

Digimon World All-Items Guide

by hWs Dark

Updated to v1.4 on Aug 6, 2003

```
-- Digimon World (US) All-Items Guide --  
-- by uNlEaShEdPoWeR (Antonio Victor, darknessgod2002@yahoo.com) --  
-- Version 1.4, 8/02/03 --
```

LEGAL DISCLAIMER: This guide is for PERSONAL USE ONLY, copyrighted to me, uNlEaShEdPoWeR. Do not put this FAQ on your site without first emailing me for permission. If permission IS granted, you are not permitted to change a single word of this FAQ when you post it, and must leave it as a .txt file unless I've explicitly told you otherwise that you may change it. Do not steal information from this FAQ for your magazine, or other form of media - printed, online, or otherwise. Do not pass GO, do not collect \$200. If you violate this disclaimer anyway, blah blah copyright violation blah blah legal action blah

NOTE TO WEBMASTERS: If permission is granted to post this guide on your site, it is your responsibility to get the most recent version from GameFAQs.com periodically. If you can't be bothered to keep it current, then please don't post it.

START NOTE If you find any incorrect information on this guide, don't get mad and start calling me names for missing something so easy. Just refer to "Contact Information" and inform me! I made this Guide by mind so don't complain. And if you don't like it, go read another one! *END NOTE*

The "All Items Guide", is your guide for how to get (insert item name here)....I have many items, but still missing a lot of them! I promise on my next updates to add some of items...After every chapter, at the bottom I will list the Frequently Asked Questions on the chapter....

VERSIONS / UP-DATES / DATE LAST REVIEWED

Version 1.0 (7/03/03) - Wrote the FAQ, still missing a lot of stuff... Expect a Big up-date soon!!!

Version 1.1 (7/07/03) - Minor spell-corrections, fixed GameShark Chapter (hopefully it will be posted right this time), posted Legenddramon's and Lengend789's opinions...Thanks guys!!! Added a Chapter about 'Training Effects Raising Items' and 'Fishing Baits' Chapter. Added more items to almost all sections.

Version 1.2 (7/11/03) - Up-dated "Fishing Baits" chapter, added more people to "Special Thanks", included ideas from Garfield13 and Legend789. Med Jai's, Legend789's and Garfield13's corrections on Flaming Mane ^_^ . Added "Codebreaker Codes" Chapter. Added some more FAQs to almost all Chapters. Minor spell corrections. Re-wrote part of the FAQ for easier understanding. Added Electo Ring to "Digivolution Items". Changed the lay-out for "Contact Information". Changed Chapter 12 (Next Up-Date Promises / Contact Info / Things I Need / FAQs I'm Working On) to "Other".

Version 1.3 (7/17/03) - Deleted some un-needed spaces on some Items. Added Med Jai's information on Sweet Nut and Super Veggy. Minor spell corrections. Starting the "Item Shop Keepers And Prices" Chapter (not seen by public). Added some information that I got from e-mails. Added more people to "Special

Thanks". Added more FAQs. Added "Game's Medals" Chapter.

Version 1.4 (08/02/03) - Added Digimon for Electo Ring. Added omnicannon63 to "Special Thanks". Changed the GameShark Codes Chapter. Added codes according to Legend789 (THANKS A LOT AGAIN!!!!) Added Item "Super Recovery Sloppy" thanks to my cousin! Minor spelling corrections. Added achan1058 to "Special Thanks". Half way done with the "Item Shop Keepers and Prices" Chapter

The Guide:

- Chapter 1 - Digivolution Items (Out of battle)
- Chapter 2 - Food Items (Out of battle)
- Chapter 3 - Self Defense / Recovery Items (In-Battle)
- Chapter 4 - Self Offense Items (In-Battle)
- Chapter 5 - Stat Raising Items (Out of battle)
- Chapter 6 - Misc. Items
- Chapter 7 - Training Effects Raising Items (Out of Battle)
- Chapter 8 - Fishing Baits (Dragon Eye Lake)
- Chapter 9 - Game's Medals
- Chapter 10 - Gameshark Codes For Items
- Chapter 11 - Codebreaker Codes For Items
- Chapter 12 - F.A.Q (Frequently Asked Questions)
- Chapter 13 - Other
- Chapter 14 - Special Thanks, Credits, Shameless Plugs

(NOTE***If you want to go directly to a certain Item / Chapter press Ctrl+F and then type the Item / Chapter name and click "Search" or "Find").

=====
=====

Chapter 1 - Digivolution Items (Out of battle)

=====
=====

NOTE***The items organization goes like this:	
(Item Name) / (Digimon You Get Through That Item)	
- (How to obtain)	

Metal Banana / MetalEtemon

- When I was almost finishing the game I thought: "Hmmm, how about I finish the game with a Filth Type Digimon?" so then I started buying _Golden Bananas_ from Etemon. I got a Sukamon and started training him. Then I used my Golden Banana and he evolved. I lived with Etemon until he died but no matter what I couldn't get to learn Ultimate Poop Hell. So I repeated the process like 15 times until I learned all filth techs. Then when I went to buy another Golden Banana for my "ultimate" Sukamon to evolve to Etemon .And then I was going to beat the game with Etemon. When I got to Etemon he said. 'Uhhhhh...ummmm....err....I found this on the floor...It's no use to me since it's too hard! Hereer.... you can have it...'

After that it said "You found a Silver Banana!!!" Then I evolved my Sukamon to MetalEtemon....Nothing special about him though, no extra stats, just a Silver-Like Etemon!!!

Noble Mane / Panjyamon

- Only available through a Cheat-Device such as GameShark...

Giga Hand / Gigadramon

- Only available through a Cheat-Device such as GameShark...

Electo Ring / Kaminarimon (thanks to Med Jai and all the others who informed me)

- Only available through a Cheat-Device such as GameShark...

Coral Charm / MegaSeadramon

- While fishing in the Dragon Eye Lake, if you let a fish eat your bait, while reeling in there is a 1% chance you will pull it along with the hook.

Beetle Pearl / Hercules-Kabuterimon

- Win the tournament held at Beetle Land...

Red Ruby / Phoenixmon

- Win the 'Version 0 Cup' at Greymon's Arena.

Mystic Egg / Digitamamon

- After defeating Ogremon from the 'Secret Beach Cave', it can be found on a computer inside the cave.

Golden Banana / Etemon

- Buy each one for 50,000 BITS, from Etemon at the Digimon Bridge.

Ray Gun / Vademon

- You can find it at the Back Dimension

X-Bandage / Monzaemon

- After defeating WaruMonzaemon, on Toy Town, a ToyAgumon will trade it for 3 cards.

Small Spear / Piximon

- Get it as a prize from MetalMamemon at Digimon Curling...

Chainsaw / Giromon

- Get it as a prize from MetalMamemon at Digimon Curling...

Metal Armor / MetalMamemon

- Get it as a prize from MetalMamemon at Digimon Curling...

Silver Ball / Mamemon

- Get it as a prize from MetalMamemon at Digimon Curling...

Mega Hand / MegaDramon (33% chance)

- Win the 'Grade S Cup' at Greymon's Arena.

Fatal Bone / SkullGreymon (33% chance)

- Win the 'Grade S Cup' at Greymon's Arena.

Metal Parts / MetalGreymon (34% chance)

- Win the 'Grade S Cup' at Greymon's Arena.

Cyber Parts / Andromon

- Win the 'Metric Cup' at Greymon's Arena.

Sunglasses / Nanimon

- Win the 'Dirty Cup' at Greymon's Arena.

Ice Crystal / Frigimon

- Buy it for 500 Merit Points, from ShogunGekomon

Blue Crystal / Garurumon

- Win 'Version 2 Cup' at Greymon's Arena

Hard Scale / Coelamon

- Buy it for 500 Merit Points, from ShogunGekomon

Red Shell / Shellmon

- Buy it for 500 Merit Points, from ShogunGekomon

North Star / Whamon

- Win 'Cool Cup' at Greymon's Arena

Water Bottle / Seadramon

- Buy it for 500 Merit Points, from ShogunGekomon. Or you can ask Seadramon to get an item (Dragon Eye Lake), he'll give you it.

Koga's Laws / Ninjamon

- Get it as a random prize for Normal or Special 'Treasure Hunt'.

Fertilizer / Vegiemon

- Win 'Nature Cup' at Greymon's Arena

Scissor Jaw / Kuwagamon

- Win the tournament at Beetle Land in 2nd (Second) Place... (50% chance)

Horn Helmet / Kabuterimon

- Win the tournament at Beetle Land in 2nd (Second) Place... (50% chance)

Unihorn / Unimon

- Win the 'Thunder Cup' at Greymon's Arena...

Rooster / Kokatorimon

- Win 'Digimon Curling' against Penguinmon...

Rainbowhorn / Airdramon

- Buy it for 500 Merit Points, from ShogunGekomon...

Torn Tatter / Bakemon

- Get it as a random prize for Normal or Special 'Treasure Hunt'.

White Wings / Angemon

- Win the 'Wing Cup' at Greymon's Arena.

Flaming Mane / Leomon (thanks everyone for the correction ;)

- Win the 'Grade A Cup' at Greymon's Arena.

Spike Club / OGREMON

- Win the 'Grapple Cup' at Greymon's Arena.

Black Wings / Devimon

- Win the 'Human Cup' at Greymon's Arena

White Fang / Tyrannamon

- Win the 'Version 1 Cup' at Greymon's Arena.

Steel Drill / Drimogeomon

- Win the 'Animal Cup' at Greymon's Arena.

Mono Stone / Monochromon

- Win the 'Version 4 Cup' at Greymon's Arena.

Iron Hoof / Centarumon

- Win the 'Version 3 Cup' at Greymon's Arena.

Flaming Wings / Birdramon

- Get it as a random prize for Normal or Special 'Treasure Hunt'.

Fireball / Meramon

- Win the 'Fire Cup' at Greymon's Arena.

Grey Claws / Greymon

- Win the 'Dino Cup' at Greymon's Arena.

That is a list of all Digivolution Items, how to obtain them and who they evolve to.

Now for some F.A.Qs (Frequently Asked Questions):

Q: Why won't MetalMamemon show up on Digimon Curling so I can win his Digivolution Items?

A: First of all, if you have to fight him and win at Factorial Town. If you've done that, you got to make sure you have the medal for 'Perfect Score in Curling', because for MetalMamemon to be your challenger, you have to first beat Penguinmon at the score of (Player 10 x 0 Penguinmon)

Q: How come I can't enter any Special Cup?

A: You need a special type of Digimon...EXAMPLE; To enter the fire cup you need someone like Meramon....

Q: Why can I only see Grade D, C, B and A cups? And why not Grade S and Special Cups?

A: For all cups to be available, you need the following Digimon to your City:

- MegaDramon
- SkullGreymon
- Gekomon
- MetalGreymon
- Myotismon

After you have all of those to your city, little-by-little the cups will show up!

Q: What are the 3 cards the ToyAgumon asks for, in order for me to get the X-Bandage?

A: A WaruMonzaemon Card, Hagurumon Card and a ToyAgumon Card...

Q: How do I get to Beetle Land?!?!

A: After you fish Seadramon, ask to be friends, now every time you go the Dragon Eye Lake, it will ask you if you want to use the Blue Flute. After you've been there once, you can go there anytime through Birdra Transport for 3000 BITS...

Q: Ok, now I got to Beetle Land...How do I participate in the 'Beetle Tournament'?

A: You need a Bug Type Digimon (Kunemon, Kabuterimon, Kuwagamon or Hercules-Kabuterimon)

And you also need to go there on the 22nd (Twenty-Second) of any year. Or there will be no tournament.

Q: I used a White Fang on my Baby / In-Training and he didn't evolve to Tyrannamon!!! Why?!?!?

A: If you use a Digivolution Item for a Champion on a Baby or In-Training, it won't work. You have to use it on a Rookie Digimon. Champion items work ONLY on Rookies....

Q: I used Metal Parts on my Baby / In-Training / Rookie and he didn't evolve to MetalGreymon!!! Why?!?!?

A: If you use a Digivolution Item for a Ultimate on a Baby, In-Training or Rookie it won't work. You have to use it on a Champion Digimon. Ultimate items work ONLY on Champions....

Q: I used a Moon Mirror on my Champion Digimon, and he didn't evolve to WereGarurumon, wazup wif dat?

A: For ME, the Moon Mirror ONLY works on Garurumon, but still, you can only see his feet, and you can't feed him, or battle, or train him that your game will freeze!

Q: Where can I obtain Giga Hand, Electo Ring, or Noble Mane?

A: Only through a GameShark!

---Conclusion:

Well I guess that covers anything you might want to know about Digivolution Items... If not you can send me an E-Mail, asking what's NOT included here...If it's already here, I WILL delete your E-Mail and Ignore it!!! FOREVER!!!

=====
=====
Chapter 2 - Food Items (Out of battle)
=====

=====
NOTE***The items organization goes like this: |
- (Item Name) |
- (Usage) |
- (Effects on Digimon) |
- (Price for buying) |
- (Most seen at) |

- Moldy Meat
- Makes Digimon a bit full.
- Weight +2 / Makes your Digimon sick.
- Amida Forest. At the screen where you recruit Centarumon. (Must be before recruiting him), or you can buy them at a Vending Machine at Ancient Dino Region. (Thanks to Garfield13!)

- Meat
- Makes Digimon a bit full.
- Weight +1
- 50 Bits
- Tanemon also gives you 3 of them a day. (Thanks Garfield13!)

- Giant Meat
- Makes Digimon quite full.
- Weight +2
- 500 Bits
- Palmon gives you 3 a day; 5 when he's happy. (Thanks Legend789 and Garfield13)

- Sirloin
- Makes Digimon very full.
- Weight +3
- Can't Buy
- Vegiemon gives you 3 a day; 5 when he's happy. (Thanks Legend789 and Garfield13)

- Digital Mushroom
- Makes Digimon a bit full.
- Weight +1
- Can't buy
- Everywhere except Mt.Infinity and Factorial Town (Thanks Garfield13!)

- Happy Mushroom
- Raises happiness by a little.
- Weight +1 / slightly reduces tiredness / 35% your Digimon gets sick.
- Native Forest, Kunemon's Bed or Great Canyon

- Deluxe Mushroom
- Raises Offense, Defense, Speed, and Brains by 10. Raises HP and MP by 100
- Weight +4
- Native Forest, the screen with the Potty. And Great Canyon, screen right of the elevator (Thanks Garfield13!)

NOTE*** This item can also be considered a Stat Raising Item... Thanks to Garfield13 for reminding me!

- Ice Mushroom
- Greatly raises discipline
- Weight +2
- Anywhere on Free Land. Mostly at Freeze Land; screen with three SnowAgumons

- Big Berry
- Makes Digimon 100% full.
- Weight +10
- Native Forest, Great Canyon, Misty Trees, Mt.Panorama.

- Red Berry
- Increases Happiness and Discipline/Recovers Tiredness.
- Weight +2
- All areas except Mt.Infinity.

Thanks to Med Jai and PHOENIX Knight who informed me about the effects about this item!

- Orange Banana
- On the description it says it fully restores HP and MP, but not for me...
- Weight +2
- Tropical Jungle

- Prickly Pear
- Makes Digimon lose weight.
- Weight -5 / 1% chance your Digimon gets sick
- Great Canyon Top Area, Great Canyon Bottom and sometimes near OGREMON'S Hideout

- Blue Apple
- Greatly raises happiness.
- Weight +1 / Reduces tiredness / Gives +10 seconds before he poops
- All over Native Forest

- Chain Melon
- Raises happiness, reduces tiredness, raises discipline, life expansion, reduces chances of pooping on the floor, raises time before dying if Digimon is Sick.
- Weight +3
- Get one from Jijimon every time after beating Machinedramon

- Super Carrot
- Increases training of MP, Offense and Brains.
- Weight -2
- 500 Bits

- Sweet Nut
- Completely recovers HP. (Thanks to Med Jai ;)
- Weight +2 (Thanks to Med Jai ;)
- Misty Trees, Mt.Panorama and very rarely at Native Forest.

NOTE*** omnicanon63, you said Sweet Nut wasn't included here... Well take a better look next time ;)

- Super Veggy
- Completely recovers MP. (Med Jai again!)
- Weight +2
- ???

NOTE*** Med Jai and myself prove the existence of this item!

- Hawk Radish
- Increases training of HP, Defense and Speed.
- Weight +2
- 500 Bits

- Steak
- Makes Digimon very full.
- Weight +3
- Overdell Cemetery, can be obtained while going to give Myotismon his food.

- DigiAnchovy
- Makes Digimon a bit full.
- Weight +1 / Caught in Dragon Eye Lake
- Dragon Eye Lake

- Black Trout
- Raises Offense, Defense, Speed and Brains by +1. Raises Hp and MP by 10+
- Weight -2 / Caught in Dragon Eye Lake
- Dragon Eye Lake

- Digi Snapper
- Makes Digimon quite full.
- Weight +1 / Caught in Dragon Eye Lake
- Dragon Eye Lake

- Digital Sea Bass
- Recovers HP and MP fully and extends Digimon lifespan by 24 Hours.
- Weight +4 / 25% chance of making Digimon sick
- Dragon Eye Lake

- DigiCatFish

- Makes Digimon very full.
- Weight +5
- Dragon Eye Lake

That is the list of Food Items I can remember till now.

Now for some F.A.Qs (Frequently Asked Questions):

Q: How do I get the fish!?!? I haven't seen any enemy dropping them. And I have never found a computer with them!!!

A: Have you ever seen someone drop a Fish out of their pockets??? Guess not, to get the fish you first need a Normal Rod or Amazing Rod...And then you need bait....For more information on the Rods / Baits skip to Chapter 8.

Q: What is the usage for (insert item name here)???I can't seem to figure it out!

A: Refer back to Chapter 2. I didn't write it for my health ;)

Q: Where can the Happiness / Discipline raising items be found?

A: You will find them randomly on field, those items will NOT be dropped by enemies, you will find those VERY rarely!

Q: Where do I buy Super Carrots, Hawk Radishes and Digipines?

A: Super Carrots and hawk Radishes you can buy from Vegiemon, once you get him to your city. As for Digipines, you find them very rarely!

Q: Your item FAQ covered all the items except one that I was wondering about for a long time. What the hell does a chain melon do? (from Morrisonjadt@aol.com)

A: I think you didn't actually read the whole FAQ did you? Well anyways here are the functions for Chain Melon:

- Raises happiness, reduces tiredness, raises discipline, life expansion, reduces chances of pooping on the floor, raises time before dying if Digimon is Sick.

Until now, those are all the Food Items I can remember of. On my next up-date, I'll up-date this with more items, and I will fill the ???'s...

---Conclusion:

Well I guess that covers almost anything you might want to know about Food Items... If not you can send me an E-Mail, asking what's NOT included here...If it's already here, I WILL delete your E-Mail and Ignore it!!! FOREVER!!!

=====
=====

Chapter 3 - Self-Defense / Recovery Items (In-Battle)

=====
=====

NOTE***The items organization goes like this:

- (Item Name)
- (Item Usage)

- Small Recovery
- Recovers 500 HP.

- Medium Recovery
- Recovers 1500 HP.

- Large Recovery
- Recovers 5000 HP.

- Super Recovery Floppy
- Fully recovers HP

- MP Floppy
- Recovers 500 MP.

- Medium MP Floppy
- Recovers 1500 MP.

- Large MP Floppy
- Recovers 5000 MP.

- Various
- Restores your Digimon to 'Normal' status...

- Protection
- Protects your Digimon from status ailments.

- Omnipotent
- Restores HP and MP / Cures status ailments

- Double Floppy
- Restores 1500 HP and MP.

- Restore Floppy
- Revives Digimon with half his max HP.

- Super Restore Floppy
- Revives Digimon with full HP.

That is the list of In Battle Recovery Items I can remember till now. I will try to make a 'Price List' Chapter on my next up-date...(version 2.0)

Now for some F.A.Qs (Frequently Asked Questions):

Q: What is the Defense Disk for????

A:Refer to Chapter 3.....I didn't write it for my health ;)

Q: If I use many Sup. Off. Disks is one battle, does it accumulate?

A: Yes :)

Q: What are the 'status ailments' you mentioned? What does each one do?

A: There are 4 Status Ailments; They are:

Confusion - Your Digimon uses his techniques randomly shooting to random sides; mostly missing his attacks and wasting MP

Stun - A yellow 'circular-chain' gets around your Digimon, while he is in Stun, he cannot move nor use techniques; Stun lasts 10 Seconds, and you become vulnerable to multiple attacks in that time!

Poison - Your Digimon loses health repeatedly; depending on your Digimon's HP, the more HP it loses in Poison.

Flat (Liquefy for the Japanese Version of the game.) - Your Digimon look like he is a drawing on a piece of paper. He becomes Flat and he can only spit little balls; resulting in very small damage even with high Offense.

---Conclusion:

Well I guess that covers anything you might want to know about In-Battle Defense/Recovery Items... If not you can send me an E-Mail, asking what's NOT included here...If it's already here, I WILL delete your E-Mail and Ignore it!!! FOREVER!!!

=====
=====
Chapter 4 - Self-Offense Items (In-Battle)
=====

NOTE***The items organization goes like this:

- (Item Name)
- (Item Usage)

-
- Offense Disk
 - Raises Offense in battle only.

 - Defense Disk
 - Raises Defense in battle only

 - Hi Speed Disk
 - Raises Speed in battle only.

 - Super Defense Disk
 - Greatly raises Defense during battle only

 - Super Offense Disk
 - Greatly raises offense during battle only.

 - Super Speed Disk
 - Greatly raises speed during battle only.

 - Omnipotent Disk
 - Raises all stats during battle only.

Until now, No Frequently Asked Questions for this chapter :D
You're learning ;)

On my Next big up-date I will try to make a 'Item Shop Keepers' Chapter. Which will include all the shop keepers and what they sell for what prices!

---Conclusion:

Well I guess that covers anything you might want to know about In-Battle Offense Items... If not you can send me an E-Mail, asking what's NOT included here...If it's already here, I WILL delete your E-Mail and Ignore it!!!

FOREVER!!!

=====
=====
Chapter 5 - Stat Raising Items (out of battle)
=====

=====
NOTE***The items organization goes like this: |

- (Item Name) |
- (Item Usage) |
- (Price) |
- (Who drops it) |

This Chapter is about items that raise your Digimon's stats, permanently.

- HP Chip
 - Permanently raises your HP by 500.
 - 800 Merit Points. Buy from ShogunGekomon.
 - None

- MP Chip
 - Permanently raises your MP by 500.
 - 800 Merit Points. Buy from ShogunGekomon.
 - None

- Offense Chip
 - Permanently raises your Offense by 50.
 - 800 Merit Points. Buy from ShogunGekomon.
 - None

- Defense Chip
 - Permanently raises your Defense by 50.
 - 800 Merit Points. Buy from ShogunGekomon.
 - None

- Speed Chip
 - Permanently raises your Speed by 50.
 - 800 Merit Points. Buy from ShogunGekomon.
 - None

- Brains Chip
 - Permanently raises your Brains by 50.
 - 800 Merit Points. Buy from ShogunGekomon.
 - None

- Devil Chip A
 - Raises Offense and Brains by 100. But shortens your life span by 1 day (Garfield13 again!!!Thanks!!)...
 - 5000 Bits. Buy from Devimon at the Secret Item Shop.

- Devil Chip B
 - Raises Defense and Speed by 100. But shortens your life span by 1 day (Garfield13 again!!!Thanks!!)...
 - 5000 Bits. Buy from Devimon at the Secret Item Shop.

- Devil Chip C
 - Raises HP and MP by 1000. But shortens your life span by 1 day(Garfield13 again!!!Thanks!!).

- 5000 Bits. Buy from Devimon at the Secret Item Shop.

- Power Fruit

- Permanently raises your HP by 200 / Weight +2

- None

- ???

- Power Ice

- Permanently raises your MP by 200 / Weight +2

- None

- Thanks to Honourable Warrior for being the only one with information on this Item! The message below was posted on the GameFAQs Digimon World Board:

"My brother found Power Ice after he defeated one of those wild Digimon and I'm PRETTY SURE that I found it on the screen with the sign of Mount Panorama south from where you enter Gear Savanna (?) after you fly there from Birdramon. Its kind of hidden to the left behind the huge boulder. I'm not exactly sure because I found it in one of my earlier files."

E-mail Warrior with your praises!!!

- Muscle Yam

- Permanently raises your Offense by 20 / Weight +2

- None

- ???

- Calm Berry

- Permanently raises your Defense by 20 / Weight +2

- None

- Misty Trees; the screen with Cherrymon (from Hagrid111@aol.com)

- Speed Leaf

- Permanently raises your Speed by 20 / Weight +2

- None

- IceDevimon at Freezeland

- Sage Fruit

- Permanently raises your Brains by 20 / Weight +2

- None

- Piddomon at Mt.Infinity

In my theory these are all the significant stat-raising items...

Now for some Frequently Asked Questions:

Q: I saw in another guide that IceDevimons drop Speed Leaf! I keep battling him but he never dropped one!!! Are they lying?

A: No they are not. It is only a 1% chance that the Digimon will drop ANY of the Natural Stat Raising Items!

Q: Who drops Devil Chips? I noticed every boss drops a Chip, but never a Devil Chip....

A: No one drops Devil Chips...By the name you can tell, you have to recruit Devimon to your Secret Item Shop, and then he sells them! But I don't recommend using them, since they shorten your life span by a lot!

Q: Can any of these items result in Sickness or Injuries?

A: No...

---Conclusion:

Well I guess that covers anything you might want to know about Stat Raising Items... If not you can send me an E-Mail, asking what's NOT included here...If it's already here, I WILL delete your E-Mail and Ignore it!!! FOREVER!!!

=====
=====
Chapter 6 - Misc. Items (out of battle)
=====

=====
NOTE***The items organization goes like this: |

- (Item Name) |
- (Item Usage) |
- (How to obtain) |
- (Sell For) |

-
- Blue Flute
 - If you use it on Dragon Eye Lake, Seadramon will come and take you to Beetle Land...
 - Fish Seadramon and ask to be friends...Read my "The Art Of Catching Seadramon", for anything you want to know about fishing him!
 - Can't Sell!

- Digital Keychain
- Allows you to carry 20 items at once.
- Find Nanimon in one of the five locations:
 - ~~~~~ Where you found Leomon's Tablet. (Drill Tunnel)
 - ~~~~~ The same place where you fought Meteormon at Ancient Speedy Zone.
 - ~~~~~ Toy Town, head back to where you fought WaruMonzaemon.
 - ~~~~~ The screen where you defeated Numemon at Factorial Town...
 - ~~~~~ After beating OGREMON in his fortress in Great Canyon. Go to the same room where you fought him (the one with the elevator). He won't always be there, he is kind of random ;)
- Can't Sell!

- Xenotype Keychain
- Allows you to carry 30 items at once. (must have Digital Keychain)
- Find Nanimon in ALL five locations below:
 - ~~~~~ Where you found Leomon's Tablet. (Drill Tunnel)
 - ~~~~~ The same place where you fought Meteormon at Ancient Speedy Zone.
 - ~~~~~ Toy Town, head back to where you fought WaruMonzaemon .
 - ~~~~~ The screen where you defeated Numemon at Factorial Town...
 - ~~~~~ After beating OGREMON in his fortress in Great Canyon. Go to the same room where you fought OGREMON (the one with the elevator). He won't always be there, he is kind of random ;)
- Can't Sell!

- Normal Rod
- Allows you to fish at Dragon Eye Lake (low range of line)
- When you talk to the southernmost Sukamon, he will tell you that he saw

something in the trash piles that may interest you. If you look southwest of where he is, you will see a stick-like item lying on the floor. Pick it up, and you will have your first fishing rod!

- Can't Sell!

- Amazing Rod

- Allows further fishing (such as catching DigiSeaBass)

- Buy it from ShogunGekomon for 300 Merit Points. (Geko Swamp ;)

- Can't Sell!

- Digivice

- Makes Digivolving to Ultimate easier.

- When starting a New Game, when Jijimon asks if you have a Digivice, answer "No".

- Can't Sell!

NOTE*** Garfield13, the Digivice does not show up as an Item... And you can only get A DIGIVICE not SOME DIGIVICES ;)

- Gold Acorn

- Sells for high price

- Found anywhere, but VERY, VERY rarely! According to Hagrid111@aol.com you can find these mostly at the first screen of Beetle Land. He says he found over 100 of them there...

- 8000 Bits (I'm not really sure...)

NOTE*** Garfield13 said he could never find one, I guess these are the rarest items!

Those are the Misc. Items I can remember now! That is possibly almost everything you might need to know about Misc. Items!

Now for some Frequently Asked Questions:

Q: I defeated OGREMON in Great Canyon....But Nanimon won't show up at the screen with the elevator!!! What's wrong?

A: The Nanimon that shows up in OGREMON's Fortress, it isn't 100% that he will show up. Keep leaving and entering the screen until you see him ;)

Q: I have found Nanimon 5 times already! He didn't drop the Xenotype Keychain! Why?

A: You probably missed a location / it's a glitch that sometimes he won't drop it...If you are sure it's the glitch go back to all five locations. He will be at one of them chosen randomly....

Q: I can't fish Seadramon!!! He is never there / I can't get him to the shore! Please help me!

A: Read my "The Art Of Catching Seadramon" FAQ...Anything you want to know about Seadramon can be found there!

Q: Are you sure about Digivice and Gold Acorn?

A: 100%, the Digivice cannot be seen anywhere, about the Gold Acorn, they are one of the most rare items in the game...Feel lucky if you find one!

---Conclusion:

Well I guess that covers anything you might want to know about Misc. Items...

If not you can send me an E-Mail, asking what's NOT included here...If it's already here, I WILL delete your E-Mail and Ignore it!!! FOREVER!!!

=====
=====
Chapter 7 - Training Effect Raising Items (Out of Battle)
=====

=====
=====
- (Item Name) |
- (Raising Effects) |
- (How to obtain) |
- (Price) |
- (Wears Off) |

This section is about Items that raise training efficiency... There are also two Digimon that raise your training effects. I will post those too since it's on the subject!

- Super Carrot
- Increases training of MP, Offense and Brains.
- Buy from Vegiemon.
- 500 Bits
- After eating any other item.

- Hawk Radish
- Increases training of HP, Defense and Speed.
- Buy from Vegiemon.
- 500 Bits
- After eating any other item.

- Digipine
- Increases training of all stats
- Find it anywhere around the Digi-World
- None
- After eating any other item.

- Training Manual
- Greatly increases training of all stats.
- Buy it from Piximon
- 50,000 Bits
- Never, as long as it's in your inventory.

- Kuwagamon (Digimon)
- Increases training of all stats.
- While at Beetle Land talk to one of the Kuwagamon and answer the right option.

- None
- Never.

- Kabuterimon (Digimon)
- Increases training of all stats.
- While at Beetle Land talk to one of the Kabuterimon and answer the right option.
- None
- Never

Q: How does the Training Manual work?

A: As long as you have it in your inventory, it will slightly raise your training efficiency.

Q: Why won't my Digimon take the Training Manual? I scolded him until he had 100% Discipline but he won't take it!

A: You do not need to feed it to your Digimon, refer to question 1...

=====
 =====
 Chapter 8 - Fishing Baits (Dragon Eye Lake)
 =====
 =====

This is a very small chapter just listing down the Items you can use to fish at the Dragon Eye Lake. On my next Big-Up-Date I will post what bait attracts what fish.

- Meat
- Giant Meat
- Sirloin
- Happy Mushroom
- Deluxe Mushroom
- Blue Apple
- Digipine
- Red Berry
- Big Berry
- Digital Mushroom
- Ice Mushroom
- Orange Banana
- Prickly Pear
- Sweet Nut
- Super Carrot
- Hawk Radish
- Dig Anchovy
- Black Trout
- Digi Sea Bass
- Digi Snapper
- Digi Catfish
- Chain Melon
- Sweet Nut
- Super Veggy

NOTE*** This section is expected to be finished only on version 2.0!

=====
 =====
 Chapter 9 - Game's Medals (Out Of Battle)
 =====
 =====

In Digimon World you can obtain medals for achieving certain milestones within the game. Here are a few of the medals that I have found so far, and some that I have learned of thanks to my cousin!

- Catching 100 fish
- Finishing the game
- Having 999,999 bits
- Playing for 10 Digimon years.
- Collecting all of the Digimon cards.
- Winning Greymon's tournaments 100 times.
- Winning the Human, Animal, and Dino Cup.
- Winning the D, C, B, A, and S tournaments.
- Recruiting all of the Digimon
- Training every type of Digimon
- Learning every type of attack
- Having a Digimon with maxed stats
- Getting a perfect 10 at curling
- Winning all "Type" Cups. (Cool, Grapple, Wing...)
- Winning all the Version Cups

I think these are all the Medal's available on this game. If I am missing any, please refer to Contact Information!

=====
=====
Chapter 10 - Gameshark Codes For Items
=====
=====

I personally don't use GameShark....But I know many people are looking for codes! So I decided posting Gameshark Codes for all types of Items....If you're looking for stat raising codes, go look on www.gameshark.com and not here. This Chapter is for ONLY Item Codes!

Since I was already going to "fix" my GameShark Chapter, I decided to post more codes!!!

Thanks Legend789 for some codes ;)

****NOTE:**

If you use the code for the 10th item but there is no item in your 10th inventory slot, the quantity will be marked by 0 but you still can use it. There is a bad thing in that way, you can't store it in Agumon's bank.

****NOTE:**

Change the ** with the item codes

Example: I you want to get Metal Banana to be your at the 1st item slot, change the 3013D474 00** to be 3013D474 007F. Because, 7F is the code for Metal Banana.

****NOTE:**

These codes were gathered from www.cmgsccc.com (Gameshark Cheat Code Central), from the time when they worked with Gameshark Codes. If you go to the site now, you will ONLY find Code Breaker Codes...Now it's "Home Of The Codebreaker". If you want all Gameshark Codes go to www.gameshark.com ...

|Item Slot Codes|

- Item Slot 1 / 3013D474 00**
- Item Slot 2 / 3013D475 00**
- Item Slot 3 / 3013D476 00**
- Item Slot 4 / 3013D477 00**
- Item Slot 5 / 3013D478 00**
- Item Slot 6 / 3013D479 00**
- Item Slot 7 / 3013D47A 00**
- Item Slot 8 / 3013D47B 00**
- Item Slot 9 / 3013D47C 00**
- Item Slot 10 / 3013D47D 00**

|Digivolution Items|

47 = Grey Claws	5C = North Star	70 = Beetle Pearl
48 = Fireball	5D = Red Shell	71 = Coral Charm
49 = Flamingwing	5E = Hard Scale	7D = Giga Hand
4A = Iron Hoof	5F = Bluecrystal	7E = Noble Mane
4B = Mono Stone	60 = Ice Crystal	7F = Metal Banana
4C = Steel Drill	61 = Hair Grower	
4D = White Fang	62 = Sunglasses	
4E = Black Wing	63 = Metal Part	
4F = Spike Club	64 = Fatal Bone	
50 = Flamingmane	65 = Cyber Part	
51 = White Wing	66 = Mega Hand	
52 = Torn Tatter	67 = Silver Ball	
54 = Rainbowhorn	68 = Metal Armor	
55 = Rooster	69 = Chainsaw	
56 = Unihorn	6A = Small Spear	
57 = Horn Helmet	6B = X Bandage	
58 = Scissor Jaw	6C = Ray Gun	
59 = Fertilizer	6D = Gold Banana	
5A = Kogaslaws	6E = Mysty Egg	
5B = Water Bottle	6F = Red Ruby	

|Other Items|

|Item Name| |GameShark Code|

Digimushroom	301BDF58 0063	
Icemushroom	301BDF59 0063	
DeluxeMushroom	301BDF5A 0063	
Digipine	301BDF5B 0063	
Blue Apple	301BDF5C 0063	
Red Berry	301BDF5D 0063	
Gold Acorn	301BDF5E 0063	
Big Berry	301BDF5F 0063	
Sweet Nut	301BDF60 0063	
Super Veggy	301BDF61 0063	
Pricklypear	301BDF62 0063	
Orange Banana	301BDF63 0063	
Power Fruit	301BDF64 0063	
Power Ice	301BDF65 0063	
Speed Leaf	301BDF66 0063	
Sage Fruit	301BDF67 0063	
Muscle Yam	301BDF68 0063	

```

|Calm Berry      | 301BDF69 0063 |
|Digianchovy    | 301BDF6A 0063 |
|Digisnapper    | 301BDF6B 0063 |
|DigiTrout      | 301BDF6C 0063 |
|Black Trout    | 301BDF6D 0063 |
|Digi Catfish   | 301BDF6E 0063 |
|Digiseabass    | 301BDF6F 0063 |
|Moldy Meat     | 301BDF70 0063 |
|HappyMushroom  | 301BDF71 0063 |
|Chain Melon    | 301BDF72 0063 |
-----

```

```

=====
Chapter 11 - Codebreaker Codes For Items
=====

```

Thanks to Legend789 for the codes!

Item Slot	Code
-----	-----
Slot 1	3013D492 00##
Slot 2	3013D493 00##
Slot 3	3013D494 00##
Slot 4	3013D495 00##
Slot 5	3013D496 00##
Slot 6	3013D497 00##
Slot 7	3013D498 00##
Slot 8	3013D499 00##
Slot 9	3013D49A 00##
Slot 10	3013D49B 00##
Slot 11	3013D49B 00##
Slot 12	3013D49C 00##
Slot 13	3013D49D 00##
Slot 14	3013D49E 00##
Slot 15	3013D49F 00##
Slot 16	3013D4A0 00##
Slot 17	3013D4A1 00##
Slot 18	3013D4A2 00##
Slot 19	3013D4A3 00##
Slot 20	3013D4A4 00##
Slot 21	3013D4A5 00##
Slot 22	3013D4A6 00##
Slot 23	3013D4A7 00##
Slot 24	3013D4A8 00##
Slot 25	3013D4A9 00##
Slot 26	3013D4AA 00##
Slot 27	3013D4AB 00##
Slot 28	3013D4AC 00##
Slot 29	3013D4AD 00##
Slot 30	3013D4AE 00##

```

-----
Note: The original codes all ended in 0063, giving the user 99 of each item in
each slot. ; I'm not sure how these codes work, I don't have a Codebreaker,

```

according to what Legend789 said, these codes give the user 99 of each item in each slot...

Item Modifier	
Slot	Codes
Slot 11	3013D47E 00??
Slot 12	3013D47F 00??
Slot 13	3013D480 00??
Slot 14	3013D481 00??
Slot 15	3013D482 00??
Slot 16	3013D483 00??
Slot 17	3013D484 00??
Slot 18	3013D485 00??
Slot 19	3013D486 00??
Slot 20	3013D487 00??
Slot 21	3013D488 00??
Slot 22	3013D489 00??
Slot 23	3013D48A 00??
Slot 24	3013D48B 00??
Slot 25	3013D48C 00??
Slot 26	3013D48D 00??
Slot 27	3013D48E 00??
Slot 28	3013D48F 00??
Slot 29	3013D490 00??
Slot 30	3013D491 00??

NOTE*** Where you see the ??'s change them for item code.

=====
=====
Chapter 12 - F.A.Qs (Frequently Asked Questions)
=====
=====

Q: The information in your guide looks really familiar. Where have I seen it before?

A: A certain FAQ writer who was new to the FAQ scene asked for permission to use" information from this guide for their own FAQ/Walkthrough. I consented, assuming they'd take small parts of this document and put it in their own words, as is common courtesy among FAQ writers. In their next update I found that they'd copied and pasted my entire FAQ verbatim. I emailed the author about this, politely explaining why it was wrong that they did that, and asked them to rewrite it. (If my FAQ and someone else's FAQ contain the exact same information, what's the point of them existing in separate text files?) Anyway, they changed a word here and there, after much griping and several Insult-ridden emails sent my way, but for the most part, the content of their FAQ is still part and parcel my work, and they've ignored all emails from me asking that they remove their section on Digimon Recruiting, since they seem to be incapable of rewriting it. The same goes for their Digivolving FAQ section, and a other bits and pieces that look suspiciously exactly like things I've written. If you don't know who I'm talking about, all the better, but if you do, kindly email them and tell them that you don't appreciate their plagiarism

- Maybe you'll have better luck reaching them than I did.

Q: I don't like your strategy, nyah nyah. Why don't you write a different one?

A: Gee, I forgot that writing a `_free_` guide required me to bend to your every whim. If the strategies I've given don't work for you, you're not of a high enough level - and how are your lousy stats a mistake on my part? Short of coming to your house and playing the game for you, I don't know how I could possibly be more specific.

Q: When will you up-date this FAQ?

A: As soon as I get information from you guys. If I find some misspelled words, I'll up-date it to version 1.3... If I gather a lot of information from you all I'll up-date to version 2.0... Anything you send in to me, I will give you credit and share your e-mail with others. If you don't want me to share it, that's ok I'll just post your name. If you don't like your name to be shared, that's ok, I'll just say the information was gathered from -Unknown-

Q: When will you be making a guide for (insert your favorite game here)?

A: I get asked that all the time... But let me tell you, I have school, a part-time job, and I am very busy making a Walk-Through for this game! Whenever I play the game you're looking for, I will first see if it's worth the time of making a FAQ / Mini-FAQ. Then if it is; I will e-mail you confirming that I have made it and sent it in.....

=====
=====
Chapter 13 - Other
=====
=====

I would like to receive feedback... Anyone?

Next Big Update

- Lots of more items
- More GameShark Codes
- More Codebreaker Codes
- Who drops what item
- Easier to read information
- More FAQs
- Price list of all Items.
- Who sells what items.
- Shop Keepers Chapter
- Finish Baits Section
- Item Codes, for the Codebreaker section!
- And all ideas you all send me ;)

Things I Still Need To Finish This FAQ

- a) I need immediately Item Prices and who drops what Items!!!PLEASE!!! lol
- b) If I am missing any Digivolution Items please let me know! I also forgot who Electo Ring evolves to! Send it in ^_^

c) Ideas from you guys / girls

d) If anyone finds any word Misspelled please let me know!

e) I would appreciate people sending me prices for items, even if you only know one price. Let me know ;)

f) If anyone could help me on what Digimon drop what item....I would appreciate it!

(Anything you send in to me, I will include your name and the things you helped me with at Chapter 12 (Special Thanks)

Other FAQs I am Working On / I Have sent in

- Digimon Recruiting Guide
- The Art of Catching Seadramon
- Tips / Glitches / Rumors / Cheats / Mega Digimon ETC....
- Digivolving Guide
- FAQ / Walkthrough

Contact Information

If you have any information on the subject of this Mini-FAQ or any other FAQ I wrote, you can send it in and you will get credit. If you have found any other site then www.GameFAQs.com using this guide or re-calling it their own, I will throw legal action :P. And if you want you will get credit and go to heaven lol. But if you don't want your name / e-mail / messenger / ICQ to be shared in this Mini-FAQ, I am with you till the end...

On GameFAQs I am most seen at Final Fantasy X and Digimon World Boards...

My Nickname is

- uNlEaShEdPoWeR

On Yahoo! Messenger I can be found on Sunday Noon. My SN's are:

- the_divine_swordman
- darknessgod2002

On ICQ, I can be found on Saturday's, Sunday Noon's and Sunday Night. My ICQ is:

- 267893973

If you can't find me at any of those, you can e-mail me asking whatever is NOT included here or for information. If I get any e-mail asking what's already included here. I will delete your e-mail...Sorry for being so harsh but I get 10-

20 e-mails a day asking me about games and FAQs. I check my e-mail everyday at night. So if you were to send me an e-mail today. You would already have a response next morning. My E-Mails are:

- darknessgod2002@yahoo.com
- the_divine_swordman@yahoo.com

If you can't reach me no matter what. Make a Topic on the Digimon Boards, and I will answer ASAP!

=====
=====
Chapter 14 - Special Thanks, Credits, Shameless Plugs
=====
=====

My Mother - Who gave me this great computer and internet access!

Bandai - For making a great Digimon game

My Cousin Gladson - For a lot of info on this game... And for going through the work of this FAQ, making sure people would understand it!

My Computer - For never making me re-write this FAQ! Lol

Med Jai - For always helping people on Boards and for correcting me on Flaming Mane! Gave me information on Sweet Nut, Red Berry and Super Veggy! Corrected me on SkullGreymon's Bonus Techniques... And also to whom Electo Ring really evolves too!

The Great Admiral - Helping people on various boards!

Legenddramon - Giving me opinions on putting Item Locations

Legend789 - Reminding me about Steak! And saving me time for some Codebreaker Codes ;), correction on Flaming Mane, added some comments to Garfield13's ideas. Gave me almost all new GameShark Codes.

Garfield13 - Correction on Devil Chips, a LOT of item locations, also corrected Flaming Mane, where Moldy Meat can be bought, idea on "What Shops Sell What Items", even though I already said that was for version 2.0 ;), told me: "Deluxe Mushroom should be in the statboosters chapter like sage fruit and others or vice versa"...

Hagrid111@aol.com - Gave me new location on Gold Acorn and Calm Berry.

Morrisonjadt@aol.com - Asked about the Chain Melon, even though it already is included in the FAQ, I made a FAQ for it on the Food Chapter.

Chad Choquette (fireinthehole4@hotmail.com) - Reminded me about bosses dropping chips. Which I had totally forgotten! Thanks to him I'm making a Chapter on the Chips the bosses drop.

omnicannon63 (omnicannon63@aol.com) - Digimon that Electo Ring evolves too.

achan1058 - Reminded me about Liquefy (AKA Flat), which I had totally forgotten about!

Honourable Warrior - New location for Power Ice.

Thanks to you all, without you this FAQ would never be completed, even though it isn't YET :P

I Learned so much from TGA and Med Jai! Thanks Guys! I love their Signatures too. lol

"Maturity has more to do with what types of experiences you've had, and what you've learned from them, and less to do with how many birthdays you've celebrated." ---Med Jai, famous on Boards, and knows a lot too ;)

"Ideas are more dangerous than guns. We wouldn't let our enemies have guns, why should we let them have ideas?" ---The Great Admiral, Famous on Boards, knows very much also!

This document is copyright hWs Dark and hosted by VGM with permission.