

Digimon World 3 FAQ/Walkthrough

by Dark Zero

Updated to v1.7 on Sep 27, 2002

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28/6/2002 Version 1.0 : Started making this walkthrough/faq.
30/6/2002 Version 1.1 : Changed a few things, added a few.
4/7/2002 Version 1.2 : Updated the walkthrough and a bad news. My memory card spoiled.
21/7/2002 Version 1.3 : Updated walkthrough, added optional boss section.
16/8/2002 Version 1.4 : Walkthrough updates, Optional boss, added BK Seraphicmon. (at 10/8/2002, Finished the game, memory card spoilt again...)
17/8/2002 Version 1.5 : Updated walkthrough.
27/8/2002 Version 1.6 : Finished walkthrough!
27/9/2002 Version 1.7 : Q&A, How to find more partners...

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This walkthrough is made by me, Dark Zero. Hope it helps! If you want it on your site, pls tell me first. I need to know where to send the updates. E-Mail me at beam_sabre@hotmail.com Also, this is my first time writing a FAQ. Even so, please don't use it to make profit.

This FAQ can be found at gamefaqs.com & cheathappens.com

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- 1) Controls

X is for confirmation, talking to people, etc.

Square is for I don't know what (IDKW)

Triangle is for Cancal

Circle is for while you're Card Battling. You can look at your hand, field, surrender, and stuff like that.

Directional Pad is for YKW (You Know What)

Start is for menu

select is for IDKW

*Blast Digivolving past level 40 will get a Mega form with unlimited MP.

2) Walkthrough

Real World

You start in the real world waiting for your friend and talking to yourself. Then two of your friends comes into the picture and start giving stupid comments. Then all of you go into a 'Internet Cafe'. Actually, it's digimon online. Then you'll have another conversation and you start choosing your partners.

Pack A:Balaced Pack = Patamon, Kotemon, Renamon.

Pack B:Power Pack = Renamon, Agumon, Monmon.

Pack C:Maniac Pack = Kumamon, Guilmon, Patamon.

Choose one and get out of there. I chose Pack C. Yay! I'm faster than Ivy that keeps on giving dumb comments.

Digimon World

Asuka Server

Asuka City

Okay. Here in digimon world, start yakking with everyone in sight. After that, talk to those behind the counters for what they are selling or giving. Upon exiting the door, an 'old' man will challenge you. I chose Pack C, and my Kumamon beat his Kuwagamon without much problem. Now, Yak as usual with every one, then go to the Inn. There, rest and save if you want to. After you're done, take the ladder and go down, meeting a woman dusting. there are two doors. Take the one next to the ladder and enter the underground path. There will be a fork in the road. Take right turn and you'll reach a door. (No Ladders, kay?) Yak with everyone again. You've probably noticed the two buildings. Enter the yellow one first. The divermon will give a folder bag as soon as you start a conversation with him. Then, yak with every one for tips. Now, Go into the other the other one and yak with every one, but the one at the counter should be spoken to a few times. Then, exit the town and start training. Before you do so, buy a spear from the armory. If you got access to the auction in the building that was for item freeks, you'll gain access to the black market here later on. To get access, train your Digimon to high levels.

Central Park

Train here. Aim for level 5. Then, train the evolved form to level 20 at another place, not here. Train ocasionaly at Leomon's Gym. Go to the west side of the Park and go to a guy standing there. (west, as in facing Leomon's side) He'll start kicking trees. You'll start yaking annd get info about Tree Boots. Go to Lamb Chop in the city for more info later. Go up the 'mountain' and fight a few Triceramons. Hopefully they will drop a TNT ball for you as they did for me:) Keep at least one TNT ball in your bag cause we'll need it later. Then exit the place and goto lamb chop to yak with one of the waitress. She'll give you info about Veemon. (It's about your tree boots) Then, go south of central park and you'll reach Shell Beach. Talk to the old man there and he'll offer to make you a Fishing Rod. He'll ask for a stick, a string, and something else, I can't remember! Anyway, We got the stick and let's head east of Central Park and go to East Sector.

East Sector

Tah Da! We are in wire forest entrance. ...Not exactly a big accomplishment but okay. Find your way through while striking a conversation with every one you meet. Some of them are not worth talking to twice unless you are confident in your card battle skills.

West Wire Forest

Repeat steps above.

East Wire Forest

Here's an inn. Rest up and save. When you're done, go north and enter protocol forest. Train here until the Digimon here drops a spider web. (Again, I can't remember) Now, leave and enter the inn if felt needed to. I suggest you do so just at least to save. Now, head east and you'll reach Divermon's lake.

Divermon's Lake.

Nothing to do here. just get a red snapper out of one of the Divermons and we'll be ready to make a fishing rod. Now head east again and we'll reach...

Wind Prairie

What are we doing here?! To get some easy EXP. Talk to Akiba there twice and we'll digibattle. If you have MetalMamemon, Kyubimon, Digitamamon, or any digimon gained from leveling your champions to level 20, he will be a piece of cake. (My MetalMamemon was level 7 when I fought him, but you don't need to train so high) Keep to the north side of Wind Prairie and you'll find a way heading up. Follow it and you'll reach Seiryu city. Yay! An inn, savepoint, and a gym leader who is ... not around?! Oh boy, let's head back to protocol forest and find our way through the trees to reach Protocol Ruins.

Protocol Forest

It's a pain in your @\$\$ to find your way through the trees but we'll make it.

Protocol Ruins

For easy EXP, take right at the fork and keep going until you meet a stairs. Hello stairs. I'm going up to fight ...

Pharoahmon!

He did not pose much of a challenge to me but I suggest you train and heal before finding fault with him. After defeating him, or if you did not, jump down at the place that Pharoahmon is, (to the right, at the ^^^^ thingy) make your way through that place, and... what's this? Veemon, Guilmon, and Agumon for adoption? Naw. Talk to the guy standing there and he'll tell you to defeat MasterTyranoMon. And I knew his location without that guy telling me. Head back to Seiryu city and rest and save up first, cause we got to go to Wind Prairie, to head east to Kicking Forest.

Kicking forest

Ignore the Veemon waiting in Wind Prairie for now. Stay north and go up ladders to reach...

Tyrano Valley

Which has strong enemies and gives a lot of EXP. If you did not get the TNT ball earlier, Get one here. It's important! Take the ladder up and make your way to

MasterTyranomon

As usual, he will post no threat to you if you have a high level. I beat him in 3 to 5 turns only. After you beat him you get an item. That's the old claw. Equip that and go to wind Prairie. This time, yak with Veemon and play hide and seek with him.

Kicking Forest

Just keep south, presing X among the trees and you'll see a Voice saying "OOPs, You found me". And you know what happens next. Now Go to Seiryu City and fight with the Seiryu Leader ... after resting and saving. My goodness! I took his digimon down each with only 3 hits! Again, a high level will do you good. Now, go to east station and get another task, that you have to get a Blue card. First, go back to Asuka City and to the Inn, 2nd floor. Then, go get your fishing rod and train at the Gym. Next, go to the forest Inn and another Guilmon will be there. After Talking with him, go to Seiryu City's Inn and Get the 'Blue Card' from him. Yay?! Check your bags. He made a sucker out of us. It's a blue card. Goto east station and try it out. It won't work. Now, go to Seiryu City and walk straight to talk with a Guilmon. Now, go back to forest inn and down the ladders to meet the Tricky Guilmon for the real Blue Card. Yay! Let's head back to east station to talk with the girl there twice for a digibattle. Rest and save in an Inn, put the blue card in and we'll get on the gondola to meet a Bulbmon. Just Get his HP to critical level and he'll run away. He's quite deadly so be prepared with 99 Power charge (You don't need that amount, I just bought it for safety) and a high level.

South Sector

Talk to the guys (or Gals) twice here for a few Digibattles. When you are done, make your way to Bulk Bridge to keep west and reach

Tranquil Swamp

Go to the Inn, save up, rest, and be on our way to Jungle Grave. A Zambamon will be there. Challenge him, take a blow from him and you'll run automatically. Go back to Tranquil Swamp's Inn, rest, save, talk to the Gatomon in front the counter and goto shaman house in the same area, Tranquil Swamp. Sepikmon turned out to be the ghost. He'll tell you to find his mask. Head to the South Station and you'll gain info about Baronmon from Kail. Now, Go to Seiryu City and talk to Agumon. He'll tell you something that'll make you head right to protocol ruins. Baronmon will be up the tower to the left. Talk to him and he'll say Sepikmon is in

Asuka City

Talk to everyone and you'll find out that Sepikmon is terrorizing the city. Now, go to Asuka Bridge and go to the docks. And who do we have here... Sepikmon?! " I found my mask. A way to defeat Zambamon? I-I found my mask myself so I'm not going to tell you!" So says 'Sepikmon'. Go into the city and to the couple talking about becoming Digimons. An Etemon will be there saying something that will make you head to

Divermon's Lake

A man will be behind the kicking trees. (Near the exit) He will be complaining about Etemon stealing his Shield. Go back to

Asuka City

And go to where Etemon was. Eh? He's not here! Well, go to the underground path and goto the sewers. Etemon! Give back the shield! Ta Dah! There's also an item here. Head back to Shaman House and Sepikmon will give you a smelly herb. Go challenge Zanbamon and he'll run away. Now, find your way around the graveyard and we'll reach another swamp area.

Phoenix Bay

Okay! Train your digimons, suggestedly to a minimum level of 20 or more, then make your way through again and we will reach

Suzaku City

Go rest and save, then talk to everyone twice. Some will Digibattle with you. When you are done, Go rest and save, then go to the gym. A patamon will be learning how to dance from a band of Floramons. Talk to the lady up the ladders watching them and we will fight

Suzaku Leader

This is the first battle where I actually blast digivolve. Defeat her digimons and exit the place. Kail will be there. She'll take us back to...

Asuka City

Now, we will waste a lot of time yakking. Then we will have to talk to everyone to find out how to go into the Admin Centre. The Agumon in the corner will tell you Digimons without their partners are able to get in. Talk to Kail about the news and she'll tell you to go talk to the couple WWTBD. (Who Wanted To Become Digimons) Well, who do we have here... two Agumons?! Talk to them and head back to the sewers. A man will be here. Talk to him, then talk to Kail. Now talk to him again and get two Agumon suits. Now talk to Kail again. Finally! We can get into admin centre. Move around after a short conversation and talk to the Pink Agumon. Hi Kail! Let's go into this suspicious room. Another long conversation and we have to walk all the way back to Phoenix Bay, to find out about the crest of sincerity in BIOS swamp.

BIOS Swamp

can be reached by staying east on Bulk Bridge. 'Talk' to the back of a House and we have to go to Shaman House to gain info that we have to talk to Baronmon in Protocol Ruins. The TNT Balls are needed now. He'll make a TNT Chip out of it and now we have to go back to BIOS Swamp. 'Talk' to the wall again and BOOM! We are in the house. Go down the stairs and we will find the DIGIEGG OF SINCERITY. Make your way back to Suzaku City, Rest, Save, goto Renamon's place, go to the docks, Make your way to the Suzaku UG Lake, and walla! A crossbow lies here. Grab it and let's rest and save if needed.

Phoenix Bay

Check the signboard and go to Ether Jungle. Make your way into the Jungle Shrine to get some EXP and Wargrowlmon's DDNA if you need, and make sure you

have a high level too! Make your way through the Ether Jungle and a man will be there waiting for a Digibattle(upon exiting you will see him) . After you are done, a Garudamon will be near the exit of that place, standing in front of a training centre. When you are done, hitch a few easy EXP by fishing and getting a Shellmon at your hook. When done, I suggest you save and rest, then go underwater and the docks. (At the place where Garudamon was/is) Now, we are in

West Sector

South Badlands

Here, look for the exit, and reach

Noise Desert

Keep right here to reach the pelche Oasis to rest and save. now, head back to the desert and move straight to bump into a Numemon telling you not to go further. Ignore him and Head into

Byakko City

Here, everyone is a weirdo and wont do anything for ya! So just go straight to reach the leader who has two Numemons as his partners. Defeat him, and do what he says. We will reach a sewer and have to make our way trough it to meet Numemon again. He will take you to

Bullet Valley

Make your way down the hill and reach the North Badlands N. Here find an exit to the left to reach The Pelche Oasis to save and rest. (I'm sure you fought with a few Red Goburimons, am I right or left (Wrong)?) Now, head to the place uphill to reach Lisa and go straight to reach North Badlands E. There's a Gym here run by Togemon and a dock leading all the way back to Plug Cape. A Taomon will also be here if you talked to the DRI on top of Leomon's gym back in Asuka's Central Park. When you are done, make your way back to the Oasis, rest, save, and then go to the Mobius desert. That's the left side of Noise Desert.

Mobius Desert

Before entering, a Guilmon will tell you to head north if you get lost. That's right to you guyz. Okay. Up, straight, up, straight, repeat. Eventually we will reach

Mirage Tower

Upon entering, I'll guess you will head to Gatomon, then to Guardromon, to Gargomon for better weapons, then to the gym leader. Defeat him with a level of at least 23 or 24. Than save and rest, and head out to the Dum Dum Factory cause Byakko Leader said so.

Dum Dum Factory

It's near Bullet Valley. In here, You'll see Numemon. Follow it all around, a pain in the @\$\$ I'll admit, but awards you with status improving chips and progress in your game. Use the improving chips, you can buy them later in the game. Later, after you hunt for 'Numemon' left, right, and centre, he'll go up a stairs to the operation room where you fight a Mega, HiAndromon. He's quite tough, but a Gallantmon will take him out in 5 turns... just

kidding. Be at level 26 or 27 to the least and have a few life disks and a lot of Charges, super or power. He should be *quite* easy to take care of but watch out for his Atomic Ray. You will be prompted to train to level 30+ all your digimons cause there's a real hard job for you ahead. But not now. Just follow HiAndromon's order and head to the secret stairs.

Secret Stairs

Nothing here.

Sewers

You see Lisa being bugged by a *horny* Warumonzaemon. Defeat him, he's tougher than HiAndromon. We will see 'Numemon' coming out to reveal himself as to be Lucky Mouse. Blah Blah Blah Blah Blah is what you'll get for now, with some important news, Lucky Mouse's real identity, and Kurt being turned into an Oinkmon, Digimon Battle, and news that you have to head to Asuka City to go to the Place left to use Submarimon to get to Asuka sewers to fight Datamon to go back to Secret room to get to Suzaku UG Lake to talk to Keith and Nick to get the pass to see Datamon to get into Asuka city. Few! I'm glad all the 'tos' are over. There's alot of A.O.A. on the path so be careful. Blah blah blah, we'll reach the city. Get some rest, save, and go do what they tell you for now. Soon, you'll reach Admin centre 2f.

Admin centre

Here, Vemmon (No Vee Headbutts here, just Vemmon's secret skills) will fight with you for your digimon's flesh. Your level should be strong enough if you followed my advice to train your digimons to level 30+. You might want to get a mega here. You need about 33 - 35 for the next battle. Vemmon will run away after being defeated. Head left to fight another A.O.A. Then follow the path to gain a few stuffs to do. Goto the stores before you do toes things, stock up on a few Chages, you'll need it. Rest, save, then head to the Master room. 7 potraits here, having letters M,O,N,S,T,E,R on them. Press them in this order and you'll gain access to a secret room where after a few yakkity yak, you'll have to fight two digimons, one of them is Gargoylemon, to hit HP of you, then is the main digimon, Persiamon. She's the main digimon for Game Master so it's really hard. That's why I told you to be level 33-35. Have a Blast meter near full. too. She can de-digivolve you. Buy DV Plugs to increase your blast meter. After you're done, follow the blah blah blah, and you have to goto Byakko City. Not Mirage Tower. Here, rest, save, and head to talk to Byakko Leader. He'll tell you to go underground. Talk to the leader of the A.O.A. here. He'll tell you about Bulbmon. Use the long way back to South Sector. Here, there will be some earthquakes. Go to Suzaku leader's place and you'll have to talk to Patamon. He'll tell you something, and you have to goto Ether Jungle again. On the way, talk with someone to know where Suzaku Leader is headed for. Now go to the

Jungle Shrine

Here, the blue Numemons are the ones you have to watch out for. Make your way to the centre, go through a 'hidden gate' and you'll reach the Catacomb, where in my case, a defeated Zambamon is. (I defeated him earlier in the game. I found him accidently while training here) There's also alot of Mushamon here. He is deadly, having a Hunting Knife or something like that to KO you instantly (Zambamon, not mushamon). But will not be thaaat much of a trouble since you could beat Persiamon. Now head to the lower section of the Catacomb and Suzaku Leader will be there. There's a hole made by Bulbmon here. Make sure you rest and save before you come in here.

Network Break

Bug Maze

Here, it's a real pain in the @\$\$\$. Worse than any before. Go down the steps. Head to the other steps. (It's just actually a slunt) Now keep along a wall and you'll reach an invisible ladder. It's hard to find, but you'll manage. If you can't, pls refer to another FAQ (Not that I'm insulting you, but I can't remember). Now that you are upstairs, or upladders, look for another place, use your items if you need, and prepare to fight

Bulbmon

This time, he's bigger, stronger, and IDKW. His tough, so watch out. Once he is defeated, you will end up in

Amaterasu Server

A place that is definately NOT for playing the fool. Tough digimons left, right, and centre...at least for those who NEVER train their digimons. I trained like mad, so most of the digimons are just to get EXP. Kenny will yak with you for a while so listen up. After that, Go to Seiryu city to find out it's new name, Qing Long, or something like that. Rest, Save, and goto the Qing Long Leader. Qing Long Chief is his name. DEoK (Digi Egg of Knowledge) he does not know where, annihilate you he wants, with high level you'll defeat him is the fact. Now, go to Zhu Que city (Suzaku). Here, defeat the chief and go to the Zhu Que underground lake to find... the DEoK! Now, go back to Asuka Server, don't act clever and go to Byakko city or North sector here. You'll get a no entry from the AOA. Now, head to plug cape os Asuka and use the hole on top of the hill. Save before you do so. Now,

Circuit Board

Here is a maze, not too confusing. Make your way north, talking to any digimons on the way.

North Sector

Boot Mountain

Now, remember the exit location. You'll need it. Make your way right to the Genbu city and save, rest, then fight Genbu leader. He is tough, but not tough enough... If you have a Mega. My Gallantmon took care of him pretty easily. Now, go back to the boot mountain, go left to the Kulon mines, then go straight to the legendary gym if you like, run by Flamedramon. Or else, go down, serch for a hole. Here is the

Kulon Pit

Okay, a monmon will be here for IDKW. Make your way into the Kulon Armory to save, then go past Agumon to reach the Ice dungeon. Make your way to the Ice Witch Teleporting here and there. Then, watch out for TNTs at the Fire Dinegon, then defeat the Fire Knight and go on to the Dark Dungeon to meet the Dark Knight after having walk in the dark, teleporting to the begining, and etc. He is suppose to be the strongest boss in Asuka Server. Now go past him... Wait, I forgot to mention train your digimons to level 43-45. NOW! Go past him and go to a room where an Inn and a Guardromon will be. Rest save, and talk to the woman there. She'll tell you something, talk to her again

and you'll be in the real world again.

Magasta Bl

Now move quickly. Do anything you want here. Just collect the items, fight the AOA member, and that's all you have to do here. There'll be only one, and I mean ONE person there. Talk with him and you'll fight. You'll get Veemon's 'best' weapon after defeating him. After that, when the time is up, you'll be back in Digimon World and you'll see the Juggernaut (What's the real spelling?!) launched. Now, a Digimon will be formed, aka Destromon. You'll be told to go back to see Lisa. Take the teleporting pad at the left side of the room, go to the exit that you're supposed to remember, into the Circuit Board, and back to Asuka Server/city.

Asuka City/Server

Heal, save, then go and talk to Lisa. The game'll tell you what to do for now. After a lot of blah times 3, (P.S., Lisa should be in the Master Room) you're suppose to goto Amaterasu's Mirage Tower. Same way as in Asuka.

Mirage Tower

Okay, make sure you train to level 40 to save you some work later. (Don't copy me, my digimons are already level 46 when I reached here) Here, talk to the people around here. They give you EXP. Before you enter, Kenny will let you in after being 'interrogated' by his pal. Talk to leader Chuck after talking to everyone else. Chuck won't fight you, so don't worry. Rest, save, and talk to Lisa again in the Asuka's Master Room after checking 'Byakko City'. It's Bai Hu, and the guards wont let you in. How's that? Lisa will handle that with just a short conversation with you.

Bai Hu City

Now you can go in. Lisa must be telephatic. Anyways, head to Bai Hu Chief to digibattle with the bugger. With a Mega, his digimons are as good as down the tubes, by bring curative items along just in case. Now, same with Asuka, head to the Circuit Board on top of the hill in Plug Cape. Go to Genbu City to find out it's new name, Xuan Wu city!

Xuan Wu City

yawn The Xuan Wu chief's digimons has high Hp, so train with Magnamon at Amaterasu's Legendary Gym first if you're not confident. A Gold Ticket for training can be found on top of the hill in Amaterasu's Kicking Forest. After you defeat the chief, go to Amaterasu and you'll find that Knightmon can now be controled. (They are invincible before this, and they wipe out your digimon's pretty fast too)

Amaterasu City

I'll now call Amaterasu to be AM and Asuka to be AS. Head to the inn, rest, save, then head to the main lobby and defeat the A.O.A. here. You'll be fighting alot of them along here. Before entering the master room, I suggest you rest and save first. A knightmon will be waiting to follow 3 Royal Guards' commands to take you on and lose to your Mega. (I blasted onto Imperialdramon for this fight using my Guilmon and DV Plugs) Before you do the finishing blow to him, use some DV Plugs and heal so that you can get ready for the next fight.

Chief Officer

His Raidenmon is the digimon you really have to look out for. Blast digivolve while fighting with him so that you can take him out easier. After beating him, you'll see a scene of Destromon going KA-BOOM! Sounds fammiliar? A little bit of copying from Gargomon. Whew! Rest, save, and get ready to solve another problem. Oink! Oink! + Mon = Oinkmon problem. Talk to Lisa and Keith twice and you'll find out that Nick is in Qing Long city trying to solve that problem himself.

Qing Long City

Nick will tell you that he solved the problem!... Almost. The machine has no...Power?! Someone will tell you the machines here works on wind power. So, take the hole in AM's kicking forest to reach AS's Central Park or Kicking Forest. Try to get the one on top of the hill if possible. Now, head to Seiryu City and talk to Airdramon. After you do, Now's a perfect time to do side quest. (Note that you can't join the server contest thingy) When you're done, I think it's about time you go home. So goto AM city.

Amaterasu Server/City

Here, go to login room. You will be told that the teleportation thing can't work. Goto AS.

Asuka City

Here, goto Master Room to find... taada!... Oinkmon?! Follow the storyline and you soon find everyone, and I mean EVERYONE, (ok, maybe a few is not counted) is now Oinkmon. Head to AM.

Amaterasu City

Before you enter, Kail will stop you to tell you something. You can understand her. She's not oinkmon. Blah, Blah, Blah, and to the Inn, rest save, Equipments, (The BlackMarket the place, only thing is, if only I had unlimited cash... my stats will be full... mumble, mumble) and goto da Master Room. Here is a Moron who wants to rule the world. After talking to him, train to level 60 at least, items, rest, save, and to the

Final Confrontation

You're here, you can't turn back. Move around destroying blocks that block your way by going into teleports that are green, and eventually you'll reack mr 'Lord Megadeath'. Yeah right. He'll fight you with 3 'Jin' digimons. (Raijin, Suijin are two of them if I'm not mistaken) After that, your last chance to heal and prepare is hear. Do so, and prepare to fight

Gallacticmon

He'll be talking to you for a while, saying he wants to combine with Earth, blah blah blah, you have to defeat him, and the fight begins!

First Form (Tail)

Gallantmon's Final Purification is needed for the first form. High HP. Use ability enhancing techs, then dish out ya counter attacks.

Second Form (Body)

Comes out, Ragnarok Cannon to your HP 1, Then Final Form appears.

Third and Final Form (Head)

His... big... strong... tough... has high HP... every qualities of a last boss. His Attacks can't be countered. Use another Digimon like Bleezemon or Sakuyamon, any digimon that does not counter attacks. Heal, and Prepare for a long fight. Just heal in time and you can soon sit back and relax. The Ending is your reward. Yay! See you again cause this walkthrough is complete!

3) Optional Boss

1) Zambamon

Goto the jungle shrine, deep inside, there's a place called Catacomb. He is quite deadly, so be prepared. Hunting Knife is something you really have to care about.

2) Pharaohmon

You know the details.

3) BK Imperialdramon (Dragon mode)

Amaterasu server, where Master Tyranomon is in Asuka server. Watch out for his Mega Destroyer.

4) BK MegaGargomon

Amaterasu server, where Pharaohmon is in Asuka server. Watch out for his Finisher, that's all.

5) BK Seraphicmon

Amaterasu server, where Zambamon is in Asuka server. Tiring, uses Giga Heal whenever his HP is at Critical.

4) Q & A

Only one so far...

Q: How do I get more partners?

A:

Agumon

At some level, goto Tyrano Valley, (AS), and talk to the guy standing on the right of the 'T Junction' after the ladder, to get the task of finding and defeating (F&D) MetalGreymon. He's at South Sector, very easy to find.

Veemon

After getting a certain badge, goto protocol ruins, where near Baronmon stands/stood, is another DRI Agent/ Talk to him to get the task of F&D Paildramon. He's at bulk bridge. Not very hard to find.

Monmon

DRI agent is in Mobius Desert, quite hard to find. Armormon is in AS's Duel

Island.

Renamon

DRI Agent is in Central Park, above Leomon's gym. Your task of F&D Taomon is made easier with the location revealed, which is in West Sector, near Togemon's gym, a/ a few screens away.

Kotemon

DRI Agent is in Mobius Desert, Quite hard to find. Kyukimon is in Suzaku UG Lake.

Patamon

DRI agent in Central Park, MagnaAngemon's location unknown.

Guilmon

DRI Agent in Seiryu City after you defeated the leader, WarGrowlmon's location unknown.

Kumamon

DRI Agent in Mobius Desert, GrapLeomon's location unknown.

5) Credits

1) To my Parents, for buying the game for me, making my life nicer, and paying the bills.

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