

Digimon Rumble Arena FAQ/Move List

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Digimon Tamers: Evolution Battle FAQ/Movelist

Version FINAL

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This FAQ can be ONLY found at

GameFAQs (www.gamefaqs.com)

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1. Author's Note

Welcome! Digimon Tamers: Evolution Battle(or Digimon Rumble Arena) is a 3-D fighting game. The rules are simple: the first one defeats the opponent wins the match OR when the time runs out, the player with the most health wins. Simple? This FAQ contains the same contents and some renewals. I hope you'll enjoy this Guide!

2. Basic Controls

These Controls applies to all of the Digimons.

Directional Pad/Analog Stick	- Move Digimon
[] Button	- Punch or Kick Attack
/\ Button	- Technique B
O Button	- Technique A
X Button	- Jump (Digimons can jump twice)
R1 Button	- Evolves Digimon
	- Blast Attack (Evolved Digimon only)
L1 Button	- Defend (Some Blast Attacks are
unblockable)	
START Button	- Pauses the game
Dodge (Crouch)	- Hold the D-Pad Down
Throw (Nage)	- Forward + [] Button (or vice-versa)

3. The Main Menu

1P Mode (Single Player Mode) - Reach through the BOSS Gokumon! Note that evolved Digimons are not accessible in this mode.

2P Mode (Versus Mode) - Fight against a friend.

1P Mini-Game - Allows to play Mini-Games against an opponent. Mini-Games can be unlocked if you play Single Player Mode.

2P Mini-Game - Play against a friend.

Options - You probably know this, do you? This Menu contains Password, which you unlock Secret Digimons and adjusts the game settings.

4. The Good, The Bad and The Whatever

Some moves are made up by myself, or related in the Anime or some other Games. Before you proceed, play your favorite anime music theme for a bit um...what was that again?

4.a Digimon Adventures

Agumon

Warp Evolution to: WarGreymon

Tamer: Taichi Yagami

Technique A: Baby Flame- Your standard fireball projectile. Can be done in air.

Technique B: Claw Swipe- Slashes twice then slashes the opponent forward.

Combo: 3 Hits

Throw Type: Moon Tracer

Dash: Screw Kick

Evolution Chart:

Agumon-->Greymon-->MetalGreymon-->WarGreymon

|

+-->SkullGreymon

Other Evolutions

Greymon

Technique: Mega Flame

SkullGreymon

Techniques: Ground Zero

Ground Zero X

MetalGreymon

Techniques: G (Giga) Destroyer

Trident Horn

WarGreymon

Warp Evolution back to: Agumon

Tamer: Taichi Yagami

Technique A: Ground Wave- Slashes down then uses his claws to create a wall of fire. Can destroy projectiles.

Combo: 2 Hits

Technique B: Brave Tornado- Drills himself. Can perform in any direction ala Gallon's Beast Cannon in Vampire Chronicle. Can be done in air.

Combo: Varies

Blast Attack: Gaia Force- He leaps high, gathers and releases his chi forming a big fireball and throws it in a 45-angle degree. Unblockable. Can be done in air.

Combo: 2 Hits

Throw Type: Vector Slam

Dash: Screw Upper

Gabumon

Warp Evolution to: MetalGarurumon

Tamer: Yamato Ishida

Technique A: Helium Fire- Your standard fireball projectile. Can be done in air.

Technique B: Horn Rush- Uses his horn to uppercut the opponent. Can be done in air.

Combo: 3 Hits

Throw Type: Thunder Slam

Dash: Combination Buster

Evolution Chart:

Gabumon-->Garurumon-->WereGarurumon-->MetalGarurumon

Other Evolutions

Garurumon

Technique: Fox Fire

WereGarurumon

Technique: Kaiser Nail

MetalGarurumon

Warp Evolution back to: Gabumon

Tamer: Yamato Ishida

Technique A: Kokyuu Toss Breath- Shoots a long ice beam to stun the opponent. Can be done in air.

Combo: 4 Hits

Technique B: Garuru Tomahawk- Does a somersault and fires a missile on his chest. Can be done in air.

Combo: 2 Hits

Blast Attack: G Cross Finisher- Releases a LOT of Homing Missiles ala Finishing Shower. Blockable.

Combo: Varies

Throw Type: Bite Slam

Dash: Tackle

Patamon

Warp Evolution to: Seraphimon

Tamer: Takeru Takaishi

Technique A: Air Shot- Shoots a ball of air. Kinda hard to see. Can be done in air.

Technique B: Whaam Slam- Hops forward and does a combo using his ears.

Combo: 4 Hits

Throw Type: Ram Slam

Dash: Headbutt Cannon

Evolution Chart:

(with Ankylomom)

Patamon-->Angemon-->Shakkoumon--->HolyAngemon-->Seraphimon

|

| (Digimental of Kibou)

+-->Pegasmon

Kibou- Hope

Other Evolutions

Angemon

Technique: Heaven's Knuckle

Shakkoumon (with Ankylomom)

Techniques: Aramitama

Clay Bomb

HolyAngemon

Technique: Heaven's Gate

Pegasmon

Techniques: Shooting Star

Silver Breath

Needle Rain

Rodeo Gallop
Sanctuary Bind (with Nefertimon)

Seraphimon

Warp Evolution back to: Patamon

Tamer: Takeru Takaishi

First Apperance: Hurricane Touchdown: The Supreme Digimentals (Third Movie)

As far as I'm concerned, the Third Movie WAS Seraphimon's first appearance (or in the Digimon Frontier if you watch the Opening ^_^).

Technique A: Holy Knuckle- Punches forward creating a luminous energy. Very fast and a good move for knocking off balance the opponents. Can be done in air.

Technique B: Seven Heavens- Shoots 7 light orbs in an angle. Can be done in air.

Combo: Varies

Blast Attack: Holy Ascension- Leaps high and calls forth the power of the Holy Light to strike Lightning bolts to the opponent. Unblockable and the opponent will be stunned. Must be close to the opponent when using this.

Combo: 14 Hits

Throw Type: Vector Slam

Dash: Holy Kick

Tailmon

English Name: Gatomon

Warp Evolution to: Holydramon

Tamer: Hikari Yagami

Technique A: Cat's Eye- Pink ripples come out of Tailmon's eyes, which makes the opponent stun.

Technique B: Neko Punch- Rushes forward and does a Hien Rekkou of Yuri from The King of Fighters. A good combo after doing Cat's Eye.

Combo: 3 Hits (4 after pulling out Technique A)

Throw Type: Earth Shaker

Dash: Tackle Punch

Evolution Chart:

(with Aquilamon)

Plotmon-->Tailmon-->Sylphymon--->Angewomon-->Holydramon

|

| (Digimental of Hikarino)

+-->Nefertimon

Hikarino- Light

Other Evolutions

Plotmon

Technique: Puppy Howling

Sylphymon (with Aquilamon)

Techniques: Top Gun
Dual Sonic

Angewomon

Techniques: Holy Arrow
Heaven's Charm

Nefertimon

Techniques: Rosetta's Stone
Curse of the Queen
Nail Jewellery
Sanctuary Bind (with Pegasmon)

Holydramon

English Name: Magnadramon

Warp Evolution back to: Tailmon

Tamer: Hikari Yagami

First Appearance: Hurricane Touchdown: The Supreme Digimentals (Third Movie)

Technique A: Holy Flame- Releases a blue flame travels in a VERY long range.

Technique B: Mist Fog- A fog comes out of her mouth. Short-range projectile.

Blast Attack: Apocalypse- When the opponents gets too close to Holydramon, she'll summon a bunch of javelins to stun the opponent. Useful when the opponent is knocked down.

Combo: 14 Hits

Throw Type: Head Crush

Dash: Spinning Head Crusher

Omegamon

English Name: Omnimon

Tamers: Taichi Yagami & Yamato Ishida

First Appearance: Bokura no War Game (Our War Game) (Second Movie)

Technique A: Garuru Cannon- Wave of ice comes out of MetalGarurumon's hand. LONG range and pretty powerful. Can be done in air.

Technique B: Grey Sword- Uses his sword to strike the opponent. Powerful technique of all time.

Combo: 4 Hits

Blast Attack: Dual Elemental- Smashes the ground using MetalGarurumon's hand creating a wave of ice and followed by WarGreymon's hand creating a wave of fire.

Combo: 2 Hits

Throw Type: Grab & Slam

Dash: Tackle Punch

4.b Digimon Adventures 02

V-mon

English Name: Veemon

Digimental Up to: Imperialdramon (Battle Mode)

Tamer: Daisuke Motomiya

Technique A: V Head Butt- Does a flying headbutt. Can be done in air.

Technique B: Boom Boom Punch- Think Sakura's Shunka Shuuto on Pocket Fighter but compared to that, it sucks! I mean that V-mon runs slowly while rotating his arms.

Combo: 2-3 Hits

Throw Type: Whirlwind Punch

Dash: V Head Spear

Evolution Chart:

(Yuuki DM) (Yuujou DM) (Kiseki DM)

V-mon-->Fladramon-->Lighdramon-->Magnamon

|

| (with Stingmon) (DX and Battle)

+>XV-mon-->Paildramon----->Imperialdramon

Yuuki- Courage

Yuujou- Friendship

Kiseki- Miracles

Note: DM means "Digimental" so I shortened it.

Other Evolutions

Fladramon

Techniques: Knuckle Fire

Fire Rocket

Lighdramon

Techniques: Blue Thunder

Lightning Blade

Electric Bite

Thunder Bolt

Magnamon

Technique: Extreme Jihad (Doomsday)

XV-mon

Techniques: X Razor
Strong Crunch

Paildoramon (with Stingmon)

Techniques: Desperado Blaster
S (Super) Glimmer

Imperialdramon (DX Mode)

Technique: Mega Death

Imperialdramon (Battle Mode)

Digimental Down to: V-mon

Tamer: Daisuke Motomiya

Technique A: Positron Laser- Releases a powerful laser. Long range and can be done in air.

Technique B: Splendor Blade- Naked Lilith flies high and.....oooops! Wrong one! What I meant is that Imperialdramon knocks the opponent and slashes them. Reminds me of Kyosuke's Shadow Breaker of Project Justice.

Combo: 2 Hits

Blast Attack: Giga Death- Does a combo, knocks the opponent high and does a BIG Positron Laser. Must be close to the opponent to perform this.

Combo: 7 Hits

Throw Type: Slash Kick

Dash: Tackle

Wormmon

Changes to: Stingmon

Tamer: Ken Ichijouji/ Digimon Kaizer

Technique A: Thread Shot- Shoots a spiral thread(or silk) to stun the opponent. Short range.

Technique B: Silky Thread- Frontal somersault antenna slash. Good combo after performing Technique A.

Combo: 2 Hits (3 after pulling out Technique A)

Throw Type: Body Slam

Dash: Tail Spin

Evolution Chart:

(with XV-mon) (DX and Battle)

Wormmon-->Stingmon-->Paildoramon-->Imperialdramon

Other Evolutions

Paildoramon (with XV-mon)

Techniques: Desperado Blaster
S (Super) Glimmer

Imperialdramon (DX Mode)

Technique: Mega Death

Stingmon
Changes back to: Wormmon
Tamer: Ken Ichijouji/ Digimon Kaizer

Technique A: Moon Shot- Shoots a web. Can be done in air.

Technique B: Spiking Finish- Extends his spike and dashes forward. Can be done in air.

Combo: 2 Hits

Blast Attack: Dark Antenna- Flings his antenna and creates a supersonic sphere. If connected, the opponent's health is drained.

Throw Type: Rainbow Kick

Dash: Roundhouse Kick

BlackWarGreymon

A black Digimon that Arachnemon created with a hundred controlled spires, fueled with anger, hate, and sorrow. But in the near end, he was killed by Yukio Oikawa in order to seal the Hikarigaoka. The WarGreymon clone in the game! A bit more powerful than you've ever imagine.

Technique A: Dragon Crusher- Slashes down and uses his claws to create a wall of fire. Can destroy projectiles.

Combo: 2 Hits

Technique B: Dark Tornado- Drills himself. Can perform in any direction twice ala Gallon's Beast Cannon in Vampire Chronicle. Can be done in air.

Combo: Varies

Blast Attack: Gaia Force- He leaps high, gathers and releases his chi forming a big fireball and throws it. Unblockable. Can be done in air.

Combo: 2 Hits

Throw Type: Slam and Kick

Dash: Screw Upper

Imperialdramon (Paladin Mode)

Tamers: Daisuke Motomiya & Ken Ichijouji

First Appearance: Diaboromon no Gyakushuu (Diaboromon Strikes Back)
(Fourth Movie)

Technique A: Positron Laser- Releases a powerful laser. Long range and
can be done in air.

Technique B: Splendor Blade- Naked Lilith flies high and.....ooops!
Wrong again! What I meant is that Imperialdramon knocks the opponent and
slashes them. Reminds me of Kyosuke's Shadow Breaker of Project Justice.

Combo: 2 Hits

Blast Attack: Omega Sword- Same as Battle Mode but in the end, releases
his super LONG sword. Must be close to the opponent to perform this.

Combo: 7 Hits

Throw Type: Slash Kick

Dash: Ram Slam

4.c Digimon Tamers

Guilmon

Matrix Evolution to: Dukemon

Tamer: Takato Matsuda

Technique A: Fireball- Your standard "fireball" projectile. Can be done
in air.

Technique B: Rock Smasher- Frontal somersault attack surrounded by fire.
Can be done in air.

Throw Type: Grand Slam

Dash: Head Rush

Evolution Chart:

Guilmon-->Growlmon-->MegaloGrowlmon-->Dukemon

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                |
                |
                +-->Megidramon
                |
                |
                +-->Dukemon (Crimson Mode)
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Other Evolutions

Growlmon

Techniques: Plasma Blade
Exorce Flame

MegaloGrowlmon

Techniques: Atomic Blaster

Trinity Vast

Megidramon

Technique: Megido Fire
Hell Howling

Dukemon (Crimson Mode)

Technique: Invincible Sword

Dukemon
English Name: Gallantmon
Matrix Evolution back to: Guilmon
Tamer: Takato Matsuda

Technique A: Royal Saber- Rushes forward with his shield then slashes it with his lance.
Combo: 2 Hits

Technique B: Lightning Joust- The Shinryuken style! Can be done in air.

Blast Attack: Final ElySION- Fires a HUGE laser from his shield.
Unblockable.

Throw Type: Shish Kebab

Dash: Shield Rush

Terreamon
English Name: Terriermon
Matrix Evolution to: SaintGargomon
Tamer: Li Jienriya (Jien)
First Appearance: Hurricane Touchdown: The Supreme Digimentals (Third Movie)

As I was saying, Terreamon's first appearance is The Supreme Digimentals and Wallace (or Willis) was his first tamer in America before Li.

Technique A: Poochie Star- Your standard fireball projectile. Can be done in air.

Technique B: Terrea Tornado- Spins with his ears stretched.
Combo: 3 Hits

Throw Type: Slamdown

Dash: Headbutt Cannon

Evolution Chart:
Terreamon-->Gargomon-->Rapidmon-->SaintGargomon

Other Evolutions

Gargomon

Techniques: DumDum Upper
 Gatling Arm

Rapidmon

Rapidmon was first a Golden Digimental but in the Digimon Tamers, he's no longer a Digimental.

Techniques: Rapid Fire
 Golden Triangle

SaintGargomon
English Name: MegaGargomon
Matrix Evolution back to: Terreamon
Tamer: Li Jienriya (Jien)

Technique A: Giant Missile- Fires two "smiling" missiles to the opponent.

Technique B: Great Whirlwind Throw- Chops the opponent and whirls them round and round.

Blast Attack: Burst Shot- Unleashes a lot of missiles compared to MetalGarurumon's. Blockable and stuns the opponent.

 Combo: Varies

Throw Type: Knuckle Breaker

Dash: Tackle

Renamon
Matrix Evolution to: Sakuyamon
Tamer: Ruki Makino

Technique A: Kouyousetsu- Summons ice leaves to attack the opponent. Can be done in air. Can perform in any direction.

 Combo: Maximum of 16 Hits

Technique B: Kohenkyou- Teleports and switch places to where the opponent is standing at. Good for confusing opponents.

Other Techniques: Tenma Kuujin Kyaku- Jump Button then press [] Button.

Throw Type: Sailor Shoot

Dash: Slash Kick

Evolution Chart:
Renamon-->Kyubimon-->Taomon-->Sakuyamon

Other Evolutions

Note: I am very sorry but my translations are not good enough. If someone knows, e-mail me at digi02_fladramon@yahoo.com or jessy_grander2@yahoo.com and I will give them a pleasant thank you!

Kyubimon

Techniques: Onikao (9-headed Fire Demon)
Ryuu Guruma (Dragon Wheel)

Taomon

Techniques: Kofuusatsu (Purification Flash)
Bonhitsuzen

Sakuyamon

Matrix Evolution back to: Renamon

Tamer: Ruki Makino

Technique A: Ijuna- Summons four dragon sprits to attack the opponent.
Use the Directional Pad to move the dragon for more hits.

Combo: 24-38 Hits

Technique B: Shouenkokuu- Shoots a very HUGE rotating flames. Can be done in air.

Combo: 7 Hits

Blast Attack: Kongou Kaimandala- Hops and slams her scepter to the ground, creating a mandala. If the opponent gets close to the mandala, it will be frozen for a while then a large sphere awaits to damage the opponent. Much more like Chun-Li's Kikou Shou of Marvel vs Capcom. By the way, the sphere is blockable but not the mandala.

Combo: 5-10 Hits

Throw Type: Whirlwind Scepter

Dash: Scepter Dash

Impmon

Warp Evolution to: Beelzebumon (BLAST Mode)

Technique A: Night of Fire- Your standard and quickest fireball projectile. Can be done in air.

Technique B: Icicle Edge- Opens a portal and fires icicles quickly. You can hold it for more damage. May stun the opponent.

Combo: Maximum of 17 Hits

Throw Type: Destruction

Dash: Side Rush

Evolution Chart:

Impmon-->Beelzebumon

|

|

+-->Beelzebumon (BLAST Mode)

Beelzebumon (BLAST Mode)
English Name: Beelzemon
Warp Evolution back to: Impmon

Technique A: Double Impact- Your standard fireball projectile. Can be done in air.

Technique B: Darkness Claw- Swipes the opponent upward. Has more upper range than WarGreymon or BlackWarGreymon's Technique A.

Blast Attack: Chaos Flare- Opens a portal to suck in the opponent the blasts with his BIG gun. Unblockable.

Combo: 6 Hits

Throw Type: Destruction

Dash: Knuckle Rush

4.d Evolution Battle BOSS

Gokumon
English Name: Reapermon

Technique A: Ground Flame- Starts a fire in front of him. Can be done in air.

Combo: 7 Hits

Technique B: Grim Slasher- One of his cheapest moves. The Kyojyuu Reppa of Kurow Kirishima from Project Justice. Does a downward slash then dashes forward quickly.

Combo: 12 Hits

Blast Attack: Shinkuu Yamiarashi- Sets himself aflame then spins around creating a fire tornado. Easy to get sucked in and stuns the opponent. Blockable.

Combo: 14 Hits

Throw Type: Slam and Slash

Dash: Somersault

So you want to beat him? Here it is:

Agumon
Avoid him at all cost, since the Baby Flame technique has no use on him. Try to defend his Ground Flame but not the Grim Slasher or you'll end up getting stun. Just rely on Technique B and the 3-Hit [] Button combo.

Gabumon
If Gokumon jumps, use the Horn Rush so he cannot use his Ground Flame technique. Then give him all you got.

Patamon
First of all, DO NOT use the Air Shot technique, you won't see anything.

Do the Whaam Slam technique and a combo on him.

Tailmon

Short but an effective combo. Use the Cat's Eye and then Neko Punch.
Repeat as necessary.

WarGreymon

Use the Ground Wave technique if he jumps. If he survives, use the Gaia Force to inflict more damage.

MetalGarurumon

Just use the Kokyuu Toss Breath technique and defend if he uses the Shinkuu Yamiarashi.

Seraphimon

See WarGreymon but instead use Seventh Heaven.

Holydramon

You'll have to rely on Mist Fog technique and use the Apocalypse if he is down.

Omegamon

Grey Sword is the only effective technique on him. Use the Garuru Cannon if he is far away from you.

V-mon

Get close to him and use the Boom Boom Punch. Repeat until done.

Wormmon

See Tailmon.

Imperialdramon (Battle Mode)

See Omegamon.

Stingmon

See V-mon. If you're low on health, use your Dark Antenna Blast Attack (make sure the Blast Gauge is full).

BlackWarGreymon

See WarGreymon.

Imperialdramon (Paladin Mode)

See Omegamon.

Guilmon

Just use the Rock Breaker technique if he gets close to you.

Terreamon

See Guilmon.

Renamon

Use the Kohenkyou to confuse him then whack him with Kouyousetsu! And show him not to mess up with girls!

Impmon

Stay away from him and use the Icicle Edge (hold it for 5-10 seconds) and attack!

Dukemon

See Gabumon.

SaintGargomon

Use the Great Whirlwind Throw so he's a bit far away from you the aim his face with the Giant Missile!

Sakuyamon

Use the Ijuna quickly and Shouenkokuu if he jumps. Before he drops to the ground, use your Blast Attack to finish him off.

Beelzebumon (BLAST Mode)

See WarGreymon.

Gokumon

Get close and use a combo then Grim Slasher. If stun, use your Blast Attack so it'll stun more like hell!

4.e NPC (Non Playable Characters)

The charactes listed below only appears in the Anime.

Digimon Adventures

Piyomon

English Name: Biyomon

Tamer: Sora Takenouchi

Crest: Love (Aijou)

Technique: Magical Fire

Evolution Chart:

Piyomon-->Birdramon-->Garudamon

Other Evolutions

Birdramon

Technique: Meteor Wing

Garudamon

Technique: Shadow Wing

Tentomon

Tamer: Koushiroh Izumi

Crest: Wisdom (Chishiki)

Technique: Shin (True) Thunder

Evolution Chart:

Tentomon-->Kabuterimon-->AtlurKabuterimon

Other Evolutions

Kabuterimon

Technique: Mega Blaster

AtlurKabuterimon

Technique: Horn Buster

Gomamon

Tamer: Jyou Kidou

Crest: Sincerity (Seijitsu)

Technique: Marching Fishes

Evolution Chart:

Gomamon-->Ikkakumon-->Zudomon

Other Evolutions

Ikkakumon

Technique: Vulcan Harpoon

Zudomon

Technique: Hammer Spark

Palmon

Tamer: Mimi Tachikawa

Crest: Purity (Junshin)

Technique: Poison Ivy

Evolution Chart:

Palmon-->Togemon-->Lilymon

Other Evolutions

Togemon

Technique: Thorns Attack
Rapid Punch

Lilymon

Technique: Flower Cannon

Hawkmon

Tamer: Miyako Inoue (Kiyo)

Techniques: Beak Pecker

Feather Slash

Evolution Chart:

(with Tailmon)

Hawkmon-->Aquilamon-->Sylphymon

|

| (DM of Aijou) (DM of Junshin)

+-->Holsmon----->Shurimon

Aijou- Love

Junshin- Purity

Other Evolutions

Holsmon

Techniques: Red Sun

Tempest Wing

Mach Impulse

Shurimon

Techniques: Maple Shuriken

Flying Shuriken

Kusanagi (?)

Aquilamon

Technique: Glide Horn

Sylphymon (with Tailmon)

Techniques: Top Gun

Dual Sonic

Armadimon

English Name: Armadillomon

Tamer: Iori Hida

Technique: Rolling Stone

Evolution Chart:

(with Angemon)

Armadimon-->Ankylomon-->Shakkoumon

|

| (DM of Chishiki) (DM of Seijitsu)

+-->Digmon ----->Submarimon

Chishiki- Wisdom

Seijitsu- Sincerity

Other Evolutions

Digmon

Techniques: Big Crack
Gold Rush

Submarimon

Technique: Oxygen Homing

Ankylomon

Techniques: Megaton Press
Tail Hammer

Shakkoumon (with Angemon)

Techniques: Aramitama
Clay Bomb

Digimon Tamers

Guardromon
Tamer: Hirokazu Shiota

Technique: Protection Grenade

Evolution Chart:
Guardromon-->Andromon

Other Evolutions

Andromon

Techniques: Spiral Sword
Gatling Missile

Monodramon
Tamer: Ryou Akiyama

Technique: Beat Knuckle

Evolution Chart:
Monodramon-->Cyberdramon-->Justymon

Other Evolutions

Cyberdramon

Technique: Erase Claw

Justymon

Technique: Justice Kick
Pinnacle Arm

MarineAngemon

Tamer: Kenta Kitagawa

Technique: Ocean Love

Leomon

Tamer: Jyuri Katou

Technique: Haouken (Supreme Roaring Fist)
Shisoumaru (Leomon's sword)

Lopmon

First Appearance: Hurricane Touchdown: The Supreme Digimentals (Third Movie)

Tamer: Li Shiuchan

Lopmon's dubbed name was Cocomon....weird.

Technique: Poochie Star

Evolution Chart:

Lopmon-->Anthiramon

Other Evolutions

Anthiramon

Technique: Mantra Chant

Kurumon

English Name: Calumon (or Culumon in my opinion -_-^)

Technique: Shining Evolution

5. Secrets Revealed

If you want all characters, here's how to get them in two ways:

1. Acquiring them (the HARD way)

WarGreymon- Beat the game as Agumon
MetalGarurumon- Beat the game as Gabumon
Seraphimon- Beat the game as Patamon
Holydramon- Beat the game as Tailmon
Omegamon- Beat the game as Agumon and Gabumon
Imperialdramon (Battle)- Beat the game as V-mon
Stingmon- Beat the game as Wormmon
BlackWarGreymon- Never lose a single round (even Mini-Games).
Before you reach to Gokumon, make sure it says "Here comes a new challenger!" and BlackWarGreymon will appear and fight you. Then finish the game as normal.

Imperialdramon (Paladin)- Beat the game as V-mon and Wormmon
Dukemon- Beat the game as Guilmon
SaintGargomon- Beat the game as Terreamon
Sakuyamon- Beat the game as Renamon
Impmon- Beat the game by using the Digimon Tamers
Beelzebumon (BLAST Mode)- Beat the game as Impmon
Gokumon- Beat the game once

2. Acquiring them (the EASY way)

Go to the Options and choose Input Password and input these codes:

English Version		Japanese Version
WarGreymon:	QRIOUS	ZFTLNM
Omegamon:	SERIOUS	NAGOMI
Imperialdramon (Battle):	LINMON	NOWROM
Imperialdramon (Paladin):	ROYBOY	EVOMEN
Dukemon:	KIMJOY	DEGLUK
SaintGargomon:	MINNYN	EERRIT
Sakuyamon:	KENSAN	SKYAKA

----- Alternate Chosen Children -----

At the Digimon Select screen, hold R1 and press X. The following characters are the only ones who will be affected on this code.

Digimon	Chosen Children	Effect
Agumon-WarGreymon	02 Taichi	Adv Taichi
Gabumon-MetalGarurumon	02 Yamato	Adv Yamato
Patamon-Seraphimon	02 Takeru	Adv Takeru
Tailmon-Holydramon	02 Hikari	Adv Hikari
Wormmon-Stingmon	Ken Ichijouji	Digimon Kaizer
Omegamon	Adv Taichi & Yamato	02 Taichi & Yamato

Note: 02 means Digimon Adventures 02 and Adv means Digimon Adventures.

----- Choosing the same Digimon -----

At the Digimon Select screen, choose a Digimon and press X. As for the other player, choose the same Digimon that the first player picked and press X. When the battle begins, you will notice that the color of the of the Digimon the other player chose is different from yours.

6. Miscellaneous

6.a Mini-Games

Playing the Single Mode thrice will unlock three Mini-Games that you can play.

EVOLUTION PUNCHING BAG

The objective of this game is to punch the bags (rapidly press [] button if you're fast enough or mash the [] button if you want to) in front of the Digimon along with the counts left (120 counts). The first one fills up the gauge will evolve the Digimon and wins the match! If you choose a highly evolved Digimon, first one fills the gauge is the winner. If you wanna cheat, try this: If you have a Turbo Controller, start doing it now!

TARGET GAME

You're using a ball, which you can hold by pressing the [] button so the size will change from small to big. Press the Directional Pad so the Digimon will move for an easier target. Earning points is the key to winning so the first one to earn a higher point after the time runs out wins. Here are some points:

Red Diamond- 100 Points
Green Circle- 200 Points
Yellow Star- 500 Points

For an easier score, play as the higher-level Digimons (Imperialdramon, Omegamon, Seraphimon, etc.....) due to their height! ^_^

BASKETBALL GAME

Since it's a bit different from the TARGET GAME, you will use another ball. You will see Kurumon holding a hoop in the middle of the screen so the objective of this game is to shoot 10 balls. Use and hold the [] button so the shooting power of the ball is increased and release the [] button to shoot the ball. The first one shoot all 10 balls or the one with the most balls after the time runs out wins. If you score 5 or more, Kurumon will move together with the hoop.

6.b Seiyuu (Voices from the Anime and Movie)

I don't really recommend voices from the English Version (lower your TV volume if you don't want to hear their sulky voices, sorry US fans) but I'll just stick to their Japanese Voices.

Digimon Adventures

Taichi Yagami	Fujita Toshiko
Yamato Ishida	Kazama Yuuto

Sora Takenouchi
Koushiro Izumi
Mimi Tachikawa
Jyou Kidou
Takeru Takaishi
Hikari Yagami
Agumon
Gabumon
Piyomon
Tentomon
Palmon
Gomamon
Patamon
Tailmon

Mizutani Yuuko
Tenjin Umi
Maeda Ai
Kikuchi Masami
Konishi Hiroko
Araki Kae
Sakamo Tochika
Yamaguchi Mayumi
Shigematsu Atori
Sakurai Takahiro
Mizowaki Shihomi
Takeuchi Junko
Matsumoto Miwa
Tokumitsu Yuka

Digimon Adventures 02

Daisuke Motomiya
Miyako Inoue (Kiyo)
Iori Hida/Armadimon
Takeru Takaishi
Hikari Yagami
Ken Ichijouji/Digimon Kaizer
V-mon
Hawkmon
Patamon
Tailmon
Wormmon
BlackWarGreymon
Arachnemon
Mummymon

Kiuchi Reiko
Natsuki Rio
Urawa Megumi
Yamamoto Taisuke
Araki Kae
Paku Romi
Junko Noda
Touchika Kouichi
Matsumoto Miwa
Tokumitsu Yuka
Takahashi Naozumi
Hiyama Nobuyuki
Yamazaki Wakana
Morikawa Toshiyuki

Digimon Tamers

Takato Matsuda
Li Jienriya (Jien)
Ruki Makino
Kenta Kitagawa
Hirokazu Shiota
Jyuri Katou
Ryou Akiyama
Li Shiuchan
Guilmon
Terreamon
Renamon
Leomon
Guardromon
MarineAngemon
Impmon
Kurumon
Urazoe Kai
Uehara Minami
Shiisamon

Tsumura Makoto
Yamaguchi Mayumi
Orikasa Fumiko
Touko Aoyama
Tamaki Yukiko
Youko Asada
Kanemaru Junichi
Ai Nagano
Nozawa Masako
Tada Aoi
Imai Yuka
Hirata Hiroaki
Yanada Kiyoyuki
Ai Iwamura
Takahashi Hiroki
Kaneda Tomoko
Saeki Tomo
Mitsuishi Kotori
Tsukui Norio

Digimon Frontier

Takuya Kanbara

Junko Takahashi

Kouji Minamoto	Hiroshi Kamiya
Orimoto Izumi	Ishige Sawa
Junpei Shibayama	Amada Mahito
Tomoki Hibi	Kumiko Watanabe
Kouichi Kimura	Kenichi Suzumura
Arbormon	Kenji Nomura
Ranamon	Haruhi Terada
Grottomon	Nishimura Tomohiro
Mercuremon	Yasunori Masutani
Dinohumon	Yuji Ueda
Darcmon	Takako Uehara
Kotemon	Taeko Kawada
Hippogryphmon	Hikaru Midorikawa
Grizzmon	Kenta Miyake
Bearmon	Akemi Okamura
Murmmuxmon	Ken Yamaguchi
Bokomon	Yoshihisa Sugiyama
Neemon	Kikuchi Masami
Yashamon	Yoshizaku Nagano
Nohemon	Yusuke Oguri
Puuchimon	Matsumoto Miwa
Flawizardmon	Tsuyushi Ishizuka
Burumon	Kazuhiko Nishimatsu
Prairiemon	Nobuaki Kanemisu
Patamon	Araki Kae

6.c Gameshark Codes

I only have ONE Gameshark code since I don't find really much codes in this game, so please I'm terribly sorry. I forgot who has this code so I would like to say thank you (the Indonesian guy who has a website...I guess) for having this code.

UNLOCK EVERYTHING

```
8005F92E  FFFF
8005F92C  FFFF
8005F928  FFFF
```

7. Version History

Version 1.0 (April 4, 2003)

Started making my FAQ again. I also added Omegamon , Imperialdramon Paladin Mode and Terreamon's First Appearance. I added Kyubimon and Taomon's Translations (since I don't understand Japanese a little bit ^_-). I found many errors (spelling included) so I checked all of them.

Version 2.5 (April 7, 2003)

I only found ONE! Yes One Gameshark code. I also added more Seiyuu from Digimon Tamers and a new NPC (or Non Playable Characters). It took me a hard time to find Cyberdramon and Anthiramon's technique in the Internet! Finished the rest of the FAQ.

I also added Digimon Frontier Kouichi Kimura's Seiyuu, Seraphimon and Holydramon's First Appearance.

Version 3.0 (June 15, 2003)

Added Lighdramon's technique and some Seiyuus of Guardromon and MarineAngemon. So as Nefertimon, and Pegasmon's technique. Lopmon's

dubbed name and apperance.

Version FINAL (September 21 and 25 October 21, 2003)

Added Grottomon, Arbormon, Ranamon and Mercuremon's Seiyuu so as the The Great Digimon Frontier Website on MSN. I think that the Passwords for the Japanese Version was mixed up so I changed their positions. Finally! I added Patamon's Seiyuu on Digimon Frontier (it's not Miwa Matsumoto anymore!).

Version FINAL (November 24, 2003)

Found and added Megidramon's Technique and finally translated Taomon's Kofuusatsu. Changed some errors in the FAQ.

8. Credits

I wish to thank the following:

<Bandai>

For making a great game.

<www.dejimon.com/index2.htm>

About the Seiyuu from the Movie and Evolutions. Thank you!

<www.toei-anim.co.jp/tv/dejimon/index.html>

The official website from Digimon Adventures to Tamers. They have Digimon Frontier, the fourth season of the Digimon series but the website is Japanese Translated so you'll have to encode it. I found some of their techniques there. The Digimon Adventures 02 website has changed but the address is still the same. If you are not sure about 'em, just type it in the address bar:

<<http://www.toei-anim.co.jp/tv/Digimon02/index.html>>

Digimon Adventures 02 Website

<http://www.toei-anim.co.jp/tv/digimon_t/index.html>

Digimon Tamers Website

<http://www.toei-anim.co.jp/tv/digimon_F/>

Digimon Frontier Website

<www.tomodachianime.com>

The website for Japanese Seiyuu! Thank you!

<<http://groups.msn.com/TheGreatDigimonFrontier/thecharacters.msnw>>

MSN's The Great Digimon Frontier Group Website! A must see for Frontier Fans. There's also an RPG of Frontier so you can join and participate in their never-ending adventures in the Digital World!!!! A lot of pictures are in the site, really!

<GameFAQs>

For posting this FAQ of mine.

<Me>

Who wouldn't forget about me? I created this FAQ. I did waste 40 pesos to buy this game.

This FAQ can now be seen at:

<www.gamefaqs.com>

<www.neoseeker.com>

Please see our other FAQs!

Shaman King: Spirit of Shamans

FAQ/Movelist

Bakusou Kyodai: Let's and Go!!

FAQ

Samurai Spirits Zero

Rera Character Guide

Ragnarok Online

Swordsman/Knight Guide (Coming

Soon)

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