

# Digimon World 2 FAQ

by DeathShadow

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Digimon Battle Card Game FAQ

Ver.1.3

By: De@thSh@dow

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-Hello everyone. Updated this faq!  
Made corrections and stuff. Also, if anyone can help me make this into a faq and a walkthrough, thanks, i'd really appreciate it. Pls email me if you want to help! Pls see the updated section.

v.1.2-more corrections...

v.1.3-finally, completed the game! More corrections, and credits.

-made more corrections (big surprise...)

and there were a tad too many exclamation marks, so i removed most of them.

Also removed the tasteless remarks :)

Disclaimer:

No one can make profit from my work.

It's supposed to be free.

Ripping off this for any reason is against the law.

If you want to use this for your own site, go ahead,

no need to ask me - but take note - this faq is

Gamefaqs supportive and refers to gamefaqs often.

I have borrowed a lot of info from other people.

Please see the Credits section and if you are not properly given credit,

pls mail me asap so i can give you credit. Pls dont sue me! :)

Intro:

Hello there! It seems this game hasn't been having too many faqs made for it. There will probably be a lot of questions about the game, and you can email them to:

insgnficnt@edsamail.com.ph

also, \*sigh\* school's in the way and i will probably be too busy to respond most of the time. This is not a walkthrough - I am very forgetful and probably cannot tell you where you should go next.

\*Also, i have my own questions myself in section VII.  
if anyone knows the answers please email them to me. ty!

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## VIII. Updated Section

## IX. Credits

### I. DBC Intro

Digimon Battle is, well, the digimon version of pokemon/monster rancher battle cards. Don't be in doubt, though. The game is NOT a waste of money, folks. In my opinion it is quite fun to play. It is also fun to challenge your friends and create decks against each other right after losing :) Also it is great to trade with friends. The graphics and gameplay are rather good, for an aging/aged playstation. Basically it is a straightforward game of fighting, collecting cards and such...anyway, on with the faq!

### II. FAQs

1) Where do i get the Omegamon card?

-first of all there is no omegamon card, it is omnimon 1 and 2.

You can get both from wizardmon's spells, winning battles or by fusing.

To know exactly how just see the gamefaqs codes section.

2) How do you get Ultimate Cards?

-defeat an arena you haven't beaten yet, or just use

the rare card appearance digi-part(s) and fight the more advanced enemies.

3)How do you get the ruby, sardynx, etc.?

-If you already have Izzy's fusion data, keep fusing and cancelling cards until it

indicates that a mutation will happen. From there on just hope that what comes out is the jewel you want. Maybe you may want to save beforehand. I think you have a higher rate of getting jewels if what you use are rare cards.

-They are easier to get if you try to get the jewels before you defeat izzy. Before you get the fusion data he gives, mutations will not be indicated and you know exactly what mutation card you will get.

4)What exactly is the rare card appearance digi-part/s?

-they are s-effect digi-parts, number 126 and 127.

They increase the rate of a rare card appearing after battle.

To get them, just keep leveling up your partner and you get it eventually.

5)How do you get (whatever card)?

-aside from the jewel cards, the sevens cards, download digivolve, rosemon's lure, partner cards data and Apokarimon card, all the other cards can be gotten simply by winning. By fighting Betamon's pick-up deck, BKWargreymon or Apokarimon while equipping the rare card appearance digi-part, you can get all the rare cards eventually. If you're too lazy you can get some of them through wizardmon's wand, but only one of each. You can also try the card duplication trick, fuse cards or trade. See the gamefaqs codes section for more.

5a)How do you get Apokarimon card, then?

-Only Apokarimon gives Apokarimon cards, by beating him in Battle Cafes.

He is the only one you can get an Apokarimon card from.

You get an Apokarimon card the same way you get a sevens card.

6)Can you help me with fusion?

-some guys at the message boards can be requested to give you a

neat fusion guide sent through e-mail. Sorry if I keep pointing to all sorts of other sources everywhere, i'm no hardworker :)

7) Who are the people who give you the partner card data?

-i do not know them all, but here's some of them I found:

- Davis lends you Veemon-related decks.
- Keely lends you Hakmon-related decks.
- Kari lends you Gatomon-related-decks.
- T.K. lends you Patamon-related decks.
- Cody(i think) lends you Wormmon-related decks.

-also, they only lend you the decks in a set order:

In my case for example, I had to borrow Kari's deck first before I could borrow Davis' and then Keely's could only be borrowed last.

8) Is Nanimon important in the game?

-Nanimon can be found from city to city randomly.

Fighting him repeatedly randomly gets you the grand sevens card.

-He also gives the Speed Sevens, but only if you don't have it yet.

9) Card Duplication?

- My friend told me this. I do not know exactly who to give credit for it, so the inventor pls. email me so i can give you proper credit. Anyway, you make a copy of a different file on a separate memory card. You get all the cards from the duplicate and delete the duplicate. There, you got the cards from thin air. It would be good to duplicate the file of someone with many cards.

10) Help me with trading!

-Here are some of the major "trading etiquette" that i know of:

-you cannot trade with your own file, even if the duplicate is at a different status from the original.

-When you trade with a friend, when you have traded 6 of a certain card already, you cannot trade that kind of card with the same friend again.

-While trading, the cards you have received/given will not be counted as long as you do not exit the trade session and save the "battle with friend".

-You cannot trade a card that is being used in a deck. But for example, if 4 are being used in a deck and 2 are left, you can trade the remaining two.

-Sevens, rosemon's lure and partner cards cannot be traded. You can trade jewels, though.

-When you receive more than six of any card, the excess will vanish into thin air, so be careful.

11) How can your support effect cancel the opponent's?

-For example, the opponent uses an attack chip and you use the high speed disk. It is the opponent's turn, so attack chip happens first, but after that the high speed disk takes effect. As a result the opponent has no attack power; thus you have canceled his support effect.

12) Does equipping both rare card appearance digiparts increase the rate even more?  
-according to personal experience, no. I think it even makes rare cards appear less often.

13) Can there be 2 Download Digivolve Cards?  
-Of all i know, no. But if you use a gameshark, it is possible, but i don't know the code(s).

14) What is the strongest card?  
-Based on stats, it is Apokarimon, NOT the nonexistent Omegamon. If based on effectiveness, it is opinion-based and my opinion would be the holy sevens card.

15) If you keep beating Wormmon's Arena more than once, do you still keep getting Ultimates?  
-Based on personal experience, no.

-that's all for now. if many questions are received, i will post them.

\*Again, pls. don't ask me about where you should go next! I probably won't remember, so i'd really appreciate it if anyone can help me make this into a faq/walkthrough.

### III. The Sevens Cards, Download Digivolve, Rosemon's Lure

-first things first- these were gotten from the gamefaqs message board.  
I give MACHINEDRAMON2021, OmniNakago, blabbermon and Ultimate Apocalypse full credit for the following data:

#### SEVENS CARDS:

From: MACHINEDRAMON2021

Grand - Beat Nanimon (Random)  
Dark - Beat Piedmon (Infinity Tower)  
Holy - Beat Seraphimon (Pyramid City)  
Wild - Beat ImperialDramon (Flame City)  
Mystic - Beat Kari (Floating City)  
Reverse - Beat BlkWarGreymon (Beginner City) (After 300Wins)  
Speed - Beat Pixymon (Steep Road)

From: OmniNakago

Correction: You get Reverse Sevens from Black Metal Garurumon, not Black Wargreymon, in the Ice City.

#### DOWNLOAD DIGIVOLVE:

From: Ultimate Apocalypse

Just beat rosemon 11 times in a row without leaving battle cafe and without losing, some people get lucky and get the download digivolve on their sixth win.

The following was implied from blabbermon's data:

-Before you get the Download Digivolve you will receive a Rosemon's lure card and an s-option-pack while beating Rosemon.

#### IV. Misc. Facts

Glitches, corrections, these are the stuff i noticed while playing the game.

-The Sylphyon card has a very confusing support effect!  
Here's what it should look like: If opponent's specialty

is not Nature, attack first.

-The Special digivolve Card has a glitch!

According to Simon Audisho <homer8moe@hotmail.com>, you can digivolve not for free, but for 20DP less, so it should read:

Can digivolve 1 level regardless of specialty for 20DP less than usual.

-Pitting the Mist Sevens against Cherrymon's mist will produce this effect: Whoever's turn it is will cancel the other support.

-If both players use first attack, the one whose turn it is will attack first.

-If you can adjust your partner digimon such that it's rookie form has exactly 1110HP, when you use it at a battle and don't armor digivolve it you will get HP Fever bonus immediately.

-If you boost the attack power of a counterattack and the counterattack fails, it attacks with the power you boosted it with instead.

-You can use the CPU decks without erasing your 3 own, but only if you have the sufficient cards that make their deck. To use them, fight someone, then while selecting a deck, press square to view, and view the lower decks in blue colored letters. You can use these decks.

-I can't believe i forgot how to do this! You can turn off/on the polygon battle by pressing start during a battle. You can also give up, toggle sound etc. I can't believe i've been baring with the monotonous polygon battles for such a long time! This is a reminder only for stupid people like me.

-You can stop the credits (after beating A) by pressing start before the credits begin.

## V. Nice Strategies

-The order of Support Card Prioritizing is as follows:

-Recovery option cards always happen first, regardless of turn.

-Attack option happens next.

-Digimon support effect happens after either of the two.

It is important to note this because your support effect can cancel the effect of the other. When the same type is used by both players, it depends on whose turn it is, and the one with the turn is prioritized.

-The Crash attack cannot be reduced to zero, neither counter attacks; thus the ff. cheat combos work:

-Beam Gun then Crash

-Shogun's order then Crash

-Beam Gun then Counterattack

More Cheese Combos:

-1st Attack then use Devil Chip/Mega Attack Chip

-Circle to Zero/Circle Counter then use Garurumon/Sandyamamon

-X counter/X to zero then use Saberdramon

-Triangle Counter then use Drimogemon

## VI. Cheat Decks

### 1) Deck Crusher

#### Contents:

4 betamon  
4 garurumon  
4 sandyanmamon  
4 penguinmon  
3 another dimension  
3 heap of junk  
    roseomon lure  
    grand sevens  
3 partners  
3 digimon grave

-the objective of this deck is to annoy your enemy with your high hp while you eat-up their deck. Once their deck is empty, you have a big advantage. Why? Because once you beat the enemy's digimon you win by default - he won't have any more digimon to fight with! So you usually need to win only one round to win the match. Fire users will definitely hate this deck.

#### Strategies:

-circle counter then use Garurumon/Sandyanmamon  
-If Hp is below 200, keep using betamon as support.  
-If opponent has marginally less online cards than you, feel free to use another dimension cards.  
-If opponent has more online cards than you, use digimon grave.  
-Use heap of junk if you think you should.  
    Certain cards to watch out for: Cherrymon's mist, recovery cards, attack changers.  
-If opponent is fire, use strongest attack and use penguinmon as support.  
-If you are sure opponent will not kill you this turn, use X attack and use discarder options.  
-Prevent strongest attacks by using circle to zero and circle counter.  
-Desperation Attack- digivolve to Garurumon and use grand sevens.  
-If opponent is increasing attack power, use circle counter + garurumon/sandyanmamon.  
-Do not use sandyanmamon for battle! If no ice digimon in hand to use as battle digimon don't be afraid to discard your hand.  
-If opponent digivolves, keep cool and keep pounding away at the online deck and keep circle attacks at bay.

#### Weaknesses:

A weakness of a deck crusher is probably another deck crusher.  
A well-balanced deck.

### Copy And Crash Deck

#### Contents:

3 hacking  
3 gold banana  
4 L. recovery  
4 Hagurumon  
4 Solarmon

2 BomberNanimon  
4 Psychemon  
3 partners  
Speed Sevens  
Misty Sevens  
Holy Sevens

Cheat Combos:

- If its your turn, use Psychemon, and Crash. It doesn't matter if the enemy uses recovery option cards, psychemon copies that, too. Watch out for Digimon Support recovery, though.
- Use Holy Sevens, and Crash. It usually won't even matter whose turn it is.
- Use Super Recovery and Crash. Only if you are only a bit lower on hp than the opponent and you attack first.
- Digivolve and then Crash. Digivolve only if necessary.

You will be caught often in times wherein you only have 10 Hp and the enemy is attacking first. Here are the things you can do:

- 1)Use your gold bananas, since 10 hp can't be halved anymore anyway, and it wastes the enemy's turn.
- 2)If the enemy is crazy enough to digivolve, use hacking and then try not to use crash! - just finish off the remaining 10 life and reserve the Hp for later.
- 3)Use Misty Sevens to waste their turn.
- 4)Use your strongest non-crash attack and use Speed sevens - hopefully you'll still live.
- 5)Use super recovery/holy sevens or psychemon - hopefully you'll still be alive to copy and crash later. Super recovery has 99.9chance of working because 10hp is usually less than the opponent's.
- 6)Use the all or nothing Gamble! There is a 90percent chance you'll get a good card.

- as soon as the enemy digivolves, use hacking immediately.
- do not use crash if it is not necessary.
- do not underestimate first attack decks.
- applying copy and crash on the last opponent guarantees a just enough attack win!
- keep putting cards in the dp slot! Hagurumon's support effect can be useful at times.
- don't underestimate the all or nothing gamble!

Weaknesses:

First attack decks  
Deck Discarder  
Jamming Deck  
Another Copy and Crash Deck  
X Counterattack Deck

Deadly anti-copy and crash cards to look out for:

- Cherrymon's Mist
- golden banana
- x counters
- x hitters
- devil chip (if you are not first attack)
- HP half cards (ex.sharmamon support, gigadramon support)

Effective Against:

Almost everything else the enemy can throw at you.  
(this cheat deck won 546+ of the 887wins i got)

-these decks take a little practice to master. Try them out, they're cheap! :) Also if you have an excellent cheese deck don't be shy to send them in, so I can include them!

## VII. My own questions

-How do you get 100percent?

All i got is (insert number)percent . Where are the remaining percents?

-Try collecting sevens cards and getting other partner card data.

Also get all the digi-parts you get as prizes.

-The complete status shows a nickname for you at the end.

Mine says "Scarlet Magician". Does this change?

-After you defeat BKWargreymon, it doesn't seem to change anymore.

-Try getting all the other percents before you fight BKWargreymon and see what nickname you get.

-What does it mean when the card has a star? Is it because you got it from fusion or trading?

-My guess is, it means you got one copy of that card in a way other than the 3 cards you get after battle.

(ex. trading, fusing, bonus prize)

-Does the quantity change the percent value? Ex. Does 6omnimons give more percentage than 2omnimons?

-No.

-Which support happens first - Digimon Attack power support or Digimon recovery support?

-Depends on whose turn it is. Doesn't really matter anyway.

-How do you get digi-parts 99 and 128?

All my partners are already at lv.99 and i didn't get them.

-Digimon part 128 is nonexistent -

I forgot that including number 00 already makes 128 digi-parts.

Number 99 was told to me by SupremeBangirasu.

Beat Grankuwagamon many times in a row. I got it on my fifth win.

-Do you need to follow Apokarimon around and defeat him to get the remaining percents?

-No, but you get Apokarimon cards from him from time to time, though.

He is the only one you can get an Apokarimon card from.

You get an apokarimon card the same way you get a sevens card.

-Here it gets more confusing: Suppose you use an

all-or-nothing gamble card and the opponent uses a card in his hand.

Which one happens first?

-I am really confused. My old theory was inconsistent.

Does anyone out there know how this works?

## VIII. Updated Section

\*Phew!\* finally completed the whole game, 100percent!

Finally have digi-part 99! Thanks again SupremeBangirasu!

(SupremeBangirasu@aol.com) After getting digi-part 99 and thus the digipart collection went to 100percent, the game completion also went to 100percent.

-Game completion: 100percent

-Card collection: 100percent



-Digi-parts stock: 100percent  
-COM battles: 887wins 0losses  
-VS Player: 6wins 0losses, battlebeginner <--any1 wanna battle :)

And if you want a spoiler, read on. Even at 100percent, nothing special has happened, no nothing, ever since BlackWargreymon! Here's something you can try out: If you haven't beaten BKWargreymon yet, get every other percent in the game other than fighting him and see what you get as a "nickname". After fighting BKWargreymon, that nickname doesn't change anymore.

-Again, if you want the sevens cards, defeat the said characters about 3-5times in a row without losing or exiting Battle Cafe.  
-As for digi-part 99, as SupremeBangirasu@aol.com said, beat Grankuwagamon many times in a row (in the same manner). I got my digipart on the fifth time.

#### IX. Credits

-The gamefaqs message boards for helping me get the sevens cards.  
-I give MACHINEDRAMON2021, OmniNakago, blabbermon and Ultimate Apocalypse full credit for everything in part III.  
-Me - for answering some of my own questions and for making this thing.  
-Simon Audisho (homer8moe@hotmail.com) for the correction on Special Digivolve.  
-SupremeBangirasu@aol.com for the info on digipart99.

-Again mail me if I don't give you credit. It would be understandable if you were pissed off or something, I know how it feels to work without pay :)

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