



people who helped me and gamefaqs messageboard dudes. Sounds like a corporation eh?

4. Agnes, reginna1609@yahoo.com. For her info about so many things.
5. For Cipto Adiguno (power\_of\_mars@yahoo.com) and Fumiya Ando (fumiya\_ando@yahoo.com) for their info about SuperStarmon (um...yup I'm SuperStupid since I don't know about it).  
And there are some more who tell me about this, but I can't write you all. They're the first one telling me this. BTW thank you very very muchie again for all who already help me.
6. And for anyone who has send me their great memory card.  
Try to ask Fumiya Ando. IMHO he is better than me (thats true).  
And if you still not receive my mem cards (and others mem cards), pls remind me again since maybe you type wrong address or i lost it or anything. Pls read "Mail Problem" Section.
7. ... (sorry i lost your mail address) for his info about MetalSeadramon Card's Bug.
8. For "Ronald Pascal" <jack\_van\_burace@hotmail.com> and "Archie Manila" <manila\_archie@yahoo.com> for their info about Aquilamon Cards bugs.
9. For "Ronald Pascal" <jack\_van\_burace@hotmail.com> again for his info about Dolphmon Cards bugs.
- 10.<supremebangirasu@aol.com> and Erwin Pagan <digierwin@yahoo.com> for their info about Digiparts.
- 11.Thithi Tirakungovit <gaia7@thailand.com> for his help in exp bonus section.
- 12.Eon Strife" <eon\_strife@yahoo.com> for his nice chart in Cards Fusion.
- 13.Joe Guendert <jtguendert@hotmail.com> for his help in trading (I made a mistake before)
- 14.Joey Carlos <joey171589@hotmail.com> for his help in bugs.
- 15.Everyone who read it.
- 16.Everyone who send me hate mails (it help too, trust me).
- 17.BANDAI for making this game and for so much bugs in it.

And finally this guide almost complete already. Thanks again for everyone. And if you just start playing this game, this guide will hopefully help you, since this guide is the result from hardwork all of Digimon BC freaks (Ronald, Agnes, Cipto, Fumiya, Thiti, me and much more).

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(\*) = correction  
(NEW!) = New section

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1. STARTING A NEW GAME
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## CHOOSING PARTNER

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First you must choose a partner card, you can choose only 1 partner now.  
But later you can choose 1 more from this list (so you must forget 1 of these three).

Veemon has a strong attack (Fire) - Flamedramon/F  
Raidramon/D  
Magnamon/F  
Hawkmon for fast digivolve (Nature) - Halsemon/N  
Shurimon/N  
Armadillomon for good defense (Rare) - Digmon/R  
Submarimon/I

\* What's digivolve ?

Digivolve : there are 4 rank cards in Digimon BC. R(Rookie), C(Champion) and U(Ultimate). R the lowest and U is the highest rank. So, using Hawkmon means that you can move from R to C to U faster.

A(Armored) rank only for partner.

Later in the games there are 3 more partners. This time you only can choose 1 partner:

Wormmon (Darkness) - Shadramon/D  
Quetzalmon/I  
Patomon (Nature) - Pegasusmon/N  
Baronmon/F  
Gatomon (Nature) - Nefertimon/N  
Tylomon/I

So, total partners that you had in this game will be 3 partners.

All partners has 2 eggs (armor), except Veemon has 3 eggs.  
During the game, you only can use 3 Partner Cards ! Choose wisely.  
They all have own advantages and weakness. Choose which one suits you.

And to complete their eggs, read this :

Thanks to gamefaqs messageboard to "Mwfillman" posted at (10/2/2001 11:42:57 PM) from "can sumebdy help me ?" topics.

2nd Partner's first digi-egg : talk to TK.  
3rd Partner's first digi-egg : talk to MetalGreymon.  
2nd Partner's second digi-egg: talk to Tai.  
3rd Partner's second digi-egg: talk to Omnimon.  
And Veemon 3rd eggs: talk to BlackWarGreymon after defeat him once.

## ----- BATTLE PRACTICE -----

Learn the basic from Betamon (I can't teach you). Its very useful for beginners.  
There are 5 types of cards plus Option Cards in this game , they are :  
Fire, Ice, Nature, Darkness and Rare  
Each has it own advantages and weakness.

Explanation about Specialties (Advantages and Weakness)

FIRE/RED : Strong attack but Low HP.  
ICE/BLUE : High HP but Weak attack.  
NATURE/GREEN : Fast digivolving from R to C to U, but bad support effect.  
Also don't forget, some bugs in nature cards. See Bugs section.  
But Nature can kill darkness deck very fast (if you can use it).  
IMHO Nature is Darkness Slayer.  
DARKNESS/BLACK : Weak in R level, strong in C level and VERY strong in U level.  
But very slow in digivolving. Also Risky support.  
Its your NIGHTMARE, once it digivolve to U level.

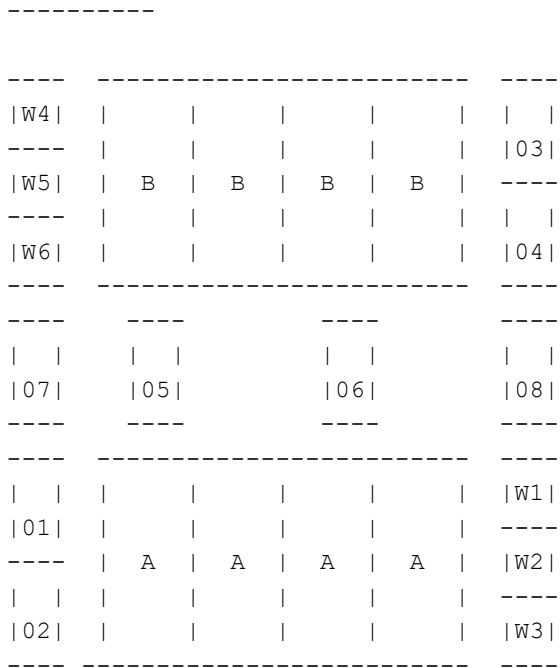
RARE/YELLOW : Average allround but it has great support effect.  
(Well, com said its average allround, but IMO its weak. Low HP,  
also weak attack power. Its really hard to mastering this type)

You should have max. 10 OPTION CARD in each deck. More will makes you  
in big trouble (but, its up to you of course).

\* So, it depends on you which specialties do you like. BTW many people very  
like using fire/red and no one like to use rare/yellow. So I truly admire  
anyone who can use rare/yellow.

\* From mails that I've received and polling in gamefaqs messageboards, almost  
40% player using Fire, 25% using Nature, 20% using Ice and 10% using Darkness.  
Only 5% using Rare and its only for support, not to fight.

BATTLE MAP (Delete this part if you already understand)



Explanation :

- 01. Player Offline File
- 02. Player Online Card Deck
- 03. Opponent Offline Pile
- 04. Opponent Online Card Deck
- 05. Player Digimon Entrance
- 06. Opponent Digimon Entrance
- 07. Player DP Slot
- 08. Opponent DP Slot
- W1, W2, W3. Player winning mark.
- W4, W5, W6. Opponent winning mark.
- A. Player's On-Hand Cards
- B. Opponent's On-Hand Cards

Winning Condition :

- 1. Win 3 times.
- 2. Opponent Online Card zero, so he can't entrance other digimon card  
when defeated.
- \* There is no Draw/Tie in Digimon BC.

You can turn ON/OFF battle animation by pressing START  
when in battle. Also you can read explanation about special support.  
You MUST read those special support explanation !!!

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2. MENU EXPLANATION  
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CARDS : Here you can see all cards that you have. Also you can create your own  
----- decks in here. Each deck contain 30 cards. But only 3 decks that you can  
create.

\* Create A Deck : This is the normal portion for a deck -> it contains 10 R lv Digimon,  
7 C lv Digimon, 3 U lv Digimon and 10 Option Cards. Of course you can adjust it  
as you like. Also each deck only can have 4 same cards inside it.

DON'T FORGET to use your partner(s) inside. If there is no partner inside that deck,  
you won't receive any exp. and your partner level won't raise and you won't get  
digiparts. The only way to make your partner stronger is always use them in battle.

\* When your card has a star sign like this \*, it means :

- You have full set of those card (6) OR

- you only have it 1 or 0 (so it means few or rare, not "?" this rare, but real rare).

\* When viewing you deck, you can press SELECT to sort it.

\* What's the meaning of 2000/1000 in my card stat ?

1000 is the real Attack Power of those card, 2000 is the highest Attack that you've  
ever made with this card by using support card like Doubled AP etc. So 2000 just  
a note for the highest attack that you can made with those card.

Example : Agumon's O attack is 380. When in battle you use Agumon to entrance and  
using support card "O Attack Power Tripled". Now in Agumon Card stat you  
will see Agumon O Attack Power is 1140/380. If you NEVER USE Agumon Card it  
will show 0/380, this happend if you just starting a new game.

\* MAXIMUM amount for each cards is 6. So, if you already has 6 cards, use them  
for fusion. This Fusion will available once you defeated Battle Arena in Flame  
City. But always keep 4 cards for each cards. Read the below if you want to know why.  
Sevens Cards, Rosemon Lure and Download Digivolve is Special Cards. You can have  
them 1 each and you CAN'T TRADE them.

You'll get them later. Read "Special Cards" section if you want to know more.

\* You can use another opponent decks by pressing [] when selecting

decks before battle. You can use his / her deck after defeat him / her once.

NOTE : If you still can't use his / her decks, it means you don't have enough  
card(s) for those deck(s).

EXAMPLE : Tutorial Deck (from Betamon) has 2 Agumon cards inside. IF you DON'T  
HAVE 2 (or more) Agumon Cards you can't use this deck.

So try to always have 4 (from maximum 6) cards each.

BTW this isn't very important since you'll love your own decks :-P

\* Your cards collection precentage won't decrease even if you Fusing a card  
until 0.

EXAMPLE: You have 1 Wargreymon Card, and you fusion it. Now you have 0 Wargreymon  
Card. But your Cards Collection Precentage won't decrease.

-----  
PARTNER :Here you can modify your partner. Equip it with appropriate digiparts.  
----- If you have 2 digi-eggs, you can change your partner's armor by pressing  
L1 or R1.

\* You can change the game background. Just go to Partner Menu and choose any  
Partner, the background will change directly.

\* Never asking me "where i can get Digiparts no.xx?"

You'll receive it after raising partners level. Just keep playing with your  
partner cards inside your decks. But you can read about "Other Digiparts" section.

----  
SAVE : Save your game here. Pls remember that you can't save when in battle arena.  
---- But Save game available in some battle arena that has more than 3 enemies.

-----  
PLAYERS ROOM :

-----  
This only available in Beginner City, Sky City and Wiseman Tower. It shows  
some of your stat. , game completion, card collection etc.  
Later after beat BlackWarGreymon (that's the last boss), you can press O  
button here and see a complete stat of yours. Including your title/nickname.

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3. DECKS (You may ignore this part, delete it also okay)

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Here are some of my lovely deck (try it),

1. It contain all level Rookie cards, but don't underestimate its power !

Weak againts trashing deck.

R-Revival Deck

027 028 028 031 031 031 064 066 066 066

131 165 165 167 167 170 170 171 Prt 191

231 234 234 234 289 290 293 296 296 296

How to use this deck :

Use X attack first, hacking when your HP very low than use O attack.

Digivolve in danger situation. Thats it, but its not fast in defeating.

And use the support wisely!

With this deck you'll have some chance to get Rainbow Exp Bonus

(See Experience Section).

2. Thanks for De@thSh@dow (insgnficnt@edsamail.com.ph)for giving me the idea to make this kind of deck. Also see his guide !

Yes this deck become my favourites now. BTW I make some change from the original that created by him.

And again thanks to him.

The weakness : This deck almost never get a perfect win. Also careful with counter X.

And you'll dead when facing first attack based deck. Fortunately, only few opponents having such kind of deck.

The advantages : Can kill in ONE BLOW. And can defeat ANY enemies, but not first attack based decks and support void based decks(like Omnimon).

BTW why there is no digiparts for Crash ?

Kaboom Deck

025 025 025 025 028 028 028 028 103 105

105 124 124 124 125 125 166 166 170 170

170 170 171 171 171 171 256 256 256 256

How to use this deck:

Simple. Always use card with CRASH to entrance.

Crash everytime you're first move.

And use the option card. Card with no crash shouldn't entrance.

Since this deck attack concentrated on crash, its okay to entrance even lv.U Digimon for the first time.

3. This called Anti-Betamon Deck. From Fumiya Ando (Fumiya\_ando@yahoo.com)

Used to fight Betamon in Beginner City's Cafe, after defeat BlackWarGreymon.

Anti-Betamon Deck

Prt Prt Prt 193 193 193 193 199 199 199

221 221 221 221 235 235 235 235 255 255

255 255 285 286 287 288 289 290 291 292

How to use this deck:

You'll know it by yourself !

It looks strange, but it will make Betamon DEAD, DEAD, DEAD!

And make your partners increase their level VERY FAST !

But what if all your partners in the bottom?

In that case ask to yourself, what sin you've made today? :-)

\* Now as you can see from my sample decks, that create deck may not based with specialties or lv. Any deck that you created, as long can defeat any enemies it was a great deck.

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 4. SHORT WALKTHROUGH  
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\*\*\*\*\*  
 Partners  
 \*\*\*\*\*

Actually there is not necessary to have a guide for this game.  
 Just play in every arena until Infinity Tower, fight A and  
 voila..!! you "finished" this game.  
 You may have big problem when fight againts A. Here's my help, use  
 four (that's maximum) Hacking Card, and some Chain Saw Card.  
 Also four ToyAgumon Card. And now...it depend on your luck.  
 OR you can use crash based deck (see "Decks" Section).  
 You can make a better decks of course if you're not agree with me.

\*\*\*\*\*  
 BUT after you "finished" this game there are still a lot of things can  
 be done to get the REAL Ending (so, the one before was a fake or illusion?)  
 \*\*\*\*\*  
 BTW before doing this, see Special Card Section first.  
 And since this is a card game and need your own strategy to defeat opponent, I  
 won't write how to beat any opponent. Just find your own way and never give up.  
 Also, my strategy might not work for you.  
 But if you still want to know about brief explanation about opponent, just open  
 Robert Jennings's walkthrough in this same site. It's very good.

1. Return to Beginner City and talk with Tai.
2. Go to Desert Island, and win the arena. Can't use Option Card !  
 Crash based deck might come in handy this time.
3. Back again to Beginner City and talk with Tai than Rosemon.
4. Go to Dark City and win the Haunted Arena.
5. Back to Beginner City and talk with Rosemon than Greymon.
6. Now you must fight again from one arena to another just like before.  
 There are new arena in each city. Fight until you reach Wiseman Tower.  
 After win from Wiseman Tower battle arena, talk with Metalgreymon twice to  
 receive Digi-egg.
7. Back to Beginner City. Now you must fight with :
  - \* Tai - Beginner City, don't forget to talk with him again after defeat  
 him, he'll give you digi-egg. Ignore Paildramon for now.
  - \* Garudamon and Sora - Flame City.
  - \* Lilymon and Mimi - Jungle City.
  - \* MetalGarurumon and Matt - Igloo City, than Battle Arena - Igloo City.
  - \* Zudomon and Joe - Junk City.
  - \* MegaKabuterimon and Izzy - Dark City.
8. Go to Infinity Tower to fight Piedmon in Battle Arena.  
 And now you can fight Pixymon in Step Road to receive Speed Sevens Card.
9. Return to Flame City again. In Cafe you'll meet Paildramon, but you can't  
 fight him. Fight the extra arena to defeat Paildramon.  
 And now every town will have one new opponent (like those Paildramon),  
 just fight in this order : Flame City-Jungle City-Igloo City-Pyramid Town-  
 Sky City.
- 10.Continue to Steep Road. Fight GrandKuwagamon in Cafe than fight Ken.
- 11.Next is Infinity Tower. Diaboromon open a new arena, defeat him there.
- 12.Back again to Flame City. New opponent appear in Cafe. Fight him in Extra  
 Arena (again). And just like before, new opponent appear again in every city.  
 Flame-Jungle-Igloo-Pyramid-Sky.
- 13.Hold on, it almost end :-)  
 Continue to Wiseman Tower, Omnimon open a new arena. Defeat him in battle  
 arena.
- 14.BACK AGAIN (fiuuhh) to Flame City. ImperialDramon already wait in cafe.

Fight him in Extra Arena. And in Igloo City new opponent have wait for you.  
Fight him in Extra Arena.

15. Now go directly to Infinity Tower, yup...a new digimon have wait you.

Its Apokarimon. Defeat him in battle arena. And ATTENTION PLS ?

Use your best deck to beat him. He has all sevens cards and other special cards like Download Digivolve and Apokarimon (himself) Card. All black coloured (a little spoiler).

16. Back again to Igloo City. Talk with BKMetalGarurumon in cafe and defeat him in Battle Arena.

17. LAST: Beginner City. Talk with BlackWarGreymon, he open new arena. Defeat him in Battle Arena. And that's it, THE END.

No movie after this.

NOTE: To meet BlackWarGreymon you must win 300 times or more.

18. Collect all cards, fight all people in Digi World. And have a good rank.

And have 100 % card collection, story and digiparts.

\*\*\*\*\*

My Stat. (If you think I lie)

\*\*\*\*\*

You can see this all after win from BlackWarGreymon, go to Players Room and press O button.

Fusion Info : Used Cards        1211  
              Fused Cards        404  
              Fusion Mutations   60

Players Attack Rate :

O - 55.4%

T - 15.3%

X - 29.1%

Specialty Data of Each Cards :

Nature     : W-801 L-118

Fire        : W-630 L-105

Ice         : W-473 L-108

Darkness : W-221 L- 51

Rare        : W- 89 L- 40

Com Battle Result : W-761 L- 0

Mostly card win battle : Garurumon / Ice - 122 wins, 23 loss

My strongest attack made by HerculesKabuterimon with X attack for 5600 damage (i'll send you my mem card right away if you think i lies !)

I'm a "Wild Hunter" (See TITLES / NICKNAMES Section)

\*\*\*\*\*

After Win from BlackWarGreymon :

\*\*\*\*\*

\* You'll see all statistic you've made during the game.

And on the last part you receive a title / nicknames.

(See TITLES / NICKNAMES Section)

\* And IF you have Veemon as partner, BlackWarGreymon will give you the third egg for Veemon. Just talk with him in Cafe, after you defeat him once.

\* You can go to Players Room and press O.

You'll see ALL of your statistic during this game, including your title.

\* Fight Betamon in Beginner City's Cafe, you'll surprise to see his new deck.

Its full sevens cards (more than 7) and has so much Download Digivolve (but he never use it. I wonder why ?).

And much Rosemon Lure. This one's INCREDIBLE !! But it isn't Impossible to beat him. Actually he just piece of cake, but he's worth for 33 points exp when you win. And with other bonus exp, he might give 40-50 exp. He can raise your partners level VERY FAST ! HINT : All of his Digimon Cards are U lv., without R or C lv. That's his weak point ! (If you're sharp enough, those hint will help you)



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 Others :  
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1. You can talk with Wizardmon in Sky City and get some U level card.  
 These are some codes I know :  
 PIEDMON  
 WARGREYMON  
 A-VEEDRAMON  
 MTLLETEMON  
 OMNIMON-1  
 OMNIMON-2  
 MTLGARURUMON  
 JIJIMON  
 H-KBUTERIMON  
 VENOMMYOTIS

(This are the result from hard work from all people in gamefaqs, gamewinners and gamefaqs messageboard)  
 So thanks to them. :)

2. Fight Nanimon in ?  
 You can find Nanimon in random. Once you win fight him try other city.  
 If you still can't find him just fight with other player and wait.
3. After enough long play, some human opponent (like Davis, Izzy etc.) will give you their deck in battle. It worst decks, but it will help to complete your card collection (specially partner cards).  
 You'll see your partner cards in card list but can't use them. You only can use 3 partners (remember ?). Some of them also give you digipart.

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 5. EXPERIENCE  
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Thanks to Thithi Tirakungovit <gaia7@thailand.com> for helping me in this part, (#1) sign means its from him.  
 You'll receive some experience each time you win a battle.  
 And a some bonus experiences, they are:

1. Exp From Opponent (\*)  
 It depends on the enemy. More difficult means more exp.  
 Like when you win againts A, you'll receive 30 points.
2. All O attack win (3)  
 You always use O attack to defeat all cards.
3. All T attack win (3)  
 You always use T attack to defeat all cards.
4. All X attack win (3)  
 You always use X attack to defeat all cards.
5. All or Nothing Gamble Win (?)  
 Same with #6, but opponent also loss all his card
6. Last Chance Gamble Win (2)  
 Using gambling support card to achieve the last win.
7. No Support Card Win (5)  
 Never use support or option card in battle.
8. No Digivolve Win (3)  
 Win without any digivolving. Using Armor means digivolve!
9. No Discard Win (1)  
 Never discarding cards on hand when battle.
10. 4-of-a-kind Win
11. 0 Online Card Left Win (2)  
 Opponent online card 0 when you win.
12. Partner Win (1)  
 Using partner card and he win at least one round.
13. No Loos Win (3)  
 Never loose any round in battle.

14. Come-Back Win (3)  
Defeated in the first two round, but win at last.
15. Desperate Win
16. All Gone Win (2)  
Win with your Online Deck 0.
17. Ultimate Level Win (3)  
Kill one enemies U level cards.
18. Option Maniac Win (?)
19. 8 DP Cards Win (8)  
Have 8 cards in DP Slot when you win. This is very HARD I tell you !
20. Lucky Seven Win  
Last Win using counter attack.
21. Just Enough Attack Win (3)  
Last attack power have same amount with opponent HP.
22. 12 S-Jewel Cards Win (?)  
Using 12 different Digi-Jewel during battle.
23. Choked Loss (2) (#1)  
Opponent defeated in the first two round, but opponent win at last.  
Also happened if you give up after win two rounds, really weird isn't it ?  
Why should I give up when I win ?
24. Loss By Gamble (?)  
Computer using Gamble Support Card to defeat you.
25. Total Loss (1) (#1)  
Loss a battle in direct 3 rounds. (I never let com do it)
26. Rainbow (2)  
Use 5 different colour in entrance Digimon. It means your deck must have 5 different colour inside. It so little exp., not worthy enough with the difficulties you'll get to receive this bonus.  
Mutant Digivolve or Special Digivolve needed to get this bonus.  
(I receive this bonus in my 451st games)
27. Damage Fever (5) (10) (15)  
You make 1110, 2220 etc. damage point.  
Note: You can receive this bonus more than once in one battle.  
Ex: 075-MagnaAngemon can deal 1110 damage to Darkness enemies.  
008-MasterTyrannomon can deal 1110 damage to Ice enemies.
28. HP Fever (7)  
Have HP 1110, 2220, 3330 etc
29. 3 Partners (?) (#1)  
Your On-Hand Deck has 3 of your partners.
30. 3 Partners Plus (?)
31. Partner Normal Digivolve (3)  
Your partner digivolving to U level.  
Please remember that you must begin with R level partner, not A.
32. Super Bonus (10) (#1)  
Have 8 different exp bonus.

\* Pls help if you know how to get the rest exp bonus.

\* You WON'T receive Exp IF in you don't use your partner in the deck.

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6. BUGS !!! (Attention please)

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1. 295-Special Digivolve (Option)

It has a different effect between comp and player when use it.

IT SAYS you can digivolve to any specialties by "ADDING" 20 DP.

SO IT SHOULD BE when some card need 40 DP to digivolve it means you must has at least 60 DP's.

BUT COMPUTER can digivolving WITHOUT ANY DP , even if those Card need 70 DP TO DIGIVOLVE !!.

MEANWHILE YOU must "ADD" 20 DP like it says. WHAT A JERK !!!

Wanna see ? Just fight Sora in Flame City, Piedmon in Infinity Tower

or Wargreymon in Wiseman Tower. You will HURT seeing Sora can use Special Digivolve JUST LIKE Download Digivolve. And you'll HATE this card if you already fight Piedmon 10 times straight.

2. 072-AeroVeedramon & 081-Veedramon (Both Nature)

IT SAYS if your level U, own AP is doubled.  
When COMPUTER use it, it will WORKS just like it says, his AP still doubled EVEN if his level is R or C (DISGUSTING!!! \*#@!!!).  
BUT IF YOU use it, NOTHING will happend even your card has U level.  
MISFIRE FAILURE !!! HOW DISGUSTING !!!  
All Nature cards supports was weird anyway. :) That's why I hate Nature.  
NOTE : This is from Joey Carlos <joe171589@hotmail.com>. Veedramon Support Effect still work when u use Angemon and your opponent is MetalSeadramon. This is kinda funny since MetalSedarmon itself is a bug card. Is this bugs can kill another bugs? This making me more confuse.

3. 036-MetalSeadramon (Ice)

from ??? (sorry for losing your mail, or is it Fumiya Ando perhaps?)  
IT SAYS if your specialty Ice, opponent suppot effect voided.  
And AGAIN, NOTHING happend if YOU use it (correctly).  
But when COMPUTER use it, tada...it WORKS!! Huh? What's wrong here?  
I'm not hate this card (YET). Since I never use it, and only few opponent use it.

4. 048-Dolphmon (Ice)

from "Ronald Pascal"<jack\_van\_burace@hotmail.com>  
IT SAYS "If own attack is NOT 0, recover own HP by +300".  
I (Ronald) tried ALL of my attack (circle, triangle, cross) but it still didn't work.  
And I don't know if this happend to com or not. Bur IMHO, com can use it just like it says.  
NOTE : I've try this card as support, and suprisingly it WORKS when I used 0 attack (recover my HP for 300). W..wha...what's this..??!! Ooucchhh...  
Dear BANDAI, this is a very funny joke (perhaps they made this game on April 1st)

5. 013-Aquilamon (Fire)

from "Ronald Pascal<jack\_van\_burace@hotmail.com> AND "Archie Manila" <manila\_archie@yahoo.com>  
Aquilamon support effect also doesn't work. It says "If own attack is triangle, attack first". I tried ALL of my attack (circle, triangle, cross) but it still didn't work. I also don't know if this is happend to com ? Tell me if you know it.  
NOTE : Yeah, it didn't work for me too. This card has ruined all my plan to make a 1st attack based deck. It might be a good card.

6. Betamon (after win from BlackWarGreymon)

This is NOT a card bug, but a little weird things in game. Here, if you have Download Digivolve in your On-Hand Deck and a Digimon Card, you can't discard those Download Digivolve isn't it ? But Betamon can do that. Well that makes him a fool Digimon with the best deck.

\* So, never use those cards !

Is there any testing process before those BANDAI sell this game ?

I know you've work very hard to make this game, be more careful next time.

\* I wonder if you use all those bugs cards. Perhaps you'll receive "Perfect Misfire Failure" bonus experience :-) Unfortunately this is just my joke (not funny huh ?).

\* And here is some tips from Cipto Adiguno<power\_of\_mars@yahoo.com> :

MetalSeadramon Cards sometimes work for you, but mostly NOT.

Special Digivolve also sometimes work for you (without any DP).

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7. CARDS FUSION

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Option + Option = Option

Same Colour = Option  
 Fire + Option = Fire  
 Darkness + Ice = Fire  
 Darkness + Rare = Fire  
 Ice + Option = Ice  
 Nature + Darkness= Ice  
 Fire + Rare = Ice  
 Nature + Option = Nature  
 Fire + Ice = Nature  
 Ice + Rare = Nature  
 Darkness + Option= Darkness  
 Nature + Rare = Darkness  
 Fire + Nature = Darkness  
 Rare + Option = Rare  
 Fire + Darkness = Rare  
 Ice + Nature = Rare

\* And this is a nice chart for cards fusion that created by Eon Strife  
<eon\_strife@yahoo.com> :

```

    F
  DWN
DFRDN
  WNF
    W
  
```

F=Fire  
 D=Darkness  
 W=Water  
 N=Nature  
 R=Rare

How to read :

The type BETWEEN two types is the result of the fusion from the two types besides it.  
Can be read horizontally or vertically.

Example :

DFR -> Fire = Darkness + Rare

```

W
R -> Rare = Water + Nature
N
  
```

\* Very nice isn't it ? Well don't forget, this fabulous contribution is from Eon Strife,  
NOT from me.

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8. SPECIAL CARDS (FUSION)
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I write it by its numbers, so it will easier to read ;-)

AeroVeedramon = 013 + 083	SuperStarmon = 038 + 145
Seraphimon = 075 + 143	Omnimon II = 006 + 039
Vikemon = 040 + 142	Omnimon I = 002 + 037
Puppetmon = 115 + 147	Shakkoumon = 082 + 151
MetalEtemon = 116 + 150	Imperialdramon = 001 + 004
GranKuwagamon = 074 + 112	Magnadramon = 075 + 077
Paildramon = 012 + 117	MetalSeadramon = 042 + 043
VenomMyotismon= 110 + 111	Diaboromon = 109 + 144
Valkyrimon = 007 + 076	Rosemon = 078 + 111

\* Thanks to Cipto Adiguno and Fumiya Ando for SuperStarmon. See their e-mail address above.

And others mail that help me with SuperStarmon, i only write the first mail that i received. Once again thanks a lot for your help.

#### SPECIAL CARDS

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You can get this all after defeat A (boss in Infinity Tower).  
And pls remember, you only can have them 1 each (EXCEPT Apokarimon).

1. ROSEMON LURE:Discard all cards in opponent hand and DP slot.  
Defeat Rosemon in Beginner City once.
2. DOWNLOAD DIGIVOLVE:Can digivolve into ANYTHING!.  
Defeat Rosemon 10 times in a row (without leaving cafe).
3. SPEED SEVENS:1st attack, eat-up HP, power+200.  
Beat Pixymon from Steep Road, just once.
4. GRAND SEVENS:power add by amount of your HP.  
Fight Nanimon for several times. Nanimon never stay in one place.
5. MYSTIC SEVENS:disable opponent support&option effect,opponent AP to 0.  
Defeat Kari in Sky City Cafe, 6 times in a row.
6. DARK SEVENS:If opponent HP lower, opponent HP goes to 10.  
Beat Piedmon 5 times in a row. You can find him in Infinity Tower.
7. WILD SEVENS:triple attack power.  
Beat Imperialdramon 5 times in a row. He is in Flame City.
8. HOLY SEVENS:add HP by 1000.  
Beat Seraphimon 5 times in a row. He is in Sky City
9. REVERSE SEVENS : Move 10 cards from Offline Pile to Online Deck.  
Defaeat BKMetalGarurumon in Igloo City's Cafe, just once.
- 10.Apokarimon (this is the strongest Digimon Card)  
Beat Apokarimon at Infinity Tower's Battle Arena first. Than Apokarimon place is random (thanks to Cipto Adiguno for remind me), but I found him so many times in Desert Island. Just check in every Cafe.  
Umm..it's not that easily to defeat this cutie, he's worth for 25 exp points. Lower than Betamon, but more difficult than Betamon. He..he...he..confused ? Go ask Bandai.

\* If you ask me why I can't find XXX in X City ? Just keep playing, it means he/she not shown up yet. Ex : Rosemon (in Beginner City), she will available after you defeated A in Infinity Tower.

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#### 9. CARDS FUSION RULES

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Okay, this is from Ronald Pascal(jack\_van\_burace@hotmail.com). And i didn't edited it at all. So here they are, Ronald Pascal presents :

1. You can get a card you want by fuse cards at fusion shop. It ONLY WORKS on digimon cards NOT option cards. When you fuse cards, the card that would appear depends on the number of the cards ( I mean the POSITION of the cards ) The higher position of a card of its type the better you get.  
Example :  
When you fuse Biyomon (30th position of its fire type) and Ikakkumon (14th position of its ice type), it will have a result of Kuwagamon (22th position of its nature type)  
So The result is the average position of the 1st and 2nd cards (Rounded down).  $(30+14)/2=22$

Of course there is an EXCEPTION for mutation or special fusion though  
Example :  
When you fuse Imperialdramon (1st position of its fire type) and Vikemon (1st position of its ice type) , it would result a HerculesKabuterimon (6th position of its Nature type). Why is that ? Because THERE IS A LIMIT of position you can get from cards fusion. You CAN'T GET the card BEYOND this position. The only way to get these cards are Special fusion or get it

from defeat your opponent. Here is the limit of normal fusion.

Fire : 3rd position (WarGreymon)

Ice : 3rd position (MetalGarurumon)

Nature : 6th position (HerculesKabuterimon)

Dark : 5th position (Piedmon)

Rare : 4th position (Shakkoumon)

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10. SUPPORT EFFECTS RULES

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Now if you're an advance players, i think you must know this.

Thanks for Ronald Pascal <jack\_van\_burace@hotmail.com> again.

He know so much, eh ? Do you work in Bandai ?

Thanks to him again guys !

1. Support Effect works depending on the the number of the cards and the position of the cards . If your card's number & position is higher than your enemy's, your card will work first. If your card's number or position is same as your opponent's , then the player who has the turn will use the card first. When gamble, the game automatically calculates this number & position . There is an exception for Cherrymon's mist and Misty sevens too.

Example :

- When you use small recovery(number 266) and your opponent uses Super recovery(number 221), you will use your small recovery before your opponent.
- When the opponent uses Holy Sevens and you use Psychemon, you will use your psychemon after your opponent uses Holy Sevens (Digimon cards support effect always happen after Option Cards because all of the Digimon cards' number are higher than Option Cards).
- When both you and your opponent use attack Chip or other option cards, and  
It is your turn now, you will use support effect first.
- When you use Stingmon (Number 117) and your opponent use Zassomon (Number 131) you will use Stingmon first then opponent uses Zassomon.  
Why don't the number apply to these support effect ? Because Zassomon is the 29th position of its type (dark type) and Stingmon is the 15th position of its type (dark type). What I mean is 15th rank has higher position than 29th rank.

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11. MORE THINGS TO KNOW

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1. What are the best Option Cards?

IMO its Mystic Sevens.

Mystic Sevens make your opponent quiet for 1 turn :-), nothing he/she can do.

I will exchange any cards of mine to have 4 Mystic Sevens.

Unfortunately it can't. BTW Betamon has four Mystic Sevens in his deck !

You only can have 1 sevens cards each and can't be traded.

2. I need to know about the result from fusion.

Never fusion in Flame or Sky City. Use Fusion in Wiseman Tower.

Just wait until you reach Wiseman Tower (that's Terra Area/3rd Map).

In Wiseman Tower, Andromon will tell you what will be the result.

3. Who should be my partner?

I choose HAWKMON. But the other partners also great, each has their own advantages and weakness. No one stronger than the others. Choose which one suits you.

4. You can counter Special Effect "Crash" with "counter X".

Only this way can stop crash. First Attack also ruined crash attack.

5. Maximum Save for this game 255 (What I mean is, com only notes until 255 saves.  
 And of course you can save the game for 256th times or more).  
 Maximum hours for this game 999 hours (I'm 104 hours already)  
 Maximum partners exp. is 9999 for 99th lv.

6. If both player using same cards as support, the winner is player which in  
 1st attack position. So 1st attack position using his/her support first.  
 Ex : - If "Mystic Sevens" vs "Mystic Sevens", the winner is player which  
 in 1st attack position.  
 - When both player using 221-Super Recovery Floopy, 1st attack position  
 using his support first.

See "Support Effects Rules" Section to learn more about this.

7. If "Mystic Sevens" vs "Cherrymon Mist", the winner is player which  
 in 1st attack position.

8. Strongest Cards :

O attack is	U-Apokarimon	/ Darkness	(990)
	C-Greymon	/ Fire	(600)
	R-Agumon, Candlemon	/ Fire, Tentomon / Nature	(380)
T attack is	U-Omnimon II	/ Ice	(800)
	C-ExVeemon	/ Fire	(480)
	R-BKGatomon	/ Darkness, Goburimon / Fire	(300)
X attack is	U-GranKuwagamon	/ Darkness	(600)
	C-Fugamon	/ Darkness	(400)
	R-Goburimon	/ Fire	(300)
Most HP is	U-Apokarimon	/ Darkness	(2750)
	C-Whamon	/ Ice	(1300)
	R-SnowGoburimon	/ Ice	(770)

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12.COMPLETE CARDS LIST

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Thanks so much for "Ronald Pascal" <jack\_van\_burace@hotmail.com> for type this all.  
 I only add some cards that he still missed. This is all (95%) his hardwork (typing so much),  
 say thanks to him ok ?  
 And here they are :

\*\*\*\*

FIRE

\*\*\*\*

- 0 Imperialdramon (1st Position)
- 1 Omnimon I
- 2 WarGreymon
- 3 Phoenixmon
- 4 Paildramon
- 5 Gigadramon
- 6 RealMetalGreymon
- 7 Garudamon
- 8 MasterTyrannomon
- 9 MetalGreymon
- 10 Vermilimon
- 11 Meteormon

=====

- 12 ExVeemon
- 13 Aquilamon
- 14 Greymon
- 15 Apemon
- 16 Tyrannomon
- 17 Monchromon
- 18 Meramon

19 Centaruomon  
20 Birdramon  
21 Tankmon  
22 RedVegiemon  
23 Piddomon  
24 Akatorimon  
25 BomberNanimon  
26 Flarerizamon

=====

27 Agumon  
28 Solarmon  
29 Biyomon  
30 Muchomon  
31 Candlemon  
32 D-Otamamon  
33 Goburimon (34th position)

\*\*\*

ICE

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34 Vikemon ( 1st position)  
35 Omnimon II  
36 MetalSeadramon  
37 MetalGarurumon  
38 MarineAngemon  
39 WereGarurumon  
40 Zudomon  
41 Panjyamon  
42 MegaSeadramon  
43 WaruSeadramon  
44 Brachiomon  
45 BlueMeramon

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46 Garurumon  
47 Ikkakumon  
48 Dolphmon  
49 Whamon  
50 Seadramon  
51 Gesomon  
52 Frigimon  
53 Gekomon  
54 Coelamon  
55 Mojyamon  
56 Shellmon  
57 Sorcerimon  
58 IceDevimon  
59 Hyogamon  
60 Icemon

=====

61 Gomamon  
62 Gabumon  
63 Betamon  
64 Penguinmon  
65 Gizamon  
66 Otamamon  
67 SnowAgumon  
68 SnowGoburimon (35th position)

\*\*\*\*\*

NATURE

\*\*\*\*\*

69 Valkyrimon (1st Position)  
70 Seraphimon  
71 Magnadramon  
72 AeroVeedramon



73 Rosemon  
74 HerculesKabuterimon  
75 MagnaAngemon  
76 Sylphymon  
77 Angewomon  
78 Lillymon  
79 MegaKabuterimon  
80 Piximon

=====

81 Veedramon  
82 Angemon  
83 R-Gatomon  
84 Togemon  
85 Leomon  
86 Kabuterimon  
87 Airdramon  
88 Unimon  
89 Ninjamon  
90 Kuwagamon  
91 Drimogemon  
92 Vegiemon  
93 Kokatorimon  
94 Yanmamon  
95 J-Mojyamon  
96 MoriShellmon

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97 Tentomon  
98 Palmon  
99 Salamon  
100 Elecmon  
101 Gotsumon  
102 Kunemon (34th position)

\*\*\*\*\*

DARKNESS

\*\*\*\*\*

103 Apokarimon (1st position)  
104 GranKuwagamon  
105 Diaboromon  
106 VenomMyotismon  
107 Piedmon  
108 Machinedramon  
109 Infermon  
110 LadyDevimon  
111 Myotismon  
112 Megadramon  
113 SkullGreymon

=====

114 Phantomon  
115 WaruMonzaemon  
116 Andromon  
117 Stingmon  
118 Wizardmon  
119 Devidramon  
120 Devimon  
121 Tuskmon  
122 Ogremon  
123 Bakemon  
124 Guardromon  
125 Tekkamon  
126 Gururumon  
127 Soulmon  
128 Fugamon  
129 Saberdramon

130 Darkrizamon  
131 Zassomon

=====

132 DemiDevimon  
133 BKGatomon  
134 Kokuwamon  
135 Tsukaimon  
136 Dokunemmon  
137 Aruraumon  
138 Sharmamon (36th position)

\*\*\*\*

RARE

\*\*\*\*

139 Puppetmon (1st position)  
140 SuperStarmon  
141 MetalEtemon  
142 Shakkoumon  
143 Jijimon  
144 Digitamamon  
145 Vademon  
146 Giromon  
147 Monzaemon  
148 MetalMamemon  
149 Mamemon  
150 Etemon

=====

151 Ankylomon  
152 Starmon  
153 Thundermon  
154 PlatinumSukamon  
155 ShellNumemon  
156 Nanimon  
157 Numemon  
158 Sukamon  
159 Rockmon  
160 Gereemon  
161 NiseDrimogemon  
162 ShimaUnimon  
163 MudFrigimon  
164 SandYanmamon

=====

165 L-ToyAgumon  
166 Hagurumon  
167 ToyAgumon  
168 ClearAgumon  
169 Vi-Elecmon  
170 Psychemon  
171 ModokiBetamon (33th position)

\*\*\*\*\*

PARTNERS

\*\*\*\*\*

172 Flamedramon  
173 Magnamon  
174 Baronmon  
175 Veemon  
176 Submarimon  
177 Quetzalmon  
178 Tylomon  
179 Halsemon  
180 Pegasusmon  
181 Nefertimon  
182 Hawkmon  
183 Patamon

184 Gatomon  
185 Raidramon  
186 Shadramon  
187 Wormmon  
188 Shurimon  
189 Digmon  
190 Armadillomon

\*\*\*\*\*

OPTION

\*\*\*\*\*

191 Golden Banana  
192 Devil's Chip  
193 Whistle  
194 Giga Hand  
195 Metallic Banana  
196 Shining Mane  
197 Mega Rec. Floppy  
198 Mega Attack Chip  
199 Dark Lord's Cape  
200 Fake Sevens  
201 Net Worm  
202 Missile Pod  
203 Shogun's Order  
204 Beetle Diamond  
205 Dark Bone  
206 Red Digivice  
207 Blue Digivice  
208 Green Digivice  
209 Black Digivice  
210 Yellow Digivice  
211 Pink Digivice  
212 Another Dimension  
213 UnInstall  
214 Evil Program  
215 Coliseum  
216 Fire Altar  
217 Ice Altar  
218 Nature Altar  
219 Darkness Altar  
220 Rare Altar  
221 Sup. Rec. Floppy  
222 Mega Def. Disk 0  
223 Mega Def. Disk T  
224 Mega Def. Disk X  
225 Heap of Junk  
226 Beam Gun  
227 Chain Saw  
228 Metal Parts  
229 Metal Armor  
230 Mega Hand  
231 Level Balancer  
232 Level Manager  
233 Level Booster  
234 Armor Clash  
235 Silver Ball  
236 Coral Charm  
237 Patch of Love  
238 Mystery Egg  
239 Miracle Ruby  
240 Cyber Parts  
241 Liquid Crystal  
242 Deluxe Mushroom  
243 Lucky Mushroom

244 Premium Steak  
245 Short Lance  
246 Med. Rec. Floppy  
247 Digimon Analyzer  
248 Training Manual  
249 Circle Hitter  
250 Triangle Hitter  
251 Cross Hitter  
252 Suka's Curse  
253 Cherrymon's Mist  
254 Hacking  
255 Digimon Grave  
256 Data Copy  
257 Partner Finder  
258 Fire Spot  
259 Ice Crystal  
260 Earth Charm  
261 Black Gear  
262 Stuffed Animal  
263 Disrupt Ray  
264 Attack Chip  
265 High Speed Disk  
266 Recovery Floppy  
267 Attack Disk 0  
268 Attack Disk T  
269 Attack Disk X  
270 Defense Disk 0  
271 Defense Disk T  
272 Defense Disk X

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#### DIGI-JEWEL SERIES

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273 Digi-Garnet (Boost own AP\* by 100)  
274 Digi-Amethyst (Recover own HP by 200)  
275 Digi-Aquamarine (KO'd Digimon revives with 100 HP, battle still lost)  
276 Digi-Diamond (Draw 2 cards from online deck)  
277 Digi-Emerald (Change own specialties to Nature)  
278 Digi-Pearl (Change own specialties to Rare)  
279 Digi-Ruby (Change own specialties to Fire)  
280 Digi-Sardnyx (Change own specialties to Darkness)  
281 Digi-Sapphire (Change own specialties to Ice)  
282 Digi-Opal (Own attack becomes O)  
283 Digi-Topaz (Own attack becomes T)  
284 Digi-Turquoise (Own attack becomes X)

\* AP = Attack Power

\*\*\*\*\*

#### SPECIAL CARDS

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285 Wild Sevens (Own AP is tripled)  
286 Holy Sevens (HP +1000)  
287 Dark Sevens (If opponent HP lower than own, opponent HP becomes 0)  
288 Grand Sevens (Own AP is boosted by number of own HP)  
289 Mystic Sevens (Opponent support & option effect voided, opponent AP 0)  
290 Speed Sevens (1st Attack, Eat-up HP, AP +200)  
291 Reverse Sevens (move own 10 cards from offline pile to online deck, than shuffle)  
292 Rosemon's Lure (Opponent discards his hand and all cards in his DP slot)

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#### DIGIVOLVE OPTION

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293 Download Digivolve (Can digivolve into ANYTHING. Ignore DP, Specialties and lv.)  
294 Armor Crush Digivolve  
295 Special Digivolve  
296 Mutant Digivolve

- 297 Warp Digivolve
- 298 De-Armor Digivolve
- 299 Speed Digivolve
- 300 Digi-devolve

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13.TITLES / NICKNAMES
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Okay, based on some memory cards and e-mails that I've received. There are various titles / nicknames. You'll receive it AFTER DEFEAT BlackWarGreymon once. Yup, just once. If you're not fast enough to see it. Don't worry, go to Players Room and press O. See the last statistic! And how do I know my specialty? From the colour of the title / nicknames.

- 1. LONELY RED WOLF/FIRE (that's me)
  - W-666, L-0
  - 92 hours
  - Receive cards-70, Cards given-0
  - Mostly card win (specialties) : FIRE
- 2. BOMBER KING/FIRE ("Fumiya Ando"<fumiya\_ando@yahoo.com>)
  - (And so many people receive this title, FIRE is so famous, and for all Bomber King, try to fight Ronald Pascal, he is an Ice expert !)
  - W-441, L-0
  - 54 hours
  - Receive Card-998, Given Cards-562
  - Mostly cards win (specialties) : FIRE
- 3. WILD HUNTER/NATURE (its me again)
  - W-702, L-0
  - 97 hours
  - Receive card-115, Cards given-0
  - Mostly cards win (specialties): NATURE
- 4. SCARLET MAGICIAN <insgnficnt@edsamail.com.ph>
  - Read his guide in gamefaqs.
  - Sounds cutie-cutie eh? :-)
- 5. CHEERFUL PIRATE/ICE ("Ronald Pascal"<jack\_van\_burace@hotmail.com>)
  - W-313, L-18
  - 68 hours
  - Received cards-55, Given cards-55
  - Mostly card win (Specialties) : ICE
- 6. BLACK ASSASIN/DARKNESS(Cipto Adiguno<power\_of\_mars@yahoo.com>)
  - W-311, L-7
  - Mostly Card win: DARKNESS
  - As a "Wild Hunter", i really want to fight this "Black Assassin". BTW the problem is "how"?. And IMHO this title is the coolest !
- 7. BLUE GUARDIAN/ICE ("Ronald Pascal"<jack\_van\_burace@hotmail.com>)
  - (Changes from "Cheerful Pirate, see? it can change)
  - W-348, L-19
  - 78 hours
  - Received Cards-55, Given Cards-55
  - Mostly card win (Specialties) : ICE \* W-387,L-91

For anyone who send me your title / nickname for this game, don't forget to write your stat. and most using cards (Fire, Ice etc.)

IMHO the title is based from what card specialty that you're win most. Its Nature for me (But, hey I Hate Nature cause some bugs in it cards, I don't know what I'm thinking right now, I hate it but still I use it a lot)  
\*\*\*\*\*  
AND this CAN CHANGE anytime, i've seen my title change from Lonely Red Wolf to Wild Hunter. Sigh...Lonely Red Wolf is better I think. Ronald Pascal title also change, from Cheerful Pirates to Blue Guardian.



