

Digimon World 3 FAQ/Walkthrough

by Emerald Phoenix

Updated to v1.3 on Mar 15, 2005

DIGIMON WORLD 3
Sony PlayStation
Version 1.3
03/14/05
By: Emerald Phoenix
emerald_suzaku@yahoo.com

++++++
++++++

Disclaimer
Introduction
Version History
Manual

- * Story
- * Controls
- * Menus

Partners

- * 1. Agumon
- * 2. Guilmon
- * 3. Kotemon
- * 4. Kumamon
- * 5. Monmon
- * 6. Patamon
- * 7. Renamon
- * 8. Veemon

Walkthrough

1. Junior's Day Out
 2. Enter the Dragon
 3. Go South, Young Man
 4. In Search of the Phoenix
 5. I Wanna Be a Digimon!
 6. A Brief Interlude
 7. The Journey West
 8. Tiger of the Wind
 9. The Secret Under the Stairs
 10. Liberation
 11. A Bug's Life
 12. Brave New World
 13. The Final Badge
 14. A Race Against Time
 15. But Where There's Hope...
 16. Into the Mountains
 17. The Front Door

- 18. On Airdramon's Wings
- 19. Into the Heart of the Beast

Side Quests

- * 1. Tree Boots
- * 2. Fishing Pole
- * 3. DRI Agents
- * 4. Ultimate Weapons
- * 5. Legendary Cards

Digimon Evolutions

- Angemon
- Angewomon
- * Devimon
- * Digitamamon
- * ExVeemon
- * GrapLeomon
- Grizzmon
- Growlmon
- * Kabuterimon
- Kyubimon
- MagnaAngemon
- * MetalMamemon
- * Phoenixmon
- Sakuyamon
- Seraphimon
- Stingmon
- Taomon
- WarGrowlmon

Techniques

Card Battle

Weapons

Armor

Accessories

Items

Enemy Digimon

Bosses

Things Left Undone

Credits

* * * * *

D I S C L A I M E R

* * * * *

This guide is an original and copyrighted by me. Do not reproduce or distribute this guide without written permission from me. That means that all you have to do is ask first. If you ask real nice-like, there shouldn't be a problem. My email address is at the top of the guide. This guide may not be altered in anyway without written consent from me.

GameFAQs (www.gamefaqs.com) is currently the ONLY site authorized to host this guide. If you find this guide on another site, please contact me immediately.

* * * * *

I N T R O D U C T I O N

* * * * *

I had just gotten Digimon World 3 and was poking around on the GameFAQs message

boards when I noticed that a lot of the same questions were popping up. So I started browsing the existing guides, and found a distinct lack of information on a whole bunch of topics, such as Techniques, evolutions, the card game, and other stuff. Not to mention some of the information that actually was there was just plain wrong. So I decided to start a guide on my own. I initially didn't plan on including a walkthrough, but later I figured that, in light of all the other stuff I was throwing together, putting in a walkthrough would be the logical thing to do.

If you've got any comments or questions feel free to email me. If you think you have a contribution or would like to post my guide on your site, ask me first. Now that the initial walkthrough is done, I'm more likely to give permission to post it. As far as the contributions are concerned, I like to gather the information myself directly from the game, because that eliminates any false information from other guides and word of mouth. That's why I ask you to first email me saying what kind of information you have before just going all out and sending it. As of right now there are very few things that I want help on. This guide is still not 100% complete, and most missing information just hasn't been added yet. Let me get more stuff in before you make assumptions on what I "missed." My email address is at the top of the guide.

Well, I guess I can't put it off any longer so, for better or worse, here goes!

*
V E R S I O N H I S T O R Y
* *

Version 0.35 - First submission to GameFAQS

- 7/12/02 - Initial walkthrough up to South Sector
- 7 DRI Agent Locations.
- Completed Level Charts for Angemon, Angewomon,
 GrapLeomon, Growlmon, Grizzmon, and MagnaAngemon.
 Started others.
- Included stat bonuses for some evolutions.
- Started list of cards found in boosters.
- Basic layout, intro, disclaimer, TOC, title box (the
 little things).

Version 0.60 - Second submission to GameFAQs. First actual posting.

- 7/18/02 - Initial walkthrough up through Mirage Tower.
- Added level charts for Kyubimon and Rosemon, started
 chart for Seraphimon.
- All listed evolutions now have their stat bonuses
 included.
- Guilmon's DRI Agent location.
- Booster 5b cards and percentages.
- Modified introduction.
- Added Credits section.
- Added Things Left Undone section.

Version 0.63 - Completed level charts for Seraphimon, Stingmon,

- 7/21/02 Sakuyamon, and Taomon.
- Turned introduction into something coherent.
- Many additions to the Table of Contents.
- Increased line length to 79 characters.
- Started Partner Digimon section with Renamon.

Version 0.65 - Initial walkthrough up through the Asuka Sewers
7/23/02 - Added list of sites allowed to host my guide.
- Added a couple more levels for Renamon.
- Updated the Table of Contents to include more planned additions.

Version 1.0 - Finished initial walkthrough.
7/30/02 - Added a to my disclaimer and introduction.
- Added note and info in Partner Digimon section.
- Shifted around TOC, but not in-FAQ sections, so a couple of minor, incomplete things will be out of order.

Version 1.3 - Started what amounts to a complete rewrite and updated through 3/14/04 "The Journey West" to clear up a glaring error. Better late than never, eh?
- Renumbered the sections of the walkthrough to reflect an added section.
- Reformatted and added to the Partners section.
- Added to the Digivolutions section. No longer matches the Table of Contents.

*
P A R T N E R D I G I M O N
* *

NOTE: the stat increases at each level are only working figures. I will need to go through the game again and compare the two sets to see if the increase at a certain level is always the same, if it is random, if there is a certain set of possible level-ups, or if there is a certain range. The numbers above the stat columns are just working figures and do not necessarily represent a rookie's natural stats at a certain level.

3. Kotemon

Starting Stats

Strength:	0	Fire Tolerance:	00
Defense:	00	Water Tolerance:	00
Spirit:	00	Ice Tolerance:	00
Wisdom:	00	Wind Tolerance:	00
Speed:	00	Thunder Tolerance:	0
Charisma:	0	Machine Tolerance:	00
		Dark Tolerance:	00

Signature Attack

Hot Head:

Type:	[Fire], Phy	Level Learned:	1
Cost:	20	Level Loaded:	N/A
Game Text:	Slash with sword and fire attack.		
Description:	Kotemon leaps at the enemy and delivers a firey blow with his shinai.		

Expeience Table

Level 02:	10	Level 51:
Level 03:	32	Level 52:
Level 04:	66	Level 53:
Level 05:	166	Level 54:
Level 06:	243	Level 55:
Level 07:	348	Level 56:
Level 08:	497	Level 57:
Level 09:	678	Level 58:
Level 10:	915	Level 59:
Level 11:	1,169	Level 60:
Level 12:	1,481	Level 61:
Level 13:	1,862	Level 62:
Level 14:	2,323	Level 63:
Level 15:	2,838	Level 64:
Level 16:	3,476	Level 65:
Level 17:	4,058	Level 66:
Level 18:	4,798	Level 67:
Level 19:	5,615	Level 68:
Level 20:	7,297	Level 69:
Level 21:	8,504	Level 70:
Level 22:	9,513	Level 71:
Level 23:	10,674	Level 72:
Level 24:	11,991	Level 73:
Level 25:	13,448	Level 74:
Level 26:		Level 75:
Level 27:		Level 76:
Level 28:		Level 77:
Level 29:		Level 78:
Level 30:		Level 79:
Level 31:		Level 80:
Level 32:		Level 81:
Level 33:		Level 82:
Level 34:		Level 83:
Level 35:		Level 84:
Level 36:		Level 85:
Level 37:		Level 86:
Level 38:		Level 87:
Level 39:		Level 88:
Level 40:		Level 89:
Level 41:		Level 90:
Level 42:		Level 91:
Level 43:		Level 92:
Level 44:		Level 93:
Level 45:		Level 94:
Level 46:		Level 95:
Level 47:		Level 96:
Level 48:		Level 97:
Level 49:		Level 98:
Level 50:		Level 99:

Weapons

Short Sword STR +14 CHA +15

Armor

Legendary Weapon

Stats to Train

Level 5	Level 20	Level 40
` ` ` ` `	` ` ` ` `	` ` ` ` `
[Dark] 140	[Machine] 200	WIS 280
		SPD 280
		[Fire] 200
		[Water] 360
		[Wind] 200

Digivolution Chart

Kotemon

- > Dinohumon (Kotemon LV 5)
 - > Greymon (Dinohumon LV 20)
 - > ExVeemon (Greymon LV 10)
 - > MetalGreymon (Greymon LV 40, Kotemon LV 15)
 - > WarGreymon (MetalGreymon LV 99)
 - > SkullGreymon (Greymon LV 50, [Dark] 140)
 - > BlackWarGreymon (SkullGreymon LV 99)
 - > Kyukimon (Kotemon LV 20)
 - > MetalMamemon (Kyukimon LV 20, [Machine] 140)
 - > MetalGarurumon (MetalMamemon LV 40, [Machine] 200)
 - > MegaGargomon (MetalGarurumon LV 99)
 - > GuardiAngemon (Kotemon LV 40)
 - > Stingmon (GuardiAngemon LV 10)
 - > Kabuterimon (Stingmon LV 40)
 - > Kyubimon (GuardiAngemon LV 20)
 - > Taomon (Kyubimon LV 40)
 - > Angewomon (Taomon LV 20, [Water] 360)
 - > Rosemon (Angewomon LV 40)
 - > Phoenixmon (Rosemon LV 99)
 - > Angemon (Taomon LV 30, [Wind] 200)
 - > MagnaAngemon (Angemon LV 50)
 - > Seraphimon (MagnaAngemon LV 99)
 - > Digitamamon (Taomon LV 40, WIS 280)
 - > Devimon (Digitamamon LV 20)
 - > Myotismon (Devimon LV 40)
 - > MaloMyotismon (Myotismon LV 99)
 - > Growlmon (Taomon LV 50, [Fire] 200)
 - > Hookmon (Growlmon LV 20)
 - > Armormon (Hookmon LV 50)
 - > Cannondramon (Armormon LV 99)
 - > Grizzmon (Growlmon LV 30, SPD 280)
 - > GrapLeomon (Grizzmon LV 50)

-> Marsmon (GrapLeomon LV 99)
-> WarGrowlmon (Growlmon LV 50)
-> Gallantmon (WarGrowlmon LV 99)
-> Sakuyamon (Taomon LV 99)
-> Paildramon (ExVeemon LV 5, Stingmon LV 5)
-> Imperialdramon (Paildramon LV 50)
-> Imperialdramon FM (Imperialdramon LV 99)
-> Omnimon (MetalGarurumon LV 40, WarGreymon LV 40)
-> Imperialdramon PM (Imperialdramon FM LV 40, Omnimon LV 40)
-> GranKuwagamon (Imperialdramon LV 40, Kabuterimon LV 40)
-> Beelzemon (Gallantmon LV 40, MaloMyotismon LV 40)
-> Diaboromon (BlackWarGreymon LV 99, GranKuwagamon LV 99)

Champion Digivolutions

Angemon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 30,
[Wind] 200

Devimon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 40,
Digitamamon LV 20, WIS 280

Dinohumon:

Kotemon LV 5

Exveemon:

Kotemon LV 5, Dinohumon LV 20, Greymon LV 10

Greymon:

Kotemon LV 5, Dinohumon LV 20

Grizzmon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
Growlmon LV 30, SPD 280, [Fire] 200

Growlmon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
[Fire] 200

Hookmon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
Growlmon LV 20, [Fire] 200

Kabuterimon:

Kotemon LV 40, GuardiAngemon LV 10, Stingmon LV 40

Kyubimon:

Kotemon LV 40, GuardiAngemon LV 20

Stingmon:

Kotemon LV 40, GuardiAngemon LV 10

Ultimate Digivolutions

Angewomon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 20,
[Water] 360

Armormon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
Growlmon LV 20, Hookmon LV 50, [Fire] 200

Digitamamon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 40, WIS 280

GrapLeomon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
Growlmon LV 30, Grizzmon LV 50, SPD 280, [Fire] 200

Kyukimon:

Kotemon LV 20

MagnaAngemon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 30,
Angemon LV 50, [Wind] 200

MetalGreymon:

Kotemon LV 15, Dinohumon LV 20, Greymon LV 40

MetalMamemon:

Kotemon LV 20, Kyukimon LV 20, [Machine] 140

Myotismon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 40,
Digitamamon LV 20, Devimon LV 40, WIS 280

Paildramon:

Kotemon LV 40, Dinohumon LV 20, GuardiAngemon LV 10, Greymon LV 10,
ExVeemon LV 5, Stingmon LV 5

SkullGreymon:

Kotemon LV 5, Dinohumon LV 20, Greymon LV 50, [Dark] 140

Taomon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40

WarGrowlmon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
Growlmon LV 50, [Fire] 200

Mega Digivolutions

Beelzemon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
Growlmon LV 50, WarGrowlmon LV 99, Gallantmon LV 40, Digitamamon LV 20,
Devimon LV 40, MaloMyotismon LV 99, MaloMyotismon LV 40, WIS 280,
[Fire] 200

BlackWarGreymon:

Kotemon LV 5, Dinohumon LV 20, Greymon LV 50, SkullGreymon LV 99,
[Dark] 140

Cannondramon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
Growlmon LV 20, Hookmon LV 50, Armormon LV 99, [Fire] 200

Diaboromon:

Kotemon LV 40, DinoHumon LV 20, GuardiAngemon LV 10, Greymon LV 50,
SkullGreymon LV 99, BlackWarGreymon LV 99, Stingmon LV 40,
Kabuterimon LV 99, ExVeemon LV 5, Paildramon LV 50,
Imperialdramon LV 99, GranKuwagamon LV 99, [Dark] 140

Gallantmon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
Growlmon LV 50, WarGrowlmon LV 99, [Fire] 200

GranKuwagamon:

Kotemon LV 40, DinoHumon LV 20, GuardiAngemon LV 10, Stingmon LV 40,
Kabuterimon LV 40, Greymon LV 10, ExVeemon LV 5, Paildramon LV 50,
Imperialdramon LV 40

GuardiAngemon:

Kotemon LV 40

Imperialdramon:

Kotemon LV 40, DinoHumon LV 20, GuardiAngemon LV 10, Greymon LV 10,
ExVeemon LV 5, Stingmon LV 5, Paildramon LV 50

Imperialdramon Fighter Mode:

Kotemon LV 40, DinoHumon LV 20, GuardiAngemon LV 10, Greymon LV 10,
ExVeemon LV 5, Stingmon LV 5, Paildramon LV 50, Imperialdramon LV 99

Imperialdramon Paladin Mode:

Kotemon LV 40, DinoHumon LV 20, Kyukimon LV 20, GuardiAngemon LV 10,
Greymon LV 40, MetalGreymon LV 99, WarGreymon LV 40, MetalMamemon LV 40,
MetalGarurumon LV 40, Omnimon LV 40, Greymon LV 10, ExVeemon LV 5,
Stingmon LV 5, Paildramon LV 50, Imperialdramon LV 99,
Imperialdramon FM LV 40, [Machine] 140

MaloMyotismon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 40,
Digitamamon LV 20, Devimon LV 40, MaloMyotismon LV 99, WIS 280

Marsmon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 50,
Growlmon LV 30, Grizzmon LV 50, GrapLeomon LV 99, SPD 280, [Fire] 200

MegaGargomon:

Kotemon LV 20, Kyukimon LV 20, [Machine] 140, MetalMamemon LV 40,
MetalGarurumon LV 99, [Machine] 200

MetalGarurumon:

Kotemon LV 20, Kyukimon LV 20, MetalMamemon LV 40, [Machine] 200

Omnimon:

Kotemon LV 20, DinoHumon LV 20, Kyukimon LV 20, Greymon LV 40,
MetalGreymon LV 99, WarGreymon LV 40, MetalMamemon LV 40,
MetalGarurumon LV 40, [Machine] 140

Pheonixmon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 20,
Angewomon LV 40, Rosemon LV 99, [Water] 360

Rosemon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 20,
Angewomon LV 40, [Water] 360

Sakuyamon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 99

Seraphimon:

Kotemon LV 40, GuardiAngemon LV 20, Kyubimon LV 40, Taomon LV 30,
Angemon LV 50, MagnaAngemon LV 99, [Wind] 200

WarGreymon:

Kotemon LV 15, Dinohumon LV 20, Greymon LV 40, MetalGreymon LV 99

6. Patamon

Starting Stats

Strength:	0	Fire Tolerance:	00
Defense:	00	Water Tolerance:	00
Spirit:	00	Ice Tolerance:	00
Wisdom:	00	Wind Tolerance:	00
Speed:	00	Thunder Tolerance:	0
Charisma:	0	Machine Tolerance:	00
		Dark Tolerance:	00

Signature Attack

Boom Bubble:

Type: [Wind], Mag Level Learned: 1
Cost: 30 Level Loaded: N/A
Game Text: Shoot inhaled air at once.
Description: Patamon puffs a ball of compressed air at the enemy.

DRI Agent

Expeience Table

Level 02:	12	Level 51:	
Level 03:	34	Level 52:	
Level 04:	76	Level 53:	
Level 05:	184	Level 54:	
Level 06:	275	Level 55:	
Level 07:	392	Level 56:	
Level 08:	560	Level 57:	
Level 09:	743	Level 58:	
Level 10:	997	Level 59:	
Level 11:	1,298	Level 60:	
Level 12:	1,686	Level 61:	
Level 13:		Level 62:	

Level 14:	Level 63:
Level 15:	Level 64:
Level 16:	Level 65:
Level 17:	Level 66:
Level 18:	Level 67:
Level 19:	Level 68:
Level 20:	Level 69:
Level 21:	Level 70:
Level 22:	Level 71:
Level 23:	Level 72:
Level 24:	Level 73:
Level 25:	Level 74:
Level 26:	Level 75:
Level 27:	Level 76:
Level 28:	Level 77:
Level 29:	Level 78:
Level 30:	Level 79:
Level 31:	Level 80:
Level 32:	Level 81:
Level 33:	Level 82:
Level 34:	Level 83:
Level 35:	Level 84:
Level 36:	Level 85:
Level 37:	Level 86:
Level 38:	Level 87:
Level 39:	Level 88:
Level 40:	Level 89:
Level 41:	Level 90:
Level 42:	Level 91:
Level 43:	Level 92:
Level 44:	Level 93:
Level 45:	Level 94:
Level 46:	Level 95:
Level 47:	Level 96:
Level 48:	Level 97:
Level 49:	Level 98:
Level 50:	Level 99:

Weapons

Armor

Legendary Weapon

Stats to Train

Level 5	Level 20	Level 40
~~~~~	~~~~~	~~~~~
STR 100	[Thunder] 100	STR 240
WIS 180	[Fire] 140	SPR 300
	[Dark] 220	[Wind] 320
		[Machine] 140

## Digivolution Chart

## Patamon

- > Angemon (Patamon LV 5)
  - > Digitamamon (Angemon LV 20, STR 100)
  - > Angewomon (Angemon LV 30, WIS 180)
    - > Rosemon (Angewomon LV 40, Patamon LV 15)
      - > Phoenixmon (Rosemon LV 99)
- > MagnaAngemon (Patamon LV 20)
  - > Stingmon (MagnaAngemon LV 20, [Thunder] 100)
  - > Kabuterimon (Stingmon LV 40)
  - > Greymon (MagnaAngemon LV 30, [Fire] 140)
    - > MetalGreymon (Greymon LV 40)
      - > WarGreymon (MetalGreymon LV 99)
    - > SkullGreymon (Greymon LV 50, [Dark] 220)
      - > BlackWarGreymon (SkullGreymon LV 99)
- > Seraphimon (Patamon LV 40)
  - > Hookmon (Seraphimon LV 10)
    - > Armormon (Hookmon LV 50)
      - > MetalMamemon (Armormon LV 20, [Machine] 140)
        - > Growlmon (MetalMamemon LV 20)
          - > Dinohumon (Growlmon LV 20)
            - > Kyukimon (Dinohumon LV 50)
              - > GuardiAngemon (Kyukimon LV 99)
            - > ExVeemon (Growlmon LV 30, [Wind] 320)
            - > Grizzmon (Growlmon LV 40, STR 240)
              - > GrapLeomon (Grizzmon LV 50)
                - > Marsmon (GrapLeomon V 99)
              - > WarGrowlmon (Growlmon LV 50)
                - > Gallantmon (WarGrowlmon LV 99)
            - > MetalGarurumon (MetalMamemon LV 50)
              - > MegaGargomon (MetalGarurumon LV 99)
          - > Devimon (Armormon LV 30, [Dark] 300)
            - > Myotismon (Devimon LV 50)
              - > MaloMyotismon (Myotismon LV 99)
          - > Kyubimon (Armormon LV 40, SPR 300)
            - > Taomon (Kyubimon LV 40)
              - > Sakuyamon (Taomon LV 99)
          - > Cannondramon (Armormon LV 99)
        - > Paildramon (ExVeemon LV 5, Stingmon LV 5)
          - > Imperialdramon (Paildramon LV 50)
            - > Imperialdramon FM (Imperialdramon LV 99)
        - > Omnimon (MetalGarurumon LV 40, WarGreymon LV 40)
        - > Imperialdramon PM (Imperialdramon FM LV 40, Omnimon LV 40)
        - > GranKuwagamon (Imperialdramon LV 40, Kabuterimon LV 40)
        - > Beelzemon (Gallantmon LV 40, MaloMyotismon LV 40)
        - > Diaboromon (BlackWarGreymon LV 99, GranKuwagamon LV 99)

## Champion Digivolutions

## Angemon:

Patamon LV 5

## Devimon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 30,  
[Dark] 300

Dinohumon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 20, Growlmon LV 20, [Machine] 140

Exveemon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 20, Growlmon LV 30, [Wind] 320, [Machine] 140

Greymon:

Patamon LV 20, MagnaAngemon LV 30, [Fire] 140

Grizzmon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 20, Growlmon LV 40, STR 240, [Machine] 140

Growlmon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 20, [Machine] 140

Hookmon:

Patamon LV 40, Seraphimon LV 10

Kabuterimon:

Patamon LV 20, MagnaAngemon LV 20, Stingmon LV 40, [Thunder] 100

Kyubimon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 40, SPR 300

Stingmon:

Patamon LV 20, MagnaAngemon LV 20, [Thunder] 100

Ultimate Digivolutions

---

Angewomon:

Patamon LV 5, Angemon LV 30, WIS 180

Armormon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50

Digitamamon:

Patamon LV 5, Angemon LV 20, STR 100

GrapLeomon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 20, Growlmon LV 40, Grizzmon LV 50, STR 240,  
[Machine] 140

Kyukimon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 20, Growlmon LV 20, Dinohumon LV 50, [Machine] 140

MagnaAngemon:

Patamon LV 20

MetalGreymon:

Patamon LV 20, MagnaAngemon LV 30, Greymon LV 40, [Fire] 140

MetalMamemon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20, [Machine] 140

Myotismon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 30, Devimon LV 50, [Dark] 300

Paildramon:

Patamon LV 40, MagnaAngemon LV 20, Seraphimon LV 10, Stingmon LV 5, Hookmon LV 50, Armormon LV 20, MetalMamemon LV 20, Growlmon LV 30, ExVeemon LV 5, [Wind] 320, [Thunder] 100, [Machine] 140

SkullGreymon:

Patamon LV 20, MagnaAngemon LV 30, Greymon LV 50, [Fire] 140, [Dark] 220

Taomon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 40, Kyubimon LV 40, SPR 300

WarGrowlmon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20, MetalMamemon LV 20, Growlmon LV 50, [Machine] 140

Mega Digivolutions

---

Beelzemon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 30, Devimon LV 50, Myotismon LV 99, MaloMyotismon LV 40, MetalMamemon LV 20, Growlmon LV 50, WarGrowlmon LV 99, Gallantmon LV 40, [Machine] 140, [Dark] 300

BlackWarGreymon:

Patamon LV 20, MagnaAngemon LV 30, Greymon LV 50, SkullGreymon LV 99, [Fire] 140, [Dark] 220

Cannondramon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 99

Diaboromon:

Patamon LV 40, MagnaAngemon LV 30, Seraphimon LV 10, Greymon LV 50, SkullGreymon LV 99, BlackWarGreymon LV 99, Stingmon LV 40, Kabuterimon LV 99, Hookmon LV 50, Armormon LV 20, MetalMamemon LV 20, Growlmon LV 30, ExVeemon LV 5, Paildramon LV 50, Imperialdramon LV 99, GranKuwagamon LV 99, [Fire] 140, [Wind] 320, [Thunder] 100, [Machine] 140, [Dark] 220

Gallantmon:

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20, MetalMamemon LV 20, Growlmon LV 50, WarGrowlmon LV 99, [Machine] 140

GranKuwagamon:

Patamon LV 40, MagnaAngemon LV 20, Seraphimon LV 10, Stingmon LV 40, Kabuterimon LV 40, Hookmon LV 50, Armormon LV 20, MetalMamemon LV 20, Growlmon LV 30, ExVeemon LV 5, Paildramon LV 50, Imperialdramon LV 40, [Wind] 320, [Thunder] 100, [Machine] 140

**GuardiAngemon:**

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 20, Growlmon LV 20, Dinohumon LV 50, Kyukimon LV 99,  
[Machine] 140

**Imperialdramon:**

Patamon LV 40, MagnaAngemon LV 20, Seraphimon LV 10, Stingmon LV 5,  
Hookmon LV 50, Armormon LV 20, MetalMamemon LV 20, Growlmon LV 30,  
ExVeemon LV 5, Paildramon LV 50, [Wind] 320, [Thunder] 100, [Machine] 140

**Imperialdramon Fighter Mode:**

Patamon LV 40, MagnaAngemon LV 20, Seraphimon LV 10, Stingmon LV 5,  
Hookmon LV 50, Armormon LV 20, MetalMamemon LV 20, Growlmon LV 30,  
ExVeemon LV 5, Paildramon LV 50, Imperialdramon LV 99, [Wind] 320,  
[Thunder] 100, [Machine] 140

**Imperialdramon Paladin Mode:**

Patamon LV 40, MagnaAngemon LV 30, Seraphimon LV 10, Greymon LV 40,  
MetalGreymon LV 99, WarGreymon LV 40, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 50, MetalGarurumon LV 40, Omnimon LV 40, Stingmon LV 5,  
Hookmon LV 50, Growlmon LV 30, ExVeemon LV 5, Paildramon LV 50,  
Imperialdramon LV 99, Imperialdramon FM LV 40, [Fire] 140, [Wind] 320,  
[Thunder] 100, [Machine] 140

**MaloMyotismon:**

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 30,  
Devimon LV 50, Myotismon LV 99, [Dark] 300

**Marsmon:**

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 20, Growlmon LV 40, Grizzmon LV 50, GrapLeomon LV 99,  
STR 240, [Machine] 140

**MegaGargomon:**

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 50, MetalGarurumon LV 99, [Machine] 140

**MetalGarurumon:**

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 50, [Machine] 140

**Omnimon:**

Patamon LV 40, MagnaAngemon LV 30, Seraphimon LV 10, Greymon LV 40,  
MetalGreymon LV 99, WarGreymon LV 40, Hookmon LV 50, Armormon LV 20,  
MetalMamemon LV 50, MetalGarurumon LV 40, [Fire] 140, [Machine] 140

**Pheonixmon:**

Patamon LV 15, Angemon LV 30, Angewomon LV 40, Rosemon LV 99, WIS 180

**Rosemon:**

Patamon LV 15, Angemon LV 30, Angewomon LV 40, WIS 180

**Sakuyamon:**

Patamon LV 40, Seraphimon LV 10, Hookmon LV 50, Armormon LV 40,  
Kyubimon LV 40, Taomon LV 99, SPR 300

**Seraphimon:**

Patamon LV 40

WarGreymon:

Patamon LV 20, MagnaAngemon LV 30, Greymon LV 40, MetalGreymon LV 99,  
[Fire] 140

---

## 7. Renamon

---

### Starting Stats

---

Strength:	0	Fire Tolerance:	00
Defense:	00	Water Tolerance:	00
Spirit:	00	Ice Tolerance:	00
Wisdom:	00	Wind Tolerance:	00
Speed:	00	Thunder Tolerance:	0
Charisma:	0	Machine Tolerance:	00
		Dark Tolerance:	00

### Signature Attack

---

#### Diamond Storm:

Type: [Ice], Mag      Level Learned: 1  
Cost: 30      Level Loaded: N/A  
Game Text: Create ice leaves and shoot.  
Description: Renamon leaps into the air and spreads her arms, forming an array of sharp ice crystals which fly at the enemy.

### DRI Agent

---

#### DRI Michael:

He is on the roof of Leomon's Gym in Central Park. He wants DDNA from a Taomon.

### Experience Table

---

Level 02:	11	Level 51:	
Level 03:	29	Level 52:	101,779
Level 04:	59	Level 53:	107,427
Level 05:	155	Level 54:	113,472
Level 06:	269	Level 55:	119,181
Level 07:	323	Level 56:	126,142
Level 08:	449	Level 57:	132,880
Level 09:	608	Level 58:	139,839
Level 10:	799	Level 59:	147,036
Level 11:	1,018	Level 60:	154,572
Level 12:	1,303	Level 61:	162,102
Level 13:	1,661	Level 62:	170,184
Level 14:	2,018	Level 63:	178,335
Level 15:	2,468	Level 64:	186,850
Level 16:		Level 65:	195,566
Level 17:		Level 66:	204,563
Level 18:		Level 67:	
Level 19:		Level 68:	

Level 20:	Level 69:
Level 21:	Level 70:
Level 22:	Level 71:
Level 23:	Level 72:
Level 24:	Level 73:
Level 25:	Level 74:
Level 26:	Level 75:
Level 27:	Level 76:
Level 28:	Level 77:
Level 29:	Level 78:
Level 30:	Level 79:
Level 31:	Level 80:
Level 32:	Level 81:
Level 33:	Level 82:
Level 34:	Level 83:
Level 35:	Level 84:
Level 36:	Level 85:
Level 37:	Level 86:
Level 38:	Level 87:
Level 39:	Level 88:
Level 40:	Level 89:
Level 41:	Level 90:
Level 42:	Level 91:
Level 43:	Level 92:
Level 44:	Level 93:
Level 45:	Level 94:
Level 46:	Level 95:
Level 47:	Level 96:
Level 48:	Level 97:
Level 49:	Level 98:
Level 50:	Level 99:

## Equipment

---

## Legendary Weapon

---

## Stats to Train

---

Level 5	Level 20	Level 40
~~~~~	~~~~~	~~~~~
STR 80	[Wind] 120	STR 300
DEF 80	[Machine] 120	DEF 280
SPR 160		WIS 400
		[Wind] 150
		[Dark] 250

Digivolution Chart

Renamon

-> Kyubimon (Renamon LV 5)
-> Stingmon (Kyubimon LV 20, STR 80)
-> Growlmon (Stingmon LV 20, DEF 80)

-> WarGrowlmon (Growlmon LV 40, Renamon LV 25)
 -> Gallantmon (WarGrowlmon LV 99)
-> Kabuterimon (Stingmon LV 40)
-> Angewomon (Kyubimon LV 30, SPR 160)
 -> Rosemon (Angewomon LV 40, Renamon LV 15)
 -> Phoenixmon (Rosemon LV 99)
-> Taomon (Renamon LV 20)
 -> ExVeemon (Taomon LV 20, [Wind] 120)
 -> MetalMamemon (Taomon LV 30, [Machine] 100)
 -> MetalGarurumon (Metalmamemon LV 40, [Machine] 120)
 -> MegaGargomon (MetalGarurumon LV 99)
-> Sakuyamon (Renamon LV 40)
 -> Devimon (Sakuyamon LV 10)
 -> Myotismon (Devimon LV 50)
 -> Grizzmon (Myotismon LV 20, STR 300)
 -> Dinohumon (Grizzmon LV 20)
 -> Kyukimon (Dinohumon LV 50)
 -> Hookmon (Kyukimon LV 20)
 -> Armormon (Hookmon LV 50)
 -> Cannondramon (Armormon LV 99)
 -> GuardiAngemon (Kyukimon LV 99)
 -> Greymon (Grizzmon LV 30, DEF 280)
 -> MetalGreymon (Greymon LV 40)
 -> WarGreymon (MetalGreymon LV 99)
 -> SkullGreymon (Greymon LV 50, [Dark] 250)
 -> BlackWarGreymon (SkullGreymon LV 99)
 -> GrapLeomon (Grizzmon LV 50)
 -> Marsmon (GrapLeomon LV 99)
 -> MaloMyotismon (Myotismon LV 99)
-> Digitamamon (Sakuyamon LV 20, WIS 400)
-> Angemon (Sakuyamon LV 30, [Wind] 150)
 -> MagnaAngemon (Angemon LV 50)
 -> Seraphimon (MagnaAngemon LV 99)
-> Paildramon (ExVeemon LV 5, Stingmon LV 5)
 -> Imperialdramon (Paildramon LV 50)
 -> Imperialdramon FM (Imperialdramon LV 99)
-> Omnimon (MetalGarurumon LV 40, WarGreymon LV 40)
-> Imperialdramon PM (Imperialdramon FM LV 40, Omnimon LV 40)
-> GranKuwagamon (Imperialdramon LV 40, Kabuterimon LV 40)
-> Beelzemon (Gallantmon LV 40, MaloMyotismon LV 40)
-> Diaboromon (BlackWarGreymon LV 99, GranKuwagamon LV 99)

Champion Digivolutions

Angemon:

Renamon LV 40, Sakuyamon LV 30, [Wind] 130

Devimon:

Renamon LV 40, Sakuyamon LV 10

Dinohumon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 20, STR 300

Exveemon:

Renamon LV 20, Taomon LV 20, [Wind] 120

Greymon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 30, STR 300, DEF 280

Grizzmon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20, STR 300

Growlmon:

Renamon LV 5, Kyubimon LV 20, Stingmon LV 20, STR 80, DEF 80

Hookmon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 20, Dinohumon LV 50, Kyukimon LV 20, STR 300

Kabuterimon:

Renamon LV 5, Kyubimon LV 20, Stingmon LV 40, STR 80

Kyubimon:

Renamon LV 5

Stingmon:

Renamon LV 5, Kyubimon LV 20, STR 80

Ultimate Digivolutions

Angewomon:

Renamon LV 5, Kyubimon LV 30, SPR 160

Armormon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 20, Dinohumon LV 50, Kyukimon LV 20, Hookmon LV 50, STR 300

Digitamamon:

Renamon LV 40, Sakuyamon LV 20, WIS 400

GrapLeomon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 50, STR 300

Kyukimon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 20, Dinohumon LV 50, STR 300

MagnaAngemon:

Renamon LV 40, Sakuyamon LV 30, Angemon LV 50, [Wind] 130

MetalGreymon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 30, Greymon LV 40, STR 300, DEF 280

MetalMamemon:

Renamon LV 20, Taomon LV 30, [Machine] 100

Myotismon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50

Paildramon:

Renamon LV 20, Kyubimon LV 20, Taomon LV 20, Stingmon LV 5,
ExVeemon LV 5, STR 80, [Wind] 120

SkullGreymon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 30, Greymon LV 50, STR 300, DEF 280, [Dark] 250

Taomon:

Renamon LV 20

WarGrowlmon:

Renamon LV 25, Kyubimon LV 20, Stingmon LV 20, Growlmon LV 40,
STR 80, DEF 80

Mega Digivolutions

Beelzemon:

Renamon LV 40, Kyubimon LV 20, Sakuyamon LV 10, Stingmon LV 20,
Growlmon LV 40, WarGrowlmon LV 99, Gallantmon LV 40, Devimon LV 50,
Myotismon LV 99, MaloMyotismon LV 40, STR 80, DEF 80

BlackWarGreymon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 30, Greymon LV 50, SkullGreymon LV 99, STR 300, DEF 280,
[Dark] 250

Cannondramon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 20, Dinohumon LV 50, Kyukimon LV 20, Hookmon LV 50, Armormon
LV 99, STR 300

Diaboromon:

Renamon LV 40, Kyubimon LV 20, Taomon LV 20, Sakuyamon LV 10,
Devimon LV 50, Myotismon LV 20, Grizzmon LV 30, Greymon LV 50,
SkullGreymon LV 99, BlackWarGreymon LV 99, Stingmon LV 40,
Kabuterimon LV 99, ExVeemon LV 5, Paildramon LV 50,
Imperialdramon LV 99, GranKuwagamon LV 99, STR 300, DEF 280, [Wind] 120,
[Dark] 250

Gallantmon:

Renamon LV 25, Kyubimon LV 20, Stingmon LV 20, Growlmon LV 40,
WarGrowlmon LV 99, STR 80, DEF 80

GranKuwagamon

Renamon LV 20, Kyubimon LV 20, Taomon LV 20, Stingmon LV 40,
Kabuterimon LV 40, ExVeemon LV 5, Paildramon LV 50,
Imperialdramon LV 40, STR 80, [Wind] 120

GuardiAngemon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 20, Dinohumon LV 50, Kyukimon LV 99, STR 300

Imperialdramon:

Renamon LV 20, Kyubimon LV 20, Taomon LV 20, Stingmon LV 5,
ExVeemon LV 5, Paildramon LV 50, STR 80, [Wind] 120

Imperialdramon Fighter Mode:

Renamon LV 20, Kyubimon LV 20, Taomon LV 20, Stingmon LV 5,
ExVeemon LV 5, Paildramon LV 50, Imperialdramon LV 99, STR 80, [Wind] 120

Imperialdramon Paladin Mode:

Renamon LV 40, Kyubimon LV 20, Taomon LV 30, Sakuyamon LV 10,
Stingmon LV 5, ExVeemon LV 5, Paildramon LV 50, Imperialdramon LV 99,
Imperialdramon FM LV 40, MetalMamemon LV 40, MetalGarurumon LV 40,
Devimon LV 50, Myotismon LV 20, Grizzmon LV 30, Greymon LV 40,
MetalGreymon LV 99, WarGreymon LV 40, Omnimon LV 40, STR 80, [Wind] 120,
[Machine] 120

MaloMyotismon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 99

Marsmon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 50, GrapLeomon LV 99, STR 300

MegaGargomon:

Renamon LV 20, Taomon LV 30, MetalMamemon LV 40, MetalGarurumon LV 99,
[Machine] 120

MetalGarurumon:

Renamon LV 20, Taomon LV 30, MetalMamemon LV 40, [Machine] 120

Omnimon:

Renamon LV 40, Taomon LV 30, Sakuyamon LV 10, MetalMamemon LV 40,
MetalGarurumon LV 40, Devimon LV 50, Myotismon LV 20, Grizzmon LV 30,
Greymon LV 40, MetalGreymon LV 99, WarGreymon LV 40, STR 300, DEF 280,
[Machine] 120

Pheonixmon:

Renamon LV 15, Kyubimon LV 30, Angewomon LV 40, Rosemon LV 99, SPR 160

Rosemon:

Renamon LV 15, Kyubimon LV 30, Angewomon LV 40, SPR 160

Sakuyamon:

Renamon LV 40

Seraphimon:

Renamon LV 40, Sakuyamon LV 30, Angemon LV 50, MagnaAngemon LV 99,
[Wind] 130

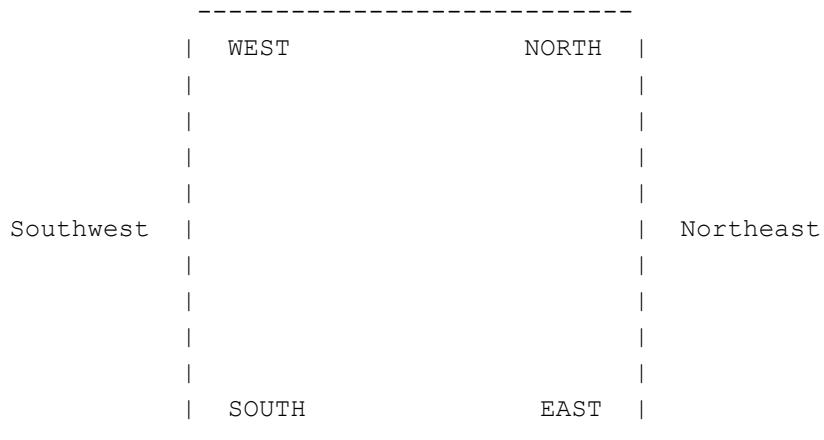
WarGreymon:

Renamon LV 40, Sakuyamon LV 10, Devimon LV 50, Myotismon LV 20,
Grizzmon LV 30, Greymon LV 40, MetalGreymon LV 99, STR 300, DEF 280

*
W A L K T H R O U G H
* *

A NOTE ABOUT DIRECTIONS: North, south, east, and west in the game are oriented toward the corners of the television screen, instead of being straight up and down like in most games. This means that when I tell you to go north, for example, you move toward the upper right corner of the screen. South is the lower left corner, east is the lower right corner, and west is the upper left corner of the television screen. If you're confused, try out the diagram below:

Northwest



Southeast

The box is your television screen and the compass directions correspond to the compass directions in the game. If you're still confused, I can't help it. As crappy as that was, it's the best explanation I can give.

1. Junior's Day Out

KUSANAGI CITY - STREET CORNER

The game opens in the real world with Junior waiting for his friends Teddy and Ivy on a street corner in Kusanagi City. He's fretting about not having any time to play Digimon Online. Apparently Ivy wasn't supposed to be invited, and neither she nor Teddy got a Login pass ahead of time. They don't seem like the type to plan ahead, do they?

While you're waiting a news flash comes across television monitors. S.A.P., the International Police, have found the European headquarters of the A.o.A, a criminal organization, and, together with the army, raided it and arrested the A.o.A.'s leaders. Officials think that the recent internet terrorism that's been going on is connected to the A.o.A. Junior recalls the A.o.A. having done bad things with Digimon.

At that point Ivy and Teddy finally come out of the building, interrupting Junior's reverie. Junior's a bit perturbed at how long it took them, and at the fact that Ivy's along for the ride (due to her view of Digimon, it seems). Junior and Ivy face off until Teddy breaks it up and drags them off to the Digimon Center.

KUSANAGI CITY - ONLINE CENTER

This is apparently the kids' first time in the MAGAMI Online Center, because they're both astonished and excited by what they see there. Teddy, being the computer buff of the group, starts drooling over the Matrix System. Junior's anxiousness to begin playing Digimon Online quickly overcomes his awe of the place and he leads the group over to the counter to set up their accounts so they can get with the playing.

The Account Clerk tells the group to each choose one Starter Pack of Digimon: A, B, or C. Each pack contains three Digimon:

- A: Balance Pack
 - Kotemon, Renamon, Patamon
- B: Powerful Pack
 - Monmon, Agumon, Renamon
- C: Maniac Pack
 - Kumamon, Guilmon, Patamon

Junior is having trouble deciding, so Ivy tells him to just pick a pack that has a Digimon he likes. Unfortunately, he likes something in ALL of the packs, so Ivy then tells him to not pick a pack with a Digimon he doesn't like. Again, Junior has to be difficult, as there are no Digimon he doesn't like. Finally Ivy just tells him to hurry up and choose, since he has nothing to worry about. After Ivy threatens twice to leave Junior behind if he doesn't choose you're finally taken to the Digimon Online registration system.

The first step is to choose the name Junior goes by in the Digital World. The default is the rather unimaginative "Junior," so that's what this guide will use. Then you have to pick your Starter Pack. Later in the game you'll be able to get all the other Starter Pack Rookies, but for now you'll be stuck with what you pick.

- A: Balance Pack - "Weapon, magic attacks, and healing. Best pack for teamwork"
 - Kotemon - "Balanced swordsman. Also learns to heal."
 - Renamon - "Gets the enemy with lightning and ice."
 - Patamon - "Healing specialist. Very likable."
- B: Powerful Pack - "For the fearless who think that offense is the best defense."
 - Monmon - "Has various guns. Expert marksman."
 - Agumon - "Likes to spew fire. Very aggressive"
 - Renamon - "Gets the enemy with lightning and ice."
- C: Maniac Pack - "They're all quirky and difficult. You can only count on Patamon."
 - Kumamon - "Powerful martial artist who's pretty fast."
 - Guilmon - "Mischiefous Digimon. He'll learn odd moves."
 - Patamon - "Healing specialist. Very likable."

My advice, if this is your first time through the game, is to pick a Pack with Patamon in it. His healing techniques make the game quite a bit easier early on, before you can get other Digimon who can heal. And he naturally learns the Seraphimon digivolution, which is one of the best healers in the game.

As far as the other Digimon go, both Monmon and Renamon level extremely quickly. Renamon is the most powerful magic-wielding partner in the game, and Agumon is very powerful physically. Monmon simply levels the quickest and can do obscene damage (comparatively speaking) early in the game. Kumamon levels slower than molasses in January, and isn't very impressive besides. Guilmon and Kotemon are both quite decent.

For this walkthrough I picked the Balanced Pack to start, so most strategies, at least early on, will center around the Digimon on that pack.

After confirming your selections, your registration will be complete. Junior rushes off to the Chamber Room, leaving Teddy and Ivy at the registration

counter.

ONLINE CENTER - CHAMBER ROOM

Junior is positively giddy with excitement. After he gawks at the room he walks up to the Operator, tells him his online name, and enters the Chamber Capsule. The capsule closes just as Ivy and Teddy arrive in the room. They shout for him to wait, but he's already gone. After a snazzy FMV, Junior finds himself in the Login Room of Asuka City--he made it to the Digital World.

ASUKA CITY - LOGIN ROOM

The Account Clerk welcomes Junior to Asuka Server and tells him to retrieve his Digimon data at the lobby.

ASUKA CITY - MAIN LOBBY

This is where you gain your first real control of Junior. There are two guys standing by the path leading east. Maniac Phillip tells you that you can fight Card Battles in addition to Digimon Battles. Gamer Takashi tells you that the path leads to the Digimon Lab. If you try to take the path Junior stops and reminds you that you need to pick up your Digimon Data. Go up the stairs.

Lazy Allen is standing on the far side of the desk and tells you that the funky thing floating above your head is a satellite. It manages your data. The door to the right of the desk leads to the Arena Front Desk. You can register for the Server Champ tournament here, but only if you have your partner Digimon and the four Leader Badges. More on that later. The door to the left of the desk leads to the Admin Center, which you don't have access to, as you're just a lowly player. For now talk to the nice ladies at the front desk.

The Guide standing behind the counter to the right explains the basics of Digimon Online to you. There are seven subjects and "Return," which exits you from the menu. Here's the information:

Digimon Online: Digimon Online is administered on 5 servers: Amaterasu, Izumo, Asuka, Yamato, and Ikaruga. In each server is a city with the same name (Asuka City), and they are organized in the same fashion. Players cannot go to other servers, but Server Champs can battle with others to be the next World Champ.

Objective: The goal of Digimon Online is to become the strongest of the over 200,000 players and become the World Champ. Only Server Champs, the winner of the Server Tournaments, can enter the World Champ Tournament. You must defeat the 4 City Leaders in order to enter the Server Tournament, so good luck!

City Guide: There are cities other than Asuka City within this server. If you see a city during your journey, stop by. In the cities are Item Shops, and Inns that restore your Digimon. Data can be saved by Guardromon in the Inns. There are unique sights in each city. Asuka City has the only Digimon Lab, where all tamers visit.

Field Guide: Outside the city, you will battle with wild Digimon. Be prepared before you leave. There are Inns outside the city. If your partner Digimon gets hurt during battle, let them rest. At first, stay away from areas with strong opponents. Train your partner Digimon before going there.

Battle Tips: You travel with 3 partner Digimon, but only one can battle at a time. You may switch them during battle. During battle, tamers control their Digimon with commands. Select a command suitable for the situation. You also have special techs that use MP, and even use items. Go to the Digimon Lab for more info.

Training Basics: Partner Digimon gain EXP (experience) during battle. They level up according to the EXP they have gained. Digimon get stronger as they level up and fight stronger opponents. The stronger the opponent, the more EXP. A Digimon's abilities can also be increased by training. Find out more about training at the Digimon Lab.

Status Screen: When on the move, you can open the Status Screen from your satellite by pushing the START button. You can look at your partner Digimon, use items, and check the map in the Status Screen.

Now that you've read up on the game, talk to the Tamer Service woman (she's the leftmost woman behind the counter). She asks you if she should call out your partner Digimon. Select "Yes, please!" to have her download them from your satellite. She'll tell you to stand on the mark on the floor, and Junior will walk there. He's as excited as ever.

While Junior is waiting for his Digimon to be downloaded Ivy and Teddy show up. We find out during the ensuing conversation that Ivy is going by Kail in the Digital World, and that Teddy, due to his admitted laziness, is still known as Teddy.

Now your three Digimon will pop up to your left. Junior's happy and introduces himself to the Digimon, who in turn greet him back. Teddy and Kail wonder who came up with Digimon Online. Junior decides to head out, and the group agrees to split up from here. Junior leaves the Main Lobby automatically, Digimon in tow.

CENTRAL SECTOR - ASUKA CITY

Digimon Battles:

Tamer Genji Kuwagamon 4 EXP 50 BIT

From here on out, I'll use the terms "you" and "Junior" to refer to the same entity. Junior is your character in the game, so as far as reference goes you and he are one. You'll walk out of the Lobby and be flagged down by Tamer Genji.

Genji says he hasn't seen you around here before, and asks if you're new. You'll say that yeah, you are and you just got you're Digimon. Tamer Genji decides to battle you, and tells you not to worry if you don't understand the rules, that gaining experience is the important thing.

DIGIMON BATTLE: Tamer Genji	
Kuwagamon	4 EXP 50 BIT

| This one's pretty simple. Just use you're rookie's finisher. It |
| should take at most two attacks. You shouldn't even have to switch |
| Digimon.

You'll celebrate winning, and Genji congratulates you on your victory by saying that you're pretty good for a first-timer. He also tells you that you have the potential to become the World Champ some day. Junior admits that that's his dream. Tamer Genji will tell you that you need to learn more about Digimon and that you should visit the Digimon Lab before going outside the city.

Then Genji asks you if you have a Folder Bag, which, of course, you don't. He directs you to the Yellow Cruiser to learn all about Card Battles. After the conversation ends you're taken straight to the Digimon Lab.

ASUKA CITY - DIGIMON LAB

Lazy Yuka, the girl standing next to the door, mentions that your Digimon's parameters will differ depending on how you raise them. There are two women behind the counter next to the door. Talk to them both for some good information about Digimon.

If you talk to the Navis by the doorway you can find out some information about digivolving and battling. Digivolve Navi gives you some clues about raising your partners:

"Kotemon"

Can learn Agumon and Veemon types. If you train machine tolerance...

"Monmon"

Once it learns Ultimate, train its strength, machine, and wind tolerance.

"Kumamon"

Train wisdom and spirit, which are hardest to increase.

"Renamon"

Train spirit or strength and defense.

"Patamon"

Train wisdom and strength.

"Agumon"

If you increase dark tolerance, it will learn dark type digivolution.

"Guilmon"

Its parameters are partial, so the key is to strengthen its weaknesses.

Digimon Navi teaches you about Digimon techniques and provides clues about Digimon Battle and raising Digimon:

"Types of Attacks"

Use physical, magic, and support techniques as needed.

"Attack Attributes"

Attack opponents with opposing attributes and use ally attributes.

"Technique Effects"

Effectiveness of poison, paralysis, and others differ with Digimon.

"Status Ailments"

Status ailments except "curse" by Cardmon will go away after battle.

"DNA Digivolve"

Combine two Digimon into one. After DNA Digivolve, the two will switch.

"EXP Distribution"

All Digimon that appeared in battle will receive EXP.

"Training"

Digimon can be trained at a gym by using TP (Training Points).

"Digivolution Skills"

Digivolved form skills will increase as you gain EXP.

Now take the stairs over to Dr. Kadomatsu. He's the old guy standing up by the computer screens. He tells you that you can Digivolve and switch Digimon in the lab. You can also see a Digivolve Chart for one of your Digimon. Unfortunately, it only shows the digivolutions that you already have.

Interesting information, but if you want to see how each partner learns its digivolutions you can just look in the Partners section of this guide. That's really about all there is to do here right now, so go ahead and leave via the bottom door.

CENTRAL SECTOR - ASUKA CITY

One thing before we really start: talk to EVERYONE. Unless I specifically tell you not to. You'll get lots of good information and hints, along with flavor for the game world. It's also sometimes the only way to advance the plot. I'll try to highlight the important information in an area, but you'll have a much more enjoyable time of things if you talk to the people yourself.

Outside Smith's Shop, Masato tells you that your first goal is to go east to Seiryu City and defeat that leader. I wouldn't say that's your FIRST goal, but it's a good thing to keep in mind. Agumon tells you that you should train your Digimon at the nearby gym, and Patamon mentions that Digimon can only digivolve during battle. Inside Smith's Shop one of the kids informs you that there are some items you can't buy in shops.

Go into the Inn. On the second floor, Chicago Green tells you about an auction of rare items that is rumored to be somewhere in town. Unfortunately, he doesn't know where or how to take part. Don't worry, we'll get to the auction later. Go back to the first floor and take the ladder down. Exit through the doorway across from the ladder to enter the Lamb Chop. Master John, the man behind the counter, says that everyone comes there. That's something to keep in mind for future reference. Go back to the bottom level of the Inn and take the door next to the ladder this time. You'll find yourself in the Underground Path.

ASUKA CITY - UNDERGROUND PATH

First, go to the right and then down the long ladder. You'll be in the Asuka Sewers.

ASUKA CITY - ASUKA SEWERS

Items:

300 BIT

Go down the stairs and pick up the 300 BIT in the chest. This will give you a nice head start on equipment and items, since the 50 BIT you got from the Digimon Battle with Tamer Genji just isn't going to cut it. Don't worry about the other chest you can see from here. You can't get to it until quite a bit later. After getting the chest go back to the Underground Path.

ASUKA CITY - UNDERGROUND PATH

This time go left and through the door to reach the lower level of Asuka City.

CENTRAL SECTOR - ASUKA CITY

The Guilmon here tells you to use capsules or rest at an Inn to heal battle damage, and Maniac Jack talks about equipping Digimon. In the park you'll find Jake and Grandma Beth, who want to become Digimon. This little revelation is actually important for later, so you might want to keep it in mind.

But the reason you're down here is the Yellow Cruiser. Enter the building with the yellow roof.

ASUKA CITY - YELLOW CRUISER

Items:

Folder Bag

Welcome to the Yellow Cruiser. Talk to Divermon behind the counter first. He'll give you a Folder Bag, into which you can insert three folders you've created. So thaaaaat's what ol' man Genji was talking about. A Folder is a set of 40 cards that you put together in order to Card Battle. Up to four copies of the same card can be in a set. Junior is thoroughly confused by all of this, so Divermon has him watch a quick snippet of a game at the table. It'll probably seem a bit confusing, but not to worry. You'll get the hang of it with a little practice. Divermon then gives you the Folder Bag and his Customized Practice Folder. It's not a very powerful folder, but it's a start, and it can beat any of the players in here right now.

Cardmaster Ken is standing behind the counter and tells you the basic rules of cards, if you feel like listening to him:

"Card Battle"

This is fighting by means of a card game. Create your own deck from over 300 cards and battle with other tamers.

"Cards"

There are 314 cards in total. You can own up to nine of each. There are two types of cards: Program Cards and Digimon Cards.

"Digimon Card"

Cards to summon Digimon. There are two numbers on this card: AP and HP. AP is attack power and HP is hit points. When HP is zero, that Digimon will go to the trash. 5/3 means 5 AP and 3 HP.

"Program Card"

PG cards attack your opponent's hand or strengthen your own. There are different effects for each card. Read each card for information about its effect.

"Folders"

Create a folder with 40 cards before a battle. Folders are required to battle. You can put up to four of the same card in a single folder.

"Setup for Card Battle"

Whoever wins two sets first will win the battle. Select a folder before the battle, which will be your deck. Once you choose, the battle begins. One set is comprised of six phases. I will now explain each of the phases.

"Start Phase"

Determine who goes first. Whoever draws Calumon will go first.

"Draw Phase"

Six cards will be drawn from the deck and into your hand. If you cannot draw six cards in this phase, you lose. During the battle your hand can have 10 cards max.

"Load Phase"

Select a PG Card to prepare for Summon Phase. Continue switching turns until both players pass. There are certain PG Cards you cannot use here.

"Summon Phase"

Select a Digimon Card to summon a Digimon. You can summon up to six to the field. S-Energy is required to summon Digimon above Rookies.

"Compile Phase"

Use your PG Card for different effects. Continue switching turns until both players pass. All PG Cards can be used here.

"Battle Phase"

Digimon fight to decide the victor. Winner is decided by comparing the AP and HP points. The one with zero HP is the loser. That is the end of one set. The winner of two sets wins the battle. You get a booster pack if you win.

Collector Luke teaches you the rules of the cards:

"S-Energy"

The cards are: White, Blue, Green, Red, Black, and Brown. S-Energy increases when you draw a card from the deck with that color. S-Energy is used when summoning Digimon above Rookie level.

"S-Energy for Summoning"

When summoning Digimon, S-Energy with the same color is required. Champion Digimon: one point. Ultimate Digimon: two points. Mega Digimon: three points. Rookie Digimon can be summoned without S-Energy.

"Combos"

A combo is when there are more than three of the same card in the field. The total amount of the combo cards will be added. If there are more than four, there is a bonus.

"Collecting Cards"

When you win a battle, you get a booster. Boosters contain cards. You can receive boosters if you win against tamers. There is also a rumor that a particular Digimon has them.

"Cardmon"

There is a Digimon called Cardmon hiding in this world. If you defeat Cardmon you can get boosters. It may hide in the trees or water.

"Freeze Bug"

Freeze Bug is a Blue PG Card. When you use it after an opponent's PG Card, you can trash that card before it executes. It is a powerful card, so if you get it, put it in your folder.

"Rumors of Special Cards"

There is a rumor of special cards not included in the boosters. The rumor is that some tamer has it. Look for it and get it!

You still can't Card Battle the four people around the table, so it's back out to the city. It's time to put some of our not-so-hard-earned cash to good use. Go to Smith's Shop.

ASUKA CITY - SMITH'S SHOP

Gargomon runs the Armory, and that's where you want to go. Talk to him twice to get him to let you buy stuff. Press Circle when you're perusing his wares to change the display at the bottom of the screen from a description of the item to a listing of the item's effect on each Digimon. You'll want to get the best defensive equipment you can for all body parts (except for shields. NEVER buy shields except in a few cases). Don't get something slightly less effective just because it's cheaper. In the long run it's not worth it. Also, instead of getting a weapon and a shield you want to get two weapons. Or, in Monmon's case, a two-handed weapon. I've found that in this game, attack power goes a lot farther than defense. Buy some Power Charges from Wizardmon at the next desk with whatever BIT you have left over.

I recommend focusing on one Digimon at a time. Trick out the first Digimon you plan on leveling. By the time that one hits level 5 (the magic level here) it should be just about fully equipped. If you have enough BIT to just buy everything for your next Digimon (which you probably won't) great. Otherwise transfer all the equipment you can from the Digimon you equipped to the one you're now leveling and use the BIT you accumulate to finish equipping the one you're using, then go back and buy equipment for the last one again. Repeat the process for your third Digimon. It's safer that way. Now that you've done all you can in the city for the moment, it's time to step out into the world. Save your game with Guardromon at the Inn and then exit the city to the south.

CENTRAL SECTOR - ASUKA BRIDGE

There are a couple of real nice guards at the gate, but nothing else of interest. Just go south and leave the screen.

CENTRAL SECTOR - CENTRAL PARK

Items:

Power Charge

Enemies:

Kunemon	6 EXP	10 BIT
Tapirmon	5 EXP	20 BIT

This will be your first experience with random battles in this game. The random enemies are pretty weak, so there isn't much of a threat there. Leomon's Gym is to the northwest, and there's a girl (Tamer Natsumi) to Digimon Battle here if you talk to her twice--but you don't want to do that just yet. There's also an old woman down to the south who is questioning a hole in the ground. You'll be seeing A LOT of those holes throughout the game, and in time you'll come to know just what they are. But that's neither here nor there at the moment. We're just here for the random battles and the Power Charge.

To get the Power Charge start up the path just south of Leomon's Gym. Wind your way upwards until you see the roof of the Gym. Climb up the ladder to the roof, then take the next ladder down to the chest.

I highly recommend raising all three of your partner Digimon to level 5 so they each have access to their Champion form. Doing this now will make a great deal of difference in the battles to come. For the first couple of levels just run around Central Park fighting random battles. Once a Digimon hits level 3 (especially Monmon with the Long Bow), you should be able to train it in the West Wire Forest. You get there by going east from Central Park.

CENTRAL SECTOR - WIRE FOREST ENTRANCE

Enemies:

Kunemon	6 EXP	10 BIT
Tapirmon	5 EXP	20 BIT

Here you'll just find more Kunemon and Tapirmon, as well as a little snob who won't Digimon or Card Battle you. Yet. Just proceed east one more screen.

EAST SECTOR - WEST WIRE FOREST

Items:

Buckler

Enemies:

Betamon	10 EXP	25 BIT	Power Charge
Kunemon	6 EXP	10 BIT	
Kuwagamon	11 EXP	20 BIT	

This is the place! The Digimon here give about twice the experience as those in Central Park, and you don't have to worry about a Vegimon or a Gizamon popping in and spoiling your fun. There's a girl who will Digimon Battle you in this area, but you don't want to do that right now.

There is also some treasure here that you'll want to pick up since you're in

the area. Follow the trail through a clearing, and go north at the intersection. The path will turn east and at the end of it is a chest. Open the chest for a Buckler. Well, that's money in your pocket. Make sure you go back and forth between here and Asuka City regularly to buy more equipment and keep healed up.

When you've got three Champion-level Digimon it's time to go back to Asuka City, with one small stop along the way. Go back to Central Park.

CENTRAL SECTOR - CENTRAL PARK

Enemies:

Kunemon	6 EXP	10 BIT
Tapirmon	5 EXP	20 BIT

This time follow the path past Leomon's Gym and exit the area to the west. You'll find yourself in Plug Cape.

CENTRAL SECTOR - PLUG CAPE

Enemies:

Betamon	10 EXP	25 BIT
Coelamon	40 EXP	80 BIT
Vegiemon	20 EXP	40 BIT

You want to be careful here. Betamon and Vegiemon you can most likely take, in small doses, but if you wander down by the shoreline there's a good chance you'll get jumped by a Coelamon. There's an even better chance that you're not exactly a match for one of those at this point.

Walk down the path and approach the kid at the bottom. This is Soccer Kid Hide. As you near him you see him kicking the tree in front of him and complaining because Cardmon isn't coming out. When Junior asks him why he's kicking trees, he replies most matter-of-factly that he's doing it to find Cardmon, of course! Hide goes on to explain that Cardmon is a Digimon that drops Boosters with extra cards.

Now that Junior knows that he can get Boosters from Cardmon, he's all about this tree-kicking thing. Unfortunately, Hide says that you need Tree Boots to kick them. He offers to tell you how to get the boots in exchange for his lost Gabumon card. To find it, go back to Asuka City.

CENTRAL SECTOR - ASUKA CITY

Items:

Gabumon Card

Now's the time to buy whatever equipment you haven't already from the Armory. If you have enough BIT left over, pick up a Bamboo Spear. You'll need it later. If you don't have enough extra cash right now, don't worry about it. Go into the Inn and down the ladder. Search the end of the shelves opposite Fusssy Freda to find Hide's lost Gabumon card.

Now, if you've got all three of your partners up to level 5 and they're fully

tricked out on equipment, you should have the Charisma necessary to do a couple more things here that you couldn't before. First, head back to the Yellow Cruiser.

ASUKA CITY - YELLOW CRUISER

Card Battles:

Tamer Gloria	LV 8	Amazing Patamon Folder	Booster 02a
Tamer Nacky	LV 5	Cool Digimon Folder	Booster 01a
Tamer Steve	LV 7	Protector Folder	Booster 01a
Tamer Wong	LV 6	Mind Folder	Booster 02a

The four people sitting around the table will now Card Battle if you talk to them twice. For a bit of an edge I recommend you do two things. First, put Hide's Gabumon card in your deck--don't worry, we're just borrowing it. It's a 4/3, and could come in handy. Second, open a Booster Pack with Divermon as soon as you win it. This will give you the cards to edit your deck between battles, making each successive one easier than the last.

Here are the Card Battlers, going around the table counter-clockwise starting from the upper right. It should be noted that you can duel each one multiple times.

CARD BATTLE: Tamer Gloria

LV 8 Amazing Patamon Folder Booster 02a

This one's slightly tougher. Like Steve, Gloria only has some lower level Digimon. The best one I saw was a Kotemon. It is a very defensive deck, though--Gloria's Digimon are heavy on HP. The only real kink is that if she can get three Patamon out at once she can summon MagnaAngemon. You may lose the round she does that in if you're just playing with the Practice Folder. The good news is that she can only do that once. Still, she's not too hard even with the Practice Folder.

| CARD BATTLE: Tamer Wong

| LV 6 Mind Folder Booster 02a

|

| This guy's a summoning maniac. The vast majority of his force will be

| through summoning. Again, extremely low-level. Another simple battle,

| as the deck level would indicate.

| CARD BATTLE: Tamer Nacky |

| LV 5 Cool Digimon Folder |

Booster 01a |

| The easiest battle of all. The most powerful thing I saw him pull was |
| a Renamon (4/4). He never even had 10 AP on the table at one time. |

When you're done mopping the floor with these four and have opened all the Booster Packs you won it's time to head next door to the blue-roofed building.

ASUKA CITY - EL DORADO

Items:

El Dorado ID

If you came here earlier, you'll remember that there was a little brat (Item Freak Ken) who wouldn't let you past. This time there isn't anyone barring your entrance. Item Freak Ken tells you that this is the place where all the item freaks gather. Walk over to the desk and talk to Ponchomon twice. The first time he'll welcome you, and the second time he gives you the El Dorado ID. This is a very nice item. Later on it will let you access auctions and the Black Market and Heavy Arms shops. But more on that when the time comes.

Walk over to Rapper Mike and talk to him. You'll flash him your El Dorado ID and he'll let you pass to the ladder, which you can go down to meet the rest of the El Dorado folks. Talk to them if you'd like, but there isn't anything more to do here right now. The door at the bottom leads to the Water Tunnel, which in turn leads to the Cargo Tower. You can't do anything at either of those locations at the moment, either.

Now it's time to finish prepping for our journey into the world. There are a couple of quests and some Digimon Battles to take care of. Leave Asuka City for Central Park.

CENTRAL SECTOR - CENTRAL PARK

Enemies:

Kunemon 6 EXP 10 BIT

Tapirmon 5 EXP 20 BIT

Digimon Battles:

Tamer Natsumi Betamon, Vigiemon, Kiwimon 78 EXP 145 BIT

Tamer Natsumi is just southeast of bridge. Talk to her twice to Digion Battle her.

| DIGIMON BATTLE: Tamer Natsumi |

| Betamon, Vigiemon, Kiwimon |

78 EXP 145 BIT |

| Natsumi's Digimon get harder as the battle progresses. She starts out |
| with Betamon, then uses Vigiemon, and finishes with Kiwimon. You will |
| most likely go through two Champions in this battle unless you have a |
| stock of Power Charges, as Kiwimon hits very hard for this stage of the |

| game.
|
| Lead off with a Digimon other than your strongest. Hopefully that
| partner can take down Betamon. If you're hurting, either use a Power
| Charge or switch out your Digimon. Play Vegiemon just like Betamon, but
| make sure that you have around 200 HP when you take down Vegiemon.
| Kiwimon comes in and can hit for over 150 points of damage, and if he
| gets the first hit on a sorely wounded Digimon it could easily be a
| KO. To take him down switch in your hardest-hitting Digimon and let him
have it, healing with Power Charges as necessary.

After beating her, go back to Plug Cape.

CENTRAL SECTOR - PLUG CAPE

Enemies:

Betamon	10 EXP	25 BIT
Coelamon	40 EXP	80 BIT
Vegiemon	20 EXP	40 BIT

Talk to Hide again and he'll thank you for finding his Gabumon card. True to his word, he tells you about the Tree Boots. It turns out that in order to get them you have to become friends with Veemon. Unfortunately, Veemon isn't all that easy to find. Talk to Hide again and he'll tell you that if you want to find out about Veemon you need to go where people meet. That can only mean one place--the Lamb Chop in Asuka City. But before we go there, we have another errand to run. Return to Central Park.

Oh, and if you put the Gabumon card in your deck like I suggested you do earlier, you'll still have it. Bonus!

CENTRAL SECTOR - CENTRAL PARK

Enemies:

Kunemon	6 EXP	10 BIT
Tapirmon	5 EXP	20 BIT

This time take the main road south to exit. You'll find yourself on Shell Beach.

CENTRAL SECTOR - SHELL BEACH

Enemies:

Betamon	10 EXP	25 BIT	Power Charge
Gizamon	19 EXP	40 BIT	
Vegiemon	20 EXP	40 BIT	

Welcome to Shell Beach. Quaint, peaceful, and infested with Digimon just waiting to steal your lunch money. Betamon and Vegiemon inhabit the grassy area, and Gizamon has the run of the beach.

Go southwest a little ways until you see a metal bridge. Cross said bridge, go down the sandy ramp, and follow the beach southeast until you run into an old

guy fishing. His name is Tai Kong Wang. Talk to him twice and he'll offer to make a fishing pole for you if you bring him a pole, string, and a hook. Now would be a grand time to go back to Asuka City.

CENTRAL SECTOR - ASUKA CITY

You should pick up a Bamboo Spear if you haven't already, as that's one of the components of the fishing rod. Next, go to the Lamb Chop (like the guy said-- it's where people gather) to get some information on Veemon.

Talk to Waitress Debbie, and she'll tell you that she saw Veemon the other day. He was looking for something at Wind Prairie. She wonders if he's still there, and if he'll play with her next time. Now save at the Inn and head out to the West Wire Forest.

EAST SECTOR - WEST WIRE FOREST

Items:

Buckler

Enemies:

Betamon	10 EXP	25 BIT	Power Charge
Kunemon	6 EXP	10 BIT	
Kuwagamon	11 EXP	20 BIT	

Card Battles:

Tamer Catherine LV 11 Vermin Folder Booster 03a

Follow the path to the T-junction again, only this time turn south. Take the next turn (it goes west) to an open area where you can Card Battle Tamer Catherine by talking to her twice.

CARD BATTLE: Tamer Catherine	
<hr/>	
LV 11 Vermin Folder	Booster 03a
<hr/>	
Catherine doesn't have any really powerful Digimon, but she does have a	
whole lot of weaker ones. This means that she'll usually have at least	
four out a round, and it's not uncommon for her to fill her side up	
with six. All it really takes to beat her is a few moderately powerful	
Digimon, or one really powerful one (Divermon). If you can pull around	
15/15 total in a round you shouldn't have a problem.	
<hr/>	

Go back to the main path and follow it as it winds first south and then east to get to the next area.

EAST SECTOR - EAST WIRE FOREST

Inn:

12 BIT

Items:

Enemies:

Betamon	10 EXP	25 BIT	Power Charge
Kuwagamon	11 EXP	20 BIT	

Card Battles:

Tamer Lucia	LV 12	Ogre Ogre Folder	Booster 03a
Tamer Robert	LV 13	Water Animal Folder	Booster 04a

Just north of the entrance is Tamer Lucia. If you talk to her twice she'll Card Battle you to prove that she's still at the top of her game. She's quite confident.

CARD BATTLE: Tamer Lucia	
LV 12 Ogre Ogre Folder	Booster 03a
This is where opponents' cards start to approach something decent.	
Almost every Digimon in Lucia's deck has a 2 in one stat, if not both.	
She also has a couple of more powerful cards. In addition, if she can	
get three Goburimon out onto the table she'll summon Etemon for a quick	
boost.	

Go back and follow the trail south and east until you get to a sign. Just to the south is an Inn where you can rest. It's a bit more expensive than Asuka City, but it's also a heck of a lot handier. The Guardromon is upstairs by the girl rambling about her Veemon.

If you go downstairs in the Inn you'll find a boy who's searching for Bakemon, but can't find him. He also says that he sees ghosts here, acting like normal Digimon. He's quite scared. The funny thing is, if you run around the place you'll find no such ghosts. Is the kid just crazy? Maybe, maybe not. It's something to keep in mind.

Go back outside and to the north along the path, past the sign. You'll find yourself in a wide open area. To the north is a ramp up, and Tamer Robert is at the top and will Card Battle you.

CARD BATTLE: Tamer Robert	
LV 13 Water Animal Folder	Booster 04a
Like the name implies, this is an all-blue, Digimon-heavy deck. It	
also packs some Digivices and Blue Removes. Robert has some heavy	
hitters, and will probably be the first tamer you battle to top 20 AP	
AND HP at the same time. You need some Champions for this fight, and	
some Assault and Protect Armors wouldn't hurt, either. Hopefully	
you've been opening Booster Packs as you've been winning them.	

After you're through putting Robert in his place, continue north past him and into the Protocol Forest.

Items:

Enemies:

Dokugumon	21 EXP	40 BIT	Spider Web
(attack can cause Poison)			
Goburimon	22 EXP	45 BIT	

Pleasant little place, isn't it? The dirt area by the entrance is where the Dokugumon hang out. Farther in the path is obscured by overhanging trees, and is inhabited by wandering Goburimon. Through the trees is the entrance to the Protocol Ruins.

Just stay to the south end of this place for now. You want to fight Dokugumon until you get a Spider Web. That's what you'll use for the line of the fishing rod. This is also a good opportunity to level your digivolutions, particularly if you started with Patamon. At skill level 10 Angemon learns Small Heal, which you want as soon as possible. Just be careful, as Dokugumon's attack can poison you're Digimon, and the amount of HP you lose do to poison each round far exceeds the damage you take directly from Dokugumon's attack. Make sure to keep your HP high, and you might want to carry some Antidote Disks just in case. When you have a Spider Web and are satisfied with your levels and such, go back to the East Wire Forest.

EAST SECTOR - EAST WIRE FOREST

Enemies:

Betamon	10 EXP	25 BIT	Power Charge
Kuwagamon	11 EXP	20 BIT	

Rest up and save your game at the Inn, then go back to that big clearing and take the east path to Divermon's Lake.

EAST SECTOR - DIVERMON'S LAKE

Enemies:

Betamon	10 EXP	25 BIT	Power Charge
Crabmon	17 EXP	30 BIT	

Wander south until you find a ladder. Go down it and walk over and talk to the Divermon floating in the lake. There's something stuck in his throat causing him a great deal of pain. Junior pulls it out, and lo and behold it's a Red Snapper! It may not seem like much but it's the final component for the finshing rod. If you talk to the Divermon again he'll invite you to come over to Duel Island sometime, where his friends will Card Battle you. Nifty!

Now that you have all the parts for the fishing rod you can return to Tai Kong Wang at Shell Beach and have him build it for you. But we don't want to do that quite yet. Instead, go back up the ladder and cross the bridge. Go south, then west following the path. At the large clearing cut east again, then take the winding path north, and jog east at the end to reach the WIInd Prairie.

EAST SECTOR - WIND PRAIRIE

Enemies:

Yanmamon 16 EXP 30 BIT

Digimon Battles:

Tamer Akiba Tapirmon 45 EXP 180 BIT

In the middle of the Prairie standing by a small rock is Tamer Akiba. He's feeling lucky and wants to Digimon Battle.

```
-----  
| DIGIMON BATTLE: Tamer Akiba |  
-----  
| Tapirmon 45 EXP 180 BIT |  
|  
| One would think that a lone Tapirmon wouldn't be much of a threat. |  
| This one, however, isn't you're run-of-the-mill Tapirmon. It has over |  
| 300 health and can hit a Champion-level Digimon for 100+ damage a shot. |  
| It also has good speed, which allows it to evade your attacks and get |  
| two turns in a row on occasion. All that said, it still isn't much of |  
| a fight. I had him beat in three hits with Dinohumon on a level 8 |  
| Kotemon. |  
-----
```

After besting Akiba, continue east to the far end of the Wind Prairie where you'll find Veemon. Talk to him, and it seems that Veemon's all about playing with you. Junior interrupts him and says that he just wants the Tree Boots. Veemon's fine with giving Junior a pair, but only if Junior plays with him. Junior's agreeable to this, and Veemon decides to play hide-and-seek in the Kicking Forest. If you find him, you'll get the Tree Boots. If you leave the Kicking Forest without finding him, you lose and Veemon will go home and eat. Veemon runs off into the Kicking Forest, and Junior counts to ten and follows him.

EAST SECTOR - KICKING FOREST

Enemies:

Cardmon (trees)	35 EXP	70 BIT	Booster 3b, R-Booster 01
Cardmon (water)	60 EXP	120 BIT	Booster 1b
Gizamon	19 EXP	40 BIT	
Seadramon	58 EXP	120 BIT	
Vegiemon	20 EXP	40 BIT	
Woodmon	25 EXP	50 BIT	
Yanmamon	40 EXP	80 BIT	

Finding Veemon is actually pretty simple. Just run around the first bunch of trees south of the entrance while pressing the X button. Veemon's hiding about halfway down. If you happen to leave the Kicking Forest on accident (during hide-and-seek you'll just automatically leave if you get too close to the entrance, no X-button confirmation needed), just go back to the Lamb Chop and talk to Waitress Debbie again. Then go back out to where you found Veemon on the Wind Prairie and he'll be waiting again.

After you find him he takes you back out to the Wind Prairie and gives you the Tree Boots. Then he goes home to eat. Typical. You, on the other hand, need to go back to Shell Beach to get that fishing rod built.

Here's a quick explanation of how to use the Tree Boots. Go up to a tree and press the X button to kick it. A radar will pop up and show you how close you are to Cardmon, or you'll be attacked by a Digimon, such as Woodmon. If the

radar's purple, you're way off. If it's blue you're getting closer, and if it's pink you're a tree or two away from a Cardmon.

CENTRAL SECTOR - SHELL BEACH

Items:

Fishing Rod

Enemies:

Betamon	10 EXP	25 BIT	Power Charge
Gizamon	19 EXP	40 BIT	
Vegiemon	20 EXP	40 BIT	

Talk to Tai Kong Wang (yes, I know the name in the text bubble this time says Tai Kong Wong. It changes back to Wang in a second. The game's a tad inconsistent here, it seems...) and he'll notice that you have all the components necessary for a fishing rod. He has you wait a minute while he makes what is in his opinion "the best fishing pole ever." When he's done Junior thanks him, Tai Kong Wang/Wong/Whatever wishes him luck and goes back to his fishing.

A quick note on fishing before we get any farther. When you press the X button when there's a fishing pole icon over Junior's head you'll start fishing. A green and blue horizontal bar will appear with a cursor moving quickly back and forth over it. If you stop the cursor in the blue area you'll fish up a Cardmon. If you stop the cursor in the green area you'll fish up a Digimon that differs depending on the area. In the beginning areas you'll catch Coelamon, but that changes in other areas. Fighting Digimon you fish up is THE fastest way to gain experience and level up your Digimon in the game, at least for a very long while.

Now you should go back to Asuka City, open any Booster Packs you've accumulated, rest and save before heading out on the next leg of your journey. Your destination will be Wind Prairie.

2. Enter the Dragon

EAST SECTOR - WIND PRAIRIE

Enemies:

Cardmon	35 EXP	70 BIT
Kiwimon	15 EXP	35 BIT
Woodmon	25 EXP	50 BIT
Yanmamon	16 EXP	30 BIT

Once you get back here just go east until you see a path leading uphill to the north. Go up it and enter the cave.

EAST SECTOR - SEIRYU CITY

Digimon Battles:

Tamer Chris Kuwagamon, Flymon, Yanmamon 130 EXP 210 BIT

Welcome to Seiryu City. Partway up the ramp you'll see a guy standing around. This is Tamer Chris and he's just raring to Digimon Battle you. Be a sport and don't disappoint him.

DIGIMON BATTLE: Tamer Chris	
Kuwagamon, Flymon, Yanmamon	130 EXP 210 BIT
Chris leads off with a very hard to hit Kuwagamon. I recommend using magic techs or a DNA Digivolve to take care of him. Flymon is pretty quick and hits low-defense Digimon like Renamon REALLY hard (we're talking well over 200 damage per hit), so you'll want to use someone like Kotemon to defeat Chris' second Digimon. Yanmamon is your final opponent, and isn't bad at all. It hits about as hard as Flymon but isn't quite as fast. Thankfully neither Flymon nor Yanmamon have an evade rate as high as Kuwagamon's.	

Afeter defeating Chris go into Zephyr Tower, the building behind him.

SEIRYU CITY - ZEPHYR TOWER

Your first stop after dueling Chris should be the Inn upstairs. Gatomon will charge you 16 BIT per Digimon, but by now you should have enough that the price won't be a problem. There's a Divermon a couple beds down who will open any Boosters you have, as well as sell you low-level cards. The Item Shop and Armory are back downstairs at entry level, and now would be a fine time to buy new equipment for your Digimon. If you can't afford a complete upgrade, just upgrade the weapons of your main Digimon, and get everyone new armor. If you don't have enough BIT for even that, then go out and fight until you get it. Charming Elle is here worrying where Marie is. This isn't actually something you can do anything about, so just leave Zephyr Tower.

EAST SECTOR - SEIRYU CITY

If you go straight east out of Zephyr Tower you'll find Marie. The tower by her is Gale Tower. In it you'll see a sleeping Airdramon. You can't do anything with him right now, but he's very important later in the game.

Go back to the main drag and continue on your way through town. You'll come to Seiryu Tower, which is across from Sarah--a girl thinking about how handsome the Seiryu leader is. Enter Seiryu Tower.

SEIRYU CITY - SEIRYU TOWER

What do you know, here's a Guardromon! Go ahead and save your game. The Piximon here functions like the Digimon lab back in Asuka City, letting you switch Digimon, load Techs, etc. Go up the steps.

On the balcony you'll find two guys working for a rival company of MAGAMI's. They're spying on Digimon Online. On the upper floor by a doorway you'll meet

Repeating Tom, who tells you that Seiryu Leader is training at the Protocol Ruins. There's nothing yet in the room through the doorway beside him. Since that's everything we can do here at the moment let's go to Protocol Ruins to track down the Seiryu leader. You get there from the Protocol Forest.

EAST SECTOR - PROTOCOL FOREST

Enemies:

Dokugumon	21 EXP	40 BIT	Spider Web
(attack can cause Poison)			
Goburimon	22 EXP	45 BIT	

Well, we're back here again, and this time we have to go through the part of the forest I hate. Go up the trail and then turn east into the woods. You have to navigate the woods and come out the other side to get the ruins. The problem is that you can't see the path because it's covered by the trees. The only thing I can really tell you is to run around trying to find your way first northeast to the greener section of forest, and then back west (and slightly north) to get out of it altogether.

When you reach the other side of the forest you'll find yourself on a stone path staring at what looks like the base of a black obelisk. Cut north, go up the steps, and enter the Protocol Ruins.

EAST SECTOR - PROTOCOL RUINS

Items:

Old Wand (BOSS)

This place is crawling with Minotarumon, and they hit pretty hard so be careful. First, go east and follow the path. It doesn't branch off, so you can't get lost. When you come to a set of stairs, take them to the first landing. There will be another set that lead up to Pharamon, an optional boss. He's not too tough, so we may as well topple him while we're here. Go up and talk to him and, after a short conversation involving Pharaohmon's oath never to lose--which makes Junior want to beat him even more--the fight will begin.

| BOSS BATTLE: Pharaohmon |

120 EXP	240 BIT
---------	---------

| Pharaohmon, as I said above, isn't too tough despite his snazzy |
| background. He'll hit for a bit over 100 damage a pop, but what you |
| really have to watch out for is his Necro Mist. It does damage AND |
| poisons you. During this battle you'll lose more hit points to poison |
| than to Pharaohmon's physical attacks. Your best tactic in this battle, |
| as for most single boss fights, is to lead off with a hard-hitting |
| Digimon, preferably with decent defense. Kotemon, Monmon, and Agumon |
| will all perform well here. A Champion-level Digimon is all you need |
| here. |

After the battle Pharaohmon gives you the Old Wand. Yes, it's incredibly craptacular now, but hang onto it. We'll turn it into something truly awesome much later in the game.

Anyway, after beating down Pharaohmon go back down too the landing, turn east, and drop off to the path below. Go north through the doorway and wrap around to the west to come out the other side. Seiryu Leader is in the open area just south of the doorway, with some Digimon. When you talk to him he tells you that he doesn't fight the weak. He also says that you'll have to defeat MasterTyrannomon in Tyranno Valley before he'll fight with you. Great, another errand. Tyranno Valley is northeast of Seiryu City. The entrance is in the Kicking Forest, so let's be off.

To get out of the Protocol Ruins, jump off the ledge to the south and make your way east and south. Stopping by Seiryu City on the way to Tyranno Valley for a quick rest and game-saving session would probably be a good idea. When you're all set, we'll pick thinks back up at the Kicking Forest.

EAST SECTOR - KICKING FOREST

Just follow the northern cliffs to the east until you find a ladder. Climb up it and continue east. Climb the next ladder you find, then go north into Tyranno Valley.

EAST SECTOR - TYRANNO VALLEY

Items:

Old Claw (BOSS)

Before we start, it should be noted that Ice techs work wonders here, so if you started with Renamon it could be a good idea to let her lead the charge, or equip an accessory that adds Ice to your attack. Anyway, go north and climb the ladder. Take the north ladder again. Go west, north across the wooden bridge, west across another bridge, then wind your way north and east along the path until you reach another ladder. MasterTyrannomon is at the top sitting on a throne. Talk to him to challenge him.

BOSS BATTLE: MasterTyrannomon

140 EXP 280 BIT
This is what you'd call a good old-fashioned slugging match.
MasterTyrannomon uses physical attacks and Master Fire, a Fire-base
tech. The problem is, he most likely will do more damage than you will.
High defense and Fire tolerance are definite bonuses here. You might
want to use a Spider Web, if you have any, to slow him down a bit. At
the very least it'll stop him from getting multiple attacks in a row,
and at best it'll give YOU a double attack every now and again. This
fight can be beaten with a Champion-level Digimon and plenty of
healing.

After you defeat him, not only does MasterTyrannomon compliment you on your strength, he also gives you the Old Claw. Like the Old Wand this isn't the greatest weapon in the world, but we'll fix that later, so you'll want to keep it around. For now, though, it's time to go back to Seiryu City and have a showdown with Seiryu Leader. Oh, and make sure you get a TNT Ball from a wandering Triceramon on your way out of the valley if you don't already have

one.

EAST SECTOR - SEIRYU CITY

Items:

Seiryu Badge (BOSS)
Silver Ticket (BOSS)

Digimon Battles:

Seiryu Leader (BOSS) Minotarumon, Tyrannomon, Apemon 176 EXP 475 BIT

Make sure your Digimon are well-rested and your game is saved before confronting Seiryu Leader. When you're all set, climb the stairs in Seiryu Tower and go through the south door on the top floor.

Seiryu Leader is alone on the balcony. Talking to him will start a conversation where Junior will show Seiryu Leader the Old Claw you got from MasterTyrannomon, and then the battle is joined.

DIGIMON BATTLE: Seiryu Leader

Minotarumon, Tyrannomon, Apemon 176 EXP 475 BIT

Seiryu Leader's Minotarumon is just an amped-up version of the ones
you were fighting in the Protocol Ruins. It has around 500 hit points,
but doesn't hit TOO hard. Defeat it and he brings out Tyrannomon.

Tyrannomon has around 600 hit points and swings his tail at you a lot.
His attack is fire-based, so Fire tolerance is a plus. Because the
attack has an elemental property to it, Tyrannomon can end up actually
hurting you less than Minotarumon. He was doing around 120 damage a hit
to my Kotemon.

Seiryu Leader's final Digimon is Apemon. This guy stings a bit more
than Tyrannomon, but is vulnerable to Fire, so use those Fire techs!
He's also pretty quick, periodically getting two attacks in a row. You
can use a Spider Web if you want to slow him down, but you don't
necessarily have to.

After the battle is over, Seiryu Leader gives Junior the Seiryu Badge and Silver Ticket. The Badge is just one of those things that are necessary to progress through the game, and the Silver Ticket lets you train more stuff at Gyms. Sweet! Seiryu Leader wishes you luck and then sends you off to South Sector to battle Suzaku Leader. The kid by the door to the balcony in Seiryu Tower tells you to use the gondola at East Station to get to South Sector.

And that, folks, is the end of this chapter. Our next stop is actually Asuka City. After the obligatory rest and save break, of course. And make sure you have at least 800 BIT to spare.

3. Go South, Young Man

As you exit Seiryu City you're met by Teddy, who has some really big news. Lucky Mouse, the genius hacker, has appeared. It seems that he can hack into any program, and Teddy is just dying to meet him.

Following Teddy's news, an announcement comes across the server stating that emergency maintenance is being performed on Digimon Online and that the players will not be able to return to the real world during it. Of course, MAGAMI isn't going to charge anyone during maintenance, so everyone will be playing for free.

Sure that Lucky Mouse had something to do with the announcement, Teddy runs off to find him. You, however, need to continue on to Asuka City.

CENTRAL SECTOR - ASUKA CITY

Once you're back here, head on over to El Dorado. Go down the stairs and through the doorway, then pass through the underwater tunnel to the Cargo Tower. There's an auction going on, and you're just in time for the main item! Said item is the Divine Barrier, a Patamon-exclusive shield that you can only get at auction. After the NPCs place bids you'll be asked if you want to bid 800 BIT for it. Say yes and you'll win the item. There are more auctions throughout the game, so returning regularly is a good idea. If you're memory's not all that great, or you can't be bothered to return here after every event, don't worry. I'll let you know when there's another auction going on.

In addition to the Cargo Tower auctions, there are two more places you can go if you so choose--the Heavy Armory and the Black Market. To access them, go into Smith's Shop and flash the kid by Gargomon's counter your El Dorado ID to get past him. Going straight out the back door gets you to the Heavy Armory, while going up the ladder and out the back up there gets you to the Black Market, where you can get Super Charges (2000 HP healing items for 120 BIT each). Take a moment to browse the (rather expensive) items for sale there. I highly doubt you can afford to fully outfit your Digimon right now--and to be honest, it's really not worth it--but you are of course welcome to try.

After the auction's over it's time to move on with the plot. Unless, of course, you feel like training up some tolerances at Leomon's Gym. That's always an option now that you have the Silver Ticket. Oh, and if you challenge the kids at the Yellow Cruiser again you WILL get your ass handed to you. Fair warning. When you're ready to proceed with the plot, head on over to the Kicking Forest.

EAST SECTOR - KICKING FOREST

To get to East Station, go east from the entrance. At the lake cut south to the metal bridge and cross it, then follow the trail east once more. There will be a branch in the path just after it curves south. Continue south along the path, follow it as it winds back west, ignoring the ladder down that you'll see as you pass. Cross a wooden bridge and enter the building.

EAST SECTOR - EAST STATION

Digimon Battles:

Tamer Tomomi Betamon, Kiwimon, RedVegiemon 100 EXP 225 BIT Power Charge

Now that you've made it to East Station, go straight up the steps and talk to Tamer Tami twice to initiate a Digimon Battle.

| DIGIMON BATTLE: Tamer Tomomi |

| Betamon, Kiwimon, RedVegiemon 100 EXP 225 BIT Power Charge |

| In no way should this be anything near a challenge, particularly if you |
| did pick up a weapon for your leading Digimon at the Black Market. My |
| Renamon, in the guise of Stingmon, leveled every last one of Tami's |
| Digimon. |

After the battle Tami decides not to go on her date. Brat. Leave her and approach the console to the south. Junior will wonder where everyone is. It turns out that the system is automated, and you need a Blue Card to ride the gondola to South Sector. In order to get one, you have to find a Digimon born from a Blue Card. Junior thinks that's Guilmon. It seems to me that there was a Guilmon in Asuka City. Let's go check it out.

CENTRAL SECTOR - ASUKA BRIDGE

Digimon Battles:

Keith (BOSS) Triceramon, Kuwagamon, Kunemon 192 EXP 300 BIT

As you approach the gates to the city you'll be stopped by a Mystery Player. He says his name is Keith, and that you'd better remember his name. Umm...yeah. Just a little creepy. Anyway, he says he's gonna win the tournament, he claims, and he wants to battle with you. No, you don't get a choice.

| DIGIMON BATTLE: Keith |

| Triceramon, Kuwagamon, Kunemon 192 EXP 300 BIT |

| Keith's first Digimon, a Triceramon, packs quite a wallop. Fortunately |
| it's his most powerful Digimon--nothing else he has even comes |
| close. He may pull a Digimon out if it gets injured, but since it |
| doesn't heal on the sidelines it hardly matters much. If the |
| Triceramon's a little too much for you to handle, try to swap out with |
| a DNA Digivolve. If that doesn't KO it outright, it will definitely |
| hurt it a hell of a lot. |

Junior does a little celebrating afterwards, only to be told by Keith that he went easy on Junior. Whatever. The cocky bastard leaves and you're free to continue on into the city.

CENTRAL SECTOR - ASUKA CITY

Digimon Battles:

Tamer Genji Kuwagamon, Kuwagamon (blue) 63 EXP 115 BIT

While you're here, go talk to Tamer Genji. He'll say that you're doing well. Talk to him again and he'll want to see just how far you've dome, causing a Digimon Battle to ensue.

DIGIMON BATTLE: Tamer Genji

| Kuwagamon, Kuwagamon (blue) 63 EXP 115 BIT

| Genji leads off with his Kuwagamon, which you sill most likely promptly
| smite. He will follow it up with another Kuwagamon, this one a bluish-
| green color (like the color of th emore powerful Yanmamon). Not that
| it's a challenge. The second Kuwagamon is dispatched almost as easily
| as the first. Of course, you can probably expect an easy battle given
| the reward for it.

If you go to the lower level where Guilmon was, you'll find he's not there. Hmm.... You now have two choices. You can scour the city for him, or you can trust me when I tell you tha Guilmon is at the Inn, on the second floor in one of the top bunks. Either way you go, you will eventually end up at the Inn.

Guilmon tells you that he doesn't have the Blue Card, but that his cousin does, and he's on his way to Seiryu City. Said cousin is hungry, however, and may stop somewhere to eat. Typical. Time to backtrack to Seiryu City. On the way, though, let's take a peek inside the one place to stop and rest between here and there--namely the Inn in the East Wire Forest.

EAST SECTOR - FOREST INN

Sure enough, There's a Guilmon upstairs. of course, this one doesn't have the Blue Card either. That would have been too convenient, I guess. The one who does is in Seiryu City, according to this guy. Well, what are you waiting for? Get going!

EAST SECTOR - SEIRYU CITY

The Guilmor you're looking for is in Zephyr Tower at the Inn. He's Tricky Guilmor, and he hands over the card when you talk to him. Something about this doesn't feel right.... Anyway, go back to East Station to register your account and take the gondola to South Sector.

EAST SECTOR - EAST STATION

Poke the terminal, but it won't let you register. Junior stands around confused for a minute, then realizes that Tricky Guilmom gave him the 8blue Card, not the Blue Card. Yes, Junior, you've been had. The funny thing is, the item shows up in your inventory as the 8blue Card, but even if you check and notice the descrepancy you can't do anything about it. Screwy, ain't it? Let's go have a...talk...with that Guilmom.

EAST SECTOR - SEIRYU CITY

The Tricky Guilmon is gone, but you'll find a more honest one up by Seiryu Tower. This one tells you that Tricky Guilmon just left town. He likes it underground, so he's probably hiding in a basement with lots of ghosts. There's one place that fits the description perfectly--the basement of the Forest Inn.

EAST SECTOR - FOREST INN

You'll find Tricky Guilmon all the way at the bottom of the basement. Talk to him and he'll give you the real Blue Card. If you check your inventory (it's listed under Important Items) you'll see that he did indeed give you the real thing this time. It would be a good idea to rest up and save here before returning to East Station.

EAST SECTOR - EAST STATION

Before you use the terminal, make sure that your strongest Digimon is out front. There's a rather nasty boss battle coming up, and you won't have another chance to set things up. When you're satisfied, go to the terminal and register your account with the real Blue Card. After registration is complete, Junior automatically boards the gondola.

EAST SECTOR - DEEPER CREVICE

The gondola stops part way to South Sector. Junior's a bit confused, then a warning message flashes across and an earthquake hits. Bulbmon falls down onto the track and attacks you.

BOSS BATTLE: Bulbmon	
	0 EXP 0 BIT
Bulbmon hits HARD. Quite possibly harder than any other boss you've	
fought thus far. Luckily he takes damage almost as heavily as he dishes	
it out. On top of that, he is fully capable of getting two attacks in a	
row. Use tech attacks keyed to the strengths of your partner Digimon	
(i.e. have Kotemon and Monmon use physical techs, Renamon use magic	
techs, etc). When you get Bulbmon down into critical status for hit	
points, he'll escape.	

After that wholly unrewarding battle, Bulbmon rolls away, the gondola starts back up, and you're whisked away to South Sector.

4. In Search of the Phoenix

SOUTH SECTOR - SOUTH STATION

Digimon Battles:

Tamer Andy Triceramon, Tuskmon 101 EXP 190 BIT Counter Crest

Upon your arrival at South Station, Junior takes a moment to ponder the identity of your Digimon attacker, then exits the building, a bit prematurely if you ask me. Go back inside and challenge Tamer Andy, the Server Champ. He's standing there next to his groupie.

| DIGIMON BATTLE: Tamer Andy |

| Triceramon, Tuskmon 101 EXP 190 BIT Counter Crest |
|
| Andy leads off with a Triceramon, though his has nothing on Keith's.
| His Tuskmon, sadly, is much the same story. Both Digimon are easily
| dispatched. If you're lucky you'll get a Counter Crest from the battle,
| as Tuskmon can drop them. If not, you'll have ample opportunity to get
| one later.
|

With that little spat behind us it's time to venture out into South Sector for real.

SOUTH SECTOR - BULK SWAMP

Digimon Battles:

Tamer George Vademon, Thundermon 105 EXP 210 BIT

Be careful of the Gekomon here. They can use Confuse Gas, which changes your command list in battle into something...interesting. If you happen to pick the right one, your Digimon will attack. If not, he'll goof off. The problem is that you have no way of knowing which choice will result in an attack.

Go south to find Tamer George, who is very willing to Digimon Battle you.

| DIGIMON BATTLE: Tamer George |

| Vademon, Thundermon 105 EXP 210 BIT |
|
| George actually sometimes switches out his Digimon right away. Why, I |
| have no idea. But he does. Thundermon isn't much of a problem. He like |
| tossing off Thunder Gemini, but if you have decent enough Thunder |
| tolerance it won't do much. Vademon is a whole other story. He can put |
| your Digimon to sleep with his normal attack, leaving you no choice but |
| to use an item or tag out. Or run, of course, but why would you want to |
| do that? Just keep tagging your Digimon in and out until someone wakes |
| up and doesn't get put back to sleep. You partners can wake up even if |
| they're on the sidelines.
|

After besting Tamer George cross the bridge to the west of him. You'll be at Bulk Bridge.

SOUTH SECTOR - BULK BRIDGE

Items:

Tin Mail x1

Digimon Battles:

Tamer Mei Lin DemiDevimon, Bakemon 100 EXP 200 BIT Dark Power 1

Just west of the entrance is Tamer Mei Lin. She wants to show you her Digimon kung-fu style.

DIGIMON BATTLE: Tamer Mei Lin
DemiDevimon, Bakemon 100 EXP 200 BIT Dark Power 1
This battle shouldn't give you much trouble, either. DemiDevimon goes
down really easily, and Bakemon's not far behind. If you're lucky you
might even score a Dark Power 1 accessory from the fight.

That was easy. Follow the sandbar southeast to find a chest containing Tin Mail. Now backtrack and cross the small wooden bridge going southwest, then curve around northwest, following the sandbar. Enter the next area via the plank bridge going northwest.

SOUTH SECTOR - TRANQUIL SWAMP

Here you'll find the Shaman House, a kid (Ghostbuster Puck) who's scared to death of it, and an Inn. Feel free to enter the Shaman House. Junior will get spooked and leave. Don't worry about it. Resting and saving your game at the Inn (the Guardromon is up a ladder in the western corner of the Inn) is probably a very good idea. When you're all done here (wow--an area with no Digimon Battles!) go back to Bulk Bridge.

SOUTH SECTOR - BULK BRIDGE

Cross the wooden bridge to the south. Continue south across the sandbar until, and exit to the next area, the Jungle Grave.

SOUTH SECTOR - JUNGLE GRAVE

One big note before we start: if you run into Musyamon, RUN AWAY. You can't handle him without an Ultimate-level Digimon. Go south, and turn west onto the wooden bridges. At the first sandbar go south. At the next one cross the western bridge to get to a dock of sorts, then continue south along the eastern plank bridge. This leads you to another sandbar with one other bridge leading off of it. Take said bridge to the next sandbar and follow it until you run into an archway with a Digimon blocking the way.

This is Zanbammon, and he refuses to let you pass. He decides to let you through if you beat him, but he doesn't believe that will ever happen. Right. We've heard that before. Junior sure is confident.

| BOSS BATTLE: Zanbammon |

| 0 EXP 0 BIT |

| When Zanbammon said you couldn't beat him, he wasn't kidding. There is |
| no way to beat him here. You can, however, find and challenge him much |
| later on. Zanbammon's first attack will send your Digimon fleeing the |
| field.

After Zanbaon gloats over his victory, you'll find yourself at Bulk Bridge. Looks like that way's right out...or is it? Go back to Tranquil Swamp for some answers.

SOUTH SECTOR - TRANQUIL SWAMP

Go to the Inn and talk to the Gatomon standing next to the counter. She tells you that everyone is annoyed by Zanbammon, and that Sepikmon in Shaman House should be able to do something about it. She hasn't seen Sepikmon in a while, but that won't stop us, will it? Go take a peek inside Shaman House.

Inside the Voice that scared you away earlier tries to do so again. This time, however, Junior figures out that it's just Sepikmon. He'll tell you how to beat Zanbammon, but first you have to retrieve his precious mask. Nobody can see him if he doesn't have it. He mentions having it when he was with Baronmon, and then Junior leaves the house. It's time to look for clues, and there just happens to be one waiting for you in Bulk Swamp.

SOUTH SECTOR - BULK SWAMP

You'll see Kail in Bulk Swamp by the border with Bulk Bridge. Talk to her, and she'll tell you that she saw a Digimon with an amazing face in East Sector, and that she thinks it was Baronmon. Well, then, it's back to East Sector we go, via the gondola. Specifically Seiryu City.

There's another auction you can access now, too. You can win Gillmon's Hazard Shield for 800 BIT. It might be a good idea to go back to Asuka City for it, as the auctions are only limited-time things. If you get too far in the game you'll miss your chance for a given item.

EAST SECTOR - SEIRYU CITY

Once here you need to talk to the Agumon standing around outside between Zephyr and Seiryu Towers. He tells you that Baronmon isn't here, but that he likes forests and ruins. If that isn't blatant I don't know what is. Off to the Protocol Ruins we go.

EAST SECTOR - PROTOCOL RUINS

Ah, good old Protocol Ruins. This time we get to explore the other half of the dungeon, not that it's all that big. From the entrance, take the west path and

turn west at each of the three intersections you come across. This will take you to a ladder, which you need to climb. You'll find Baronmon at the top. Talking to him reveals that Sepikmon had his mask when he was with Baronmon, but that last Baronmon heard he was at Asuka City. That doesn't sound right at all--let's check it out.

CENTRAL SECTOR - ASUKA CITY

Talk to the people here to find out that Sepikmon has been causing all kinds of trouble. Master John at the Lamb Chop tell you that he wrote "Inn" on the Lamb Chop's sign. Other transgressions include dropping banana peels all over, telling Guilmon that Jack went back to the real world, and stealing candy and cards from people. The problem is that, while he's here, there isn't any sign of him. To find Sepikmon we actually have to go just outside to Asuka Bridge.

CENTRAL SECTOR - ASUKA BRIDGE

Just go east down a couple sets of stairs and you'll see Sepikmon standing there, complete with mask. Talk to him and he says that he found his mask. He also doesn't offer you any help in defeating Zanbamon because he was the one who found his mask. That sucks. Go back inside the city.

CENTRAL SECTOR - ASUKA CITY

Go down to the tree on lower level of the city and you'll see an Etemon. He'll tell you that he heard Sepikmon ran towards Divermon Lake. He's also embarrassed that he and Sepikmon are the same type of Digimon. Let's follow the punk. To the lake!

EAST SECTOR - DIVERMON LAKE

Cross the bridge, turn south, and wrap back west to the large stand of kickable trees. Go through them to the path beyond and talk to the guy standing at the end of it. This is Nick. After a quick rant about manners he tells you that he found this huge gaudy shield, and that Etemon came and claimed it--without even saying thank you! Suddenly things are starting to make sense. It's time to go back to Asuka City and have a talk with that Etemon.

CENTRAL SECTOR - ASUKA CITY

Go down by the tree and talk to Etemon. Junior questions him about Sepikmon's mask, but Etemon gets defensive, denies knowing anything about it, and disappears into the underground path. Follow him in and take the path all the way around to the sewers, where you'll find Etemon. Walk up and poke him. He'll call you a rash that doesn't go away, but he'll hand over the Sepik Mask. Great! Let's go return it to its rightful owner.

SOUTH SECTOR - TRANQUIL SWAMP

Go on into Shaman House and Junior will give Sepikmon back his mask. You get a heartfelt thanks, but it seems that Sepikmon is a little bashful about getting dressed in front of people. Junior turns away, and Sepikmon drops down from the ceiling wearing a paper bag! I guess in a pinch it's as good as anything.... Sepikmon, happy to have his mask back, gives you the Smelly Herb with which to deal with Zanbamon. Time to go deal with that sword-wielding ruffian.

SOUTH SECTOR - JUNGLE GRAVE

Walk up to Zanbamon and talk to him. Junior says that he's going to go through this time, but Zanbamon scoffs. Then Junior pulls the Smelly Herb. Zanbamon runs off, giving you access to the rest of the Jungle Grave and a clear shot to the other side of the area.

In the second part of the Jungle Grave you will encounter Bakemon and DemiDevimon almost exclusively. Pass through the archway and follow the winding path to an open area. Cross the wooden bridge to the east, then follow the sandbar east and north. At the kickable trees turn west. Follow the path around through the archway and to the exit of the Jungle Grave.

SOUTH SECTOR - PHOENIX BAY

Follow the path south along the water and past a stand of kickable trees. Cross the first two bridges going west to get to a strip of land running north. Follow it to another westbound bridge, which you should cross. Follow the bank north to the end, and take the bridge there eastward. Turn north along the bridge lined with lanterns and enter Suzaku City.

SOUTH SECTOR - SUZAKU CITY

Digimon Battles

Suzaku Leader (BOSS) Woodmon, RedVegiemon, ShogunGekomon

The Inn here is to the west, and that should probably be your first stop. Suzaku Hall is to the northwest past the Inn, the Armory is north of the entrance, and all the other shops and whatnot are to the east. As you approach the Inn, you're stopped by a woman, who introduces herself as Lisa. She quizzes you about a cute green Digimon, decides that it has to be OGREMON, and leaves. Go ahead and enter the Inn to rest and save your game. When you're ready, just walk into Suzaku Hall, climb the ladder in the back, and talk to Suzaku Leader.

| DIGIMON BATTLE: Suzaku Leader

| Woodmon, RedVegiemon, ShogunGekomon 216 EXP 675 BIT |

|

| Here's the thing about Suzaku Leader. If you have an Ultimate-level |

| Digimon--which, by now, you most likely do--this battle is a breeze. |

| Having an element Power accessory equipped for a little extra damage |

| isn't a bad idea. Geckomon was practically bleeding Ice Power 1s for |

| me.

|
| If you don't KO Woodmon outright chances are you'll hit it hard enough
| to force Suzaku Leader to swap it for RedVegiemon. RedVegiemon can take
| a couple of hits, but doesn't deal anymore damage than, say, Seiryu
| Leader's Digimon. When RedVegiemon bites it, Suzaku Leader will bring
| in either Woodmon (if you didn't KO it first round) or ShogunGekomon
| (if Woodmon is no more). ShogunGekomon hits the hardest of the three,
| and has a few more hit points than RedVegiemon, but it should still go
down in a couple of hits.

Suzaku Leader is a good sport and gives up the Suzaku Badge when you beat her. She then tells you that the only way to get to West Sector, where the Byakko Leader is located, is by calling Submarimon. This in turn requires the Digi-Egg of Serenity. You have to ask around South Sector for it. I smell another errand-running treasure hunt coming....

When you leave Suzaku Hall you run into Kail. She and Junior decide to take a break and meet Teddy in the Asuka City Administration Center. You're automatically whisked away to the Administration Center's Main Lobby.

5. I Wanna Be a Digimon!

ASUKA CITY - MAIN LOBBY

The Main Lobby is crawling with people wanting to know just what's going on with the game, as MAGAMI STILL isn't letting anyone back into the real world. Unfortunately, there are still no details. Then a Game Master steps out onto the balcony overhead to make an announcement. It turns out that the maintenance to the Matrix Chamber is going to take a little more time. Apparently even fictional MMORPGs can't fix things as quickly as they might like. Also in typical fashion the announcement really doesn't say much of anything, and some of the players are a little put off by the lack of substance.

Junior wonders if Lucky Mouse is to blame for the server problems. Kail has an interesting reaction when Junior mentions Lucky Mouse, and Junior tells her that Teddy mentioned him. Kail wonders if Teddy is looking for something at the Administration Center. She suggests we go look for Teddy, as there is something she wants to ask him. Junior and Kail try to enter the Admin Center but are refused entrance. Junior's convinced that there's some way to get in, so Kail suggests that they split up to try and find something out.

CENTRAL SECTOR - ASUKA CITY

There's another auction going on right now, too. This one's a Sniper Guard for Monmon, and it'll cost you 1600 BIT. If you want the shield, you need to get it now.

Master John at the Lamb Chop tells you that only staff and Digimon without a partner can enter the Admin Center. Take this little tidbit back to Kail and she'll mention the old couple who were looking for a way to become Digimon. Let's see what they have to say.

Sure enough, when you go to talk to the two old people you'll see a pink and a blue Agumon. Grandma Beth says that they got the Agumon suits from Etemon. I wonder if he'll give US something like that. The last time we saw Etemon was in the Sewers, so let's go there.

In Etemon's place is Mischievous Mat. He seems a little...odd.... He says that when he got there the place was empty. Kail is now in the Main Lobby. Go talk to her and she'll berate you like the fool you are and tell you to go back to that guy--he's the Digimon Suit person, and was disguising himself with an Etemon suit up till now.

Go back and talk to Mat. Now that Junior has seen through his little Etemon prank, Mat gives him a pair of Agumon suits--in return for Junior's silence, of course. Go meet Kail in the Underground Path at the top of the ladder. You'll both change into the Agumon Suits and the scene will switch to the Main Lobby, where Kail will tell Junior that she's going on ahead and then disappears through the door. Follow her path into the Admin Center.

ASUKA CITY - ADMIN CENTER

Junior tells the DO Guard that he's a lost Digimon. The guard, of course, believes him, and you're in! Head west, up the two flights of stairs, and through the door.

On the second floor, just head straight north up the stairs. At the top turn west and follow the walkway to Kail. Approaching her starts a conversation. Neither of Kail nor Junior have had any luck locating Teddy. Kail has a feeling that Teddy's in the room just beyond her, so you both go through the door. It just so happens that the Game Master's in this room, so you both hide behind a statue and listen.

The Game Master a tad wound up because they can't proceed with their plans, whatever those may be. There's talk of trying to find someone. You might have been able to hear something really juicy, but at that moment a guard walks in and sees you and Kail.

The two of you are unmasked and get to have a little talk with the Game Master. It seems that she is looking for Teddy too, and thinks that Lucky Mouse might be holding him hostage. Lucky Mouse, according to GM, is an awful man who is trying to destroy Digimon Online, and he's the reason for the system problems. Junior's a bit outraged at this, but Kail remains silent. The Game Master recruits Junior to track down Lucky Mouse--last she heard he was on his way to West Sector. Kail seems a bit disturbed and runs off.

Now that we have another reason to go to West Sector, let's see about actually getting there. That means going back to South Sector to dig up some information--in this case our quest will take us to Phoenix Bay. However, now you can start acquiring the partners you didn't start with because they were in different packs. The DRI Agents are out in force! Also, you can pick up a Dramon Shield for Veemon at the Cargo Tower auction for 1600 BIT. Oh, and there should be some more Tamer Battles open to you.

Before we continue our quest in earnest it would be a very good idea to take some time and gather what extra partners you can right now. The process is actually pretty simple. Each partner has a corresponding DRI Agent. You talk to the DRI Agent and he tells you what Digimon's DDNA (Digital DNA) he needs. You find said Digimon (usually an Ultimate), defeat it in battle, and return to the DRI Agent. The Agent will thank you and give you another partner. It should be noted that when you talk to the DRI Agent the first time, the combined level of all the Digimon in your party must be in a certain range. I'll run right down the list of DRI Agents you can access at this point. Obviously you should skip the DRI Agents of the partners you started with, so you should read the whole section before deciding where to go.

I've also included extra Tamer Battles you ought to have access to now (assuming your Charisma is high enough, of course).

CENTRAL SECTOR - CENTRAL PARK

Renamon's DRI Agent is atop Leomon's Gym in Central Park. Go up the path towards Plug Cape and climb the ladder to reach the roof. DRI Michael will tell you that you need to bring him Taomon DDNA. You can't get it quite yet, but at least the quest is in motion.

Also in Central Park is DRI Kazuki, who is researching MagnaAngemon. He can be found by the dock. Get there by following the stone path south and east until it gives way to a dirt path, which in turn leads to the dock. If you give him MagnaAngemon's DDNA he'll give you a Patamon. We'll be able to get to MagnaAngemon at about the same time we can find Taomon. So not just yet.

EAST SECTOR - WEST WIRE FOREST

DIGIMON BATTLE: Tamer Catherine

Kunemon, Kunemon, Dokugumon 125 EXP 220 BIT

Catherine isn't any harder this time around than she was in the Card
Battle earlier. You should be able to make short work of her Rookies,
and even Dokugumon shouldn't take more than an attack or two at this
point.

EAST SECTOR - EAST WIRE FOREST

DIGIMON BATTLE: Tamer Lucia

Goburimon, OGREMON 79 EXP 155 BIT

Even easier than Tamer Catherine. Just attack, and rake in the easy EXP.

DIGIMON BATTLE: Tamer Robert

| Crabmon, Gizamon, Gekomon | 103 EXP 200 BIT |
|
| The only Digimon you really have to watch out for here is Gekomon. With |
| any luck Robert will swap out another Digimon for him, letting you get |
| a free attack. If you've got a decently strong Ultimate with a good |
| weapon (in other words, something from the Heavy Armory in Asuka City) |
| you should be able to one-shot the annoying thing, thus removing any |
| threat Robert may have posed. |

EAST SECTOR - SEIRYU CITY

Go all the way to the north end of the city and down the ladder. DRI Jimmy is down there, and he's researching WarGrowlmon. He'll ask you for some WarGrowlmon DDNA in exchange for adding Guilmon as your partner.

EAST SECTOR - TYRANNO VALLEY

Go north up two ladders, just like when you were here to fight MasterTyrannomon. This time after the second ladder turn east. Cross the wooden bridge and turn south to find DRI Johann. He'll ask you to find MetalGreymon's DDNA in exchange for adding Agumon as a partner.

SOUTH SECTOR - BULK SWAMP

Enemies:

MetalGreymon (BOSS) 160 EXP 340 BIT

You're here looking for MetalGreymon. Luckily he's not exactly hard to find. Go southeast from the station, past the cocky tamer you fought earlier. This time go west at the wooden bridge instead of south. MetalGreymon is there waiting. Talk to him and he'll tell you that he can't just hand over the DDNA--you have to win it from him. It looks like we have to do this the hard way.

| BOSS BATTLE: MetalGreymon |
| 160 EXP 340 BIT |
|
| Yes, MetalGreymon is an Ultimate. Yes, if he hits you it's gonna sting. |
| Yes, he even has the Giga Destroyer. No, this battle isn't overly |
| difficult. Why? Well, because you're going to fight him Ultimate vs. |
| Ultimate. Each pack has a partner that's a good physical attacker with |
| good HP gains and such. Stick said partner with an Ultimate-level |
| digivolution and a strong weapon and go to town. Giga Destroyer will do |
| over 400 damage to your Digimon, but you should be able to withstand it. |
| If you bought weapons and armor from the Asuka Heavy Armory you're set. |
| Just make sure you heal when necessary and the DDNA is yours. |

After the battle you receive the Agumon DDNA. Take it back to DRI Johann (either now or later) to receive Agumon as a partner. This also catches us up to where we are in the plotline. We'll pick up more DRI Agents and DDNA as we progress. For now you should wander over to Phoenix Bay and get on with the

story.

7. The Journey West

SOUTH SECTOR - PHOENIX BAY

Start going towards Suzaku City, but after crossing the first bridge turn north. This will take you across another bridge to an island with a girl on it. Talk to the girl, Nami, and she'll tell you about how she was looking for a cat in Bios Swamp. The part that we actually care about is when she mentions that she saw the Crest of Reliability behind the shrine there. She doesn't know why it was there, but then neither do we. It would be prudent, however, to investigate. Off to Bios Swamp with us (we get there via Bulk Bridge).

SOUTH SECTOR - BULK BRIDGE

Head east along the sand until you get to the wooden bridge leading to Bios Swamp. It's a short, easy trip.

SOUTH SECTOR - BIOS SWAMP

Go east over the marshy grass and across the narro bridge. Turn north, cross the bridge going west, then turn north again to find the shrine. Walk around behind it (the north side, where Junior is completely hidden by the building). Face the shrine and press X (you may have to move around a little to get just the right spot). Junior will see the Symbol of Sincerity, and postulate that the Digi-Egg of Sincerity is inside. We always knew he was a bright boy.

You do, however, run into a problem--Junior ha no idea how to break down the wall to actually get AT the Digi-Egg. Maybe Sepikmon can help us out--let's go poke him.

SOUTH SECTOR - TRANQUIL SWAMP

Talk to Sepikmon and he tells you to go ask Baronmon about bombs. Baronmon is good at making bombs, it seems. It's interesting advice, and who doesn't like some fireworks every now and again? Since last time we saw Baronmon he was camped out in Protocol Ruins, let's go back there for a little chat.

EAST SECTOR - PROTOCOL RUINS

Baronmon is indeed right where we left him. Talk to him about the bomb thing, and he realizes you want a TNT Chip, whe he can make. The problem is, he's missing ingredients--specifically a TNT Ball. Remember waaay back in Tyranno Valley when I told you to make sure you got one? This is why. If for some reason you either didn't get one or sold what you did have, it's no big deal. You can just go back to Tyranno Valley and beat down some Triceramon until you get one.

Either way, hand Baronmon a TNT Ball and he'll make you the TNT Chip you need. Take it back to the shrine in Bios Swamp.

SOUTH SECTOR - BIOS SWAMP

When you enter Bios Swamp Junior is already by the shrine and automatically uses the TNT Chip. After the resulting explosion he notes the hole now in the wall (gee, who'd of thunk?) and enters the shrine.

SOUTH SECTOR - RELIABILITY SPOT

Climb down the ladder in the bottom right corner of the room and you'll see rotating object on an altar highlighted by a pulsating light. Take this very obvious hint and walk over to the object. Junior recognizes it and you get the Digi-Egg of Sincerity, which will let you call Submarimon and cross the ocean.

SOUTH SECTOR - BIOS SWAMP

Of course, now that we HAVE the Digi-Egg of Sincerity we need to find a place to use it. This actually isn't hard. There are docks (square platforms on the water) scattered throughout the game. All you have to do is go to one and press X when a red exclamation point pops up above Junior's head. The dock we need is a couple areas past Phoenix Bay, so go to the Bay (and save your game in Suzaku City if you so choose).

SOUTH SECTOR - PHOENIX BAY

Cross the bay via the bridges but this time, instead of turning north towards Suzaku City continue west and into the jungle beyond.

SOUTH SECTOR - ETHER JUNGLE

This place is a bit of a step up in difficulty over the areas we've been traipsing through so far. Watch out for the green Woodmon. They drain your Digimons' HP with their attack.

Keith is standing just off the trail to the south inside the entrance. He tells you about the Legendary Gym. You won't be able to access it for quite some time, but hey. At least you know it exists.

Go west to the first intersection. If you need the Guilmon DDNA and are well-leveled, turn north. You'll find WarGrowlmon at the end of the path. Of course, you're going to have to fight for it.

| BOSS BATTLE: WarGrowlmon |

??? EXP ??? BIT |

| This battle is much more difficult than the MetalGreymon one.
| WarGrowlmon is fast. He usually gets two turns to your one, and can
| easily take 400+ HP off at a time with his normal attack. If your
| levels are a bit higher than average, you should be able to beat him,
| though it'll likely take more than one Digimon.

After beating WarGrowlmon (or not--your choice) go back to the intersection and continue west. At the next intersection, turn south. Continuing west will lead you to a flight of steps that will take you to the Jungle Shrine. We'll be coming back here much later, but for the moment pretty much everything in there can kill you. The south path takes you out of the Ether Jungle and to South Cape.

SOUTH SECTOR - SOUTH CAPE

Run west along the sand bar and you'll run into Tamer Gordon, who logged in from work. Digimon Battle the slacker.

| DIGIMON BATTLE: Tamer Gordon |

| Crabmon, Gizamon, Gekomon 269 EXP 530 BIT |
|
| While yes, you have been smiting these Digimon in the wild for a while |
| now, Gordon's versions are a bit hardier than the rest. They take less |
| damage and deal a bit more. Gekomon, once again, is the main threat |
| with his Confuse Gas. Oh, and his Gizamon is a quick bugger. |

Continue on past Gordon to find Garudamon's Gym. You're Digimon are probably in need of some training, so take this opportunity to blow some TP. Afterwards go past the gym and over the lily pads to the dock. Call Submarimon from there to continue your journey to West Sector.

UNDERGROUND

Just follow the path (there are no turns) and you'll end up in a rather arid place. Welcome to West Sector.

8. Tiger of the Wind

SOUTH BADLANDS

There's not much do do here. The exit is to the north up a bunch of ramps.

NOISE DESERT

Enemies: Dokugumon (Red) 105 EXP 210 BIT

Go north. When you see a ramp going east take it. Follow that route to get to the Pelche Oasis, where you can rest, save, and fish. When you're all set return to the Noise Desert. Then go all the way north until you see a green Numemon. He'll warn you off from Byakko City. Ignore him for the moment and continue on, taking the bridge.

BYAKKO CITY

Talking to everyone here reveals that they are all a bunch of stuck-up bastards. You can't really do anything at any of the shops, the Inn, or any place else, really, except fight the leader. Also note the distinct lack of digimon of any kind. Gee, I wonder if that Numemon was really right after all? Anyway, go through the city and battle the leader. He'll ask you to go into the room behind him to get the badge. Do so and you'll find it empty. The door will close and the floor will drop out. You'll find yourself in a dungeon of sorts. The guard won't let you out of course, so go find the hole in the wall, and the Numemon will let you out.

BULLET VALLEY

This is where Numemon drops you off. Going south takes you back to Pelche Oasis.

PELCHE OASIS

You can talk to Lisa if you so desire, otherwise exit to the Noise Desert.

NOISE DESERT

Take the west exit from this desert to arrive in the S. Noise Desert.

S. NOISE DESERT

Follow the path, talking to Guilmon and Agumon along the way. You're told to just go north if you get lost. North is to the right once you enter the desert. At the end of the path you'll enter the Lost Wood...err...Mobius Desert. Sorry, wrong game.

MOBIUS DESERT

On the first screen is Kotemon's DRI Agent. Going to the Lower Left, then upper left takes you to Kumamon's DRI Agent. Continuing that pattern two more times takes you to the screen with Monmon's DRI Agent. Anyway, we're looking for Mirage Tower. From the first screen of Mobius Desert go to the upper left, then lower left, then upper left, and keep on following this pattern until you get there.

MIRAGE TOWER

In the tower there is a Gatomon, a Gargomon, and a Guardromon, each offering their regular services. After using any of them that you see fit, climb all the way to the top of the tower and enter the room for a battle with the real Byakko Leader. After a short conversation you'll fight him, then after you win you'll be given the Byakko Badge and instructed to head to Bullet Valley.

9. The Secret Under the Stairs

BULLET VALLEY

Enemies: Goburimon (Red) 112 EXP 220 BIT

Here you need to wind your way north and west. You'll go up a ramp and a set of metal stairs before reaching a metal road. Follow the road to get to the factory.

DUM DUM FACTORY

Enemies: Thundermon 115 EXP 235 BIT Pulse Guard
Clockmon 123 EXP 250 BIT
Andromon 120 EXP 200 BIT Machinegun
Hagurumon 117 EXP 230 BIT
Mamemon 125 EXP 250 BIT

Upon walking a little ways into the factory you'll see Numemon again, but he'll run away. There are a lot of catwalks and ladders to explore, but you can't do anything with them for now. Instead you should just chase down Numemon by going towards the back and then down the ladder you saw when he left the room. Then just go through the door (duh).

DUCT ROOM 01

When you get into the room you'll find it empty except for a chest. So where'd that Numemon go? Oh, well. Take the HP Chip from the chest and leave the room.

DUM DUM FACTORY

Climb the ladder by the door and go to the back until you see a flight of stairs. Go up the stairs and into the control room, where you'll see a HiAndromon who will try and warn you off. Yeah, like that's gonna happen. Take the southmost exit from the room, then take the stairs up. Jump off the ledge and go a few steps to find Numemon coming out of Duct Room 04. He tells you once again to give up and runs back to the room.

DUCT ROOM 04

Once again, he's not here. Great. Now this game's turned into an overglorified version of hide-and-seek. Anyway, pick up the Mind Chip from the chest and leave the room.

DUM DUM FACTORY

Go back and wind around to the right, past the big silver gears and to the intersection on the right side of the box. You'll see Numemon go into Duct Room 02. Go back and around the box, then take the ladder down to the platform Numemon was on.

DUCT ROOM 02

Gone again. Yes, I know it shocks you. Well, nothing to do but grab the MP Chip from the chest and get back to hunting. Hey, just think of all the free stuff you're getting.

DUM DUM FACTORY

Go back up the ladder and head toward the stairs to the Operations Room. You'll see Numemon slink into Duct Room 3.

DUCT ROOM 03

You know the drill. No Numemon, but there's a Power Chip in the chest.

DUM DUM FACTORY

Whew. This next event is a pain in the rear to start. Between Duct Rooms 03 and 04 there is a platform on the level above that jus out. In front of that platform is a black and yellow gate with flashing red lights and a box. Go to the intersection of catwalks that is on the opposite side of the box than the outcropping. You'll see Numemon going into the Operations Room.

OPERATIONS ROOM

Enemies: HiAndromon (Boss) 325 EXP 500 Bit

Go up both flights of stairs. Then poke HiAndromon to start a conversation. After the conversation you're launched into a boss fight. After beating down HiAndromon, he'll respect you're strength and tell you where Numemon is. He'll unlock a door for you and give you the Rusty Rifle. After a quick scene of you seeing where Numemon is going, follow him. Go down both ladders and into the Secret Stairs.

SECRET STAIRS

Enemies: Mamemon

This place is easy to find your way through, just head left at the T-junction. The Secret Stairs take you to the Sewers.

SEWERS

Enemies: Sukamon 129 EXP 190 BIT
WaruMonzaemon (Boss) 320 EXP 740 BIT

After crossing the ladders, keep going left onto the catwalk. Go up the ladder at the end to the next level and follow the path to the right. At the split, go to the center. Across the ladders you'll stop, but Numemon won't be around. Then you'll hear a cry for help. You'll see a WaruMonzaemon making unwelcome advances on Lisa. Junior, the Boy Scout that he is, can't stand seeing this so he moves to help out Lisa. Of course, this means another boss fight.

After the battle you converse with Lisa and find out that you're both here to talk with Numemon, or should I say Lucky Mouse! Lucky Mouse was just wearing a Numemon disguise, kind of like the Agumon suits you and Kail wore back in Asuka City. He takes you to his hideout.

SECRET ROOM

You get bombarded by bombshells aplenty in the conversation that follows your arrival. Among them are the whereabouts of Teddy, the identity of Lucky Mouse, who the A.o.A. really is, and what exactly their plans are. The A.o.A. arrives, with Kail in tow, and more events follow, culminating in yet another boss digibattle. Luckily your digimon have been restored to full health by this point. After the battle you say your goodbyes and it's back to the sewer. next stop: Asuka City!

10. Liberation

SEWERS

Enemies: Numemon (Green) 124 EXP 300 BIT

If you go back to where Lisa and WaruMozaemon were you'll find that he's sorry. Good for him. Otherwise there's nothing really to do but make the long, long trip to Asuka City. Well, you can always curse Bandai for not giving us a faster way between towns while you're traveling. You'll certainly have enough time.

ASUKA CITY

When you get to the city, you find the gates locked tight. Not to worry,

though. Remember the dock to the right of the bridge? Well, it was there. So go to the right and down all the stairs and you'll reach a dock where you can call Submarimon.

SEABED

Enemies: Gesomon 136 EXP 240 BIT Runner Sandals

Here there are (for once) two ways to go. Just to the left of you is another way up to the surface. Taking it nets you a pair of Iron Gloves. After getting the gloves submerge again and take the path to the next screen. At the end is another emergence point.

ASUKA SEWERS

Enemies: Cyclonemon 134 EXP 270 BIT
Raremon 135 EXP 270 BIT

Go up the steps and take the left path at the split. Go up the ladder to find a chest with a Crimson Blade. Now go back to the right and follow the long path until it splits. Take it to the right and go through the door.

CONTROL ROOM

Enemies: Datamon (Boss) 340 RXP 1000 BIT Recover Crest

Wow. Pretty snazzy set up they've got here. Anyway, up by the main terminal you'll find Datamon and get into a fight. After you whoop him he gives you the Rusty Gloves and tells you that the rusty weapons are secrets to ancient weapons of the Digital World, and that you should find armor digivolved digimon who know the secrets. Talk to him again and he tells you that he'll open the gate to the basement if you have a DO Staff Pass. Now, who do we know who should have one of those? Time to have a talk with Kurt. So it's all the way back to his secret room under Dum Dum Factory....

SECRET ROOM

When you get back here you find out that Kurt should indeed have a Staff Pass, but the room is so messy it can't be found. Lisa sends you off to find her friends Keith and Nick, whom she last heard were in South Sector, to help clean the place up. That means it's time to hit the biggest hot spot in South Sector: Suzaku City.

SUZAKU CITY

Just like Seiryu City has a know-it-all Agumon, this place seems to have a know-it-all Renamon. Talk to Renamon in the Suzaku Leader's place to find out that some strange-looking men just "went inside." That rather ambiguous warning means you need to go down to the dock and call Submarimon.

SEABED

Enemies: Dolphmon 98 EXP 200 BIT

SInce you can only go one way, this isn't too tough. Two screens and you're there.

SUZAKU UG LAKE

Climb to the second level and go all the way to the left. You'll see two guys standing there. Approach them and you'll catch a bit of their conversation. The whole thing is automatic, and at the end of it you'll be whisked back to the Secret Room.

SECRET ROOM

Lisa will take command of Nick and Keith. The room will get cleaned, alright, but no Staff Pass will be found. So Lisa, the taskmistress that she is, sends the two back to work. Nick finally finds it by the computer. After that you find yourself outside in the sewers. Head all the way back to the Control Room.

CONTROL ROOM

Talk to Datamon again. This time, you'll flash your Staff Pass and Datamon will be more than happy to open the gate for you. Which gate, you say? Why, the big honkin' metal door you pass in the sewers on your way to the control room. Didn't catch it? Will, just head out of the Control Room and turn right. Follow the path around the turn and you'll see a handy opening in the wall. THAT's the gate he was talking about. Go through and you'll be in the Admin Center.

ADMIN CENTER B1F

Digibattles: (x5) Raremon, Cyclonemon 289 EXP 580 BIT

Talk to the guard blocking your path for a digibattle against a Raremon and a Cyclonemon. After you win he's gone. Grab the Power Charge from the chest and poke the next set of guards for more good digiwhooping times. Beat them and there's another guy farther down the bridge. At the end of the bridge is a Recovery Disk in a chest. Take it and go back and climb up the ladder.

Digibattle the A.o.A. guy up the stairs and to the left, grabbing the 100 bits from the chest farther down after defeating him. Then go upstairs and tackle the trooper in the hall, then exit this area.

BASEMENT STAIRS

Digibattles: (x3) Guardromon, Tankmon 299 EXP 590 BIT

Poking the trooper instigates yet another digibattle, with much the same babbling on the part of the trooper. Going out the door nets you 1000 bits from a chest. After that go upstairs to confront yet another trooper, and another one after that just around the corner. Go through the door and you'll be in the Admin Center 1F.

ADMIN CENTER 1F

Digibattles: (x3) Guardromon, Tankmon 299 EXP 590 BIT

The doorway after the trooper leads to the Main Lobby, filled with some rather nervous individuals. There's nothing really to do, though, so go back into the Admin Center and beat on the troopers guarding the stairs. There's another trooper to dispose up upstairs, and past him and around the corner is a Metal Horn. After getting it go through the door.

ADMIN CENTER 2F

Enemies: Vemmon 144 EXP 0 BIT

Digibattles: (x3) Guardromon, Tankmon 299 EXP 590 BIT
(x3) Guardromon, Tankmon x2 451 EXP 890 BIT

Off to the left is a chest with a Power Charge. Get it then fight the trooper on the bridge. You might as well battle the trooper on the bridge between flights of stairs for the experience, otherwise go up the next flight and battle the guys up there. The first one is a trooper, but the next ones are soldiers, and pack an extra digimon. After beating the first soldier, walking forward a step or two triggers an event that launches you into another digibattle, this time with the guard at the door.

After beating him, a strange purple digimon comes out of the room, looking confused. Junior will try talking to it, but it just wants to eat digimon and get stronger, so you'll have to fight it. After the battle the Vemmon goes back into the room.

MASTER ROOM

Inside this room are a series of paintings, each with a letter that looks like a sensor. Examine them in the order M, O, N, S, T, E, R to open a secret door that Junior will automatically enter.

A.o.A. HEADQUARTERS

Digibattles: Maildramon 160 EXP 325 BIT
Minotarumon (Blue), Gargoylemon, Persiamon 718 EXP 1490 BIT

Tadaa! You've found the Game Master, and Vemmon. But first you have to deal with the guards. That was pretty easy. Now on to the Game Master herself. When you approach her you'll hear her rambling on with someone on a viewscreen

about some sort of fusion experiment and Operation Sigma. After she sends Vemmon away you'll battle her set of three digimon, the most dangerous of which is Persiamon.

After defeating her Lisa and Teddy show up, as does Nick (who, it turns out, works for the International Police, S.A.P.--along with Lisa and Keith).

MASTER ROOM

During the interrogation, Game Master hints at a bigger plan that's already in motion. The Optical Network is being taken over, and through that Vemmon will destroy the world. At least, that's the plan. Lisa and Nick don't intend to let it happen, though. They take Game Master and go to look for a hidden control chamber in North Sector. After a short scene in Kusanagi City in the Real World, you'll find yourself talking with Teddy in the Main Lobby of Asuka City.

MAIN LOBBY

Junior is intent on getting to North Sector, but Teddy says that he can't get there by road or Submarimon. This leads to Teddy mentioning Digmon, and the end result is a quest to Amaterasu Server for the Digi-Egg of Knowledge. But first, we must hit Byakko City to find a way to get to Amaterasu Server.

11. A Bug's Life

BYAKKO CITY

Hey, the Digimon are back! Which also means the shops and everything are open. The weapons and armor are still not up to par with the Heavy Armory in Asuka City, so there's no real reason to buy anything. What you want to do is head upstairs and into the Byakko Dome.

BYAKKO DOME

Keith is there when you walk in, as are four people gathered around a table. Talking to them yields that Lisa and company helped liberate Byakko City. Byakko Leader is upstairs. Go talk to him. He tells you to go to the Underground Cave and talk to the people from Amaterasu. So go down a ladder and jump off a ledge and you'll find the doorway to the Underground Cave.

UNDERGROUND CAVE

Go down the ladder (or jump off the ledge) and talk to the A.o.A. members below. One of them is the general, whom you need to speak to. He tells you that Bulbmon (remember that thing?) was the transportation the A.o.A. used to get between servers. He also says that he has no idea where it is now, but Junior's got a sneaking suspicion he's seen it somewhere before, and he's

right. Bulbmon was that thing that attacked you on the gondola coming from East Sector. So it's back to one of the Gondola stations. South is actually where you want to go, so take Submarimon from South Badland to the dock at South Cape and go to the Bulk Swamp Station via that route.

BULK SWAMP

On your way here you probably ran into a few digimon that weren't running around before (like Tortomon). Interesting, ne? Talk to the balding guy by South Station and you'll find out about an earthquake, and that he hopes Suzaku City is alright. Maybe we should just go check on it ourselves.

PHOENIX BAY

As you approach the bridge to Suzaku City you'll feel tremors. After they subside Junior will be a little confused, but none the worse for wear. Continue on to the city.

SUZAKU CITY

Talk to Patamon in Suzaku Hall to find out that Leader went somewhere, possibly to the Jungle to check out a weird sound. Well, what are you waiting for? Go to the Ether Jungle!

ETHER JUNGLE

Make your way north and east toward the Jungle Shrine, and you'll run into a girl who will tell you that Leader went into the catacombs. Hey, at least there's a trail to follow.

JUNGLE SHRINE

Enemies: Nuememon (Blue) 222 EXP 660 BIT Dance Feather

Head all the way back and around to the next area, the catacombs.

CATACOMB

Enemies: Musyamon 155 EXP 330 BIT

Go back toward where Zanbammon is. If you talk to him he'll say that he feels an evil presence from that hole. Continuing on, you'll see Suzaku Leader. Approach her and she'll turn and tell you that you can't go past. She'll show you a gaping hole, which she says is a security hole (a hole in the net). Then a strangely familiar growl wafts up from the depths. Junior finally manages to convince Leader that he should go through the hole to Amaterasu Server.

He also asks where the emergency Matrix Chamber in North Sector is. She tells

him it's in the basement of Kulon Mine, but you need the four leader badges to use it. Looks like your quest took on an entirely new meaning.

BUG MAZE

Enemies:	Musyamon (Green)	160 EXP	330 BIT	MP Proxy
	Numemon (Blue)	222 EXP	660 BIT	
	Kurisarimon			
	Minotarumon (Green)	167 EXP	350 BIT	Metal Power 2

Follow the red path. The first branch is a circular thing, so take either path. At the second fork, stay left for a chest with a Rubber Suit. Then go back to the fork and down the ramp. Take the bottom path next, then go right and down for 1600 Bits. Back at the intersection go up and then right this time, and keep on following it as it curves down and to the right. This will take you to the Bug Maze Pit.

BUG MAZE PIT

Go straight down the path to find the trooper. He'll mention invisible ladders, and the fact that he's lost. Rather amusing, and some good info, but we're in the wrong place. Head back to the beginning of the Bug Maze.

BUG MAZE

From the entrance, go down the ramp and up into the little cul-de-sac. You should get a ladder icon by the wall around the top of it. Take the ladder up to the next level. Go south at the first fork and follow the big circle around to get a chest containing a Power Charge. Then continue south, winding around until you are in the Bug Maze Pit.

BUG MAZE PIT

Follow the trail back to pick up the Digitama Mail from the chest. Then go back to the initial branch on the second level of the Bug Maze.

BUG MAZE

This time go up and follow it around, eventually ending up at the BUG MAZE PIT once again.

BUG MAZE PIT

Enemies: Bulbmon (boss) 440 EXP 800 BIT

Here you get a nice shiny ramp up to the next level. Taking it starts another event--an earthquake in this case. It also launches you into another battle with Bulbmon. Junior takes the hole Bulbmon left, hoping it leads to Amaterasu

Server.

BUG MAZE

When the path first branches, the lower path takes you to a ledge you can jump off of as a shortcut back to the beginning of the maze. To keep going toward Amaterasy you want to take the top route. This path will take you straight to the next area, the Forest Inn.

12. Brave New World

FOREST INN

Interesting decor in here. Very pit-like. Anyway, decorating tastes aside, this is your first view of Amaterasu Server. Go upstairs and you'll automatically start talking with a boy. He has no idea where the Digi-Egg is, but he does tell you about the resistance to the A.o.A. and the fate of most of the tamers on the server. He also gives you the Crony ID, which will make the none-too-bright A.o.A. think you're one of them. Cool, huh?

Anyway, follow Kenny (the boy) upstairs and you'll find a setup not unlike the Forest Inn in Asuka Server. Gatomon's service are expensive, but most likely necessary, and there's a much-needed Guardromon waiting to save your game. When you're ready to progress step outside into a new East Wire Forest.

EAST WIRE FOREST

Enemies:	Blossomon	168 EXP	340 BIT
	Flymon (Pink)	165 EXP	330 BIT Glasses

As you walk around here you'll notice that all the humans have been turned into Oinkmon. At any rate there's nothing to do here, but the sign says Amaterasu City is to the west and Qing Long City to the east. Now, you can do one of two things. You can either be really dumb like I was and go to Amaterasu City, where you will be summarily killed by Knightmon who think you're a virus, or you can be intelligent and head to Qing Long City. Since I'm guessing you like to keep your digimon alive, let's make the smart decision and make for Qing Long. The monsters on this server are quite a bit tougher than those on Asuka Server, so be careful.

DIVERMON'S LAKE

Enemies:	Ebidramon	170 EXP	340 BIT
----------	-----------	---------	---------

Cross the bridge and follow the lake around to the south, then go through the kicking trees to the path where you saw Nick on Asuka Server during the whole Sepikmon's Mask thing. There's a chest with a Knight Shield. There's nothing else here to find, so exit east to the Wind Prairie.

WIND PRAIRIE

Enemies: Blossomon 168 EXP 340 BIT

Digibattles: Dolphmon, Monzaemon 342 EXP 725 BIT

There aren't any treasure chests here for you to grab, but there is an A.o.A. trooper at the eastern end of the prairie who will Digimon Battle you. He comes packing a Dolphmon and a Monzaemon. After beating the pants off of him (figuratively speaking, of course) head up the ramp and into Qing Long City.

QING LONG CITY

Digibattles: *Deltamon, Triceramon (Red), Kimeramon 627 EXP 1220 BIT

Because you have the Crony ID you can relax here, at least that's what the A.o.A. trooper by the entrance says. So wander around. The Armory on here is on par with the Heavy Armory in Asuka City (finally!), so anything you wanted to get from there that you already haven't feel free to pick up. The Inn is 60 Bit (blasted inflation), and nothings really all that interesting in the Item Shop.

After you're done looking around and shopping, go to Qing Long Tower and poke the Guardromon to save. After that go upstairs to where you battled the Seiryu Leader. Approach the guy in armor and a dialogue starts. When Junior asks about the Digi-Egg of Knowledge, the Qing Long Chief realizes he's not A.o.A. and starts a fight, intending to capture you.

After kicking his tin-plated butt back to the stone age, he'll be gone but there will be something on the ground where he was standing. Junior will pick up the Blue ID Pass.

KUSANAGI CITY - STREET CORNER

Meanwhile, in the Real World, the traffic lights are going crazy and everyone is a mite bit testy. And now back to our regularly scheduled program.

QING LONG CITY

Resting and saving would not be bad ideas right about now. Run over to Zephyr Tower and stay at Gatoman's Inn, then save with the Guardromon in Qing Long Tower. That done, we now have the question of what to do with the Blue ID Pass. This one, however, has nothing to do with the Gondola. We do need to go to South Sector, though, so it's time to hit the dock at Shell Beach.

WEST WIRE FOREST

Enemies: Cherrymon 189 EXP 380 BIT Recover Crest

Digibattles: Dokugumon (Black, Red), Sukamon 638 EXP 1145 BIT
Triceramon, Tuskmon, Tyrannomon 641 EXP 1220 BIT

Heading along the path you'll run into an A.o.A. trooper who wants to Digimon Battle you. He's got Dokugumon (both Black and Red varieties) and Sukamon. After beating him continue on and you'll run into another A.o.A. trooper itching for a fight. He's got a Triceramon, a Tuskmon, and a Tyrannomon. Beat him and exit west to the next screen.

WIRE FOREST ENTRANCE

Enemies: H-Kabuterimon 222 EXP 610 BIT

Nothing much to do here except poke the Oinkmon. Just exit west to Central Park.

CENTRAL PARK

Enemies: Antylamon 220 EXP 450 BIT
H-Kabuterimon 222 EXP 610 BIT

The A.o.A. trooper near where you came in will card battle you, if you'd like. He's got a decent deck, though. There's a Super Charge in a chest by the dock, too. After nabbing that, head south to Shell Beach. And whatever you do, don't try going to Amaterasu City. The Knightmon there will make you go squick.

SHELL BEACH

More Oinkmon. Just go to the dock and call Submarimon.

SEABED

Enemies: MarineDevimon 185 EXP 370 BIT

Given the red water up top, it's surprisingly clear down here. Huh. Anyway, this is a one-way path, so it's kinda hard to get lost. A couple of screens later you'll see a way to the surface. Take it and you'll be at Phoenix Bay.

PHOENIX BAY

Enemies: Blossomon 179 EXP 360 BIT
Brachiomon 180 EXP 360 EXP

There isn't any treasure here, nor are there people to digibattle, so just walk toward what was known on Asuka Server as Suzaku City. You'll have to talk to a trooper to gain access, and he'll end up thinking you the Chief of Qing Long City. Baka baka. But at least his stupidity helps your cause. Now you can enter Zhu Que City.

ZHU QUE CITY

Digibattles:	Gesomon, Octomon	361 EXP	680 BIT
	Brachiomon, Tyrannomon, MetalTyrannomon	544 EXP	1110 BIT
	*Cherrymon (Red), Scorpions, Snimon	649 EXP	1335 BIT

The trooper at the bridge will Digimon Battle you with a Gesomon and an Octomon. The trooper on the east side of the main square has a Brachiomon, Tyrannomon, and MetalTyrannomon. The Gatomon at the Inn wants a whopping 72 Bits per Digimon for her services. Whether you use them or not is up to you, but at least save at the Guardromon. Now go to Zhu Que Hall, climb the ladder, and do battle with the Zhu Que Chief, after he tells you something of the A.o.A.'s diabolical plans of course. He's got a Cherrymon (Red) that can suck HP, a Scorpions, and a Snimon. After winning the battle the Chief will be gone and in his place will be a Red ID Pass, which Junior will pick up, and then you'll be outside the Hall. Go back inside and past the Oinkmon upstairs to the dock, and take Submarimon to the UG Lake.

SEABED

Enemies: MarineDevimon 185 EXP 370 BIT

Again, a straight shot. The exit's at the end of the next screen.

ZHU QUE UG LAKE

Enemies: ShogunGekomon 184 EXP 370 BIT

Go down the stairs, then up the ladder, up the next set of stairs, and up the ladder at the top. Then follow the stairs until you see a ladder. Climb the ladder to get an Evil Fang from the platform, then go back down and take the stairs all the way to the top, where you'll find the Digi-Egg of Knowledge sitting and spinning. Junior will pick it up and you'll be transported back to the dock in Zhu Que City. Now it's time to put the new Digi-Egg to work. Well, we will shortly, at least. First, we need to get back to Asuka Server. Which means, I believe, we need to go back to the Forest Inn another trip through the Bug Maze (although this time you can just hop off the platform and be out in under a minute, discounting fights). Good luck. I'll see you on the other side!

13. The Final Badge

CATAcomb

Welcome back! Now that we have the Digi-Egg of Knowledge we need to get to North Sector and win the Genbu Badge. To do that we need to use a hole at Plug Cape. So that's our next destination.

PLUG CAPE

To get to North Sector, you need to go down the ramps and cross the bridge, then climb the ladder up to the next level. This is where the Triceramon and Tuskmon lurk. Now navigate the ramped path and cross the bridge to find a hole. This is the one we want. Walk over to it and an exclamation point will pop up above Junior's head, much like the one that pops up on Submarimon docks. Press X and the egg will glow and Digmon will appear, taking you into the Circuit Board.

CIRCUIT BOARD

Enemies:	Drimogemon	205 EXP	450 BIT	Drill Horn
	Kurisarimon	250 EXP	800 BIT	
	Rockmon	220 EXP	400 BIT	

The Kotemon tells you that the exit you are at leads to Plug Cape. This is good, considering that's where you just came from. You need to go north to get to North Sector. Pressing X causes Digmon to break any blocks in his path. Follow the black, breaking blocks as necessary. Ont eh next screen, wind your way around until you meet a Renamon. She'll tell you to go north at that intersection to reach North Sector. Take that path running north past Renamon.

At the next screen, take the left path when it branches off and you'll run into an Agumon. He tells you to go north, so do so. At the fork int he path, break the block and go right. At the next fork go left, and on the screen after that break the block in the middle of the path. COninue on until you see a glowing pillar of light. Use that exit and you'll be at Boot Mountain in North Sector.

BOOT MOUNTAIN

Enemies:	Triceramon (Red)	205 EXP	400 BIT
	Flarerizamon	204 EXP	400 BIT
	Meramon	205 EXP	410 BIT

Just follow the path and climb the ladder. The girl there will card battle you if you want. Climb the ramps, and then you'll get a choice: Go east to Snow Mountain or West to Kulon Mine. The first thing you want to do is go east until you see a ladder. Climb it for a pair of Needle Gloves. Then continue on to Snow Mountain.

SNOW MOUNTAIN

Enemies:	Mojyamon	205 EXP	420 BIT
	Frigimon	206 EXP	420 BIT
			Ice Chip

Here you want to follow the path, then go up the two ramps, then down to a chest with 3000 BIT. Then climb the ladder and drop down from the ledge to be able to access the Mountain Inn, where you can rest and save. Take the ramp up from the area in front of the Inn to find a chest containing a Shamshir.

Now, to get to Genbu City we have to take a bit of a roundabout route. Go down the long ramp by the ladder down. Then go south and down the next ramp, then over and up another ramp. Follow the path west until you exit the area back to Boot Mountain. Go down the ramp here, then over west and up the ramp over there. Then circle back around past the ladder that lead to the Needle gloves

and get back to Snow Mountain.

Go back up the ladder, but this time, instead of jumping off the ledge, go north and exit the screen.

FREEZE MOUNTAIN

Enemies: Mojyamon 205 EXP 420 BIT
Frigimon 206 EXP 420 BIT Ice Chip

From here, go north to a ladder and climb it. Around the bend on this level is a chest with a Knights Shield. Pick it up and then head down the ladder you didn't just come up. This leads to yet another ladder, which you should climb.

Go down the path and up the two ramps to the area where a guy is standing. Take the rightmost ramp of the two at the northern end of this level behind the guy, then go right and jump off the ledge. Climb the ladder and grab the Power Charge from the chest. Then just go up the ramp to reach Battle Gate.

BATTLE GATE

Just go straight up the road to ge to Genbu City.

GENBU CITY

Don't worry, this place is A.o.A.-free. They two guards at the entrance are friendly. There's an Item Shop and an Armory just to the left of the entrance, and down the stairs to the right you'll find Gatomon, and a Guardromon a little past her. Between Gatomon and Guardromon is a ladder leading up to a Divermon.

After resting and saving if necessary, go straight back from the entrance to reach a mexh walkway. At the fork, the right path leads to Piximon. Follow the left up the stairs and then down at the next branch to go outside to a different part of Battle Gate.

BATTLE GATE

Digibattles: * Vikemon, MetalEtemon, Antylamon 705 EXP 1430 BIT

You can talk to Guilmon and Renamon here, both of which hold Genbu Leader in high esteem. Go to the right and take the door behind Renamon to reach a Recovery Disk in the chest you saw inside. Then come out and go up the ladder, down the walkway, and up the next ladder to find Genbu Leader. Approach him to start a short conversation and the battle. Vikemon's really the biggest threat here. He can do obscene amounts of damage and counterattack you. Counter Crest is the best way to win this battle. Afterwards you get the Genbu Badge. Now it's time to go to the Kulon Mines to use the Matrix Chamber there.

KULON MINE

Enemies:	Fugamon	210 EXP	430 BIT
	Triceramon (Red)	205 EXP	400 BIT
	Drimogemon	205 EXP	450 BIT

First things first. You can get to the Legendary Gym now, so you can burn all those TP that you've been hoarding. To get there go west, bypassing a ladder and a set of stairs until you run into a wall with a ladder. Climb the ladder, then run west and past the ramp, continuing until you can leave the screen. You'll be at the Lake of Ice.

LAKE OF ICE

Enemies:	Icemon	215 EXP	420 BIT
----------	--------	---------	---------

First, take Subamarimon from the dock to reach Pelche Oaisis--we'll finally be able to grab that chest that's been mocking us for so long and get the Charisma CHip out of it. Go back to the Lake of Ice and follow the shore to the second ramp. Go down it and take the twisting, snowy path to the next shore, and go up the two ramps to and into the mouth to the Legendary Gym.

LEGENDARY GYM

This isn't some podunk gym in the wilderness. This is the real deal! To get to training, jump off the ledge you see when you first walk in, then go straight down the steps and talk to Flamedramon. The French guy by the entrance will Card Battle you, but other than that there's not much to do besides talk to people. When you're done here go back to Kulon Mine.

KULON MINE

Now that you're buffer and tougher, it's time to hit the next series of dungeons. Take the ladder down by Makoto, then run east (you'll go down another ramp) until you get to another ladder. Climb down and cross the bridge and you'll find yourself at the entrance to the Kulon Pit.

KULON PIT

Enemies:	Fugamon	210 EXP	430 BIT
----------	---------	---------	---------

To the right is a doorway leading to Kulon Weapons, where a MetalEtemon says he's a really good weaponsmith, but won't sell you anything because you don't have good enough armors. There's also a Guardromon for convenient saving. After doing that go back to the pit and down the ladder, then go west and into the doorway by teh Agumon. You're in teh Ice Dungeon.

ICE DUNGEON

Enemies: Vikemon 218 EXP 430 BIT
Numemon (Green?) 344 EXP 880 BIT

Digibattles: * Frigimon, MegaSeadramon, Mammothmon 703 EXP 1410 BIT

In this dungeon there's a few things you need to know. One, it's three floors: Ice, Fire, and Dark. Two, there are colored circles on the floor. These are teleporters. Blue teleporters are entrances, red are exits, and green are both. Only go through a blue teleporter if you don't mind not being able to return to the room you're in. Three, there are patches of ice on the floor, some of them large. When you hit a patch, you will slide uncontrollably in the direction you hit the ice until you get to clear floor again. Be careful. Now, about that walkthrough.

The first thing to do is take the stairs and ladder down to an area where you can see a large plane of ice. Step onto the ice going south from the centermost of the three protrusions of floor. Then go west, skating across the ice bridge. Jump off the ledge and take the blue teleporter on the right. You'll meet the Ice Witch and be forced to Digibattle. After beating her three digimon she'll admit defeat and let you pass. Go downstairs to the next floor.

FIRE DUNGEON

Enemies: Numemon (Red) 366 EXP 990 BIT

Digibattles: * Meramon, SkullMeramon, BlueMeramon 715 EXP 1420 BIT

Go down the stairs and you'll find yourself on a grid-shaped pathway with pools of fire. There are also landmines here that will reduce all your digimon to 1 HP. Weave your way south and east, and try to only heal when you trip a landmine. If you have one digimon that can take the enemies along, I recommend only healing that one until you face the boss to conserve MP and healing items. You'll get to a set of stairs leading up to a platform where Fire Knight, the boss of this floor, is waiting. Climb the stairs to start a short conversation and a digibattle. After you win, Fire Knight will let you pass to the third (and final) floor.

DARK DUNGEON

Enemies: Cyclonemon (Red) 215 EXP 430 BIT
Devidramon 214 EXP 390 BIT
Kimeramon 223 EXP 420 BIT

Digibattles: * SkullSatamon, Devidramon, Vilemon 719 EXP 1395 BIT

This one's almost a pain in the rear. At least, it's the most annoying of the three floors. When you step on the purple blocky area, the lights go out and you're plunged into total darkness. The big problem with this is that said path is what you have to take to get through this floor. However, whenever you step on a yellow/orange panel, the lights come back on as long as you stay on the panel, but when you're running between panels it's completely dark, except for your sprite. Stepping on the blue portals will take you back to the beginning of the floor, so avoiding them would be good. Now, the walkthrough.

Step off the stairs and go to the first panel. Go straight up the middle path and to the right two panels. Go north, turn the corner, and circle back

south to hit the next panel. From here take the path directly north of the one with the blue portal, and step on the panel just to the right of it. Go west up the path between the two panels and again step on the panel just to the right. From here you can see a corner of the staircase that is your destination. Go straight west up the path from the panel and to the staircase that is just to the left of the path.

At the top of the stairs is Dark Knight. Approach him to start a conversation and a digibattle. His team is SkullSatamon, Devidramon, and Vilemon. Beat him and it's on to the Chamber Room.

CHAMBER ROOM

Here is a Gatomon (probably much-needed by now) and a Guardromon, as well as a Veemon who tells you where the gates go (right to the Real World, left to the Ice Dungeon), and that you need an OK from the Admin Center and the four Leader Badges to go to the Real World.

Go upstairs and talk to the lady at the top twice. The second time she'll ask to see the Leader badges. He shows them and she clears him, then asks him where he wants to pop out into the Real World. He tells her Magasta, and she okays it, but says that you will only have 180 seconds. After that you will return to the Matrix Chamber. She tells you to move to the portal on her left, and Junior complies. Then you're in Magasta.

MAGASTA B1F

Enemies:	Tylomon	215 EXP	430 BIT	Crimson Cable
	MetalSeadramon	223 EXP	460 BIT	Crimson Cable

Yep, this is really the Real World, but there isn't any time for celebration. You've got a mission, and only 180 seconds to do it in. At least the timer doesn't count down during battles.

Turn the corner and grab the middle chest on top for a Power Charge and the leftmost one on the bottom for a Super Charge. The rest are empty. Take the path south then west to grab a Venom Fang at the end of the path. Go back and approach the control panel. Now hoof it back to the original intersection here. Go to the north and turn left at the fork to get a Trihorn from a chest, then go back and take the other path for the exit to the next floor.

MAGASTA B2F

Enemies:	Pukumon	221 EXP	470 BIT	Crimson Cable
	Whamon	225 EXP	420 BIT	Crimson Cable

Take the path east, then turn south to get a Misty Armor from the chest. Loop back around to the tunnel right next to the one you came out of and go through it back to B1F.

MAGASTA B1F

Enemies: Scorpimon 216 EXP 480 BIT

Take the first branch, then keep going south, staying to the bottom of the screen, to reach a chest with 300 BIT. Go back to the initial fork and stay on the main path all the way to the chest to get a High Security. Go back again and take the middle path this time. The chest on the bottom left has a Grey Sword, and the chest on the right has a Royal Spear. The other chest is empty. Go back to B2F.

MAGASTA B2F

Digibattles: * Dragomon, Pukumon, Giromon ??? EXP 1370 BIT

Go all the way east and north and you'll run into a Mech Soldier in front of a control panel. He'll start a Digimon Battle with you. Giromon is by far the heaviest hitter of the three, but thunder techs and Counter Crest are the way to go. After the battle Junior celebrates a little bit, then picks up the Dramon Guard, A Veemon-exclusive weapon, that the guard dropped. He also finds that he can't stop the Juggernaut's launch. All you can do is wait around and fight until time runs out and you're whisked back to the Digital World. There's a Super Charge and a Beret in the chests off of the branch by the nonfunctional panel.

CHAMBER ROOM

The computer is beeping warnings, and Junior warps back in. Then we're treated to a scene and an FMV of the Juggernaut launching. A garbled emergency message plays on the abandoned street corner in Kusanagi City. Not knowing what to do now, it's time to go talk to Lisa and the others. You'll find yourself in the Ice Dungeon, at the entrance. Leave and go to Asuka City.

ASUKA CITY

Resting and saving is always a good thing, since you haven't seen a Gatomon since before Kulon Mine, unless you stopped back at the Mountain Inn before coming back. After that we need to go talk to Lisa and friends in the Master Room in the Admin Center.

MASTER ROOM

Junior walks in and tells Lisa that the Juggernaut was launched, which she already knows thanks to Teddy. Nick mentions that it's the world's most powerful weapon. Great. Lisa takes Junior to go see "her" to find out how to stop the Juggernaut.

PRISON TOWER

"Her" turns out to be the Game Master, still locked away in the Prison Tower. Lisa makes a show of giving up to the Game Master, which convinces her to spill the beans on the Juggernaut. It turns out that only the president of Amaterasu

City can stop it.

While Lisa and Junior are thinking about what to do, Teddy rushes with the news that Vemmon was transferred to the Juggernaut. We then get a nifty FMV showing a rather large naval fleet attacking the Juggernaut, then it digivolving (with Vemmon's help, I assume) into Destromon and ripping the fleet a new one. Lisa tells us that we need to get the president of MAGAMI to stop Destromon.

MASTER ROOM

Everyone is trying to think of a way to get into Amaterasu City, but to no avail. Then Junior remembers a kid named Kenny and something he said a while back and offers to go to Amaterasu Server to look for a way in to the city. The hole in western Central Park (by the pipe sticking out of the ground) will take you to the Jungle Grave in Amaterasu Server.

15. But Where There's Hope...

JUNGLE GRAVE

Enemies:	Phantomon	186 EXP	370 BIT
	Vilemon	180 EXP	360 BIT

Now we want to look for the Resistance. Since Mirage Tower was a hideout for our Byakko friends on the run from teh A.o.A. in Asuka Server, maybe the Resistance is holed up there here. Let's find out. Go west and follow the winding trail to the exit to Phoenix Bay.

PHOENIX BAY

Nothing special here. Proceed to the Ether Jungle.

ETHER JUNGLE

Enemies:	Cherrymon	189 EXP	380 BIT
	Blossomon	179 EXP	360 BIT
	Brachiomon	180 EXP	360 BIT Ultra Charge

From here go to South Cape.

SOUTH CAPE

Asuramon runs the gym here, and you can get Super training in all the main stats except Speed, and he doesn't offer Super training in tolerances. If you're in the mood, spend a few training points. Otherwise, go to the dock and call Submarimon for a trip to West Sector.

SEABED

Enemies: Dragomon 221 EXP 440 BIT

You should know the way by now. Just put this here for the enemies, really.

SOUTH BADLAND

Enemies: Numemon (White) 399 EXP 1110 BIT
MetalEtemon 222 EXP 460 BIT

Digibattles: Vilemon, Phantomon (Purple, Blue) 665 EXP 1330 BIT

The A.o.A. trooper at the top of the first ramp will Digimon Battle you. Nothing real scary, but his last Phantomon can take a beating. That's about it for this area. Move on to the next one.

NOISE DESERT

Enemies: Gryphonmon 227 EXP 440 BIT
Tankmon (Blue) 227 EXP 470 BIT

Blah blah to S Noise Desert blah blah.

S NOISE DESERT

Enemies: Quetzalmon 223 EXP 440 BIT

Digibattles: Brachiomon, Deltamon, Mammothmon 671 EXP 1320 BIT

There's an A.o.A. trooper to Digimon Battle up where Agumon was in Asuka Server. His digimon can deal a fair amount of damage, but with a Counter Crest that turns into a good thing.

MOBIUS DESERT

Enemies: Quetzalmon 223 EXP 440 BIT
Vademon 232 EXP 460 BIT

The way to Mirage Tower here is the same as it was on Asuka Server--west, south, west, south, west.

MIRAGE TOWER

Enemies: Quetzalmon 223 EXP 440 BIT

Pochomon is here and offers to make something cool out of your Old Wand if you bring him a Khakkara. You can buy one inside. When you walk up the stairs a couple of kids stop you and ask for the password. One of them happens to be

Kenny, who recognizes you, so you don't need to come up with the password after all. What luck! Mirage Tower is indeed the base for the Resistance. Follow Kenny into Mirage Hall.

MIRAGE HALL

Digibattles:	MarineDevimon, Dragomon	456 EXP	910 BIT
	Kuwagamon (Green), Okuwamon, H-Kabuterimon	680 EXP	1485 BIT
	Cyclonemon (Red), Megadramon	458 EXP	900 BIT

The Gatomon, Gargomon, and Guardromon are all in the same location as they were on Asuka Server. Gargomon has some nifty weapons, though. Don't forget to buy a Khakkara for Ponchomon. The kid with the briefcase on the entrance level will Digimon Battle you. So will the man in white up the first ladder and Guard Banch at the top. After defeating all comers, save at the Guardromon if you wish and go through the doorway at the top of the Hall where you fought Byakko Leader.

Talk to Leader Chuck, and he'll tell you that to get past the Knightmon you need the four ID Passes from the four leaders. The City Chiefs of the A.o.A. have captured the leaders and have the passes now. You've already gotten two of them (Blue and Red). So now it's off to the closest city--this server's version of Byakko City.

MIRAGE TOWER

Give Ponchomon the Old Wand and the Khakkara and he'll make the Twinkle out of them. It's not much now, but maybe someday it will grow up to be a real weapon. We can always hope. Anyway, on to Byakko City, or whatever it's called here.

NOISE DESERT

Digibattles: Betamon, Kiwimon, Blossomon 664 EXP 1510 BIT

The A.o.A> trooper in the middle of the desert will Digimon Battle you. While these may have been some of the first digimon you fought early in the game (well, except for Blossomon), they've been pumped up a bit here.

At the entrance to Byakko City (as we'll call it until the real name pops up) you're greeted by two A.o.A. troopers who have orders not to let anyone through. Well, that kinda puts a crimp in our plans, now, doesn't it? Time to go back and beg Lisa's help in the Master Room.

MASTER ROOM

Talk to Lisa to get help with the Bai Hu City problem. Lisa takes Keith with her to go talk to the Resistance. You just need to go back to Bai Hu City.

BAI HU CITY

Hey, you got in! Looks like Lisa and Keith came through. Gargomon has a new stock yet again, and Gatoman's price is actually cheaper than it has been for a while in a new area. When you're ready, go up the stairs and past the not-very-helpful Renamon and into the Bai Hu Dome.

BAI HU DOME

Digibattles: * Rockmon, Gryphonmon, Ebidramon (Pink) 757 EXP 1450 BIT

Don't worry about the four soldiers around the table, they won't do anything to you, digibattle or otherwise. vlimb up to where you fought the fake Byakko Leader and face the Bai Hu Chief. Hand him his butt and you'll get the White ID Pass. Three down and one to go! Now it's off to North Sector. Get there the same way you got to Genbu City--via the hole at Plug Cape. You'll want to take Submarimon from the dock at North Badland E.

NORTH BADLAND W

Enemies: Arukenimon 225 EXP 450 BIT

Digibattles: Dolphmon, Monzaemon, Valkyrimon 656 EXP 1375 BIT

Grab the first chest you see as you go east for a Life Disk. You'll also pass an A.o.A. trooper at the top of a ramp who will Digimon Battle. His Valkyrimon looks kind of cool, but you've seen the rest before. You'll find a chest with a Super Charge where Taomon was on Asuka Server, and that's about it for now. Exit to North Badland E.

NORTH BADLAND E

Enemies: Numemon (White)

Digibattles: Dokugumon (Red), Roachmon 454 EXP 545 BIT

There's an A.o.A. trooper on the lower level by the ladder in the southeast part of the area who will digibattle you with one of the ugliest digimon I've ever seen. The gym here on theis server is run by Shakkoumon and offers Super training in Wind and Machine Tolerance. When you're eady to go, take Submarimon from the dock to Plug Cape.

16. Into the Mountains

PLUG CAPE

Enemies: Arukenimon 225 EXP 450 BIT

Walk east until you see the ramp, take it, climb the big ladder, follow the trail until you get to the hole. Yeah, it's the same as Asuka Server.

CIRCUIT BOARD

Enemies: Rockmon 220 EXP 400 BIT
Drimogenmon (Brown) 220 EXP 500 BIT

This time you've got a Patamon to greet you when you pop in. Just as the route at Plug Cape was the same as Asuka's, so is the Circuit Board. So I'll meet you at Boot Mountain.

BOOT MOUNTAIN

Enemies: BlueMeramon 243 EXP 480 BIT

At the top of the ladder is an A.o.A. trooper ready to Card Battle you. There's another one at the bottom of another ramp further on, too. Now, head east to Snow Mountain.

SNOW MOUNTAIN

Enemies: Mammothmon 236 EXP 460 BIT

Go east and up the ramps. The A.o.A. trooper at the top will want to Card Battle. Then it's up the ladder and north to Freeze Mountain, unless you want to stay at the Inn.

FREEZE MOUNTAIN

Enemies: Mammothmon 236 EXP 460 BIT

Again, the path is the same as on Asuka Server (except for the chests). There is one chest on a ledge to the right of the final ladder on the way up. It contains 3000 BIT. There's also an A.o.A. trooper standing by the final ramp. Now it's North to Battle Gate.

BATTLE GATE

The guard on the road tells you that the Chief, knowing that you're the one interfering with the A.o.A., wants to battle with you one-on-one. We can't disappoint the poor schmuck, now can we? Enter Xuan Wu City.

XUAN WU CITY

Gargomon has the same stuff he had in Bai Hu City, so there shouldn't be any need for you to get anything from him here. Everything in this city is in the same place as in it's Asuka Server counterpart, right down to the chest, which contains a Kulon Shield.

BATTLE GATE

Digibattles: * Boltmon, SkullMammothmon, Puppetmon 788 EXP 1560 BIT

Climb the ladders and approach the Xuan Wu Chief, who is true to his word and picks a fight with you. His digimon can absorb a fair amount of punishment, but once again a Counter Crest will put them in their place. Upon his defeat, you get the Black ID Pass that Xuan Wu Chief was carrying. Now it's finally time to poke Amaterasu City and those blasted Knightmon.

17. The Front Door

CENTRAL PARK

As you start up the bridge, Teddy comes running up and tells you that Lisa is bringing everyone from the Resistance. This should be the final battle against the A.o.A.

AMATERASU BRIDGE

Lisa, Nick, and Keith are at the gates of Amaterasy City. The Knightmon problem has been taken care of. Lisa and company lead the Resistance into the city. When Teddy hopes that Destromon hasn't started attacking yet, you get a rather nice FMV of Destromon blowing stuff up.

Nick comes out and announces that the A.o.A. in the city was surrounded and quickly surrendered. He wants you to help in the attack against the Admin Center. Enter the city.

AMATERASU CITY

Gatomon's price is lower still, and there's a chest with a High Security in it in the Sewers under the Inn. Gargomon has a whole slew of nifty new weapons. I suggest doing a little shopping. After everything's set, go to the Main Lobby.

MAIN LOBBY

Digibattles: MegaSeadramon, Maildramon (Black) 493 EXP 990 BIT

In here you'll find three A.o.A. Attackers blocking the door to the Admin Center. We'll have to do something about that. After that fairly easy fight, go through the door and into the Admin Center.

ADMIN CENTER 1F

Digibattles: Puppetmon, Piedmon, Creepymon 770 EXP 1500 BIT

Maildramon (Black), Guardromon (Silver) 503 EXP 1000 BIT

There are two Attackers in front of the stairs leading up. One fight and they're both gone. There's also a Soldier down the hall to the right. If you want ludicrous amounts of experience and BIT, take the door to the right and go through to the basement, fighting as you go.

BASEMENT STAIRS

Digibattles: (x3) Maildramon (Black), Guardromon (Silver) 503 EXP 1000 BIT

There are two Attackers between you and the stairs, and each has the same set of digimon. Down the hall after the stairs is another attacker with the same set as well. After beating him it's off to the next area. Go through the door, Boo.

ADMIN CENTER B1F

Digimobattles: (x3) MegaSeadramon, Maildramon (Black) 493 EXP 990 BIT
(x2) Puppetmon, Piedmon 508 EXP 990 BIT

The Soldier here seems a bit too attached to his digimon. After you beat him go downstairs and challenge the Attakcker there. Past him to the left is a chest with an Ultra Charge. Now go down the stairs and the long ladder. You'll see two more sets of A.o.A. people. The two by the door are one set, and disappear after you beat one of them. Past them is a chest with 8500 BIT. When you go to ge teh chest you'll see anothe Soldier. Take him out.

Now that this end's clear, go after the Attacker on the bridge. Beat down his Puppetmon (wow, those things pack a wallop!) and his Piedmon. The chest at the end of the bridge is empty, so return to the Admin Center 1F.

ADMIN CENTER 1F

Digibattles: Maildramon (Black), Guardromon (Silver) 503 EXP 1000 BIT

This time take the stairs. There's a Soldier right around the corner packing a couple of 'mon. Past him around the corner is a chest with an Ultra Charge. Now go throught he door at the top of the stairs.

ADMIN CENTER 2F

Digibattles: (x3) Maildramon (Black), Guardromon (Silver) 503 EXP 1000 BIT
(x2) Puppetmon, Piedmon, Creepymon 770 EXP 1500 BIT

There's an empty chest around to the left and an overzealous Soldier on the bridge to the right. SHow him the error of his ways, then cross the bridge and go up the stairs. Pop the Soldier by the bridge one and continue on you're merry way.

Deal with the two soldiers on this level, then go past the door to fight the Attacker there. Around the corner and down the hall there's another bridge

with a Soldier on it. Beat him and go back and enter the door.

MASTER ROOM

When you walk into the Master Room, it's empty. That's weird. Then Junior has a brainstorm. What if it has a secret door, like the one in Asuka City? Well if so, then what's the password. After a bit more theorizing, the secret door opens on its own and you're in the A.o.A. Headquarters.

A.O.A HEADQUARTERS

Digibattles: Knightmon 530 EXP 1060 BIT
* MetalSeadramon, VenomMyotismon, Raidenmon 1224 EXP 2515 BIT

When you first enter the room you're greeted by some Royal Guards, who then start a fight with you. After beating the Knightmon down you'll approach the guy in a suit farther in. This is the President of MAGAMI--the leader of the A.o.A. He offers you a job, but of course Junior declines (Boy Scout...). the MAGAMI President then attacks you. Note that at no point did you get a chance to heal from your battle with Knightmon.

Let me say this now: Raidramon is a serious pain in the rear. he has Gilead Plant, which will heal a portion of his health. He also does a bit of damage, and takes nothing from Thunder attacks. But beat him you must to continue.

After taking him down, the MAGAMI President will offer to turn himself in. Then Lisa, Nick, and Keith walk in and arrest the President. He tells you that you can stop Destromon with the computer at the top of the stairs. After Lisa takes the President away Keith and Teddy go upstairs and put a stop to Destromon. Nice FMV, too. Teddy takes you to the Login Room.

18. On Airdramon's Wings

LOGIN ROOM

When you get there you find that the world is still littered with Oinkmon and the Matrix Chamber is still not working. Kail walks in with an Oinkmoned Kurt in tow. Junior leaves the Login Room to investigate.

AMATERASU CITY

Go talk to Lisa and Nick by the bridge. Lisa tells you that it would be a good thing to get Keith back here to turn Kurt into a human as Kurt could most likely fix the Matrix Chamber, and that he's experimenting on how to fix the Oinkmon problem. Nick throws in the tidbit that he's in Qing Long City, so that's our next stop.

QING LONG CITY

Keith is in Qing Long Tower at the computer terminal by Piximon. He tells you that he's found the machine to turn everyone back, but there isn't enough power. Go upstairs and talk to the woman on the balcony there. Operator Anne will say that the city is powered by windmills, and that if there was more wind maybe the machine would work.

Hmmm....Remember that Airdramon sleeping in Gale Tower of Seiryu City? Let's go see if we can wake him up. Use the hole in the Kicking Forest on this server to get to the Kicking Forest on Asuka Server.

SEIRYU CITY

Go into Gale Tower, wind your way up the stairs, and talk to Airdramon. He still seems to be sleeping, but Junior asks him to go to Qing Long City and blow some wind anyway. He doesn't seem to be waking up despite Junior's best efforts, so the kid walks away. As he does this, an eye opens. If you go back into the tower Airdramon will be gone. Guess it worked after all! Back to the Login Room in Amaterasu City to see if this worked.

LOGIN ROOM

As you should have seen on your way here, everyone's back to normal! Walk in and talk to Kurt. He's trying to get the Matrix Chamber working again, but something is still interfering. Time to go back to Asuka City's Master Room.

MASTER ROOM

What the...?! There are three Oinkmon here. Didn't we get rid of them all? The door to the A.o.A. Headquarters is open, so let's go inside.

A.o.A. HEADQUARTERS

After some thoughts by Junior, three Vemmon pop in, look around, and leave. You'll be back in the Master Room.

MASTER ROOM

No Vemmon here. Go outside and check the city.

ASUKA CITY

Like the Admin Center, everyone here is back to being an Oinkmon again. What gives! We need to haul it back to Amaterasu City.

CENTRAL PARK

The Oinkmon are all over here too. Kail is on the bridge, thankfully still human (how does she manage that, anyway? Whenever there are Oinkmon she's always unaffected!). She'll tell you that the Vemmon turned everyone into Oinkmon again. They came from Amaterasu's Admin Center and went into the Master Room. In a quick scene, you also see that Vemmon have invaded the Real World and are turning people into Oinkmon there too.

AMATERASU CITY

You'll want to make sure you're set on equipment and items. Bring Ultra Charges, Life Disks, and Life Plugs along at the very least. You probably won't be coming back. When you're prepared, go to the Master Room.

MASTER ROOM

You'll see four Oinkmon (Lisa, Teddy, Nick, and Keith) and an open secret door. It looks like trouble. And it is. Junior goes into the A.o.A. Headquarters after a short "conversation" with the Oinkmon.

A.o.A. HEADQUARTERS

Upon entering, a figure pops up in a column of light. he announces himself as Lord Megadeath, the destroyer of both the Real and Digital Worlds. Oh, and he plans to become a god. He's on a rather large ego trip. He invites you to the military satellite, Gunslinger. Then there's a short but nifty FMV of the thing, and lord Megadeath announces his real goal--to obtain Gunslinger--as well as the rest of his plan. Good for him.

Once you step into the warp gate there's no going back. That's the final dungeon and you can't get back out. So make sure you're ready for this trip. I recommend at least going back and saving first. When you feel you're ready, step into the glowing circle.

19. Into the Heart of the Beast

GUNSLINGER 1F

Enemies:	VenomMyotismon	277 EXP	530 BIT
	Infermon	276 EXP	530 BIT

You need to use the teleporters to get around this maze. They're colored like those in the Ice Dungeon--Red are exit only, Green are two-way, and Blue are one-way to a Red pad. At the first set you reach, take the Green one. Then take the next green one you see. Take the green one once again at the next set and follow that platform to a control panel. Examine it to get rid of the block in the initial path. Take the blue panel back to the beginning.

Now move on to the next set of teleporters, taking the Green one again. On the

first platform take the rightmost Green teleporter, then take the leftmost Green one on the platform after that. Finally, take the other Green teleporter on this platform and you'll be transported to the second floor.

GUNSLINGER 2F

Digibattles: Infermon, Apokarimon 558 EXP 1080 BIT

Right away you see a Metal Soldier waiting for you. Approach him and you'll be launched into a Digimon Battle. Apokarimon will, for the most part, do nothing but cast Darkness Chaos, so you probably won't be able to sit back and hope your counters kill him.

After defeating him, proceed to the Green teleporter.

GUNSLINGER 1F

Examine the control panel to move the box again, then hit the Blue teleporter at the end of the other branch to get back to the first walkway.

Walk down to the next set of teleporters, taking the Green one yet again. Take the leftmost teleporter on the first platform, the middle one on the next, the one on the left after that, then right end, and finally left.

GUNSLINGER 2F

Digibattles: Infermon, Apokarimon 558 EXP 1080 BIT

Another tin can, another digibattle. Stupid Darkness Chaos. Beat him and move on to the teleporter.

GUNSLINGER 1F

Move the block again via the control panel down the left branch. Then hit the Blue teleporter on the right fork to go back to the first platform. The blue warp gate at the end leads to lord Megadeath himself.

GUNSLINGER 2F

Enemies: * Armageddemon 279 EXP 600 BIT

Oooh, pretty backdrop! Partway up the long staircase the Gunslinger starts vibrating and we get another FMV. After another couple of flights it vibrates again and you're thrown into battle against Armageddemon. After beating him, go up the final flight of stairs and into the room beyond.

CONTROL ROOM

Well whaddya know? It's Lord Megadeath himself. In the pre-battle conversation you find more out about Megadeath, and get another dose of his ego. The gist of it all is pretty much that he created the A.o.A. to in turn create the most powerful and loyal digimon, Snatchmon. Beat Megadeath down like the punk he is.

Every one of Megadeath's digimon have obscene hit points. Fujinmon isn't too bad, but Suijinmon can hit four times per attack, and tends to get two turns in a row. Raijinmon has strong thunder and water magic (Electro Ball and Back Flood) and occasionally gets two turns in a row (though not as often as Suijinmon. He should fill your Blast Guage nicely.

After taking down Megadeath, the egotistical megalomaniac takes off through the left teleporter. You can't use the right one, and there's really nothing else to do in here, so we might as well follow him.

The warp gate leads up to a platform with Megadeath and four Vemmons. The Vemmons merge into Snatchmon, who is apparently even more egotistical than Megadeath. Snatchmon turns against Megadeath and absorbs him, then states his plan to fuse with Gunslinger to become Galacticmon. After that, he wants to fuse with the Earth to digivolve into Gaiamon. We get a sweet FMV of the Galacticmon digivolution, and then we're thrown into battle in space.

The first target is the tail. All of its attacks are physical, so you can soon counter it to death. It will evade a little though, so be careful. It's two attacks are a tail strike and a beam attack. The tail strike does more damage.

After beating the tail, the body will fire off teh Ragnarock Cannon, reducing your current digimon to 1 HP. Fortunately, though, you should get first attack on the head, which we skip right to.

The head uses ?????, which is an uncounterable physical attack. Thankfully it doesn't do that much damage (less than the tail's attacks). Galacticmon will get two attacks in a row somewhat often, though. He will also counter any attack if he evades it. His physical evade rate seems sickeningly high, so use magic techniques and finishers against him. The head also uses a wind-based attack on occasion, but it did less damage to my Sakuyamon than the ????? did. Eventually he will finally go down and you'll be treated to the ending. Enjoy!

*
S I D E Q U E S T S
* *

3. DRI Agents

Agumon - Tyranno Valley. At the two ladders, take the right one up and then keep going right.

Guilmon - In the back right corner of Seiryu City, on the lower level.

Kotemon - Mobius Desert, 1st screen. By pillars.

Kumamon - M. Desert. From first screen go lower left, then upper left.
By shelter.

Monmon - M. Desert. From first screen go lower left, upper left, lower left, upper left, lower left, upper left. By cacti.

Patamon - Central Park. In the southeastern part.

Renamon - Central Park. On the roof of Leomon's Gym.

Veemon - Protocol Ruins. Go to the left to the dead-end arm. He's there.

*
D I G I M O N E V O L U T I O N S
* *

xx. Angemon

ACQUIRED

Patamon: Patamon LV 5

STAT CHANGES

Strength:	+ 0	Fire Tolerance:	+ 15
Defense:	+ 20	Water Tolerance:	+ 45
Spirit:	+ 30	Ice Tolerance:	+ 30
Wisdom:	+ 40	Wind Tolerance:	+ 45
Speed:	+ 10	Thunder Tolerance:	+ 0
Charisma:	+ 1	Machine Tolerance:	+ 15
		Dark Tolerance:	+ 60

LEVEL CHART

Level 05	TECH: Air Blast	Level 55	-----
Level 10	TECH: Small Heal	Level 60	TECH: Hand of Fate
Level 15	TECH: Double Guard	Level 65	-----
Level 20	-----	Level 70	-----
Level 25	LOAD: Air Blast	Level 75	LOAD: Double Guard
Level 30	-----	Level 80	-----
Level 35		Level 85	-----
Level 40		Level 90	-----
Level 45	TECH: Mega Tornado	Level 95	-----
Level 50	-----	Level 99	LOAD: Mega Tornado

TECHNIQUES

Air Blast:

Type: [Wind], Mag	Level Learned: 05
Cost: 20	Level Loaded: 25
Game Text:	Shoot air balls.

Description: A gust of wind smacks the enemy.

Small Heal:

Type: Healing Level Learned: 10
Cost: 16 Level Loaded: ??
Game Text: Heal some of your HP.
Description: A magical symbol appears.

Double Guard:

Type: Support Level Learned: 15
Cost: 42 Level Loaded: 75
Game Text: Increase your defense power.
Description: A shield appears and the screen fills with blue arrows pointed up.

Mega Tornado:

Type: [Wind], Mag Level Learned: 45
Cost: 30 Level Loaded: 99
Game Text: Tornado against an enemy.
Description: Twin columns of air damage the enemy.

Hand of Fate:

Type: [Wind], Phys Level Learned: 60
Cost: 42 Level Loaded: N/A
Game Text: Punch the enemy with wind attacks.
Description: Angemon flies up into the air and launches an energy fist at the enemy.

xx. Angewomon

ACQUIRED

Patamon: Patamon LV 5, Angemon LV 30, WIS 180
Renamon: Renamon LV 5, Kyubimon LV 30, SPR 160

STAT CHANGES

Strength:	+00	Fire Tolerance:	+00
Defense:	+30	Water Tolerance:	+60
Spirit:	+20	Ice Tolerance:	+15
Wisdom:	+40	Wind Tolerance:	+45
Speed:	+20	Thunder Tolerance:	+45
Charisma:	+01	Machine Tolerance:	+15
		Dark Tolerance:	+30

LEVEL CHART

Level 05	-----	Level 55	-----
Level 10	-----	Level 60	-----
Level 15	Antidote	Level 65	-----
Level 20	Divine Rain	Level 70	Celestial Arrow
Level 25	-----	Level 75	-----

Level 30	Anti-Paralysis	Level 80	-----
Level 35	LD: Antidote	Level 85	-----
Level 40	-----	Level 90	-----
Level 45	-----	Level 95	-----
Level 50	LD: Divine Rain	Level 99	LD: Anti-Paralysis

TECHNIQUES

Antidote:

Type: Healing Level Learned: 15
 Cost: 8 Level Loaded: 35
 Game Text: Cure Poison on yourself.
 Description:

Divine Rain:

Type: Water, Mag Level Learned: 20
 Cost: 30 Level Loaded: 50
 Game Text: Water damage from magical rain.
 Description:

Anti-Paralysis:

Type: Healing Level Learned: 30
 Cost: 8 Level Loaded: 99
 Game Text: Cure paralysis on yourself.
 Description:

Celestial Arrow:

Type: Lightning, Phys Level Learned: 70
 Cost: 44 Level Loaded: N/A
 Game Text: Divine arrow with thunder attack.
 Description:

xx. Devimon

STAT CHANGES

Strength:	+ 50	Fire Tolerance:	+ 0
Defense:	+ 10	Water Tolerance:	+ 40
Spirit:	+ 20	Ice Tolerance:	+ 60
Wisdom:	+ 40	Wind Tolerance:	+ 0
Speed:	+ 40	Thunder Tolerance:	+ 40
Charisma:	+ 1	Machine Tolerance:	+ 60
		Dark Tolerance:	+ 80

LEVEL CHART

Level 05	-----	Level 55
Level 10		Level 60
Level 15		Level 65
Level 20		Level 70
Level 25		Level 75
Level 30		Level 80

Level 35	Level 85
Level 40	Level 90
Level 45	Level 95
Level 50	Level 99

TECHNIQUES

:

Type:	Level Learned:
Cost:	Level Loaded:
Game Text:	
Description:	

:

Type:	Level Learned:
Cost:	Level Loaded:
Game Text:	
Description:	

:

Type:	Level Learned:
Cost:	Level Loaded:
Game Text:	
Description:	

:

Type:	Level Learned:
Cost:	Level Loaded:
Game Text:	
Description:	

:

Type:	Level Learned:
Cost:	Level Loaded:
Game Text:	
Description:	

:

Type:	Level Learned:
Cost:	Level Loaded:
Game Text:	
Description:	

xx. Digitamamon

ACQUIRED

Patamon: Patamon LV 5, Angemon LV 20, STR 100

STAT CHANGES

Strength:	+30	Fire Tolerance:	+40
Defense:	+30	Water Tolerance:	+40
Spirit:	+30	Ice Tolerance:	+40
Wisdom:	+30	Wind Tolerance:	+40
Speed:	+30	Thunder Tolerance:	+40
Charisma:	+01	Machine Tolerance:	+40
		Dark Tolerance:	+40

LEVEL CHART

Level 05	-----	Level 55
Level 10	TECH: Hypno Gas	Level 60
Level 15	-----	Level 65
Level 20	-----	Level 70
Level 25		Level 75
Level 30		Level 80
Level 35		Level 85
Level 40		Level 90
Level 45		Level 95
Level 50		Level 99

TECHNIQUES

Hypno Gas:

Type: Magic Level Learned: 10
Cost: 40 Level Loaded:
Game Text: Magic puts the enemy to sleep.
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

xx. Dinohumon

ACQUIRED

Kotemon: Kotemon LV 5

STAT CHANGES

Strength:	+ 30	Fire Tolerance:	+ 15
Defense:	+ 20	Water Tolerance:	+ 60
Spirit:	+ 20	Ice Tolerance:	+ 15
Wisdom:	+ 10	Wind Tolerance:	+ 15
Speed:	+ 10	Thunder Tolerance:	+ 45
Charisma:	+ 0	Machine Tolerance:	+ 30
		Dark Tolerance:	+ 30

LEVEL CHART

Level 05	TECH: Heat Cutter	Level 55
Level 10	TECH: Frost Cutter	Level 60
Level 15	LOAD: Heat Cutter	Level 65
Level 20		Level 70
Level 25		Level 75
Level 30		Level 80
Level 35		Level 85
Level 40		Level 90
Level 45		Level 95
Level 50		Level 99

TECHNIQUES

Heat Cutter:

Type: [Fire], Phy Level Learned: 05
Cost: 18 Level Loaded: 15
Game Text: Slash and fire damage.
Description:

Frost Cutter:

Type: [Ice], Phy Level Learned: 10
Cost: 18 Level Loaded:
Game Text: Slash with ice damage.
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

xx. ExVeemon

ACQUIRED

Kotemon: Kotemon LV 5, Dinohumon LV 20, Greymon LV 10

STAT CHANGES

Strength:	+ 20	Fire Tolerance:	+ 0
Defense:	+ 10	Water Tolerance:	+ 30
Spirit:	+ 20	Ice Tolerance:	+ 60
Wisdom:	+ 30	Wind Tolerance:	+ 25
Speed:	+ 20	Thunder Tolerance:	+ 30
Charisma:	+ 1	Machine Tolerance:	+ 15
		Dark Tolerance:	+ 45

LEVEL CHART

Level 05	-----	Level 55
Level 10		Level 60
Level 15		Level 65
Level 20		Level 70
Level 25		Level 75
Level 30		Level 80
Level 35		Level 85
Level 40		Level 90
Level 45		Level 95
Level 50		Level 99

TECHNIQUES

:

Type:	Level Learned:
Cost:	Level Loaded:
Game Text:	
Description:	

:

Type:	Level Learned:
Cost:	Level Loaded:
Game Text:	
Description:	

:

Type:	Level Learned:
Cost:	Level Loaded:
Game Text:	
Description:	

:
Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:
Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

xx. GrapLeomon

STAT CHANGES

Strength:	+50	Fire Tolerance:	+20
Defense:	+50	Water Tolerance:	+60
Spirit:	+00	Ice Tolerance:	+40
Wisdom:	+00	Wind Tolerance:	+60
Speed:	+40	Thunder Tolerance:	+20
Charisma:	+01	Machine Tolerance:	+60
		Dark Tolerance:	+00

LEVEL CHART

Level 05	Lightning Slash	Level 55
Level 10	Whirlwind	Level 60
Level 15	LD: Lightning Slash	Level 65
Level 20	-----	Level 70
Level 25		Level 75
Level 30		Level 80
Level 35		Level 85
Level 40		Level 90
Level 45		Level 95
Level 50		Level 99

TECHNIQUES

Lightning Slash:
Type: Lightning, Phys Level Learned: 05
Cost: 18 Level Loaded: 15
Game Text: Thunder damage.
Description:

Whirlwind:
Type: Wind, Phys Level Learned: 10
Cost: 18 Level Loaded:
Game Text: Wind damage.
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

xx. Greymon

ACQUIRED

Kotemon: Kotemon LV 5, Dinohumon LV 20

STAT CHANGES

Strength: + 20	Fire Tolerance: + 60
Defense: + 30	Water Tolerance: + 30
Spirit: + 30	Ice Tolerance: + 0
Wisdom: + 10	Wind Tolerance: + 30
Speed: + 0	Thunder Tolerance: + 30
Charisma: + 1	Machine Tolerance: + 30
	Dark Tolerance: + 30

LEVEL CHART

Level 05	TECH: Flame Ball	Level 55
Level 10	-----	Level 60
Level 15	TECH: Triple Fire	Level 65
Level 20	-----	Level 70
Level 25	LOAD: Flame Ball	Level 75
Level 30	TECH: Double Power	Level 80
Level 35	LOAD: Triple Fire	Level 85
Level 40	-----	Level 90
Level 45	TECH: Flame Lance	Level 95
Level 50	-----	Level 99

TECHNIQUES

Flame Ball:
Type: [Fire], Mag Level Learned: 05

Cost: 20 Level Loaded: 25
Game Text: Shoot small fire balls.
Description:

Triple Fire:
Type: [Fire], Mag Level Learned: 15
Cost: 25 Level Loaded: 35
Game Text: Shoot three fire balls.
Description:

Double Power:
Type: Special Level Learned: 30
Cost: 42 Level Loaded:
Game Text: Increase your attack power.
Description:

Flame Lance:
Type: [Fire], Mag Level Learned: 45
Cost: 48 Level Loaded:
Game Text: Launch fire beam.
Description:

:
Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

xx. Grizzmon

STAT CHANGES

Strength: +40	Fire Tolerance: +15
Defense: +30	Water Tolerance: +45
Spirit: +00	Ice Tolerance: +30
Wisdom: +00	Wind Tolerance: +45
Speed: +30	Thunder Tolerance: +15
Charisma: +01	Machine Tolerance: +45
	Dark Tolerance: +00

LEVEL CHART

Level 05	TECH: Lightning Slash	Level 55	-----
Level 10	TECH: Whirlwind	Level 60	TECH: Maul Attack
Level 15	LOAD: Lightning Slash	Level 65	-----
Level 20	-----	Level 70	-----
Level 25	TECH: Hammer Rush	Level 75	LOAD: Hammer Rush
Level 30	-----	Level 80	-----
Level 35	LOAD: Whirlwind	Level 85	-----
Level 40	TECH: Spinal Tap	Level 90	-----
Level 45	-----	Level 95	-----
Level 50	-----	Level 99	LOAD: Spinal Tap

TECHNIQUES

Lightning Slash:

Type: Lightning, Phys Level Learned: 05
Cost: 18 Level Loaded: 15
Game Text: Thunder damage
Description:

Whirlwind:

Type: Wind, Phys Level Learned: 10
Cost: 18 Level Loaded: 35
Game Text: Wind damage.
Description:

Hammer Rush:

Type: Physical Level Learned: 25
Cost: 30 Level Loaded: 75
Game Text: Damage from rapid blows.
Description:

Spinal Tap:

Type: Physical Level Learned: 40
Cost: 18 Level Loaded: 99
Game Text: Sometimes paralyzes the enemy.
Description:

Maul Attack:

Type: Physical Level Learned: 60
Cost: 40 Level Loaded: N/A
Game Text: If attacked first counter.
Description:

xx. Growlmon

STAT CHANGES

Strength:	+30	Fire Tolerance:	+45
Defense:	+10	Water Tolerance:	+15
Spirit:	+10	Ice Tolerance:	+30
Wisdom:	+20	Wind Tolerance:	+60
Speed:	+30	Thunder Tolerance:	+00
Charisma:	+01	Machine Tolerance:	+45
		Dark Tolerance:	+15

LEVEL CHART

Level 05	TECH: Double Power	Level 55	-----
Level 10	TECH: Double Guard	Level 60	TECH: Plasma Blade
Level 15	LOAD: Double Guard	Level 65	-----
Level 20	-----	Level 70	-----
Level 25	TECH: Picking Claw	Level 75	LOAD: CounterAlert
Level 30	-----	Level 80	-----
Level 35	LOAD: Double Power	Level 85	-----

Level 40	-----	Level 90	-----
Level 45	TECH: Counter Alert	Level 95	-----
Level 50	-----	Level 99	LOAD: Picking Claw

TECHNIQUES

Double Power:

Type: Support	Level Learned: 05
Cost: 42	Level Loaded: 35
Game Text:	Increase your attack power.
Description:	

Double Guard:

Type: Support	Level Learned: 10
Cost: 42	Level Loaded: 15
Game Text:	Increase your defense power.
Description:	

Picking Claw:

Type: Physical	Level Learned: 25
Cost: 18	Level Loaded: 99
Game Text:	Attack and steal items.
Description:	

Counter Alert:

Type: Physical	Level Learned: 45
Cost: 48	Level Loaded: 75
Game Text:	Counterattack during pose.
Description:	

Plasma Blade:

Type: Lightning, Phys	Level Learned: 60
Cost: 40	Level Loaded: N/A
Game Text:	Slash with electrified blade.
Description:	

xx. Kyubimon

ACQUIRED

Renamon: Renamon LV 5

STAT CHANGES

Strength:	+ 10	Fire Tolerance:	+ 30
Defense:	+ 0	Water Tolerance:	+ 30
Spirit:	+ 40	Ice Tolerance:	+ 45
Wisdom:	+ 30	Wind Tolerance:	+ 15
Speed:	+ 20	Thunder Tolerance:	+ 60
Charisma:	+ 1	Machine Tolerance:	+ 0
		Dark Tolerance:	+ 30

LEVEL CHART

Level 05	Thunder Bolt	Level 55	Ice Shower
Level 10	-----	Level 60	Dragon Wheel
Level 15	Ice Blow	Level 65	-----
Level 20	-----	Level 70	-----
Level 25	Thunder Gemini	Level 75	LD: Thunder Gemini
Level 30	-----	Level 80	-----
Level 35	LD Thunder Bolt	Level 85	-----
Level 40	-----	Level 90	-----
Level 45	LD Ice Blow	Level 95	-----
Level 50	-----	Level 99	LD: Ice Shower

TECHNIQUES

Thunder Bolt:

Type: Lightning, Mag Level Learned: 05
Cost: 20 Level Loaded: 35
Game Text: Create a thunder ball and fire.
Description: Kyubimon spits an energy ball that explodes in an electrical discharge on the enemy.

Thunder Gemini:

Type: Lightning, Mag Level Learned: 25
Cost: 30 Level Loaded: 75
Game Text: Create two thunder balls and fire.
Description:

Ice Blow:

Type: Ice, Mag Level Learned: 15
Cost: 20 Level Loaded: 45
Game Text: Shoot icicles with damage.
Description:

Ice Shower:

Type: Ice, Mag Level Learned: 55
Cost: 48 Level Loaded: 99
Game Text: Shoot numerous icicles.
Description:

Dragon Wheel:

Type: Fire, Mag Level Learned: 60
Cost: 60 Level Loaded: N/A
Game Text: Shoot fire balls from 9 tails.
Description:

xx. Kyukimon

ACQUIRED

Kotemon: Kotemon LV 20

STAT CHANGES

Strength:	+ 40	Fire Tolerance:	+ 20
Defense:	+ 30	Water Tolerance:	+ 80
Spirit:	+ 30	Ice Tolerance:	+ 20
Wisdom:	+ 20	Wind Tolerance:	+ 20
Speed:	+ 20	Thunder Tolerance:	+ 60
Charisma:	+ 1	Machine Tolerance:	+ 40
		Dark Tolerance:	+ 40

LEVEL CHART

Level 05	TECH: Heat Cutter	Level 55
Level 10	TECH: Frost Cutter	Level 60
Level 15	LOAD: Heat Cutter	Level 65
Level 20	-----	Level 70
Level 25		Level 75
Level 30		Level 80
Level 35		Level 85
Level 40		Level 90
Level 45		Level 95
Level 50		Level 99

TECHNIQUES

Heat Cutter:
Type: [Fire], Phy Level Learned: 05
Cost: 18 Level Loaded:
Game Text: Slash and fire damage.
Description:

Frost Cutter:
Type: [Ice], Phy Level Learned: 10
Cost: 18 Level Loaded:
Game Text: Slash with ice damage.
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

xx. MagnaAngemon

STAT CHANGES

Strength:	+10	Fire Tolerance:	+20
Defense:	+30	Water Tolerance:	+60
Spirit:	+40	Ice Tolerance:	+40
Wisdom:	+50	Wind Tolerance:	+60
Speed:	+20	Thunder Tolerance:	+00
Charisma:	+01	Machine Tolerance:	+20
		Dark Tolerance:	+80

LEVEL CHART

Level 05	TECH: Air Blast	Level 55	-----
Level 10	TECH: Small Heal	Level 60	LOAD: Mega Tornado
Level 15	LOAD: Air Blast	Level 65	-----
Level 20	-----	Level 70	Gate of Destiny
Level 25	TECH: Mega Tornado	Level 75	-----
Level 30	-----	Level 80	LOAD: Mega Heal
Level 35	LOAD: Small Heal	Level 85	-----
Level 40	TECH: Mega Heal	Level 90	LD: MegaProtection
Level 45	-----	Level 95	-----
Level 50	TECH: Mega Protection	Level 99	-----

TECHNIQUES

Air Blast:

Type: Wind Level Learned: 05
Cost: 20 Level Loaded: 15
Game Text: Shoot air balls.
Description:

Small Heal:

Type: Healing Level Learned: 10
Cost: 16 Level Loaded: 35
Game Text: Heal some of your HP.
Description:

Mega Tornado:

Type: Wind Level Learned: 25
Cost: 30 Level Loaded: 60
Game Text: Tornado against an enemy.
Description:

Mega Heal:

Type: Healing Level Learned: 40
Cost: 74 Level Loaded: 80
Game Text: Heal much of your HP.
Description:

Mega Protection:

Type: Support Level Learned: 50
Cost: 84 Level Loaded: 90
Game Text: Increase allies' defense powers.
Description:

Gate of Destiny
Type: Magic Level learned: 70
Cost: 112 Level Loaded: N/A
Game Text: Open a gate and discard enemies.
Description:

xx. MetalGreymon

ACQUIRED

Kotemon: Kotemon LV 5, Dinohumon LV 20, Greymon LV 40

STAT CHANGES

Strength:	+ 30	Fire Tolerance:	+ 80
Defense:	+ 40	Water Tolerance:	+ 40
Spirit:	+ 40	Ice Tolerance:	+ 0
Wisdom:	+ 20	Wind Tolerance:	+ 40
Speed:	+ 0	Thunder Tolerance:	+ 20
Charisma:	+ 1	Machine Tolerance:	+ 60
		Dark Tolerance:	+ 40

LEVEL CHART

Level 05	TECH: Flame Ball	Level 55
Level 10	TECH: Flame Lance	Level 60
Level 15	TECH: Triple Fire	Level 65
Level 20	-----	Level 70
Level 25	LOAD: Flame Ball	Level 75
Level 30	-----	Level 80
Level 35	TECH: Magic Missile	Level 85
Level 40	-----	Level 90
Level 45		Level 95
Level 50		Level 99

TECHNIQUES

Flame Ball:
Type: [Fire], Mag Level Learned: 05
Cost: 20 Level Loaded:
Game Text: Shoot small fire balls.
Description:

Flame Lance:
Type: [Fire], Mag Level Learned: 45

Cost: 48 Level Loaded:

Game Text: Launch fire beam.

Description:

:

Type: Level Learned:

Cost: Level Loaded:

Game Text:

Description:

:

Type: Level Learned:

Cost: Level Loaded:

Game Text:

Description:

:

Type: Level Learned:

Cost: Level Loaded:

Game Text:

Description:

xx. MetalMamemon

STAT CHANGES

Strength:	+20	Fire Tolerance:	+45
Defense:	+40	Water Tolerance:	+ 0
Spirit:	+20	Ice Tolerance:	+30
Wisdom:	+20	Wind Tolerance:	+30
Speed:	+ 0	Thunder Tolerance:	+ 0
Charisma:	+ 1	Machine Tolerance:	+60
		Dark Tolerance:	+45

LEVEL CHART

Level 05	Level 55
Level 10	Level 60
Level 15	Level 65
Level 20	Level 70
Level 25	Level 75
Level 30	Level 80
Level 35	Level 85
Level 40	Level 90
Level 45	Level 95
Level 50	Level 99

TECHNIQUES

:

Type: Level Learned:

Cost: Level Loaded:

Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:

Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

xx. Phoenixmon

STAT CHANGES

Strength: + 20	Fire Tolerance: + 0
Defense: + 50	Water Tolerance: +100
Spirit: + 40	Ice Tolerance: + 25
Wisdom: + 60	Wind Tolerance: + 75
Speed: + 40	Thunder Tolerance: + 75
Charisma: + 1	Machine Tolerance: + 25
	Dark Tolerance: + 50

LEVEL CHART

Level 05	Level 55
Level 10	Level 60
Level 15	Level 65
Level 20	Level 70
Level 25	Level 75
Level 30	Level 80
Level 35	Level 85
Level 40	Level 90
Level 45	Level 95
Level 50	Level 99

TECHNIQUES

:
Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:
Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:
Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:
Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

:
Type: Level Learned:
Cost: Level Loaded:
Game Text:
Description:

xx. Rosemon

STAT CHANGES

Strength:	+10	Fire Tolerance:	+ 0
Defense:	+40	Water Tolerance:	+80
Spirit:	+30	Ice Tolerance:	+20
Wisdom:	+50	Wind Tolerance:	+60
Speed:	+30	Thunder Tolerance:	+60
Charisma:	+ 1	Machine Tolerance:	+20
		Dark Tolerance:	+40

LEVEL CHART

Level 05	-----	Level 55	LD: Erase Poison
Level 10	Grand Wave	Level 60	LD: EraseParalysis
Level 15	-----	Level 65	-----
Level 20	Erase Poison	Level 70	Anti-Magic
Level 25	Erase Paralysis	Level 75	-----
Level 30	LD: Grand Wave	Level 80	LD: Water Field
Level 35	-----	Level 85	Thorn Whipping
Level 40	-----	Level 90	LD: Anti-Magic

Level 45 -----
Level 50 Water Field

Level 95 -----
Level 99 -----

TECHNIQUES

Grand Wave:

Type: Water, Mag Level Learned: 10
Cost: 72 Level Loaded: 30
Game Text: Magical tidal wave against enemy.
Description:

Erase Poison:

Type: Healing Level Learned: 20
Cost: 12 Level Loaded: 55
Game Text: Cure all poison on allies.
Description:

Erase Paralysis:

Type: Healing Level Learned: 25
Cost: 12 Level Loaded: 60
Game Text: Cure all paralysis on allies.
Description:

Water Field:

Type: Water, Mag Level Learned: 50
Cost: 100 Level Loaded: 80
Game Text: Strengthen water, weaken fire.
Description:

Anti-Magic:

Type: Healing Level Learned: 70
Cost: 20 Level Loaded: 90
Game Text: Cure all ailments on yourself.
Description:

Thorn Whipping:

Type: Physical Level Learned: 85
Cost: 130 Level Loaded: N/A
Game Text: Poison enemy with thorn whip.
Description:

xx. Sakuyamon

STAT CHANGES

Strength: + 30	Fire Tolerance: + 50
Defense: + 20	Water Tolerance: + 50
Spirit: + 60	Ice Tolerance: + 75
Wisdom: + 50	Wind Tolerance: + 25
Speed: + 40	Thunder Tolerance: +100
Charisma: + 1	Machine Tolerance: + 0
	Dark Tolerance: + 50

LEVEL CHART

Level 05	Electro Bolt	Level 55	-----
Level 10	-----	Level 60	-----
Level 15	Snowstorm	Level 65	Ice Field
Level 20	-----	Level 70	-----
Level 25	LD: Electro Bolt	Level 75	-----
Level 30	-----	Level 80	LD: Lightning Bolt
Level 35	LD: Snowstorm	Level 85	KongouKaimandara
Level 40	Lightning Bolt	Level 90	LD: Giga Freeze
Level 45	-----	Level 95	-----
Level 50	Giga Freeze	Level 99	LD: Ice Field

TECHNIQUES

Electro Bolt:

Type: Thunder, Mag Level Learned: 5
Cost: 48 Level Loaded: 25
Game Text: Large thunder ball against enemy.
Description:

Lightning Bolt:

Type: Thunder, Mag Level Learned: 40
Cost: 72 Level Loaded: 80
Game Text: Huge thunder ball against enemy.
Description:

Snowstorm:

Type: Ice, Mag Level Learned: 15
Cost: 60 Level Loaded: 35
Game Text: Snow spirit inflicts ice damage.
Description:

Giga Freeze:

Type: Ice, Mag Level Learned: 50
Cost: 72 Level Loaded: 90
Game Text: Engulf the enemy with huge ice.
Description:

Ice Field:

Type: Ice, Mag Level Learned: 65
Cost: 100 Level Loaded: 99
Game Text: Strengthen ice, weaken wind.
Description:

KongouKaimandara:

Type: Magic Level Learned: 85
Cost: 150 Level Loaded: N/A
Game Text: Magic attack against ghouls.
Description:

Strength:	+ 20	Fire Tolerance:	+ 25
Defense:	+ 40	Water Tolerance:	+ 75
Spirit:	+ 50	Ice Tolerance:	+ 50
Wisdom:	+ 60	Wind Tolerance:	+ 75
Speed:	+ 30	Thunder Tolerance:	+ 0
Charisma:	+ 1	Machine Tolerance:	+ 25
		Dark Tolerance:	+100

LEVEL CHART

Level 05	Mega Tornado	Level 55	Giga Heal
Level 10	-----	Level 60	-----
Level 15	LD: Mega Tornado	Level 65	LD: Sylph Storm
Level 20	Mega Heal	Level 70	-----
Level 25	-----	Level 75	Wind Field
Level 30	-----	Level 80	-----
Level 35	Sylph Storm	Level 85	Seven Heavens
Level 40	-----	Level 90	-----
Level 45	LD: Mega Heal	Level 95	LD: Wind Field
Level 50	-----	Level 99	LD: Giga Heal

TECHNIQUES

Mega Tornado:

Type: Wind, Magic Level Learned: 05
Cost: 30 Level Loaded: 15
Game Text: Tornado against an enemy.
Description: Twin columns of air damage the enemy.

Mega Heal:

Type: Healing Level Learned: 20
Cost: 74 Level Loaded: 45
Game Text: Heal much of your HP.
Description:

Sylph Storm:

Type: Wind, Mag Level Learned: 35
Cost: 72 Level Loaded: 65
Game Text: Powerful gust of wind.
Description:

Giga Heal:

Type: Healing Level Learned: 55
Cost: 188 Level Loaded: 99
Game Text: Heal much of allies HP.
Description:

Wind Field:

Type: Wind, Mag Level Learned: 75
Cost: 100 Level Loaded: 95
Game Text: Strengthen wind, weaken water.
Description:

Seven Heavens:

Type: Physical Level Learned: 85
Cost: 100 Level Loaded: N/A
Game Text: Fire 7 balls against evil Digimon.
Description:

xx. Stingmon

ACQUIRED

Renamon: Renamon LV 5, Kyubimon LV 20

STAT CHANGES

Strength:	+ 20	Fire Tolerance:	+ 15
Defense:	+ 10	Water Tolerance:	+ 30
Spirit:	+ 20	Ice Tolerance:	+ 30
Wisdom:	+ 10	Wind Tolerance:	+ 0
Speed:	+ 40	Thunder Tolerance:	+ 60
Charisma:	+ 1	Machine Tolerance:	+ 30
		Dark Tolerance:	+ 45

LEVEL CHART

Level 05	-----	Level 55	Venom Stab
Level 10	Poison Bites	Level 60	Spiking Strike
Level 15	Energy Leech	Level 65	-----
Level 20	-----	Level 70	-----
Level 25	LD: Poison Bites	Level 75	LD: Panic Bites
Level 30	-----	Level 80	-----
Level 35	Panic Bites	Level 85	-----
Level 40	-----	Level 90	-----
Level 45	LD: Energy Leech	Level 95	-----
Level 50	-----	Level 99	LD: Venom Stab

TECHNIQUES

Poison Bites:

Type: Physical Level Learned: 10
Cost: 18 Level Loaded: 25
Game Text: Poison damage.
Description:

Energy Leech:

Type: Magic Level Learned: 15
Cost: 18 Level Loaded: 45
Game Text: Magic that drains HP.
Description:

Panic Bites:

Type: Physical Level Learned: 35

Cost: 18 Level Loaded: 75
Game Text: Confusion damage.
Description:

Venom Stab:
Type: Physical Level Learned: 55
Cost: 36 Level Loaded: 99
Game Text: Deadly poison damage.
Description:

Spiking Strike:
Type: Physical Level Learned: 60
Cost: 36 Level Loaded: N/A
Game Text: Stab the enemy with the spike.
Description:

xx. Taomon

STAT CHANGES

Strength: + 20	Fire Tolerance: + 40
Defense: + 10	Water Tolerance: + 40
Spirit: + 50	Ice Tolerance: + 60
Wisdom: + 40	Wind Tolerance: + 20
Speed: + 30	Thunder Tolerance: + 80
Charisma: + 1	Machine Tolerance: + 0
	Dark Tolerance: + 40

LEVEL CHART

Level 05	Thunder Gemini	Level 55	Thunder Field
Level 10	Ice Shower	Level 60	-----
Level 15	LD: Thunder Gemini	Level 65	LD: Electro Bolt
Level 20	-----	Level 70	Bonhitsusen
Level 25	Electro Bolt	Level 75	-----
Level 30	-----	Level 80	LD: Snowstorm
Level 35	LD: Ice Shower	Level 85	-----
Level 40	-----	Level 90	LD: Thunder Field
Level 45	Snowstorm	Level 95	-----
Level 50	-----	Level 99	-----

TECHNIQUES

Thunder Gemini:
Type: Lightning, Mag Level Learned: 5
Cost: 30 Level Loaded: 15
Game Text: Create two thunder balls and fire.
Description:

Ice Shower:
Type: Ice, Mag Level Learned: 10
Cost: 48 Level Loaded: 35

Game Text: Shoot numerous icycles.

Description:

Electro Bolt:

Type: Lightning, Mag Level Learned: 25

Cost: 48 Level Loaded: 65

Game Text: Large thunder ball against enemy.

Description:

Snowstorm:

Type: Ice, Mag Level Learned: 45

Cost: 60 Level Loaded: 80

Game Text: Snow spirit inflicts ice damage.

Description:

Thunder Field:

Type: Lightning, Mag Level Learned: 55

Cost: 100 Level Loaded: 90

Game Text: Strengthen thunder, weaken metal.

Description:

Bonhitsusen:

Type: Physizal Level Learned: 70

Cost: 80 Level Loaded: N/A

Game Text: Huge damage to ghouls.

Description:

xx. WarGrowlmon

STAT CHANGES

Strength:	+40	Fire Tolerance:	+60
Defense:	+20	Water Tolerance:	+20
Spirit:	+20	Ice Tolerance:	+40
Wisdom:	+30	Wind Tolerance:	+80
Speed:	+40	Thunder Tolerance:	+00
Charisma:	+01	Machine Tolerance:	+60
		Dark Tolerance:	+20

LEVEL CHART

Level 05	TECH: Picking Claw	Level 55	-----
Level 10	TECH: Counter Alert	Level 60	TECH: Speed Up
Level 15	LOAD: Picking Clay	Level 65	-----
Level 20	-----	Level 70	Atomic Blaster
Level 25	TECH: Mega Protection	Level 75	-----
Level 30	-----	Level 80	LD: Mega Strength
Level 35	LOAD: Counter Alert	Level 85	-----
Level 40	-----	Level 90	LD: Speed Up
Level 45	TECH: Mega Strength	Level 95	-----
Level 50	LOAD: Mega Protection	Level 99	-----

TECHNIQUES

Picking Claw:

Type: Physical Level Learned: 05
Cost: 18 Level Loaded: 15
Game Text: Attack and steal items.
Description:

Counter Alert:

Type: Physical Level Learned: 10
Cost: 48 Level Loaded: 35
Game Text: Counterattack during pose.
Description:

Mega Protection:

Type: Support Level Learned: 25
Cost: 84 Level Loaded: 50
Game Text: Increase allies' defense powers.
Description:

Mega Strength:

Type: Support Level Learned: 45
Cost: 84 Level Loaded: 80
Game Text: Increase allies' attack powers.
Description:

Speed Up:

Type: Support Level Learned: 60
Cost: 48 Level Loaded: 90
Game Text: Increase your speed.
Description:

Atomic Blaster:

Type: Fire, Mag Level Learned: 70
Cost: 48 Level Loaded: N/A
Game Text: Burn the enemy with fire laser.
Description:

E N E M Y D I G I M O N

Airdramon (2) :

Exp:

Bit:

Loc:

Item: Magician Rod

Dokugumon

Exp: 105

Bit: 210

Loc: Noise Desert

Item:

Dolphmon:

Exp: 98

Bit: 200

Loc: Seabed, various fishing spots

Gomamon
Guilmon
Hawkmon
Kunemon
Monmon
Muchomon
Mushroomon
Patamon
Renamon
Salamon
SnowAgumon
Syakomon
ToyAgumon
Wormmon

Berserk Energy
Protect Armor

BOOSTER 2b

DarkTyrannomon
Devidramon
Dolphmon
Frigimon
Gatomon
Geremon
Hagurumon
Hookmon
Ikkakumon
Kyubimon
Ninjamon
Octomon
Otamamon
Piddomon
Tsukaimon

Blue Power
Digimon Charge
Green Remove
Program Charge
Summon Cancel
Summon Devimon
Summon Gomamon

BOOSTER 5b

13/432	3.01%	Angemon
14/432	3.25%	Apemon
11/432	2.55%	Biyomon
30/432	6.95%	BomberNanimon
21/432	4.86%	Clockmon
12/432	2.78%	Devimon
8/432	1.85%	Dinohuman
11/432	2.55%	Fugamon
13/432	3.01%	Greymon
15/432	3.47%	J-Mojoymon

16/432	3.70%	Kurisarimon
20/432	4.63%	Numemon
19/432	4.40%	Shellmon
33/432	7.64%	ShellNumemon
17/432	3.94%	Starmon
20/432	4.63%	Stingmon
12/432	2.78%	Sukamon
9/432	2.08%	Tentomon

36/432	8.33%	Blue Remove
26/432	6.02%	Charge Terminal
11/432	2.55%	Eclipse Undo
11/432	2.55%	Green Force
7/432	1.62%	Red Remove
7/432	1.62%	Rusty Dust
18/432	4.17%	Summon Patamon
22/432	5.09%	White Remove

R-BOOSTER 01

Agumon
Biyomon
Gabumon
Gomamon
Guilmon
Hawkmon
Kotemon
Kumamon
Monmon
Palmon
Patamon
Renamon
Tentomon
Veemon
Wormmon

Okay. The initial walkthrough is now done, but there is still a whole lot planned for this sucker. I'm going to go through the game again and incorporate all the sidequests into the walkthrough, as well as detail and streamline things better. Monsters in an area will be added to the beginning sections, and will be expanded.

A complete bestiary and Side Quest section will be made, as well as item lists and other things. The partnerr sections will of course have all the partners in it eventually, and will have a digivolution tree for each, among other things.

Also look for a map of the Circuit Board (if I can make it work) and a listing of the entrances and exits to the Circuit Board and Seabed. The Card section will be expanded to include strategies and info on each card battler's deck, as well as completing the stuff that is already there.

And eventually, maybe the Table of Contents will match the guide itself. Maybe. Either way, there will be formatting changes (minor, most likely) to even things out.

That said, I'm going to sit back and enjoy having beaten the game and upgraded this thing to version 1.0, while at the same time cursing my foot for hitting the power button on my PS2 before I finished watching the ending. Until next time!

* * * * *

C R E D I T S

* * * * *

This thing wouldn't be here now if not for the following people. Thanks a million.

CJayC - For running this site in the first place.

Me - For writing this thing. Dang, guides take a lot of work.

Various boardrunners - For providing entertainment and strategic discussions, and proving that someone else needed to write a more comprehensive guide.

Toad908 - For being the first person to give me feedback on the guide.

This document is copyright Emerald Phoenix and hosted by VGM with permission.