Digimon World 3 Circuit Board Guide

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DW3 Circuit Board Maps

Brief introduction about the maps

These maps were made based on the Circuit Board pattern scenarios, which are 7 in total.

Each rectangle corresponds to a scenario. The squares with an arrow indicate an exit (hole) and near them is indicated the place where it is. The letters that appear in some rectangles are the initial letter of the digimon that is in that place (to help in the guidance): A (Agumon), V (Veemon), G (Guilmon), R (Renamon), M (Mommon) and B (Bearmon, aka Kumamon).

Places that have more than one hole come with a reference. This reference can be something close (such as a ladder, ramp or cliff) or a direction relative to the center of the place: north (N), south (S), east (E) or west (W).

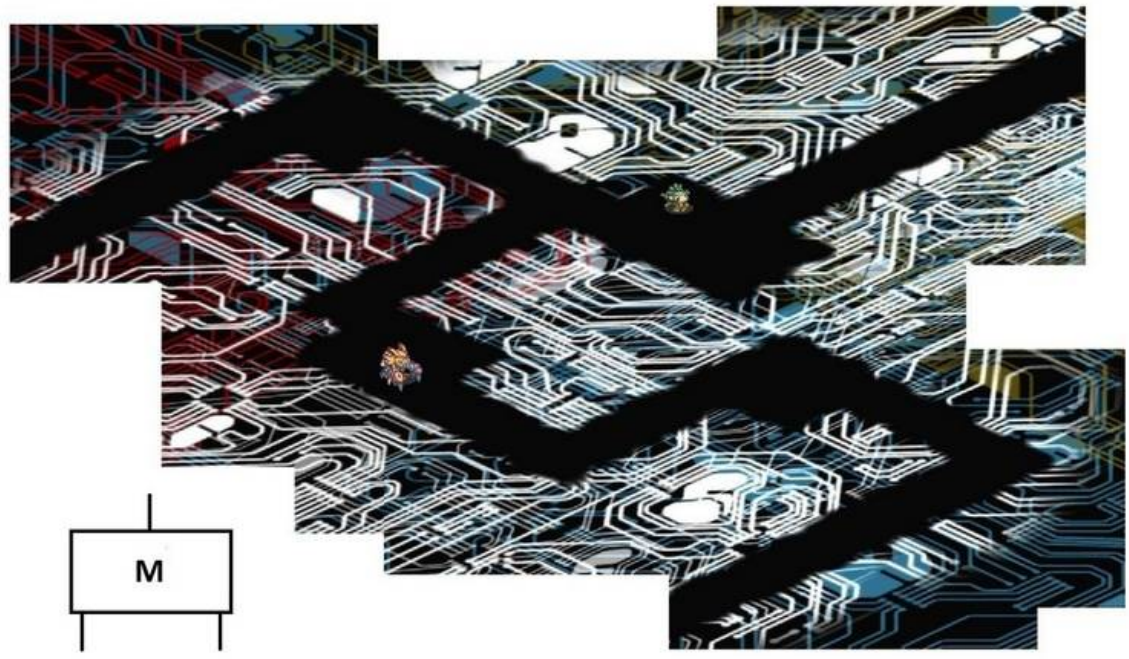
There are also indications of items that can be found (chips and equipment) and legendary cards (BlackAgumons and Numemons), remembering that the latter will only be available after getting the Sun Trophy. They were written in rectangles and the items are in red, BlackAgumons in grey and Numemons in green.

The 7 pattern scenarios are (details in the next section):

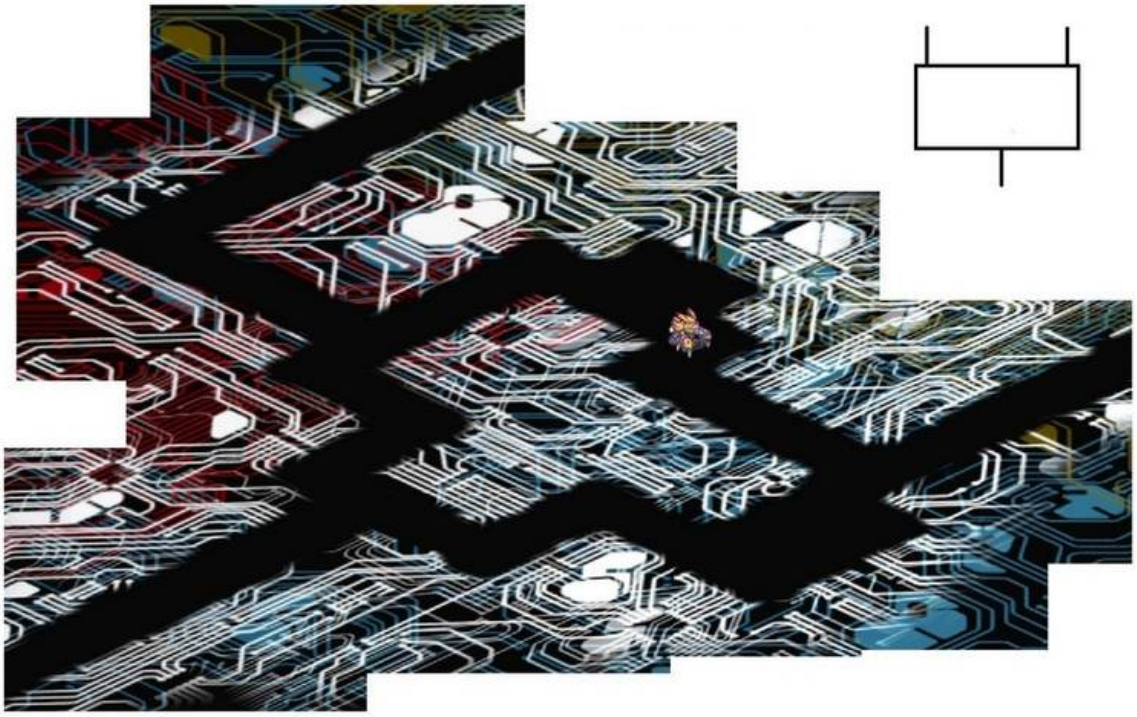
1. One path to north and two paths to south;
2. Two paths to north and one path to south;
3. One path to north and south and two dead-ends;
4. A hole and a path to south;
5. A hole and a path to north;
6. A path from south to a dead-end north
7. A path from north to a dead-end south

The 7 pattern scenarios

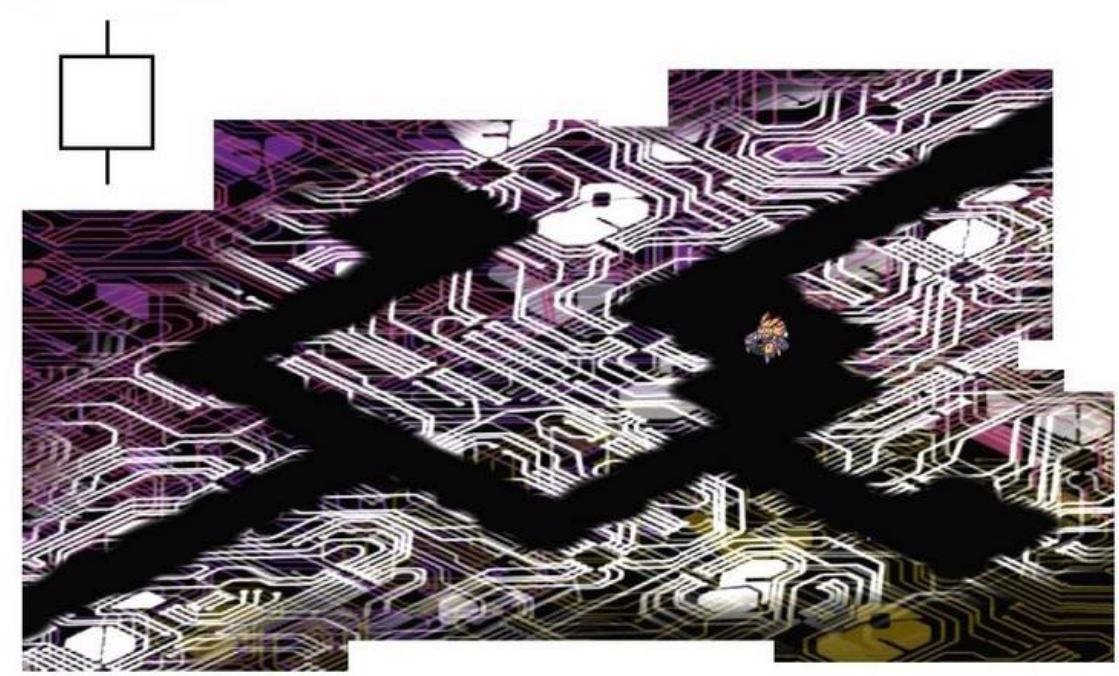
Pattern scenario 1: one path to north and two paths to south



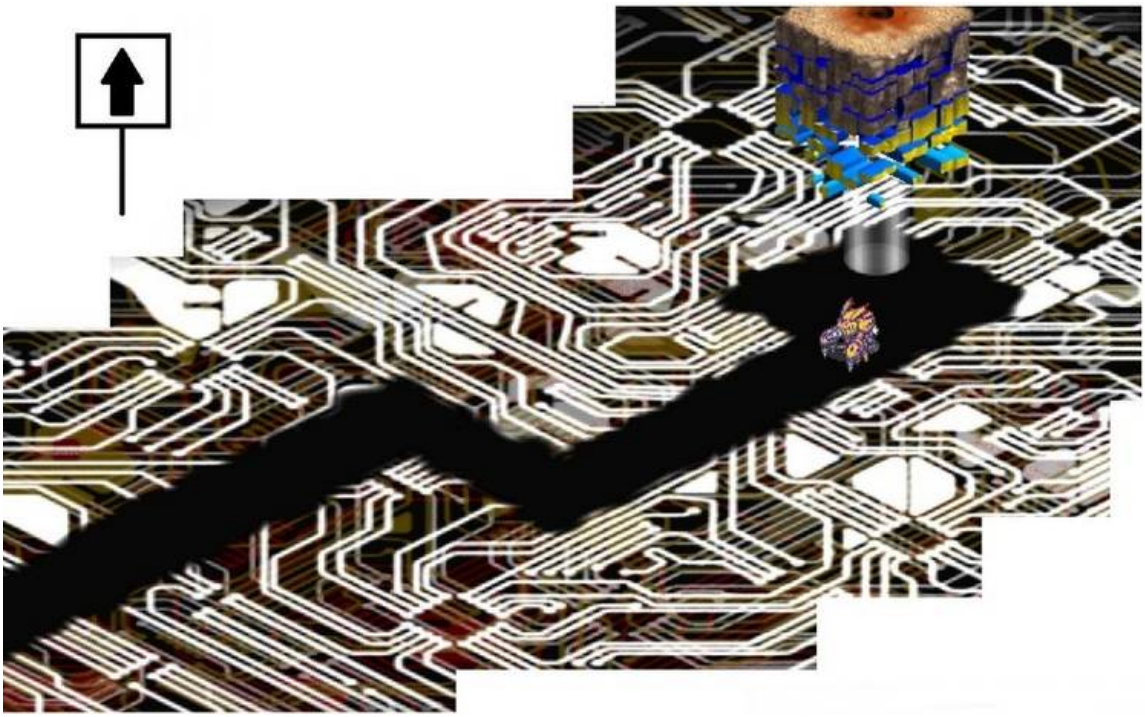
Pattern scenario 2: two paths to north and one path to south



Pattern scenario 3: one path to north and south and two dead-ends

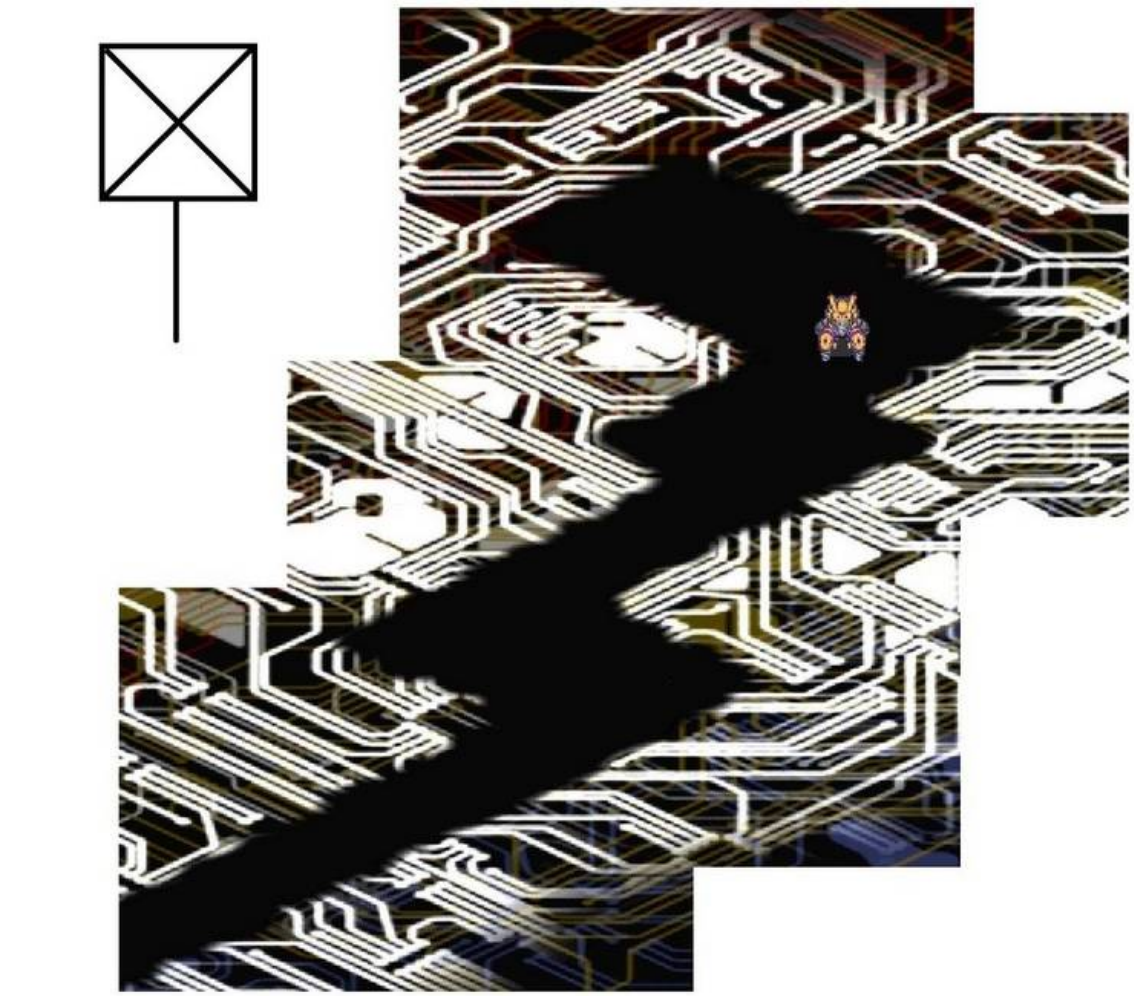


Pattern scenario 4: a hole and a path to south

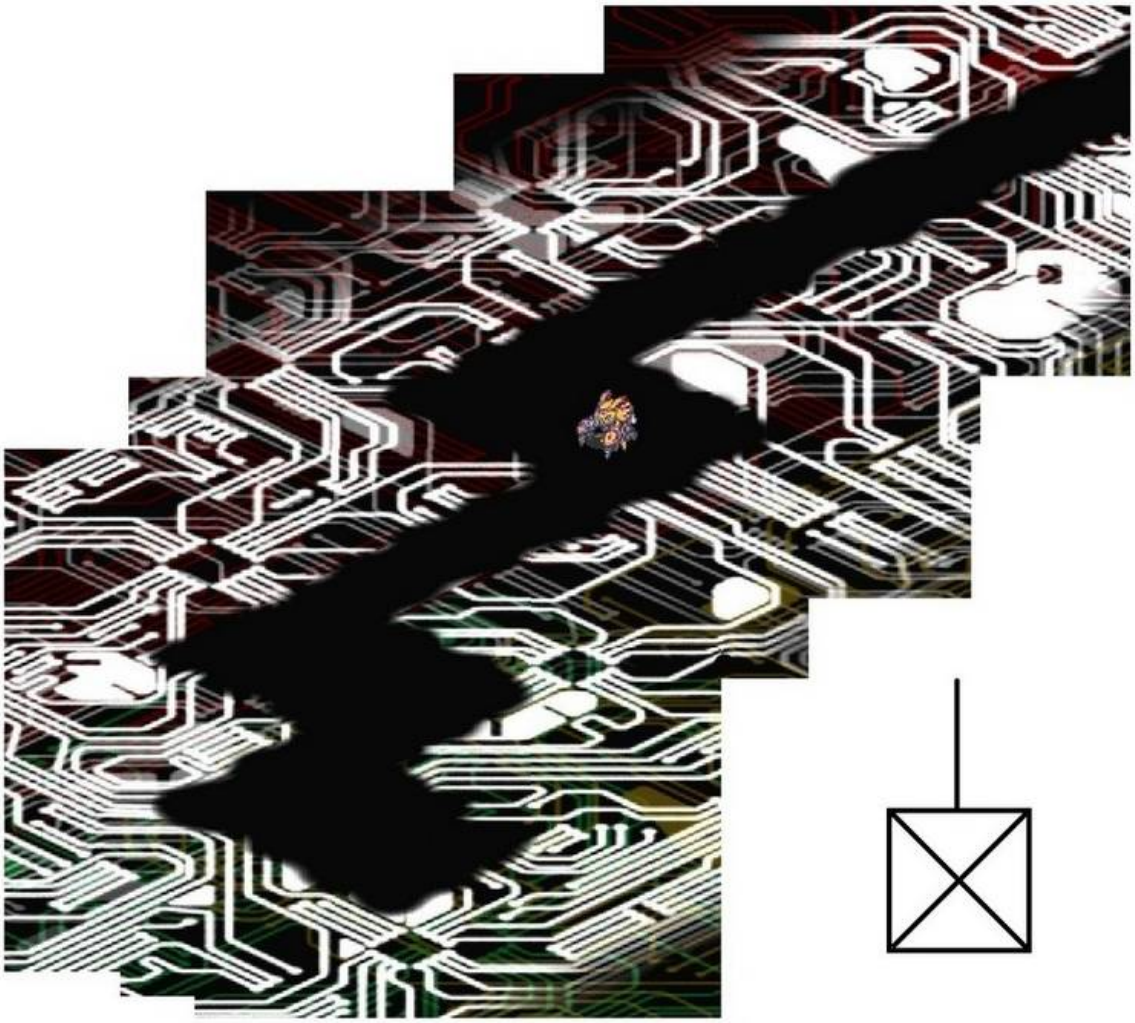


Pattern scenario 5: a hole and a path to north

Pattern scenario 6: a path from south to a north dead-end

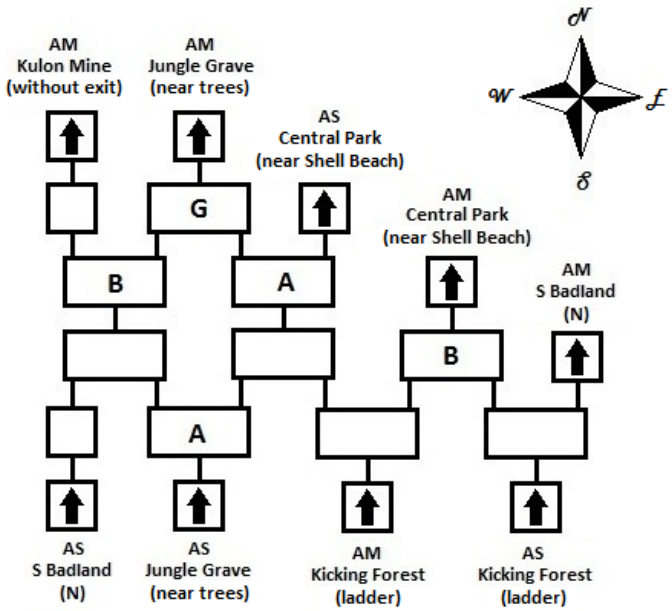


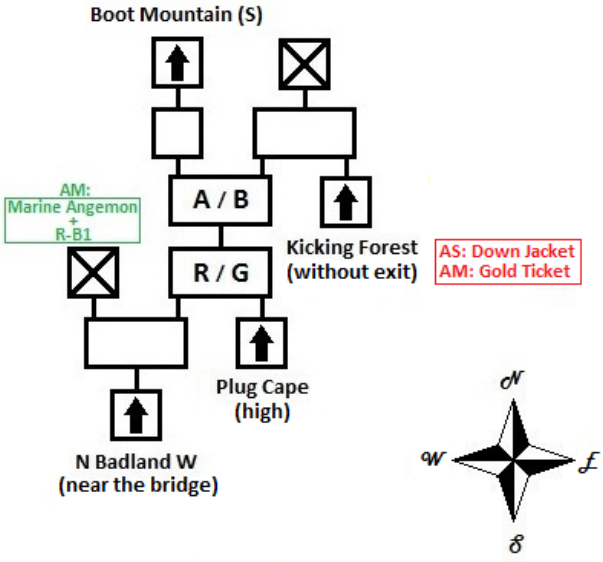
Pattern scenario 7: a path from north to a south dead end

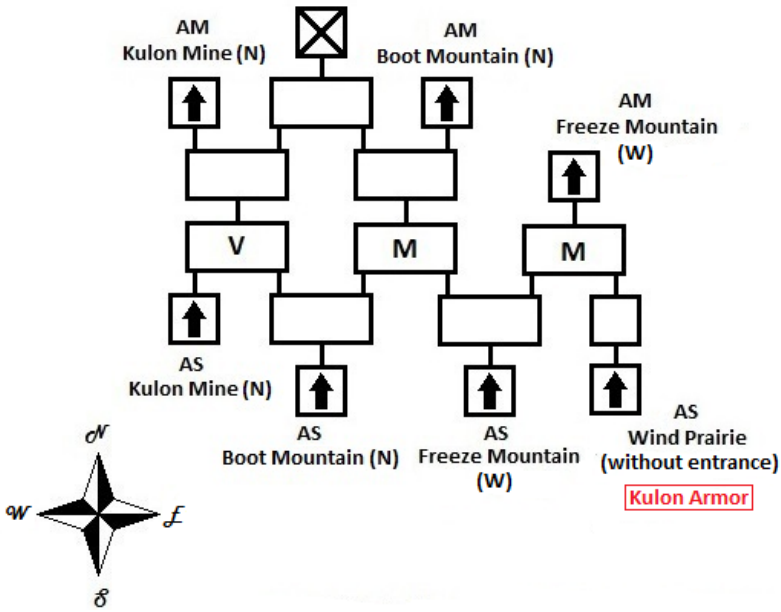


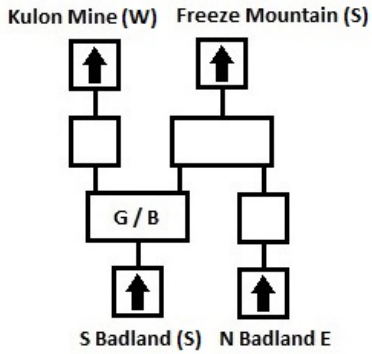
The Circuit Board maps

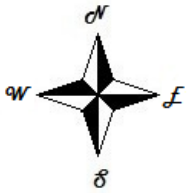
Finally, here below are the maps. As I said, they were designed connecting blocks, where each block represents a pattern scenario. I hope it was a didactic way of showing them.


AM
Kulon Mine
(without exit)
AM
Jungle Grave
(near trees)
AS
Central Park
(near Shell Beach)
AM
Central Park
(near Shell Beach)
AM
S Badland
(N)
G
B
A
B
A
AS
S Badland
(N)
AS
Jungle Grave
(near trees)
AM
Kicking Forest
(ladder)
AS
Kicking Forest
(ladder)

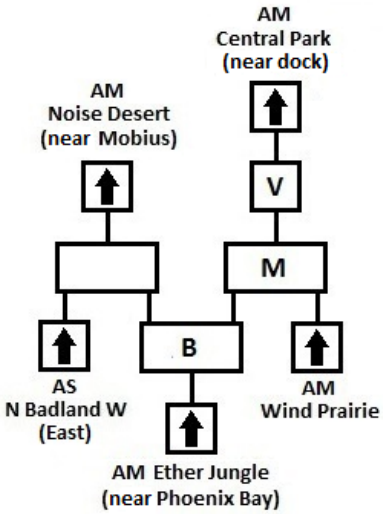

Boot Mountain (S)
AM:
Marine Angemon
+
R-B1
A / B
Kicking Forest
(without exit)
AS: Down Jacket
AM: Gold Ticket
R / G
Plug Cape
(high)
N Badland W
(near the bridge)

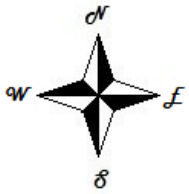

AM
Kulon Mine (N)
AM
Boot Mountain (N)
AM
Freeze Mountain
(W)
V
M
M
AS
Kulon Mine (N)
AS
Boot Mountain (N)
AS
Freeze Mountain
(W)
AS
Wind Prairie
(without entrance)
Kulon Armor

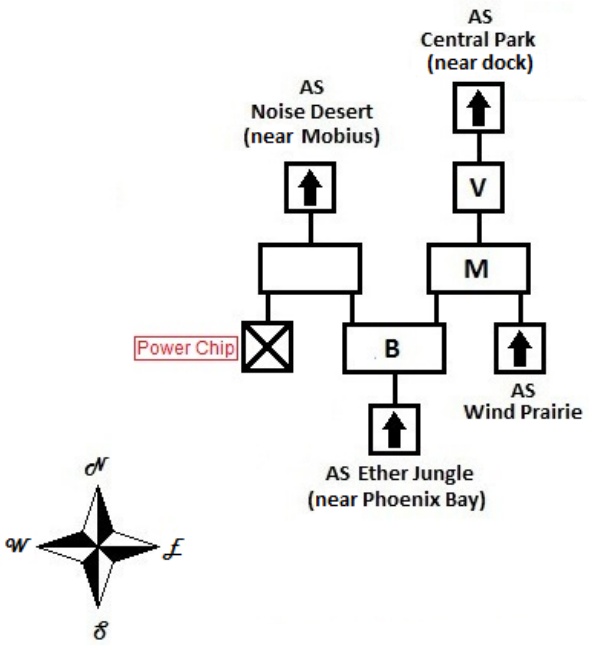


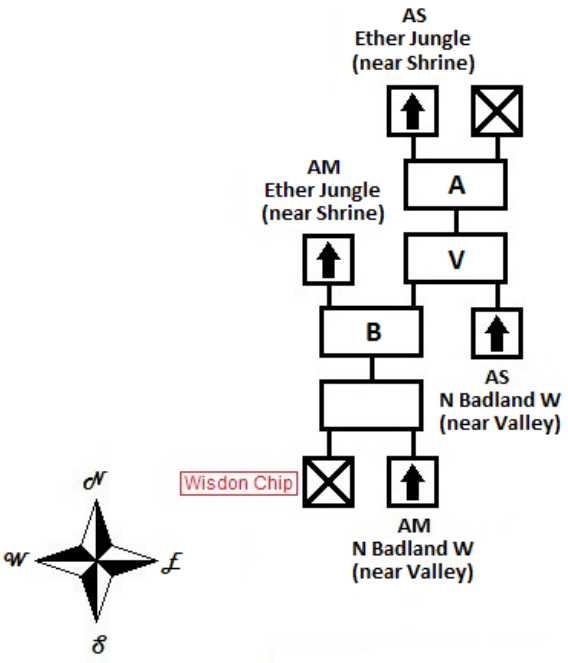


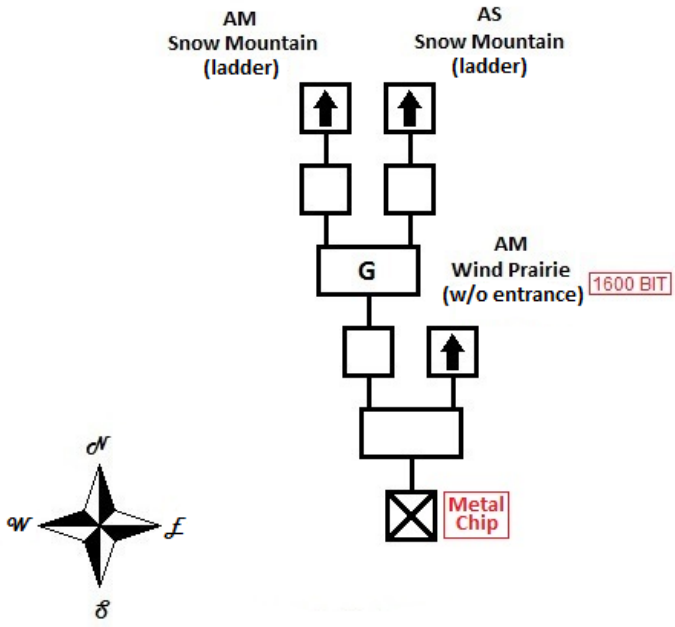
obs: this map is the same for both servers, Asuka (AS) and Amaterasu (AM)

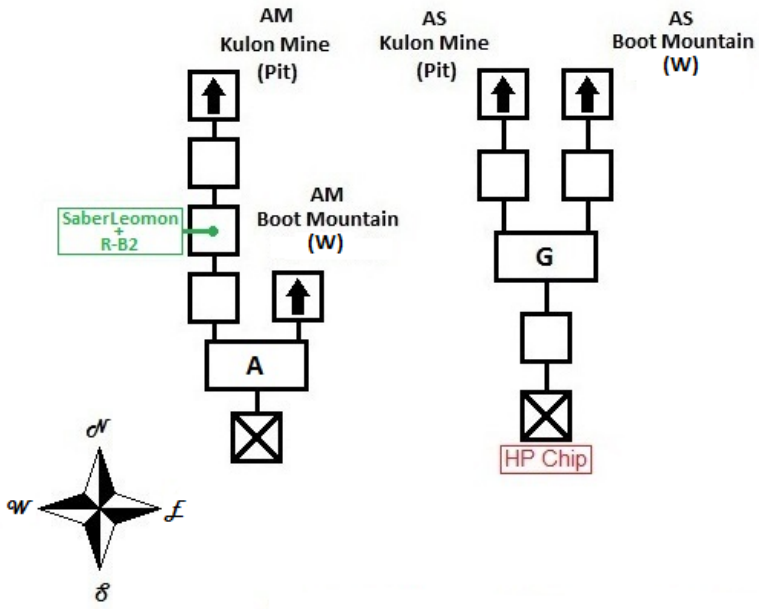


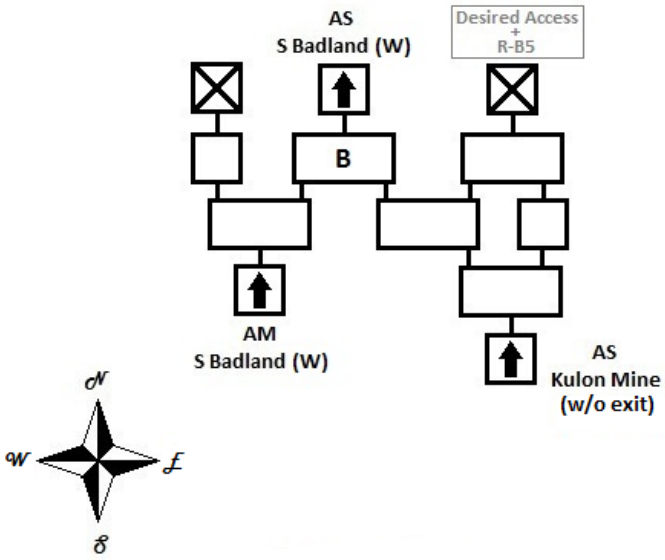


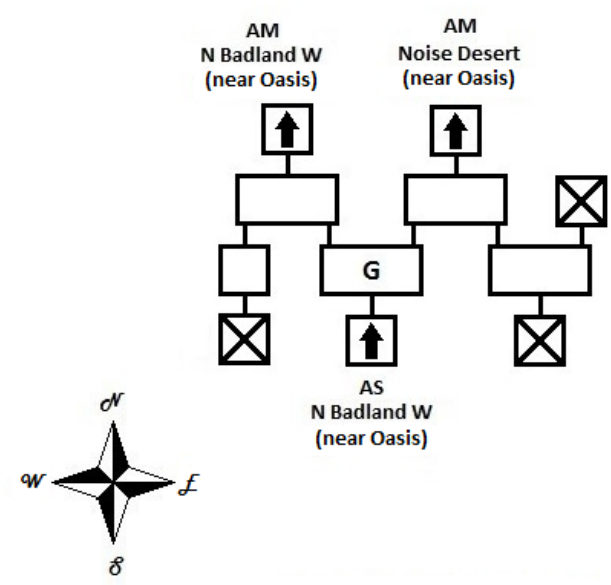

AS
Central Park
(near dock)
AS
Noise Desert
(near Mobius)
V
M
Power Chip
B
AS
Wind Prairie
AS Ether Jungle
(near Phoenix Bay)

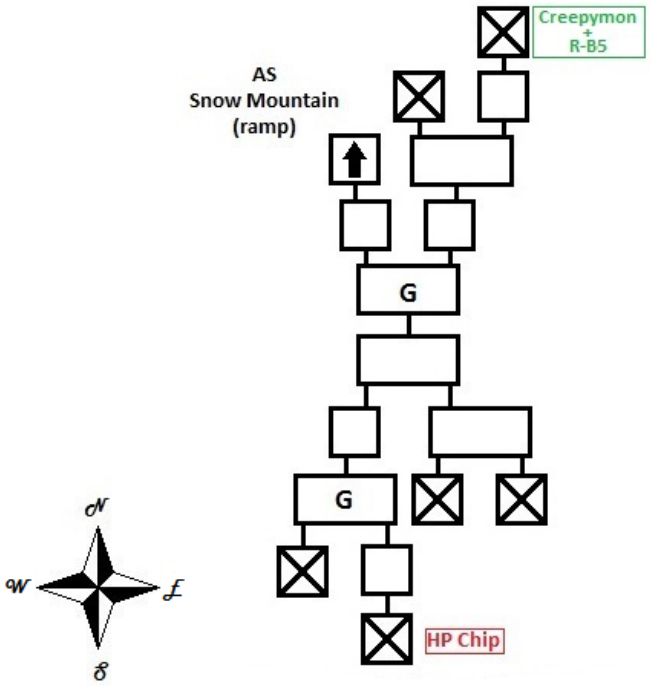

AS
Ether Jungle
(near Shrine)
AM
Ether Jungle
(near Shrine)
A
V
B
AS
N Badland W
(near Valley)
Wisdon Chip
AM
N Badland W
(near Valley)

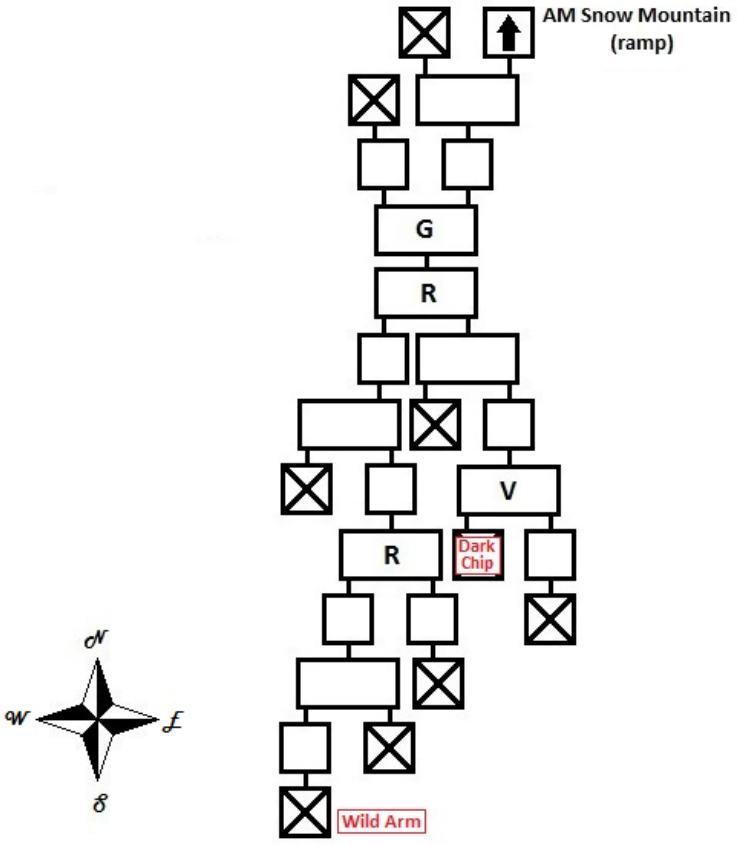

AM
Snow Mountain
(ladder)
AS
Snow Mountain
(ladder)
G
AM
Wind Prairie
(w/o entrance)
1600 BIT
Metal
Chip
N
W
E
S

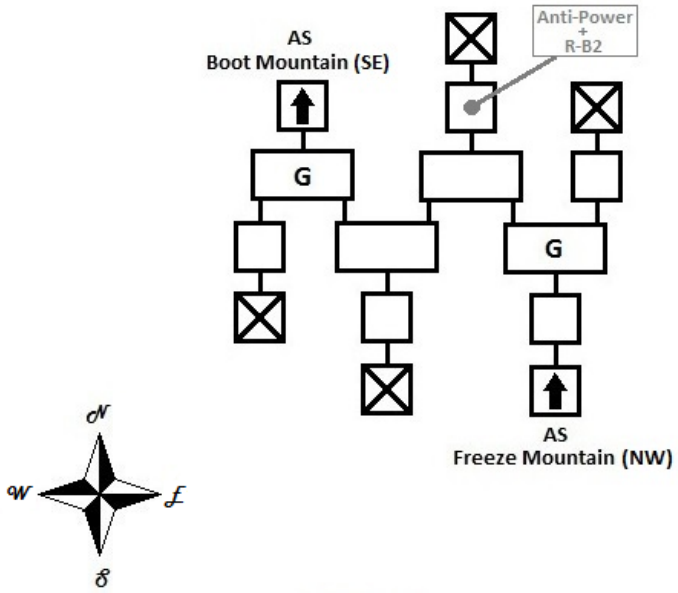

AM
Kulon Mine
(Pit)
AS
Kulon Mine
(Pit)
AS
Boot Mountain
(W)
SaberLeomon
+
R-B2
AM
Boot Mountain
(W)
A
G
HP Chip
N
W
E
S

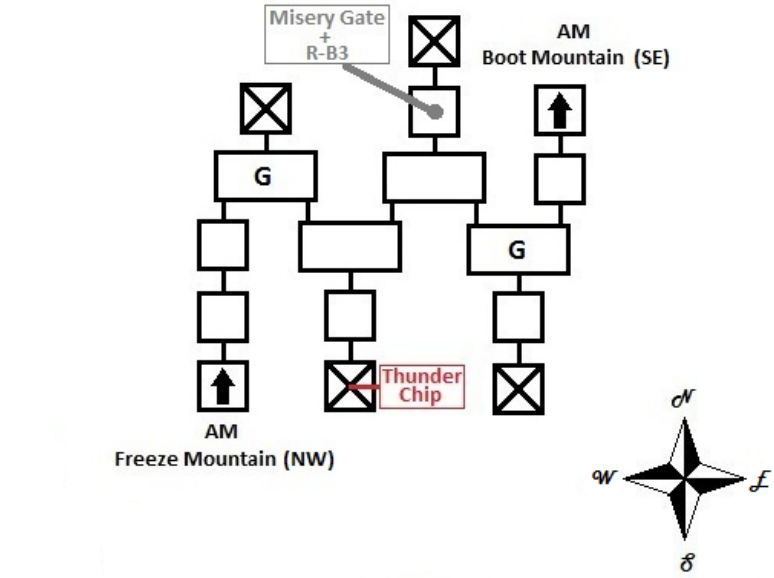

AS
S Badland (W)
Desired Access
+
R-B5
B
AM
S Badland (W)
AS
Kulon Mine
(w/o exit)

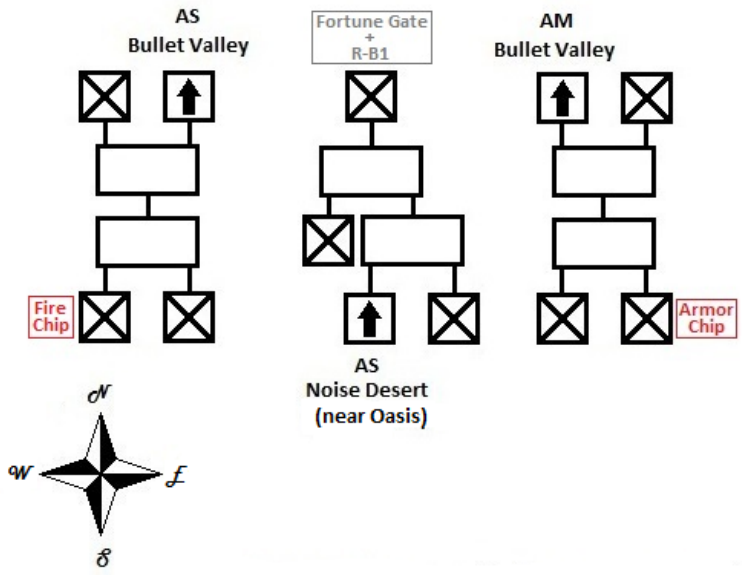

AM
N Badland W
(near Oasis)
AM
Noise Desert
(near Oasis)
G
AS
N Badland W
(near Oasis)

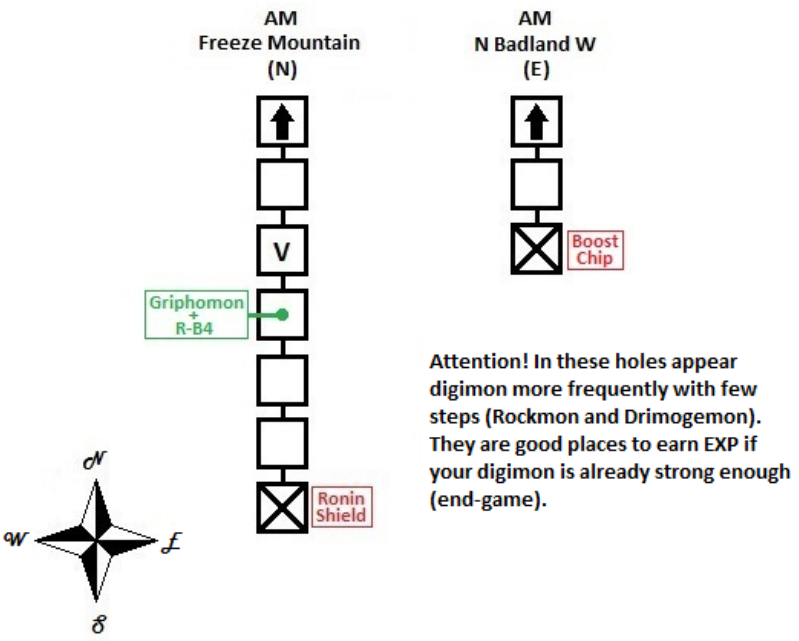

Creepymon
+
R-B5
AS
Snow Mountain
(ramp)
G
G
HP Chip


AM Snow Mountain
(ramp)
G
R
V
R
Dark
Chip
Wild Arm

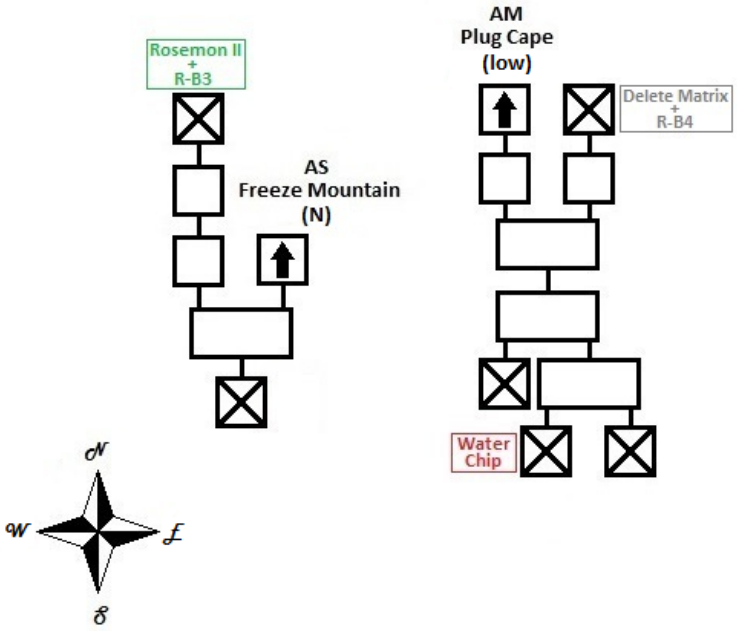

AS
Boot Mountain (SE)
Anti-Power
+
R-B2
G
G
AS
Freeze Mountain (NW)

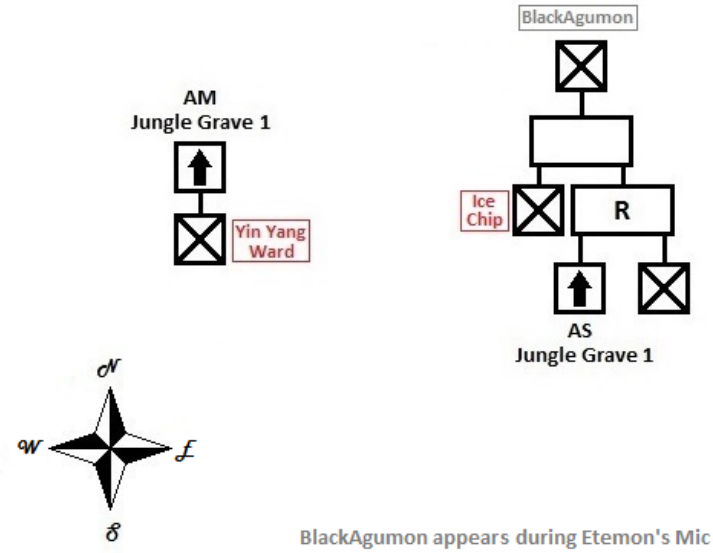

Misery Gate
+
R-B3
AM
Boot Mountain (SE)
G
G
Thunder
Chip
AM
Freeze Mountain (NW)



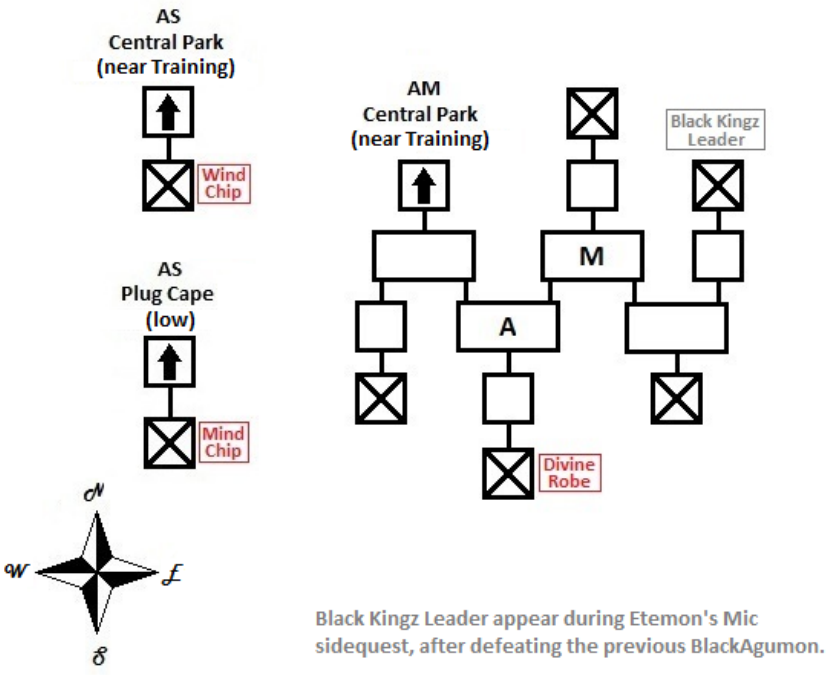


Attention! In these holes appear digimon more frequently with few steps (Rockmon and Drimogemon). They are good places to earn EXP if your digimon is already strong enough (end-game).





BlackAgumon appears during Etemon's Mic sidequest.



Black Kingz Leader appear during Etemon's Mic sidequest, after defeating the previous BlackAgumon.

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