

Plug Cape:

Training here gives you more experience than training on Central Park but beware don't head too far if you don't to fall prey to Triceramon, when I faced him I was able to luckily escape from the battle. When you go down the first path you will see a kid kicking a tree talk to him and he will tell you about the tree boots and how to get them if you find his Gabumon card.

Asuka City:

Go to the inn and lower the stairs where you can go either to Lamb Shop or to the underground path. Search here on the furniture close to a lady and start clicking X while you move without leaving the the room. When you find it go back to Plug Cape.

Plug Cape:

The Kid will tell you that you have to be friend with Veemon but he doesn't know where he is he suggests you go where people meet. Talk to the lady at Lamb Shop. Time to go to Wind Prairie.

Wire Forest Entrance:

Nothing here head right to enter wire forest.

West Wire Forest:

Here depends on what level you are to have card battles, if you want to card battle then talk to the tamers twice them twice.

East Wire Forest:

Don't head to Protocol Forest yet, continue to wind prairie

Divermon's Lake

Go down the ladder and talk to the divermon there, after receiving the red snapper continue to wind prairie. Pass the pridge, head down then right.

Wind Prarie:

Head to Seriyu city first. Climb up the metal gate and enter the cave.

Seriyu City:

Buy items, restore your digimon and save.

Wind Prarie:

Talk to Veemon here and he will play hide and seek with you in kicking forest

Kicking Forest:

He is near where you started. Touch X and keep walking until you find him. He will give you the tree boots.

Seriyu City:

In Seriyu City a girl will tell you that seriyu leader is on protocol ruin.

Protocol Forest:

Take the first right path and enter the forest maze. Keep going to the right until you reach the green trees and you can't go any further. Move up and every direction heading up until you reach the ruins.

Protocol Ruins:

Keep heading right until you reach Pharaomon. You can fight him if you feel you are ready but the ones who don't think they have level up enough continue to the right path and enter the room. When you exit on the other side you will find the seriyu leader but he feels you're not worthy to fight him and he sends you to fight Master Tyrannomon on Tyranno Valley.

Tyranno Valley:

Go to the top of Tyranno Valley and you will find MasterTyranomon.He is a little tough but if you have trained well he shouldn't be a problem.

Seriyu city:

Fight Seriyu Leader here in the balcon.

East Station:

The computer will tell you that you need a blue card to activate the gondola .

Asuka City:

Talk to Guilmon here and head to Forest Inn.

Forest Inn:

Talk to Guilmon here and head to Seriyu City.

Seriyu City:

Talk to Tricky Guilmon and he will give you the blue card. Head to East station.

East Station:

You find out that the blue card that tricky Guilmon gave you is fake.

Seriyu City:

Talk to the leader's Guilmon and head to Forest Inn.

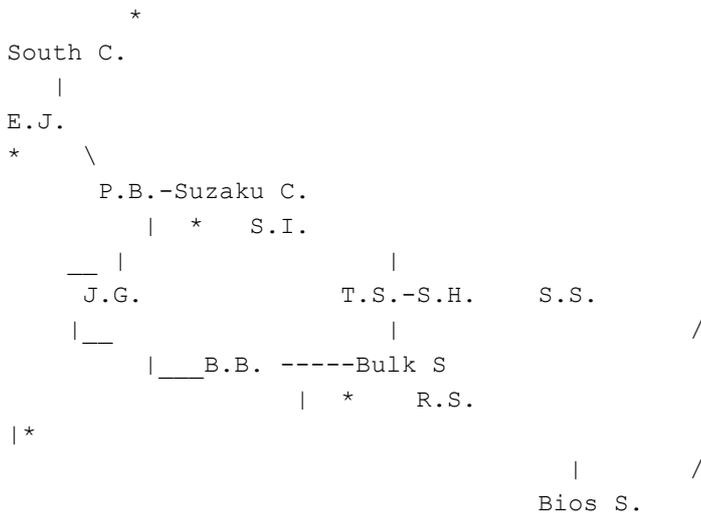
Forest Inn:

Go downstairs and you will find tricky Guilmon.This time he will give you the real blue card.

East Station:

Before entering here I suggest you save,train,buy items and be ready because a big difficult boss battle is coming up ahead.When you're ready talk to the computer and you will get on the gondola but before you can reach south station Bulbmon will attack you.

3.2 South Sector



Index:

- S.S=South Station
- Bulk S.=Bulk Swamp
- B.B.=Bulk Bridge
- T.S=Tranquil Swamp
- S.I=Swamp Inn
- S.H.=Shaman House
- Bios S.=Bios Swamp
- J.G.=Jungle Grave
- P.B.=Phoenix Bay
- Suzaku C.=Suzaku City

E.J=Ether Jungle
South C.=South Cape

South Station:
Nothing to do here except battle.

Bulk Swamp:
Continue to bulk bridge.

Bulk Bridge:
Head to swamp inn located on tranquil swamp and save.

Tranquil Swamp:
You can either go to Shaman House or Swamp Inn

Shaman House:
Here you will hear ghost sounds.

Swamp Inn:
Save, recover HP and MP and head to jungle grave.

Jungle Grave:
This a matter of luck area because if you encounter a Musyamon bye bye, you can try running but if he attacks you he will take halve of your life or even kill you of one hit. Move through this water maze and you will meet Zambamon who will fight you and send you running. Head back to the tranquil swamp.

Swamp Inn:
Talk to the second Gatomon here and she will tell you about Sepikmon and that he is in shaman house.

Shaman House:
Sepikmon will tell you to find his mask in order to help you defeat Zambamon. Head to Asuka City.

Asuka City:
Head to the docks to the right before entering the gates. You will find Sepikmon saying that he found his mask and he won't help you. Enter the gates and talk to Etemon on the city. Head to Divermon's Lake.

Divermon's Lake:
Talk to the man on the hidden path after the bridge. He will tell you that Etemon stole his shield.

Asuka City:
When you talk to Etemon he'll run away. Go to Asuka Sewers and he'll give you Sepikmon's Mask.

Shaman House:
Sepikmon will tell you to look back while he takes his paperbag off and put on his mask. He'll give you some smelly herbs to scare off Zambamon.

Jungle Grave:
When you talk to Zambamon he'll run away when he sees that you have the smelly herbs. Continue on to Phoenix Bay.

Phoenix Bay:
Here you have two options: Suzaku City and Ether Jungle, your destination is Suzaku city so head there.

Suzaku City:
Refill and save then head to Suzaku Hall, here you will fight the Suzaku leader

.She isn't so tough if you have some ultimates.
When you defeat her she'll give you the suzaku badge and tells you to find the digiegg of reliability to go to west sector. When you exit the suzaku hall ,Kail will tell you that Teddy is missing.

More coming soon.....

4.0 GETTING ALL ROOKIE DIGIMON :

This section explains how to get all the remaining rookie digimon that you did not get in the beginner packs:

- 4.1 Guilmon
- 4.2 Kumamon
- 4.3 Patamon
- 4.4 Renamon
- 4.5 Agumon

- 4.6 Kotemon
- 4.7 Veemon

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More coming soon.....

5.0 DIGIMON DIGIVOLUTION LIST:

Here I'll explain about the digivolutions, level and Finishers of each digimon, here is an example:

Agumon:

Champions:=

Greymon=

.F.T.:Nova Blast=This is the finish technique of the digimon.

L.A.D.:E.L. 5, Agumon=This is the Experience level or Skill level and Digimon required to get the digimon displayed.

5.1 Guilmon:

Champions:

Growlmon

F.T.:Plasma Blade(Dragon Slash)

L.A.D.: E.L. 5, Guilmon

Stingmon

F.T.:Spiking Strike

L.A.D.:S.L. 30 /Lightning 80, Growlmon

Angemon

F.T.:

L.A.D.:S.L. 20, WarGrowlmon

Ultimates:

MetalMamemon

F.T.:

L.A.T.: S.L. 20 , Growlmon

WarGrowlmon:

F.T.:Atomic Blaster

L.A.D.: E.L. 20, Guilmon

Megas:

MetalGarurumon:

F.T.:

L.A.D.:S.L. 40/Machine 180, Metalmamemon

5.2 Kumamon

Champions:

Grizzmon

F.T.:

L.A.D.: E.L. Kumamon

Kyubimon

F.T.:

L.A.D.: S.L. 20, Grizzmon

Exveemon

F.T.:

L.A.D.: S.L. 10, Kyubimon

Ultimates:

Taomon

F.T.:

L.A.D.: S.L. 40, Kyubimon

GrapLeomon

F.T.:Cyclone Turbine

L.A.D.: E.L. 20, Kumamon

5.3 Patamon

Champions:

Angemon

F.T.:

L.A.D: E.L. 5, Patamon

Ultimates:

Angewomon

Digitamamon

5.4 Renamon

Champions:

Kyubimon

F.T.:

L.A.D: E.L. 5, Renamon

5.5 Agumon

Champions:

Greymon
F.T.:Nova Blast
L.A.D.: E.L. 5, Agumon

Growlmon
F.T.:Plasma Blade(Dragon Slash)
L.A.D.: S.L. 20, Greymon

Ultimates:

SkullGreymon
F.T.:Dark Shot
L.A.D.: S.L. 50, Greymon

MetalGreymon
F.T.:Giga Blaster
L.A.D.: E.L. 20, Agumon

5.5 Kotemon
5.6 Monmon
5.7 Veemon

More coming soon.....

6.0 TECHNIQUES:

Finishers:

Pyro Sphere
Bear Fist
Boom Bubble
Pepper Breath
Plasma Blade
Nova Blast
Giga Blaster
Atomic Blaster
Cyclone Turbine
Gate of Destiny

More coming soon.....

7.0 CARDS:

Coming soon.....

8.0 WEAPONS:

Guns:

Shotgun
Handgun
Machine gun
Psycho Blaster
Sniper Cannon
Cluster Cannon
Laser Cannon

Shields:

Divine Shield

Spears:

Bamboo Spear

Claws:

Old Claws:claw with the DNA of ancient beasts

More coming soon.....

9.0 ITEMS:

Power Charge:Recover 500 HP

Super Charger:Recover 2,000 HP

TNT Ball

Spider Web

Water Chip:Raise water defense

HP Chip:Raise maximum HP

MP Chip:Raise maximum MP

More coming soon.....

10.0 BOSS STRATEGIE

This section will give hints and strategie about the different bosses on the game:

Coming Soon.....

11.0 SIDE QUESTS

This section will explain about the different side quests on the game:

11.1 Tree Kicking Boots:

11.2 Fishing Rod

Coming Soon.....

12.0 DNA DIGIVOLVE LIST:

Ultimates:

Exveemon+Stingmon=Paieldramon

Megas:

Wargrowlmon+Digitamamon=Megagargomon

Wargreymon+MetalGarurumon=Omnimon

Imperialdramon (FM)+Seraphimon=Imperialdramon (PM)

Hybrids:

Imperialdramon (PM)+Diaboromon=AncientGreymon

Growlmon+Grizzmon=BladeGarurumon

Hookmon+Greymon=Agnimon

Dinohumon+Kyubimon=Agnimon

More coming soon.....

13.0 CREDITS:

RomGallantmon:Me of course for making this FAQ

Neoseeker: for inspiring me and for putting my FAQ in there website

Zero Saber:for helping me in some tight spots with that digivolution guide

Bandai:for making this excellent game

