

Digimon World 3 PAL European version Post-Game Guide

by Funeralord

Updated to v1.13 on Nov 28, 2014

Digimon World 2003 PAL version post-game guide

Version 1.13

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By: Funeralord

funeralord@hotmail.com

If you have any questions, suggestions or corrections (even minor spelling corrections), please contact me by e-mail and I'll gladly answer!

This guide has been posted on:

GameFAQs: <http://www.gamefaqs.com/ps/562323-digimon-world-3/faqs>

NeoSeeker: <https://www.neoseeker.com/Games/Products/PSX/digimon3/faqs.html>

Version History:

11/26/2014: Version 1.13

Added information on how to get the Folder Bag.

11/20/2014: Version 1.12

Added information on Tree Boots and Fishing Pole.

11/18/2014: Version 1.11

Corrected spelling mistakes and some name mistakes.

11/17/2014: Version 1.1

Edited the Introduction and new quests section for more information on the Leaders' locations.

Added section 6, Boss Digimon resistances and weaknesses table.

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- 1) Introduction and new quests (s1intro)
- 2) Items you can find (s2items)
- 3) Circuit Board maps (s3maps)
- 4) Card Battle opponent's decks list (warning: spoilers) (s4decks)
- 5) Wild Digimon Encounters by area (s5wild)
- 6) Boss Digimon resistances and weaknesses table (warning: spoilers) (s6table)

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- 1) Introduction and new quests (s1intro)

This FAQ covers most of the stuff there is to see in the post-game of the multilanguage PAL version of this game, called Digimon World 2003, since I noticed a lack of such information.

There are 2 new quests:

- a) beating the 4 Amaterasu Leaders (Qing Long, Zhu Que, Bai Hu and Xuan Wu) and then fighting against the World Champion.
 - Qing Long Leader is in Qing Long city, in the same place where you fought Seiryu Leader.
 - Zhu Que Leader is in Protocol Ruins, in the same place where Pharaohmon (Asuka server) or BK MegaGargomon (Amaterasu server) used to be.
 - Bai Hu Leader is also in Protocol Ruins, in the same place where you first talk to Seiryu Leader and he asks you to beat MasterTyrannomon first.
 - Xuan Wu Leader is in Tyranno Valley, in the same place where MasterTyrannomon (Asuka server) or BK Imperialdramon (Amaterasu server)

used to be.

Once you beat them all, go to Arena Front Desk and talk to Arena Reception to enter the Arena where you'll fight the World Champion.

-The Leaders will only fight you if you have the 5 Epic Weapons: Muramasa, Invincible, Punishment, Eternally and Super Nova.

-To be able to forge the Epic Weapons, if you haven't done so in the pre-Galacticmon game, you will need to have all 8 partners at level 45+. You will find the Armor Digimon that forge them in one of the Circuit Boards after all your 8 partners are level 45+.

-If you still don't have the Old Wand and/or the Rusty Katana (i.e.: never fought Pharaohmon and/or Zambamon in the pre-game), you can find them in another of the Circuit Boards, after you beat all the BK Digimon that block the way.

-If you didn't get all partners yet, you can find the Ultimate level Digimon that will give you their DDNA once you beat them in another of the Circuit Boards, but all your currently owned partners have to be level 45+ for them to appear. This means once you get a new partner, the rest of the Ultimate Digimon will disappear until the new partner is level 45+, too.

-Beware, the post-game versions of the Ultimate Digimon and the BK Digimon are much stronger than their pre-Galacticmon versions!

b) beating the King of Cards in Duel Island, the ultimate Card Battling challenge in the game.

Also, if you didn't get them in the pre-Galacticmon game, you can get all 15 Epic Cards in one of the Circuit Boards.

2) Items you can find (s2items)

IMPORTANT WARNING: DON'T SELL ANY OF THE WEAPONS YOU FIND IN THE POST-GAME!!!
If you do, you won't be able to forge the Epic Weapons and you won't be able to battle the 4 Amaterasu Leaders and the World Champion, as these weapons can't be bought anywhere!

-Amaterasu Inn: 8500 bit (check the same place down the ladder where you found 300 bit and the Gabumon card in Asuka Inn early in the game 5 times)

-Amaterasu Sewer via Underground Path: Fire Chip

-Amaterasu Sewer via Submarimon: Water Chip

-Water Tunnel: Platinum Card (check between the boxes near the entrance 5 times to find it; you will need this item to access the Junk Shop)

-Amaterasu Bridge via Submarimon: Boost Chip

-Central Park: Armor Chip

-West Wire Forest: Ice Chip

-Divermon's Lake: Mind Chip

-Wind Prairie, up the cliff via Digmon: Wind Chip

-Kicking Forest, up the cliff via Digmon: Thunder Chip

-Seabed via Central Park-Kicking Forest: Cluster Cannon, Wisdom Chip

-Seabed via Plug Cape: Khakkhara, Onimaru

-Seabed via Shell Beach: Kaiser Fist

-Seabed via Divermon's Lake, going to the left: Saber Fang

The items you can buy in Amaterasu City and Qing Long City haven't changed from their pre-Galacticmon versions.

If you didn't get them in the pre-game, you can get the Tree Boots for kicking trees by talking to Soccer Kid Hide in Plug Cape, and the Fishing Pole by talking to Tai Kong Wang in Shell Beach, but only if you already have the Folder Bag. If you still don't, talk to Nick in Cargo Tower twice to get it.

You can now find Baronmon to rename you Digimon in Protocol Ruins, in the same spot where he was when he asked you to bring him a TNT Ball to create a TNT Chip, before he moved to Shaman House.

3) Circuit Board maps (s3maps)

references: the x separates sections, the o indicates an exit. The numbers to the left are there to help keeping track of where you are.

The shapes are not exact copies to avoid overcomplications, and some of them had to be elongated to fit the map, since these circuit boards are huge, much larger than all the boards in the pre-Galacticmon game, but they should hopefully be understandable.

The important information is that there are 7 types of sections:

-two entrance sections connecting to the outside (o)

```
  x    o
o_|  _|
  |
  x
```

-a section that connects two sections, simply continuing a path. Each and every one of the card battling Digimon (c) that give you the Epic Cards is in one of these sections.

```
  x
c|_|c
  |
  x
```

These have an appendix to the right where you can find some of the card battling Digimon, not pictured to keep the drawing from overcomplicating. The card battling Digimon can be either at the dead end on the left branch, in the middle of the right branch or in the appendix.

The actual section looks more like this:

```
  c  x
  | c|__c
  |__|
  |
  |
  x
```

-bifurcations connecting three sections:

one up right (north) and two down (southeast) and left (southwest)

```
  x
  _| _
  | | _| |
  x    x
```

one down left (south) and two right (northeast) and up (northwest)

```
x  x
|__|
a|
  x
```

these have a shape in the middle where some of the Armor Digimon that forge the Epic Weapons can appear (a), again not pictured to avoid overcomplications, so the actual section looks more like this:

```
x      x
|__a__|
|_  _|
```

```

|_|
|
x

```

-dead ends. All of the Ultimate Digimon that give you their DDNA for new partners are in dead ends. Also, dead ends tend to contain stronger wild Digimon than the other sections.

```

|_  x
|  |_|
x   |

```

1) DDNA Ultimate Digimon Board

For these DDNA Ultimate Digimon to appear, all your currently owned Digimon have to be level 45+, not just the 3 Digimon in your party, but the ones in the lab as well. This means that once you've obtained a new partner, the rest of the DDNA Ultimate Digimon will disappear until you've leveled up the new partner to level 45+.

```

Plug Cape (Up) o
1          |_|
1          |
           x
2          |_|
2          |_|_|_|_|
           x         x
3          |_|          |_|_|_|
           |          |_|_|_|
           x         x         x
4          |_|_|_|_|          |_|_|
           |_|_|_|          |_|_|
           x   x x          x   x
5          |_|a_|_|          |_|_|
           |_|_|_|          c|_|
           x   x x          x
6          |_|_|          d|_|_|b_|
           i|_|          |_|_|_|
           x         x x x
7          |_|          h|_|          |_|_|
           |          |          |j|
           x         x         x
8          |_|_|          |_|_|          |_|_|          f|_|
           |_|_|_|_|_|_|          |_|_|          |
           x   x x          x x          x
9          |_|          |_|          |_|          |_|_|_|_|
           |          |          |          |
           x         x         x          x
10         |_|e_|          |_|_|_|          g|_|_|
10         |_|_|          |          |_|_|
           x         x         x          x x
11         |_|_|          |_|_|          |_|_|          |_|_|
11         |_|_|_|_|_|_|          |_|_|          |
           x   x x          x x          x          x
12         |_|          |_|          |_|_|_|_|
12         k|_|          |          |_|_|_|
           x         x         x         x x
13         |_|_|_|_|          |_|_|_|
13         |          |_|_|_|
           x         x         x x

```

```

14      |_____|      |__|
14      |          |
      x          x
15      |_____|
15      |
      x
Kicking Forest (Down) o_|

```

- a: Crystal Rod
- b: Laser Cannon
- c: WarGrowlmon
- d: Paildramon
- e: Venom Fang
- f: MagnaAngemon
- g: Kyukimon
- h: GrapLeomon
- i: MetalGreymon
- j: Taomon
- k: Armormon

II) Card Battles and Epic Cards Board

The first time you defeat each of these Digimon, they'll give you one of the 15 Epic Cards (5 Brown Program Cards held by BlackAgumon, 1 Program Card for each color held by MetalEtemon, and 1 Digimon Card for each color held by Numemon), if you didn't get them in the pre-game.

```

1              |_
1              |
Central Park (Up) o  x
2              _|  _|  _
2              |  |  |  |
      x      x      x
3      |_|g |_|h |_|i
3      |  |  |
      x      x      x
4      |_____|  _|  _
4      |          |  |  |
      x      j x      x
5      _|  _  |_| k|_|
5      |  |  |  |  |
      x      x x      x
6      f|_|  |_|l |_____|
6      |  |  |
      x      x      x
7      e|_|  |_____|
7      |  |
Plug Cape (Down) o  x      x
8      _|  _|  _  o_| Kicking Forest (Up)
8      |  |  |  |
      x      x      x
9      a|_| d|_|  _|  _
9      |  |  |  |  |
      x      x      x      x
10     |_____| m|_|  _|  _
10     |  |  |  |  |
      x      x      x      x
11     |_|b |_____| |_|q
11     |  |  |

```

```

          x p      x      x
12      c|_| |_      |_____|
12      | | |      |
          x      x      x
13      |_____| |_|n
13      | | |
          x      x
14      |_____|
14      |
          x

```

Central Park (left) o_|

- a: BlackAgumon, Misery Gate
- b: Numemon, SaberLeomon
- c: MetalEtemon, Sacred Spear
- d: MetalEtemon, Volcanic Cannon
- e: Numemon, Creepymon
- f: BlackAgumon, Fortune Gate
- g: BlackAgumon, Anti-Power
- h: MetalEtemon, Wield Aura
- i: Numemon, MarineAngemon
- j: BlackAgumon, Delete Matrix
- k: MetalEtemon, Darkness Gale
- l: MetalEtemon, Tidal Wave
- m: Numemon, RosemonII
- n: BlackAgumon, Desire Access
- p: Tenjinmaru
- q: Numemon, Gryphonmon

III) BK Digimon board

```

1          |_      |_
1          |      |
          x      x
2          |_|_|_|_|_|_|_|
2          | |_| | | |_|d| |
          x      x x      x x      o Wind Prairie (Up)
3          |_| |_| |_| |_____| |_|
3          | |c | | | |
          x      x x      x      x
4          |_|b_|_|_|_|_|_|_|g
4          | |_| | | | | |f
          x      x x      x      x
5          |_|_|_|_|_|_|_|_|
5          | | | | |_|_|e| |
          x      x      x x
6          |_|_|_|_|_|_|_|
6          | | | | | |
          x      o Wind      x
7          |_|a_|_|_|_|_|_|
7          | |_| | | | (Down) |
          x      x x
8          |_|_|_|_|_|_|_|
8          | | | | |
          x
9          |_|_|_|_|_|_|_|
9          | | | | |

```

- a: BK MegaGargomon
- b: BK Imperialdramon
- c: BK Seraphimon
- d: BK WarGrowlmon
- e: BK WarGreymon
- f: BK KingNumemon
- g: Tempest Arm; also Old Wand and Rusty Katana if you still don't have them

IV) Armor Digimon and Epic Weapons forging board

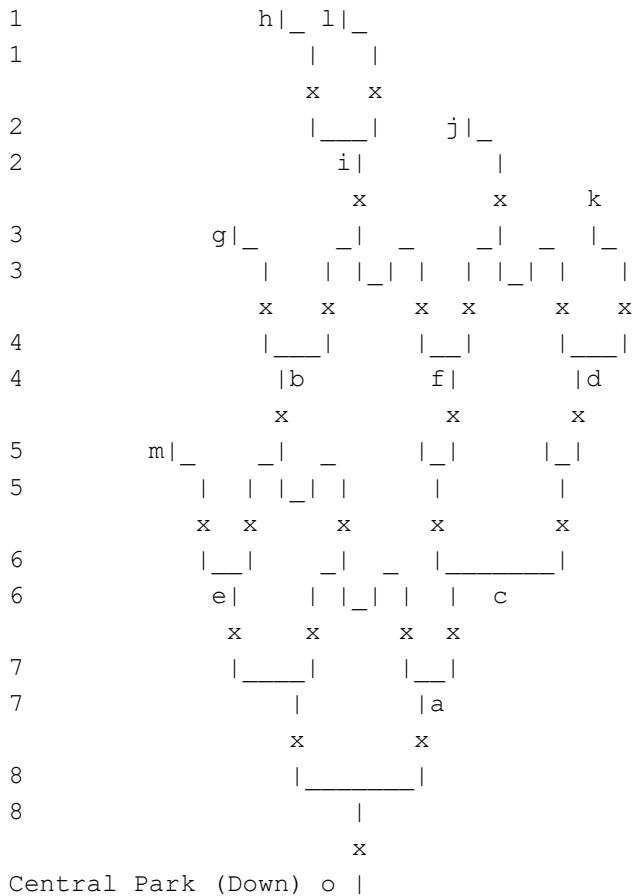
These Armor Digimon will only appear if you have all 8 partners and they all are level 45 or over. Unlike in the pre-Galacticmon game, you can now get these weapons in any order. The first 5 Armor Digimon (a, c, f, i, and l) will be available once you have all 8 partners at level 45+. The Armor Digimon immediately below (d, g, j, and the 2 in the Seabed) will appear once you've forged the respective level 2 weapon, and then the last 5 (b, e, h, k, and m) will appear once you have the respective level 3 weapon.

Level 1 weapons: Rusty Gloves, Old Wand, Rusty Katana, Rusty Rifle, Old Claw

Level 2: Zodiac, Twinkle, Kotetsu, Justice, Vanquish

Level 3: Prominence, Immaculate, Masamune, Judgment, Destruction

Level 4: Super Nova, Eternally, Muramasa, Punishment, Invincible



- a: Nohemon, Rusty Gloves + Kaiser Fist = Zodiac
- Seehomon, Seabed via Central Park-Kicking Forest:
Zodiac + Tempest Arm = Prominence
- b: Nohemon, Prominence + Raijin Fist = Super Nova
- c: Ponchomon, Old Wand + Khakkhara = Twinkle
- d: Kongoumon, Twinkle + Crystal Rod = Immaculate
- e: Kongoumon, Immaculate + Millennium = Eternally

f: Kabukimon, Rusty Katana + Onimaru = Kotetsu
g: Yashamon, Kotetsu + Tenjinmaru = Masamune
h: Yashamon, Masamune + Fuujin Blade = Muramasa

i: Shurimon, Rusty Rifle + Cluster Cannon = Justice
j: Sagitarimon, Justice + Laser Cannon = Judgment
k: Sagitarimon, Judgment + Suijin Cannon = Punishment

l: Shadramon, Old Claw + Saber Fang = Vanquish
-Depthmon, Seabed via Shell Beach: Vanquish + Venom Fang = Destruction
m: Shadramon, Destruction + Belial Fang = Invincible

4) Card Battle opponent's decks list (s4decks)

-Yellow Cruiser

Tamer Nacky: LV 53 Punishment Folder

Freeze Bug x3
Charge Terminal x3
MagnaAngemon x2
Piddomon x2
Summon Angemon x4
Gold Aura x4
Protect Aura x4
White Power x4
GuardiAngemon x2
Seraphimon x2
Magnadramon x2
Angewomon x2
Angemon x2
Gatomon x1
Patamon x1
BK Seraphimon x2

Tamer Mei Lin: LV 71 Dark Power Folder

Black Power x4
Deceive Cloak x2
Chaos Virus x2
Vicious Hacking x2
Summon Devimon x2
Charge Terminal x4
IceDevimon x2
VenomMyotismon x2
Diaboromon x2
MaloMyotismon x2
Beelzemon x2
Ghoulmon x2
Myotismon x1
SkullSatamon x2
LadyDevimon x1
MarineDevimon x2
Devidramon x2
DemiDevimon x4

Tamer Mitch: LV 32 Complete Guard Folder

Green Force x4
Blazing Chaos x2
Chrono Balance x2

MetalGarurumon x2
H-Kabuterimon x2
WereGarurumon x4
Triceramon x4
MoriShellmon x2
Togemon x2
Floramon x4
BK Seraphimon x2
HiAndromon x4
Boltmon x2
Monzaemon x4

Tamer Harami: LV 36 Cruelty Folder

Freeze Bug x4
Blazing Chaos x2
Chaos Virus x4
Vicious Hacking x4
Black Power x2
Summon Devimon x4
Delete Matrix x1
Desire Access x2
Charge Terminal x1
Disturb Gear x2
Vikemon
MaloMyotismon x2
Apokarimon x2
Piedmon x2
SkullGreymon x1
WaruMonzaemon x1
Gazimon x1
Tsukaimon x1
Charge Terminal x2
BK WarGreymon x1

-Amaterasu City, down

Tamer Natsumi: LV 76 Flying Away Folder

Summon Angemon x2
Gold Aura x2
Protect Aura x2
Green Force
Red Power x4
Scramble Up x2
Charge Terminal x2
Valkirymon x3
Deramon x3
Silphymon x3
Phoenixmon x3
Garudamon x3
Aquilamon x3
Birdramon x3
Hawkmon x2
Biyomon x2

-Amaterasu City, up

Tamer Genji: LV 51 Deck Destroyer Folder

Summon Angemon x4

Control Parts x3
Deceive Cloak x2
Vicious Hacking x4
Black Power x4
Chrono Balance x4
Scramble Up x4
Charge Terminal x3
Rusty Dust x4
Cannondramon x1
VenomMyotismon x1
MaloMyotismon x1
Apokarimon x1
BK WarGreymon x1
BK Imperialdramon x1
Vademon x1
Cyclonemon x1

-Central Park

Tamer Peter: LV 72 Card Taker Folder

Gold Aura x2
Control Parts x2
Freeze Bug x3
Green Force x4
Beast Energy x2
Fire Cannon x2
Vicious Hacking x2
Absolute Barrier x1
Scramble Up x4
Charge Terminal x4
Monmon x2
Marsmon x3
KingEtemon x4
MetalEtemon x2
Etemon x3

Lisa: LV 87 King of the Forest

Freeze Bug x4
Wield Aura x5
Green Force x2
Beast Energy x4
Summon Palmon x3
Darkness Gale x1
Desire Access
Charge Terminal x3
Cancel Wheel x2
SaberLeomon x2
MegaKabuterimon x3
WereGarurumon x3
Palmon x3
BK WarGreymon x1
BK Seraphimon x1
HiAndromon x1
Puppetmon x1

-Shell Beach

Tamer Mai: LV 67 Machine Folder

Freeze Bug x3
Security Hall x2
Scramble Up x4
Power Super Metal x2
Charge Terminal x2
Summon Hagurumon x4
Armormon x1
MetalGarurumon x1
MegaGargomon x1
Machinedramon x1
HiAndromon x3
Andromon x3
Datamon x3
Guardromon x4
Tankmon x3
Clockmon x3

-Plug Cape

Tamer George: LV 33 Critical Hit Folder

Freeze Bug x2
Eclipse Undo x2
Chrono Balance x2
Absolute Barrier x2
Power Super Metal x2
Digimon Charge x4
Program Charge x2
Protect Armor x2
Armormon x1
WaruSeadramon x1
BK WarGreymon x4
Puppetmon x4
ExTyrannomon x4
Garbagemon x4
Cyclonemon x4

-Wire Forest Entrance

Tamer Mitsuko: LV 34 All Out Attack Folder

Summon Angemon x4
Control Parts x3
Freeze Bug x4
Darkness Gale x1
Vicious Hacking x4
Delete Matrix x1
Desire Access x4
Anti-Power x1
Chrono Balance x1
Absolute Barrier x1
Scramble Up x1
Angemon x1
Creepymon x1
BK WarGreymon x2
BK Imperialdramon x2
BK MegaGargomon x2
BK Seraphimon x2
BK WarGrowlmon x2
BK KingNumemon x2

HiAndromon x1

-West Wire Forest

Tamer Masato: LV 54 Program Only Folder

Gold Aura x4

Protect Aura x4

Freeze Bug x4

Beast Energy x4

Chrono Balance x4

Power Super Metal x4

Charge Terminal x4

Protect Armor x4

Assault Armor x4

Biyomon x1

Penguinmon x1

ToyAgumon x1

Gotsumon x1

-East Wire Forest

Tamer Alexei: LV 52 Bad Guys Folder

Freeze Bug x4

Blue Power x1

Beast Energy x2

Green Power x1

Fire Cannon x2

Red Power x1

Black Power x1

Deceive Cloak x2

Scramble Up x4

Charge Terminal x4

Cherrymon x1

MetalSeadramon x2

Scorpiomon x1

Machinedramon x2

Apokarimon x2

Piedmon x4

LadyDevimon x1

WaruMonzaemon x1

Puppetmon x4

Tamer Tonomi: LV 62 Few Digimon Folder

Freeze Bug x3

Ecoly Cycle x2

Deceive Cloak x3

Black Power x3

Revival Charge x2

Chrono Balance x2

Security Hall x4

Charge Terminal x3

Program Charge x2

Illegal Access x4

Diaboromon x1

Beelzemon x1

Roachmon x2

BK KingNumemon x4

Garbagemon x4

-Protocol Forest

Tamer Akiba: LV 73 Super Program Folder

Protect Aura x2
Control Parts x2
Freeze Bug x3
Fire Cannon x2
Deceive Cloak x2
Chaos Virus x2
Chrono Balance x2
Absolute Barrier x2
Scramble Up x4
Power Super Metal x4
Charge Terminal x4
Digimon Charge x2
Omnimon x1
Beelzemon x1
BK Imperialdramon x1
Shakkoumon x1
Andromon x1
Giromon x1
Datamon x1
ExTyrannomon x1
Monzaemon x1

-Protocol Ruins

Tamer Gon: LV 68 Muscle Folder

Summon Angemon x1
Gold Aura x1
White Power x1
Blue Power x1
Control Parts x4
Summon Gomamon x1
Beast Energy x4
Blazing Chaos x1
Fire Cannon x4
Red Power x1
Charge Terminal x3
WarGreymon x3
Panjyamon x2
Elecmon x1
Vikemon x3
Zudomon x2
Gizamon x1
Imperialdramon-F x3
ExVeemon x2
Ogremon x1

-Divermon's Lake

Tamer Wan: LV 66 Chain Attack Folder

Freeze Bug x4
Eclipse Undo x4
Blazing Chaos x2
Chaos Virus x3

Vicious Hacking x4
Chrono Balance x4
Charge Terminal x4
Security Hall x1
Cancel Wheel x4
Rusty Dust x4
Disturb Gear x3
Snimon x1
Kabuterimon x1
Kuwagamon x1

-Wind Prairie

Tamer Kenny: LV 59 Perfect Guard Folder
Summon Angemon x4
Protect Aura x3
White Power x1
Freeze Bug x4
Wield Aura x1
Charge Terminal x2
Cancel Wheel x4
Protect Armor x4
PaildramonII x2
MagnaAngemon x4
Leomon x3
Digitamamon x4
Rockmon x3
Guardromon x1

-Qing Long City

Tamer Andy: LV 41 Black Fake Folder
Summon Angemon x2
Gold Aura x1
White Power x1
Summon Patamon x1
Tidal Wave x1
Control Parts x4
Freeze Bug x4
Eclipse Undo x1
Blazing Chaos x1
Deceive Cloak x2
Vicious Hacking x3
Desire Access x2
Anti-Power x1
Revival Charge x1
Chrono Balance x1
Absolute Barrier x1
Scramble Up x1
Charge Terminal x2
Program Charge x1
Imperialdramon-P x2
MetalSeadramon x1
Armageddemon x1
Diaboromon x1
Kurisarimon x1
Tsukaimon x1
Vademon x1

Meteormon x1

Teddy: LV 92 Disappearing Folder

Tidal Wave x1
Control Parts x1
Freeze Bug x4
Ecoly Cycle x1
Volcanic Cannon x1
Darkness Gale x2
Deceive Cloak x2
Chaos Virus x4
Vicious Hacking x3
Summon Devimon x3
Misery Gate x1
Desire Access x1
Security Hall x1
Scramble Up x1
Black Remove x1
Armageddemon x2
Creepymon x2
Myotisman x4
Infermon x3
Devimon x2

-Kicking Forest

Tamer Jessica: LV 31 Complete Attack Folder

Control Parts x4
Freeze Bug x2
Green Force x2
Beast Energy x4
Blazing Chaos x2
Flame Gatlin x4
Fire Cannon x4
Red Power x2
Summon Goburimon x2
Scramble Up x4
Marsmon x2
H-Kabuterimon x2
Machinedramon x2
SkullMammothmon x2
Hawkmon x2

-Tyranno Valley

Tamer Haruko: LV 38 Power Up Folder

Summon Angemon x3
Gold Aura x4
Control Parts x3
Summon Gomamon x2
Summon Palmon x2
Blazing Chaos x1
Flame Gatlin x4
Summon Goburimon x2
Vicious Hacking x3
Summon Devimon x3
Chrono Balance x1

Scramble Up x2
Charge Terminal x4
Summon Hagurumon x3
GuardiAngemon x1
Cannondramon x1
Marsmon x1

-East Station

Tamer Catherine: LV 57 Kuwagamon Folder
Gold Aura x4
Freeze Bug x4
Green Force x4
Beast Energy x4
Charge Terminal x4
H-Kabuterimon x4
GranKuwagamon x4
Okuwamon x4
Kuwagamon x4
Kokuwamon x4

-Card Battles and Epic Cards Circuit Board

Please refer to the Circuit Board Maps section for the exact location of each card battling Digimon.

a: BlackAgumon (Misery Gate): LV 92 Miserable Folder

Freeze Bug x4
Ecoly Cycle x4
Green Force x4
Beast Energy x4
Misery Gate x2
Charge Terminal x4
Program Charge x2
Marsmon x2
MetalGarurumon x2
RosemonI x2
Etemon x2
Deramon x2
Tuskmon x3
Saberdramon x3

b: Numemon (SaberLeomon): LV 87 King of the Forest

Gold Aura x4
Ecoly Cycle x4
Green Force x4
Beast Energy x4
Scramble Up x4
Marsmon x1
MetalGarurumon x1
GranKuwagamon x3
SaberLeomon x1
Cherrymon x4
Blossomon x3
Kumamon x1
Warumonzaemon x3
Extyrannomon x2
Monzaemon x1

c: MetalEtemon (Sacred Spear): LV 27 Program Maniac Folder
Sacred Spear x4
Summon Angemon x4
Gold Aura x4
Protect Aura x4
White Power x4
Charge Terminal x2
White Remove x4
Imperialdramon x1
GuardiAngemon x1
WarGreymon x1
PrinceMamemon x2
Dinohumon x1
Stingmon x1
Thundermon x1
Kotemon x2
Patamon x2
Wormmon x2

d: MetalEtemon (Volcanic Cannon): LV 21 Burning Folder
Volcanic Cannon x4
Flame Gatlin x4
Fire Cannon x4
Red Power x4
Charge Terminal x4
Red Remove x4
Omnimon x2
Gallantmon x2
Imperialdramon-F x2
Greymon x3
Growlmon x2
ExVeemon x2
Agumon x1
Guilmon x1
Veemon x1

e: Numemon (Creepymon): LV 87 Dark Evil King
Sacred Spear x1
Summon Angemon x1
Freeze Bug x3
Deceive Cloak x2
Vicious Hacking x2
Black Power x4
Chaos Virus x1
Summon Devimon x4
Desire Access x1
Security Hall x2
Scramble Up x1
Charge Terminal x4
Dinohumon x1
Armageddemon x1
VenomMyotismon x1
Diaboromon x1
Creepymon x1
LadyDevimon x4
Devimon x4
Kurisarimon x1

f: BlackAgumon (Fortune Gate): LV 92 Counter Attack Folder
Summon Angemon x3

Gold Aura x1
Summon Patamon x2
Freeze Bug x4
Flame Gatlin x2
Fortune Gate x2
Charge Terminal x4
Trade Charge x2
Illegal Access x2
Summon Cancel x2
Mamemon x1
Yanmamon x2
Elecmon x4
BK Seraphimon x3
Clockmon x4
Drimogemon x2

g: BlackAgumon (Anti-Power): LV 92 Energy Revolution

Freeze Bug x4
Eclipse Undo x2
Blazing Chaos x2
Chaos Virus x4
Black Power x4
Summon Devimon x4
Anti-Power x2
Charge Terminal x4
Rusty Dust x4
Disturb Gear x2
Ghoulmon x2
SkullMeramon x2
Raremon x4

h: MetalEtemon (Wield Aura): LV 10 Mother Nature Folder

Wield Aura x4
Ecoly Cycle x4
Green Force x4
Beast Energy x4
Charge Terminal x4
Green Remove x4
Marsmon x1
MetalGarurumon x1
H-Kabuterimon x1
GranKuwagamon x4
RosemonI x1
Grizzmon x1
Kabuterimon x1
Garurumon x1
Togemon x1
Kumamon x1
Gabumon x1
Tentomon x1
Palmon x1

i: Numemon (MarineAngemon): LV 87 Fairies of the Sea

Freeze Bug x4
Blue Power x2
Ecoly Cycle x3
Deceive Cloak x3
Scramble Up x4
Charge Terminal x4
Program Charge x4

MarineAngemon x4
BK WarGreymon x1
BK KingNumemon x4
Numemon x4
ShellNumemon x3

j: BlackAgumon (Delete Matrix): LV 92 Disappearing Folder

Summon Angemon x4
Freeze Bug x3
Fire Cannon x2
Vicious Hacking x4
Summon Devimon x3
Delete Matrix x2
Scramble Up x2
Charge Terminal x4
Cancel Wheel x3
Summon Hagurumon x2
Imperialdramon-F x2
MegaGargomon x1
Machinedramon x1
Ogremon x1
Minotarumon x2
Meramon x1
Veemon x1
Goburimon x1
Penguinmon x1

k: MetalEtemon (Darkness Gale): LV 49 Veteran Program Folder

Darkness Gale x4
Deceive Cloak x4
Chaos Virus x4
Vicious Hacking x4
Black Power x4
Summon Devimon x4
Charge Terminal x2
Black Remove x4
Diaboromon x1
MaloMyotismon x1
Beelzemon x1
MarineDevimon x1
Kurisarimon x1
Devidramon x1
Tsukaimon x1
DemiDevimon x1
Gazimon x1
Candlemon x1

l: MetalEtemon (Tidal Wave): LV 16 Veteran Tamer Folder

Tidal Wave x4
Control Parts x4
Freeze Bug x4
Eclipse Undo x4
Blue Power x3
Charge Terminal x4
Blue Remove x4
Cannondramon x2
Sakuyamon x2
Vikemon x2
Kyubimon x2
Hookmon x1

Ikkakumon x1
Monmon x1
Gomamon x1
Renamon x1

m: Numemon (RosemonII): LV 87 Shining Empress

Sacred Spear x1
Summon Angemon x3
Gold Aura x3
Protect Aura x2
White Power x4
Summon Patamon x1
Freeze Bug x3
Desire Access x1
Scramble Up x1
Charge Terminal x2
Program Charge x2
Imperialdramon-P x1
GuardiAngemon x1
WarGreymon x3
Seraphimon x1
ImperialdramonII x2
RosemonII x1
Angewomon x1
Panjyamon x1
Silphymon x1
Knightmon x1
Dinohumon x2
Gatomon x1
Stingmon x1

n: BlackAgumon (Desire Access): LV 92 Bombard Folder

Gold Aura x2
Freeze Bug x3
Blue Power x2
Ecoly Cycle x2
Beast Energy x4
Fire Cannon x4
Deceive Cloak x1
Desire Access x1
Program Charge x1
Scramble Up x4
Charge Terminal x1
Sakuyamon x1
Vikemon x2
Preciomon x2
MegaSeadramon x2
ShogunGekomon x1
Ebidramon x2
BK Imperialdramon x1
BK Seraphimon x4

q: Numemon (Gryphomon): LV 87 Fire Guardian Folder

Summon Angemon x1
Blazing Chaos x2
Flame Gatlin x3
Fire Cannon x3
Chrono Balance x2
Scramble Up x4
Charge Terminal x2

Program Charge x4
White Remove x2
Blue Remove x2
Green Remove x1
Red Remove x3
Black Remove x2
SkullMammothmon x1
Gryphonmon x2
Gigadramon x1
Megadramon x1
Minotarumon x2
Meramon x2

-Duel Island

WARNING: spoilers. If you don't wish to know who the King of Cards is until you get there, skip this section.

You can only fight each one of these only once, in order. When you beat them all, you get a Koc Trophy (King of cards Trophy).

1st: Tamer Haruka: LV 87 Shining Empress

Sacred Spear x2
Summon Angemon x4
White Power x1
Gold Aura x4
Protect Aura x1
Control Parts x4
Freeze Bug x4
Vicious Hacking x1
Misery Gate x1
Desire Access x2
Scramble Up x1
Power Super Metal x2
Charge Terminal x3
Cancel Wheel x1
Rusty Dust x1
Imperialdramon-P x1
RosemonII x2
Kyukimon x1
Angemon x1
Zudomon x1
BK Seraphimon x2

2nd: Tamer Poemy: LV 92 Miserable Folder

Sacred Spear x1
Summon Angemon x3
Gold Aura x1
Protect Aura x1
Tidal Wave x1
Control Parts x1
Freeze Bug x4
Ecoly Cycle x2
Volcanic Cannon x1
Darkness Gale x3
Deceive Cloak x1
Vicious Hacking x1
Misery Gate x1
Delete Matrix x1
Desire Access x4
Scramble Up x4

Program Charge x1
Charge Terminal x3
Summon Hagurumon x1
Imperialdramon-P x1
Omnimon II x1
Omnimon I x1
Armageddemon x1
BK WarGreymon x1

3rd: Tamer Pierre: LV 87 Fairies of the Sea

Tidal Wave x2
Control Parts x4
Freeze Bug x4
Eclipse Undo x4
Summon Gomamon x2
Volcanic Cannon x1
Delete Matrix x1
Anti-Power x1
Desire Access x3
Absolute Barrier x1
Scramble Up x2
Charge Terminal x4
Cancel Wheel x3
Cannondramon x1
MetalSeadramon x1
MarineAngemon x1
Whamon x1
Creepymon x1
Devimon x1
BK WarGreymon x1
BK Imperialdramon x1

4th: Tamer Bomujii: LV 87 Fire Guardian Folder

Summon Angemon x2
Control Parts x1
Freeze Bug x3
Volcanic Cannon x3
Blazing Chaos x2
Flame Gatlin x2
Fire Cannon x4
Red Power x3
Summon Goburimon x1
Darkness Gale x1
Vicious Hacking x1
Desire Access x2
Scramble Up x1
Charge Terminal x2
Omnimon I x1
Gallantmon x1
Imperialdramon-F x1
MegaGargomon x1
Machinedramon x1
SkullMammothmon x1
Gryphonmon x2
Paildramon x2
Megadramon x1
MetalTyrannomon x1

5th: Tamer Alice: LV 87 Dark Evil King

Freeze Bug x4

Darkness Gale x4
Chaos Virus x4
Vicious Hacking x4
Black Power x1
Summon Devimon x2
Delete Matrix x2
Desire Access x2
Charge Terminal x2
Absolute Barrier x1
Scramble Up x2
Armageddemon x4
VenomMyotismon x1
Diaboromon x1
Creepymon x2
BK WarGreymon x1
BK Imperialdramon x1
BK MegaGargomon x1
BK Seraphimon x1

6th: Keith: LV 92 Bombard Folder

Sacred Spear x1
Tidal Wave x1
Control Parts x3
Freeze Bug x4
Volcanic Cannon x1
Darkness Gale x1
Deceive Cloak x2
Vicious Hacking x2
Summon Devimon x1
Delete Matrix x1
Fortune Gate x1
Misery Gate x1
Desire Access x1
Chrono Balance x1
Absolute Barrier x1
Scramble Up x3
Charge Terminal x4
Program Charge x1
Cancel Wheel x3
Black Remove x1
Cannondramon x1
SaberLeomon x1
Gallantmon x1
Gryphonmon x1
Creepymon x1
Myotismon x1

5) Wild Digimon found by area (s5wild)

For now, I won't include the Circuit Boards random encounters. I'm still figuring out the appropriate way to research and document this, as the size of the boards is huge, and the variety of wild Digimon to be found is incredible, as they had to cram all of the wild Digimon that were previously found in 2 servers, 5 sectors per server, in just 2 sectors of one server, so most of the wild Digimon were scattered throughout the 4 Circuit Boards. Some board sections contain even Gunslinger Digimon like VenomMyotismon and Apokarimon. For now, just know that any Digimon not found below, is inside one of the Circuit Boards, and that usually the strongest Digimon are found on dead ends.

I'll only be listing the names (and color, whenever necessary) of the wild Digimon. Please refer to the Bestiary FAQ by TheFulgorah found on GameFAQs for details on exp, bit, stats, drops, etc.

Amaterasu City, down:

-Fishing:

Coelamon

Cardmon, blue, 1 card (Booster 1b or R01)

Amaterasu Sewer via Submarimon:

-Walking:

Monzaemon

Nanimon

Central Park:

-Walking:

Kunemon

Tapirmon

Betamon

Kuwagamon (red)

-Fishing

Seadramon (blue)

Cardmon, blue, 2 cards (Booster 4b or R02)

-Kicking trees:

Yanmamon (green)

Cardmon, yellow, 2 cards (Booster 9b or R03)

Plug Cape:

-Entrance and down, walking far from the water:

Vegiemon

Goburimon (green)

-Down, walking close to the water:

Tortomon (yellow)

ShogunGekomon (red)

-Near and up the ladder:

Triceramon (blue)

Airdramon (red)

-Fishing:

MegaSeadramon (blue head)

Cardmon, blue, 4 cards (Booster 5b or R02)

-Kicking Trees:

Kokatorimon (brown)

Cardmon, yellow, 2 cards (Booster 8b or R03)

Shell Beach:

-Walking near the entrance:

Yanmamon (yellow)

Kiwimon

-Walking on the sand near the water:

Gizammon

Crabmon

-Fishing:

Shellmon

Cardmon, blue, 1 card (Booster 2b or R01)

-Kicking Trees:

Flymon (yellow)

Cardmon, yellow, 1 card (Booster 2b or R01)

Wire Forest Entrance:

-Walking:

Kokatorimon (white)

Apemon

RedVegiemon

-Fishing:

Dolphmon

Cardmon, blue, 2 cards (Booster 3b or R01)

-Kicking Trees:

Woodmon

Cardmon, yellow, 1 card (Booster 3b or R01)

West Wire Forest:

-Walking:

Ogremon

Tuskmon

Mammothmon (brown)

Airdramon (white)

-Fishing:

Scorpiomon (black)

Cardmon, black, 4 cards (Booster 14b or R05)

-Kicking Trees:

Woodmon (green)

Cardmon, yellow, 3 cards (Booster 10b or R04)

East Wire Forest:

-Walking:

Deltamon

Flymon (pink)

Kuwagamon (green)

Blossomon (blue)

-Kicking Trees:

Okuwamon

Cardmon, yellow, 3 cards (Booster 11b or R04)

Protocol Forest:

-Walking in the open (near the entrances):

Minotarumon (brown)

Dokugumon (black)

-Walking inside the deep forest in the middle:

Goburimon (red)

Dokugumon (red)

Protocol Ruins:

-Walking

Baronmon

Minotarumon (white)

Mummymon

Gargoylemon

Divermon's Lake:

-Walking:

Brachiomon

Tortomon (blue)

ShogunGekomon (blue)

Blossomon (pink)

-Fishing:

Divermon

Cardmon, blue, 4 cards (Booster 6b or R02)

-Kicking Trees:

H-Kabuterimon
Cardmon, yellow, 3 cards (Booster 12b or R04)

Wind Prairie:

-Walking:

Triceramon (red)
Snimon (green)
Antylamon (light brown)
Fugamon

-Kicking Trees:

Snimon (red)
Cardmon, yellow, 4 transparent cards (Booster 13b or R01)

Kicking Forest:

-Walking, most of the area:

Mammothmon (white)
Cherrymon (green)
Puppetmon
Piedmon

-Walking, crossing the bridge near the East Station, and some random patches of land:

Arukenimon
Quetzalmon

-Fishing:

Ebidramon (pink)
Cardmon, black, 4 cards (Booster 7b or R03)

-Kicking trees:

Cherrymon (red)
Cardmon, yellow, 4 cards (Booster 15b or R05)

Tyranno Valley:

-Walking, most of the area

Gryphonmon
Valkyrimon
LadyDevimon
Tyrannomon

-Walking, small patch of land down the ladder to the right near the entrance:

MetalTyrannomon

Seabeds

There are 5 Seabeds in the post-game:

- one connecting Central Park and Kicking Forest
- one starting in Amaterasu Bridge and leading to Amaterasu Sewers to the right and a Boost Chip up a ladder in Amaterasu Bridge to the left
- one starting in Divermon's Lake that leads to Duel Island to the right, and a dead end containing a Saber Fang to the left
- two starting in Shell Beach and Plug Cape that lead nowhere

The random encounter lists for each seabed are as follows

Central Park-Kicking Forest, from left to right, starting at Central Park:

-1st screen (below Central Park)

Dolphmon

-2nd screen:

Gesomon
Pukumon
Ebidramon (red)

-3rd screen:

Gesomon
Ebidramon (red)

-4th screen:

Gesomon

Pukumon

Ebidramon (red)

-5th screen:

Gesomon

Pukumon

Ebidramon (red)

-6th screen:

Gesomon

Ebidramon (red)

-7th screen:

Gesomon

Pukumon

Ebidramon (red)

-8th screen:

Gesomon

Ebidramon (red)

-9th screen (below Kicking Forest):

Dolphmon

Amaterasu Bridge:

-1st screen (below Amaterasu Bridge):

Gesomon

MarineDevimon

-2nd screen (below Amaterasu Sewer):

Gesomon

Tylomon

MarineDevimon

Divermon's Lake-Duel Island, from left to right, starting at the 2nd screen to the left of Divermon's Lake:

-2nd screen to the left (dead end):

MegaSeadramon (yellow head)

MetalSeadramon (golden)

-1st screen to the left:

MegaSeadramon (yellow head)

-starting screen (below Divermon's Lake):

Divermon

-1st screen to the right:

Divermon

-2nd screen to the right (below Duel Island):

Divermon

Plug Cape:

-1st screen (below Plug Cape):

Octomon

-2nd screen:

Octomon

Dragomon

-3rd screen:

Whamon (white)

MetalSeadramon (platinum)

-4th screen:

Octomon

Dragomon

-5th screen:

Octomon

Dragomon

-6th screen (dead end):

Whamon (black)
 MetalSeadramon (platinum)

Shell Beach:

-1st screen (below Shell Beach):

Dolphmon
 Seadramon (orange)

-2nd screen:

Dolphmon
 Seadramon (orange)

-3rd screen:

Seadramon (orange)

-4th screen (dead end):

MegaSeadramon (blue head)
 Scorpiomon (yellow)

6) Boss Digimon resistances and weaknesses table (s6table)

WARNING: spoilers. If you don't wish to know which Digimon you'll be facing as boss fights in the post-game, skip this section.

References:

+: Digimon is weak to this element (receives more damage)

-: Digimon is resistant to this element (receives less damage)

empty box: Digimon is neutral to this element (receives intermediate damage)

Digimon (and color)	Fire	Water	Ice	Wind	Thunder	Metal	Dark
BK MegaGargomon		+	-		+	-	-
BK Imperialdramon					-		-
BK Seraphimon					+		-
BK WarGrowlmon		+	-	-	+	-	-
BK WarGreymon							-
BK KingNumemon		-					-
Armormon					+	-	
GrapLeomon							
Kyukimon		-	+				
MagnaAngemon							-
MetalGreymon	-	+			+	-	
Paildramon	+				-		+
Taomon					-	+	
WarGrowlmon	-	+		-	+	-	
Pharaohmon	+						
MasterTyrannomon	-		+				
Kimeramon					-		-
Cherrymon (red)	+	-		-		+	
Persiamon	+		-	-			
Zanbamon							
Gryphonmon			+	-	+		
MetalSeadramon (platinum)	-	-			+	-	+
HiAndromon		+	-		+	-	
SkullMammothmon				+			-
WaruMonzaemon			-				-
Whamon (black)	-	-			+		

Datamon		+	-		+	-			
Bulbmon		-	-		+	-			
Armageddemon	+		-	+	-			-	

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