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> 1. Introduction
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Hello, readers! SpaceWalker here, with my second guide! This time, I will focus on the many techniques available for your partner in Digimon World (PSX); how to get them, how strong they are, what they do, and other points about them you may need to know. I hope anybody who has trouble getting a particular technique will find this guide useful, as well as anybody who is thinking about buying this game, but wants to know more about it first. If you have any queries about anything in this guide, be sure to PM me on Neoseeker and I will reply. My guides can be found on Neoseeker and MyCheats, but Neoseeker will always have the most up-to-date versions of all my guides.

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> 2. Version History
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Version 1.00- Started Guide. Set all sections out. Completed Sections 1-4, and section 6. Made title art.

Version 1.10- Started Section 5. Set out guide and added information for Fire and Battle types. Added Chapters section. Completed title.

Version 1.20- Finished setting out Tech Guide, including Filth type. Added information for Air type.

Version 1.30- Added information for Earth and Ice types. Layout redone, 'coz I thought the original layout was shoddy.

Version 1.40- Added information for Mech type, and the few Filth type techs I know. checked up on some information for various techs, especially Earth and Ice type techniques. Submitted guide to Neoseeker.

Version 2.00- Finished the guide! Filled in all missing Filth Techs, and patched up the layout slightly. This is the final version, unless people e-mail me with any suggestions. I will, you remember, credit you in this guide at the bottom, in the CREDITS section (and wherever I edit the guide, of course).

Version 2.05- Okay, okay, so I HAVE updated the 'final' update. Nothing special except editing the introduction for new information and patching up the looks of the guide.

Version 2.10- A minor update (correcting spelling errors, a nice little edit to the 'Learning Techs' section, and some extra

artistic stuff) but one I felt was needed. Wow, 700 hits on Neoseeker!

- Version 2.20- Fixed some wrong info on technique specials. Slightly changed guide visuals again. Fixed a spelling error in the Fire Techniques section.
- Version 2.25- Edited the introduction now that I can FINALLY receive and reply to emails. Wow, 1100 hits on Neoseeker - much more successful than I thought! Edited some more spelling errors both in the guide and in the credits. Minor change to the Legal Disclaimer section. Edited the title to make it easier to read.
- Version 3.00- HUGE update, starting partner digimon who use each tech and adding a whole new section, saying which bosses use which techs. I also added the technique table as it appears in the game. Submitted guide to MyCheats. 1800 hits on Neoseeker!
- Version 3.20- Okay, I've scrapped the sections on 'partner digimon who use this' for the techs, since I am not getting any help and I would take far too long on my own. Anyway, I've added a lot of info to the boss digimon section, changing this guide from a Technique guide to a Technique and Boss guide.
- Version 3.40- Well, this update just neatens up the 'bosses' section, as well as adding a little bit of info. I haven't had much time to play the game very recently, but rest assured it will be completed eventually. 2000 hits on Neoseeker!
- Version 3.45- Just a minor update, removing the rest of the 'PARTNER DIGIMON' sections and adding a little bit of additional info for Thunder Bolt. I also changed the heading; I think it looks a little better now.
- Version 3.50- Another minor update, correction little bits here and there such as spelling and a couple of info edits.
- Version 3.60- Just small corrections here and there, though I have not been able to play the game (and therefore complete the bosses section) due to a couple new games on my PS3. Sorry readers.
- Version 3.65- A little update; corrections here and there, additions of alternative places/digimon from which to learn a couple of techs, and a little extra added to the bosses section.
- Version 3.90- A new section has been added! I have put in a section of the Top Ten Techniques in the game, why they are so great, and the best way to get them as early as possible. Some small corrections have been made here and there, too, as well as some more boss strategies. Big update :D The new Top Ten section will be completed quickly.
- Version 3.95- Corrected the Contents Section, and a couple of errors. Woohoo - 3200 hits on Neoseeker!
- Version 4.00- Just added a small section which puts all the techniques in order of power. ;) I also added info for some of the bosses.
- Version 4.10- Added some information I recently found out (see Section 3) and removed some incorrect info in the introduction and in the main guide. 7600 hits on Neoseeker, too - I honestly

never expected this guide to be so popular!

Version 4.50- It's been nearly 2 years since I started this FAQ. Quite a while then! Well, I've added some awesome ASCII art to the top to replace that ghastly, unreadable crap I made 2 years ago. I think it looks great now. <(^_^)> I'm sorry, but I don't think this thing will ever truly be finished. Thank you all for reading, and for bringing this beast up to a staggering 11,400 hits on Neoseeker, that really is just astounding!

Version 4.55- Damn. 13/05/13. One year, four months since my last update. Anyway, thanks to all who are continuing to read the guide so long after the game was released. In this brief update I have corrected info on a few techniques (especially Counter and many Speed stats) and changed the Top Ten into just the Top Three (hurrah for lazy victories!). 16,700 hits... damn you guys are crazy!

Version 4.70- Howdy... it's been a long time since I updated this thing. Still, when important information arises that could be crucial information for my guide, I feel compelled to include it, so here I am. Learning Chances is a new section of the guide that shows how likely a Digimon is to learn any given technique based on its Specialty, so if you are having trouble learning something, give it a glance and see if this answers why! I've also added / corrected some Boss info, though the section is still far from complete (which I really am sorry about).
I also want to personally thank every reader who has used this guide. As of now, this FAQ is standing at 22,250 hits with a 4.67/5 reader rating, which is truly overwhelming! So thank you all, and I hope that, one day, I can construct another FAQ that gets even half as much attention. Peace.

Version 5.00- Simplified the tech descriptions for ease of use. 22/02/17.

Version 6.00- A much needed overhaul of the entire guide. I have decided to simplify and refine the writing throughout, both add and remove sections that are / aren't necessary, and correct a boatload of issues regarding missing / incorrect info for techs. Should be much more user friendly now. Seemed like a good use of my free time in lockdown... ;) - 19/07/20

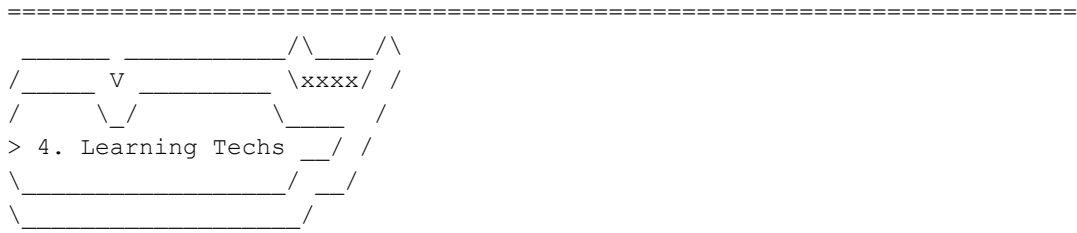
Version 6.05- Added additional tech info for Wild digimon (particularly for Filth type enemies). Will keep updating as I continue to find and document wild Digimon's moves (please do PM me on Neoseeker if you find any incorrect information). I cleaned up the header and certain move descriptions, too. 21/07/20

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> 3. Technique Types ___/ /
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There are 7 types of techniques in this game: Fire, Combat (Physical), Air, Earth, Ice, Mechanical, and Filth, and your partner Digimon's own specialities will determine which techs they can learn. For example, Tyrannomon's Specialties are Fire and Battle, so all of the techniques he can learn are of those specialities.

Another note: Contrary to popular belief, the type / element of techs you

use CAN make a difference - but the type chart is calculated in a weird way and it won't generally affect the way you play anyway. The most notable thing about it, however, is that Air techs will deal extra damage to virtually every Digimon in the game, making them deceptively powerful.



Despite a Digimon's specialties, they will probably not be able to learn or use all of the techniques of that type. For example, despite Tyrannomon's fire and battle specialties, he cannot learn or use all fire techs or all battle techs. If you press the 'Digimon' option in the Circle menu, and select 'Techs', you can see which techs are available to be learned, which cannot be learned, which have been learned but cannot be used, and which are available to be used:

- [GREY SQUARE] - Available to be learned by current Digimon.
- [GREY SQ. WITH ICON] - Available to be used by current Digimon.
- [BLACK SQUARE] - Cannot be learned by current Digimon.
- [BLACK SQ. WITH ICON] - Previously learned, cannot be used by current Digimon.

Techniques can be learned in 5 ways:

- [1] Training Brains - training brains at the blackboard in Green Gym is an excellent way of learning techniques. You will not learn techs this way very often, but it certainly is a great help. This will occur only when your Brains is trained over a multiple of 50 that isn't a multiple of 100 (i.e. 150, 250, etc).
- [2] New Digimon - Occasionally your Digimon may digivolve to a Digimon which cannot use any of your current techniques. If that is the case, you will be automatically given a new tech that your new Digimon can learn; however, it will generally be the weakest attack that is available to it.
- [3] Battles - This is the most common way of learning new techs. If an opponent uses a technique you can learn during a battle, there is a chance you will master that tech. Usually it takes a few tries.
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| **NOTE:** Contrary to popular belief, how high your Brains stat is |
| does NOT affect the chances of learning a technique. The mechanics |
| are described in more detail in the Learning Chances section. |
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- [4] Kabuterimon - One of the Kabuterimon in Beetle Land can teach you the strongest Earth technique, 'Bug'. Bring a Digimon with at least 500 in both Defense and Speed, and he will teach it to you, even if your current Digimon cannot master it.
- NOTE: This works only for the Bug technique.
- [5] Seadramon - catching Seadramon the Lake Guardian will give you the option for him to teach you a technique. If you select this option he will teach you the weakest move from a small pool of Ice techs. As long as you catch him and select this option, he will keep doing this until you stop, or until you have mastered all of the available Ice techniques. You can do this even if your current Digimon cannot master these techniques (eg. if you have a baby digimon with you).
- NOTE: This works only for certain Ice techniques.

Of course, you have no obligation to learn any particular technique, but if you really feel the need to learn a particular tech, just keep at it and you will get it eventually. If you're lucky you may even get it by accident while battling a boss or training brains.

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5. Technique Guide  / /
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TABLE OF TECHNIQUES

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FIRE | FIRE | PROMIN. | SPIT | RED | MAGMA | HEAT | INFIN. | MELT- |
TECHS | TOWER | BEAM | FIRE | INFERNO | BOMB | LASER | BURN | DOWN |
+=====+
BATTLE | TREMOR | MUSCLE | WAR | SONIC | DYNAM. | COUNTER | MEGATON | BUSTER |
TECHS | | CHARGE | CRY | JAB | KICK | | PUNCH | DIVE |
+=====+
AIR | THUNDER | SPIN. | ELEC. | MEGALO | STATIC | WIND | CONF. | HURRIC. |
TECHS | JUSTICE | SHOT | CLOUD | SPARK | ELEC. | CUTTER | STORM | |
+=====+
EARTH | POISON | BUG | MASS | INSECT | CHARM | POISON | DANGER | GREEN |
TECHS | POWDER | | MORPH | PLAGUE | PERFUME | CLAW | STING | TRAP |
+=====+
ICE | GIGA | ICE | WINTER | ICE | WATER | AQUA | AURORA | TEAR |
TECHS | FREEZE | STATUE | BLAST | NEEDLE | BLITZ | MAGIC | FREEZE | DROP |
+=====+
MECH | POWER | A. RAN. | METAL | PULSE | DELETE | DG | FULL | REVERSE |
TECHS | CRANE | BEAM | SPRINT. | LASER | PROGRAM | DIMEN. | POWER | PROGRAM |
+=====+
FILTH | ODOR | P. SPD. | BIG P. | B. RND. | P. RND. | R. SPD. | HORIZ. | ULT. P. |
TECHS | SPRAY | TOSS | TOSS | TOSS | TOSS | TOSS | KICK | HELL |
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NOTE: My ratings are from 0.5 to 5, with 5 being the best.

NOTE: All stat boosters cannot be interrupted, but you can be hit while they are being performed.

NOTE: Many techniques have a special added to them. There are 4 specials in the game. These are:

- [1] Stun - Digimon will be unable to move or attack for 10 seconds. During this time there will be pulsing yellow rings around the Digimon, along with a timer above its head. This is my personal favourite special as it stops the opponent completely, rather than simply making them less effective in battle.
- [2] Confusion - Digimon will not obey commands, and will either walk around randomly, use the wrong technique, attack when it should defend/distance itself, or shoot in the wrong direction. This lasts about 10 seconds. During this time, the digimon has red '?'s floating above its head.
- [3] Flat - Digimon will become a 2-Dimensional, flat version of itself, and cannot obey commands (except Distance, Change Target and Attack). Only has a weak, flat 'Spit Fire' as its attack, and cannot use its Finisher. Lasts 10 seconds.
- [4] Poison - Digimon becomes slower and less able to follow the 'Attack' and 'Defense' commands. Digimon will lose extra HP slowly over time. During this this time, it will have a purple, pulsing blob over its head. It lasts the entire battle, unless either a floppy is used to counteract it, or the target is affected by another special.

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| Type 1 - Fire || // \ \ |
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Incinerate your enemies with these red-hot attacks!

Fire is by no means the best technique type in the game, but they can be very useful in many situations, and there are three super-powered techs in this category. Some of them look awesome too!

Traits:

- + Generally high power
- + Very good selection of Area moves
- + Several are frequently available early on
- High MP cost
- High-powered ones tend to be quite rare
- Generally quite slow

[1]

FIRE TOWER - Raise a pillar of flame under the enemy.

Power Rating: 155

MP Cost: 81

Range: Long

Special: Stun

Speed: 3.5/5

Description: Digimon jumps up and a tower of flame bursts out from under the opponent, knocking him down. Fairly weak, but cannot be dodged and reasonably quick.

Digimon who use it: Most types of Agumon (except SnowAgumon) prefer this technique. Also, FlareRizamon at the Foot of Mt. Panorama love this attack.

My Rating: 2.5/5

[2]

PROMINENCE BEAM - Shoot a powerful laser of fire.

Power Rating: 444

MP Cost: 183

Range: Long

Special: Flat

Speed: 2.5/5

Description: Digimon charges up and shoots a potent beam of fire forward, exploding into the opponent on contact. Very powerful and long range, but it's fairly easy to interrupt. Can miss somewhat often at longer distances too, but its MP cost is absurdly low.

Digimon who use it: BlueMeramon in the Ice Sanctuary are your best bet. Birdramon in Great Canyon and the Saberdrmons in Ancient Dino Region also use this frequently. Guardromon in Factorial Town spam this move.

My Rating: 4/5

[3]

SPIT FIRE - Shoot a small fireball.

Power Rating: 66

MP Cost: 30

Range: Long

Special: None

Speed: 4.5/5

Description: The basic fire tech is a quick spit of fire. Pissweak but lightning quick, and inaccurate. Good for interrupting opponents, but not recommended for serious fights.

Digimon who use it: Comes free with most fire digimon, but if you have not learned it and have somebody who can, fight any Goburimon or Agumon and it will come quickly. Meramon sometimes also uses this

but by then you will almost certainly have it.

My Rating: 1/5

[4]

RED INFERNO - Launch a wide-area breath of fire.

Power Rating: 210

MP Cost: 171

Range: Wide-Area

Special: None

Speed: 2.5/5

Description: The classic flamethrower-like burst of fire, sprayed out from the mouth/gun of the Digimon. A little slow, but has a good AoE. Pretty weak later in the game.

Digimon who use it: Most mid-level fire digimon use this. Vermilimon, tankmon, Toy- and Clear-Agumon, and boss digimon like Greymon all use this fairly often.

My Rating: 2.5/5

[5]

MAGMA BOMB - Charge up and hurl an explosive lava ball.

Power Rating: 279

MP Cost: 132

Range: Long

Special: Confusion

Speed: 2.5/5

Description: Digimon charges up and spits/throws a ball of magma, which chases down the opponent and explodes on contact. As slow as Prominence Beam and not nearly as strong, but easier to learn. A decent early-game power move, and never misses.

Digimon who use it: The Goburimon in Drill tunnel are the quickest way of learning this. Ogremon uses this a lot, and Greymon spams this technique.

My Rating: 2.5/5

[6]

HEAT LASER - Expel a heat wave over the screen.

Power Rating: 84

MP Cost: 105

Range: Wide-Area

Special: Flat

Speed: 4/5

Description: Digimon opens mouth/raises gun or arms, the screen turns red, then all other Digimon get hurt. Fast as far as AoE techniques go, but very weak. Flats foes, for what that's worth, but quickly becomes too weak to bother using.

Digimon who use it: Meramon uses this technique occassionally. The Agumon in Ogre Fortress and the Darkkrizamon in Overdell use this often.

My Rating: 1/5

[7]

INFINITY BURN - Raise pillars of flame under all enemies.

Power Rating: 488

MP Cost: 264

Range: Wide-Area

Special: Stun

Speed: 2/5

Description: Looks like Fire Tower, but is far more powerful, a little slower, and now hits all opponents at once. Can Stun all foes at once if you're lucky. Shame it doesn't look any cooler than Fire Tower, but oh well. It's an excellent attack.

Digimon who use it: MetalGreymon is the only digimon to use this technique, making it your one and only shot to learn it from battle (good luck).

My Rating: 4/5

[8]

MELTDOWN - Ignite the area with a pool of lava.

Power Rating: 400

MP Cost: 318

Range: Wide-Area

Special: Stun

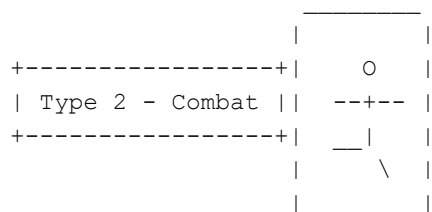
Speed: 3/5

Description: Digimon jumps in the air, raising a pool of lava with his appendages, then slams down and collapses the pool on top of all foes within range. Very strong, fairly difficult to interrupt, and can Stun foes frequently. An excellent area move.

Digimon who use it: Vermilimon in Mt. Infinity like to use this one.

Also, Meteormon in Ancient Speedy Zone occasionally uses this, as do a couple of stronger bosses.

My Rating: 5/5



Get up-close-and-personal with these muscle-packed attacks!

These techniques aren't always the most practical attacks, since they are generally close-range. However, they often allow for some very fast blows and powerful slams. Stand clear!

Traits:

- + All are very common and easy to learn
- + Higher power moves than any other type available earlier on
- + Usually quite fast moves
- + Readily learned by majority of partner Digimon
- Fairly high MP cost
- Almost no ranged ability
- Most are too weak to be used for endgame

[1]

TREMOR - Slam the ground to launch rocks around the area.

Power: 178

MP Cost: 168

Range: Wide-Area

Special: None

Speed: 4/5

Description: Digimon jumps and slams down into the ground, which sends boulders flying outwards from the epicentre. A good early spread move, but can be dodged and is too weak for lategame. A fun move.

Digimon who use it: Ogremon spams this attack, and Vermillimon in Mt.

Infinity uses this occassionally. NiseDrimogemon in Gear Savanna likes this one.

My Rating: 2/5

[2]

MUSCLE CHARGE - Greatly increase attack power.

Power: 0

MP Cost: 66

Range: N/A

Special: None

Speed: N/A

Description: Increases Offense by large amount. While this happens, green circles rise up around the Digimon. Excellent for fighting

bosses in midgame, and just generally useful.

Digimon who use it: Rockmon is Mt. Infinity uses this occassionally.

The Agumons in Ogre Fortress and the MudFrigimon on Mt. Panorama Plains use this sometimes.

My Rating: 3.5/5

[3]

WAR CRY - Somewhat increase all battling capabilities.

Power: 0

MP Cost: 42

Range: N/A

Special: None

Speed: N/A

Description: Increases all stats by a small amount. When this happens, dust and balls of light rise up around the Digimon. Not as effective overall as Muscle Charge, but easier to learn and quite useful.

Digimon who use it: There are too many digimon who use this technique for me to list them, but the easiest way is from the Psychemon in Gear Savanna, or the Tsukaimon in Overdell Cemetary. Etemon and Devimon both spam it too.

My Rating: 2/5

[4]

SONIC JAB - Quickly strike an enemy.

Power: 52

MP Cost: 18

Range: Close

Special: None

Speed: 5/5

Description: Digimon walks up to enemy and quickly punches them. Very quick, but abhorrently weak. If you have 500+ Brains, you can try equipping it as your 3rd Tech and using it for interrupting foes before hitting them with your stronger moves; I don't bother with this, but it is a somewhat valid strategy if you like that kind of thing. Otherwise, replace it ASAP.

Digimon who use it: Comes free with most fighting digimon. Otherwise, many wild digimon use this. Try fighting Goburimon.

My Rating: 1/5

[5]

DYNAMITE KICK - A hard kick.

Power: 193

MP Cost: 99

Range: Close

Special: Stun

Speed: 3/5

Description: Digimon charges up and kicks the opponent with its hind legs (one leg for bipedal digimon). Similar to Megaton Punch, but half as strong. Easy to learn as an early replacement for Sonic Jab, but not useful for too long before it becomes too weak to bother with.

Digimon who use it: Many digimon use this, but I would recommend the Tsukaimon in Tropical Jungle. Greymon and Patamon use this one.

My Rating: 1.5/5

[6]

COUNTER - Block an attack and strike back.

Power: 285

MP Cost: 165

Range: Close

Special: Confusion

Speed: 5/5

Description: If your Digimon gets hit, he will randomly strike back at the attacker, causing a generous helping of damage. Statistically it

is a decent tech, but it's pretty damn unreliable as it relies on opponents using close-range moves themselves. Don't bother with this one.

Digimon who use it: Several Digimon in Gear Savannah use it; I learned it from the ShimaUnimon in front of Trash Mountain.

My Rating: 1/5

[7]

MEGATON PUNCH - Charge up an explosive punch.

Power: 320

MP Cost: 186

Range: Close

Special: Stun

Speed: 3.5/5

Description: And incredibly useful and widespread technique, this powerful attack is an explosive punch that will even harm foes that block the attack. Fast for its power level, not too MP-heavy, and many, many Digimon can learn it (from a lot of common foes too). It's a staple technique of the game and one you should learn ASAP; it will carry you through the game.

Digimon who use it: The Gotsumon at Great Canyon spam this attack.

Drimogemon uses this pretty often in the Drill Tunnel. Heck, even the final boss uses this one. You'll have trouble finding a mid-game or late-game Battle Digimon who DOESN'T use it, quite frankly.

My Rating: 4/5

[8]

BUSTER DIVE - Charge up and dive into the enemy.

Power: 500

MP Cost: 258

Range: Long

Special: Confusion

Speed: 2/5

Description: Digimon charges up for a long time (around 1.5 seconds), then literally dives forward - fast. Decimates foes if it lands but can easily be interrupted close-up, and dodged at range. Great in one-on-ones, but not so much in mob battles.

Digimon who use it: There are a lot of Digimon who use this: Gururumon and MetalGreyemon in Mt. Infinity, Hyogamon in Freezeland, Gotsumon in Great Canyon, Tyrannomon in Ancient Dino Region, Mamemon in Mt. Panorama Plains, Tekkamon in both Back Dimension and Grey Lords Manor, and Warumonzaemon in Toy Town.

My Rating: 4/5

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| Type 3 - Air ||  /  |
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Whip up a storm with these supercharged attacks!

With a variety of powerful and effective attacks, Air techs can easily turn the tide of any battle when used effectively. Some of the more powerful Air techs are some of the most effective techs in the game, so they are certainly worth your time.

Traits:

- + Very powerful, stronger than equivalent moves of other types
- + Great selection of long-range and wide-area moves
- + All (except Thunder Justice) are widely available throughout the game
- + Frequently inflict Status Effects
- Generally more difficult to learn (both in terms of % chance and the availability of repeatable opponents)

- Generally quite slow and easy to interrupt

[1]

THUNDER JUSTICE - Send a bolt of lightning to strike the enemy from the sky.

Power: 586

MP Cost: 330

Range: Long

Special: Stun

Speed: 3.5/5

Description: Digimon charges up a small electric bolt between its arms for for a short time, then shoots the bolt into the sky. After about half a second, the bolt falls and strikes the opponent down. Utterly devastating attack, difficult to dodge, difficult to interrupt, and Stuns often. One of the best single-target moves in the entire game.

Digimon who use this: Digitamamon, Machinedramon, and WaruMonzaemon love using this at a ridiculous rate. Unfortunately however, these Digimon are all powerful bosses, so be careful if you try to master this tech from one of these Digimon. Soulmon in Grey Lord's Manor use it as well, but only on rare occasions.

My Rating: 5/5

[2]

SPINNING SHOT - Spin quickly to blast three waves of wind forward.

Power: 389

MP Cost: 150

Range: Long

Special: None

Speed: 3/5

Description: Digimon spins around, creating a small whirlwind around itself. After a short time, 3 wind blasts shoot out at different angles and swoop into and around the target, damaging both the enemy and any other Digimon standing near it. A tad slow at times, but it's strong enough for just about any battle, and has both good range and a wide blast radius. An excellent choice.

Digimon who use it: The only Digimon to use it often is the Sand Yanmamon in Great Canyon. Airdramon sometimes uses it as well, as do the Tsukaimon in Tropical Jungle.

My Rating: 4/5

[3]

ELECTRIC CLOUD - Throw a small thundercloud at the enemy.

Power: 120

MP Cost: 69

Range: Long

Special: Stun

Speed: 2.5/5

Description: Digimon charges for a second, then shoots a small charged cloud out, which homes towards the enemy (much like Magma bomb). The cloud explodes with electricity when it hits the target. Far too weak to be useful at midgame, and takes a while to connect. Not bad for an early Air Digimon though.

Digimon who use it: The ModokiBetamon in Native Forest spam this attack so you should get this pretty easily.

My Rating: 1.5/5

[4]

MEGALO SPARK - Charge up a plasma ball and fire it forward.

Power: 382

MP Cost: 174

Range: Long

Special: Stun

Speed: 3.5/5

Description: Digimon quickly creates a ball of charged plasma and fires it straight at the opponent. The ball is big enough to hit most foes

attempting to dodge the attack. Very strong, very hard to dodge, and Stuns frequently while also being reasonably quick. Few techs are as effective as Megalo Spark.

Digimon who use it: The easiest way is by battling the Soulmon in Overdell Cemetary and Grey Lords Manor. Kokatorimon and Airdramon both love this move.

My Rating: 4.5/5

[5]

STATIC ELECTRIC - Shock the opponent at close range.

Power: 85

MP Cost: 45

Range: Close

Special: Stun

Speed: 3/5

Description: Digimon walks right next to enemy, electrifies itself, and sends its charge to the enemy, often Stunning them. Sluggish and weak as kittens, the only use it has is for a basic Stun move when you have no other options. Don't use it if you have ANY remotely useful alternatives.

Digimon who use it: Comes with most air-type digimon. Otherwise, Soulmon in Overdell Cemetary and ModokiBetamon in Native Forest attack you with this.

My Rating: 1/5

[6]

WIND CUTTER - Quickly fire a large disc of wind at the enemy.

Power: 178

MP Cost: 93

Range: Long

Special: None

Speed: 4/5

Description: Digimon jumps and quickly shoots a sharp 'disc' of air at the opponent. Mostly too quick to be dodged, and strong enough for regular use early on. Don't try and use it later in the game, though.

Digimon who use it: Most low-level air-type digimon use this often, including Tsukaimon, who is probably your best bet.

My Rating: 2/5

[7]

CONFUSION STORM - Sweep the area with rainbow waves.

Power: 225

MP Cost: 216

Range: Wide-Area

Special: Confusion

Speed: 2/5

Description: The screen is covered with a colourful swirl which lasts way too long, then the swirl vanishes and huge rainbow waves appear, emanating from the digimon to hit all opponents. Not the most powerful AoE tech, but the confusion change is damn near 100% and it works even on the powerful bosses of Mt Infinity, so if you think that status ailment will help, this move gives you the best chance to inflict it. Damn slow though.

Digimon who use it: The Piddomon in Mt. Infinity are the only non-boss to use this attack. Airdramon and Piximon use it too, but since they are both bosses, you might not be prepared to learn it from them. Good luck trying to learn this attack though; the Piddomon hate using it for some reason.

My Rating: 2.5/5

[8]

HURRICANE - Form a tornado and blast the area with strong wind.

Power: 366

MP Cost: 255

Range: Wide-Area
Special: Confusion
Speed: 1.5/5

Description: Digimon flies into the air, creates a huge tornado around itself, then makes a swirl of wind underneath the tornado. After a few moments, the swirl of wind blasts all nearby opponents. Strong and has a great radius of impact, but slow as hell making it very easy to be interrupted.

Digimon who use it: The Sand Yanmon in Great Canyon use this sometimes, but not often. Piddomon in Mt. Infinity use this VERY occasionally, but this is not a good choice for learning this - stick to the SandYanmamon. Airdramon uses this on occasion, but you most likely won't be prepared for him.

My Rating: 3/5

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| Type 4 - Earth || / _ \ / _ \ |
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Channel the power of the very earth itself with these weird and wonderful attacks!

Most of these techs poison or confuse your enemies, but whatever special they have, you can be sure of a fun battle with these attacks! Although only two of them have any real power, many of them are useful at different stages of the game.

Traits:

- + Very easy to learn
- + Very high chances to inflict Status Effects
- + All are easily available from relatively weak Digimon
- Mostly lower-power moves
- Fewer partner Digimon can learn them

[1]

POISON POWDER - Shower the screen with poisonous powder.

Power: 117

MP Cost: 171

Range: Wide-Area

Special: Poison

Speed: 2.5/5

Description: Digimon throws out lots of pink poisonous balls of powder into the air, which eventually fall and hit all enemies. Inflicts poison on all enemies with a very high % chance, but otherwise weak. Not a bad early AoE though, if you can field the MP cost.

Digimon who use it: Most low level plant digimon use this often, such as Aruraumon and Red Vegimon (in Tropical Jungle and Native Forest respectively).

My Rating: 2/5

[2]

BUG - Send explosive bugs to attack the enemy.

Power: 500

MP Cost: 354

Range: Long

Special: Flat

Speed: 3/5

Description: Digimon throws out lots of little explosive bugs, which creep towards the enemy and crawl onto it, before exploding while attached to it. If the opponent blocks the first hit, the rest of the bugs crawl up his back and explode, effectively giving you two chances to hit them in one attack! Between the potential 2-hit

mechanic, the sheer power of the move, and it being impossible to interrupt... it's one of the best moves in the game.

Digimon who use it: Tentomon in Beetle Land and Piximon on Tropical Jungle beach both use this.

NOTE: Bring a digimon with 500 Defense and Speed and take it to Beetle Land. Talk to the top Kabuterimon in the right hand side training area. He will teach you this attack.

My Rating: 5/5

[3]

MASS MORPH - Increase defensive ability.

Power: 0

MP Cost: 30

Range: N/A

Special: None

Speed: N/A

Description: Raises Offense and Speed by a small amount, and Defense by a large amount. While this happens, your digimon is surrounded by a ball of ivy and moss (doesn't act as a shield unfortunately). Can help survive some of the higher-Offense bosses like Greymon, but it's mostly a fairly low-level booster. Superior to War Cry though.

Digimon who use it: The Weedmon in Great Canyon use this a lot.

My Rating: 2.5/5

[4]

INSECT PLAGUE - Send a pink swarm towards the enemy.

Power: 58

MP Cost: 96

Range: Long

Special: Poison

Speed: 2/5

Description: Digimon creates a pink cloud of poisonous insects and sends it towards the opponent slowly. Weak as a stapler and a hell of a lot slower; its range and homing capabilities can't stop this being one of the absolute worst moves in the game.

Digimon who use it: Yanmamon in Geko Swamp uses this a fair bit, and Tentomon in Beetle Land uses this a bit.

My Rating: 0.5/5

[5]

CHARM PERFUME - Project a cloud of pink vapour to cover the screen.

Power: 180

MP Cost: 210

Range: Wide-Area

Special: Confusion

Speed: 2.5/5

Description: Digimon creates a huge amount of pink vapour, which spreads to hit all other Digimon on-screen. Cannot be dodged, but the high MP cost is a turn-off. Not a bad move if you can field the floppies though.

Digimon who use it: Red Vegiemon in Native Forest use this. Yanmamon in Geko Swamp like it too.

My Rating: 2.5/5

[6]

POISON CLAW - Rapidly strike the opponent with poison damage.

Power: 62

MP Cost: 51

Range: Close

Special: Poison

Speed: 5/5

Description: Digimon goes near the opponent and performs an extremely speedy Sonic Jab-style hit. Frequently poisons the opponent. It's

the fastest tech in the game, interrupting even Sonic Jab users, and the poison effect is frequent and great. Unlike Sonic Jab, this weak move can be useful in spite of its low power late in the game; if you have 500 Brains and want to cripple sluggish opponents, just equip this. Still pretty bad if it's your only tech though.

How to get it: Basic attack for most plant-type digimon. Otherwise, RedVegiemon and Dokunemon use it extremely frequently.

My Rating: 2/5

[7]

DANGER STING - A quick damaging strike.

Power: 157

MP Cost: 102

Range: Close

Special: Flat

Speed: 4.5/5

Description: Digimon quickly charges up and smashes his fist into the opponent, sometimes Pixellating them. Slightly slower than Poison Claw or Sonic Jab, but still a very fast move that also possesses much more power than those moves. A decent early-midgame Earth move and easy to learn. Still too weak for lategame though.

Digimon who use it: Used by most low level insect digimon. Aruraumon at the Foot of Mt. Panorama uses this occassionally; however, Weedmon in Great Canyon uses this more often, if I am not mistaken. Kunemon pretty much spams this tech, making his battle a bit annoying.

My Rating: 2.5/5

[8]

GREEN TRAP - Send damaging vines to trap the enemy.

Power: 310

MP Cost: 147

Range: Long

Special: Stun

Speed: 2.5/5

Description: Digimon charges, then sends a ton of sharp brambles and choking vines towards the opponent. Cheap MP cost, decent accuracy and a frequent stun make it a great move, even if it is a bit slow.

Digimon who use it: Weedmon in Great Canyon uses this sometimes, and seems to be the only Digimon to use it outside of the Arena.

My Rating: 3.5/5

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| Type 5 - Ice || / \ |
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Freeze your opponents solid with these ice-cold attacks!

Due to most of these techniques being icy, many of them can Stun (freeze) your opponents. There are a couple of water-type techs mixed in for added variety, but if you ask me, they aren't as useful as the ice techs. Note that Ice Statue is widely accepted as the game's best technique overall, so it would be a good idea to get it quickly and see for yourself!

Traits:

- + Good variety of speed and power moves
- + Most can be earned easily from wild Digimon in one area (Freezeland)
- + High chance of Status infliction, particularly Stun
- + Generally quite fast
- Low chances of learning
- Most are fairly low-power

[1]

GIGA FREEZE - An icy breath attack.

Power: 264

MP Cost: 120

Range: Long

Special: Stun

Speed: 2.5/5

Description: Digimon breathes in for a fair time, before releasing ice breath on the enemy. Personally I don't know why this is classed as a long-range attack, given its poor range. It's not too weak, but it isn't really powerful enough for when it becomes available (or for the opponents you have to fight to learn it). Oh, and it's competing against the best technique in the game.

Digimon who use it: The Gururumon of Ice Sanctuary and Mt. Infinity love using this technique. Also, IceDevimon and Hyogamon like this attack. The boss Garurumon loves using this attack as well.

My Rating: 2/5

[2]

ICE STATUE - Project a stream of ice to encase the enemy.

Power: 424

MP Cost: 186

Range: Long

Special: Stun

Speed: 4.5/5

Description: Digimon quickly sends a stream of ice across the floor towards the enemy, which becomes encased in a block of ice. When the ice shatters, the target takes heavy damage. Crushing power, low MP cost, great range and accuracy, frequent Stun effect, and above all else, its incredible speed... it's not just the best technique in the game, it's broken as hell, and anything that can use it should just equip it and never look back. Perfection.

Digimon who use it: IceDevimon from Freezeland and Back Dimension love this attack, as do the Rockmon in Mt. Infinity and Back Dimension. Garurumon (Boss Digimon, Freezeland) wipes the floor with you with this attack if you don't have a pretty strong Digimon.

My Rating: 6/5

[3]

WINTER BLAST - Summon a blizzard across the screen.

Power: 120

MP Cost: 169

Range: Wide-Area

Special: Stun

Speed: 2/5

Description: Digimon jumps and spins in the air, sending a blizzard of damaging ice shards across the screen which hits all opponents.

Cannot be interrupted or dodged; it's a great early-game spread move if you need one. The MP cost is high though.

Digimon who use it: Rockmon in Mt. Infinity uses this often, as do many midgame water Digimon.

My Rating: 2/5

[4]

ICE NEEDLE - Quickly throw an ice shard at the opponent.

Power: 126

MP Cost: 78

Range: Long

Special: Stun

Speed: 4.5/5

Description: Digimon quickly shoots out a sharp icicle at the enemy, often stunning the target. Very useful early-game because of how easy it is to learn, its decent power for earlier battles, and its speed and effect.

Later, it's just an Ice Statue pretender. Still better than Giga Freeze though.

Digimon who use it: Most weaker ice digimon use this. Your best bet is the Muchomon on Tropical Jungle beach, though.

My Rating: 3/5

[5]

WATER BLITZ - Spit a ball of water.

Power: 211

MP Cost: 102

Range: Long

Special: None

Speed: 3.5/5

Description: Digimon charges from its mouth, then releases a water bomb which slams into the opponent. Very average in every way, although it's stronger than most other moves available early-game.

Digimon who use it: Surprisingly, some ModokiBetamon from Native Forest use this attack. The J-Mojyamon from Tropical Jungle sometimes use this, as do MoriShellmon in Misty Trees.

My Rating: 2.5/5

[6]

AQUA MAGIC - Increase all battling capabilities.

Power: 0

MP Cost: 36

Range: N/A

Special: None

Speed: N/A

Description: Raises all stats by a moderate amount. While this happens little water drops and dust rise up around the Digimon. A more effective War Cry really; it's not bad at all.

Digimon who use it: Gururumon in Great Canyon and Mt. Infinity use this a lot, as do the MoriShellmon in Misty Trees.

My Rating: 3/5

[7]

AURORA FREEZE - Summon an aurora to strike down all enemies.

Power: 430

MP Cost: 258

Range: Wide area

Special: Flat

Speed: 1/5

Description: Digimon charges energy into it, then sends it into the sky as thousands of light sparkles. Then the energy forms an aurora and strikes down all opponents for heavy damage. Looks cool as hell, but is just achingly slow and laughably easy to interrupt. Very effective if you can pull it off though.

Digimon who use it: Rockmon in Mt. Infinity crushes you with this if he gets the chance. WaruSeadramon in the third battle with Ogremon uses this attack for his strongest technique.

My Rating: 3.5/5

[8]

TEAR DROP - Quickly produce a ball of water to fall on the enemy.

Power: 60

MP Cost: 42

Range: Long

Special: Flat

Speed: 4.5/5

Description: Digimon quickly makes a ring of water over an opponent, which drops a big water drop on the enemy's head. Pissweak but statuses often, and is very quick. Most of its users can also learn Ice Needle too, however, leaving it outclassed.

How to get it: Aruraumon in Tropical Jungle like this one. It also

comes with most water digimon.

My Ratig: 1.5/5

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| Type 6 - Mech |||_|  ()  |_| |
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Upgrade your processing power and put your metal to the test with these advanced techs!

By far the strongest technique type in the game, most of these attacks have a trend of being slow but powerful. There are a couple of exceptions to this rule, though. Very effective for the partner Digimon that can learn them, but for a large part of the game you won't be encountering most of these techniques.

NOTE: There are no Rookie or Champion Digimon with a Mech Specialty.

Traits:

- + Extremely strong; much higher power on average than the other types
- + High % chances to learn
- + Exceptional Area effect and long-range move selection
- Very rare; several are only learned from bosses
- Very few partners can learn them; only a small selection of Ultimates
- Almost exclusively learned in Factorial Town, which is both a high-level area and inaccessible for quite some time
- Very few inflict any Status Effects

[1]

POWER CRANE - Punch an enemy with a mechanical arm.

Power: 226

MP Cost: 126

Range: Long

Special: None

Speed: 3/5

Description: Digimon leans back for about a second, then shoots a sparkling mechanical arm at the enemy. Fairly quick, fairly weak, fairly accurate, fairly boring.

Digimon who use it: Guardromon in Factorial Town favours - ummm, spams - this technique.

My Rating: 2.5/5

[2]

ALL RANGE BEAM - Blitz the area with six powerful lasers.

Power: 573

MP Cost: 330

Range: Wide-Area

Special: None

Speed: 2/5

Description: Utter annihilation. Digimon raising arms and releases 6 floating pods in a circle around it; then your Digimon goes into a defensive stance while the pods are set off one by one, shooting across the area in all directions, creating huge laser beams as they go. The energy detonates the ground beneath the lasers. Anyone caught in this series of explosions gets obliterated! Absolutely vicious attack, impossible to interrupt and covers a wide area at extremely long range. Looks cool too, if you care about that kind of thing. It does have a frustrating tendency to miss opponents in random spots, however.

Digimon who use it: The Guardromon inside Factorial Town factory use this one, as does MetalMamemon. Machinedramon will often slap you around with this too - be careful about this one.

My Rating: 4.5/5

[3]

METAL SPRINTER - Throw junk in all directions.

Power: 150

MP Cost: 165

Range: Wide-Area

Special: None

Speed: 3/5

Description: Digimon raises arm into the air and metal junk comes to it like a magnet, before flying in all directions in a circle across the floor.

Weak and quick, as far as AoE moves go. Can easily miss foes at close range.

Digimon who use it: Comes free with most Mech Digimon.

My Rating: 2/5

[4]

PULSE LASER - Create four blue homing lasers.

Power: 389

MP Cost: 168

Range: Long

Special: None

Speed: 3/5

Description: Digimon charges some blue homing lasers around itself, before sending them towards the opponent with deadly precision. The lasers can hit other Digimon while hurtling towards the target enemy, but that won't stop the lasers - it's just a bonus! Also, if the target blocks the first hit, the lasers will circle around and hit it again (much like Bug). An excellent move that is also MP-efficient.

Digimon who use it: MetalMamemon is the only Digimon who uses this outside of Arena tournaments.

My Rating: 4/5

[5]

DELETE PROGRAM - Surround an enemy with unstable code.

Power: 430

MP Cost: 219

Range: Long

Special: Flat

Speed: 2.5/5

Description: Digimon releases lots of data (specifically Binary Code) and sends it to the target. The code circles around the opponent, then after a second, explodes and damages the opponent. While it is travelling towards the target the opponent may escape the data circle if he is moving around a lot, but otherwise accurate. Power, frequent status infliction, and MP efficiency combine to make a great move that looks cool and is effective in almost any battle. A tad slow for my tastes though.

Digimon who use it: Giromon in Factorial Town is the only Digimon who uses it outside the arena, so don't miss your chance! Be careful though, since he is a boss.

My Rating: 4/5

[6]

DG DIMENSION - Dispatch all enemies through the Digital Gate.

Power: 722

MP Cost: 420

Range: Wide-Area

Speed: 1/5

Special: None

Description: Digimon shoots 2 green pulses outwards, which transport all Digimon, including yours, into a black dimension with green wireframe cubes floating around. After a couple of seconds, the cubes fly towards all opponents and annihilate them. At 722 Power it is, by far, the most powerful technique in the game, and it cannot be avoided. It is easy to interrupt, difficult to learn, and costs enough MP to make you cry, but

it's so damn powerful (and looks so damn good), you just can't help but love it.

Digimon who use it: Giromon and Megadramon both use this technique. Since they are both bosses (Megadramon being particularly powerful), you will have to be very prepared to fight them before attempting to learn this.

My Rating: 4.5/5

[7]

FULL POWER - Greatly increase all battling capabilities.

Power: 0

MP Cost: 99

Range: N/A

Special: None

Speed: N/A

Comments: All stats rise by a large amount. Several gears and green pulses swirl around underneath the Digimon while this happens. It is the ultimate booster move, turning difficult boss battles into curbstomps for your amusement. However, it is only available to seven lucky Digimon*.

How to get it: Machinedramon uses this in Back Dimension a lot, so you can have a go every 20 days if you really feel the urge to get it - however I always find it easy to learn via Training; since it deals no damage, brain training can give this up pretty quickly. Tekkamon in Grey Lord's Mansion also uses this occasionally.

My Rating: 4/5

*Andromon, Giromon, Mamemon, Megadramon, MetalMamemon, MetalGreymon, and Vademon.

[8]

REVERSE PROGRAM - Countdown to a mechanical strike.

Power: 256

MP Cost: 297

Range: Long

Special: Flat

Speed: 2/5

Description: Lots of data surrounds both your Digimon and the enemy, along with 2 timers. Then the timers count off (which takes about 1.5 seconds), the data around you vanishes and the data around the target explodes. While not 'weak', it isn't really strong either, and is outclassed by the time it becomes available. Its high MP cost and low speed don't help matters.

How to get it: Giromon uses this a lot, and Tekkamon (Grey Lords Manor) spams this attack. That's it, though, so don't miss the opportunity!

My Rating: 1.5/5

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| Type 7 - Filth || _/_____| |
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Stink your enemies from there hiding places or splat them with... well, see for yourself...

Filth is the weakest of the 7 tech types, but since most of them have specials added and good speed and area effects, they are surprisingly decent. Only 4 Digimon can use Filth Techs: Numemon, Sukamon, Nanimon and Etemon.

Traits:

- + Most are very easy to learn
- + All readily available in just two areas from Wild Digimon
- + Most are impossible to dodge
- + High Status Infliction rates
- Lowest average power of all types
- Generally quite slow

- Very few partners can learn them (only four Digimon)
- Most partners that can learn them are very weak and hard to train

[1]

ODOUR SPRAY - A poisonous odour cloud.

Power: 88

MP Cost: 75

Range: Long

Special: Stun

Speed: 3.5/5

Description: Digimon charges up quickly, then breathes weak clouds of gas on the opponent. Weak as shit, aptly enough, but reasonably fast and can Stun. Digimon who use it: Any Geremon on File Island. I think Numemon uses this, too.

My Rating: 1.5/5

[2]

POOP SPEED TOSS - Quickly throw poop.

Power: 122

MP Cost: 96

Range: Long

Special: Poison

Speed: 4/5

Description: Digimon quickly chucks a small pile of poop at the enemy, dealing low damage and usually poisoning them. Fast enough to stunlock foes out of hitting you, especially when the stronger slower techs become commonplace, and probably the most effective Filth tech after #8.

Digimon who use it: Geremon are your best bet.

My Rating: 3/5

[3]

BIG POOP TOSS - Throw a large pile of poop.

Power: 211

MP Cost: 192

Range: Long

Special: Confusion

Speed: 2.5/5

Description: Digimon creates a stack of small poops and throws it at the enemy. Sluggish but moderately effective; Later on, not good.

Digimon who use it: Platinum Sukamon inside the factory uses this quite often.

My Rating: 2.5/5

[4]

BIG RANDOM TOSS - Big poop piles cover the area.

Power: 211

MP Cost: 282

Range: Wide-Area

Special: Confusion

Speed: 2.5/5

Description: Similar to Big Poop Toss, except when the pile hits an enemy the pieces fly everywhere and hurt other enemies. Similarly useful.

Digimon who use it: The Platinum Sukamon inside the factory uses this.

My Rating: 2.5/5

[5]

POOP RANDOM TOSS - Small poop piles cover the area.

Power: 75

MP Cost: 120

Range: Wide-Area

Special: Poison

Speed: 2.5/5

Description: Big Random Toss, just with a smaller pile of poop. Too weak to be useful, and not fast enough to use even as a secondary

move.

Digimon who use it: Any filth digimon in Factorial Town will use this.

My Rating: 1/5

[6]

RANDOM SPEED TOSS - Throw poop that covers the area.

Power: 122

MP Cost: 216

Range: Wide Area

Special: Poison

Speed: 3.5/5

Description: Digimon makes a pile of poop and throws it at the enemy. The pile of poop explodes into lots of small piles which fly outwards in all directions. Decently quick, but very MP-heavy and seems to get blocked by opponents annoyingly often.

Digimon who use it: Geremon and Platinum Sukamon use this.

My Rating: 1.5/5

[7]

HORIZONTAL KICK - A weak gas cloud.

Power: 53

MP Cost: 24

Range: Short

Special: None

Speed: 3/5

Description: Digimon... well... farts on his opponent. Nothing else to say about this, really, is there? Why it is called a 'kick' I have no idea. It's also just Sonic Jab minus the speed.

Digimon who use it: Filth Digimon come with this.

My Rating: 0.5/5

[8]

ULTRA POOP HELL - Bomb the area with enormous piles of poop.

Power: 333

MP Cost: 333

Range: Wide-Area

Special: Flat

Speed: 1.5/5

Description: Lots of large-sized poops fall everywhere before a massive pile lands on the target, splatting them and crushing them. The smaller poops can hurt other enemies before the actual target gets hit. It's honestly not a bad area move at all, barring its awful Speed, plus there's the novelty of destroying your foes with a massive crap... Hilarious and satisfying.

Digimon who use it: One of the Platinum Sukamon inside the factory uses this tech, but he's not always there it's pretty difficult to learn.

My Rating: 3.5/5

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> 6. Power Levels ____/ /
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NOTES - I strongly advise against using anything below #20 in Mount Infinity, as they simply will not deal enough damage to be useful to you. Anything below #40 should be skipped as soon as you have other options (and the MP pool to support them). Note that this is ONLY a list of how powerful they are, but you also need to look at other stats like speed and MP Cost when you make your decisions - this list is NOT my preferences on relative usefulness. Obviously, I am not including Stat Boosters in this

list.

RANK	NAME	POWER
01.	DG Dimension	- 722
02.	Thunder Justice	- 586
03.	All-Range Beam	- 573
04.	Buster Dive	- 500
	=Bug	- 500
06.	Infinity Burn	- 488
07.	Prominence Beam	- 444
08.	Delete Program	- 430
	=Aurora Freeze	- 430
10.	Ice Statue	- 424
11.	Meltdown	- 400
12.	Pulse Laser	- 389
	=Spinning Shot	- 389
14.	Megalo Spark	- 382
15.	Hurricane	- 366
16.	Ultra Poop Hell	- 333
17.	Megaton Punch	- 320
18.	Green Trap	- 310
19.	Counter	- 285
20.	Magma Bomb	- 279
21.	Giga Freeze	- 264
22.	Reverse Program	- 256
23.	Power Crane	- 226
25.	Confusion Storm	- 225
25.	Water Blitz	- 211
	=Big Random Toss	- 211
	=Big Poop Toss	- 211
28.	Red Inferno	- 210
29.	Dynamite Kick	- 193
30.	Charm Perfume	- 180
31.	Wind Cutter	- 178
	=Tremor	- 178
33.	Danger Sting	- 157
34.	Fire Tower	- 155
35.	Metal Sprinter	- 150
36.	Ice Needle	- 126
37.	Random Speed Toss	- 122
	=Poop Speed Toss	- 122
39.	Winter Blast	- 120
	=Electric Cloud	- 120
41.	Poison Powder	- 117
42.	Odour Spray	- 88
43.	Static Electric	- 85
44.	Heat Laser	- 84
45.	Poop Random Toss	- 75
46.	Spit Fire	- 66
47.	Poison Jab	- 62
48.	Tear Drop	- 60
49.	Insect Plague	- 58
50.	Horizontal Kick	- 53
51.	Sonic Jab	- 52

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7. Top Ten Techniques / /
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/ /

This section will delve deeper into the ten best, most useful techs in the game, what makes them so great, and the best way to make sure you can get them conveniently. These are my personal opinions, so take these with a grain of salt as your play style may differ.

01. ICE STATUE

- Powerful, accurate, extremely fast, cheap and stuns very frequently. It is quite frankly busted, being nearly impossible to interrupt and turning every 1-on-1 battle into a joke. If you have this attack, you're honestly set for everything the game throws at you.
- Learn it from IceDevimon in Freezeland at night, Rockmon in Mt Infinity or any of the multitude of Ice Statue abusers inside Ice Sanctuary. The fact that such a devastating move is so widely available is ridiculous.

02. BUG

- The only attack in the game that can hit multiple times. Coupled with massive attack power, difficulty to interrupt and a frequent rate of inflicting Flat, it's absurdly powerful. If it wasn't for how insanely broken Ice Statue was, I'd be tempted to say Bug was busted, but alas it takes second place here.
- If you struggle to get the stats to have Kabuterimon teach you this automatically, just fight the Tentomon in Beetle Land and you'll get it without much trouble. Piximon uses it too, but if you're trying to learn a tech from Piximon you've blown a fuse somewhere up there.

03. THUNDER JUSTICE

- Raw, untamed power. Thanks to the general effectiveness of Air techs, this will often deal more damage than even DG Dimension which, coupled with its much cheaper MP cost and high Stun rate, is more than enough to obliterate enemies. Best paired coupled with a weaker, more reliable Stun or Poison move to slow the enemy down first, as it tends to miss more mobile targets.
- If you have a Bakemon or another Virus digimon that can learn it, you can get it easily from the Soulmon inside Grey Lord's Mansion. If you lack a Virus that can learn it, you'll have to save just before you battle a boss that uses it (Machinedramon, Digitamamon, WaruMonzaemon) and keep trying until you get it. It's one of the more difficult techs to learn, but it's worth it.

04. ALL-RANGE BEAM

- Immense power over nearly-infinite range, and effectively impossible to interrupt (even with Poison Claw, the fastest tech in the game). It has a frustrating tendency to miss enemies at certain angles, including directly in front of your Digimon, but in most multi-enemy matchups it will clean house. While DG Dimension is more powerful, it is also very easy to interrupt and costs more MP to attempt, so this is usually the preferred option.
- Most of the Guardromon inside the factory use this frequently. It's the only repeatable enemy to use it, but it's always available to you once Factorial Town's factory has been opened, so you'll be able to get it quickly from there. If you find accessing the factory annoying, or are just leaving that area until after you beat Mt Infinity, then you can potentially learn it from Machinedramon as well.

05. MEGALO SPARK

- All those things I said about Ice Statue? They also apply here... just to a lesser, more balanced degree. It's strong, fast, long range, cheap and can Stun often, and while a tad slower than its partner in crime it still wins most lvl situations handily. An excellent attack in general.
- ShimaUnimon in Gear Savannah, Soulmon in Overdell Cemetery and Piddomon in Mt Infinity all use it, along with several other encounters and the odd boss Digimon. Easy enough to acquire and will make most of the game much easier.

06. FULL POTENTIAL

- Huge boosts to Defense, Speed and an absurd Offense boost (larger than Muscle Charge) combine into an insane stat boosting move that can turn even the weakest Mech Digimon into an absolute wrecking ball. If your Digimon have anything other than near-perfect stats, it's worth the Tech slot to run this move, use it a few times at the start of every battle, and proceed to win easily. I call it the Win Button.
- A tricky one to use since most users are bosses (Tekkamon in Myotismon's Lab, Mamemon on Mt Panorama, and the Back Dimension Machinedramon), but there is one other option; if you can get the "remodeler" Guardromon at the back of the factory to fight you by catching him in an encounter with the other Guardromon in the room, he will use this move. It's a bit tricky to get him in the fight but as the only repeatable enemy to use this outside of the Back Dimension, it's your best bet.

07. MELTDOWN

- Strong, fairly reliable, wide area and a decent Stun rate make it a great choice for any Fire Digimon. It's more difficult to interrupt than most wide area attacks, and unlike the stronger but awkward All-Range Beam, it can't be dodged at anything other than extreme range. While most players prefer the raw power of ARB and the fact it can't be interrupted, I feel like Meltdown is the most balanced, well-rounded area move in the game.
- Simply fight the Vermilimon inside Mt Infinity repeatedly and you'll get it without much trouble. You CAN get it much earlier by saving before you face Meteoromon in Ancient Speedy Zone, but other than that you'll have to wait a while to get a repeatable Meltdown user available to you.

08. PROMINENCE BEAM

- Very strong, accurate and cheap, but a tad slower than I'd like. Still, I can't deny the effectiveness, nor the absurdly low MP cost (in fact the best damage-to-MP-cost ratio of any move over 300 power). Paired with a slightly more reliable, quicker attack such as a Stun or Poison inflictor it makes for a great tech for lvl situations.
- Birdramon uses this and nothing else, so it's a hard fight, but it's also a way to get this tech very early on. Vermilimon and Saberdramon in the Ancient Dino Region use this on occasion, so if you're itching to grab it early they are good options. Later on, BlueMeramon inside Ice Sanctuary and Guardromon throughout Factorial Town also uses this.

09. SPINNING SHOT

- Extremely powerful for its low MP cost, makes a good move for both lvl and multiple-enemy battles. It's available very early on and, while somewhat easy to interrupt, makes early and midgame bosses much easier. As a bonus, Air moves tend to deal more damage than their Power ratings imply thanks to the wacky type effectiveness mechanics, so it's even stronger than it looks.

- Multiple opponents in the Tropical Jungle - Overdell - Great Canyon area use it frequently, so if you start with an Agumon and digivolve it into Birdramon or Greymon, you'll get access to this move absurdly early on and can tear through the early stages of the game with this. Your best bet is the SandYanmamon in the canyon, but Tsukaimon in those areas use it occasionally as well.

10. MEGATON PUNCH

- In comparison to the other moves on this list as well as some moves I have failed to mention, this looks like a joke entry, right? Well, it's not, and for good reason. It's the strongest tech that your starter rookier can equip, it's easy to learn from a multitude of users across File Island, and it's a quick, effective move that is just generally reliable. While it doesn't hold up into the late-game too well, it's an incredibly well-distributed move that will be available to an enormous variety of the Champions and Ultimates your partner can become. In this regard, it is worth learning ASAP so that you are never stuck without an effective, damaging move upon digivolving. It might pale compared to the strongest long range and wide-area techs in the game, but when you just need a reliable tech to get you through any situation, with almost any partner Digimon... Megaton Punch is there for you.

- Drimogemon can give this to your starter Gabumon or an early Champion partner very early on, or you can fight a few of the Gotsumon and Gururumon in the Great Canyon area to grab it soon after. There are an absolute buttload of wild Digimon that use this though, so don't worry about it too much, you'll get it easily enough.

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8. Digimon and Their Techs  / /
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LOCATION	ENCOUNTER	TECHNIQUES
FILE	- GREYMON	- Magma Bomb
CITY		Dynamite Kick
		Red Inferno
	AIRDRAMON	- Megalo Spark
		Confuse Storm
		Hurricane
NATIVE FOREST	- AGUMON	- Spit Fire
		Sonic Jab
	MODOKI-BETAMON	- Electric Cloud
		Static Elec.
		Water Blitz
	RED-VEGIEMON	- Poison Claw
		Danger Sting
		Charm Perfume
		Poison Powder
	KUNEMON	- Danger Sting
		Static Elec.
		Electric Cloud
	DOKUNEMON	- Poison Claw

Danger Sting

PALMON - Poison Claw
Danger Sting
Poison Powder
Water Blitz

GOBURIMON - Spit Fire
Sonic Jab
Magma Bomb

TSUKAIMON - Dynamite Kick
Wind Cutter
Sonic Jab

ARURAUMON - Poison Claw
Poison Powder
Tear Drop

NINJAMON - Charm Perfume
Magma Bomb
Mass Morph
Tremor

ETEMON - War Cry
Megaton Punch
Buster Dive

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DRILL - GOBURIMON - Spit Fire
TUNNEL Sonic Jab
Magma Bomb

DRIMOGEMON - Sonic Jab
Dynamite Kick
Megaton Punch

MERAMON - Heat Laser
Magma Bomb
Dynamite Kick

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MOUNT - GOBURIMON - Spit Fire
PANORAMA Sonic Jab
Magma Bomb

ARURAUMON - Poison Claw
Poison Powder
Tear Drop

GOTSUMON - Megaton Punch
Buster Dive

MUD- - Muscle Charge
FRIGIMON Megaton Punch
Sonic Jab

FLARE- - Spit Fire
RIZAMON Fire Tower
Magma Bomb
Heat Laser

MAMEMON - Full Potential
Megaton Punch

Buster Dive

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TROPICAL - ARURAUMON - Poison Claw
JUNGLE & Water Blitz
MANGROVE Tear Drop
REGION
TSUKAIMON - Dynamite Kick
Wind Cutter
Sonic Jab
Spinning Shot
YANMAMON - Spit Fire
Wind Cutter
Danger Sting
Spinning Shot
MUCHOMON - Ice Needle
Poison Claw
J-MOJYAMON - Water Blitz
Dynamite Kick
PIXIMON - Bug
Confuse Storm
Danger Sting

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OVERDELL - DARK- - Ice Needle
RIZAMON Heat Laser
Red Inferno
Spit Fire
TSUKAIMON - Dynamite Kick
Wind Cutter
Sonic Jab

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OVERDELL - TSUKAIMON - Dynamite Kick
CEMETERY Wind Cutter
Sonic Jab
- SOULMON - Static Elec.
Electric Cloud
Megalo Spark

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GREYLORD - TSUKAIMON - Dynamite Kick
MANSION Wind Cutter
Sonic Jab
SOULMON - Static Elec.
Megalo Spark
Thunder Justice
ROCKMON - Winter Blast
Giga Freeze
DARK- - Ice Needle
RIZAMON Heat Laser
Red Inferno
Spit Fire
TEKKAMON - Full Potential

Buster Dive
Reverse Program

SKULL- - War Cry
GREYMON Dynamite Kick
Buster Dive

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GREAT - GOTSUMON - Megaton Punch
CANYON Buster Dive

GURURUMON - Megaton Punch
Winter Blast
Aqua Magic

WEEDMON - Mass Morph
Danger Sting
Green Trap

MUCHOMON - Ice Needle
Poison Claw
Tear Drop

SAND- - Spit Fire
YANMAMON Spinning Shot
Hurricane

BIRDRAMON - Prominence Beam

OGREMON - Tremor
Magma Bomb
Megaton Punch
Sonic Jab

AGUMON - Spit Fire
Fire Tower
Heat Laser

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OGRE - OGREMON - Tremor
FORTRESS Magma Bomb
Megaton Punch
Sonic Jab

AGUMON - Spit Fire
Fire Tower
Heat Laser

GABUMON - Sonic Jab
Megaton Punch
Tremor

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GEAR - NISE- - Sonic Jab
SAVANNAH DRIMOGEMON Dynamite Kick
Counter

SHIMA- - War Cry
UNIMON Dynamite Kick
Counter
Megalo Spark

PSYCHEMON - War Cry
Megaton Punch

Sonic Jab

PATAMON - Wind Cutter
Dynamite Kick
Spinning Shot

SHARMAMON - Sonic Jab
Magma Bomb
War Cry

AKATORIMON - Wind Cutter
War Cry
Dynamite Kick

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TRASH - PSYCHEMON - Megaton Punch
MOUNTAIN Sonic Jab
Tremor

GEREMON - Horizontal Kick
Odor Spray

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ANCIENT - VERMILIMON - Red Inferno
DINO Heat Laser
REGION Prominence Beam
Tremor

SABER- - Wind Cutter
DRAMON Spinning Shot
Prominence Beam
Red Inferno

GOTSUMON - Tremor
Megaton Punch

TYRANNOMON - War Cry
Dynamite Kick
Buster Dive

METEORMON - Tremor
Magma Bomb
Megaton Punch
Meltdown

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FREEZE- - HYOGAMON - Sonic Jab
LAND Giga Freeze
Buster Dive

ICEDEVIMON - Giga Freeze
Ice Statue
Sonic Jab
Aqua Magic

SNOWAGUMON - Ice Needle
Winter Blast
Muscle Charge

SNOW- - Ice Needle
GOBURIMON Winter Blast
Megaton Punch

GARURUMON - Aqua Magic

Giga Freeze
Ice Statue
Winter Blast

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ICE	- BLUE-	- Giga Freeze
SANCTUARY	MERAMON	Prominence Beam
		Ice Statue
	ICEMON	- Ice Needle
		Megaton Punch
		Winter Blast
		Ice Statue
	HYOGAMON	- Ice Needle
		Giga Freeze
		Buster Dive
	GURURUMON	- Aqua Magic
		Winter Blast
		Giga Freeze
		Ice Statue

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SECRET	- OGREMON	- Tremor
BEACH		Magma Bomb
CAVE		Megaton Punch
	GABUMON	- Sonic Jab
		Megaton Punch
	WARU-	- Giga Freeze
	SEADRAMON	Winter Blast
		Aurora Freeze

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BEETLE	- TENTOMON	- Bug
LAND		Charm Perfume
		Insect Plague
		Mass Morph
	DOKUNEMON	- Danger Sting
		Poison Powder
		Mass Morph

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FACTORIAL-	GUARDROMON	- Megaton Punch
TOWN	(OUTSIDE)	Prominence Beam
		Power Crane
	GUARDROMON	- Megaton Punch
	(INSIDE)	Prominence Beam
		All-Range Beam
	GIROMON	- Reverse Program
		Delete Program
		DG Dimension
	NUMEMON	- Ultra Poop Hell
		Poop Speed Toss
	GEREMON	- Round Speed Toss
		Poop Speed Toss
		Odor Spray

PLATINUM- - Poop Random Toss
SUKAMON Big Poop Toss
(OUTSIDE) Odor Spray

PLATINUM- - Ultra Poop Hell
SUKAMON Big Poop Toss
(INSIDE) Big Random Toss
Odor Spray

METAL- - Metal Sprinter
MAMEMON Pulse Laser
All-Range Beam

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GEKO - OTAMAMON - Tear Drop
SWAMP Water Blitz

GEKOMON - Tear Drop
Winter Blast
Water Blitz
Giga Freeze

YANMAMON - Insect Plague
Wind Cutter
Spinning Shot
Poison Claw

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MISTY - GABUMON - War Cry
TREES Megaton Punch

MORI- - Aqua Magic
SHELLMON Water Blitz
Ice Statue
Charm Perfume

DARK- - Red Inferno
RIZAMON Magma Bomb
Ice Needle

FUGAMON - Wind Cutter
Static Elec.
Megaton Punch

TSUKAIMON - Spinning Shot
Wind Cutter
Dynamite Kick

SABERDRAMON - Red Inferno
Hurricane
Prominence Beam

KOKATORIMON - Muscle Charge
Wind Cutter
Dynamite Kick
Megalo Spark

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TOY TOWN - TOY / CLEAR - Muscle Charge
AGUMON Fire Tower
Red Inferno
Spit Fire

TANKMON - Red Inferno
Buster Dive
Muscle Charge

WARU- - Muscle Charge
MONZAEMON Buster Dive
Thunder Justice

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MOUNT - PIDDOMON - Spinning Shot
INFINITY Confuse Storm
Megalo Spark

ROCKMON - Muscle Charge
Winter Blast
Ice Statue
Aurora Freeze

VERMILIMON - Tremor
Red Inferno
Meltdown

GURURUMON - Aqua Magic
Winter Blast
Ice Statue

DEVIMON - Muscle Charge
Megalo Spark
Dynamite Kick

MEGADRAMON - Megaton Punch
Giga Freeze
DG Dimension

METAL- - Meltdown
GREYMON Infinity Burn
Buster Dive

MACHINE- - Megaton Punch
DRAMON All-Range Beam
Thunder Justice

DIGITAMAMON - Thunder Justice
Meltdown
Confuse Storm

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BACK - PIDDOMON - Spinning Shot
DIMENSION Megalo Spark
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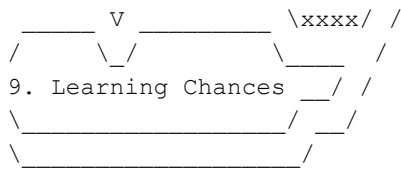
TANKMON - Megaton Punch
Red Inferno
Buster Dive

ICEDEVIMON - Ice Statue
???

BLUEMERAMON - Ice Statue
Prominence Beam

ROCKMON - Ice Statue
Muscle Charge
Giga Freeze

MACHINE- - Full Potential
 DRAMON All-Range Beam
 Thunder Justice



The order of each Digimon's Specialties determines how likely or otherwise a given Digimon is to learn any move that is available to be learned.

A move that is if the Digimon's primary specialty will have a raised chance to be learned, a move of the Digimon's secondary specialty will have a moderate chance to be learned, and a move that is of a Digimon's tertiary specialty will have a significantly lower chance of being learned. Although this is not confirmed, I have heard that when a Digimon has TWO specialties, the second actually counts as a TERTIARY rather than a secondary, forgoing a secondary specialty altogether; I have yet to confirm this but if true, it is something to keep in mind.

Below is an example of how this whole system works:

**

MetalGreymon's primary, secondary and tertiary specialties are Mech, Fire and Battle, respectively. Using the table below, you can see that due to this order of specialties, he has a 15% chance of learning DG Dimension, an 8% chance of learning Infinity Burn, and ZERO chance of learning Buster Dive (despite it being available to him), in any battle in which those moves are used.

**

These percentages also affect how likely a move is to be learned at the blackboard in the Green Gym, though obviously the chances are lower. Below is the full table of Techniques and how likely they are to be learned in respect to a Digimon's specialty.

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=====
Tech Name          Digimon Specialty
                   1st Spec 2nd Spec 3rd Spec
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[Fire]
Fire Tower         25%      16%      11%
Prominence Beam   17%      10%      5%
Spit Fire          30%      22%      15%
Red Inferno        20%      12%      7%
Magma Bomb         22%      14%      9%
Heat Wave          28%      19%      19%
Infinity Burn      15%      8%       0%
Meltdown           14%      6%       0%
-----
[Battle]
Tremor             18%      8%       0%
Muscle Charge      19%      9%       8%
War Cry            22%      15%      10%
Sonic Jab          26%      19%      14%
Dynamite Kick      24%      17%      12%
Counter            20%      11%      8%
Megaton Punch      21%      13%      9%
Buster Dive        16%      7%       0%
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[Air]

Thunder Justice	13%	9%	0%
Spinning Shot	22%	14%	10%
Electric Cloud	32%	19%	15%
Megalo Spark	18%	13%	8%
Static Elect	36%	21%	17%
Wind Cutter	26%	16%	13%
Confused Storm	15%	11%	7%
Hurricane	12%	8%	0%

[Earth]

Poison Powder	26%	19%	14%
Bug	12%	8%	0%
Mass Morph	23%	15%	12%
Insect Plague	24%	16%	13%
Charm Perfume	18%	12%	9%
Poison Claw	28%	22%	16%
Danger Sting	27%	20%	15%
Green Trap	14%	10%	0%

[Ice]

Giga Freeze	17%	10%	5%
Ice Statue	15%	8%	0%
Winter Blast	20%	12%	7%
Ice Needle	30%	15%	8%
Water Blitz	20%	10%	5%
Aqua Magic	22%	14%	9%
Aurora Freeze	14%	6%	0%
Tear Drop	30%	22%	15%

[Mech]

Power Crane	40%	30%	22%
All Range Beam	16%	13%	0%
Metal Sprinter	35%	27%	18%
Pulse Laser	28%	21%	13%
Delete Program	20%	14%	10%
DG Dimension	15%	12%	0%
Full Power	25%	17%	11%
Reverse Program	32%	24%	15%

[Filth]

Odor Spray	24%	14%	9%
Poop Speed Toss	23%	13%	8%
Big Poop Toss	15%	10%	5%
Big Random Toss	11%	8%	0%
Poop Random Toss	21%	12%	7%
Random Speed Toss	20%	11%	6%
Horizontal Kick	25%	16%	10%
Ult. Poop Hell	9%	7%	0%

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10. Credits _ / /
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