Labyrinth and the Legendary Coliseum. Fortunately Skull's a pushover. Open your magic window and when this guy starts to glow fire. Not only does this hurt him, but it also stops his only attack. Also, for those who started with Veemon or Dorumon this guy is least resistant to Ice and Lighting so you guys should have no problem.

3.6) Scorpiomon

Another ugly pushover Scorpiomon is found in the Ancient Ruins and in the Captive Dungeon. Run up and start swinging taking care to dodge the little fireballs as necessary. The only time you really need to hit this guy is when you see him start to charge electricity. You need to hit him and if you fail to then you need to run like hell otherwise you'll get zapped. Just keep slicing and soon Scorpiomon will have his data destroyed.

3.7) MaloMyotismon

Season 2's big bad is found at the end of Station X. This guy is also a lot easier than he should be. He's got two attacks. The first he does after taking a couple of shots. He flies into the air and fires off an easily avoidable lightning bolt. Soon after he lands creating a shockwave. He will then fire two lasers from his shoulders. Go to the right or left edge and block the appropriate laser then run up and slash away. There should be no problems at a high enough level. You know like Level 30.

3.8) ShogunGekomon

ShogunGekomon or "Fatty" as I call him can be found on Geko Path and Item Road. If you remember Fatty from seasons 1 and 2 of Digimon you know he loves to sing. Here his singing puts you to sleep and you can't wake up until you're hit. That said stay away and fire magic or a shot weapon. By the way, when I say "away" I mean "Put as much distance as possible between the two of you." If you started with Veemon or Guilmon you're in good shape because this goon is least resistant to Lightning and Fire. Finally his other attack is a shockwave

which is too easy to block.

3.9) Mecha Rogue 04 x3

I warned you. Go see 3.3 for a strategy.

3.10) Diaboromon

I told you they keep getting uglier. Diaboromon is found at the end of Vein Dungeon. He's got his claws and fireballs and that's it. Just dodge the claws and fireballs and attack as you can with melee or magic. This is another guy who is easier than he should be.

3.11) Lucemon

Hades Obelisk contains Season 4's big bad and in what may seem a stroke of luck as soon as you hit the arena Lucemon takes to the sky. This means he's either going to land and attack or try to blow you up. If he lands he will either perform a claw attack or spew poison at you. If he throws out the claw block or dodge and fire magic or a shot weapon at the ball he's holding. If he spews the poison at you run to his side where you can't be hit and stab the ball he's holding. When he's in the air and zooms by real fast you will see targeting reticles appear. Move as far away from these as possible because in a second they will explode and the explosions have a good range. You have to hit the ball Lucemon's holding until it breaks when it does then you can have at Lucemon himself. Attack swiftly to make sure he doesn't. Eventually the ball will reappear and be a bit tougher to break. Just keep breaking it and attacking Lucemon until he's dead.

3.12) Mecha Rogue 05

This guy is found at the end of Mecha Nest and in the Cursed Dungeon sidequest. If you have problems with this one do some serious leveling up before the Cursed Dungeon because in there you have to face 10 of these guys in 2 sets of four and 1 set of two and they are EXACTLY like this boss you are facing. This guy only has one attack which is an energy swipe that can hit multiple times. Fortunately, if you block it once it makes it harmless. The problem with Mecha Rogue 05 is that you can't attack him when he's got his shield active. If you try to you will take damage not him. When his shield is up he can't attack so just stay away until he drops his shield and then drop him.

3.13) LordKnightmon

The first, and only, boss to disprove my "The longer you go the uglier they get." statement from earlier LordKnightmon is the boss at the end of Electro Mine and Cursed Dungeon. LordKnightmon has three attacks. The first is a purple cloud that poisons you on contact so stay away! The second is a double claw attack that usually misses you. LordKnightmon is COMPLETELY vulnerable during this so run up and hit her hard. Her final attack is to shoot fire and then flip backwards. She is COMPLETELY invulnerable until she lands from her flip. Just dodge and attack as you can. She's not that tough, just really annoying.

3.14) Mecha Rogue X Form 1

This final baddie's first form looks like a cross between Yu-gi-oh's Blade Knight and Duskmon from Digimon. This guy has a swipe attack and a purple blast attack he uses for distance fighting. Just run up and start hitting him. Once you've knocked off enough hp the guy starts flying in circles around you. Don't try to run until you see him become a ball of light. As soon as the transformation is complete get away from the center of the circle because he's gonna land and create an explosion in about two seconds. Afterwards heal and watch for him to appear on an outer platform. The only way you can reach him here is with magic but take care to watch for a purple light to appear on the field. When it does run to its center and defend it from the oncoming Mecha Rogue 04s. You have to fend off three of these guys. The really bad news is that if one of them reaches the light they become a duplicate of Mecha Rogue X.

If Mecha Rogue X is destroyed while a duplicate is on the field he will simply transfer his data into a duplicate and you'll have to try again. To avoid this get one duplicate on the field and lower his hp as much as you can without killing it. When the original hits the field lower his hp until he's almost dead. Wipe out the duplicate and then wipe out Mecha Rogue X when you're 1000% sure the duplicate is gone. Onto round 2!

3.15) Mecha Rogue X Form 2

This form never moves so that's a good thing the bad thing is his two attacks are very detrimental. First when you see him light up with purple rings head for the VERY outer edge of the arena to avoid some poisonous gas. As soon as the gas dissipates, if he doesn't light up again, run up and swing away until he does light up again. Eventually he will release two drill like objects that shine spotlights on the field. These drills move clockwise around the field and their spotlights bind you to your location. Once bound the drills launch mini drills at you that you have to block. This is the easiest form of Mecha Rogue X so you should have little trouble.

3.16) Mecha Rogue X Final Form

The last boss and easily the ugliest. When the battle starts head for a spot directly under the boss's torso or to his side and hack away. If you go to his side take care to avoid getting trampled as he walks. From his side or torso there are three attacks that can hit you. One is a pair of purple-black balls that follow you around for a good bit. The next is an energy wall which you can either block or run from. He can summon one or two of these at a time so watch out. The final attack he can hit you with while under his torso or by his side is his attack where he becomes a ship and zooms away and back at high speed. This is his most damaging attack so make sure you have full Hp before and after it by using a healing spell or disks. His other two attacks are lightning bolts that shoot and spread from his hands and a an ugly purple tongue attack. These attacks can only hit you at a distance so stay near him, stay healthy, and take that rogue down once and for all!!

4) Copyright info.

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