

# Digimon World 3 Patch Code Generation Guide

by LupusSaturnus

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|           Digimon World 3 Cheat Code Guide           |
|                                     NTSC v2.2         |
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This document is my very first guide ever, as I'm sure everyone can tell by the ugly layout and that banner up there. e.e Originally it was a list of every item in the game, and the memory address that told the game how many you had - these can be used to make cheat codes. It quickly became an equipment guide as well, detailing who could equip what and what effects it had, excluding status effects since I'm too lazy to add them but including the bonus effects of equipping each full Digimon specific set. It also lists the values used for each item when they are equipped on one of your Digimon (explained in a slightly less confusing manner a bit later).

At the time of this guide's creation I had NO FRIGGIN IDEA how to hack ePSXe state save files. (Now I know that's because they're compressed. Fun.) The following information was obtained by using the pec cheat plugin, and a bit of cheat code generation using QBasic. (Who wants to type out OR copy and paste and modify 300+ codes? Getting all the names was bad enough.)

Be warned that the addresses in the Key Items sections aren't sequential. Everywhere else they are, but I shifted them around in hopes that stuff would be easier to find. (Not to mention the DDNA Addresses are scattered all over. Kotemon's DDNA description also wasn't my typo. So there.)

```
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= Guilmon	- digi.gui = Patamon	- digi.pat =
= Kotemon	- digi.kot = Renamon	- digi.ren =
= Kumamon	- digi.kum = Veemon	- digi.vee =
=====		
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=====		
= Version History	= dmw3.x01 =	
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=====		

---=[absolutely nothing!]==--

= Stuff to Know (foreword)	= dmw3.stk =
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Address is an 8-character hexadecimal string. This is the memory location holding the QUANTITY of a specific item. For example, if you wanted to have 15 Super Novas, you would create a cheat code like this: "300485DB 000F" - 300485DB being the memory address telling the game how many Super Novas you have.

The Val. field is only used when a Digimon is equipped with that item. If for some bizarre reason you wanted Agumon to be holding a Seiryu Badge in his left hand, you would set the equipment slot for his left hand to 0009. (If you then unequipped the badge, the game would add 1 to however many Seiryu Badges you're carrying.) This guide does not list any of the Digimon digivolution stuff (ie, Veemon's Stingmon skill levels, or any of his techs) because there's like 44 x 20 x 8 addresses. It's quite a large list.

The Equip field lists all the Digimon who can equip that item,

```

if applicable:  A = Agumon      M = Monmon
                G = Guilmon    P = Patamon
                o = Kotemon    R = Renamon
                u = Kumamon    V = Veemon

```

The Parameters are all abbreviated as follows:

```

Str = Strength
Def = Defense      **Tolerances are listed as just the
Spr = Spirit       **name of the element. I'm pointing
Wis = Wisdom       **these out just in case. :P
Spd = Speed
Chr = Charisma

```

The Extra field lists any special attributes the item has aside from what's listed in the other fields. This part isn't quite finished - only parameter changes are listed here, if a weapon poisons or drains HP or anything like that, this doc doesn't tell you. (Yet.)

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=====
= Important Items: Misc                                     = dmw3.k01 =
=====

```

Val.	Address	Name	Description
0001	30048565	Balanced Pack	Set: Kotemon, Renamon, Patamon.
0002	30048566	Powerful Pack	Set: Monmon, Agumon, Renamon.
0003	30048567	Maniac Pack	Set: Kumamon, Guilmon, Patamon.
0004	30048568	Tree Boots	Item to kick the "Kicking Tree."
0005	30048569	Fishing Pole	Item for fishing by the water.
0010	30048574	DE Sincerity	Item to call Submarinemon.
0011	30048575	DE Knowledge	Item to call Digmon.
0009	3004856D	Seiryu Badge	Badge from Seiryu leader.
000A	3004856E	Suzaku Badge	Badge from Suzaku leader.
000B	3004856F	Byakko Badge	Badge from Byakko leader.
000C	30048570	Genbu Badge	Badge from Genbu Leader.
0007	3004856B	Red Snapper	Item for fishing pole.
000D	30048571	Smelly Herb	Zanbamon hates this smell.
000E	30048572	TNT Chip	Needed to destroy shrine's wall.
000F	30048573	Agumon Suit	Disguise into Agumon.
0015	30048579	Sepik Mask	Mask that Sepikmon lost.
018D	300486F1	Etemon's Mike	Amaterasu Etemon's mike.
0190	300486F4	Recovery CD 3	Program for fixing Digimon Online.
0192	300486F6	Folder Bag	Bag that can fit 3 Card Folders.
0008	3004856C	El Dorado ID	Use to enter a certain store.
018C	300486F0	Crony ID	A.o.A low-life Trooper ID pass.
018E	300486F2	Blue Card	Card used to get on the gondola.
018F	300486F3	Blue Card	Card used to get on the gondola?
0191	300486F5	Staff Pass	Asuka DO staff ID.
0016	3004857A	Blue ID Pass	A.o.A Qing Long Chief.
0017	3004857B	Red ID Pass	A.o.A Zhu Que Chief.
0018	3004857C	White ID Pass	A.o.A Bai Hu Chief.
0019	3004857D	Black ID Pass	A.o.A Xuen Wu Chief.
001A	3004857E	Seiryu Tag	[blank]
001B	3004857F	Suzaku Tag	[blank]
001C	30048580	Byakko Tag	[blank]

001D	30048581	Genbu Tag	[blank]
001E	30048582	Qing Long Tag	[blank]
001F	30048583	Zhu Que Tag	[blank]
0020	30048584	Bai Hu Tag	[blank]
0021	30048585	Xuan Wu Tag	[blank]
0012	30048576	Asuka Trophy	Asuka Server Duel King symbol.
0014	30048578	Sun Trophy	Amaterasu Server Duel King symbol.
0024	30048588	World Champ	[blank]
0025	30048589	Asuka Medal	[blank]
0028	3004858C	Silver ID	Rank 2 training ticket.
0029	3004858D	Gold ID	Rank 3 training ticket.
002A	3004858E	Platinum ID	Rank 4 training ticket.

=====

= Important Items: DDNA = dmw3.k02 =

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Val.	Address	Name	Description
0006	3004856A	Agumon DDNA	Agumon's digital DNA.
0013	30048577	Kotemon DDNA	Monmon's digital DNA.
0022	30048586	Guilmon DDNA	Guilmon's digital DNA.
0023	30048587	Veemon DDNA	Veemon's digital DNA.
0026	3004858A	Renamon DDNA	Renamon's digital DNA.
0027	3004858B	Patamon DDNA	Patamon's digital DNA.
0168	300486CC	Monmon DDNA	Monmon's digital DNA.
018B	300486EF	Kumamon DDNA	Kumamon's digital DNA.

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= HP Recovery = dmw3.i01 =

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Val.	Address	Name	Description
002B	3004858F	Power Charge	Heal HP by 500
002C	30048590	Super Charge	Heal HP by 2000
002D	30048591	Ultra Charge	Heal HP by 5000
002E	30048592	Max Charge	Heal HP to maximum.

=====

= Parameter Upgrade Chips = dmw3.i02 =

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Val.	Address	Name	Description
002F	30048593	HP Chip	Increase maximum HP.
0030	30048594	MP Chip	Increase maximum MP.
0031	30048595	Power Chip	Increase strength.
0032	30048596	Armor Chip	Increase defense.
0033	30048597	Mind Chip	Increase spirit.
0034	30048598	Wisdom Chip	Increase wisdom.
0035	30048599	Boost Chip	Increase speed.
3306	3004859A	Charisma Chip	Increase charisma.
0037	3004859B	Fire Chip	Increase fire tolerance.
0038	3004859C	Water Chip	Increase water tolerance.
0039	3004859D	Ice Chip	Increase ice tolerance.
003A	3004859E	Wind Chip	Increase wind tolerance.
003B	3004859F	Thunder Chip	Increase thunder tolerance.
003C	300485A0	Metal Chip	Increase machine tolerance.
003D	300485A1	Devil Chip	Increase dark tolerance.
003E	300485A2	Train Chip 1	Increase TP by 1.
003F	300485A3	Train Chip 2	Increase TP by 2.
0040	300485A4	Train Chip 3	Increase TP by 3.
0041	300485A5	Train Chip V	Increase TP by 5.

=====  
= Combat: Recovery Items = dmw3.i03 =  
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Val.	Address	Name	Description
0042	300485A6	Antidote Disk	Heal poison during battle.
0043	300485A7	Revive Disk	Heal paralysis during battle.
0044	300485A8	Sober Disk	Heal confusion during battle.
0045	300485A9	Energy Disk	Heal all ailments during battle.
0046	300485AA	Life Disk	Revive fallen allies.
0047	300485AB	Life Plug	Heal HP and MP by half.
0048	300485AC	Mach Plug	Temp: speed up
0049	300485AD	Power Plug	Temp: strength up, defense down.
004A	300485AE	Guard Plug	Temp: defense up, strength down.
004B	300485AF	Aura Plug	Increase special effect attack.
004C	300485B0	DV Plug	Increase blast gauge.

=====  
= Combat: Field Generators = dmw3.i04 =  
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Val.	Address	Name	Description
004D	300485B1	Flame Field	Generate a fire field.
004E	300485B2	Water Field	Generate a water field.
004F	300485B3	Ice Field	Generate an ice field.
0050	300485B4	Wind Field	Generate a wind field.
0051	300485B5	Thunder Field	Generate a thunder field.
0052	300485B6	Machine Field	Generate a machine field.
0053	300485B7	Dark Field	Generate a dark field.
0054	300485B8	Unknown Field	Generate a random field.

=====  
= Combat: Misc. Offensive = dmw3.i05 =  
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Val.	Address	Name	Description
0055	300485B9	Crimson Cable	Absorb enemy's HP.
0056	300485BA	Chaos Wave	Sometimes even confuse an ally.
0057	300485BB	Charm Gas	Enemy's defense down, strength up.
0058	300485BC	Cursed Puppet	Lower enemy defense & strength.
0059	300485BD	Spider Web	Spider web hinders movement.
005A	300485BE	TNT Ball	Fire damage caused by gunpwder block.

=====  
= Card Game Booster Packs = dmw3.i06 =  
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Val.	Address	Name
005B	300485BF	Booster 01a
0169	300486CD	Booster 02a
016A	300486CE	Booster 03a
016B	300486CF	Booster 04a
016C	300486D0	Booster 05a
016D	300486D1	Booster 06a
016E	300486D2	Booster 07a
016F	300486D3	Booster 08a
0170	300486D4	Booster 09a
0171	300486D5	Booster 10a
0172	300486D6	Booster 11a
0173	300486D7	Booster 12a
0174	300486D8	Booster 13a
0175	300486D9	Booster 14a
0176	300486DA	Booster 15a

0177 300486DB Booster 1b  
 0178 300486DC Booster 2b  
 0179 300486DD Booster 3b  
 017A 300486DE Booster 4b  
 017B 300486DF Booster 5b  
 017C 300486E0 Booster 6b  
 017D 300486E1 Booster 7b  
 017E 300486E2 Booster 8b  
 017F 300486E3 Booster 9b  
 0180 300486E4 Booster 10b  
 0181 300486E5 Booster 11b  
 0182 300486E6 Booster 12b  
 0183 300486E7 Booster 13b  
 0184 300486E8 Booster 14b  
 0185 300486E9 Booster 15b  
 0186 300486EA R-Booster 01  
 0187 300486EB R-Booster 02  
 0188 300486EC R-Booster 03  
 0189 300486ED R-Booster 04  
 018A 300486EE R-Booster 05

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= Weapons: Katanas = dmw3.w01 =

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Val.	Address	Name	Equip	Str	Chr	Extra
005C	300485C0	Short Sword	--o-----	14	15	
005D	300485C1	Zanden Sword	--o-----	26	20	
005E	300485C2	Crimson Blade	--o-----	50	26	
005F	300485C3	Mighty Blade	--o-----	74	30	
0060	300485C4	Shiratorimaru	--o-----	100	41	
0061	300485C5	Shine Blade	--o-----	116	50	Wis +7
0062	300485C6	Ronin Blade	--o-----	120	55	
0063	300485C7	Onimaru	--o-----	130	54	
0064	300485C8	Tenjinmaru	--o-----	140	56	
0065	300485C9	Fuujiin Blade	--o-----	150	58	Def +5, Spd +5
0066	300485CA	Rusty Katana	--o-----	20	30	
0067	300485CB	Kotetsu	--o-----	60	40	
0068	300485CC	Masamune	--o-----	100	50	
0069	300485CD	Muramasa	--o-----	160	60	

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= Weapons: Gloves = dmw3.w02 =

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Val.	Address	Name	Equip	Str	Chr	Extra
006A	300485CE	Leather Glove	---u----	12	15	
006B	300485CF	Cat Glove	---u----	24	18	
006C	300485D0	Iron Glove	---u----	46	25	
006D	300485D1	Needle Glove	---u----	68	31	
006E	300485D2	Power Arm	---u----	90	40	Def +5
006F	300485D3	Tiger Glove	---u----	110	52	
0070	300485D4	Wild Glove	---u----	130	55	Def +8
0071	300485D5	Kaiser Fist	---u----	150	54	
0072	300485D6	Tempest Arm	---u----	160	56	Def +10
0073	300485D7	Raijin Fist	---u----	180	58	
0074	300485D8	Rusty Glove	---u----	20	30	
0075	300485D9	Zodiac	---u----	60	40	
0076	300485DA	Prominence	---u----	140	50	
0077	300485DB	Super Nova	---u----	200	60	

=====

= Weapons: Firearms = dmw3.w03 =

Val.	Address	Name	Equip	Str	Chr	Extra
0078	300485DC	Handgun	----M---	100	30	
0079	300485DD	Machinegun	----M---	114	35	
007A	300485DE	Shotgun	----M---	120	39	
007B	300485DF	Psycho Blaster	----M---	140	50	Spr -5
007C	300485E0	Sniper Cannon	----M---	144	55	
007D	300485E1	Cluster Cannon	----M---	150	54	
007E	300485E2	Laser Cannon	----M---	160	56	
007F	300485E3	Suijin Cannon	----M---	170	58	
0080	300485E4	Rusty Rifle	----M---	20	30	
0081	300485E5	Justice	----M---	60	40	
0082	300485E6	Judgement	----M---	120	50	
0083	300485E7	Punishment	----M---	180	60	

= Weapons: Rods = dmw3.w04 =

Val.	Address	Name	Equip	Str	Spr	Chr	Extra
0084	300485E8	Wooden Rod	-----PR-	40	3	30	
0085	300485E9	Magician Rod	-----PR-	54	5	37	
0086	300485EA	Bone Rod	-----PR-	60	7	39	
0087	300485EB	Misty Rod	-----PR-	80	10	51	
0088	300485EC	Divine Rod	-----P--	84	--	55	Wis +12
0089	300485ED	Yin Yang Wand	-----R-	84	--	55	Spr +12
008A	300485EE	Khakkhara	-----PR-	90	14	54	
008B	300485EF	Crystal Rod	-----PR-	100	16	56	
008C	300485F0	Millenium	-----PR-	110	20	58	
008D	300485F1	Old Wand	-----PR-	12	6	30	
008E	300485F2	Twinkle	-----PR-	36	12	40	
008F	300485F3	Immaculate	-----PR-	74	18	50	
0090	300485F4	Eternally	-----PR-	120	24	60	

= Weapons: Claws = dmw3.w05 =

Val.	Address	Name	Equip	Str	Chr	Extra
0091	300485F5	Wolf Fang	AG-----V	74	30	
0092	300485F6	Ghost Fang	AG-----V	94	34	
0093	300485F7	Cerberus Fang	AG-----V	100	43	
0094	300485F8	Evil Fang	AG-----V	116	50	
0095	300485F9	Hazard Fang	-G-----	120	55	
0096	300485FA	Saber Fang	AG-----V	100	54	
0097	300485FB	Venom Fang	AG-----V	140	56	
0098	300485FC	Belial Fang	AG-----V	150	58	
0099	300485FD	Old Claw	AG-----V	20	30	
009A	300485FE	Vanquish	AG-----V	60	40	
009B	300485FF	Destruction	AG-----V	100	50	
009C	30048600	Invincible	AG-----V	160	60	

= Weapons: Swords = dmw3.w06 =

Val.	Address	Name	Equip	Str	Chr	Extra
009D	30048601	Dagger	AGouMPRV	10	15	
009E	30048602	Shishioumaru	AGouMPRV	20	22	
009F	30048603	Long Sword	--o-----	40	25	
00A0	30048604	Shamshir	AGo----V	60	33	
00A1	30048605	Wing Sword	AGo----V	80	42	Spd +5

00A2	30048606	Kulon Sword	--o-----	100	49	
00A3	30048607	Brave Sword	A-----	110	55	
00A4	30048608	Excalibur	AGo----V	120	54	
00A5	30048609	Grey Sword	AGo----V	130	56	
00A6	3004860A	Fenrir Sword	--o-----	140	58	Spd +10

=====

= Weapons: Polearms = dmw3.w07 =

=====

Val.	Address	Name	Equip	Str	Chr	Extra
00A7	3004860B	Bamboo Spear	-----PR-	8	10	
00A8	3004860C	Spear	-----PR-	16	16	
00A9	3004860D	Fairy Tale	-----PR-	34	23	
00AA	3004860E	Partisan	-----PR-	50	25	
00AB	3004860F	Divine Lance	-----PR-	70	34	
00AC	30048610	Trent	-----PR-	90	44	
00AD	30048611	Vampire Lance	-----PR-	100	50	
00AE	30048612	Royal Spear	-G---PR-	120	52	
00AF	30048613	Orochi Spear	-----PR-	130	54	

=====

= Weapons: 2-Handed Swords = dmw3.w08 =

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Val.	Address	Name	Equip	Str	Chr	Extra
00B0	30048614	Claymore	AGo----V	220	60	
00B1	30048615	Chain Saw	AGo----V	276	72	
00B2	30048616	Zweihander	AGo----V	292	90	
00B3	30048617	Flamberge	AGo----V	352	104	
00B4	30048618	Rock Breaker	AGo----V	408	108	
00B5	30048619	Atlas Buster	AGo----V	464	112	
00B6	3004861A	Gulf Sword	AGo----V	520	116	

=====

= Weapons: 2-Handed Polearms = dmw3.w09 =

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Val.	Address	Name	Equip	Str	Chr	Extra
00B7	3004861B	Halberd	----M-R-	184	50	
00B8	3004861C	Naginata	----M-R-	224	58	
00B9	3004861D	Berdys	----M-R-	240	70	
00BA	3004861E	Soul Chopper	----M-R-	280	96	
00BB	3004861F	Ryuuzanmaru	----M-R-	380	100	
00BC	30048620	Gaea Halberd	----M-R-	420	104	
00BD	30048621	Omega Halberd	----M-R-	448	108	

=====

= Weapons: 2-Handed Firearms = dmw3.w10 =

=====

Val.	Address	Name	Equip	Str	Chr	Extra
00BE	30048622	Long Bow	----M---	52	20	
00BF	30048623	Shuriken	----M---	96	38	
00C0	30048624	Crossbow	----M---	160	40	
00C1	30048625	Angel Bow	----M---	220	52	
00C2	30048626	Raven Bow	----M---	292	72	
00C3	30048627	Lightning Bow	----M---	352	90	Spd +16
00C4	30048628	Seraphic Bow	----M---	408	100	
00C5	30048629	Garuru Cannon	----M---	464	104	
00C6	3004862A	Positron Cannon	----M---	520	108	

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= Weapons: Defensive Weapons = dmw3.w11 =

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Val.	Address	Name	Equip	Str	Def	Chr	Extra
00C7	3004862B	Mini Guard	AG---P-V	46	8	25	
00C8	3004862C	Pulse Guard	AG---P-V	60	10	30	
00C9	3004862D	Metal Guard	AG---P-V	66	12	35	
00CA	3004862E	Mighty Guard	AG---P-V	86	14	44	
00CB	3004862F	Dramon Guard	-----V	92	16	55	
00CC	30048630	Mach Guard	AG---P-V	100	18	50	
00CD	30048631	Mega Guard	AG---P-V	110	20	52	
00CE	30048632	Deus Guard	AG---P-V	120	24	54	

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=====
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= Armor: Offensive Headgear = dmw3.a01 =

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Val.	Address	Name	Equip	Str	Def	Chr	Extra
00CF	30048633	Metal Horn	AG-----V	50	4	30	
00D0	30048634	Drill Horn	AG-----V	66	5	37	Wis -1
00D1	30048635	Kabuteri Horn	AG-----V	70	6	41	Wis -2
00D2	30048636	Shock Horn	AG-----V	90	7	49	Wis -3
00D3	30048637	Dramon Horn	-----V	100	8	55	
00D4	30048638	Scissor Horn	AG-----V	110	9	54	Wis -4
00D5	30048639	Trihorn	AG-----V	120	10	56	Wis -5
00D6	3004863A	Glorious Horn	AG-----V	130	12	58	

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= Armor: Hats = dmw3.a02 =

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=====
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Val.	Address	Name	Equip	Def	Chr	Extra
00D7	3004863B	Bandanna	AGouMPRV	4	10	
00D8	3004863C	Sun Visor	AGouMPRV	7	16	
00D9	3004863D	Baseball Cap	AGouMPRV	10	20	
00DA	3004863E	School Cap	AGouMPRV	13	24	Wis +7
00DB	3004863F	Wool Cap	AGouMPRV	16	28	Ice +10
00DC	30048640	Kung Fu Cap	AGouMPRV	19	34	Spd +8
00DD	30048641	Yin Yang Hat	-----R-	22	50	Spr +6
00DE	30048642	Sniper Goggle	----M---	23	50	
00DF	30048643	Night Vision	---uM---	24	40	Dark +10
00E0	30048644	Beret	---uMPR-	24	46	Wis +10
00E1	30048645	Red Cap	---uMPR-	27	50	Spr +8

```
=====
```

= Armor: Crowns = dmw3.a03 =

```
=====
```

Val.	Address	Name	Equip	Def	Chr	Extra
00E2	30048646	Ribbon	AGouMPRV	5	10	
00E3	30048647	Cat Ears	AGouMPRV	8	15	
00E4	30048648	Headband	AGo----V	12	18	Spr +5
00E5	30048649	Mythril Crown	-----PR-	14	27	
00E6	3004864A	Magical Crown	-----PR-	18	30	
00E7	3004864B	Shaman Mask	---uMPR-	20	36	
00E8	3004864C	Divine Crown	-----P--	24	50	
00E9	3004864D	Angel Ring	-----PR-	26	40	
00EA	3004864E	Royal Crown	---uMPR-	29	46	
00EB	3004864F	Goddess Crown	-----PR-	33	50	

```
=====
```

= Armor: Helmets = dmw3.a04 =

```
=====
```

Val.	Address	Name	Equip	Def	Chr	Extra
00EC	30048650	Hide Helmet	AGouMPRV	6	15	

00ED	30048651	Tin Helmet	AGouMPRV	9	20	
00EE	30048652	Iron Helmet	AGo----V	15	25	
00EF	30048653	Knight Helmet	AGo----V	18	30	
00F0	30048654	Wing Helmet	AGouM--V	19	36	Wind +10
00F1	30048655	Kulon Helmet	AGo----V	24	39	Machine +5
00F2	30048656	Wild Helmet	---u----	27	55	
00F3	30048657	Ronin Helmet	--o-----	28	55	
00F4	30048658	Brave Helmet	A-----	28	55	
00F5	30048659	Hazard Helmet	-G-----	27	55	
00F6	3004865A	D-Tama Helmet	AGouM--V	29	45	
00F7	3004865B	Matrix Helmet	AGo----V	34	52	
00F8	3004865C	Mugen Helmet	AGo----V	39	55	

=====

= Armor: Light Armor = dmw3.a05 =

=====

Val.	Address	Name	Equip	Def	Chr	Extra
00F9	3004865D	Leather Coat	AGouMPRV	5	15	
00FA	3004865E	Gym Suit	--ouM-R-	10	19	
00FB	3004865F	Priest Robe	---uMPR-	14	26	Wis +5
00FC	30048660	Rubber Suit	--ouM-R-	18	30	Thunder +8
00FD	30048661	Dark Cloak	AGouMPRV	21	37	Dark +10
00FE	30048662	Down Jacket	---uMPR-	25	39	Ice +10
00FF	30048663	Divine Robe	-----P--	27	55	
0100	30048664	Sniper Suit	----M---	28	55	
0101	30048665	Yin Yang Suit	-----R-	27	55	
0102	30048666	Wild Suit	---u----	28	55	
0103	30048667	Body Armor	---uMPR-	30	44	Machine +10
0104	30048668	Mirage Robe	---uMPR-	35	50	
0105	30048669	King's Mantle	---uMPR-	40	55	

=====

= Armor: Heavy Armor = dmw3.a06 =

=====

Val.	Address	Name	Equip	Def	Chr	Extra
0106	3004866A	Leather Mail	AGouMPRV	8	10	
0107	3004866B	Tin Mail	AGouMPRV	12	15	
0108	3004866C	Iron Armor	AGo----V	18	20	
0109	3004866D	Digitama Mail	AGouMPRV	20	24	
010A	3004866E	Dark Armor	AGo----V	25	31	Dark +7
010B	3004866F	Kulon Armor	AGo----V	30	34	Machine +8
010C	30048670	Dramon Armor	-----V	39	50	
010D	30048671	Ronin Armor	--o-----	38	50	
010E	30048672	Hazard Armor	-G-----	37	50	
010F	30048673	Brave Armor	A-----	38	50	
0110	30048674	Beam Armor	AGouMPRV	34	42	Fire +10
0111	30048675	Misty Armor	AGo----V	44	45	
0112	30048676	Crimson Mail	AGo----V	48	50	

=====

= Armor: Shields = dmw3.a07 =

=====

Val.	Address	Name	Equip	Def	Chr	Extra
0113	30048677	Buckler	AGouMPRV	7	10	
0114	30048678	Tin Shield	AGouMPRV	10	15	
0115	30048679	Iron Shield	AGo----V	15	20	
0116	3004867A	Knight Shield	AGo----V	18	25	
0117	3004867B	Guard Barrier	---uMPR-	22	28	
0118	3004867C	Kulon Shield	AGo----V	25	34	Machine +7
0119	3004867D	Divine Barrier	-----P--	28	45	Dark +10

011A	3004867E	Sniper Shield	----M---	29	45	
011B	3004867F	Yin Yang Ward	-----R-	27	45	Spr +10
011C	30048680	Ronin Shield	--o-----	30	45	
011D	30048681	Wild Shield	---u-----	29	45	
011E	30048682	Brave Shield	A-----	30	45	
011F	30048683	Hazard Shield	-G-----	28	45	
0120	30048684	Dramon Shield	-----V	30	45	
0121	30048685	Beam Shield	AGouMPRV	28	42	Fire +8
0122	30048686	High Security	---uMPR-	35	45	
0123	30048687	Apocalypse	AGo----V	40	50	

=====

= Accessories: Jewelry (Parameter/Tol./Resistances) = dmw3.o01 =

=====

Val.	Address	Name	Effects
0124	30048688	Power Gem	Str +10, Chr +3
0125	30048689	Power Ring	Str +20, Chr +5
0126	3004868A	Guard Gem	Def +10, Chr +2
0127	3004868B	Guard Ring	Def +20, Chr +4
0128	3004868C	Spirit Gem	Spr +10, Chr +3
0129	3004868D	Spirit Ring	Spr +20, Chr +4
012A	3004868E	Wisdom Gem	Wis +10, Chr +2
012B	3004868F	Wisdom Ring	Wis +20, Chr +4
012C	30048690	Boost Gem	Spd +10, Chr +3
012D	30048691	Boost Ring	Spd +20, Chr +5
012E	30048692	Charisma Gem	Chr +20
012F	30048693	Charisma Ring	Chr +30
0130	30048694	Flame Ring	Chr +3, Fire +20
0131	30048695	Water Ring	Chr +2, Water +20
0132	30048696	Ice Ring	Chr +2, Ice +20
0133	30048697	Wind Ring	Chr +2, Wind +20
0134	30048698	Thunder Ring	Chr +3, Thunder +20
0135	30048699	Machine Ring	Chr +3, Machine +20
0136	3004869A	Dark Ring	Chr +3, Dark +20
0137	3004869B	Antidote Ring	Chr +2, More resistant to poison.
0138	3004869C	Revive Ring	Chr +2, More resistant to paralysis.
0139	3004869D	Awake Ring	Chr +2, More resistant to sleep.
013A	3004869E	Sober Ring	Chr +2, More resistant to confusion.
013B	3004869F	Prayer Ring	Chr +3, More resistant to KO.

=====

= Accessories: Crests and stuff = dmw3.o02 =

=====

Val.	Address	Name	Effect
013C	300486A0	Multi Crest	Can attack twice.
013D	300486A1	Search Crest	Increase critical attacks.
013E	300486A2	Counter Crest	Automatically retaliate.
013F	300486A3	Binder Crest	Enemies escape less often.
0140	300486A4	Recover Crest	HP is healed slowly.
0141	300486A5	EXP Adapter	Gain more EXP in battles.
0142	300486A6	BIT Adapter	Gain more BIT in battles.
0143	300486A7	MP Proxy	Use little less MP for techniques.
0144	300486A8	MP Mega Proxy	Use less MP for techniques.
0145	300486A9	HP Proxy	Decrease damage by little.
0146	300486AA	HP Mega Proxy	Decrease damage.
0147	300486AB	Hack Sticker	Steal a little easier.
0148	300486AC	Hack System	Steal easier.
0149	300486AD	Over Clocked	Little easier to increase blast gauge.

014A	300486AE	Over Load	Easier to increase blast gauge.
014B	300486AF	Glasses	Aim gets a little better.
014C	300486B0	Goggles	Aim gets better.
014D	300486B1	Dance Feather	Evade a little better.
014E	300486B2	Dance Wing	Evade better.
014F	300486B3	Runner Sandal	Escape a little easier.
0150	300486B4	Runner Shoes	Escape easier.
0151	300486B5	Training Book	Training is a little easier.
0152	300486B6	Power Brace	Training is much easier.

=====

= Accessories: Elemental Attacks = dmw3.o03 =

=====

Val.	Address	Name	Effect
0153	300486B7	Fire Power 1	Add weak fire to attacks.
0154	300486B8	Fire Power 2	Add fire to attacks.
0155	300486B9	Fire Power S	Add strong fire to attacks.
0156	300486BA	Water Power 1	Add weak water to attacks.
0157	300486BB	Water Power 2	Add water to attacks.
0158	300486BC	Water Power S	Add strong water to attacks.
0159	300486BD	Ice Power 1	Add weak ice to attacks.
015A	300486BE	Ice Power 2	Add ice to attacks.
015B	300486BF	Ice Power S	Add strong ice to attacks.
015C	300486C0	Wind Power 1	Add weak wind to attacks.
015D	300486C1	Wind Power 2	Add wind to attacks.
015E	300486C2	Wind Power S	Add strong wind to attacks.
015F	300486C3	Bolt Power 1	Add weak thunder to attacks.
0160	300486C4	Bolt Power 2	Add thunder to attacks.
0161	300486C5	Bolt Power S	Add strong thunder to attacks.
0162	300486C6	Metal Power 1	Add weak machine to attacks.
0163	300486C7	Metal Power 2	Add machine to attacks.
0164	300486C8	Metal Power S	Add strong machine to attacks.
0165	300486C9	Dark Power 1	Add weak dark to attacks.
0166	300486CA	Dark Power 2	Add dark to attacks.
0167	300486CB	Dark Power S	Add strong dark to attacks.

=====

= Equipment Sets (and their effects) = dmw3.o04 =

=====

Agumon	Brave Sword	30048607	Bonus Effects: +10 Defense
	Brave Helmet	30048658	+10 Spirit
	Brave Armor	30048673	+20 Charisma
	Brave Shield	30048682	

Grand Totals:	Strength +110	Spirit + 10
	Defense +106	Charisma +225

Guilmon	Hazard Fang	300485F9	Bonus Effects: +10 Wisdom
	Hazard Helmet	30048659	+10 Speed
	Hazard Armor	30048672	+20 Charisma
	Hazard Shield	30048683	

Grand Totals:	Strength +120	Speed + 10
	Defense + 92	Charisma +225
	Wisdom + 10	

Kotemon	Ronin Blade	300485C6	Bonus Effects: +20 Charisma
	Ronin Helmet	30048657	+ 4 to all others
	Ronin Armor	30048671	
	Ronin Shield	30048680	

Grand Totals: Strength +124 Wisdom + 4  
Defense +100 Speed + 4  
Spirit + 4 Charisma +225

-----  
Kumamon Wild Glove 300485D4 Bonus Effects: +10 Strength  
Wild Helmet 30048656 +10 Defense  
Wild Suit 30048666 +20 Charisma  
Wild Shield 30048681

Grand Totals: Strength +140  
Defense +102  
Charisma +230

-----  
Monmon Sniper Cannon 300485E0 Bonus Effects: +10 Strength  
Sniper Goggle 30048642 +10 Speed  
Sniper Suit 30048664 +20 Charisma  
Sniper Shield 3004867E

Grand Totals: Strength +154 Speed + 10  
Defense + 80 Charisma +225

-----  
Patamon Divine Rod 300485EC Bonus Effects: +10 Defense  
Divine Crown 3004864C +10 Wisdom  
Divine Robe 30048663 +20 Charisma  
Divine Barrier 3004867D

Grand Totals: Strength + 84 Wisdom + 22  
Defense + 89 Charisma +225

-----  
Renamon Yin Yang Wand 300485ED Bonus Effects: +10 Strength  
Yin Yang Hat 30048641 +10 Spirit  
Yin Yang Suit 30048665 +20 Charisma  
Yin Yang Ward 3004867F

Grand Totals: Strength + 94 Spirit + 38  
Defense + 76 Charisma +225

-----  
Veemon Dramon Guard 3004862F Bonus Effects: +10 Strength  
Dramon Horn 30048637 +10 Wisdom  
Dramon Armor 30048670 +20 Charisma  
Dramon Shield 30048684

Grand Totals: Strength +202 Wisdom + 10  
Defense + 93 Charisma +225

=====

= Digimon Partner Codes

= dmw3.d00 =

=====

I've gotten a few emails requesting some of the stuff in this section. It's been a long time coming, mostly due to a hard drive failure wiping out all the work I'd done shortly after this guide's 2007 update. Each of the partner Digimon has their own section, starting with codes to alter their base parameters - the stuff that goes up when they go to the gym, or gain an experience level. These have nothing to do with digivolved forms, skill levels, or techs because each partner has 44 digivololution slots with 9 different attributes each - way too much to jam into this guide. (That's another 3,168 codes.)

Thanks to Vicente, however, since Jan 15, 2011 there are slide codes for maxing out all digivolved forms' Skill levels. Apart from fixing a glitch in Monmon's code that changed his Finisher to Swing 2x, I don't take any credit for the original NTSC versions of the slide codes.

Note: In the case of the Experience codes, to get the max experience possible of 999,999 you would use the following values:

Experience 1: 423F  
 Experience 2: 000F

Also note: If the slide codes don't work for you, either because they don't do anything at all, or because they freeze your game, there's nothing I can do you help you. Your cheat device simply doesn't support this type of code.

=====

= Agumon = digi.agu =

=====

800497FC	Experience 1	80049804	Current HP
800497FE	Experience 2	80049806	Max HP
30049800	Level	80049808	Current MP
30049802	TP	8004980A	Max MP
8004980C	Strength	80049818	Fire Res.
8004980E	Defense	8004981A	Water Res.
80049810	Spirit	8004981C	Ice Res.
80049812	Wisdom	8004981E	Wind Res.
80049814	Speed	80049820	Thunder Res.
80049816	Charisma	80049822	Machine Res.
		80049824	Dark Res.

Equipped Gear:

80049BA4	Head slot	Max all Skill levels:
80049BA6	Body slot	**enter all 4 codes**
80049BA8	Right slot	50002C14 0000
80049BAA	Left slot	80049838 967F
80049BAC	Acc1 slot	50002C14 0000
80049BAE	Acc2 slot	8004983A 0098

=====

= Guilmon = digi.gui =

=====

80049FB4	Experience 1	80049FBC	Current HP
80049FB6	Experience 2	80049FBE	Max HP
30049FB8	Level	80049FC0	Current MP
30049FBA	TP	80049FC2	Max MP
80049FC4	Strength	80049FD0	Fire Res.
80049FC6	Defense	80049FD2	Water Res.
80049FC8	Spirit	80049FD4	Ice Res.
80049FCA	Wisdom	80049FD6	Wind Res.
80049FCC	Speed	80049FD8	Thunder Res.
80049FCE	Charisma	80049FDA	Machine Res.
		80049FDC	Dark Res.

Equipped Gear:

8004A35C	Head slot	Max all Skill levels:
8004A35E	Body slot	**enter all 4 codes**
8004A360	Right slot	50002C14 0000
8004A362	Left slot	80049FF0 967F

8004A364 Acc1 slot 50002C14 0000  
8004A366 Acc2 slot 80049FF2 0098

=====

= Kotemon = digi.kot =

=====

80048C68	Experience 1	80048C70	Current HP
80048C6A	Experience 2	80048C72	Max HP
30048C6C	Level	80048C74	Current MP
30048C6E	TP	80048C76	Max MP
80048C78	Strength	80048C84	Fire Res.
80048C7A	Defense	80048C86	Water Res.
80048C7C	Spirit	80048C88	Ice Res.
80048C7E	Wisdom	80048C8A	Wind Res.
80048C80	Speed	80048C8C	Thunder Res.
80048C82	Charisma	80048C8E	Machine Res.
		80048C90	Dark Res.

Equipped Gear:

80049010	Head slot	Max all Skill levels:
80049012	Body slot	**enter all 4 codes**
80049014	Right slot	50002C14 0000
80049016	Left slot	80048CA4 967F
80049018	Acc1 slot	50002C14 0000
8004901A	Acc2 slot	80048CA6 0098

=====

= Kumamon = digi.kum =

=====

80049044	Experience 1	8004904C	Current HP
80049046	Experience 2	8004904E	Max HP
30049048	Level	80049050	Current MP
3004904A	TP	80049052	Max MP
80049054	Strength	80049060	Fire Res.
80049056	Defense	80049062	Water Res.
80049058	Spirit	80049064	Ice Res.
8004905A	Wisdom	80049066	Wind Res.
8004905C	Speed	80049068	Thunder Res.
8004905E	Charisma	8004906A	Machine Res.
		8004906C	Dark Res.

Equipped Gear:

800493EC	Head slot	Max all Skill levels:
800493EE	Body slot	**enter all 4 codes**
800493F0	Right slot	50002C14 0000
800493F2	Left slot	80049080 967F
800493F4	Acc1 slot	50002C14 0000
800493F6	Acc2 slot	80049082 0098

=====

= Monmon = digi.mon =

=====

80049420	Experience 1	80049428	Current HP
80049422	Experience 2	8004942A	Max HP
30049424	Level	8004942C	Current MP
30049426	TP	8004942E	Max MP
80049430	Strength	8004943C	Fire Res.
80049432	Defense	8004943E	Water Res.
80049434	Spirit	80049440	Ice Res.

80049436 Wisdom  
80049438 Speed  
8004943A Charisma

80049442 Wind Res.  
80049444 Thunder Res.  
80049446 Machine Res.  
80049448 Dark Res.

Equipped Gear:

800497C8 Head slot  
800497CA Body slot  
800497CC Right slot  
800497CE Left slot  
800497D0 Acc1 slot  
800497D2 Acc2 slot

Max all Skill levels:  
\*\*enter all 4 codes\*\*  
50002C14 0000  
8004945C 967F  
50002C14 0000  
8004945E 0098

=====

= Patamon

= digi.pat =

8004A76C Experience 1  
8004A76E Experience 2  
3004A770 Level  
3004A772 TP

8004A774 Current HP  
8004A776 Max HP  
8004A778 Current MP  
8004A77A Max MP

8004A77C Strength  
8004A77E Defense  
8004A780 Spirit  
8004A782 Wisdom  
8004A784 Speed  
8004A786 Charisma

8004A788 Fire Res.  
8004A78A Water Res.  
8004A78C Ice Res.  
8004A78E Wind Res.  
8004A790 Thunder Res.  
8004A792 Machine Res.  
8004A794 Dark Res.

Equipped Gear:

8004AB14 Head slot  
8004AB16 Body slot  
8004AB18 Right slot  
8004AB1A Left slot  
8004AB1C Acc1 slot  
8004AB1E Acc2 slot

Max all Skill levels:  
\*\*enter all 4 codes\*\*  
50002C14 0000  
8004A7A8 967F  
50002C14 0000  
8004A7AA 0098

=====

= Renamon

= digi.ren =

8004A390 Experience 1  
8004A392 Experience 2  
3004A394 Level  
3004A396 TP

8004A398 Current HP  
8004A39A Max HP  
8004A39C Current MP  
8004A39E Max MP

8004A3A0 Strength  
8004A3A2 Defense  
8004A3A4 Spirit  
8004A3A6 Wisdom  
8004A3A8 Speed  
8004A3AA Charisma

8004A3AC Fire Res.  
8004A3AE Water Res.  
8004A3B0 Ice Res.  
8004A3B2 Wind Res.  
8004A3B4 Thunder Res.  
8004A3B6 Machine Res.  
8004A3B8 Dark Res.

Equipped Gear:

8004A738 Head slot  
8004A73A Body slot  
8004A73C Right slot  
8004A73E Left slot  
8004A730 Acc1 slot  
8004A732 Acc2 slot

Max all Skill levels:  
\*\*enter all 4 codes\*\*  
50002C14 0000  
8004A3CC 967F  
50002C14 0000  
8004A3CE 0098

=====

= Veemon

= digi.vee =



```

=====
80049BD8 Experience 1 80049BE0 Current HP
80049BDA Experience 2 80049BE2 Max HP
30049BDC Level 80049BE4 Current MP
30049BDE TP 80049BE6 Max MP

80049BE8 Strength 80049BF4 Fire Res.
80049BEA Defense 80049BF6 Water Res.
80049BEC Spirit 80049BF8 Ice Res.
80049BEE Wisdom 80049BFA Wind Res.
80049BF0 Speed 80049BFC Thunder Res.
80049BF2 Charisma 80049BFE Machine Res.
80049C00 Dark Res.

```

Equipped Gear:

```

80049F80 Head slot Max all Skill levels:
80049F82 Body slot **enter all 4 codes**
80049F84 Right slot 50002C14 0000
80049F86 Left slot 80049C14 967F
80049F88 Acc1 slot 50002C14 0000
80049F8A Acc2 slot 80049C16 0098

```

```

=====
= Extra Stuff = dmw3.ext =
=====

```

Here's a few codes that were brought to my attention by Hussain Ibda in a request to make them usable in the PAL version of the game. They modify the exp and bits gained after battle.

```

80042738 0021 1700 exp, 3000 bits
80042738 0001 120 exp, 240 bits
80042738 0002 140 exp, 280 bits
80042738 0013 703 exp, 1410 bits
80042738 0019 757 exp, 1450 bits
80042738 0017 550 exp, 1100 bits
80042738 003F 200 exp, 400 bits

```

```

=====
= Version History = dmw3.x01 =
=====

```

```

NTSC Version 2.2 -A few post-battle rewards codes added; thanks
08/11/2014 to Hussain Ibda for alerting me to the NTSC
version of the codes, and for the request to
convert them to PAL.

```

```

- - - - -
NTSC Version 2.1 -Codes added to each Digimon's section to max
01/17/2011 all their Digivolutions' Skill levels in one
battle.

```

```

- - - - -
NTSC Version 2.0 -Wow, two and a half years later I decide to
06/03/2010 pick up this game again. In this update I've
added codes for the Rookie forms of each
digimon, including exp, level, HP/MP, and
all stats. Still nothing on digivolutions,
the reason for that is mentioned in dmw3.d00
-Moved the Equipment Slot Codes section to
each individual partner's code section.
-Cleaned up a few inconsistency errors that
nobody probably noticed anyway.

```

```

- - - - -
NTSC Version 1.4 -Fixed all memory locations. 8004 allows you

```

11/03/2007

to change two bytes worth which, as someone had told me shortly after I first posted this guide (and I didn't listen to him... sorry, whoever you are), WILL screw up one of the items before or after the one you want to change. 3004 lets you change ONE byte. So for changing the number of items you have in your inventory, use 3004. For modifying what's in an equipment slot, it's 8004.

- - - - -

NTSC Version 1.3 -Fixed the version number at the top of the guide. ><  
-Swapped the Address and Val. columns so people wouldn't confuse them as a single code.  
-Waiting for Digimon World 2003 to download so I can start a code gen guide for it. Thanks for that idea goes to Toshi, who emailed me asking for help with epic weapons.

- - - - -

Version 1.2 -Added the Digimon Equipment Slot Codes section in response to an email from an Andrew M. :P Thanks for the reminder, heh.

- - - - -

Version 1.1 -Renamed the guide, whee!  
-Fixed the Stuff to Know header and search codes. Oops!  
-Changed the explanation for the Address field. It read a little confusing when I went back over stuff.  
-Decided to create a separate document for Digimon data.  
-Changed other stuff. Who really cares? Submitted this thing to NeoSeeker too.  
-Long Live Arukenimon! Vive le Engrish!

- - - - -

Version 1.0 -First version posted to GameFaqs.  
-Item list complete up to the first few garbled names (394 items total). Lufia2 has a neater system (but harder to hack).  
-Equipment Sets section done.  
-Made Patamon wear a Smelly Herb on her head!  
8004AB14 000D

- - - - -

Version 0.1  
. Nobody but me saw these. You didn't miss  
. anything though, they really sucked.  
. Typos and no real section headers, AUGH!

Version 0.9

=====  
= Credits and Special Thanks = dmw3.x02 =  
=====

-The makers of [pec] PSX Emulation Cheater. Without their nifty little program this listing wouldn't exist. Their website is here: <http://www.emucheater.com/index.php>  
-My friend D, for buying me a computer that'll actually run a PSX emulator. o.o  
-Andrew M. for reminding me to add the Digimon Slot Codes. I

don't even remember when that was, but thanks all the same!  
-Toshi, for prompting me to calculate the address differences for the PAL version.  
-Vicente for asking me to convert the Max All Skill Levels codes from NTSC to PAL; he's the reason they're in here too, being that these are twin guides.  
-Hussain Ibda for requesting PAL versions of post-battle rewards codes; again, he's the reason they're here.

=====  
= Legal Stuff? = dmw3.x03 =  
=====

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