

Digimon World 2 Game Shark Codes FAQ

by Mrbabb78

Updated to v1.2 on Apr 21, 2001

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DIGIMON WORLD 2 (AMERICAN) GAMESHARK CODES V1.2
FOR THE PLAYSTATION GAME CONSOLE
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VERSION NOTES
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V1.0 17 Apr 2001
 Document created

v1.2 20 Apr 2001
 Added Items In Server Modifier and Item Mod Digits
 Added Move Mod codes for digimon 2 thru 6
 Made some document revisions

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INTRODUCTION

=====
Greetings, some of you know me as axe narwhal, while others may know me as mrbabb78.

This faq was designed to help people to find my codes easier, as well as prevent my codes from being stolen, and posted on other sites without permission. All codes that are here were created by me. That is not to say no one else can create these codes, but I made these myself. All codes were made, and tested on the Gameshark CDX 3.4.

It should also be noted that some of these codes have been previously submitted by me at the gamefaqs and cmgsgccc message boards.

Also please read the notes so that you understand the functionality of the codes.

More codes will be added soon.

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CODES
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General Codes

Have 99 of All Items in Server(Note 1)
5000EC02 0000
3005F3F6 0063
00000000 0000

Have Titanium Core and Adamantium Core
3005F5DE 0001
3005F5FE 0001

Item and Item Quantity Modifier in Server(Note 2 and Note 7)
3005F??? 00##

1st Digimon Codes

Quick Level Gain
8005E716 0098
8005E714 967F

Current Level Modifier(Note 2)
3005E711 00##

Level Limit Modifier(Note 2 and Note 3)
3005E713 00##

Digimon Modifier(Note 4)
3005E705 00##

Move Modifier(Note 6)
1st - 3005E726 00##
2nd - 3005E727 00##
3rd - 3005E728 00##
4th - 3005E729 00##
5th - 3005E72A 00##
6th - 3005E72B 00##

7th - 3005E72C 00##
8th - 3005E72D 00##
9th - 3005E72E 00##
10th - 3005E72F 00##
11th - 3005E730 00##
12th - 3005E731 00##

2nd Digimon Codes

Quick Level Gain

8005E772 0098
8005E770 967F

Current Level Modifier (Note 2)

3005E76D 00##

Level Limit Modifier (Note 2 and Note 3)

3005E76F 00##

Digimon Modifier (Note 4)

3005E761 00##

Move Modifier (Note 6)

1st - 3005E782 00##
2nd - 3005E783 00##
3rd - 3005E784 00##
4th - 3005E785 00##
5th - 3005E786 00##
6th - 3005E787 00##
7th - 3005E788 00##
8th - 3005E789 00##
9th - 3005E78A 00##
10th - 3005E78B 00##
11th - 3005E78C 00##
12th - 3005E78D 00##

3rd Digimon Codes

Quick Level Gain

8005E7CE 0098
8005E7CC 967F

Current Level Modifier (Note 2)

3005E7C9 00##

Level Limit Modifier (Note 2 and Note 3)

3005E7CB 00##

Digimon Modifier (Note 4)

3005E7BD 00##

Move Modifier (Note 6)

1st - 3005E7DE 00##
2nd - 3005E7DF 00##
3rd - 3005E7E0 00##
4th - 3005E7E1 00##
5th - 3005E7E2 00##
6th - 3005E7E3 00##

7th - 3005E7E4 00##
8th - 3005E7E5 00##
9th - 3005E7E6 00##
10th - 3005E7E7 00##
11th - 3005E7E8 00##
12th - 3005E7E9 00##

4th Digimon Codes

Quick Level Gain

8005E82A 0098

8005E828 967F

Current Level Modifier (Note 2)

3005E825 00##

Level Limit Modifier (Note 2 and Note 3)

3005E827 00##

Digimon Modifier (Note 4)

3005E819 00##

Move Modifier (Note 6)

1st - 3005E83A 00##

2nd - 3005E83B 00##

3rd - 3005E83C 00##

4th - 3005E83D 00##

5th - 3005E83E 00##

6th - 3005E83F 00##

7th - 3005E840 00##

8th - 3005E841 00##

9th - 3005E842 00##

10th - 3005E843 00##

11th - 3005E844 00##

12th - 3005E845 00##

5th Digimon Codes

Quick Level Gain

8005E886 0098

8005E884 967F

Current Level Modifier (Note 2)

3005E881 00##

Level Limit Modifier (Note 2 and Note 3)

3005E883 00##

Digimon Modifier (Note 4)

3005E875 00##

Move Modifier (Note 6)

1st - 3005E896 00##

2nd - 3005E897 00##

3rd - 3005E898 00##

4th - 3005E899 00##

5th - 3005E89A 00##

6th - 3005E89B 00##

7th - 3005E89C 00##
8th - 3005E89D 00##
9th - 3005E89E 00##
10th - 3005E89F 00##
11th - 3005E8A0 00##
12th - 3005E8A1 00##

6th Digimon Codes

Quick Level Gain

8005E8E2 0098

8005E8E0 967F

Current Level Modifier (Note 2)

3005E8DD 00##

Level Limit Modifier (Note 2 and Note 3)

3005E8DF 00##

Digimon Modifier (Note 4)

3005E8D1 00##

Move Modifier (Note 6)

1st - 3005E8F2 00##

2nd - 3005E8F3 00##

3rd - 3005E8F4 00##

4th - 3005E8F5 00##

5th - 3005E8F6 00##

6th - 3005E8F7 00##

7th - 3005E8F8 00##

8th - 3005E8F9 00##

9th - 3005E8FA 00##

10th - 3005E8FB 00##

11th - 3005E8FC 00##

12th - 3005E8FD 00##

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MODIFIER DIGITS
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Digimon Digits

03=Agumon

04=Betamon

05=Greymon

06=Devimon

07=Airdramon

08=Tyrannomon

09=Meramon

0A=Seadramon

0B=Numemon

0C=MetalGreymon

0D=Mamemon

0E=Monzaemon

11=Gabumon

12=Elecmon

13=Kabuterimon

14=Angemon

15=Birdramon
16=Garurumon
17=Frigimon
18=Whamon
19=Vegiemon
1A=SkullGreymon
1B=MetalMamemon
1C=Vademon
1F=Patamon
20=Kunemon
21=Unimon
22=Ogremon
23=Shellmon
24=Centaurmon
25=Bakemon
26=Drimogemon
27=Sukamon
28=Andromon
29=Giromon
2A=Etemon
2D=Biyomon
2E=Palmon
2F=Monochromon
30=Leomon
31=Coelamon
32=Kokatorimon
33=Kuwagamon
34=Mojyamon
35=Nanimon
36=Megadramon
37=Piximon
38=Digitamamon
39=Pengiumon
3A=Ninjamon
3B=Phoenixmon
3C=H-Kabuterimon
3D=Megaseadramon
3F=Panjyamon
40=Gigadramon
41=MetalEtemon
42=Myotismon
43=Yanmamon
44=Gotsumon
45=Flarerizamon
46=WaruMonzaemon
47=SnowAgumon
48=Hyogamon
49=P-Sukamon
4A=Dokunemon
4B=ShimaUnimon
4C=Tankmon
4E=J-Mojyamon
4F=N-Drimogemon
50=Goburimon
51=Mudfrigimon
52=Psychemon (Note 5)
53=ModokiBetamon (Note 5)
54=ToyAgumon
55=Piddomon
56=Aruraumon (Note 5)

57=Gereimon (Note 5)
58=Vermilimon
59=Fugamon (Note 5)
5A=Tekkamon
5B=MoriShellmon
5C=Guardromon
5D=Muchomon (Note 5)
5E=Icemon
5F=Akatorimon
60=Tsukaimon
61=Sharmamon (Note 5)
62=ClearAgumon
63=Zassomon (Note 5)
64=IceDevimon
65=Darkkrizamon
66=SandYanmamon
67=SnowGoburimon
69=BlueMeramon
6A=Gururumon
6B=Soulmon
6D=Otamamon
6E=Gekomon
6F=Tentomon
70=WaruSeadramon
71=Meteoromon
73=machinedramon
75=Jijimon
77=ShogunGekomon
79=Cherrymon
7A=Hagurumon
7B=Tinmon
7C=Master Tyrannomon
80=Veedramon
83=Gazimon
84=Gizamon
85=Dark Tyrannomon
86=Cyclonemon
87=Devidramon
88=Tuskmon
89=Flymon
8A=Deltamon
8B=Raremon
8C=Metal Tyrannomon
8E=ExTyrannomon
8F=Clockmon
90=Rosemon
91=Veemon
92=Flamedramon
93=Raidramon
94=Imperialdramon
95=Baihumon
96=Omnimon
97=Diaboromon
B4=AeroVeedramon
B5=M-Kabuterimon
B6=Gomamon
B7=WereGarurumon
B8=Togemon
B9=Zudomon
BA=Lillymon

BB=Garudamon
BC=Candlemon
BD=SkullMeramon
BE=Boltmon
BF=Floramon
C0=Deramon
C1=Gryphomon
C2=Wizardmon
C3=P-Mamemon
C4=M-Garurumon
C5=Crabmon
C6=Kiwimon
C7=Starmon
C8=Blossomon
C9=Pumpkinmon
CA=Scorpiomon
CB=Triceramon
CC=M-Seadramon
CD=SaberLeomon
CE=Tapirmon
CF=Apemon
D0=Tortomon
D1=Ikkakumon
D2=Dolphmon
D3=MagnaAngemon
D4=Mammothmon
D5=Wargreymon
D6=Seraphimon
D7=SkullMammothmon
D8=MarineAngemon
D9=DemiDevimon
DA=Syakomon
DB=Mushroomon
DC=Gesomon
DD=Octomon
DE=Woodmon
DF=Phantomon
E0=MarineDevimon
E1=Dragomon
E2=Okuwamon
E3=Garbagemon
E4=Piedmon
E5=Pukumon
E6=GranKu wagamon
E7=Puppetmon
E8=Preциomon
E9=Gatamon
EA=Angewomon
EB=Magnadramon
EC=VenomMyostismon
ED=Kimeramon
F4=Chaos Piedmon (Boss) (Note 5)
F5=Chaos Seadramon (Boss) (Note 5)
F6=Chaos Wargreymon (Boss) (Note 5)
F7=NeoCrimson (Boss) (Note 5)
F8=ChaosLord (Boss) (Note 5)
F9=??? (Virus Guardian) (Boss) (Note 5)
FA=??? (Data Guardian) (Boss) (Note 5)
FB=??? (Vaccine Guardian) (Boss) (Note 5)
FC=??? (GAIA arm) (Note 5)

FD=??? (GAIA arm) (Note 5)

FE=??? (GAIA form 1) (Final Boss) (Note 5)

FF=??? (GAIA form 2) (Final Boss) (Note 5)

Move Digits

01=Poison Ivy
02=Rain Of Pollen
03=Boom Bubble
04=Flame Bomber
05=Scissor Magic
06=Rock Fist
07=S-Thunder Smack
08=Blue Blaster
09=Pummel Peck
0A=Fireball
0B=Fossil Bite
0C=Hydro Blaster
0D=Volcanic Strike
0E=Blaze Blast
0F=Stun Flame Shot
10=Iron Drill Spin
11=Solar Ray
12=Flower Cannon
13=Royal Smasher
14=Ninja Flower
15=Trick Or Treat
16=Metal Fireball
17=Lightning Spear
18=Trihorn Attack
19=Magical Tail
1A=Tomahawk Crunch
1B=Energy Blast
1C=Howling Crusher
1D=Legendary Blade
1E=Freeze Breath
1F=Pepper Breath
20=Spiral Twister
21=Super Shocker
22=Waking Dream
23=Marching Fishes
24=Nova Blast
25=V-Nova Blast
26=Spinning Needle
27=Meteor Wing
28=Fist Of Fate
29=Air Attack
2A=Howling Blaster
2B=Wolf Claw
2C=Icicle Shot
2D=Strong Carapace
2E=Harpoon Torpedo
2F=Pulse Blast
30=Giga Blaster
31=V-Wing Blade
32=Lightning Blade
33=Mega Bone Stick
34=Tusk Crusher
35=Vulcan's Hammer

36=Tidal Wave
37=Big Bang Boom
38=Terra Force
39=S-bone Crusher
3A=Ocean Love
3B=Electric Shock
3C=Demi Dart
3D=Black Pearl Shot
3E=Stun Bubble
3F=Electro Thread
40=Party Time
41=Evil Touch
42=Evil Charm
43=Coral Crusher
44=Spurting Ink
45=Sonic Crusher
46=Scissor Claw
47=Twig Tap
48=Alien Ray
49=Concert Crush
4A=Dark Shot
4B=Darkside Attack
4C=Grisly Wing
4D=Shadow Scythe (40MP)
4E=Evil Wind
50=Musical Fist
51=Duo Scissor Claw
52=Pit Pelter
53=Junk Chunker
54=Trump Sword
55=Needle Squall
56=X-Scissor Claw
57=Puppet Pummel
58=Toy Flame
59=Super Slap
5A=Hail Storm
5B=Ice Blast
5C=Hyper Cannon
5D=Thunder Ray
5E=Sad Water Blast
5F=Rose Spear
60=SubZero Ice Punch
61=Lightning Paw
62=Heaven's Arrow
63=Fire Tornado
64=Darkness Gear
65=Bolt Strike
66=Protect Grenade
67=GigaByte Wing
68=Giga Cannon
69=E-Stun Blast
6A=Spiral Saw
6B=Brown Stinger
6C=Hyper Heat
6D=Triple Forces
6E=Slamming Tusk
6F=Fire Blast
70=Crimson Claw
71=Digital Bomb
72=Fire Blast II

73=Pretty Attack
82=Needle Spray
83=Meteor Stream
84=Thunder Ball
85=Tail Blade
86=Smiley Bomb
87=Energetic Bomb
88=Smiley Warhead
89=Pummel Whack
8A=Ninja Knife Throw
8B=Beast King Fist
8C=Buffalo Breath
A0=Electro Shocker
A1=Wing Blade
A2=Horn Buster
A3=Giga Scissor Claw
A4=Venom Infusion
A5=Chrono Breaker
A6=MP Magic
A7=Life Shield
A8=MP Destroyer
B4=Hyper Flashing
B5=HP Recovery
B6=Virus Attack
B7=Crimson Flame
B8=Full HP Cure
B9=Fungus Cruncher
BA=Rotten Rainballs
BB=Banana Slip
BC=Small HP Cure
BD=Defensive Ray
BE=Parameter Patch
BF=Zip Boom
C0=Stun Ray
C1=Armor Coating
C2=Mech Ray
C3=Blaze Blaster
C4=Nature Hit Ray
C5=Invincibility
C6=Re-Format
C7=Recovery Power
C8=AntiDote
C9=AntiFreeze
CA=AntiConfusion
CB=Mega Heal
CC=Zen Recovery
CD=Full Recovery
CE=Hung on Death
CF=Friendly Fire
D0=Invisibility
D1=Water Ray
D2=Necro Magic
D3=Darkness Ray
D4=Re-Initialize
D5=Panic Wave
D6=Heart Break Hit
D7=Poison Wave
D8=Vee Head Butt
D9=Flaming Rocket
DA=Lightning Blast

DB=Mega Fire
DC=Chaos Cannon
DD=Blind Attack
DE=Kongou
E1=HP Zapper
E2=Critical Blow
E3=Reset Status
E4=Transcend Sword
E5=Garuru Cannon
E7=Safety Sphere
E8=Karate Sweep
E9=Energy Blast
EA=Alias Fake
EB=Inferno Missile
ED=Stun Punch
EE=Rail Cannon
EF=Armor Aid
F0=Titan Laser
F1=Fantasmic Bomb
F2=GAIA Gear
F3=Light Gun
F4=Fantasmic Ray
F5=Tubular Attack
F6=Left Hand
F7=Reduction Ray
F8=Right Hand
F9=Destabilizer Ray
FB=Shadow Scythe(0 MP)
FC=Poisson Wing

Item Digits

3F6=Wolf EG-1
3F8=Wolf EG-2
3FA=Wolf EG-3
3FC=Wolf EG-4
3FE=Wolf EG-5
400=Lion EG-1
402=Lion EG-2
404=Lion EG-3
406=Lion EG-4
408=Lion EG-5
40A=Tiger EG-1
40C=Tiger EG-2
40E=Tiger EG-3
410=Tiger EG-4
412=Tiger EG-5
414=PegasusEG1
416=PegasusEG2
418=PegasusEG3
41A=PegasusEG4
41C=PegasusEG5
41E=GriffinEG1
420=GriffinEG2
422=GriffinEG3
424=GriffinEG4
426=GriffinEG5
428=WyvernEG-1
42A=WyvernEG-2

42C=WyvernEG-3
42E=WyvernEG-4
430=WyvernEG-5
432=DragonEG-1
434=DragonEG-2
436=DragonEG-3
438=DragonEG-4
43A=DragonEG-5
43C=Giant EG-1
43E=Giant EG-2
440=Giant EG-3
442=Giant EG-4
444=Giant EG-5
446=MammothEG1
448=MammothEG2
44A=MammothEG3
44C=MammothEG4
44E=MammothEG5
450=Maximus EG
452=Ant RAM
454=Wasp RAM
456=Spider RAM
458=Mantis RAM
45A=Hornet RAM
45C=Beetle RAM
45E=Crab BAT-1
460=Crab BAT-2
462=Crab BAT-3
464=Crab BAT-4
466=Crab BAT-5
468=TurtleBAT1
46A=TurtleBAT2
46C=TurtleBAT3
46E=TurtleBAT4
470=TurtleBAT5
472=SharkBAT-1
474=SharkBAT-2
476=SharkBAT-3
478=SharkBAT-4
47A=SharkBAT-5
47C=Orca BAT-1
47E=Orca BAT-2
480=Orca BAT-3
482=Orca BAT-4
484=Orca BAT-5
486=Whale BAT
488=Dodo BOX
48A=Crow BOX
48C=Crane BOX
48E=Stork BOX
490=Hawk BOX
492=Eagle BOX
494=Ring TIRES
496=ChainTIRES
498=PlateTIRES
49A=Aero TIRES
49C=GraviTIRES
49E=Shovel ARM
4A0=Drill ARM
4A2=Jet ARM

4A4=Laser ARM
4A6=Magnum ARM
4A8=Mech HAND
4AA=MagnetHAND
4AC=FantomHAND
4AE=Super HAND
4B0=Ultra HAND
4B2=ShooterGun
4B4=ZCannon-1
4B6=ZCannon-2
4B8=ZCannon-3
4BA=RCannon-1
4BC=RCannon-2
4BE=RCannon-3
4C0=MissileGun
4C2=Bug Zapper
4C4=MineSWEEP1
4C6=MineSWEEP2
4C8=MineSWEEP3
4CA=MineSWEEP4
4CC=MineSWEEP5
4CE=BugSWEEP-1
4D0=BugSWEEP-2
4D2=BugSWEEP-3
4D4=BugSWP-4 (Item taken out of game)
4D6=BugSWP-5 (Item taken out of game)
4D8=DMTransfer
4DA=Auto Pilot
4DC=PowerPilot
4DE=Radar
4E0=PowerRadar
4E2=Map Radar
4E4=HP Disk-1
4E6=HP Disk-2
4E8=HP Disk-3
4EA=MP Disk-1
4EC=MP Disk-2
4EE=MP Disk-3
4F0=Anti-Dote
4F2=AntiFreeze
4F4=Anti-Mixup
4F6=Power Disk
4F8=Mech Fix
4FA=MechFix-EX
4FC=Parts Fix
4FE=EP Pack-1
500=EP Pack-2
502=EP Pack-3
504=Mag.Miss-1
506=Mag.Miss-2
508=Mag.Miss-3
50A=Mag.Miss-4
50C=Mag.Miss-5
50E=DrillMiss1
510=DrillMiss2
512=DrillMiss3
514=DrillMiss4
516=DrillMiss5
518=WaveMiss-1
51A=WaveMiss-2

51C=WaveMiss-3
51E=WaveMiss-4
520=WaveMiss-5
522=BitBugZap1
524=BitBugZap2
526=BitBugZap3
528=EP-BugZap1
52A=EP-BugZap2
52C=EP-BugZap3
52E=RetBugZap1
530=RetBugZap2
532=RetBugZap3
534=MemBugZap1
536=MemBugZap2
538=MemBugZap3
53A=SupBugZap1
53C=SupBugZap2
53E=SupBugZap3
540=Fire Blast
542=WaterArrow
544=Flash Bolt
546=Iron Fist
548=Dark Fear
54A=Inferno
54C=Blizzard
54E=Hurricane
550=RustStorm
552=Black Hole
554=DATA Steel
556=DATA Candy
558=DATA Macho
55A=DATA Weak
55C=VAC. Steel
55E=VAC. Candy
560=VAC. Macho
562=VAC. Weak
564=VIR. Steel
566=VIR. Candy
568=VIR. Macho
56A=VIR. Weak
56C=Toy Car
56E=Toy Truck
570=Toy Tank
572=Toy Boat
574=Toy Plane
576=Card Game
578=Digivice
57A=CD Game
57C=DVD Game
57E=Laptop PC
580=WristWatch
582=CD Player
584=Cell Phone
586=DigiCamera
588=DVD Player
58A=Kickboard
58C=Skateboard
58E=Skis
590=Snowboard
592=Surfboard

594=HP Chip
596=Junk Parts
598=MP Chip
59A=Power Chip
59C=Armor Chip
59E=Speed Chip
5A0=DNA-UpChip
5A2=DNA-DnChip
5A4=EXP Chip
5A6=HPDriver-1
5A8=HPDriver-2
5AA=HPDriver-3
5AC=MPDriver-1
5AE=MPDriver-2
5B0=MPDriver-3
5B2=EX Driver
5B4=Max Driver
5B6=DATA-HPROM
5B8=DATA-MPROM
5BA=DATA-RVROM
5BC=VAC-HP-ROM
5BE=VAC-MP-ROM
5C0=VAC-RV-ROM
5C2=VIR-HP-ROM
5C4=VIR-MP-ROM
5C6=VIR-RV-ROM
5C8=Steel Body
5CA=Tital Body
5CC=AdmantBody

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NOTES

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General:

Any missing modifier digits are digits that will cause the game to freeze when used or are untranslated.

Note 1:

50 codes are not supported on the Gameshark CDX 3.3. Sorry.

Note 2:

Simply replace the ## with a hexadecimal value ranging from 00 to FF. If you do not know hexadecimal, simply open your windows calculator. Click View, and click scientific. Next click Dec found on the top left of the calculator. Then put in any number ranging from 0 to 255. Next click Hex found on the top left of the calculator. The calculator will automatically convert the value for you. If you only see one character, place a 0 in front of it. Use the value you see on the calculator to replace the ##.

Note 3:

These codes modify the highest level you digimon can reach, meaning they adjust when you digimon stops leveling up.

Note 4:

Simply replace the ## with the digimon modifier digits provided. Also, even though this code changes your digimon, the moves that it learns are those of the digimon it was before.

However, if you digivolve them, the evolved form will learn its move. Furthermore, the stats will also be the same as the digimon it was before until you level up.

Note 5:

These digimon can not digivolve, but you can dna digivolve them, and use them in battles.

Note 6:

Use the Move Modifier Digits to replace the ##.

Note 7:

This code is a revision of the item modifier code developed by scorpio man and Super Vegetto of gamefaqs.

Use the Item Modifier Digits to replace the ???. For each item you want, you must add an extra line in the code. Here is the correct way to use the code:

If you want 50 Toy Planes, then this would be the code:

```
3005F574 0032
```

If you want 50 Toy Planes and 90 HP Chips, then this would be the code

```
3005F574 0032
```

```
3005F594 005A
```

```
=====
```

AUTHOR NOTES AND CREDITS

```
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```

- Thanks to Bandai for making a good game that everyone can enjoy.
- Thanks to Interact for developing the Gamesharks and its accessories
- If you have any questions or suggestions about this faqs, feel free to contact me at <mrbabb78@aol.com>, you can also find me here on the message boards. Stay tuned for more updates
- Thanks to scorpio man and Super Vegetto for their first revision of the item modifier code.

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