

Digimon World 3 FAQ/Walkthrough

by mharbenedict34

Updated to v0.9 on Jun 11, 2005

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|                               DIGIMON WORLD 3
|                               WALKTHROUGH/FAQs
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|                               Version 0.9
|                               11/21/04
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2. Please e-mail to me if you smell something fishy or wrong in my work.
3. Please post the other hard workers and me in this site if you did get some of our FAQ/s to your FAQ.
4. All words followed by an asterisk (*), the meanings can be found at the end of the section where you found the asterisk (*).
5. If you are confused in my FAQ/Walkthrough or if you want to find something fast, you can just press CTRL+F and type the word or section for easy reference in this FAQ.
6. If you can't understand some of the sections or words, try to e-mail me or find me in all Digimon World message board and I will change it for you.
7. Read all the tips and important notices!!! These will make you understand the FAQ/guide and helps you make the game a lot easier.

Thank you.

T A B L E O F C O N T E N T S

This Walkthrough/FAQ's is c 2004, Mhar Benedict

I will be using a code system this time. This will fasten your search in the game. To search a section of the FAQ, press (ctrl+f) then type the code, press Enter.

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/2. Update History . . . dw3_f_s2 /
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Version 0.1 November 21,2004

-Started this walkthrough. Added few things in the contents. Still not yet completed.

Version 0.1 December 10,2004

-Started the walkthrough up to the Bulk Swamp. Completed the Digivolution section and change some of the contents. Some correction in some misspelled words.

Version 0.3 December 16,2004

-Started the Side Quest, General Tips and the List by List. Others are still pending. Finish the DRI Agents and just started Tamer List in List by List. It is too early I know to post his guide but I can fix it.

Version 0.5 May 12, 2005

-I'm so sorry that it takes about 4 months before I update this guide. I'm back now and I'll finish this time.

Version 0.6 May 17, 2005

-I'm currently finishing this guide. Must be fast. The school is coming.

Version 0.7 May 18, 2005

-It's nearly finished! I have some major changes in the guide! It's too many to type down.

Version 0.8 May 19, 2005

-Come on, I'm gonna make it to the last. I can finish this.

Version 0.85 May 23 2005

-Correct some typos, grammars and sentences. Added some corrections about legendary weapons, cards and the UG Tamers.

Version 0.9 June 11, 2005

-Corrected a wrong tricks. Thanks Sam for giving this info and by approving it all the way.

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#####  
/3. Prologue . . . dw3_f_3 /  
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=====  
|3.1. About Digimon World 3 . . . dw3_f_3.1 |  
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Game Name: Digimon World 3
Game Publisher: Bandai
Game Platforms: Playstation/PSX/PSone
Game Version: US/JP/UC
Memory Card: 4 blocks each
Dual Shock: Yes
Game Preview:

"Digimon World 3 for Playstation features your favorite digimon from all 3 seasons and a sneak peek at some from Season 4. Traverse both Real and Digital, collecting and training over 240 different digimons. Customize your digimon, and choose when to digivolve during battle to gain strategic superiority. Make use of DNA and Blast Digivolving to even the odds".

Game Features:

- Digimons as seen on tv!
- Featuring your favorite Digimon from all 3 seasons (and sneak peek at some from season 4)
- 24 original Digimons brought to life just for Digimon World 3!
- Magnificent, entrancing storyline crosses over between the real world and the digital world!
- Blast Digivolve
- Learn digivolving techniques of your digimon mates!
- Collect rare items and weapons to strengthen your digimon and prepare them for battle.

Note: Dual Shock is available. I have proven it when I play this currently with a Dual Shock Controller

Digimon World 3 is obviously about saving again the Digimon World from the bad ones using your own army of Digimons. This game also has some new and better storylines and features like 3D animations, training in gyms, fishing, and card battling and more! This doesn't like the old Digimon World 2, which you need this and that and this. At last we can now see clouds and sunshine. Can also swims under the sea. My question is how Digimons breathe under the sea.

They came so far and created more graphically and tasty world of Digimons. The graphics are not that bad and looks boring (totally not boring!). Even some were suspicious and unbelievable, still, one of the best RPG game I'd played. They feature great and new Digimons too, which they emphasize.

Digimons are really greater now. That tiresome 999,999 maximum experience was gone that almost toast my head under the sun day by day and smocking my head in the wall 999,999 times for just to DNA. But this more exciting. It brings you many digivolutions and no cost at all if you DNA (except for MP). You may not needed to lose your lovely most precious digimon to provide stronger form.

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|3.2. Reasons why I wrote this FAQ . . . dw3_f_3.2 |
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I really feel little by the first time I thought it but I don't know why I feel it. Just like to write my first FAQ.

=====
|3.3. Abbreviations . . . dw3_f_3.3 |
=====

These are the abbreviations I will use in the guide.

- HP . . . Hit points
- MP . . . Magic points
- DW3 . . . Digimon World 3
- DW2 . . . Digimon World 2
- s . . . south
- n . . . north
- e . . . east
- w . . . west
- DE . . . Digi-egg
- DV . . . Digivolve
- KO . . . Knock Out
- DNA D. . . . DNA Digivolve
- RPG . . . Role-playing game
- Mr. . . . Mister
- No. . . . number
- DP . . . Digivolution Points
- TP . . . Training Points
- Dr. . . . Doctor
- CD . . . Compact Disc
- FM . . . Fighter Mode
- PM . . . Paladin Mode
- LV . . . Level
- DDNA . . . Digimon's DNA
- AM . . . Amaterasu
- AS . . . Asuka
- UG . . . Underground
- BK . . . Black
- G . . . Green
- B . . . Blue
- R . . . Red
- Or . . . Orange
- Y . . . Yellow
- Br . . . Brown
- Wh . . . White
- Pr . . . Purple
- PK . . . Pink

- L . . . Leader
- S. . . soldier
- F. . . fire
- D. . . dark
- oppnt . . . opponent

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#####
/4. Game play . . . dw3_f_s4 /
#####
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=====
|4.1. Controls . . . dw3_f_4.1 |
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The controls of this game is very easy and most of the action is done by (X) Button and some are useless.

Normal Version (Controller)

- ^, v, <, > -Directional Pad
- X button -Talk, confirm, battle, buy, open, etc.
- O button -Show effects of weapons, armors, etc. in shop
- Square button: -Card Battle
- Triangle button -Quit, close
- R1 button -Scroll to the right
- L1 button -Scroll to the left
- R2 button -Useless
- L1 button -Useless
- SELECT button -Useless
- Start button -Menu, stop FMV, etc.

Dual Shock Version (Controller)

- ^, v, <, > -Directional Pad
- X button -Talk, confirm, battle, buy, open, etc.
- O button -Show effects of weapons, armors, etc. in shop
- Square button -Card Game
- Triangle button -Quit, close
- R1 button -Scroll to the right
- L1 button -Scroll to the left
- R2 button -Useless
- L1 button -Useless
- SELECT button -Useless
- Start button -Menu, stop FMV, etc.
- Left Analog Stick -Directional Pad
- Right Analog Stick -Useless

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=====
|4.2. Game Menu . . . dw3_f_s4.2 |
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This where you can choose Items, Sort, Techniques, Status and Card Folder. Card Folder can be only obtain by talking to Divermon in the Yellow Cruiser. This Looks like this one:

```
/-----/ /-----/
| Digimon's Digimon's Level | |-----ITEM-----|
| Picture Hit Points | |-----|
| Magic Points | |-----SORT-----|
/-----/ |-----|
```

```

| Digimon's  Digimon's Level  | |-----MAP-----|
| Picture    Hit Points      | |-----|
|            Magic Points    | |-----TECHNIQUES-----|
/-----/ |-----|
| Digimon's  Digimon's Level  | |-----STATUS-----|
| Picture    Hit Points      | |-----|
|            Magic Points    | |-----CARD---FOLDER-----|
/-----/ |-----/

```

-ITEMS

First, you can open here certain options where you can manage the items, weapons, accessories and special items.

-SORT

Then, you can systematize your Digimon's battle arrangement. You can choose three digimons that will come with you with all your adventures.

Example: Your currently arrangement is Kotemon, Patamon and Veemon. If you use sort, they may be a possible of Kotemon, Veemon, then Patamon or Veemon, Patamon and Kotemon.

-Map

You can see all the places that you visited in Digimon Online. Asuka and Ameterasu server had own same sectors, Central, East, South, West and North Sector.

-Techniques

Next did you think that you could only use your healing techniques in battle? You're wrong! In this part, if you already lost all your healing items and your MP is still fully charged and your HP is almost drowning to 1 because of strong enemy, try opening your menu and cure all ailments and refresh all your digimon. This a good way of some to survive especially if your digimons are no match (I'm not saying you're no match!) to the bad guys.

Fourth? Huh? (Mocking my head and scrabbling all, jogging, shopping, bathing). I feel like being fresh again. Oh! I'm sorry. I just felt sleepy so let's continue.

-Status

Afterwards, you can enter here and see the current status, position, levels, digivolutions that is equipped in your digimon. You may change your equipment and the starting exposure the leader of your digimons you're accompanied now.

-Card Folder

Finally, some card challenge if you bored on battling thousands times (like me) . Arrange your folder; edit the name of your folder and look to your album. I will tell more about cards in the Card Game section.

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|4.3. Normal and Boss Battles, Digi-Battles . . . dw3_f_s4.3 |
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Battles are the most happiest and common in all RPG's. I separate them for you to understand well and for better findings.

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*****
|Normal Battles |
*****

```

Normal battle is when you automatically enter a one by one battle. You enter

battle with your digimon and the opponent digimon/s. Your leader (at your back when you're in the field) will be the starting digimon who will fight. Normal battles have only one digimon opponent. There are options here that will help to win the fight. Mainly, Fight, Technique, DV (Digivolve), Tag, Items and Run.

-Fight

Commonly your digimon will attack. Attack is base on your equipped weapons and attack power. No need to use MP like in DW2.

-Techniques

This is a list of all your digimons techniques that can be use in battles in order to defeat your enemy. You need enough MP to use certain techniques.

Example:

You have an Angemon that has a Mega Tornado. That technique needs a/an MP of 36 ,if your MP remaining is 30. You cannot use that tech unless you rest in an inn or fill up your MP by using items.

-DV (Digivolve)

Doesn't like the other DW's that if that is your digivolve form. Understand? Here, you can pick digivolutions to exchange on your current digivolve while in battle. This maybe an advantage. Why? Because if your Champion form learn his/her Finisher and you really need that one to defeat that crazy-stupid-hyper-big enemy. Okay? Digivolving do not consumes MP but consumes 1 turn per digivolve. Example:

Kotemon can't defeat a Metal Tyrannomon and you need to change. This may come handfull.

-Tag

Swapping your digimon to one another to fight. You can also DNA digivolve here. How? I'll tell you that in Digimon Digivolving Chart and Techniques sec.

-Items

This let you use common items like Power Charge, Life Disk, DV Plug, etc. You Cannot equip weapons while battling.

-Run

As you can see the word "RUN". You know what its means. Come on you don't know? Okay, Okay, I'll tell you now. If you choose this option, some advantages and disadvantages you will face. The advantages are 1) you can run away especially if you don't want to fight that digimon. Hmmm? This all? The disadvantages are 1) When running, the enemy can freely attack you and damage your ruby HP (a farewell kiss?) This usually happens, hmmm? Again!

Some digimon have their different colors and that means they differed in speed, strength, etc. Example is the Numemon race. From being blue, red, brownish, green, white, light blue and green.

|Boss Battles |

Nothing to waste time. This is just the same as Normal Battles (above). The only difference is that the background changes into like warp space with some swords and you know are floating but not moving! And the other one is.they're .Much.stronger! That's why they'd called boss!

|Digi-Battles |

It is the same as the above and above but you will duel with the other tamer just like you. In the start of the game, they're commonly loaded with 1 or 2 digimons. But in later of the game, they mostly have 3 filed up digimons.

=====
|4.4. Training . . . dw3_f_s4.4 |
=====

Training is one of the things to power-up your digimons. You can only train in Gyms located in each sector. TO more about their exact location, go to the List of the List. Every time your digimon level ups they earn 5 TP (Training Points) to use in the gym. Training has Punch (strength/power), Yoga (Spirit), Jumping Rope (Speed), Defense and Wisdom. Each increases your status.

Tolerance increases your defense into certain kind of elemental attack. Exam: Veemon's tolerance is high and the enemy uses it to him. Depending on your resistance, the damage may be strong or weak. Tolerance training can be obtain after you've been defeated Seiryu Leader. For more information on how to defeat the leader, look in the Walkthrough section. There are 7 tolerances in all. Fire, Water, Ice, Wind, Thunder, Machine and Dark. All tolerance has effects on your digimon.

- Fire -additional MP
- Water -weakens wisdom
- Ice -weakens speed
- Wind -weakens power
- Thunder -weakens defense
- Machine -additional HP
- Dark -weakens spirit

The decreasing and increasing of status defends on your TP used.

In training, you can choose how many TP you can use in a training section. 1, 5 and 10 TP. It doesn't matter in how you manage your TP. While training, your digimon has a chance of not receiving an upgrade because they may get wrong or getting some stupid works. Like answering 10-8. It really gets you turnoff if they fail more on if you use high TP points. Leomon mostly the jogman here will give you a chance of taking the fourth chance if you completed the last 3 with out failing. TP 1 gives you a boost of +1-2 if the digimon get the first turn the first turn.

The gyms in Asuka North Sector and Ameterasu server will change and you have a better chance of getting higher status booster. You will notice that in this gyms, you will see a star besides each training. This means that the turn the trainer gives you will increase. Like if you choose to punch with a TP of 1, if you completed the 3 turns correctly, the trainer will give you the fourth chance with higher value. Ex: You completed the 3turns and the trainer will ask you to choose between 2 choices. One is the "Ultimate Challenge", and the second is "Is as is". If you choose the Ultimate Challenge and get the fourth turn correctly, instead of having +2 you will eat +4. If you choose Is as is, you will end up 2 additional turns. Do you understand?

=====
|4.5. Status Effects . . . dw3_f_s4.5 |
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Status Effects greatly affect you and may cause of your annihilation while battling. I will list all I know effects and by the way, status effects can be

cured by using items.

-Poison

You know Mr. Poison? He's the most popular status ailment in all RPG's. As Usual, your digimon's HP gradually decreasing while the battle goes on. Digimons like Dokugomons like giving this a present to death. This can cause sudden reduction of your HP. So be careful.

-Freeze

This kind of ill cause your digimon to lose turns. Metal-based digimons like Giving this one. Sometimes your digimon cannot attack and will die no matter What you do. Sometimes your digimon can move. If this happens quickly heal this Or kill your enemy.

-Confusion

This is the second honor. The second most common ailment. I think no. But anyway lets continue. This is different. When you are confuse, the sound will Go funny and dizzy. The Fight, Tag, DV, Techniques, Item and Run are changed into Boast, laugh, cry, and any funny words. While you are confuse, you can only possibly attack the opponent by choosing one of the funny words. I advise you to choose Boast or Cry because that two almost gives you the right thing. Don't worry, confuse may fade away after several turns.

-Sleep

Look at the meaning of the word! Looks like I don't need it to explain. But Hey! I got to complete this you know. Vademon is the digimon I hated for something. Maybe his brain or maybe his sleeping attacks. Sleep lose you some turns doing nothing and even you've been attack, you can't still be awaken. It is matter of time? All you can do is to run, use item to heal your sleep or Tag your digimon.

-Curse

This effect is the safest of all. Can be only obtain when fighting Cardmon. It reduces your strength, speed or defense. But nothing to worry because it only reduces your status by 1 by 1.

-K.O.

I change my mind. I think this is the MOST!!! No.1 very-super-hyper-duper-mega-common ailments in all RPG's. You die and tadddddaaaahhh!!! After the battle, your digimon automatically revives itself and this was one of the good sake of this game.

Note: All other ailments gone except curse after each battle.

=====
|4.6. Receiving EXP . . . dw3_F_s4.6 |
=====

I made this section for gamers and players of this game to clear all images and questions about receiving EXP.

In this game, receiving EXP is different from the other games. Example is that other games cut the EXP base on your teammates alive after the battle and the amount of EXP given by the enemy. Then the EXP that was cut is then distributed in the team. Like FF games.

There are some exceptions in getting EXP in this game.
1. When your leading digimon or that certain digimon that fought the enemy has died. The x digimon who stays alive will get all the EXP even digimon y and z have fought the enemy but they've died.

2. If that digimon wasn't used or being swap.

EXP in this game can only be cut or divided if you swap your digimons from one to another. Example, Vigieomon gives 20 EXP. Your leader is Renamon the you swap her to Kumamon. After Kumamon have defeated the enemy, the console will automatically divides the EXP base on how many digimons you'de been used. So that means the digimon above will receive 10 EXP each. The possible division of EXP I know so far is 3 because you only have 3 digimons in a line.

=====
|4.7. Battle Field . . .dw3_f_s4.7 |
=====

Battle field helps you a lot from every battle. How? Depending on the field where your digimon and the enemy are fighting, several effects may affect on how well your digimon and the enemy will fight.

Fields can be classified as flame, water, ice, wind, thunder, machine and dark. This is like DW2 except that you don't need to step a floor to made this. It depends on where you're before the battle occurs. If this is like DW2, that means that fire digimons strengthen their stas when fighting an enemy if they are in a fire field. It also means that, fire digimons are weak against water field. So you would likely to use a digimon that is strong in water and that his/her attacks are strong against that monster.

%%

Weaknesses

%%

Plant by Fire

Ice by Fire

Fire by Water

Water by Electricity

Machine by Water

Dark by machine (I'm not sure)

%%

Strongesses (the antonym of weaknesses, right?)

%%

Fire by Ice

Plants by Water

They can be generated by 2 ways:

1. By using a field item. They can be bought at any item shop.

- Flame Plug - 85 BITS - generates a fire field
- Water Field - 65 BITS - generates a water field
- Ice Field - 75 BITS - generates an ice field
- Wind Field - 70 BITS - generates a wind field
- Thunder Field - 90 BITS - generates a thunder field
- Machine Field - 95 BITS - generates a machine field
- Dark Field - 100 BITS - generates a dark field
- *Unknown Field- 80 BITS - generates a random field

2. By using a technique of a digimon. Example, Taomon's Thunder Field.

/5. Digivolutions . . . dw3_f_s5 /
#####

This is one who adds spiciness and more adventurous to the Digimon World 3. The new digivolutions and its new digimons from the DW3 animation in TV.

=====
|5.1. Digivolving . . . dw3_f_s5.1 |
=====

Digivolving is the best policy in playing Digimon World. Here, digivolving unlocks more powerful digimons that you can allied to be the Champ. You can learn more techniques, unlocks new digivolutions by digivolving.

Digimons are classifies as Rookie, Champion, Metal*, Ultimate and Mega.

Digivolving is the easiest way to get another digivolution forms. Each digimon learn they're new digivolution by simply gaining experience. Each digimon get their champion form at level 5, when this happens, new digivolve had learned. Remember that to get their true digivolutions, you need to level up the rookie not the champion form.

Level 5 -Champion
Level 20 -Ultimate
Level 40 -Mega

Example: You have a Patamon that reached level 5, and then he learned Angemon. Patamon reached level 20 not Angemon got MagnaAngemon.

Leveling up rookies is separate from his/her other forms. But in other ways, you can still level the Champion, Ultimate and Mega to get other forms.

Ex: Patamon was level 5 and learned Angemon. Raise Angemon to level 20 to get Digitamamon with an attack power of more than 130.

The only purpose of this is to get more techniques, load techniques*, new digivolutions and learn nothing. Certain status of your digimon may affect what they can get forms. Just like the above example. To get Digitamamon, you need an attack of 130 and above using Angemon in a certain level.

*Metal-are digimons usually ultimate that have in metal forms like Armonmon and MegaGargomon.

*Load Techniques-are techniques of a digimon that can use by another digivolutions of a certain digimon. Learn more in section 5.4.

=====
|5.2. DNA Digivolutions . . . dw3_f_s5.2 |
=====

DNA in battle really helps you. Not like other DW that when you say DNA, they will fuse forever, like in DW2. Two digimons (Greymon and Airdramon for exam.), will combine as Veemon and added one DP. Here, you can only DNA in battles by selecting Tag option in the battle menu. You can see a Red circle besides the the digimon that is compatible in the digimon that is in current fight.

Example: you're fighting against Woodmon and you're using Greymon, if you choose Tag and see a red circle besides Hookmon, it means that they can DNA Digivolve. They will fuse as a single strong digimon (Greymon+Hookmon=Agnimon) and releases a single blow with elemental or tolerance property like fire and then they defuse and the tag happens. Just like a simple Tag option because it is still the Tag menu so your digimon will exchange position. DNA Digimon commonly in Mega form. Each DNA Digimon releases their Finishing Attack. The only downfall are both two digimons you're using for DNA are need to use big

amount of MP.

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=====
|5.3. Blast Digivolution . . . dw3_f_s5.3 |
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Maybe you're questioning why I wrote Digivolutions? Because digivolutions means multiple changes or forms or digivolves. So it also means that Blast Digivolutions are not only one identity but also multiples depending on your level and digimon.

Blast Digivolutions is one of the best things to defeat a hard boss or enemy. Do you see a blank meter under your digimon's life bar? That is the Blast Gauge . If you were hit by an enemy, a little shining like stars starts to appear. This indicates the percent of blast in each Digimons. When it reaches the rightmost part of the Gauge and full it, your digimon will automatically Blast Digivolves.

Reminders:

1. Depending on your level, equipped items and digimon using, filling the gauge may take a long time and thousands of damage from enemy.
2. Blast Gauge can be filled by another purpose. Using a DV Plug that can be buy at any item store (Wizardmon).
3. Counter Crest reduces the points added each time that an enemy hit you.
4. A weapon or armor with effect like the "Soul Chopper" will result a slow growth in your Blast Gauge.

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|5.4. Digimon Lab . . . dw3_f_s5.4 |
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```

In the Digimon Lab, you can talk to Dr. Kadomotsu to switch your digimons, load tech, change digivolutions and look in your digimon's digivolution chart.

Later in the game, you can do this by Piximon. He usually found in cities with Guardromon or Gatomon.

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#####
/6. Walkthrough/FAQ . . . dw3_f_s6 /
#####
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=====
|6.1. Walkthrough . . . dw3_f_s6.1 |
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Note: I change my mind. I'll make this guide a little shorter but specific in what you will do. My Psone is broken and my CD had a crack in it. So I will just use my memory and visit some site that have a fully walkthrough about the will only guide you. This will avoid spoilers too. To know more about the location and areas of the game, look at the map section or browse yourself and look at the other FAQ.

From Otaku-kun site:

Quest 1: Tree Boots, where are you?

1. Plug Cape: Watch soccer kid kicking a tree and talk to him.
2. Asuka City: Find the lost Gabumon card on the lower floor of Asuka Inn 1F.
3. Asuka City: Search the same spot for a 300 bits (optional).
4. Plug Cape: Return the card to the soccer kid.

5. Asuka City: Ask Waitress Debbie from Lamb Chop in Veemon whereabouts.
6. Wing Prairie: Find Veemon and win Hide-and-Seek game in the Kicking Forest.

Quest 2: Fishing Pole, do you want a shrimp? (optional quest)

1. Shell Beach: Talk to Fisherman Tai Kong Wang.
2. Asuka City: Buy a Bamboo Spear from the Armory Shop.
3. Divermon's Lake: Help a Divermon in the water to get a Red Snapper.
4. Protocol Forest: Battle Dokugumon until she drops a Spider Web.
5. Shell Beach: Give these 3 items to Fisherman Tai Kong Wang.

Quest 3: Seiryu Badge, whoosh I'm scared.

1. Seiryu City: Ask the guard who is standing before the room of the leader to know his whereabouts.
2. Protocol Ruin: Find the Seiryu Leader and accept his challenge.
3. Tyranno Valley: Defeat Master Tyrannomon.
4. Seiryu City: Fight Seiryu Leader in Seiryu Tower.

Quest 4: Blue Card, 8blue Card, what's this?

1. East Station: Try registering yourself at the computer terminal for the gondola.
2. Asuka City: Ask Guilmon in Asuka Inn 2F about the blue card.
3. East Wire Forest: Ask Guilmon in the Forest Inn about a blue card.
4. Seiryu City: Ask the Tricky Guilmon in Seiryu Inn about the blue card and receive a 8blue card.
5. East Station: Register the 8blue card at the Gondola Terminal.
6. Seiryu City: Ask Guilmon in the city about the whereabouts of the Tricky Guilmon.
7. East Wire Forest: Get the real Blue Card from Tricky Guilmon in the Forest Inn BF.
8. East Station: Register the real blue card on the Gondola Terminal.

Quest 5: Zambamon, aw! What is that smell?

1. Jungle Grave: Fight Zambamon until you die and run away.
2. Tranquil Swamp: Talk to Gatomon in the Swamp Inn.
3. Protocol Ruins: Talk Baronmon about the future.
4. Tranquil Swamp: Talk to Sepikmon in the Shaman House.
5. Bulk Swamp: Ask Kail about Baronmon whereabouts.
6. Seiryu City: Ask Agumon about Baronmon whereabouts.
7. Protocol Ruins: Find Baronmon and ask him about the Sepikmon's mask.
8. Asuka Bridge: Talk to Sepikmon.
9. Asuka City: Talk to Etemon in the Park.
10. Divermon's Lake: Talk to Nick about Etemon.
11. Asuka City: Confront Etemon at the Park.
12. Asuka City: Get the mask from Etemon in the Underground Sewers.
13. Tranquil Swamp: Return the Sepik mask to Sepikmon to receive the Smelly Herb.
14. Jungle Grave: Face Zambamon and watch the scene where he run away,

Quest 6: Admin Center, I hate this pink Agumon!

1. Asuka City: Talk to the bartender on the counter in Lamb Chop.
2. Asuka City: Talk to Kail in front of the Lamb Chop.
3. Park: Talk to the oldies.
4. Asuka Sewers: Talk to the man in the coat.
5. Main Lobby: Talk to Kail about Etemon and the man in the coat.
6. Asuka Sewers: Talk to the man again to get two Agumon Suits.
7. Undegroung Passage: Talk to Kail.

Quest 7: Digi-egg of Sincerity

1. Phoenix Bay: Talk to Nami about the shrine in BIOS Swamp.
2. Bios Swamp: Look at the north wall of the shrine.

3. Tranquil Swamp: Talk to Sepikmon.
4. Protocol Ruins: Ask Baronmon to make a TNT Chip from a TNT Ball.
5. Bios Swamp: Use the TNT Chip on the north wall of the shrine.
6. Climb down the ladder to get the Digi-egg of Sincerity.

Quest 8: Byakko Badge, my second badge...

1. Byakko City: Battle and defeat Byakko Leader.
2. Underground Cave: Talk to the guard then to Numemon.
3. Mirage Tower: Battle the real Byakko Leader and win the Byakko Badge.

Quest 9: Dum Dum Factory, what does a factory doing in a middle of a desert?

1. Make the first left turn and continue north.
2. After witnessing Numemon entering Duct Room 01, follow him in the room.
3. Exit the room and climb up the ladder next to the room.
4. Go left, then north and take a left turn at the 2nd intersection.
5. Keep going west until you encounter Numemon again and follow him at that room.
6. Exit the room and return to the ladder.
7. Go right, then keep going north until you witness Numemon entering Duct Room 02.
8. Follow Numemon in that room.
9. Exit the room and climb up back the ladder.
10. Make the first right turn and keep going north.
11. After witnessing Numemon entering Duct Room 03, follow him.
12. Exit the room, go south to the second intersection and make a turn going west.
13. Keep going west until you witness Numemon entering Operation Room.
14. Enter the room and defeat HiAndromon.

Quest 10: Asuka City, Datamon let me pass!

1. Asuka Sewers: Talk to Datamon in the Control Center.
2. Dum Dum Factory: Ask Lisa at the Secret Room about a Staff Pass.
3. Suzaku City: Ask Renamon about Nick and Keith.
4. Suzaku UG Lake: Talk to Nick and Keith.
5. Secret Room: Get the Staff Pass from Nick.
6. Asuka Sewers: Show Staff Pass to Datamon in the Control Center.
7. Asuka City: Get the key code from the people in Prison Tower.
8. Touch the paintings spellings out the key code in the Master Room.

Key Code: M O N S T E R

Quest 11: Ameterasu Server, how can I get there?

1. Byakko City: Talk to Byakko Leader in Byakko Dome for suggestions.
2. Byakko City: Ask General in Underground Cave.
3. Bulk Swamp: Talk to the old guy standing near south station.
4. Suzaku City: Talk to Patamon at Suzaku Hall about the whereabouts of the Suzaku Leader.
5. Ether Jungle: Talk to Animal Lover Jen about the whereabouts of Suzaku Leader.
6. Catacomb: Talk to Suzaku Leader

Quest 12: Digi-egg of Knowledge, wow nice server.

1. Qing Long City: Defeat Qing Long Chief to get his Blue ID Pass.
2. Zhu Que City: Use Blue ID Pass to enter the city.
3. Zhu Que City: Defeat Zhu Que Chief to gain passage to Zhu Que UG Lake.
4. Zhu Que UG Lake: Walk up to get the DE of Knowledge.

Quest 13: Etemon's Mike (optional quest) For more detail about card battle, press ctrl+F, then type *dw3_f_s10* without the asterisk.

1. AM Duel Island: Talk to the 4th Etemon.

2. AS Jungle Grave: Duel BK Agumon in the hole next to the arch.
3. AM Central Park: Duel BKZ Leader for the Mic in the hole near the gym.
4. AM Duel Island: Return the Mic to resume the card battle.

Quest 14: Magasta Undersea Base

1. Activate the computer terminal in B1F, activating blue transport in B2F.
2. Use the transport to activate

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=====
|6.2. Walkthrough Items                                     . . . dw3_f_s6.2 |
=====
```

I will split this part from the main walkthrough to avoid confusion in the future. This includes all items you can found as you progress in the game. This may serve as a mini walkthrough and as a clue.

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#####
/7. Digimon Digivolving Chart                             . . . dw3_f_s7 /
#####
```

This will post all some of the digimons digivolutions and techniques. I will first post the digivolutions and how to get before their status and techniques. The champion and Ultimate and Mega forms are separate.

Note before using this section:

1. The left part is what the digivolution you get.
2. The right part is how to get that digivolution or their pre-required.
3. Even your level is over the required, you can still get that digivolution when you've reached the status indicated.
4. The true tolerance and main status were being talked in here. Try to unequip the weapons and accessories in your digimon to see their true status level and tolerance. The rookie form!
5. I will put asterisk (*) in which the true digivolution of the rookie digimon is.

Okay I will start.

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=====
|7.1. Agumon                                             . . . dw3_f_s7.1 |
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>Champions

```
*Greymon           : Agumon Lv.5
Growlmon           : Greymon Lv.20
Kyubimon           : MetalGreymon Lv.20, Spirit 300
Ex-veemon          : MetalGreymon Lv.30, Ice 320
Hookmon            : WarGrowlmon Lv.30
Grizzmon           : MetalGarurumon Lv.30, Defense 400
Dinohumon          : WarGreymon Lv.20
Stingmon           : WarGreymon Lv.30, Speed 260
Angemon            : Kabuterimon Lv.20, Int. 300
Devimon            : MagnaAngemon Lv.30, Dark 250
Kabuterimon        : Stingmon Lv.50
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>Ultimates

MetalMamemon : WarGreymon Lv.10
Digitamamon : Metal Garurumon Lv.20
Angewomon : MagnaAngemon Lv.20
Armormon : Hookmon Lv.50
Wargrowlmon : Growlmon Lv.40
Kyukimon : Dinohumon Lv.50
GrapLeomon : Grizzmon Lv.50
Taomon : Kyubimon Lv.40
MagnaAngemon : Angemon Lv.50
*MetalGreymon : Agumon Lv. 20
SkullGreymon : Greymon Lv.50, Dark 130
Paildramon : Ex-veemon Lv.5, Stingmon Lv.5
Myotismon : Devimon Lv.40

>Megas

Cannondramon : Armormon Lv.99
Gallantmon : WarGrowlmon Lv.99
GuardiAngemon : Kyukimon Lv.99
Marsmon : GrapLeomon Lv.99
Sakuyamon : Taomon Lv.99
Seraphimon : MagnaAngemon Lv.99
*WarGreymon : Agumon Lv.40
BK WarGreymon : SkullGreymon Lv.99
Impelrialdramon : Paildramon Lv.50
MaloMyotismon : Myotismon Lv.99
MetalGarurumon : MetalMamemon Lv.40
MegaGargomon : Metal Garurumon Lv.99
Rosemon : Angewomon Lv.40
Phoenixmon : Rosemon Lv.99
Beelzemon : Gallantmon Lv.40, MaloMyotismon Lv.40
Omnimon : WarGreymon Lv.40, Metal Garurumon Lv.40
Impelrialdramon-FM : Impelrialdramon Lv.99
Impelrialdramon-PM : Impelrialdramon-FM Lv.40, Omnimon Lv.40
GranKuwapamon : Kabuterimon Lv.40, Impelrialdramon Lv.40
Diaboromon : BK WarGreymon Lv.99, GranKuwapamon Lv.99

=====
|7.2. Guilmon . . . dw3_f_s7.2 |
=====

>Champions

*Growlmon : Guilmon Lv.5
Stingmon : Growlmon Lv.30, Thunder 80
Angemon : WarGrowlmon Lv.20, Spirit 180
Kyubimon : Angewomon, Spirit 200
Grizzmon : Gallantmon Lv.10
Devimon : GrapLeomon Lv.20, Dark 160
Ex-veemon : Gallantmon Lv.20, Wind 300
Greymon : Gallantmon Lv.30, Fire 280
Dinohumon : MetalGreymon Lv.20, Strength 400
Hookmon : Dinohumon Lv.20
Kabuterimon : Stingmon Lv.40

<Ultimates

MetalMamemon : Growlmon Lv.20, Defense Lv.20
Digitamamon : WarGrowlmon Lv.30, Dark 120
Angewomon : WarGrowlmon Lv.40, Water 140
Armormon : Hookmon Lv.50
*WarGrowlmon : Guilmon Lv.20
Kyukimon : Dinohumon Lv.50
GrapLeomon : Grizzmon Lv.50
Taomon : Kyubimon Lv.40
MetalGreymon : Greymon Lv.40
MagnaAngemon : Angemon Lv.50
SkullGreymon : Greymon Lv.50, Dark 160
Paildramon : Ex-veemon Lv.5, Stingmon Lv.5
Myotismon : Devimon Lv.50

>Megas

Cannondramon : Hookmon Lv.99
*Gallantmon : Guilmon Lv.40
GuardiAngemon : Kyukimon Lv.99
Marsmon : GrapLeomon Lv.99
Sakuyamon : Taomon Lv.99
WarGreymon : MetalGreymon Lv.99
Seraphimon : MagnaAngemon Lv.99
BK WarGreymon : SkullGreymon Lv.99
Impelrialdramon : Paildramon Lv.50
MaloMyotismon : Myotismon Lv.99
MetalGarurumon : MetalMamemon Lv.40, Machine 190
MegaGargomon : MetalGarurumon Lv.99
Rosemon : Angewomon Lv.40
Phoenixmon : Rosemon Lv.99
Beelzemon : Gallantmon Lv.40, MaloMyotismon Lv.40
Omnimon : WarGreymon Lv.40, MetalGarurumon Lv.40
Impelrialdramon-FM : Impelrialdramon Lv.99
Impelrialdramon-PM : Impelrialdramon-FM Lv.40, Omnimon Lv.40
GranKuwapamon : Kabuterimon Lv.40, Impelrialdramon Lv.40
Diaboromon : BK WarGreymon Lv.99, GranKuwapamon Lv.99

=====
|7.3. Kotemon . . . dw3_f_s7.3 |
=====

>Champions

*Dinohumon : Kotemon Lv.5
Greymon : Dinohumon Lv.20
Ex-veemon : Greymon Lv.10
Stingmon : Guardiangemon Lv.10
Kyubimon : Guardiangemon Lv.20
Angemon : Taomon Lv.30, Wind 200
Growlmon : Taomon Lv.50, Fire 200
Devimon : Digitamamon Lv.20
Hookmon : Growlmon Lv.20
Grizzmon : Growlmon Lv.30, Speed 280
Kabuterimon : Stingmon Lv.40

>Ultimates

MetalMamemon : Kyukimon Lv.20, Machine 140
Angewomon : Taomon Lv.20, Water 360
Digitamamon : Taomon Lv.40, Intelligence 280
Armormon : Hookmon Lv.50
Taomon : Kyubimon Lv.40
GrapLeomon : Grizzmon Lv.50
WarGrowlmon : Growlmon Lv.50
*Kyukimon : Kotemon Lv.40
MagnaAngemon : Angemon Lv.50
MetalGreymon : Greymon Lv.40
SkullGreymon : Greymon Lv.50, Dark 140
Paildramon : Ex-veemon Lv.5, Stingmon Lv.5
Myotismon : Devimon Lv.40

>Megas

Cannondramon : Armormon Lv.99
Gallantmon : WarGrowlmon Lv.99
GuardiAngemon : Kotemon L.40
Sakuyamon : Taomon Lv.99
Marsmon : GrapLeomon Lv.99
Seraphimon : MagnaAngemon Lv.99
WarGreymon : MetalGreymon Lv.99
BK WarGreymon : SkullGreymon Lv.99
Impelrialdramon : Paildramon Lv.50
MaloMyotismon : Myotismon Lv.99
MetalGarurumon : MetalMamemon Lv.40, Machine 200
MegaGargomon : MetalGarurumon Lv.99
Rosemon : Angewomon Lv.40
Phoenixmon : Rosemon Lv.99
Beelzemon : Gallantmon Lv.40, MaloMyotismon Lv.40
Omnimon : WarGreymon Lv.40, MetalGarurumon Lv.40
Impelrialdramon-FM : Impelrialdramon Lv.99
Impelrialdramon-PM : Impelrialdramon-FM Lv.40, Omnimon Lv.40
GranKuwagamon : Kabuterimon Lv.40
Diaboromon : GranKuwagamon Lv.99, BK WarGreymon Lv.99

=====
|7.4. Kumamon . . . dw3_f_s7.4 |
=====

>Champions

*Grizzmon : Kumamon Lv.5
Kyubimon : Grizzmon Lv.20, Spirit 80
Devimon : Marsmon Lv.10
Angemon : Myotismon Lv.20, Wind 280
Ex-veemon : Kyubimon Lv.10
Greymon : WarGrowlmon Lv.20, Fire 200
Dinohumon : MetalGreymon Lv.30
Growlmon : Marsmon Lv.20, Strength 480
Stingmon : Marsmon Lv.30, Speed 400
Hookmon : Kabuterimon Lv.20
Kabuterimon : Stingmon Lv.50

>Ultimates

Digitamamon : Grizzmon Lv.30, Intelligence 80
MetalMamemon : GrapLeomon Lv.20, Machine 150
Angewomon : Angemon Lv.20, Water 280
Armormon : Hookmon Lv.50
WarGrowlmon : Growlmon Lv.50
Kyukimon : Dinohumon Lv.50
*GrapLeomon : Kumamon Lv.20
MetalGreymon : Greymon Lv.40
Taomon : Kyubimon Lv.40
MagnaAngemon : Angemon Lv.50
SkullGreymon : Greymon Lv.50, Dark 160
Paildramon : Ex-veemon Lv.5, Stingmon Lv.5
Myotismon : Devimon Lv.50

>Megas

Cannondramon : Armormon Lv.99
Gallantmon : WarGrowlmon Lv.99
GuardiAngemon : Kotemon L.40
Sakuyamon : Taomon Lv.99
*Marsmon : Kumamon Lv.40
Seraphimon : MagnaAngemon Lv.99
WarGreymon : MetalGreymon Lv.99
BK WarGreymon : SkullGreymon Lv.99
Impelrialdramon : Paildramon Lv.50
MaloMyotismon : Myotismon Lv.99
MetalGarurumon : MetalMamemon Lv.40, Machine 200
MegaGargomon : MetalGarurumon Lv.99
Rosemon : Angewomon Lv.40
Phoenixmon : Rosemon Lv.99
Beelzemon : Gallantmon Lv.40, MaloMyotismon Lv.40
Omnimon : WarGreymon Lv.40, MetalGarurumon Lv.40
Impelrialdramon-FM : Impelrialdramon Lv.99
Impelrialdramon-PM : Impelrialdramon-FM Lv.40, Omnimon Lv.40
GranKuwapamon : Kabuterimon Lv.40
Diaboromon : GranKuwapamon Lv.99, BK WarGreymon Lv.99

=====
|7.5. Monmon . . . dw3_f_s7.5 |
=====

>Champions

*Hookmon : Monmon Lv.5
Ex-veemon : Hookmon Lv.20
Angemon : Armormon Lv.40, Wind 120
Kyubimon : Angewomon Lv.10, Spirit 200
Greymon : Cannondramon Lv.10
Dinohumon : MetalGreymon Lv.20, Strength 250
Growlmon : Kyukimon Lv.20, Speed 320
Grizzmon : Growlmon Lv.20, Defense 460
Stingmon : MetalGreymon Lv.30, Thunder 200
Devimon : SkullGreymon Lv.20, Spirit 300
Kabuterimon : Stingmon Lv.40

>Ultimates

*Armormon : Monmon Lv.20
WarGrowlmon : Growlmon Lv.50
Kyukimon : Dinohumon Lv.50
MagnaAngemon : Angemon Lv.50
GrapLeomon : Grizzmon Lv.50
Taomon : Kyubimon Lv.40
MetalGreymon : Greymon Lv.40
SkullGreymon : Greymon Lv.50, Dark 300
Paildramon : Ex-veemon Lv.5, Stingmon Lv.5
Myotismon : Devimon Lv.5

>Megas

*Cannondramon : Monmon Lv.40
Gallantmon : WarGrowlmon Lv.99
GuardiAngemon : Kotemon L.40
Sakuyamon : Taomon Lv.99
Marsmon : GrapLeomon Lv.99
Seraphimon : MagnaAngemon Lv.99
WarGreymon : MetalGreymon Lv.99
BK WarGreymon : SkullGreymon Lv.99
Impelrialdramon : Paildramon Lv.50
MaloMyotismon : Myotismon Lv.99
MetalGarurumon : MetalMamemon Lv.40, Machine 200
MegaGargomon : MetalGarurumon Lv.99
Rosemon : Angewomon Lv.40
Phoenixmon : Rosemon Lv.99
Beelzemon : Gallantmon Lv.40, MaloMyotismon Lv.40
Omnimon : WarGreymon Lv.40, MetalGarurumon Lv.40
Impelrialdramon-FM : Impelrialdramon Lv.99
Impelrialdramon-PM : Impelrialdramon-FM Lv.40, Omnimon Lv.40
GranKu wagamon : Kabuterimon Lv.40
Diaboromon : GranKu wagamon Lv.99, BK WarGreymon Lv.99

=====
|7.6. Patamon . . . dw3_f_s7.6 |
=====

>Champions

*Angemon : Patamon Lv.5
Stingmon : MagnaAngemon Lv.20, Thunder 100
Greymon : MagnaAngemon Lv.30, Fire 140
Hookmon : Seraphimon Lv.10
Growlmon : MetalMamemon Lv.20
Dinohumon : Growlmon Lv.20
Ex-veemon : Growlmon Lv.30, Wind 320
Grizzmon : Growlmon Lv.40, Strength 240
Devimon : Armormon Lv.30, Dark 300
Kyubimon : Armormon Lv.40, Spirit 300
Kabuterimon : Stingmon Lv.40

>Ultimates

Digitamamon : Angemon Lv.20, Spirit 200

Angewomon : Angemon Lv.30, Intelligence 180
MetalMamemon : Armormon Lv.20, Machine 140
Armormon : Hookmon Lv.50
GrapLeomon : Grizzmon Lv.50
Taomon : Kyubimon Lv.40
Kyukimon : Dinohumon Lv.50
MetalGreymon : Greymon Lv.40
WarGrowlmon : Growlmon Lv.50
*MagnaAngemon : Patamon Lv.20
SkullGreymon : Greymon Lv.50, Dark 220
Paildramon : Ex-veemon Lv.5, Stingmon Lv.5
Myotismon : Devimon Lv.50

>Megas

Cannondramon : Armormon Lv.99
Gallantmon : WarGrowlmon Lv.99
GuardiAngemon : Kotemon L.40
Sakuyamon : Taomon Lv.99
Marsmon : GrapLeomon Lv.99
*Seraphimon : Patamon Lv.40
WarGreymon : MetalGreymon Lv.99
BK WarGreymon : SkullGreymon Lv.99
Impelrialdramon : Paildramon Lv.50
MaloMyotismon : Myotismon Lv.99
MetalGarurumon : MetalMamemon Lv.40, Machine 200
MegaGargomon : MetalGarurumon Lv.99
Rosemon : Angewomon Lv.40
Phoenixmon : Rosemon Lv.99
Beelzemon : Gallantmon Lv.40, MaloMyotismon Lv.40
Omnimon : WarGreymon Lv.40, MetalGarurumon Lv.40
Impelrialdramon-FM : Impelrialdramon Lv.99
Impelrialdramon-PM : Impelrialdramon-FM Lv.40, Omnimon Lv.40
GranKu wagamon : Kabuterimon Lv.40
Diaboromon : GranKu wagamon Lv.99, BK WarGreymon Lv.99

=====
|7.7. Renamon . . . dw3_f_s7.7 |
=====

>Champions

*Kyubimon : Renamon Lv.5
Stingmon : Kyubimon Lv.20, Strength 80
Growlmon : Stingmon Lv.20, Defense 80
Ex-veemon : Taomon Lv.20, Wind 120
Devimon : Sakuyamon Lv.10
Angemon : Sakuyamon Lv.30, Wind 150
Grizzmon : Myotismon Lv.20, Strength 300
Hookmon : Kyukimon Lv.20
Dinohumon : Grizzmon Lv.20
Greymon : Grizzmon Lv.30, Defense 280
Kabuterimon : Stingmon Lv.40

>Ultimates

Angewomon : Kyubimon Lv.30, Spirit 160

MetalMamemon : Taomon Lv.30, Machine 100
Digitamamon : Sakuyamon Lv.20, Intelligence 400
Armormon : Hookmon Lv.50
Kyukimon : Dinohumon Lv.50
MagnaAngemon : Angemon Lv.50
WarGrowlmon : Growlmon Lv.50
GrapLeomon : Grizzmon Lv.50
*Taomon : Renamon Lv.20
MetalGreymon : Greymon Lv.40
SkullGreymon : Greymon Lv.50, Dark 250
Paildramon : Ex-veemon Lv.5, Stingmon Lv.5
Myotismon : Devimon Lv.50

>Megas

Cannondramon : Armormon Lv.99
Gallantmon : WarGrowlmon Lv.99
GuardiAngemon : Kotemon L.40
*Sakuyamon : Renamon Lv.40
Marsmon : GrapLeomon Lv.99
Seraphimon : MagnaAngemon Lv.99
WarGreymon : MetalGreymon Lv.99
BK WarGreymon : SkullGreymon Lv.99
Impelrialdramon : Paildramon Lv.50
MaloMyotismon : Myotismon Lv.99
MetalGarurumon : MetalMamemon Lv.40, Machine 200
MegaGargomon : MetalGarurumon Lv.99
Rosemon : Angewomon Lv.40
Phoenixmon : Rosemon Lv.99
Beelzemon : Gallantmon Lv.40, MaloMyotismon Lv.40
Omnimon : WarGreymon Lv.40, MetalGarurumon Lv.40
Impelrialdramon-FM : Impelrialdramon Lv.99
Impelrialdramon-PM : Impelrialdramon-FM Lv.40, Omnimon Lv.40
GranKu wagamon : Kabuterimon Lv.40
Diaboromon : GranKu wagamon Lv.99, BK WarGreymon Lv.99

=====
|7.8. Veemon . . . dw3_f_s7.8 |
=====

>Champions

*Ex-veemon : Veemon Lv.5
Stingmon : Ex-veemon Lv.30
Devimon : Paildramon Lv.25, Dark 160
Growlmon : Paildramon Lv.30, Fire 90
Greymon : Paildramon Lv.35, Defense 200
Kyubimon : Paildramon Lv.40, Ice 200
Angemon : Paildramon Lv.45, Intelligence 230
Dinohumon : Impelrialdramon Lv.20
Hookmon : Impelrialdramon Lv.35, Machine 160
Grizzmon : Impelrialdramon Lv.45, Defense 200
Kabuterimon : Stingmon Lv.40

>Ultimates

MetalMamemon : Paildramon Lv.20, Machine 100

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Angewomon           : MagnaAngemon Lv.20
Digitamamon        : Impelrialdramon Lv.20, Intelligence 300
Armormon           : Hookmon Lv.50
WarGrowlmon        : Growlmon Lv.50
Taomon             : Kyubimon Lv.40
GrapLeomon         : Grizzmon Lv.50
MetalGreymon       : Greymon Lv.40
Kyukimon           : Dinohumon Lv.50
SkullGreymon       : Greymon Lv.50, Dark 190
*Paildramon        : Veemon Lv.20, Stingmon Lv.5
Myotismon          : Devimon Lv.50

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>Megas
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Cannondramon       : Armormon Lv.99
Gallantmon         : WarGrowlmon Lv.99
GuardiAngemon     : Kotemon L.40
Sakuyamon          : Taomon Lv.99
Marsmon            : GrapLeomon Lv.99
Seraphimon         : MagnaAngemon Lv.99
WarGreymon          : MetalGreymon Lv.99
BK WarGreymon      : SkullGreymon Lv.99
*Impelrialdramon  : Veemon Lv.40, Paildramon Lv.50
MaloMyotismon     : Myotismon Lv.99
MetalGarurumon    : MetalMamemon Lv.40, Machine 200
MegaGargomon      : MetalGarurumon Lv.99
Rosemon            : Angewomon Lv.40
Phoenixmon         : Rosemon Lv.99
Beelzemon          : Gallantmon Lv.40, MaloMyotismon Lv.40
Omnimon            : WarGreymon Lv.40, MetalGarurumon Lv.40
Impelrialdramon-FM : Impelrialdramon Lv.99
Impelrialdramon-PM : Impelrialdramon-FM Lv.40, Omnimon Lv.40
GranKu wagamon    : Kabuterimon Lv.40
Diaboromon        : GranKu wagamon Lv.99, BK WarGreymon Lv.99

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#####
/8. Game Hints . . .dw3_f_s8 /
#####

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Here are some tips I can give you in playing this game:

- 1) Save. If there's a Gatomon ahead because most of the games give you a chance of saving your progress in game before a boss fight or a hard part.
- 2) Heal. Whenever your HP is low, heal using techniques or items, or rest in an inn. It's the standard rule in PRG's.
- 3) Stock up items. If you lose your MP for healing techniques, the only way to survive the battle is the item. Do not limit your self in using items unless you're out of money to buy one out of it.
- 4) Level Up! This is the "GOLDEN RULE" in such RPG's. If you can't defeat a dungeon or bosses, try to level up! There are many way in this game to level up your digimons faster. One is fighting Numemons. Their race gives the most highest experience points in the game. The solution here is that when your about in a high level, you can defeat them in 2-4 hits only. The blue one gives 222 exp each.

The other way is by fishing and fighting Cardmon (water), and finishing a sea

digimon. Here's a list what kind and where they can be found. I arrange them from least to greatest EXP get.

- a. Coelamon (drops Water Chip 1) in AS Plug Cape.
- b. Seadramon (drops Water Power 1) in AS Kicking Forest or South Sector.
- c. Shellmon (drops Water Chip 1) in AS South Cape.
- d. Dolphmon in AS West Sector.
- e. Divermon in AS & AM Divermon's Lake.
- f. Red Ebidramon (drops Water power 2) in AM East Sector & South Sector.
- g. White Ebidramon (drops Train Chip 2) in AM Central & South Sector.
- h. Blue MegaSeadramon (drops Water Power S) in AS Lake of Ice.
- i. Black Scorpiomon (drops Train Chip V) in AM Lake of Ice.

I also recommend leveling up here Renamon because she (!) has many lightning techniques that kills easily water-type digimons.

5) Train in gyms! That's all?

6) Counter Crest insulates physical damage down by an attack. So that means any physical damage or normal attacks done by an enemy can't fill up your Blast Gauge. If an opponent uses a technique with a physical damage (elemental attack for short^_^) could increase your Blast Gauge.

6) You could steal! Hah! So this makes some more controversy. I thought that there is no way to steal but I'm wrong about that! Some people in message board say the word steal! Steal! Steal! But I don't know how. So I started finding way and accidentally I used the Picking Claw learned by Growlmon. I thought that was an attack but I was surprised that it stolen the item of Cherrymon. So that day I thought that I was so stupid!

7) Weapons that have special effects interfere the effect of Counter Crest.

8) About cards, after you defeated KingDivermon in Dueling Island, you can battle all tamers in card battle as long as you reach the minimum charisma requirements. After defeating KingEtemon in AM Dueling Island, you can seek BK Agumon and Numemon in Circuit Board for rare cards.

9) Attack weak points! Some digimons have their weakness. Obviously like plants attack by fire elemental will easily toast them to dust. Water to thunder because in so0me scientific notations, water is a conductor of electricity it means electrical charges have a higher rank or advantage with water. Here are weaknesses I know in the game:

%%

Weaknesses

%%

Plant by Fire

Ice by Fire

Fire by Water

Water by Electricity

Machine by Water

Dark by machine (I'm not sure)

%%

Strongesses (the antonym of weaknesses, right?)

%%

Fire by Ice

Plants by Water

10) About in charisma, charisma naturally increases by the leveling up of

rookies. It can be rise by equipping your digimons with accessories or by using Charisma Chief stolen from KingEtemon and buying from AM Black Market.

11) About the card battle,

Lance Luster says:

It is best if you make your deck with the same colored energy. It is best if your deck is full of red digimons, blue, etc. This way when when you want to summon a high level digimon, it would make it a lot easier.

Aside of that I recommend not putting that many mega digimon in your deck. This is because they cannot do combo. One more thing, it is wise to stock up program cards, such as freeze bug.

Program cards can help out a lot, especially when fighting strong card player.

12) Evading!

Gallantmon says:

In order to evade a lot of the time rapidly press triangle as your opponent is attacking.

13) Strong Digimons!

Important Notice

The strong digimons written here as you can see is all-false. Sam verify it for me and for you.

Glitch says:

1. How to get HerculesKabuterimon

You can only get HerculesKabuterimon if you have GranKuwagamon. You need to train GranKuwagamon's strength, speed, defense, wind tollerance, and fire tolerance to 999 and the GranKuwagamon has to be at level 99. Then you can get Snimon, which has high speed. Train Snimon to level 99 and you will get Okuwamon, train Okuwamon to level 99 and its metal tolerance to 999 and you will receive Kurisarimon. Train the Kurisarimon to level 50 and you get Infermon, you have to get Infermon to level 99 and then Apokarimon will be optional. Train Apokarimon's dark tolerance to 999, and its level at 99. You will then get HerculesKabuterimon. It is very powerful and when I said very, I mean very, very, very powerful. HerculesKabuterimon looks like Kabuterimon but its gold and you get its finishing move at level 99. Its finishing move can do up to 8000 damage! You can use HerculesKabuterimon against Galacticmon (the final boss) and Galacticmon will go down easily.

2. How to get Magnaillusionmon Chaos mode

The easiest way to get Magnaillusionmon Chaos mode is with Guilmon.

Magnaillusionmon is a legendary digimon and is very powerful. To get it, you need Guilmon at level 70 or higher. Train the Growlmon to level 99 and all its stats at 999, you will get Blackwargrowlmon and train that digimon to get Gigadramon. Train Gigadramon to level 99 and make sure that it is equipped with Vanquish and Evil Fang. It will learn Manticoremon and train Manticoremon to get Ragemon. Train the Ragemon to level 99 and you will recieve Berserkmon. Then if you have Angemon, train it until it learns MagnaAngemon and then train MagnaAngemon's Dark Tolerance into 999 and train it to level 99. It will learn BlackSeraphimon. If you have both Berserkmon and BlackSeraphimon, you will have Strikemon, train Strikemon to level 50 to get Illusionmon, train Illusionmon to level 99 and MagnaIllusionmon will me optional. Then train MagnaIllusionmon to level 99 and you will have MagnaIllusionmon Chaos Mode. It is very fast and has high defense. It learns its finishing move at level 99 and it takes 330 MP!!!!!! It makes the enemy goes KO. This is one invincible digimon.

3. How to get Staticmon

Out of all of these digimon, this is the most powerful. To get Staticmon, you'll need Neutromon, Chargemon, and Protomon. These are three very powerful digimon and they're legendary. It's too complicated to get one of these. Neutromon has high Speed, Chargemon has high Defense, and Protomon has high Strength. You need all of these three digimon at level 99. And you will receive a Hackermon. Train that to level 99 to get Absorbermon, train it to level 99 and it can learn Deletermon. Train that to level 99 and it will learn Virusdramon. Train Virusdramon to level 99 and then Staticmon will be optional. Staticmon is really good. Its finishing move can KO your opponent and take how many HP was drained and add it to its own HP! It's really strong. Staticmon looks kind of like BlueMeramon but it is a bit yellowish.

I hope this helps you, and the digimon I have are Agumon which can learn HerculesKabuterimon, Guilmon that can become MagnaIllusionmon Chaos Mode, and Renamon that is able to digivolve into Staticmon. They rule!!!!!! I knocked out Galacticmon's tail and head with just a few hits from these digimon!

Important Notice

I have no proof if this is true. If yes, whack them all OUT!!!!!! If you wish to know, try it yourself.

14) Good items in the game!

Lance Luster says:

Here are some few very good items that can really help in the game.

Note that some of the crests don't function when you equip items like Cerebrus Fang, Shock Horn, Raven Bow, etc. (e.g. Counter Crest, MultiCrest)

Counter Crest: Lets your digimon retaliate with the same damage you receive from your enemy. You can get it from Tuskmon in Asuka Server (west sector).

Important Notice

All Tuskmons in the Digimon World have it. When you fight the fat tamer after you'd ride gondola in Asuka Server for the first time, if you're lucky, you can get it. Tuskmon will sometimes drop it.

Multi Crest: It makes your digimon attack trice (like Persiamon but only x3). Get it from Clockmon in Dum Dum Factory (Asuka server, West Sector) or get a digimon that knows Picking Claw or Snatch (like Wargrowlmon or Gallantmon) and battle the trainers at Legendary Gym and use Picking Claw on Clockmon and after beating them you obtain the Multi-Crest (it's a matter of luck).

Recovery Crest: Lets you gradually recover HP even switch out during battle. This crest is very rare, I obtained it from Cherrymon at the Amaterasu server, note, the Cherrymon must have fallen leaves. But I don't exactly remember if you can get it from Warumonzaemon but from Cherrymon is assured it works. Also, this crest can be obtained from a Green Woodmon (not so sure too).

Important Notice

I'm not suggesting for you to use this as if it adds only a little amount of HP into your digimon. Also it works the same thing as the Counter Crest.

Binder Crest: Reduces the chance of enemy to runaway. This crest is very useful especially to Cardmons. Obtain this crest from Numemons at Asuka server Dum-Dum Factory.

Training Book: Lets training a little easier.

Obtain this item from numemon(purple) at thejungle shrine.

Dance Wing: Evades better(better than dance feather). Only exclusively from Valkyriemon at the North Badlands W AM server.

Water Power 2: Adds water to attacks (strong effect versus fire digimons, tip, with multicrest or counter crest with the combination of either Bolt Power 2, Fire Power 2, Metal Power 2, Ice Power 2.) Got from fishing at any fishing spots.

Important Notice

You CANNOT equip 2 powers at the same time.

Ice power 2: Adds ice to attacks. Got from Icemon at Lake of Ice (AS server).

Metal Power 2: Adds machine to attacks. Beat the machine digimons at Dum-Dum Factory AMATERASU SERVER.

Bolt Power 2: Adds thunder to attacks. I prefer this Power because many digimons are weak on thunder. Got it from Boltmon AM server (Kulon Mines).

Power Brace: The ultimate item to make training the easiest. Get it from numemon at jungle shrine AM server or at the kulon mine AM server (fugamon).

I got the ff. items but I forgot where I obtained them. If you know where to obtain it, please post it.

HP proxy (decreases enemy hp slowly)

MP proxy (decreases enemy mp slowly)

Now for the rarer items:

Max Charge: Heals your digimon's hp to the max (Get it from Brachiomon at Phoenix Bay AM Server)!

Ultra charge: Heals your digimon's hp by 5000 (from Metaletemon Northbadlands E AM Server)

Cursed Puppet: Lowers your enemy's strenght & defense (from Ladydevimon and other digimons in AM server. Ladydevimon can be found at North Badlands W. Remember, only at AMATERASU SERVER).

Note that all items I stated are rare and hard to obtain,battle the digimons holding it enough times.

For those who can't find a TNT Ball to make the bomb for the reliability shrine,battle Triceramon in plug cape or tyranno valley enough times at Asuka Server.

Important Note

About the Power Items, they're are accesories and in the whole game you can only equip 2 accesories in the whole time. Also there are Power level 3 which, I don't know how to get them. But I remember that I have some of it but I just can't remember where I get it all. Sorry for that.

/9. Side Quests . . . dw3_f_s9 /
#####

I wrote this for easy preference only. Some of this may be in there above! All of the side quests are optional.

=====

-
1. Go to Plug Cape and watch the kid kicking the tree and talk to him.
 2. Find his Gabumon card. It is inside the cabinet (not the basement! there is no basement neither :p on the lower floor of Asuka's Inn. That is where I told you the first 500 bits.
 4. Go back to the kicking kid and give back his card. He will tell that someone might know in the city in Veemon whereabouts.
 5. Talk to Waitress Debbie in Lamb Chop and she will tell you she saw a Veemon somewhere near Wind Prairie.
 6. Go to wind Prairie and Veemon will challenge you in Hide-and-Seek. Win this game and he will give you the Kicking Boots. Easy?!

1. After you've first seen the Digimon World, you can start this side quest immediately in the Item Shop.
2. Buy a Bamboo Spear at Gargomon.
3. Talk to Tai Kong Wang (sounds like King Kong). He will make you a fishing pole if you collect the items.
4. Way back turn to Divermon's Lake and goes down the ladder. Talk to the Divermon and help him to remove the fish bone in his throat. You get now Red Snapper.
5. Head to Protocol Forest and fight some Dokugumons here to get Spider Web. If you get back to Tai Kong Wang and now, the Fishing Pole! It enables you to fish around.

DRI Agents collects Digimon DNA (DDNA) and they study it. If you help them finding the DDNA of a certain digimon they want, they will add that rookie digimon to you. DRI Agents can be found all over Asuka Server only. There are some pre-requirements and levels in such way they talk to you. Here's the list of DRI Agents and all about them. The combined levels identify levels of digimon/s you brought with the DRI Agent. The DDNA can be found inside a body of its kind. Like the DRI Agent told you to find the DDNA of MetalGreymon, MetalGreymon's rookie form is Agumon. And it's not that easy, because you need to fight the ultimate form for them to give the DDNA.

I will formatted it like this:

- DRI Agent: (?)
- Digimon: (?)
- Where to find: (?)
- Pre-requirements: (?)
- What and where is the ultimate digimon: (?)

-
- DRI Agent Jimmy
 - : Guilmon
 - : Seiryu City, at the upper-right part down the ladder
 - : Win the Seiryu Badge and the digimon's combined level between 30-59
 - : WarGrowlmon, Ether Jungle inside the secret way in the north of the jungle
-

DRI Agent Johann

: Agumon

: Tyranno Valley, after the 2 ladder to the north, head right and follow the way until you reach him.

: Win the Seiryu Badge and the digimon's combined level between 30-59

: MetalGreymon, Bulk Swamp just behind the South Station

DRI Agent Kazuki

: Patamon

: Central Park, besides the tree near the southeast harbor

: Win Suzaku Badge and the digimon/s have/has combined level between 45-74

: MagnaAngemon, South Badland, west of the jump cliff

DRI Agent Mike

: Renamon

: Central Park, above Leomon's Gym. Climb the ladder near the entrance of Plug Cape

: Win Suzaku Badge and the digimon have combined level between 45-74

: Taomon, North Badland W

DRI Agent Ken

: Kotemon

: Mobius Desert, first screen, besides the tower?

: Win both badge and the digimon's combined level is between 60-89

: Kyukimon, Suzaku Underground Lake via dock at Suzaku City

DRI Agent Yang

: Monmon

: Mobius Desert, east-south-south-south, between the twin cactus

: Win both badge and the digimon's combined level is between 60-89

: Armormon, Dueling Island, turn left and pass the ramp and turn down to the dock.

DRI Agent Yuji

: Kumamon

: Mobius Desert, south-west, hiding beside the deluded train station

: Win both badge and the digimon's combined level is 60-89

: GrapLeomon, Ether Jungle via dock at Phoenix Bay. After calling Submarimon, turn left and follow the water path.

DRI Agent Bob

: Veemon

: Protocol Ruin, where you first found Baronmon

: Win 2 badges and the Byakko Badge and the digimon's combined level is 1-29

: Paildramon, Bulk Bridge, west of the Bulk Harbor

Veemon is the hardest to get! Who agrees?

|9.4. Legendary Weapons

. . . dw3_f_s9.4 |

Legendary weapons are needed to complete MetalEtemon's Quest to open his armory shop. Worth doing this because some of the weapons and armors that you can find

in his store are so GOOD!!! Also some of them are rare and unique!!! Before reading this, I suggest going to 11.6.2. Hidden Armory section.

Important Note

If someone knows where are these weapon smith digimons, please let me know. This sidequest is completely optional. Also you MUST have all other 5 digimons. In order to get them all, you MUST complete the DRI Agent sidequest. To know more about the DRI Agents, go to the DRI Agent sidequest section just above of this section.

Tips:

1. To activate this sidequest, you must first talk to MetalEtemon at the Kulon Weapons at AS or AM Kulon Mine.
2. The rookie digimon level must be at least LV 45 for the weapon smith to appear.
3. Once the weapon is upgraded, the weapon smith of that legendary weapon will be gone.
4. To upgrade to lv4, you must again talk to MetalEtemon at either AS or AM Kulon Weapons.
5. Weapons required for lv2 upgrade can be bought at AM Mirage Tower.
6. Weapons required for lv3 upgrade can be bought at Bai Hu or Xuan Wu City.
7. Weapons required for lv4 upgrade can be bought at Ameterasu City.
8. You MUST do the weapon upgrades and the way the legendary weapons written below in a sequence or the weapon smith will never show up. Example you've not yet completed the Invincible and you're going for Eternally, the weapon smiths of Eternally will never show up unless you finished the quest on Invincible.
9. Bring only one of the exclusive digimon below. The location of the weapon smith may differ from which digimon you choose to bring. You can bring any other digimons for the 2 remaining spaces.
10. Talk to the weapon smith to upgrade that weapon.
11. MOST IMPORTANT!!! DO NOT SELL ANY ITEMS YOU WILL GET IN THIS SIDEQUEST!!! IF YOU MISSED, YOU'RE SCREWED!!!

After reading the above tips, let's get started. If you're confuse, read the tips just above of this one. This will assure you to get all 5 weapons.

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|9.4.1. Invincible . . . dw3_f_s9.4.1 |
*****
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Agumon, Guilmon and Veemon exclusive!

Level 1: Old Claw

-Defeat MasterTyranno at AS Tyranno Valley.

Level 2: Old Claw+Saber Fang = Vanquish

-Talk to Shadramon

+Agumon = AM Dum Dum Factory Sewers

+Guilmon = AM Shell Beach

+Veemon = AM Protocol Forest, near the netrance to ruins

Level 3: Vanquish+Venom Fang = Destruction

-Talk to Depthmon

+Agumon = Sea Bed via AM Shell Beach dock

+Guilmon = Sea Bed via AS Shell Beach dock

+Veemon = Sea Bed via AS Lake of Ice dock

Level 4: Destruction+Belial Fang = Invincible

-Talk to MetalEtemon at AS-AM Kulon Weapons

|9.4.2. Eternally . . . dw3_f_s9.4.2 |

Patamon and Renamon exclusive! You must have Invincible first before this!!!

Level 1: Old Wand

-Defeat Pharoahmon at AS Protocol Ruins

Level 2: Old Wand+Khakkhara = Twinkle

-Talk to Ponchomon

+Patamon = AM Protocol Ruins, up the ladder

+Renamon = AM Mirage Tower

Level 3: Twinkle+Crystal Rod = Immaculate

-Talk to Ponchomon

+Patamon = AM Kulon Mine via dead end cliff near a hat-looking tower

+Renamon = AM Legendary Gym top floor, near a roof

Level 4: Immaculate+Millenium = Eternally

-Talk to MetalEtemon st AS-AM Kulon Weapons

|9.4.3. Super Nova . . . dw3_f_s9.4.3 |

Kumamon exclusive! You must have Invincible and Eternally first!!!

Level 1: Rusty Glove

-Defeat Datamon at AS Control Room

Level 2: Rusty Glove+Kaiser Fist = Zordiac

-Talk to Nohemon

+Kumamon = AM Catacomb near a tower with ladder

Level 3: Zordiac+Tempest Arm = Prominence

-Talk to Seehomon

+Kumamon = Sea Bed via AS Central Park dock

Level 4: Prominence+Raijin Fist = Super Nova

-Talk to MetalEtemon at AS-AM Kulon Weapons

|9.4.4. Punishment . . . dw3_f_s9.4.4 |

Monmon exclusive! You must have the above 3 legendary weapons before this!!!

Level 1: Rusty Rifle

-Defeat HiAndromon at AS Operation Room

Level 2: Rusty Rifle+Cluster Cannon = Justice

-Talk to Shurimon

+Monmon = Zhu Que UG Lake

Level 3: Justice+Laser Cannon = Judgement

-Talk to Sagitarimon

+Monmon = AM Mobius Desert, west-west near the 3 pillars

Level 4: Judgement+Suijin Cannon = Punishment

-Talk to MetalEtemon at AS-AM Kulon Weapons

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*****
|9.4.5. Muramasa . . . dw3_f_s9.4.5 |
*****
```

Kotemon exclusive! Have all 4 legendary weapons above first!!!

Level 1: Rusty Katana

-Defeat Zambamon at AS Catacomb

Level 2: Rusty Katana+Onimaru = Kotetsu

-Talk to Kabukimon

+Kotemon = AM Ether Jungle via AM Phoenix Bay dock

Level 3: Kotetsu+Tenjinmaru = Masamune

-Talk to Yashamon

+Kotemon = AM Dum Dum Factory Secret Room

Level 4: Masamune+Fuujin Blade = Muramasa

-Talk to MetalEtemon at AS-AM Kulon Weapons

CONGRATULATIONS! Congratulations for completing this sidequest. AS-AM Kulon Weapons is now open!

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#####
/10. Card Game . . . dw3_f_s10 /
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Card battle is only accessible if you talk yo Divermon in Yellow Cruiser in Asuka City in the first time around. If you talk to him, he will tell you the basics of the Card Game and in a reward for listening him, he will give you a Card Folder which is accssible and can be customize at the game menu. Enter by pressing start button.

After that, you can challenge different tamers to a card battle with enough charisma points. To know more about the tamers and some rules in playing card game, go to 11.2. Tamer List section.

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|10.1. Card Boosters . . . dw3_f_s10.1 |
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Card Boosters are cards that you will win after you've defeated a tamer. You can only fight card battles with tamers. Card Boosters are packed with about 10 cards or less.

Tips:

1. You can only get card boosters from fighting Cardmon, buying from Divermon, and by dueling a tamer.

2. The card boosters you will get depends in which you will fight, how strong they are, and how far you progress in the game.
3. The higher the level of the tamer's card folder, the greater the cards you will get from him/her. To know about the tamer's card folder levels, look at the Tamer List section.
4. Card boosters can only be opened by talking to Divermon found in any city. He owns the card shop.
5. You can challenge a certain tamer if you have enough charisma points. To know how much charisma points is needed to challenge a tamer, look at the Tamer List section.
6. There are different cards stored in every card boosters. If that's so, there are different multiple cards in each boosters. Did I just repeat the same thing above?

Thank You Very Much Lance Luster for the card boosters!!!

All 314 card lists for the game.

Here is a list of all the cards. The left side shows a list of all cards, while the number on the far right shows which booster they can obtain.

I think this will make things a lot easier. 15 of the cards can only be obtain through side quest, and is listed as ??????? because I don't know where the location is.

1. Sacred Spear- Put all non-white digimon to trash ?????
2. Summon Angemon- Bring 2 angemon to field 8b, 11a, 13b
3. Gold Aura- +10 AP & HP to all digimon 6b
4. Protect Aura- +30 HP to one digimon 9b, 13b
5. White Power- get 1 white S-energy point 7b
6. Summon Patamon- Bring patamon to field 5b
7. Tidal Wave- Return all non-blue digimon to trash ?????
8. Control Parts- control 1 of your oppnt's digimon 8b, 15b
9. Freeze Bug- Put a drawn PG card to trash 7b, 15b
10. Eclipse Undo- return 1 digimon back to its hand 5b, 14b, R-02
11. Blue Power- get 1 blue S-energy point 2b
12. Summon Gomamon- Bring gomamon to field 2b, R-02
13. Wild Aura- +50 AP & HP to all green digimon ??????
14. Ecoly Cycle- pick a card from trash 9b, 13b, R-04
15. Green Force- Get 2 green S-Energy points 5b
16. Beast Energy- +20 AP & HP to one digimon 6b
17. Green Power- get 1 green S-Energy point 4b
18. Summon Palmon- bring palmon to the file 4b
19. Volcanic Cannon- 60 damage to all non-red digimon ??????
20. Blazing Chaos- Put all brown digimon to trash 8b, 15b
21. Flame Gatlin- 15 damage to all digimon 9b, 11b
22. Fire Cannon- 30 damage to an oppnt's digimon 6b, R-03
23. Red Power- Get 1 red S-Energy point 4b
24. Summon Goburimon- Bring Goburimon to field 3b
25. Darness Gale- Put all oppnt non-black cards to trash ??????
26. Deceive cloak- pick 1 card from deck 15b, R-04
27. Chaos Virus- put 1 non-black card to trash 7b
28. Vicious Hacking-pick a card from oppnt hand to trash 9b, 13b, R-03
29. Black Power- Get 1 Black S-Energy point 4b
30. Summon Devimon- Bring devimon to field 2b
31. Delete Matrix- Put all digimon to trash ????????
32. Fortune Gate- Exchange AP & HP from oppnt ????????
33. Misery Gate- Pick 3 cards from oppnt deck to trash ????????
34. Desired Access- Put all hand in trash, draw 6 cards ????????
35. Anti-power- Reduce all S-Energy to zero ????????

36. Revival Charge- Return all trashed card to deck 8b, 11a, 13b
37. Chrono Balance- Make both player have 3 cards 8b, 15b
38. Security Hall- Put 5 card from oppnt deck to trash 7b
39. Absolute Barrier- Reduce oppnt AP to zero R-05
40. Scramble Up- Bring a digimon from hand to field 12b,R-05
41. Power Super Metal- +30 AP & HP o a brown digimon 9b, 12b, R-03
42. Charge Terminal- draws 2 card from deck to hand 5b
43. Digimon Charge- Choose a DG from deck to hand 6a
44. Program Charge- Choose a PG from card to hand 2b
45. Trade Charge- draw one card, put one to trash 7b
46. Illegal Access- Put 2 cards from oppnt deck to trash 7b
47. Break Launcher- 30 damage to a brown digimon 4b, R-02
48. Cancel Wheel- Put a drawn PG brown card to trash 4b
49. Rusty Dust- Put 1 brown DG from oppnt hand to trash 5b, 15b, R-03
50. Summon Hagurumon- Bring Hagurumon to field 4b
51. White Remove- Subtract 2 white S-Energy 5b
52. Blue Remove- Subtract 2 blue S-Energy 5b
53. Green Remove- Subtract 2 green S-Energy 2b
54. Red Remove- Subtract 2 red S-Energy 5b
55. Black Remove- Subtract 2 black S-Energy 3a, 3b
56. Summon Cancel- return a brown DG to hand 2b, 4a
57. Berserk Energy- +10 AP and -10 HP to a digimon 1b
58. Disturb Gear- Put a brown DG from field to trash 3b, 12b
59. Protect Armor- +10 HP to a digimon 1b
60. Assault Armor- +10 AP to a digimon 3a, 14b
61. Imperialdramon-P 62/70 15b, R-05
62. GuardiAngemon 55/55 15b, R-05
63. WarGreymon 52/52 13b, R-05
64. ImperialdramonII 50/55 R-05
65. Seraphimon 46/50 15b
66. Magnadramon 45/48 13b
67. Valkrymon 42/45 11a
68. PrinceMamemon 40/42 14b
69. RosemonII ??? ????????
70. PaildramonII 33/33 12b, 13a
71. MagnaAngemon 31/33 8b, 12a, 15b, R-04
72. Angewomon 31/33 8b, 13b, R-04
73. Kyukimon 30/30 10b, 11a, 12b, R-04
74. Panjyamon 28/28 9b, 13b
75. Silphymon 26/28 7b, R-03
76. Knightmon 25/27 11b, 12a
77. MetalMamemon 24/24 8b, 11a
78. Mamemon 22/26 8b
79. Piximon 20/24 7b
80. Dinohumon 15/15 5b, 11b, R-02
81. Angemon 14/16 5b, 12b, R-02
82. Stingmon 14/14 5b
83. Gatomon 13/14 4a, R-02
84. Piddomon 13/13 2b
85. Apemon 13/11 5b
86. Centarumon 12/13 6a, 6b
87. Snimon 12/12 4b
88. Thundermon 12/10 6b
89. Unimon 11/12 9b
90. ShimaUnimon 11/11 9b
91. Ankylomon 10/13 2b, R-02
92. Guruurmon 10/10 4b
93. Tortomon 9/11 3a, 3b
94. Zassomon 7/7 6b
95. Yanmamon 6/8 3a, 3b

96. Kotemon 5/5 3a, 3b, 6b
97. Armadillomon 2/3 1b, 3a
98. Psychemon 2/2 3a, 4b
99. Elecmon 2/1 3b, 12b
100. Patamon 1/4 1b, 7b
101. Wormmon 1/3 1b
102. Kunemon 1/1 1b
103. Salamon 0/5 1b
104. Cannondramon 55/55 8b, 13b, 15b, R-04, R-05
105. Sakuyamon 50/50 13b
106. Vikemon 45/43 13b
107. MetalSeadramon 42/38 15b
108. Pukumon 40/42 12b
109. SuperStarmon 39/35 12b, 13a
110. Preciomon 35/35 8b, 11a, 13b, R-04
111. Babamon 35/30 8b, 12a, 15b
112. MarineAngemon ?????? ????????
113. Zudomon 34/30 7b, R-04
114. MegaSeadramon 32/32 12b
115. Taomon 32/30 8b, 12b, R-04
116. Armormon 30/30 8b
117. BlueMeramon 27/25 12a, 12b
118. ShogunGekomon 24/22 12a, 12b
119. Scorpiomon 24/26 12b
120. Brachiomon 23/26 8b, 11a
121. WaruSeadramon 21/21 7b
122. Divermon 20/15 7b
123. Whamon 18/18 8b
124. Seadramon 16/15 7b
125. Kyubimon 15/16 2b, R-02
126. Hookmon 15/15 R-02
127. IceDevimon 14/12 8b
128. Shellmon 13/15 5b
129. Ikkakumon 13/13 2b, R-02
130. Frigimon 12/13 2b
131. Ebidramon 12/11 8b
132. Icemon 12/10 7b
133. Mojyamon 11/12 7b
134. Ninjamon 11/10 2b
135. Starmon 11/9 5b
136. Coelamon 10/9 1b, 3a
137. Dolphmon 9/7 2b, 4a
138. Gekomon 7/5 1b, 3a
139. Monmon 5/5 1b
140. Renamon 4/4 1b, 3a
141. Gomamon 2/3 1b
142. SnowAgumon 2/2 1b
143. Gizamon 1/1 1b
144. Otamamon 1/1 2b
145. Crabmon 0/3 1b
146. Syakomon 0/2 1b
147. OmnimonII 61/61 14b, R-04
148. Marsmon 55/55 9b, 11b, R-05
149. MetalGarurumon 51/51 14b, R-05
150. H-Kabuterimon 50/50 14b
151. GrandKuwagamon 49/49 14b
152. RosemonI 40/40 10b, 14b
153. KingEtemon 38/35 10b
154. MetalEtemon 35/35 10b
155. SaberLeomon ?????? ???????

156. MegaKabuterimon 33/36 11b, 13a
157. WereGarurumon 32/30 10b, 14b
158. GrapLeomon 30/30 11b
159. Okuwamon 29/33 11b, 13a
160. Lilymon 27/25 6b
161. Etemon 25/25 10b, 11a
162. Triceramon 26/28 11b, 12a
163. Cherrymon 28/22 11b
164. Blossomon 22/20 6b
165. Deramon 21/18 10b
166. Leomon 16/18 9b, 10b
167. Grizzmon 15/15 7b
168. Kabuterimon 14/16 4b,R-02
169. Garurumon 14/14 6b
170. Tuskmon 14/12 6b
171. Monochromon 13/13 9b
172. MoriShellmon 13/15 9b
173. Kuwagamon 13/10 4b
174. J-Mojyamon 12/13 5b
175. Togemon 12/12 4b
176. Flymon 12/11 9b
177. Saberdramon 11/10 6b
178. Dokugumon 10/9 3b, 12b
179. Kiwimon 9/7 4b
180. Woodmon 8/8 6b
181. Vegiemon 7/7 3a, 3b
182. Kumamon 5/5 3b, 6b
183. Gabumon 4/3 3b, 4b
184. Tentomon 2/3 3b, 5b
185. Palmon 2/2 3a, 7b
186. Betamon 2/1 1b
187. Kokuwamon 1/3 3b, 14b
188. Floramon 1/1 1b
189. Mushroomon 0/2 1b
190. OmnimonI 60/62 15b, R-05
191. Gallantmon 56/52 12b, 13a, R-05
192. Imperialdramon-F 55/55 14b
193. ImperialdramonI 53/50 11b
194. MegaGargomon 50/50 13b
195. Machinedramon 50/49 15b
196. Phoenixmon 45/43 14b
197. SkullMammothmon 44/40 14b
198. Gryphonmon ?????? ??????
199. PaildramonI 35/30 10b, 12a, 13b
200. MetalGreymon 34/32 11b
201. WarGrowlmon 33/30 10b, 12a, 12b
202. Garudamon 30/25 9b, 11b, R-03
203. Kimeramon 29/27 9b, 15b
204. MasterTyrannomon 29/26 10b
205. Gigadramon 28/22 8b, 13b
206. Megadramon 26/20 10b
207. MetalTyrannomon 25/25 9b, 10b, 11a
208. Mammothmon 20/18 6b
209. Greymon 20/20 5b, R-03
210. Growlmon 18/20 4b,R-02
211. ExVeemon 17/16 6b, R-03
212. Veedramon 15/16 4b
213. Airdramon 15/15 6b
214. OGREMON 14/12 4b
215. Minotarumon 13/12 6a, 6b

216. Fugamon 13/11 5b
217. Tyrannomon 12/11 9b
218. Aquilamon 12/10 4b,R-02
219. Meramon 11/10 6a, 6b
220. Birdramon 11/9 4b,R-02
221. Flarerizamon 10/9 6b
222. RedVegiemon 8/6 4b
223. Akatorimon 7/7 3a, 3b
224. SandYanmamon 7/6 3a, 4b
225. Agumon 5/3 1b
226. Veemon 4/4 3b, 6b
227. Guilmon 3/3 1b
228. Hawkmon 2/3 1b
229. Biyomon 2/2 3a, 3b, 5b
230. Goburimon 2/1 3b, 14b
231. Sharmamon 1/2 4b
232. Penguinmon 1/1 3b
233. Armageddemon 65/62 14b
234. VenomMyotismon 60/50 15b
235. Diaboromon 58/58 15b
236. MaloMyotismon 53/53 14b
237. Beelzemon 51/51 14b
238. Apokarimon 50/51 15b
239. Ghoulmon 43/40 13b
240. Piedmon 42/40 14b
241. Creepymon ????? ????
242. Myotismon 35/36 11b
243. Inferimon 34/35 12b
244. Dragomon 33/33 13b
245. SkullSatamon 32/32 9b, 14b
246. SkullGreymon 32/28 12b, 13a
247. Mummymon 31/26 12b
248. Arukenimon 31/31 11b, 13a
249. LadyDevimon 30/28 7b
250. SkullMeramon 28/26 13b
251. WaruMonzaemon 26/22 9b, 10b, 11a
252. Devimon 19/18 5b, 11b, R-05
253. Kurisarimon 16/15 5b
254. Raremon 15/15 7b
255. MarineDevimon 15/13 8b
256. Musyamon 14/12 10b
257. Wizardmon 13/11 4b
258. DarkTyrannomon 12/13 2b
259. Devidramon 12/12 2b
260. Vilemon 12/11 7b
261. Hyogamon 12/10 7b
262. Darkkrizamon 11/11 2b, 7b
263. Octomon 11/9 2b, 6a
264. Gesomon 11/8 1b, 3a
265. Soulmon 10/10 3a, 3b, 7b, 15b
266. Bakemon 10/9 7b
267. Roachmon 9/8 4b
268. DemiDevimon 3/3 1b
269. Gazimon 2/4 3a, 3b
270. Aruraumon 2/2 2b
271. Tsukaimon 2/1 2b
272. ModokiBetamon 1/2 3b
273. Tapirmon 1/2 4b
274. Candlemon 1/1 1b
275. Muchomon 1/1 1b

276. BK WarGreymon 60/55 15b
277. BK Imperialdramon 50/40 14b
278. BK MegaGargomon 47/37 15b
279. BK Seraphimon 46/36 13b
280. BK WarGrowlmon 45/30 11b
281. BK KingNumemon 43/30 12b, 13a, R-05
282. HiAndromon 42/35 12b
283. Boltmon 39/32 14b
284. Puppetmon 36/30 10b, 12a
285. Shakkoumon 32/34 12b, 13a
286. Andromon 31/29 11b, 12a
287. Giromon 29/29 9b, 15b
288. Datamon 28/22 11b, 13a
289. ExTyrannomon 26/28 11b
290. Monzaemon 25/25 8b, 11a
291. Digitamamon 24/28 12b
292. Vademon 24/22 13b
293. Garbagemon 22/20 6b
294. Meteormon 21/23 6b
295. Cyclonemon 16/16 6b
296. Rockmon 15/18 9b, 10b
297. Deltamon 14/14 9b, 10b
298. Guardromon 13/15 4b
299. Tankmon 13/13 4a, 4b
300. Clockmon 12/12 4a, 5b
301. MudFrigimon 12/11 9b
302. PlatinumSukamon 12/10 9b
303. BomberNanimon 12/9 5b
304. Drimogenmon 11/12 6b
305. NiseDrimogenmon 11/11 7b
306. Sukamon 11/10 5b
307. Geremon 11/9 2b
308. Kokatorimon 10/9 7b
309. Numemon 10/7 5b
310. ShellNumemon 9/9 5b
311. ClearAgumon 3/4 1b
312. ToyAgumon 3/3 1b
313. Gotsumon 2/3 3b, 14b
314. Hagurumon 1/2 2b

1b- can be found in east sector. Both fishing and kicking trees (ASS)

2b- found in south sector by fishing (ASS)

3b- kick trees in kicking forest, east sector. (ASS)

4b- kick trees in west sector (ASS)

5b- fish in west sector (ASS)

6b- Kick trees in east sector, except in kicking forest (AMS)

7b- Found by fishing in east sector (AMS)

8b- fish in south sector (AMS)

9b- kick trees in the kicking forest, east sector (AMS)

10b- kick trees in south sector (AMS)

11b- Kick trees in North sector (ASS)

12b- fish in North sector (ASS)

13b- fish in west sector (AMS)

14b- kick trees in both west and north sector (AMS)

15b- fish in north sector (AMS)

R-01 these booster are rarely dropped by fishing cardmon that has booster 1b-3b (I think)

R-02 these booster are rarely dropped by fishing cardmon that has booster 4b-6b (I think)

R-03 these booster are rarely dropped by fishing cardmon that has booster 7b-11b (I think)

R-04 these booster are rarely dropped by fishing cardmon that has booster 11b-13b (I think)

R-05 these booster are rarely dropped by fishing cardmon that has booster 14b and 15b

Note: Not all cards are found on just the booster pack I stated, but can also be found at the different booster packs.

=====
|10.2. Cardmon . . . dw3_f_s10.2 |
=====

Cardmon is a digimon who holds card boosters. It holds rare boosters or R-boosters. It is also a random enemy but in some reasons, it's not that easy to fight him. It also tends to runaway if you don't make quick. It tends to curse you too if it hits you with it's attack. Nothing cares. Curse is not a big problem. It only does is reduces some of your stats by 1 or so.

After you've defeated it, you automatically get a card booster. The cards in it and the class of the card booster depends upon the type and level of the Cardmon you fought.

There are 2 ways to battle this enemy:

1. First is to get the Kicking Boots. This enables you to kick trees. When kicking a tree, there is a possibility that the enemy you'll fight is a Cardmon. A radar will flash if you kick a tree. This gives you warning on how far you are from the tree where a Cardmon is hiding. If you hit its hiding place, you will automatically enters a battle where either you will fight a normal digimon or Cardmon.

If you want an easy fight with this guys, go in an area where there is less trees. Less trees means less time to take its hiding place.

2. Second is to get the Fishing Pole. You can fish in any ponds, seas or rivers as long as an icon pops up above the head of the main character. This warns you taht you can fish there.

=====
|10.3. Card Shop . . . dw3_f_s10.3 |
=====

Divermon holds the card shop. You can find him in the Yellow Cruiser just near the Asuka City Park. You can buy cards from him. Be warn! Cards that can be bought here are too much high! I suggest fighting enemies and tamers instead of buying here unless the cards that are selling are so great and powerful.

You can also arrange your card folder and open up your stocked card boosters in your pocket. Note that you can only open card boosters at any card shop where you can find Divermon. Don't worry, the shop is everywhere.

=====
|10.4. AS Trophy & AS Dueling Island . . . dw3_f_s10.4 |
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Maybe you're asking why I put a sidequest here? Because it's more related to cards!

Okay let's start.

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AS Dueling Island

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Dueling Island is only accessible after you've get the DE of Sincerity. It is found at the South Sector Sincerity Shrine. Use a TNT Chip on the broken walls. Fight a Triceramon until you got at least one TNT Ball then talk to Baronmon in the Protocol Ruins. He will make you a TNT Chip. After you get the DG, go to East Sector Divermon's Lake. Go down the ladder and use it. Be careful. The enemies in the seabed are all Divermon. There are strong and will kill your digimon in 1-2 hit if you're not strong enough and yes, they will run away about after 2 turns. After you pass all the way, you will see a hidden island. This is the dueling island where you will battle great card temers. They are strong so be sure to get enough practice and different card boosters. Here's is the list of all tamers you will fight.

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~~~~~
@ Divermon @ Dueling Island @ Lv22. AS White Master @ - @ - @
~~~~~
@ Divermon @ Dueling Island @ Lv.24 AS Black Master @ - @ - @
~~~~~
@ Divermon @ Dueling Island @ Lv.26 AS Green Master @ - @ - @
~~~~~
@ Divermon @ Dueling Island @ Lv.28 AS Red Master @ - @ - @
~~~~~
@ Divermon @ Dueling Island @ Lv.29 AS Blue Master @ - @ - @
~~~~~
@ King @ Dueling Island @ Lv.30 Asuka Duel King @ - @ - @
@ Divermon @ @ @ @ @
~~~~~

```

See!? I told you! I found the red and the blue master card folders are the hardest. Also remember that if you lose, you will lose a card. Equip more program cards and don't use ultimate and mega monster cards. They can't do combo which will help you much in this battle.

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AS Trophy

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You will win this as a reward afetr you've defeated King Divermon. This adds charisma points in the total charisma points of your digimons. Depending on the tamer you will fight, AS trophy's effect may changed. Look at the Tamer List section to know about how may charisma points is needed if you have the AS Trophy.

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|10.5. Etemon's Mic & AM Dueling Island . . . dw3_f_s10.5 |
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AM Dueling Island

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This is the same as the AS Dueling Island but instead of dueling with Divermons you will fight the Etemons. They are lot stronger than the last living duelist here. If you ask about how to get here, same as the old ones. Don't worry about the enemies in the seabed, they're not Etemons now, they are still Divermons. In this time, I know you can knock down them in a shot or 2. If you reach this far, no doubt.

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Etemon's Mic

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If you beaten all his monkey soldiers, he asks you first to find his Mic. He will said that it is stolen by someone and he can't duel without it. I can't remember if he will say anything about BK Agumon but anyway, it is BK Agumon who stole his Mic. And the only way to fight the moron monkey is to find the stolen Mic and get it back and defeat that banana eating silver monkey. I HATE MONKEYS in this game. BK Agumon is found somewhere in the UG Circuit Board. That means you must already have the DE of Knowledge found at Zhu Que UG Lake.

Here's a statement from Lance Luster about the sidequest:

Well.....

Not much to say here but you can get trophy in both server. To do so you must battle both king divermon and king etemon. There really isn't much to say about the divermon's. As for king etemon, once you reach the 4th etemon, he will ask you to get his mic back. He tell's you that a BK agumon has it. The BK agumon that stole etemon's mic is in south sector (asuka server). The hole is near where you first met Zanbamon in Jungle grave. After beating him in card battle, he tell's you that BK king has it. BK king is located in the Amaterasu server. The hole which you have to dug is in central park. The hole is near the entrance of plug cape. Once you meet him and beat him in card battle, he gives you the mic. Now that everything is set, it's time to go return the mic, and get your trophy.

note, the hole is in central park not plug cape. I am just giving a description. It is near Panjyamon's gym

After getting your Sun Trophy, you can duel every tamer with your card, I guess. To know more about the UG Circuit Board maps, go to the Map section.

=====
|10.6. Legendary Cards . . . dw3_f_s10.6 |
=====

Legendary cards are cards that are very rare and hard to find. They are held by someone and you must defeat that duelist in order to get thsi card. Remember the ?????? in the Card Boosters section. That are what they called legendary cards and you must travel around the digital world to get them. They will help you greatly in card battle, so that's why they called legendary. It means they are strong, yes.

Tips nefore you continue reading:

1. I'm not sure if you need to battle them several times to get the card you want.
2. I'm not sure if you need to get the AS Trophy and the Sun Trophy first in order to get the legendary cards. To be sure, get both trophies first because continuing in this sidequest.
3. Look at the Tamer List section if you're confuse about the tamers.
4. I'm not sure if the legendary card is stored in a card boosters. To be sure, defeat the tamer several times and enter a card shop IF you notice you get a card booster.
5. Be not careless as they would not give it easily. I mean they have strong cards. So save after you won and reset if you've been defeated.
6. Some tamers that hold the legendary cards are in AS-AM UG Circuit Board even they are not stated. To know they're location or give you some help, go to Map section to see some links of maps in Circuit Board.
7. BK Agumon and Numemon are UG Tamers meaning they're maybe in the UG Circuit

Board. Look for a hole near the specified place below. Maps might help. They can be seen in the UG Tamers section, too.

I will write the card, effect and how to get.

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Sacred Spear

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Effect : Put all non-white digimon to trash

How to get : Defeat Tamer Nanako in card battle at AS West Sector Mirage Hall

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Tidal Wave

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Effect : Return all non-blue digimon to trash

How to get : Defeat Tamer Bob in card battle at AS East Sector Kicking Forest

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Wild Aura

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Effect : +50 AP & HP to all green digimon

How to get : Defeat Tamer Mitch in card battle at AS Central Sector Wire Forest Entrance

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Volcanic Cannon

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Effect : 60 damage to all non-red digimon

How to get : Defeat Tamer Jessica in card battle at AS South Sector Tranquil Swamp

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Darness Gale

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Effect : Put all oppnt non-black cards to trash

How to get : Defeat Tamer Mitaka in card battle at AS North Sector Kulon Pit

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Delete Matrix

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Effect : Put all digimon to trash

How to get : Defeat BK Agumon in card battle at AM Central Sector Plug Cape

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Fortune Gate

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Effect : Exchange AP & HP from oppnt

How to get : Defeat BK Agumon in card battle at AS West Sector Noise Desert (near the entrance)

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Misery Gate

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Effect : Pick 3 cards from oppnt deck to trash

How to get : Defeat BK Agumon in card battle at AM North Sector Boot Mountain

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Desired Access

@ DRI Agents	@ Location	@ Digimon	@ Level	@
\$				
@ DRI Johann	@ Tyranno Valley	@ Agumon	@ between 30-59	@
@ DRI Jimmy	@ Seiryu City	@ Guilmon	@ between 30-59	@
@ DRI Kazuki	@ Central Park	@ Patamon	@ between 45-74	@
@ DRI Mike	@ Central Park	@ Renamon	@ between 45-74	@
@ DRI Ken	@ Mobius Desert, screen 1	@ Kotemon	@ between 60-89	@
@ DRI Yang	@ Mobius Desert, w-s-s-s	@ Monmon	@ between 60-89	@
@ DRI Yuji	@ Mobius Desert, w-s	@ Kumamon	@ between 60-89	@
@ DRI Bob	@ Protocol Ruin	@ Veemon	@ between 01-29	@
\$				

For more information, look at the Side Quest section just above of this one.

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|11.2. Tamer List . . . dw3_f_s11.2 |
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This is list of both servers' tamers. First of all, Asuka Server:

Note: In battling tamers, many types of scenes or battles may happen depending on your charisma points. Card battles, Digimon battles or nothing. If the scene is a battle? I will write the digimons and if card battle, I will write what folder type he holds. I will put this sign (~) to separate each tamer. It is arrange by place not when do you really fight with them.

AS Trophy means when you beat KingDivermon in AS Dueling Island or. It will add some charisma points. Only available in card battles.

Tips:

1. X xharisma points are needed to enter a battle or tournament on x tamer.
2. Charisma increases as your digimons grow.
3. Charisma can be adjusted by changing the form of your digimon, changing equipments or by switching your partners.
4. Charisma Chip can be stolen from King Etemon.
5. Charisma Chip can be bought in AM City Black Market near the end of the game.
6. X tamer can only be battled as you progress through the game.
7. All troopers will gone after you've defeated the Chief Officer.
8. Troopers can be fought 2 times: before and after getting the Sun Trophy.

```
*****
|11.2.1. Asuka Tamers . . . dw3_f_S11.2.1 |
*****
```

@ AS Tamer	@ Location	@ Digi-battle/card game	@ Charisma	@ AS Trophy	@
\$					
@ Genji	@ Asuka City	@ Kuwagamon (orange)	@ -	@ -	@
@	@	@ Lv.4 Bug Bug	@ 60-209	@ 60+	@
@	@	@ Kuwagamon, (normal,	@ 210+	@ -	@
@	@	@ green)	@	@	@
~~~~~					
@ Nacky	@ Yellow Cruiser	@ Lv.5 Cool Digimon	@ 60+	@ -	@
~~~~~					
@ Wong	@ Yellow Cruiser	@ Lv.6 Mind Folder	@ 60+	@ -	@
~~~~~					
@ Steve	@ Yellow Cruiser	@ Lv.7 Protector Folder	@ 60+	@ -	@
~~~~~					
@ Gloria	@ Yellow Cruiser	@ Lv.8 Amazing Patamon	@ 60+	@ -	@

```

~~~~~
@ Natsumi @ Central Park @ Lv.9 Flying Folder @ 60-209 @ 60+ @
@ @ @ Betamon, Vegiemon, @ 210+ @ - @
@ @ @ Kiwimon @ @ @
~~~~~
@ Keith @ Asuka Bridge @ Triceramon, Kuwagamon @ Blue Card @
@ @ @ Kunemon @ @ - @
~~~~~
@ Trooper x5@ Admin Center B1F @ Raremon, Cyclonemon @ - @ - @
~~~~~
@ Trooper x3@ Basement Stairs @ Blue Guardromon, @ - @ - @
@ @ @ Tankmon @ @ @
~~~~~
@ Trooper x3@ Admin Center 1F @ B. Guardromon, Tankmon @ - @ - @
~~~~~
@ Trooper x3@ Admin Center 2F @ B. Guardromon, Tankmon @ - @ - @
~~~~~
@ Trooper x3@ Admin Center 2F @ Blue Guardromon, @ - @ - @
@ @ @ Tankmon x2 @ - @ - @
~~~~~
@ Guard @ A.o.A Headquarters@ Maildramon @ - @ - @
~~~~~
@ Game @ A.o.A Headquarters@ Green Minotarumon, @ - @ - @
@ Master @ @ Gargoylemon, Persiamon @ - @ - @
~~~~~
@ Mitch @ Wire Forest Ent. @ Lv.10 Mother Nature @ 1218+ @ 2277 @
@ @ @ Yanmamon, Flymon, @ - @ +1 @
@ @ @ Kuwagamon @ @ @
~~~~~
@ Catherine @ West Wire Forest @ Lv.11 Vermin @ 150-284 @ 150+ @
@ @ @ Kunemon x2, Dokugumon @ 285+ @ - @
~~~~~
@ Lucia @ East Wire Forest @ Lv.12 Ogre Ogre Folder @ 150-284 @ 150+ @
@ @ @ G. Goburimon, Ogremon @ 285+ @ - @
~~~~~
@ Robert @ East Wire Forest @ Lv.13 Water Animal @ 150-284 @ 150+ @
@ @ @ Crabmon, Gizamon, @ 285+ @ - @
@ @ @ Gekomon @ @ @
~~~~~
@ Akiba @ Wind Prairie @ Lv.14 Novice Program @ 150-284 @ 150+ @
@ @ @ Tapirmon @ 285+ @ - @
~~~~~
@ Chris @ Seiryu City @ Lv.15 Bug Catcher @ 150-284 @ 150+ @
@ @ @ Or. Kuwagamon, @ 285+ @ - @
@ @ @ Y. Flymon, G. Yanmamon @ @ @
~~~~~
@ Bob @ Kicking Forest @ Lv.16 Veteran Tamer @ 1218+ @ 2277+ @
@ @ @ Coelamon, Orange @ @ +1 @
@ @ @ Kokatorimon, Purple @ @ @
@ @ @ Airdramon @ @ @
~~~~~
@ Tomomi @ East Station @ Lv.17 Vegetarian @ 150-284 @ 150+ @
@ @ @ Betamon, Kiwimon, Red @ 285+ @ - @
@ @ @ Red Vegiemon @ @ @
~~~~~
@ Seiryu L. @ Seiryu Tower @ Or. Minotarumon, @ - @ - @
@ @ @ Tyrannomon, Apemon @ - @ @
~~~~~
@ Divermon @ Dueling Island @ Lv22. AS White Master @ - @ - @
~~~~~

```

```

@ Divermon @ Dueling Island @ Lv.24 AS Black Master @ - @ - @
~~~~~
@ Divermon @ Dueling Island @ Lv.26 AS Green Master @ - @ - @
~~~~~
@ Divermon @ Dueling Island @ Lv.28 AS Red Master @ - @ - @
~~~~~
@ Divermon @ Dueling Island @ Lv.29 AS Blue Master @ - @ - @
~~~~~
@ King @ Dueling Island @ Lv.30 Asuka Duel King @ - @ - @
@ Divermon @ @ @ @ @
~~~~~
@ Andy @ South Station @ Lv.18 Dinosaur Folder @ 210-377 @ 210+ @
@ @ @ Triceramon, Tuskmon @ 378+ @ - @
~~~~~
@ George @ Bulk Swamp @ Lv.19 Brown Folder @ 210-377 @ 210+ @
@ @ @ Thundermon, Vademon @ 378+ @ - @
~~~~~
@ Mei Lin @ Bulk Bridge @ Lv.20 Occult Folder @ 210-377 @ 210+ @
@ @ @ DemiDevimon, Bakemon @ 378+ @ - @
~~~~~
@ Jessica @ Tranquil Swamp @ Lv.21 Burning Folder @ 1218+ @ 2277+ @
@ @ @ Or. Kokatorimon, @ @ 1+ @
@ @ @ Seadramon, Shellmon @ @ @
~~~~~
@ Gordon @ South Cape @ Lv.23 Blue Folder @ 210-377 @ 210+ @
@ @ @ Crabmon, Gizamon, @ 378+ @ - @
@ @ @ Gekomon @ @ @
~~~~~
@ Alice @ Suzaku City @ Lv.25 Poison Folder @ 210-377 @ 210+ @
@ @ @ BK Dokugumon x2, @ 378+ @ - @
@ @ @ Kunemon @ @ @
~~~~~
@ Suzaku L. @ Suzaku City @ Woodmon, R. Vigiemon, @ - @ - @
@ @ @ ShogunGekomon @ @ @
~~~~~
@ Nakano @ Mirage Tower @ Lv.27 Program Maniac @ 1218+ @ 2277+ @
@ @ @ Tapirmon @ @ 1+ @
~~~~~
@ Byakko L. @ Byakko City @ G. Numemon x2 @ - @ - @
~~~~~
@ Byakko L. @ Mirage Tower @ Pink Flymon, Mamemon, @ - @ - @
@ @ @ Tortomon @ @ @
~~~~~
@ Attacker @ Secret Room @ Monzaemon, Nanimon @ - @ - @
~~~~~
@ Makoto @ Kulon Mine @ Lv.45 Jungle Folder @ 630-989+ @ 630+ @
@ @ @ Brachiomon, Deltamon, @ 990+ @ - @
@ @ @ MetalTyrannomon @ @ @
~~~~~
@ Brown @ Kulon Mine @ Lv.46 Weird Folder @ 630-989+ @ 630+ @
@ @ @ Brachiomon, Deltamon, @ 990+ @ - @
~~~~~
@ Mitaka @ Kulon Pit @ Lv.49 Veteran Program @ 1482+ @ 2472+ @
@ @ @ Tapirmon @ @ 1+ @
~~~~~
@ Haruka @ Boot Mountain @ Lv.43 Bad Boy Folder @ 630+ @ 1482+ @
@ @ @ Vilemon, Phantomon, @ @ 990+ @
@ @ @ Mummymon @ @ @
~~~~~
@ Poemy @ Snow Mountain @ Lv.44 Strange Folder @ 630+ @ 1482+ @

```


buy at any item store (Wizardmon).

3. Counter Crest reduces the points added each time that an enemy hit you.
4. A weapon or armor with effect like the "Soul Chopper" will result a slow growth in your Blast Gauge.
5. Different blast digivolutions may occur depending on the level of the rookie digimon.
6. While you're in blast digivolved form, you can endlessly use the final attack/special attack of that digimon. Remember that you can't use the techniques of that rookie digimon in its blasted form. But, you can use the loaded techniques of that rookie digimon.
7. The statistics of the blasted digimon may change depending upon the status of the rookie digimon.

Here's the list of blast digivolutions of each rookie digimons available in the Game:

.....

Patamon

.....

- Level 1+ - Angemon
- Level 4+ - MagnaAngemon
- Level 19+ - Seraphimon
- Level 39+ - Metal Garurumon
- Level 70+ - Imperialdramon-FM

.....

Guilmon

.....

- Level 1+ - Growlmon
- Level 4+ - WarGrowlmon
- Level 19+ - Gallantmon
- Level 39+ - Imperialdramon
- Level 70+ - MaloMyotismon

.....

Agumon

.....

- Level 1+ - Greymon
- Level 4+ - SkullGreymon
- Level 19+ - BK WarGreymon
- Level 39+ - GranKu wagamon
- Level 70+ - MaloMyotismon

.....

Kotemon

.....

- Level 1+ - Dinohumon
- Level 4+ - Kyukimon
- Level 19+ - GuardiAngemon
- Level 39+ - GranKu wagamon
- Level 70+ - MaloMyotismon

.....

Kumamon

.....

- Level 1+ - Grizzmon
- Level 4+ - GrapLeomon
- Level 19+ - Marsmon
- Level 39+ - MaloMyotismon
- Level 70+ - BK WarGreymon

.....

Renamon

.....

Level 1+ - Kyubimon

Level 4+ - Taomon

Level 19+ - Sakuyamon

Level 39+ - MaloMyostismon

Level 70+ - BK WarGreymon

.....

Veemon

.....

Level 1+ - Exveemon

Level 4+ - Paildramon

Level 19+ - Imperialdramon

Level 39+ - BK WarGreymon

.....

Monmon

.....

Level 1+ - Hookmon

Level 4+ - Armormon

Level 19+ - Cannondramon

Level 39+ - BK Wargreymon

```

=====
|11.4. DNA Digivolves                                     . . . dw3_f_S11.4 |
=====

```

DNA in battle really helps you. Not like other DW that when you say DNA, they will fuse forever, like in DW2. Two digimons (Greymon and Airdramon for exam.), will combine as Veemon and added one DP. Here, you can only DNA in battles by selecting Tag option in the battle menu. You can see a Red circle besides the the digimon that is compatible in the digimon that is in current fight.

Example: you're fighting against Woodmon and you're using Greymon, if you choose Tag and see a red circle besides Hookmon, it means that they can DNA Digivolve. They will fuse as a single strong digimon (Greymon+Hookmon=Agnimon) and releases a single blow with elemental or tolerance property like fire and then they defuse and the tag happens. Just like a simple Tag option because it is still the Tag menu so your digimon will exchange position. DNA Digimon commonly in Mega form. Each DNA Digimon releases their Finishing Attack. The only downfall are both two digimons you're using for DNA are need to use big amount of MP.

Here is a list of digimons that can DNA Digivolve:

- Kyubimon+Dinohumon = Agnimon
- Greymon+Hookmon = Agnimon
- Grizzmon+Growlmon = Blade Garurumon
- Exveemon+Stingmon = Paildramon
- WarGrowlmon+Digitamamon = MegaGargomon
- Taomon+MagnaAngemon = Phoenixmon
- Diaboromon+Imperialdramon PM = AncientGreymon
- Gallantmon+MaloMyotismon = Beelzemon
- BK WarGreymon+GranKuwapamon = Diaboromon
- Seraphimon+Imperialdramon = Imperialdramon PM
- MetalGarurumon+WarGreymon = Omnimon

=====
|11.5. Enemy Digimons . . . dw3_f_s11.5 |
=====

Here is the list of all enemy digimons you will encounter in the game as well as how can you deal with them. This will start from A-Z.

Here's the format:

```
$$$$$$$  
Digimon      - Digimon's name  
$$$$$$$  
Description  - digimon's description  
Found        - area in the digimon world where you can find this x digimon  
  
HP           - hitpoints  
BITS         - money you will get  
EXP          - experienced points  
Items Drop   - items drop by the enemy  
Items Steal  - stolable items  
Techniques  - digimon's techniques
```

```
*****  
|11.5.1. Random Enemies . . . dw3_f_s11.5.1 |  
*****
```

```
*****  
|11.5.2. Boss Enemies . . . dw3_f_s11.5.2 |  
*****
```

=====
|11.6. Marketing . . . dw3_f_s11.6 |
=====

Sure you know why I put marketing as a title of this section in the first place. It's all about weapons, items, shops which deals with money.

```
*****  
|11.6.1. Armory . . . dw3_f_s11.1 |  
*****
```

Armory deals with weapons and armors you can buy. Sometimes you can win some armors and weapons from defeating enemies but most of them can only be buy and found at armories. It is rare for random enemies to drop weapons and armors but they drop more items in the time. Some boss monsters give weapons like Master Tyrannomon. This weapons are really IMPORTANT to get the legendary weapons. Be sure not to sold them out or you're screwed.

Reminders:

1. Some weapons have their unique specialties.
2. Weapons will add some profits in your digimon while other weaken some stats of that digimon, via both. Example, a Leather Mail increases your defense but it has a sideeffect like it reduces your speed. To see the status changes of that weapon/armor to your digimon, press square.
3. X digimon can equipped that x weapon while y digimon can't. That means some weapons don't work in some digimons. Meaning digimons have a unique class of weapons and armors.

Okay, I will put the armory shop then the items that can bought.

\$\$\$\$\$\$\$\$\$\$\$\$

Asuka Armory

\$\$\$\$\$\$\$\$\$\$\$\$

Short Sword	- 200 BITS
Leather Glove	- 200 BITS
Dagger	- 200 BITS
Bamboo Spear	- 150 BITS
Long Bow	- 150 BITS
Bandana	- 40 BITS
Ribbon	- 60 BITS
Hide Helmet	- 80 BITS
Leather Coat	- 70 BITS
Leather Mail	- 150 BITS
Buckler	- 80 BITS

\$

Asuka Heavy Armor/Qing Long Armory

\$

Shiratorimaru	- 5000 BITS
Power Arm	- 5000 BITS
Shot Gun	- 5000 BITS
Bone Rod	- 5000 BITS
Cerberus Fang	- 5000 BITS
Wing Sword	- 5000 BITS
Divine Lance	- 4500 BITS
Zweihander	- 4500 BITS
Berdys	- 4500 BITS
Raven Bow	- 4500 BITS
Metal Guard	- 5000 BITS
Kabuteri Horn	- 5000 BITS
Wool Cap	- 900 BITS
Magical Crown	- 2500 BITS
Wing Helmet	- 1800 BITS
Dark Cloak	- 2000 BITS
Dark Helmet	- 3800 BITS
Guard Barrier	- 1800 BITS

\$\$\$\$\$\$\$\$\$\$\$\$

Seiryu Armory

\$\$\$\$\$\$\$\$\$\$\$\$

Zanden Sword	- 500 BITS
Cat Golve	- 500 BITS
Shishioumaru	- 500 BITS
Spear	- 400 BITS
Shuriken	- 400 BITS
Sun Visor	- 100 BITS
Cat Ears	- 130 BITS
Tin Helmet	- 150 BITS
Gym Suit	- 160 BITS
Tin Mail	- 350 BITS
Tin Shield	- 150 BITS

\$\$\$\$\$\$\$\$\$\$\$\$

Suzaku Armory

\$\$\$\$\$\$\$\$\$\$\$\$

Crimson Blade	- 1000 BITS
Iron Glove	- 1000 BITS
Long Sword	- 1000 BITS
Fairy Tale	- 800 BITS

Crossbow	- 800 BITS
Baseball Cap	- 250 BITS
Headband	- 300 BITS
Iron Helmet	- 550 BITS
Priest Robe	- 500 BITS
Iron Armor	- 700 BITS
Iron Shield	- 550 BITS

\$

Byakko Desert Armory/Stash

\$

Mighty Blade	- 2500 BITS
Needle Glove	- 2500 BITS
Handgun	- 2500 BITS
Wooden Rod	- 2500 BITS
Wolf Fang	- 2500 BITS
Shamshir	- 2500 BITS
Partisan	- 2000 BITS
Claymore	- 2000 BITS
Halberd	- 2000 BITS
Angel Bow	- 2000 BITS
Mini Guard	- 2500 BITS
Metal Horn	- 2500 BITS
School Cap	- 600 BITS
Mythril Crown	- 1100 BITS
Knight Helmet	- 1500 BITS
Rubber Suit	- 1300 BITS
Digitama Mail	- 1700 BITS
Knight Shield	- 1500 BITS

\$

Genbu Armory/Zhu Que Armory

\$

Shine Blade	- 9500 BITS
Tiger Glove	- 9500 BITS
Pyscho Blaster	- 9500 BITS
Misty Rod	- 9500 BITS
Evil Fang	- 9500 BITS
Kulon Sword	- 9500 BITS
Trent	- 8500 BITS
Flamberge	- 8500 BITS
Soul Chopper	- 8500 BITS
Lighting Bow	- 8500 BITS
Mighty Guard	- 9500 BITS
Shock Horn	- 9500 BITS
Kung Fu Cap	- 1400 BITS
Shaman Mask	- 3500 BITS
Kulon Helmet	- 4200 BITS
Down Jacket	- 5000 BITS
Kulon Armor	- 6500 BITS
Kulon Shield	- 4200 BITS

\$

Baihu Desert Stash

\$

*Onimaru	- 15000 BITS
*Kaiser Fist	- 15000 BITS
*Cluster Cannon	- 15000 BITS
*Khakkhara	- 15000 BITS
*Saber Fang	- 15000 BITS

Excalibur - 15000 BITS
 Vampire Lance - 14000 BITS
 Rock Breaker - 14000 BITS
 Ryuuzanmaru - 14000 BITS
 Seraphic Bow - 14000 BITS
 Mach Guard - 15000 BITS
 Scissor Horn - 15000 BITS
 Night Vision - 2800 BITS
 Angel Wing - 5600 BITS
 Digitama Helmet - 7000 BITS
 Body Armor - 7500 BITS
 Beam Armor - 11000 BITS
 Beam Shield - 7000 BITS

\$

Baihu Armory/Xuan Wu Armory
 \$

*Tenjinmaru - 22000 BITS
 *Tempest Arm - 22000 BITS
 *Laser Cannon - 22000 BITS
 *Crystal Rod - 22000 BITS
 *Venom Fang - 22000 BITS
 Grey Sword - 22000 BITS
 Royal Spear - 20000 BITS
 Atlas Buster - 20000 BITS
 Gaea Halberd - 20000 BITS
 Garuru Cannon - 20000 BITS
 Mega Guard - 22000 BITS
 Trihorn - 22000 BITS
 Beret - 3200 BITS
 Royal Crown - 6800 BITS
 Matrix Helmet - 7500 BITS
 Mirage Robe - 12000 BITS
 Misty Armor - 18000 BITS
 High Security - 7500 BITS

\$

Ameterasu Armory
 \$

*Fuujin Blade - 30000 BITS
 *Raijin Fist - 30000 BITS
 *Suijin Cannon - 30000 BITS
 *Millenium - 30000 BITS
 *Belial Fang - 30000 BITS
 Fenrir Sword - 30000 BITS
 Orochi Spear - 28000 BITS
 Gulf Sword - 28000 BITS
 Omega Halberd - 28000 BITS
 Positron Cannon - 28000 BITS
 Deus Guard - 30000 BITS
 Glorious Horn - 30000 BITS
 Red Cap - 7500 BITS
 Goddess Crown - 9000 BITS
 Mugen Helmet - 11000 BITS
 King's Mantle - 19000 BITS
 Crimson Mail - 25000 BITS
 Apocalypse - 11000 BITS

Important Notice

All items marked with an astreixk (*) before the specified item MUST be bought

as soon as possible, and as soon as you can. For more information, look at the Hidden Armory and Legendary Weapons section.

The *bamboo spear* is an important item in the fishing pole sidequest.

```
*****
|11.6.2. Hidden Armory . . . dw3_f_s11.6.2 |
*****
```

Totally it's not hidden. It can be found inside the Kulon Pit. It is managed by MetalEtemon. Unlike others, you can't enter his shop unless you have all 5 legendary weapons. For more details about legendary weapons, go to the Legendary Weapons section.

This section will only include the weapons and armors which you can buy after you've finished collecting all 5 Legendary Weapons.

\$

Hidden Kulon Armory

\$

- Ronin Blade - 60000 BITS
- Wild Glove - 60000 BITS
- Sniper Cannon - 60000 BITS
- Divine Rod - 60000 BITS
- Ying Yang Wand - 60000 BITS
- Hazard Fang - 60000 BITS
- Brave Sword - 60000 BITS
- Dramon Guard - 60000 BITS
- Dramon Horn - 60000 BITS
- Ying Yang Hat - 15000 BITS
- Sniper Google - 15000 BITS
- Divine Crown - 18000 BITS
- Wild Helmet - 22000 BITS
- Ronin Helmet - 22000 BITS
- Brave Helmet - 22000 BITS
- Hazard Helmet - 22000 BITS
- Divine Robe - 38000 BITS
- Sniper Suit - 38000 BITS
- Ying Yang Suit - 38000 BITS
- Wild Suit - 38000 BITS
- Dramon Armor - 50000 BITS
- Ronin Armor - 50000 BITS
- Hazard Armor - 50000 BITS
- Brave Armor - 50000 BITS
- Divine Barrier - 22000 BITS
- Sniper Shield - 22000 BITS
- Ying Yang Ward - 22000 BITS
- Ronin Shield - 22000 BITS
- Wild Shield - 22000 BITS
- Brave Shield - 22000 BITS
- Hazard Shield - 22000 BITS
- Dramon Shield - 22000 BITS

```
*****
|11.6.3. Digimon Managers . . . dw3_f_s11.6.3 |
*****
```

Digimon Managers as I call them. They're also digimons that help you around the game. Each of them holds a profession which helps you in the game.

- Item Shop - Wizardmon
- Armory Shop - Gargomon/King Etemon
- Pawn Shop - Wizardmon (sorry I really forgot who's in charge in this shop)
- Card Shop - Divermon
- Inns - Gatomon
- Digimon Centers - Pixiemon or Dr. Kadomotsu
- Save - Guardromon

```
*****
|11.6.4. Accessories/PawnShop . . . dw3_f_s11.6.4 |
*****
```

Accessories are items that adds and power-ups your digimons. They can be bought at Pawn Shops found at each city.

I will put all items that you can buy in all pawn shops.

\$\$\$\$\$\$\$\$

Pawn Shop

\$\$\$\$\$\$\$\$

- Power Gem - 1000 BITS
- Guard Gem - 900 BITS
- Spirit Gem - 1200 BITS
- Wisdom Gem - 800 BITS
- Boost Gem - 1500 BITS
- Charisma Gem - 1500 BITS
- Flame Ring - 700 BITS
- Water Ring - 400 BITS
- Ice Ring - 500 BITS
- Wind Ring - 300 BITS
- Thunder Ring - 600 BITS
- Machine Ring - 700 BITS
- Dark Ring - 700 BITS
- Antidote Ring - 500 BITS
- Revive Ring - 500 BITS
- Awake Ring - 500 BITS
- Sober Ring - 1000 BITS
- Prayer Ring - 1200 BITS

```
*****
|11.6.5. Black Market . . . dw3_f_s11.6.5 |
*****
```

Black Market is a hidden store that can only be accessed before you enter the final battle, the Admin Center. It is hidden somewhere at the Ameterasu Armory. One is by a ladder and one is by a door behind the first digimon from the left. It sells high quality items. Just walk around inside the armory and you will gain access to this shops. They also sell chips like power and charisma chips which instantly power-ups your digimon but it costs a little high. They also sells good asernal of weapons and armors.

I don't know the specific items they're selling from now but soon I will let you know about it as soon as I get rid of it.

```
=====
|11.7. Gyms . . . dw3_f_s11.7 |
=====
```

Gyms are places where you can practice your digimons to become even more

stronger. Each gym is guided by a trainer and have different trainings offered and opened. In the beginning of the game, there are some trainings that are still locked and you cannot be entered. To access to all training in each gym, you need to collect all ID's; Silver ID, Gold ID and Platinum ID.

Trainings may be divided into 2 parts. Physical/Mental trainings and Elemental trainings.

Physical/Mental Trainings- these trainings deals with Strength, Defense, Speed, Spirit and Wisdom.

Elemental Trainings-these trainings deals with all Tolerance; water, fire, wind, thunder, darkness, machine and ice. These increase your tolerance which strengthen your defense in elemental attacks.

\$\$\$\$\$\$\$\$

Silver ID

\$\$\$\$\$\$\$\$

How to get: Defeat Seiryu Leader at Seiryu Tower.

Effect: Unlocks some elemental trainings in some gyms. Elemental trainings available depends on which gym will you practice.

\$\$\$\$\$\$

Gold ID

\$\$\$\$\$\$

How to get: Defeat BK Numemon at AM Dum Dum Factory. This ID will be yours as you progress. It is found at the sewers.

Effect: Opens the some special trainings in all gyms. It opens the special trainings in Strength, Speed, Defense, Wisdom, Spirit and Ice.

\$\$\$\$\$\$\$\$\$\$

Platinum ID

\$\$\$\$\$\$\$\$\$\$

How to get: Defeat BK WarGreymon at AM City Sewers.

Effect: Opens all special trainings in both physical and elemental trainings.

There is a special training which gives more chance to upgrade your digimons. I found it first in Flamedramon's gym. It only works when your digimon passed the first TWO turns without miss. If your digimon miss one, it will automatically continue the last 2 turns left, meaning you currently riding in a normal training. If you've passed the 2 turns without missing, it gives you a question if you want a normal training or the special training. If you choose the normal training, your digimons will continue the next 2 turns. If you choose the special training, your digimon will continue its only ONE turn. If your digimon missed, your screwed. You miss all the great upgrades waiting. If your digimon successfully finish that turn, PARTY because you will gain a tremendous amount of upgrade in which type of training you've entered.

Important Notice

1. The award depends on the TP you've choosen.
2. Depending on the training you choose, some statistics of your digimon may rise or fall. Remember that I've mentioned that elemental training affects some physical and spiritual traings.
3. Points that is lost in practicing elemental trainings also depends on the TP you used. That is the bad part of that.
4. Charisma can't be upgraded here.

To know more about gyms and trainings, check the 4.4. Training Section.

=====

From the title, you will know what will comes next.

|11.8.1. Item Shop . . . dw3_f_s11.8.1 |

This part of the FAQ guides you about the items. This will give you advise on the prices of items.

\$\$\$\$\$\$\$\$

Item Shop

\$\$\$\$\$\$\$\$

- Power Charge - 12 BITS - restores 500 HP on your digimon
- Antidote Disk - 20 BITS - cures poison
- Revive Disk - 18 BITS - cures freeze
- Energy Disk - 70 BITS - restores some of your MP
- Life Disk - 500 BITS - cures confusion
- Life Plug - 2400 BITS - revives your digimon
- Mach Plug - 100 BITS - increases defense against machine attacks
- Power Plug - 45 BITS - increases attacking power
- Guard Plug - 40 BITS - increases defensive power
- Aura Plug - 90 BITS - increases wisdom, magic and magic defense
- DV Plug - 1200 BITS - increase your blast digivolution gauge
- Flame Field - 85 BITS - generates a fire field
- Water Field - 65 BITS - generates a water field
- Ice Field - 75 BITS - generates an ice field
- Wind Field - 70 BITS - generates a wind field
- Thunder Field - 90 BITS - generates a lighting field
- Machine Field - 95 BITS - generates a machine field
- Dark Field - 100 BITS - generates a dark field
- Unknown Field - 80 BITS - generates a random field

|11.8.2. Special Items . . . dw3_f_s11.8.2 |

=====
|11.9. Auctions . . . dw3_f_s11.9 |
=====

This is a secret association or action that takes place at the AS Cargo Tower. You can gain some special items that you can only find here for your digimons but in exchange, you need to pay a large amount of money. Some of the items that will be found here can be bought at the future armories in Ameterasu but the good thing is that you can have it earlier and it is in a cheap price.

Before I will list all the auctions, here's some tips:

1. Auctions are only held at AS Cargo Tower that can be accessed by AS El Dorado. El Dorado can be found just beside the Yellow Cruiser.
2. To enter El Dorado, your digimons' combined charisma must be at least 150.
3. To gain accessed to the auction play, you need an El Dorado ID. To get an El Dorado ID, your digimons' combined charisma must be 210. Talk to Ponchomon after you've got this charisma points.
4. Only x digimon can equip that auction weapon or armor. WYZ digimons can't use it.
5. After you get an El Dorado ID, go down the ladder and pass the sewer-like corridor. The next place, you need to talk to the guy in the center. This will

strat the auction play.

6. This minigame is completely optional.

Here's the format:

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Item - item name

\$\$\$\$

Digimon - the digimon that can ONLY use that auction

Price - amount to pay

When - the time the auction takes place

Okay let's start the voyage of the auctions.

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Divine Barrier

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Digimon: Patamon

Price: 800 BITS

When: After defeating Seiryu Leader and before going to East Station

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Hazard Shield

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Digimon: Guilmon

Price: 800 BITS

When: During your search for Sepik Mask

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Sniper Guard

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Digimon: Monmon

Price: 1600 BITS

When: During your search to get inside the Admin Center

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Dramon Shield

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Digimon: Veemon

Price: 1600 BITS

When: After leaving the Admin Center

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Ying Yang wand

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Digimon: Renamon

Price: 2700 BITS

When: After escaping Byakko City

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Hazard Fang

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Digimon: Guilmon

Price: 2700 BITS

When: During Asuka City Liberation

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Sniper Cannon

\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$

Digimon: Monmon

Price: 4000 BITS
When: After Asuka City Liberation

\$\$\$\$\$\$\$\$\$\$

Ronin Blade

\$\$\$\$\$\$\$\$\$\$

Digimon: Kotemon

Price: 4000 BITS

When: After experiencing an earthquake at Suzaku City and after talking to Patamon

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Sniper Google

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Digimon: Monmon

Price: 6000 BITS

When: After defeating Qing Long Chief

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Divine Crown

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Digimon: Patamon

Price: 6000 BITS

When: After getting the DE of Knowledge

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Brave Helmet

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Digimon: Agumon

Price: 8700 BITS

When: After defeating Genbu Leader

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Ronin Helmet

\$\$\$\$\$\$\$\$\$\$\$\$

Digimon: Kotemon

Price: 8700 BITS

When: After talking to Lisa about the Resistance

\$\$\$\$\$\$\$\$\$\$\$\$

Ying Yang Hat

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Digimon: Renamon

Price: 11500 BITS

When: After defeating Xuan Wu Chief

\$\$\$\$\$\$\$\$\$\$\$\$

Ronin Armor

\$\$\$\$\$\$\$\$\$\$\$\$

Digimon: Kotemon

Price: 17500 BITS

When: After entering Ameterasu City

\$\$\$\$\$\$\$\$\$\$

Wild Suit

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Digimon: Kumamon

Price: 24000 BITS

When: After defeating Chief Officer

\$\$\$\$\$\$\$\$\$\$\$\$

Brave Armor

\$\$\$\$\$\$\$\$\$\$\$\$

Digimon: Agumon

Price: 32000 BITS

When: After visiting Asuka's A.o.A Headquarters

/12. Maps . . . dw3_f_s12 /
#####

It's too hard to make an ASCII artwork of the map of the digimon world 3 so I decide to write all the links that I know that shows a map of the digital world.

AS server maps:
-currently none

AM server maps:
-currently none

Circuit Board maps:
-http://otaku-kun.home.att.net/dw3/index.html (choose maps)

Mobius Desert maps:
-http://db.gamefaqs.com/console/psx/file/digimon_world_3_mobius_desert.gif

/13. About the Author . . . dw3_f_s13 /

Hello!

I'm Mhar Benedict. Sorry I can't tell my family name for some security reasons. I'm 13 years old. Some maybe suprised or maybe some didn't. But I'm just a 13 years old boy who wrote this FAQ. In fact, I made this FAQ when I was just 12. My birthday is somewhere in September.

I like playing RPG but my brother and father hate it. I finished some popular rpg games like FFI, FFVIII, FFVII, FFX-2, Suikoden 2, Valkyrie Profile, Breath of Fire, Silent Hill seriea, RE series nad many more. The bad thing is that I didn't make a FAQ for them. Because when I entered this site and look for some free spaces to write my FAQ for. I found out so many FAQ already posted so I just ignore them.

I'm in highschool now. But my grammar is still not plain and clean. So be sure to help me if you found something wrong or you found a trick, cheat, strategy or game guide that suits the game.

I only have 3 FAQs for now. One is this, one is an event guide at RE Outbreak, and the last one is an enemy guide at Silent Hill 4. Currently, I'm planning to make a FAQ about Star Wars Episode III: The Revenge of The Sith after I finish this FAQ. I'm currently in a summer vacation so I have so many spare time to make this guide. I'm so busy in school that I even not checked this FAQ in so many months. Sorry for that.

Hope this FAQ helps you in your game,
Mhar Benedict

/14. Credits . . . dw3_f_s14 /

#####

Thank you:

Sites:

To www.gamefaqs.com for accepting this guide and by making a really nice site for game fans and gamers.

To www.neoseeker.com for picking my guide up to be posted in their site.

To Otaku-Kun that serve as some of my basis and words in this FAQ.

To www.supercheats.com for happily inviting me to post my work there.

People:

To people and gamers who I've asked a question and pleasantly answered it.

To all message board and forums I visited and posted to make this guide.

To Gallantmon for the evading trick.

To Lance Luster for a whole lot thing about the card battle and items.

To Glitch about the strong unbelievable digimons!

To Sam for verifying the unbelievable digimons!

Thanks,

Mhar Benedict

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