

Digimon World Evolution Guide

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About

If you just want an easy way to tell how to evolve into a Digimon, use this tool: <https://phoenix-staffel.de/digimon/DigimonWorld/evolution.html>

To use this guide properly you should read the explanation of the mechanics that are preceding the raw values, as you may not understand their meaning and how to use them properly otherwise.

The evolution system of Digimon World is a quite a complex piece of game mechanics and unfortunately no guide so far has managed to get it right. This guide is intended to not only help you to get the Digimon you want, but also to help you understand how the entire system works – and how to abuse it's subtleties.

Everything I'll write is based on original research or information I personally verified and reproduced to ensure their correctness. Most internal values have been extracted and compiled by a script which used the game assets themselves instead of relying on human input. The raw data and decompiled code everything is based on are linked at the end of the guide.

Still, I can not guarantee for the 100% correctness of everything so if you find a mistake or encounter a situation which does not fit the predictions of this guide please contact me so that I can figure out what happened.

There is also an easy to use tool in the **Links** section, where you just have to enter your current stats and it will calculate your result.

Evolution Requirements

The most common form of evolution are the "natural evolutions" which are represented by the lines on the evolution chart. The "special evolutions" will be handled in another chapter.

Each possible evolution has a set of requirements which are divided into 4 groups.

- Stats
- Weight
- Care Mistakes
- Bonus

In order to be eligible for that evolution you have to fulfill 3 of them.

Now, if your Digimon is eligible for at least one evolution and has passed a certain time span, it will trigger the evolution.

During the evolution trigger the game will check each possible Digimon whether it is enabled and in the progress store the "best" Digimon it found so far (see **Evolution Priority**). If the "best" is at any point one you didn't have before (-> see Digimon Chart) it can only be replaced by another Digimon you did not have before.

Digimon disabled by this mechanic will be treated as if they did not fulfil any requirements.

Time

The time relevant for evolution is a counter that gets increased every fully passed ingame hour by 1. Normal evolutions reset this value back to 0, special evolutions have a mixed behavior.

Evolution	Time	Comment
Fresh -> In Training	6h	
In-Training -> Rookie	24h	
Rookie -> Champion	72h	See Numemon
Champion -> Ultimate	144h	See Vademon

Sleeping

When you let your Digimon sleep the counter will get increased by a static value depending on your Digimon's level (1h, 3h or 9h) regardless of long your Digimon actually sleeps.

This allows you to speed up evolutions significantly if you refuse your Digimon to sleep until shortly before the static "wake up"-time for the cost of almost no tiredness reduction from sleeping and potential happiness/discipline reduction.

Fighting

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 28. Angemon
 29. Bakemon
 30. Airdramon
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 32. Unimon
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 35. Vegiemon
 36. Ninjamon
 37. Seadramon
 38. Whamon
 39. Shellmon
 40. Coelamon
 41. Garurumon
 42. Frigimon
 43. Mojayamon
 44. Numemon
 45. Sukamon
 46. Nanimon
 47. MetalGreymon
 48. Andromon
 49. SkullGreymon

There is a bug in the game that prevents the counter from increasing if the time jumps over the full hour via time passed by a fight.

That means if you start a fight between XX:40 and XX:59 you will delay your Digimon's evolution by 1 hour.

Stats

In order to fulfil the stats requirement you have to match or exceed **all** of the required stats for that Digimon.

Stats that are not given are not relevant for this evolution and get ignored altogether.

To gain stats you have to visit the Green Gym (or any other gym in the game) and train there, feed special booster items or win fights.

Note: For the evolution to Rookie Digimon this requirement will only count as fulfilled if **any** of the Digimon's required stats is currently the highest.

Weight

Your Digimon's weight has to be within a +- 5g range of the target weight to fulfill this requirement.

Weight management can be a tricky part. While you can always "force feed" your Digimon to gain more weight, most ways to lose weight are of a passive nature.

You'll lose weight when:

- pooping
- sleeping
- being undernourished (e.g. by not eating)
- when eating special food item (super carrot, prickly pear)

Care Mistakes

A Digimon has either a minimal or a maximal amount of care mistakes you're allowed to make. The care mistakes counter gets reset during every evolution, so only mistakes made in the current form are relevant.

This also means that care mistakes made in the Fresh and In-Training form are basically irrelevant.

As care mistakes count:

- pooping on the ground
- not sleeping an entire sleep cycle (when passing the time your Digimon would normally wake up at)
- not feeding your Digimon for 90 in-game minutes after the condition appeared
 - this does not apply if your Digimon's nourishment value is still above the "full" threshold
 - when the timer reaches 0 after training you'll get 2 care mistakes instead of 1
 - one of both care mistake gets added in the next possible game tick, so you can chain this to get way more than 2 with frame perfect inputs

Also, if you sleep while your Digimon has to poop and/or is hungry it will **not** count as a care mistake. Your virus bar, however, will still increase.

*This list is complete, things like tiredness (sweat bubble), sickness, losing battles and a lot more do **not** count as care mistake.*

Bonus

There are several different additional requirements of which each Digimon usually has 1-3.

In order to fulfill this requirement you only have to match or exceed **one** of those.

Digimon

Some Digimon have a natural advantage to evolve into a certain Digimon by always fulfilling the bonus requirement.

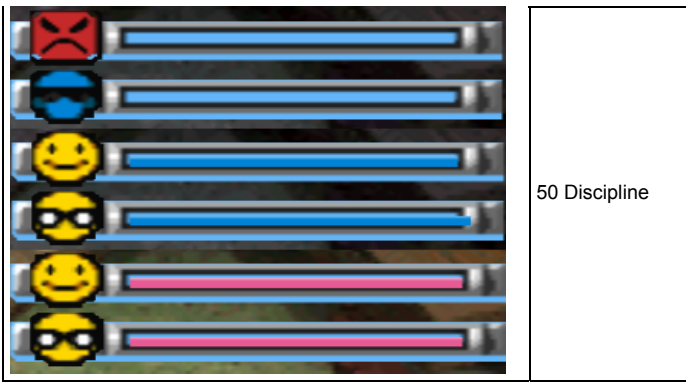
Happiness and Discipline

They are always minimal values, so higher happiness and discipline is always better.

Happiness is a value ranging from -100 to 100. Discipline is a value ranging from 0 to 100.

	-100 Happiness
	0 Discipline
	100 Happiness
	100 Discipline
	0 Happiness

50. Megadramon
51. Giromon
52. Phoenixmon
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Battles

This is either a minimal or a maximal count of won battles your Digimon is required to have.

The counter gets reset to 0 after every evolution.

Techniques

You fulfill this point if you have mastered at least as many techniques as this value says.

Evolution Priority

When the times comes for your Digimon to evolve and you're fulfilling the requirements (See **Requirements**) for 2 or more the game has to decide which Digimon you'll get. Once the game decided whether an evolution is enabled it proceeds to calculate a priority score for it, for each Digimon in the order they appear in the evolution chart. The game will pick the Digimon with the highest resulting priority score.

To Champion and Ultimate Digimon

For the score it sums up all stats (HP and MP get divided by 10) that are required and counts how many stats that are. Additionally, if the previously calculated score has been smaller or equal to the current highest score it will add this score (**carried over stat**) and it's counted stats (**carried over count**) to the current calculation.

$$\text{Score} = (\text{Sum of required Stats} + \text{carried over stat}) / (\text{count of required stats} + \text{carried over count})$$

Example

Given Agumon with 1600 HP, 900 MP, 160 Offense and 100 Defense/Speed/Brains with enough other requirements to enable the listed Digimon.

- Greymon: $160 + 100 + 100 + 100 \rightarrow 460 / 4 = 115$
- Centarumon: $100 \rightarrow 100 / 1 = 100$ | \rightarrow smaller than 115, carry over a score of 100 and a count of 1
- Monochromon: $160 + 100 + 100 + 100 + 100 \rightarrow 460 / (3+1) = 115$ | \rightarrow equals 115, carry over a score of 115 and a count of 4
- Tyrannomon: $160 + 100 + 115 \rightarrow 375 / (2+4) = 62$ | \rightarrow smaller than 115, but the last entry in the list

\rightarrow Agumon would evolve to Greymon.

To Rookie

For evolutions to Rookie Digimon the game will take the number of fulfilled requirements as the score, with the caveat that the stats requirement only counts if the currently highest stat is one the Digimon in question requires.

Practically this means you'll get the Digimon that requires your current highest stat, unless it is second in the list and you didn't have the first one yet.

Tanemon Bug

This works out as normally both possible Digimon don't share any requirement. However, Tanemon's evolutions both require MP and none of them needs Offense. Thus it is possible for Tanemon to not fulfil 3 requirements for any of the two if Offense is highest stat, while the weight is below 10 or above 20, preventing it from evolving.

In case MP is the highest stat, it will always evolve to Palmon.

Post Evolution effects

All effects only apply to normal and special evolution but **not** to evolutions due to evolution item.

Statsgains

All Digimon (except Numemon, Sukamon and Nanimon) have "reference stats" that are used to calculate the stats gained during an evolution. The game will increase every stat individually.

Current Stat \leq Reference Stat

$$\text{Stats gain} = (\text{Reference} - \text{Current}) / 2$$

Current Stat > Reference Stat

Stats gain = Reference / 10

Lifetime Boost

Whenever you evolve into an ultimate level your Digimon's lifespan will increase by 96h.

Digimon Stats

Botamon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		0	Care			
MP		0	Weight			Koromon
Offense		0	Happiness			
Defense		0	Discipline			
Speed		0	Battles			
Brains		10	Techniques			
			Digimon			

Poyomon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		0	Care			
MP		0	Weight			Tokomon
Offense		0	Happiness			
Defense		0	Discipline			
Speed		0	Battles			
Brains		10	Techniques			
			Digimon			

Punimon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		0	Care			
MP		0	Weight			Tsunomon
Offense		0	Happiness			
Defense		0	Discipline			
Speed		0	Battles			
Brains		10	Techniques			
			Digimon			

Yuramon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		0	Care			
MP		0	Weight			Tanemon
Offense		0	Happiness			
Defense		0	Discipline			

Speed		0	Battles	
Brains		10	Techniques	
			Digimon	

Koromon

Stat	Requirement	Statsgain Target	Value	Requirement		
HP		0	Care		Evolves from	Evolves to
MP		0	Weight			
Offense		0	Happiness		Botamon	Agumon
Defense		0	Discipline			Gabumon
Speed		0	Battles			
Brains		10	Techniques			
			Digimon			

Tokomon

Stat	Requirement	Statsgain Target	Value	Requirement		
HP		0	Care		Evolves from	Evolves to
MP		0	Weight			
Offense		0	Happiness		Poyomon	Patamon
Defense		0	Discipline			Biyomon
Speed		0	Battles			
Brains		10	Techniques			
			Digimon			

Tsunomon

Stat	Requirement	Statsgain Target	Value	Requirement		
HP		0	Care		Evolves from	Evolves to
MP		0	Weight			
Offense		0	Happiness		Punimon	Elecmon
Defense		0	Discipline			Penguinmon
Speed		0	Battles			
Brains		10	Techniques			
			Digimon			

Tanemon

Stat	Requirement	Statsgain Target	Value	Requirement		
HP		0	Care		Evolves from	Evolves to
MP		0	Weight			
Offense		0	Happiness		Yuramon	Palmon
Defense		0	Discipline			Betamon
Speed		0	Battles			
Brains		10	Techniques			
			Digimon			

Agumon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	10	1000	Care	≥0		
MP	10	500	Weight	10 - 20		Greymon
Offense	1	100	Happiness			Meramon
Defense		50	Discipline		Koromon	Birdramon
Speed		50	Battles			Centarumon
Brains		50	Techniques			Monochromon
			Digimon	Koromon		Tyrannomon

Gabumon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		500	Care	≥0		
MP		500	Weight	10 - 20		Centarumon
Offense		50	Happiness			Monochromon
Defense	1	100	Discipline		Koromon	Drimogemon
Speed	1	100	Battles			Tyrannomon
Brains	1	50	Techniques	≥0		Ogremon
			Digimon	Koromon		Garurumon

Patamon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	10	500	Care	≥0		
MP		500	Weight	10 - 20		Drimogemon
Offense	1	100	Happiness			Tyrannomon
Defense		50	Discipline		Tokomon	Ogremon
Speed		50	Battles			Leomon
Brains	1	100	Techniques	≥0		Angemon
			Digimon	Tokomon		Unimon

Elecmon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	10	500	Care	≥0		
MP		500	Weight	10 - 20		Leomon
Offense	1	100	Happiness			Angemon
Defense		50	Discipline		Tsunomon	Bakemon
Speed	1	100	Battles			Kokatorimon
Brains		50	Techniques	≥0		
			Digimon	Tsunomon		

Biyomon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		500	Care	≥0		

MP	10	1000	Weight	10 - 20		Birdramon
Offense		50	Happiness			Airdramon
Defense	1	50	Discipline		Tokomon	Kokatorimon
Speed	1	100	Battles			Unimon
Brains		50	Techniques	≥0		Kabuterimon
			Digimon	Tokomon		

Kunemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1000	Care			
MP		1000	Weight			Bakemon
Offense		50	Happiness			Kabuterimon
Defense		50	Discipline			Kuwagamon
Speed		50	Battles			Vegiemon
Brains		50	Techniques			
			Digimon			

Palmon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		500	Care	≥0		
MP	10	1000	Weight	10 - 20		Kuwagamon
Offense		50	Happiness			Vegiemon
Defense		50	Discipline		Tanemon	Ninjamon
Speed	1	50	Battles			Whamon
Brains	1	100	Techniques	≥0		Coelamon
			Digimon	Tanemon		

Betamon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	10	1000	Care	≥0		
MP	10	500	Weight	10 - 20		Seadramon
Offense		50	Happiness		Tanemon	Whamon
Defense	1	100	Discipline			Shellmon
Speed		50	Battles			Coelamon
Brains		50	Techniques	≥0		
			Digimon	Tanemon		

Penguinmon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		500	Care	≥0		
MP	10	500	Weight	10 - 20		Whamon
Offense		50	Happiness			Shellmon
Defense	1	100	Discipline		Tsunomon	Garurumon
Speed		50	Battles			Frigimon
Brains	1	100	Techniques	≥0		Mojoyamon

	Digimon	Tsunomon
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Greymon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		2000	Care	≤1		
MP		1500	Weight	25 - 35		
Offense	100	200	Happiness		Agumon	MetalGreymon
Defense	100	200	Discipline	≥90		SkullGreymon
Speed	100	200	Battles			
Brains	100	200	Techniques	≥35		
			Digimon			

Meramon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1000	Care	≥5		
MP		1500	Weight	15 - 25		
Offense	100	250	Happiness		Agumon	MetalGreymon
Defense		150	Discipline			Andromon
Speed		150	Battles	≥10		
Brains		150	Techniques	≥28		
			Digimon			

Birdramon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1500	Care	≥3		
MP		1500	Weight	15 - 25		
Offense		150	Happiness		Agumon	
Defense		100	Discipline		Biyomon	Phoenixmon
Speed	100	250	Battles			
Brains		150	Techniques	≥35		
			Digimon	Biyomon		

Centarumon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1500	Care	≤3		
MP		1500	Weight	25 - 35	Agumon	
Offense		150	Happiness		Gabumon	Andromon
Defense		150	Discipline	≥60		Giromon
Speed		150	Battles			
Brains	100	250	Techniques	≥28		
			Digimon			

Monochromon

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Stat	Requirement	Statsgain Target	Value	Requirement
HP	1000	2000	Care	≤3
MP		1500	Weight	35 - 45
Offense		150	Happiness	
Defense	100	250	Discipline	
Speed		150	Battles	≤5
Brains	100	200	Techniques	≥35
			Digimon	

Evolves from	Evolves to
Agumon	
Gabumon	MetalGreymon
	MetalMamemon

Drimogemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1500	Care	≥3		
MP		1500	Weight	35 - 45		
Offense	100	250	Happiness	≥50	Gabumon	
Defense		150	Discipline		Patamon	MetalGreymon
Speed		150	Battles			
Brains		150	Techniques	≥28		
			Digimon			

Tyrannomon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	1000	2000	Care	≤5		
MP		1500	Weight	25 - 35		
Offense		150	Happiness		Agumon	
Defense	100	200	Discipline		Gabumon	MetalGreymon
Speed		150	Battles	≤5	Patamon	Megadramon
Brains		150	Techniques	≥28		
			Digimon			

Devimon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		0	Care			
MP		0	Weight			
Offense		0	Happiness			SkullGreymon
Defense		0	Discipline			Megadramon
Speed		0	Battles			
Brains		10	Techniques			
			Digimon			

Ogremon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	1000	2500	Care	≥5		
MP		1000	Weight	25 - 35	Gabumon	
Offense	100	250	Happiness		Patamon	Andromon
Defense		150	Discipline			Giromon
Speed		150	Battles	≥15		
Brains		100	Techniques	≥35		
			Digimon			

Leomon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1500	Care	≤1		
MP		1500	Weight	15 - 25	Patamon	
Offense	100	250	Happiness		Elecmon	Andromon
Defense		150	Discipline			Mamemon
Speed	100	200	Battles	≥10		
Brains	100	200	Techniques	≥35		
			Digimon			

Angemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1500	Care	≤0		
MP	1000	2000	Weight	15 - 25	Patamon	
Offense		150	Happiness		Elecmon	Andromon
Defense		150	Discipline			Phoenixmon
Speed		150	Battles			
Brains	100	250	Techniques	≥35		
			Digimon	Patamon		

Bakemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1500	Care	≥3		
MP	1000	2500	Weight	15 - 25		
Offense		150	Happiness	≥50	Elecmon	
Defense		100	Discipline		Kunemon	SkullGreymon
Speed		150	Battles			Giromon
Brains		100	Techniques	≥28		
			Digimon			

Airdramon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1500	Care	≤1		
MP	1000	2000	Weight	25 - 35		
Offense		150	Happiness		Biyomon	Megadramon
Defense		150	Discipline	≥90		Phoenixmon

Speed	100	200	Battles	
Brains	100	200	Techniques	≥35
			Digimon	

Kokatorimon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	1000	2500	Care	≥3		
MP		1500	Weight	25 - 35		
Offense		100	Happiness		Elecmon	
Defense		150	Discipline		Biyomon	Phoenixmon
Speed		150	Battles			Piximon
Brains		150	Techniques	≥28		
			Digimon	Biyomon		

Unimon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	1000	2000	Care	≤3		
MP		1500	Weight	25 - 35		
Offense		150	Happiness		Patamon	
Defense		150	Discipline		Biyomon	Giromon
Speed	100	200	Battles	≥10		Phoenixmon
Brains		150	Techniques	≥35		
			Digimon			

Kabuterimon

Stat	Requirement	Statsgain Target	Value	Requirement
HP	1000	2000	Care	≤1
MP	1000	1500	Weight	25 - 35
Offense	100	200	Happiness	
Defense		200	Discipline	
Speed	100	200	Battles	
Brains		100	Techniques	≥35
			Digimon	Kunemon

Evolves from	Evolves to
Biyomon	
Kunemon	H-Kabuterimon
	MetalMamemon

Kuwagamon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	1000	2000	Care	≥5		
MP	1000	2000	Weight	25 - 35		
Offense	100	200	Happiness		Kunemon	
Defense		150	Discipline			

Speed	100	200	Battles		Palmon	H-Kabuterimon
Brains		100	Techniques	≥28		
			Digimon	Kunemon		Piximon

Veggiemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1500	Care	≥5		
MP	1000	2000	Weight	5 - 15	Kunemon	
Offense		100	Happiness	≥50	Palmon	Piximon
Defense		150	Discipline			
Speed		150	Battles			
Brains		100	Techniques	≥21		
			Digimon			

Ninjamon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		1500	Care	≤1		
MP	1000	2000	Weight	5 - 15		
Offense	100	200	Happiness			Piximon
Defense		150	Discipline		Palmon	MetalMamemon
Speed	100	200	Battles	≥15		Mamemon
Brains		150	Techniques	≥35		
			Digimon			

Seadramon

Stat	Requirement	Statsgain Target	Value	Requirement
HP	1000	2000	Care	≥3
MP	1000	2000	Weight	25 - 35
Offense		150	Happiness	
Defense		150	Discipline	
Speed		100	Battles	≤5
Brains		150	Techniques	≥28
			Digimon	

Evolves from	Evolves to
Betamon	Megadramon
	MegaSeadramon

Whamon

Stat	Requirement	Statsgain Target	Value	Requirement
HP	1000	2500	Care	≤5
MP		1500	Weight	35 - 45
Offense		100	Happiness	
Defense		150	Discipline	≥60

Speed		100	Battles	
Brains	100	200	Techniques	≥28
			Digimon	

Evolves from	Evolves to
Palmon	
Betamon	MegaSeadramon
Penguinmon	Mamemon

Shellmon

Stat	Requirement	Statsgain Target	Value	Requirement
HP	1000	2000	Care	≥5
MP		1500	Weight	35 - 45
Offense		150	Happiness	
Defense	100	250	Discipline	
Speed		100	Battles	
Brains		100	Techniques	≥35
			Digimon	Betamon

Evolves from	Evolves to
Betamon	
Penguinmon	H-Kabuterimon
	MegaSeadramon

Coelamon

Stat	Requirement	Statsgain Target	Value	Requirement
HP		1500	Care	≥3
MP		1500	Weight	25 - 35
Offense		150	Happiness	
Defense	100	200	Discipline	
Speed		150	Battles	≤5
Brains		150	Techniques	≥35
			Digimon	

Evolves from	Evolves to
Palmon	
Betamon	MegaSeadramon

Garurumon

Stat	Requirement	Statsgain Target	Value	Requirement
HP		1500	Care	≤1
MP	1000	1500	Weight	25 - 35
Offense		150	Happiness	
Defense		200	Discipline	≥90

Speed	100	150	Battles	
Brains		150	Techniques	≥28
			Digimon	

Evolves from	Evolves to
Gabumon	
Penguinmon	SkullGreymon
	MegaSeadramon

Frigimon

Stat	Requirement	Statsgain Target	Value	Requirement
HP		1500	Care	≤5
MP	1000	2000	Weight	25 - 35
Offense		100	Happiness	≥50
Defense		150	Discipline	
Speed		150	Battles	
Brains	100	200	Techniques	≥28
			Digimon	

Evolves from	Evolves to
Penguinmon	MetalMamemon
	Mamemon

Mojyamon

Stat	Requirement	Statsgain Target	Value	Requirement
HP	1000	2000	Care	≥5
MP		1500	Weight	15 - 25
Offense		150	Happiness	
Defense		150	Discipline	
Speed		150	Battles	≤5
Brains		150	Techniques	≥28
			Digimon	

Evolves from	Evolves to
Penguinmon	SkullGreymon
	Mamemon

Numemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		0	Care			
MP		0	Weight			
Offense		0	Happiness			Monzaemon
Defense		0	Discipline			
Speed		0	Battles			

Brains		8	Techniques	
			Digimon	

Sukamon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		0	Care			
MP		0	Weight			
Offense		0	Happiness			Etemon
Defense		0	Discipline			
Speed		0	Battles			
Brains		5	Techniques			
			Digimon			

Nanimon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		0	Care			
MP		0	Weight			
Offense		0	Happiness			Digitamamon
Defense		0	Discipline			
Speed		0	Battles			
Brains		10	Techniques			
			Digimon			

MetalGreymon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	4000	5000	Care	≤10		
MP	3000	5000	Weight	60 - 70	Greymon	
Offense	500	500	Happiness		Meramon	
Defense	500	500	Discipline	≥95	Monochromon	
Speed	300	500	Battles	≥30	Drimogemon	
Brains	300	500	Techniques	≥30	Tyrannomon	
			Digimon			

Andromon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	2000	4000	Care	≤5		
MP	4000	6000	Weight	35 - 45	Meramon	
Offense	200	400	Happiness		Centarumon	
Defense	400	600	Discipline	≥95	Ogremon	
Speed	200	400	Battles	≥30	Leomon	
Brains	400	600	Techniques	≥30	Angemon	
			Digimon			

SkullGreymon

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Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	4000	5000	Care	≥10	Evolves from	Evolves to
MP	6000	5000	Weight	25 - 35	Greymon	
Offense	400	600	Happiness		Devimon	
Defense	400	600	Discipline		Bakemon	
Speed	200	400	Battles	≥40	Garurumon	
Brains	500	400	Techniques	≥45	Mojyamon	
			Digimon			

Megadramon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	3000	6000	Care	≤10	Evolves from	Evolves to
MP	5000	6000	Weight	50 - 60	Tyrannomon	
Offense	500	600	Happiness		Devimon	
Defense	300	500	Discipline		Airdramon	
Speed	400	600	Battles	≥30	Seadramon	
Brains	400	500	Techniques	≥30		
			Digimon			

Giromon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		3000	Care	≥15	Evolves from	Evolves to
MP		3000	Weight	0 - 10	Centarumon	
Offense	400	600	Happiness	≥95	Ogremon	
Defense		600	Discipline		Bakemon	
Speed	300	500	Battles	≥100	Unimon	
Brains	400	600	Techniques	≥35		
			Digimon			

Phoenixmon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	4000	6000	Care	≤3	Evolves from	Evolves to
MP	4000	6000	Weight	25 - 35	Birdramon	
Offense		400	Happiness		Angemon	
Defense		400	Discipline	≥100	Airdramon	
Speed	400	600	Battles	≤0	Kokatorimon	
Brains	600	600	Techniques	≥40	Unimon	
			Digimon			

H-Kabuterimon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	7000	5000	Care	≤5	Evolves from	Evolves to
MP		5000	Weight	50 - 60	Kabuterimon	
Offense	400	500	Happiness		Kuwagamon	
Defense	600	500	Discipline		Shellmon	

Speed	400	500	Battles	≤0
Brains		500	Techniques	≥40
			Digimon	

Piximon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		3000	Care	≥15	Kokatorimon	
MP		3000	Weight	0 - 10	Kuwagamon	
Offense	300	500	Happiness	≥95	Vegiemon	
Defense	300	500	Discipline		Ninjamon	
Speed	400	600	Battles			
Brains	400	600	Techniques	≥25		
			Digimon			

MetalMamemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		3000	Care	≤15	Monochromon	
MP		3000	Weight	5 - 15	Kabuterimon	
Offense	500	600	Happiness	≥95	Ninjamon	
Defense	400	600	Discipline		Frigimon	
Speed	400	600	Battles			
Brains	400	500	Techniques	≥30		
			Digimon			

Mamemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		3000	Care	≥15	Leomon	
MP		3000	Weight	0 - 10	Ninjamon	
Offense	400	600	Happiness	≥90	Whamon	
Defense	300	500	Discipline		Frigimon	
Speed	300	500	Battles		Mojyamon	
Brains	400	600	Techniques	≥25		
			Digimon			

MegaSeadramon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		3000	Care	≤5	Seadramon	
MP	4000	6000	Weight	25 - 35	Whamon	
Offense	500	600	Happiness		Shellmon	
Defense	400	600	Discipline		Coelamon	
Speed		300	Battles	≤0	Garurumon	
Brains	400	600	Techniques	≥40		
			Digimon			

Monzaemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	3000	5000	Care	≤0		
MP	3000	5000	Weight	35 - 45	Numemon	
Offense	300	500	Happiness			
Defense	300	500	Discipline			
Speed	300	500	Battles	≥50		
Brains	300	500	Techniques	≥49		
			Digimon			

Vademon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP		5000	Care			
MP		5000	Weight			
Offense		500	Happiness			
Defense		500	Discipline			
Speed		500	Battles			
Brains		500	Techniques			
			Digimon			

Digitamamon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	3000	5000	Care	≤0		
MP	3000	5000	Weight	5 - 15	Nanimon	
Offense	400	600	Happiness			
Defense	400	600	Discipline			
Speed	400	600	Battles	≥100		
Brains	300	500	Techniques	≥49		
			Digimon			

Etemon

Stat	Requirement	Statsgain Target	Value	Requirement	Evolves from	Evolves to
HP	2000	4000	Care	≤0		
MP	3000	5000	Weight	10 - 20	Sukamon	
Offense	400	600	Happiness			
Defense	200	400	Discipline			
Speed	400	600	Battles	≥50		
Brains	300	500	Techniques	≥49		
			Digimon			

Special Evolutions

Besides the paths visible on the evolution chart there are a bunch of evolutions that follow their own set of rules in terms of the conditions required to trigger them.

Special evolutions reset the battle and care mistake counter. However, only evolutions that change your Digimon's level reset the evolution timer.

To Sukamon

Digimon	any
Condition	full Virus Bar
Comment	50% stats reduction

This evolution can be reverted by talking to King Sukamon in Mt. Trash. You will regain your old stats, but whatever you gained as Sukamon will be halved.

To Kunemon

Digimon	any In-Training
Condition	sleep in Kunemon's bed
Comment	50% chance

To Numemon

Digimon	any Rookie
Condition	after 96h on Rookie level
Comment	reduces stats by 20%

To Nanimon

Digimon	any Rookie
Condition	scolding your Digimon with 0 happiness and 0 discipline
Comment	No statsgains

You can't achieve 0 happiness and discipline with just praising/scolding, but you can reduce the last bit by overfeeding.

To Bakemon

Digimon	any Rookie except Penguinmon
Condition	losing a life
Comment	10% chance

To Devimon

Digimon	Angemon
Condition	losing a life with a discipline ≤ 50
Comment	50% chance

To Airdramon

Digimon	Seadramon, Birdramon
Condition	Sleep with 100 discipline, 100 happiness and 0 tiredness
Comment	30% chance

If your Digimon has been old enough it's possible that it will instantly evolve naturally to Phoenixmon after the evolution.

To Coelamon

Digimon	Whamon, Shellmon
Condition	scold or praise with an evolution counter of exactly 200h
Comment	30% chance

After this evolution your Digimon will always instantly evolve naturally to MegaSeadramon.

To Ninjamon

Digimon	Vegimon
Condition	sleep with 100 discipline and ≥ 50 won battles
Comment	30% chance

To Monochromon

Digimon	Drimogemon
Condition	sleep with 100 discipline and ≥ 500 defense
Comment	30% chance

To Vademon

Digimon	any Champion
Condition	praise or scold with an evolution counter of at least 240h
Comment	50% chance; gets forced with a counter of exactly 360h

To Phoenixmon

Digimon	Kokatorimon
Condition	losing a life
Comment	10% chance

To Monzaemon

Digimon	Numemon
Condition	talk to the Monzaemon suit in Toy Town
Comment	stops working after beating WaruMonzaemon

To SkullGreymon

Digimon	MetalGreymon, Megadramon
Condition	losing a life
Comment	10% chance

To MetalMamemon or Giromon

Digimon	Mamemon
Condition	Talk to the single Guardromon in the most norther room of Factorial Town and pay for the "remodel"
Comment	5/11 chance for MetalMamemon, 1/11 chance for Giromon

End

Credits and Special Thanks

First of all I have to give credit to **Ginoshie**. All the knowledge in this guide has been researched and verified by us together.

But furthermore there are still a few more people who helped me a lot in amassing this knowledge, be it by sharing their own knowledge with me, pointing out errors, giving me ideas or just keeping me motivated.

Romsstar – a guide that doesn't credit Romsstar is untrustworthy, as he is *the* expert for this game. His research was very helpful in learning how this game works.

OrangeFluffySheep and Harceru – for mining and posting the "Complete Digivolution Guide" on neoseeker. For a long time this was the foundation for our research.

The DW1 Speedrunning Community – they not only keep the game alive but are both consumers and producers of knowledge about this game

The DW1 Twitch Community – for providing data and ideas that helped unraveling many of the mysteries this game has to offer

Those, who researched before me – I'm not the first to discover most of this, but it seems like many of those who came before me were forgotten by time

Yuki - for finding the flaw with our priority system

maxblade56 - for finding a flaw in the requirement system, when handling Digimon the player had before

Please consider this list incomplete, there are probably many more who I forgot to mention.

Links

Evolution Tool – <https://www.phoenix-staffel.de/digimon/DigimonWorld/evolution.html>

Sheet of extraced Game Data – <https://docs.google.com/spreadsheets/d/19E7zgE2JJN4LQnlv9TNzenTaeld5OcRzC99EkiM80Cw>

General Guide explaining many mechanics – <https://docs.google.com/document/d/1aHHXZxjZNDabFTWUdF055M0ooshyC57kff5NVc2BTYGE>

Digimon Discord Community – <https://discord.gg/0VODO3ww0zghqOCO>

Digimon World on Speedrun.com – http://www.speedrun.com/Digimon_World

Harceru's post – <https://www.neoseeker.com/forums/3196/t1715950-complete-digivolution-guide/>

Decompiled DW1 code – <https://github.com/SydMontague/DW1-Code>

Contact

If you find any errors or have questions/suggestions, you can contact me either here via PM or on Discord (SydMontague#8056).

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