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OUTER LINE: This is a section.

OUTER LINE: This is a sub-section.

OUTER LINE: This is a sub-sub-section.

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|| GAME INFO || [0000002] ||

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Your objective is to raise your Digimon and recruit Digimon to the city. There are two different ways in recruiting, one is by doing a quest for a Digimon. The other is by beating it in a battle. Recruiting Digimon to the city will open various new facilities for you to use, such as a restuarant. While some Digimon will upgrade certain facilities, such as Togemon's Gym or the Item Shop. It is advised that you talk to Jijimon after every recruitment.

Taking care of your Digimon isn't an easy task. You will have to feed it when it's hungry, take it to the toilet when it wants to release. You will have to let it rest when it's tired, let it sleep when it wants to sleep. You'll have to give it a bandage when it's hurt from a battle, give it a syringe needle when it's sick. Each action differs depending on your Digimon's state.

Training your Digimon is an essential when surviving battles and progressing through the story. HP affects how long your Digimon survives in a battle, MP affects how long your Digimon can use skills. Offense affects the damage that is dealt by your Digimon, Defense affects how much damage is reduced when your Digimon is taking a hit. Speed affects how fast your Digimon is, Brain affects how responsive your Digimon is to your battle orders.

There are two ways in learning skills. One is by battling enemies that have the skill you're trying to teach your Digimon, the other is by training your Digimon's Brain statistic. Your Digimon's nature placements play a huge role when trying to learn skills. Every Digimon has 2 or 3 natures. The first nature will make it easier to learn skills of it's nature, the second will make it more difficult, while the last will make it either very low or impossible. For an example: Agumon's first nature is Flame, which will make it a lot easier for Agumon to learn Flame skills.

|| -CONTROL SCHEME || [00002.1] ||

FIELD:

START PAUSE GAME
SELECT NOTHING

CROSS BUTTON DECLINE
CIRCLE BUTTON CONFIRM
SQUARE BUTTON FIX CAMERA ANGLE
TRIANGLE BUTTON OPEN THE MENU

ANALOG STICK MOVE THE CHARACTER

DIRECTION-UP MOVE THE CAMERA
DIRECTION-DOWN MOVE THE CAMERA
DIRECTION-RIGHT MOVE THE CAMERA
DIRECTION-LEFT MOVE THE CAMERA

[R] SHOULDER MOVE THE CAMERA
[L] SHOULDER MOVE THE CAMERA

BATTLE:

START PAUSE GAME
SELECT NOTHING

CROSS BUTTON DECLINE
CIRCLE BUTTON CONFIRM
SQUARE BUTTON USE SPECIAL TECHNIQUE
TRIANGLE BUTTON OPEN THE MENU

ANALOG STICK MOVE THE CURSOR

DIRECTION-UP MOVE THE CURSOR
DIRECTION-DOWN MOVE THE CURSOR
DIRECTION-RIGHT MOVE THE CURSOR
DIRECTION-LEFT MOVE THE CURSOR

[R] SHOULDER CHANGE CAMERA MODE
[L] SHOULDER CHANGE CAMERA MODE

=====

|| -MENU ITEM || [00002.2] ||

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The in game menu can be accessed by pressing Triangle:

< GAME MENU GRAPHIC >

```

*****
# 000 YEAR 00 DAYS                                000,000,000 BIT #
#-----#
#      #6                                #7      #
#
#      #1          #2          #3          #4          #5      #
#  -----  -----  -----  -----  -----  #
# |  _____ | |  _____ | |  _____ | |  _____ | |  /\ | #
# | | \__| | | | / ^^ \ | | | / * \ | | | / Z \ | | | / / | | #
# | | \/_| | | | | -- | | | | \ / | | | | Z | | | | / / | | #
# | | _____| | | \_____/ | | | \_____/ | | | \_____/ | | | / / | | #
# | |          | | | /      | | | /      | | | /      | | | \ / | | #
# |-----| | |-----| | |-----| | |-----| | |-----| | #
# | ITEM BAG | | PRAISING | | SCOLDING | | SLEEPING | | DIGIVICE | | #
# -----  -----  -----  -----  -----  #
#
#
#
#
*****

```

- #1: This is your ITEM BAG.
- #2: This is your PRAISING command. (Used on Digimon.)
- #3: This is your SCOLDING command. (Used on Digimon.)
- #4: This is your SLEEPING command. (Used on Digimon when tired.)
- #5: This is your DIGIVICE.
- #6: This is the current DATE.
- #7: This is the amount of BITs you currently have. (Currency.)

Here are the options available when you access your Digivice:

```

*****
| Digimon |
*****

-----  -----  -----  -----  -----
| PARTNER | | SKILL | | ACCESSORY | | DIGIMEMORY | | EVOLUTION |
-----  -----  -----  -----  -----

```

```

*****
| Player |
*****

-----  -----  -----  -----
| TAMER | | TITLE | | KEY ITEM | | CARD |

```

| Log |

| MAIL | | NEWS LOG | | KEY WORD | | WORLD MAP |

| System |

| SAVE / LOAD | | OPTION |

< ITEM BAG GRAPHIC >

```
#####  
# I T E M   L I S T                               #####  
#####  
# |-----# _ #  
# | ICON | | 00 # |*| #  
# |-----# |*| #  
# | ICON | | 00 # |*| #  
# |-----# |*| #  
# | ICON | | 00 # | | #  
# |-----# | | #  
# | ICON | | 00 # | | #  
# |-----# | | #  
# | ICON | | 00 # | | #  
# |-----# | | #  
# | ICON | | 00 # | | #  
# |-----# |_ | #  
# | ICON | | 00 # | #  
# |-----# | V #  
#####
```

There are two types of enemies. Ones that will chase and battle you, and ones that will run away when you get near them.

```
*****
-----
||      -BATTLE SKILL CHART                      || [00005.1] ||
-----
*****
```

Every skill is divided into RANK, POWER, MP, RANGE and EFFECT. You're required to use different skills in different situations, when longer range skills will make it easier for your Digimon to hit multiple enemies and avoid close-combat attacks. Using close-combat skills is better suited for single-enemy battles.

Using skills will consume your Digimon's MP. The higher your MP is, the longer you can keep using skills. Skills that are higher in power packed with your Digimon's high Offense will result in high damage. Skills' effects depend on how high your Digimon's Brain statistic is.

You will have to progress through the story to unlock new areas and learn new and higher ranked skills. Progressing through the story will also spawn a few new enemies throughout the Digital World that have high ranked skills.

```
-----
||      -SKILL: FLAME                            || [005.1.1] ||
-----
```

CATEGORY FOCUS: POWER, RANGE and MP.

```
*****
# RANK #          SKILL                # POWER # MP # RANGE # EFFECT #
*****
# 01 # FIRE BREATH          # 100   # 15 # >     # ----- #
# 02 # FIRE TOWER            # 150   # 32 # >>    # PARALYSIS #
# 03 # FIRE WALL             # 220   # 68 # >     # ----- #
# 04 # MINE                  # 240   # 112 # >>    # PARALYSIS #
# 05 # SPREAD BOMB           # 250   # 168 # >>>   # ----- #
# 06 # MAGMA BOMB           # 310   # 212 # >>    # CONFUSION #
# 07 # FLAME STORM          # 325   # 315 # >>>   # ----- #
*****
```

```
-----
||      -SKILL: WATER                            || [005.1.2] ||
-----
```

CATEGORY FOCUS: RANGE and EFFECT.

```
*****
# RANK #          SKILL                # POWER # MP # RANGE # EFFECT #
*****
```

```

# 01 # BUBBLE BREATH # 100 # 15 # > # ----- #
# 02 # HAILSTONE # 140 # 40 # >> # SLOW #
# 03 # SPLASH # 200 # 76 # > # CONFUSION #
# 04 # WATERFALL # 220 # 130 # >> # SLOW #
# 05 # HEAVY RAIN # 260 # 188 # >>> # ----- #
# 06 # ICE STATUE # 275 # 232 # >> # PARALYSIS #
# 07 # AURORA FREEZE # 300 # 366 # >>> # CONFUSION #
*****

```

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-----
|| -SKILL: ELECTRIC || [005.1.3] ||
-----

```

CATEGORY FOCUS: POWER and EFFECT.

```

*****
# RANK # SKILL # POWER # MP # RANGE # EFFECT #
*****
# 01 # ELECTRIC SHOT # 95 # 12 # > # PARALYSIS #
# 02 # WIND SHOES # 0 # 25 # ----- # ----- #
# 03 # WIND CUTTER # 170 # 67 # >> # ----- #
# 04 # ELECTRIC CLOUD # 200 # 150 # >> # PARALYSIS #
# 05 # THUNDERSTORM # 240 # 200 # >>> # PARALYSIS #
# 06 # CONFUSE STORM # 250 # 268 # >>> # CONFUSION #
# 07 # HURRICANE # 310 # 350 # >>> # SLOW #
*****

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-----
|| -SKILL: NATURE || [005.1.4] ||
-----

```

CATEGORY FOCUS: MP and EFFECT.

```

*****
# RANK # SKILL # POWER # MP # RANGE # EFFECT #
*****
# 01 # POISON POWDER # 80 # 18 # > # POISON #
# 02 # EARTH COAT # 0 # 20 # ----- # ----- #
# 03 # POISON CIRCLE # 155 # 65 # > # POISON #
# 04 # ROOTS BIND # 180 # 112 # >> # SLOW #
# 05 # ROCK FALL # 220 # 175 # >> # PARALYSIS #
# 06 # LAND SLIDE # 280 # 278 # >>> # ----- #
# 07 # POISON STORM # 290 # 336 # >>> # POISON #
*****

```

```

-----
|| -SKILL: FIGHTING || [005.1.5] ||
-----

```

CATEGORY FOCUS: POWER and EFFECT.

```
*****
# RANK #          SKILL                # POWER # MP # RANGE # EFFECT #
*****
# 01 # MACH JAB                # 85    # 8  # >    # ----- #
# 02 # MUSCLE CHARGE            # 0     # 20 # ----- #
# 03 # SPIN ATTACK              # 180   # 78 # >    # PARALYSIS #
# 04 # HEAVY IMPACT            # 165   # 150 # >    # PARALYSIS #
# 05 # WAR CRY                  # 0     # 100 # ----- #
# 06 # CHARGE ATTACK           # 300   # 246 # >    # PARALYSIS #
# 07 # FIGHTING AURA          # 360   # 333 # >    # PARALYSIS #
*****
```

|| -SKILL: CELESTIAL || [005.1.6] ||

CATEGORY FOCUS: POWER and RANGE.

```
*****
# RANK #          SKILL                # POWER # MP # RANGE # EFFECT #
*****
# 01 # DARK SPIRIT              # 135   # 18 # >    # CORRUPTION #
# 02 # LIGHT SOUL              # 120   # 15 # >    # ----- #
# 03 # RUSE CLOUD              # 210   # 132 # >    # CONFUSION #
# 04 # FLASH                   # 160   # 145 # >    # PARALYSIS #
# 05 # EVIL SQUALL             # 310   # 320 # >>> # ----- #
# 06 # HOLY SUNSHINE          # 300   # 312 # >>> # ----- #
# 07 # JUDGMENT                # 370   # 400 # >>> # ----- #
*****
```

|| -SKILL: MACHINE || [005.1.7] ||

CATEGORY FOCUS: POWER and MP.

```
*****
# RANK #          SKILL                # POWER # MP # RANGE # EFFECT #
*****
# 01 # MECHANICAL CLAW         # 150   # 25 # >    # ----- #
# 02 # UPGRADE                # 0     # 60 # ----- #
# 03 # ENERGY BALL          # 200   # 138 #     # ----- #
# 04 # ANTI-ATTACK FIELD     # 220   # 150 # >    # ----- #
# 05 # HEAVY LASER            # 250   # 212 # >>  # ----- #
# 06 # MACHINE FALL          # 300   # 264 # >>  # ----- #
# 07 # DG DIMENSION V2       # 380   # 290 # >>> # CORRUPTION #
*****
```

|| -SKILL: POOP || [005.1.8] ||

CATEGORY FOCUS: MP and EFFECT.

```
*****
# RANK # SKILL # POWER # MP # RANGE # EFFECT #
*****
# 01 # DIRTY KICK # 100 # 10 # > # CONFUSION #
# 02 # ULTRA STINK SPRAY # 120 # 20 # > # PARALYSIS #
# 03 # POOP TRAP # 100 # 40 # > # POISON #
# 04 # POOP BARRIER # 160 # 80 # > # POISON #
# 05 # RANDOM POOP THROW # 180 # 120 # >>> # CONFUSION #
# 06 # POOP FALL # 200 # 160 # >> # CONFUSION #
# 07 # ULTIMATE POOP HELL # 250 # 200 # >>> # SLOW #
*****
```

=====

|| DIGIMON: CARD COLLECTION GUIDE || [0000006] ||

=====

This is the complete collection of every Card in the game:

|| -PAGE 01 [001-015] || [00006.1] ||

```
*****
# CARD [ID] # NAME # CLASS #
*****
# 001 # BOTAMON # C #
# 002 # DODOMON # C #
# 003 # YURAMON # C #
# 004 # POYOMON # C #
# 005 # YARIMON # C #
# 006 # KOROMON # C #
# 007 # WANYAMON # C #
# 008 # VADOMON # C #
# 009 # TOKOMON # C #
# 010 # GIGIMON # C #
# 011 # AGUMON # C #
# 012 # GAOMON # C #
# 013 # BIYOMON # C #
# 014 # VEEMON # C #
```

015 # HAGURUMON # C #

|| -PAGE 02 [016-030] || [00006.2] ||

CARD [ID] # NAME # CLASS #

016 # CANDLEMON # C #
017 # CHUUMON # C #
018 # TSUKAIMON # C #
019 # KAMEMON # C #
020 # KUDAMON # C #
021 # LALAMON # C #
022 # IMPMON # C #
023 # GUILMON # C #
024 # PATAMON # C #
025 # DEMI DEVIMON # C #
026 # BLACK GABUMON # C #
027 # PSYCHEMON # C #
028 # GOBURIMON # C #
029 # SNOW AGUMON # C #
030 # BLACK AGUMON # C #

|| -PAGE 03 [031-045] || [00006.3] ||

CARD [ID] # NAME # CLASS #

031 # GABUMON # C #
032 # SOLARMON # C #
033 # TENTOMON # C #
034 # GOMAMON # C #
035 # PALMON # C #
036 # DORUMON # C #
037 # COMMANDRAMON # C #
038 # GREYMON # C #
039 # GAOGAMON # C #
040 # BIRDAMON # C #
041 # EX-VEEMON # C #
042 # MERAMON # C #
043 # AIRDRAMON # C #
044 # GARURUMON # C

045 # BAKEMON # C #

|| -PAGE 04 [046-060] || [00006.4] ||

#	CARD [ID]	#	NAME	#	CLASS	#
#	046	#	BLACK GATOMON	#	C	#
#	047	#	GEOGREYMON	#	C	#
#	048	#	SUNFLOWMON	#	C	#
#	049	#	NUMEMON	#	C	#
#	050	#	LEOMON	#	C	#
#	051	#	GROWLMON	#	C	#
#	052	#	ANGEMON	#	C	#
#	053	#	ORANGE GROWLMON	#	C	#
#	054	#	GATOMON	#	C	#
#	055	#	DEVIMON	#	C	#
#	056	#	BLACK GROWLMON	#	C	#
#	057	#	ICE DEVIMON	#	C	#
#	058	#	BLACK GARURUMON	#	C	#
#	059	#	GURURUMON	#	C	#
#	060	#	GEREMON	#	C	#

#####

|| -PAGE 05 [061-075] || [00006.5] ||

#	CARD [ID]	#	NAME	#	CLASS	#
#	061	#	KABUTERIMON	#	C	#
#	062	#	SUKAMON	#	C	#
#	063	#	IKKAKUMON	#	C	#
#	064	#	GUARDROMON	#	C	#
#	065	#	SEADRAMON	#	C	#
#	066	#	TOGEMON	#	C	#
#	067	#	SHIELDDRAMON	#	C	#
#	068	#	METAL GREYMON	#	B	#
#	069	#	MACH GAOGAMON	#	B	#
#	070	#	GARUDAMON	#	B	#
#	071	#	PAILDRAMON	#	B	#
#	072	#	MAGNA ANGEMON	#	B	#
#	073	#	LADY DEVIMON	#	B	#
#	074	#	MONZAEMON	#	B	#

075 # RISE GREYMON # B #

|| -PAGE 06 [076-090] || [00006.6] ||

CARD [ID] # NAME # CLASS #

076 # LILAMON # B #
077 # MYOTISMON # B #
078 # MEGA SEADRAMON # B #
079 # WAR GROWLMON # B #
080 # BLACK WAR GROWLMON # B #
081 # WERE GARURUMON # B #
082 # ANGEWOMON # B #
083 # BLUE MERAMON # B #
084 # BLACK WERE GARURUMON # B #
085 # ORANGE WAR GROWLMON # B #
086 # MEGA KABUTERIMON # B #
087 # ETEMON # B #
088 # ANDROMON # B #
089 # ZUDOMON # B #
090 # METAL TYRANNOMON # B #

|| -PAGE 07 [091-105] || [00006.7] ||

CARD [ID] # NAME # CLASS #

091 # MEGADRAMON # B #
092 # VIRUS METAL GREYMON # B #
093 # TANKDRAMON # B #
094 # WAR GREYMON # A #
095 # MIRAGE GAOGAMON # A #
096 # PHOENIXMON # A #
097 # BLACK WAR GREYMON # A #
098 # SHINE GREYMON # A #
099 # VICTORY GREYMON # A #
100 # MARINE ANGEMON # A #
101 # ROSEMON # A #
102 # PLATINUM NUMEMON # A #
103 # BANCHO LEOMON # A #
104 # DARKDRAMON # A

105 # CHAOSMON # A #

|| -PAGE 08 [106-120] || [00006.8] ||

CARD [ID] # NAME # CLASS #

106 # METAL GARURUMON # A #
107 # BLACK METAL GARURUMON # A #
108 # ZEED GARURUMON # A #
109 # HERCULES KABUTERIMON # A #
110 # METAL ETEMON # A #
111 # VIKEMON # A #
112 # CHAOS GALLANTMON # A #
113 # MALO MYOTISMON # A #
114 # MURMUKUSMON # A #
115 # DEATHMON # A #
116 # VIKARALAMON # A #
117 # KUNVIRAMON # A #
118 # VAJRAMON # A #
119 # MIHIRAMON # A #
120 # ANTYLAMON # A #

|| -PAGE 09 [121-135] || [00006.9] ||

CARD [ID] # NAME # CLASS #

121 # MAJIRAMON # A #
122 # SANDIRAMON # A #
123 # INDRAMON # A #
124 # PAJIRAMON # A #
125 # MAKURAMON # A #
126 # SINDURAMON # A #
127 # CHATSURAMON # A #
128 # CHAOSDRAMON # A #
129 # MACHINEDRAMON # A #
130 # METAL SEADRAMON # A #
131 # GIGA SEADRAMON # A #
132 # NEO MYOTISMON # A #
133 # DORBICKMON # A #
134 # SPLASHMON # A

135 # ZAMIELMON # A #

|| -PAGE 10 [136-150] || [0006.10] ||

CARD [ID] # NAME # CLASS #

136 # OLEGMON # A #
137 # GRAVIMON # A #
138 # WAR GREYMON X # S #
139 # BLACK WAR GREYMON X # S #
140 # SERAPHIMON # S #
141 # OPHANIMON # S #
142 # CHERUBIMON # S #
143 # LUCEMON FALLDOWN MODE # S #
144 # LEVIAMON # S #
145 # BEELZEMON # S #
146 # LILITHMON # S #
147 # BELPHEMON RAGE MODE # S #
148 # BARBAMON # S #
149 # DEAMON # S #
150 # GOLDRAMON # S #

|| -PAGE 11 [151-165] || [0006.11] ||

CARD [ID] # NAME # CLASS #

151 # MAGNADRAMON # S #
152 # MEGIDRAMON # S #
153 # AZULONGMON # S #
154 # BAIHUMON # S #
155 # ZHUAQIAOMON # S #
156 # XUANWUMON # S #
157 # ANCIENT GREYMON # S #
158 # ANCIENT GARURUMON # S #
159 # ANCIENT BEETLEMON # S #
160 # ANCIENT IRISMON # S #
161 # ANCIENT MEGATHERIUMON # S #
162 # ANCIENT MERMAIMON # S #
163 # ANCIENT TROIAMON # S #
164 # ANCIENT WISEMON # S

165 # ANCIENT SPHINXMON # S #

|| -PAGE 12 [165-180] || [0006.12] ||

CARD [ID] # NAME # CLASS #

166 # ANCIENT VOLCAMON # S #
167 # APOCALYMON # S #
168 # HUANG LONGMON # S #
169 # IMPERIALDRAMON # SS #
170 # IMPERIALDRAMON F-MODE # SS #
171 # IMPERIALDRAMON P-MODE # SS #
172 # OMNIMON # SS #
173 # GALLANTMON # SS #
174 # MAGNAMON # SS #
175 # DYNASMON # SS #
176 # CRUSADERMON # SS #
177 # ULFORCE VEEDRAMON # SS #
178 # CRANIAMON # SS #
179 # SLEIPMON # SS #
180 # DUFTMON # SS #

|| -PAGE 13 [181-190] || [0007.13] ||

CARD [ID] # NAME # CLASS #

181 # EXAMON # SS #
182 # ALPHAMON # SS #
183 # MARSMON # SS #
184 # NEPTUNEMON # SS #
185 # MERCURYMON # SS #
186 # VENUSMON # SS #
187 # MINERVAMON # SS #
188 # VULCANUMON # SS #
189 # CLOCKMON # SS #
190 # JIJIMON # SS #

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|| THANKS FOR...

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|| [0000008] ||

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