

Digimon World 3 Digivolving FAQ

by Zero Saber

Updated to v1.4 on Jul 16, 2002

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Digimon World 3
Digivolving FAQ
For Sony Playstation
Version 1.4 (7/15/02)
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This FAQ can be found at:

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-http://www.gamefaqs.com
-https://www.neoseeker.com
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HISTORY
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6/17/02 v. 1.0- Started FAQ

6/20/02 v. 1.1- IMPORTANT: Added a Note to the start of the "Evolution chart" section, please read.

Added more Techniques to the list, also added Element's I had left out and Added more descriptions to Techniques. Added another note to the Finisher Section in the Technique list.

Began to add Digivolution chart descriptions to the Digimon list, also added Digimon to the list that I had forgotten.

Corrected error in Guilmon's Digivolution chart.

Removed Imperialdramon FM + Omnimon DNA Digivolution from list, Added Imperialdramon + Seraphimon in it's place, added Pheonixmon to DNA Digivolve List and AncientGreymon.

Fixed numerous grammar and Spelling errors, added a few more question's to the "Frequently asked questions" section and added more to Credits.

6/25/02 v. 1.2- IMPORTANT: There is a level range for Veemon. Judging from the E-mails I've gotten the one Digimon you take to his DRI Agent must be under level 30.

Added "ENEMY DIGIMON LIST". Fixed a mistake in "contents" section, added

new Techniques to the list. This FAQ can now be found at Neo Seeker.

7/3/02 v. 1.3-Basic Update added new Techniques, descriptions, fixed minor errors, ETC. Added new Question to Frequently asked Questions.

7/15/02 v. 1.4-Added new section that tells you which Techniques a Digimon learns or learns to load a Technique.

I currently have: Stingmon, Paildramon, Kyukimon, SkullGreymon, BlackWargreymon, complete.

Greymon and MetalGreymon are half done and Angemon, Hookmon, Taomon, Grizzmon, WarGrowlmon, Dinohumon, Exveemon, GuardiAngemon, Imperialdramon and Wargreymon, are just started.

Other than that added new Techs and descriptions and new Digimon descriptions.

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1.0 Reason for this FAQ
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Ok first off I just want to let everyone know that this is my first ever FAQ attempt.

Ok now that's out of the way. The main reason for this FAQ is to help out the people who are having trouble grasping the Digivolving aspect of the game, as well as list all the Playable Digimon in the game and how they are obtained.

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2.0 Digimon List
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This lists ALL the Playable Digimon you get in the game; there are 55 in all. If the Digimon you want is not here then you don't get him.

Rookies: (Partners)

- Agumon
- Guilmon
- Kotemon
- Kumamon
- Monmon
- Patamon
- Renamon
- Veemon

Champions:

- Angemon: High Defense and Good at Healing.
- Devimon: Dark Digimon with Evil Techniques.
- Dinohumon: Can heal and has many Sword Moves.
- Exveemon: Good all-round. Can DNA Digivolve.
- Greymon: Sharp Claws, Strong Fire Breath.
- Grizzmon: Has Thunder and Wind Punches.
- Growlmon: Good at support Techniques.
- Hookmon: Good at hitting Enemy Weak Points.
- Kabuterimon: Insectoid with poison Techniques.
- Kyubimon: Powerful Ice and Thunder Attacks.
- Stingmon: Fast with Poisonous Techniques.

Ultimates:

Angewomon: Kind Digimon with Status Healing.
Armormon
Digitamamon: Strange Digitama looking Digimon.
GrapLeomon
Kyukimon: Slash and Dice Enemies. (I think they mean "Slice".)
MagnaAngemon: Can Heal and Ward off Evil.
MetalGreymon: Half Machine Dinosaur Digimon.
MetalMamemon: Learn Machine Techniques.
Myotismon
Paiddramon: DNA Digivolve Digimon.
SkullGreymon: A powerful Digimon gone mad.
Taomon: Magic Pro and Strong vs. the Dark.
WarGrowlmon: Can Learn Support Techniques.

Megas:

Beelzemon
BlackWargreymon: Darkness Oriented Wargreymon.
Cannondramon
Diaboromon
Gallantmon
GranKuWagamon
GuardiAngemon: Mega Digimon with sword Techs.
Imperialdramon: High Potential Mega Digimon.
Imperialdramon Fighter Mode
Imperialdramon Paladin Mode
MaloMyotismon
Marsmon
MegaGargomon
MetalGarurumon
Omnimon
Pheonixmon
Rosemon
Sakuyamon
Seraphimon
Wargreymon: Mega Digimon for Agumon species.

Hybrids:

*Note: It looks like you can only get these three through DNA Digivolving but I'm not sure.

Agnimon
AncientGreymon
BladeGarurumon

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3.0 Enemy Digimon list.
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The Digimon listed here are all the Digimon you meet as enemies. Except for the Digimon in here that are also listed in the above list (Example: Black Wargreymon is in both of the lists.) you cannot get these Digimon.

*Note: It 'COULD' be possible with the Game Shark though, I don't know.

Rookies:

Betamon
Crabmon
DemiDevimon
Gizamon
Goburimon (The normal green version and a Red version.)
Hagurumon
Kunemon
Tapirmon

Armor:

Baronmon
Gargoylemon
Lynxmon
Maildramon (Normal Gold version and a Black version.)
Quetzalmon
Shadramon
Tylomon
Valkyrimon

Champion:

*Note: Even though there is a Champion and Ultimate version of Minotarumon, I'm listing him as Champion here. Though I don't know for sure.

Airdramon (Normal Red version and a Gold version)
Apemon
Bakemon
Clockmon
Coelamon
Cyclonemon (Normal Yellow Version and a very cool looking Red Version.)
Deltamon
Devidramon
Dokugumon (Normal version and a re-colored version.)
Dolphmon
Drimogemon (Normal Blue version and a Brown version.)
Ebidramon (Normal Red version and a Pinkish version.)
Flarerizamon
Flymon (Normal Yellow version and a re-colored version.)
Frigimon
Fugamon
Gekomon
Gesomon
Guardromon (Grey version and a Blue version.)
Icemon
Kiwimon
Kokatorimon (Normal version and a re-colored version.)
Kurisarimon (Normal Blue version and a Red Version.)
Kuwagamon (Normal Red version and a Green version.)
Meramon
Minotarumon (Normal Brown version and a Re-colored version.)
Mojyamon
Musyamon (Normal Red version and a Green version.)
Nanimon
Numemon (In the following colors: Green, Purple, Yellow, Blue, Red and Light Blue.)

Octomon
Ogremon
Raremon (Normal Purple version and a Brown/Red version.)
RedVegimon
Roachmon
Rockmon (AKA: Golemon.)
Seadramon (Normal Blue version and a Red version.)
Shellmon
Snimon (Normal Green version and a Brown version.)
Sukamon
Tankmon (Normal Green version and a Black version.)
Thundermon
Tortomon (Normal Yellow version and a Grey/Pink version.)
Tuskmon
Tyrannomon
Vegiemon
Vilemon (Normal Gray version and a Purple version.)
Woodmon (Normal Brown version and a Green version.)
Yanmamon (Normal Yellow version and a Green version.)

Ultimate:

*Note: Even though there is a Champion and Ultimate version of Whamon, I'm listing him as Ultimate here. Though I don't know for sure.

Andromon
Antylamon (Normal Pink version and a White version.)
Armormon
Arukenimon
BlackWarGrowlmon
Blossomon (Normal Purple/Red version and a Pink/Yellow version.)
BlueMeramon
Brachiomon
Cherrymon (Normal Green version and a Red version.)
Datamon
Divermon
Dragomon
Etemon
Garbagemon
Giromon
GrapLeomon
Infermon
Kimeramon
Knightmon
Kyukimon
LadyDevimon
MagnaAngemon
Mammothmon (Normal Brown version and a Re-Colored version.)
MarineDevimon
MasterTyrannomon
Megadramon
MegaSeadramon (Normal Red version and a Re-Colored version.)
Mamemon
MetalGreymon
MetalTyrannomon
Monzaemon
Mummymon
Okuwamon
Paildramon

Phantomon (Normal Red version and a Blue version.)
Scorpiomon (Normal Brown version and a Black version.)
ShogunGekomon (Normal Red version and a Blue version.)
SkullMeramon
SkullSatamon
Taomon
Triceramon (Normal Green version and a Red version.)
Vademon (Normal Pink version and a Red version.)
WarGrowlmon
WaruMonzaemon
Whalemon (Normal Blue version and a Yellow version.)

Mega:

Apokarimon (AKA: Apocalymon)
Armageddemon (AKA Armagemon)
BlackImperialdramon
BlackMegaGargomon
BlackSeraphimon
BlackWarGreymon
Boltmon
Creepymon (AKA: Demon, Daemon)
Gryphonmon
HiAndromon
HerculesKabuterimon
KingEtemon
Machinedramon
MetalEtemon
MetalSeadramon (Normal Yellow version and a Re-Color.)
Pharoahmon
Peidmon
Pukumon
Puppetmon
SkullMammothmon
VenomMyotismon
Vikemon
Zanbamon

New Digimon:

*Note: These are new Digimon who's levels I'm not sure of, in Parentheses I'll put the level I think it is.

BlackKingNumemon (Ultimate)
Bulbmon: Ultimate
Fujinmon (Champion/Ultimate)
Galacticmon: Mega, he's definitely Mega.
Ghoulmon (Ultimate)
Cardmon: Rookie, Champion, Ultimate and Mega. Note: he come in a lot of forms.
Persiamon (Ultimate)
Raidenmon (Ultimate)
Raijinmon (Ultimate)
Sujinmon (Ultimate)
Venmon: Ultimate

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4.0 Experience, Skill Levels, Stats and Tolerances

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There are 4 factors the effect Digivolution, Experience Level, Skill Level, Stats and Tolerances.

4.1 Experience Level

The Experience level is the level your Rookie form is at, it decides your Digimon's base stats, it is also the key to unlocking your partner Digimon's TRUE Digivolution levels.

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

*Note: Veemon requires just a little bit more work to obtain his true Ultimate and Mega forms, but I'll get more into that later.

This Level always increases whether you use their Rookie form or not.

4.2 Skill Level

Skill level is the level of the Champion, Ultimate and Mega forms.

Example: Patamon at Level 5 gains Angemon with a Skill Level of one.

Skill Level raises MUCH faster than Experience level, unlike the Experience Level it doesn't increase stats. Skill Level is responsible for Unlocking new techniques and it's the main factor in unlocking alternate evolutions. (Evolutions that deviate from the True evolution paths.)

Every five levels (and level 99) one of Four things will happen, Nothing, Learn New Technique, New Technique can be loaded, New Evolution learned.

*Note: See the Technique section to learn more about Techniques (obviously) and the Digimon Lab section to learn about Loading Techniques.

Unlocking Alternate Evolutions: Basically, it works like this, Raise Agumon to Level 5 to unlock Greymon then Raise Greymon's Skill level to 20 and you will Unlock Growlmon. Raise Agumon up to level 40 to get Wargreymon then raise Wargreymon's skill level to 10 to unlock Metal Mamemon.

Unlike the Experience Level a Digimon's Skill Level only raises when you fight with that form.

4.3 Stats

Stats are the next factor that can effect unlocking new Alternate Evolutions, in addition to being a certain Skill Level, sometimes a certain stat. (Strength, Speed, Defense, Intelligence) needs to be at or above a certain amount.

Example: Take Patamon to Level 5 to get Angemon, Angemon then needs to be Level 20 with a Strength of at least 100 to Unlock Digitamamon. Take Angemon to level 30 with Intelligence of at least 180 to Unlock Angewomon.

*Note: If you get Angemon to or above level 20 but don't have Strength of at least 100, you will still get Digitamamon once your Strength is at or about 100.

4.4 Tolerances

Tolerances are just like Stats when it comes to Unlocking Evolutions. Sometimes Tolerances need to be above a certain amount to unlock new evolutions.

Example: Agumon to Greymon, Greymon needs to be Skill Level 50 with a Dark Tolerance of at least 130 to unlock Skull Greymon.

There are seven different Tolerances: Lighting, Water, Ice, Wind, Fire, Machine and Dark.

*Note: Like Stats if you get a Digimon, for example Greymon at or above 50 but don't have a Dark Tolerance of at least 130. You will still get Skull Greymon once his Dark Tolerance is at or above 130.

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5.0 Different Ways of Digivolving
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There are three different ways of Digivolving in this game. Level Digivolving, Blast Digivolving and DNA Digivolving. I'll explaining the differences here.

5.1 Level Digivolving

Level Digivolving as you might guess is gaining Evolution's by gaining Experience and Skill Levels as well as Raising Stats and Tolerances. This is the main form of evolution in the game, meaning this is how you gain 'permanent' forms, you can have up to three of these equipped.

*Note: See the Digimon Lab Section for info on Equipping Evolutions.

Example: Patamon learns to Digivolve to Angemon at level 5, then learns Digitamamon when Angemon is skill level 20 with Strength of at least 100 and so on.

How it's done: I've already explained about the factors that go into Unlocking these levels, now I'll explain how you actually Digivolve to them.

You can do this in two ways:

1. Out of battle in the Status Screen. You go to Status and select your Digimon, choose 'See Digivolve' choose the Evolution you want and Turn on the Battle Digivolve. This enables you to begin a battle as that Evolution.

Example: With Patamon turn battle Digivolve on with Angemon and you will begin battle as Angemon and not Patamon.

*Note: There is no draw back to this, your Rookie form still gets experience along with your Digivolved form.

2. In battle you Digivolve by using the DV option. You choose the option and select one of your equipped Evolutions.

Example: Start battle as Patamon, Digivolve to Angemon, later in battle you can go back to Patamon or advance to something like Angewomon or switch to another Champion form. You can also skip levels, like instead of having to go Patamon>Angemon>Angewomon. You can just go Patamon>Angewomon.

*Note: I feel I should point out right now that when training an evolution you don't always unlock a next level evolution. Example MagnaAngemon as level 20 with lighting tolerance of at least 100, unlocks Stingmon. A champion not a Mega so training Ultimates doesn't mean you'll get Megas, also training Champions doesn't mean you'll get Ultimates.

5.2 Blast Digivolving

Blast Digivolving is a lot like Trance from Final Fantasy IX. You have a Blast Gauge that gradually fills up as you take damage, once it's full you Blast to your next Natural Evolution level. (This also fills your HP back to full.)

Example: Patamon below level 5 will Blast to Angemon, once he's between level 5 and 20 he'll Blast to MagnaAngemon, weather he was Angemon at the time or not. Between Levels 20 and 40 he'll blast to Seraphimon, I'm presently not sure what happens if you blast past level 40.

*Note: All Partners go to their next natural Level, except Agumon, Blast Digivolving with him goes Greymon>SkullGreymon>BlackWargreymon. Instead of Greymon>MetalGreymon>Wargreymon.

But only until the end of battle or after a few rounds when it wear's off, which ever comes first. While your Blasted you have access to any Techniques you have loaded and automatically have access to their Special attack.

(Example: Gate of Destiny)

Also while blasted your Special takes no MP to use. (I'm not sure about your loaded Techniques)

5.3 DNA Digivolving

DNA Digivolving in this game can only be done in battle and it's a one shot attack, a lot like a Summon Spell. To do it you need two Digimon each equipped with compatible Evolutions. (Example: Exveemon and Stingmon.)

How it's done: First you have out one of the compatible Digimon. (Example: Exveemon) You then pick the TAG Option, if one of your other Digimon has a compatible evolution it will have a symbol to the left of his name. Select that Digimon and pick the compatible Evolution. (Example: Stingmon) once that's done you're given the options of Switch or DNA Digivolve, Pick DNA Digivolve, MP will be taken from both Digimon and they will DNA Digivolve (Exveemon+Stingmon=Paildramon) then attack once. After that they will separate and the Digimon you had out before (Exveemon) will be switched for the other. (Stingmon)

*Note: Three Digimon might only available through DNA Digivolving, Agnimon,

AncientGreymon and BladeGarurumon.

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6.0 Digimon Lab
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DR. Kadomatsu runs the Digimon lab in Asuka City and Piximon at all other towns, it's where you change partners, Equipped Evolution's, load Techniques and view Digivolution charts for your Digimon.

Menu:

1. Switch Digimon: This option lets you change the Partner Digimon in your group
2. Digivolve: Under this are the options, Change Digivolution and Load Technique.
3. Change Digivolution: This is how you change the your Equipped Digivolutions. Now you might ask what I mean by Equipped Digivolutions. All of the Partners can become every Champion, Ultimate and Mega in the game BUT you can only have three Evolutions equipped at once.

As you get your first three Evolutions they are Automatically placed in your Equipped slots, but once you get your fourth Evolution it is stored at the Lab and you must go there and switch Evolutions to get it.

Example: You have Patamon that knows Angemon, Digitamamon and Angewomon. You then get MagnaAngemon, he will be placed in the Digimon lab. If you want to use MagnaAngemon you would go to the lab and store one of your current Evolutions and Equip MagnaAngemon. (Like switch Digitamamon for MagnaAngemon)

You can have any Level of evolution equipped, you don't have to have 1 champion, 1 Ultimate and 1 Mega. You can have 3 champions if you want, 3 Ultimates, 3 Megas, 2 Mega's and 1 Champion, any combination.

So by the end of the game you could have a team of:

Agumon that can become Wargreymon, BlackWargreymon and Omnimon.

Veemon that can become Imperialdramon, Imperialdramon FM, Imperialdramon PM.

Guilmon that can become Gallantmon, Beelzemon, MegaGargomon.

*Note: Like I said before this is just an example you can have any combination of Digimon at varying levels as long as you unlock them.

4. Load Techniques: As I said when Describing what the Skill Level, every five levels, ether nothing will happen, you will get a New Technique, you will be able to load a Technique, or a new Digivolution will be unlocked.

What loading Techniques does is makes the techniques available to the other two equipped Digivolutions.

Example: You have Angemon, Digitamamon and Angewomon equipped. Angemon has 'Air blast' loaded, Digitamamon and Angewomon will now be able to use Air Blast as well.

But if Angemon has the attack loaded and he's not 'equipped' (like you have

Digitamamon, Angewomon and MagnaAngemon equipped, but not Angemon.) Even if Angemon has the attack loaded, Digitamamon, Angewomon and MagnaAngemon will NOT have the attack, Angemon must be equipped for it to work.

*Note: Loading Techniques doesn't work with Rookies and it cost's a little more MP to use with any Digivolution other than the original.

5. Digivolution Charts: This simply shows pictures of all the Evolutions you have unlocked with each Digimon, it's mainly just for fun I guess.

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7.0 Technique List

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This is a listing of all the Techniques on the game. They're divided into Melee, Lightning, Water, Ice, Wind, Fire, Machine, Dark, Support, Heal, Status Attacks and Finishers.

7.1 Melee

Big Shot/20 MP: Big damage if it hits.
Bug Buster/24 MP: Huge Damage vs. Insectoid Digimon.
Confuse Stab: Massive confusion Damage.
Counter Alert/48 MP: Counterattack during Pose.
Dino Buster: Huge damage vs. Dinosaur Digimon.
Dramon Buster: Huge damage vs. Dragon Digimon.
Fish Buster: Huge damage vs. Marine Digimon.
Hammer Rush: Damage from Rapid Blows.
Impact Rush: Huge Damage from Rapid Blows.
Panic Bites/18 MP: Confusion Damage.
Picking Claw/18 MP: Attack and Steal Items.
Poison Bites/18 MP: Poison Damage.
Venom Stab/36 MP: Deadly Poison Damage.
Wing Buster/18 MP: Huge Damage vs. Bird Digimon.

7.2 Magic

Energy Drain: Magic that drains many HP.
Energy Leech/18 MP: Magic that drains HP.
Hypno Gas/40 MP: Magic puts enemies to sleep.
Hypno Nebula: Magic puts enemy to deep sleep.
Soul Snatcher: Magically drain the soul.

7.3 Lightning

Electro Bolt: Large Thunder Ball Against Enemy.
Thunder Bolt/20 MP: Create a Thunder ball and fire.
Thunder Field: Strengthen Thunder, weaken Metal.
Thunder Gemini/30 MP: Create two Thunder balls and fire.
Lightning Bolt: Huge Thunder Ball Against Enemy.
Lightning Slash/18 MP: Thunder Damage.

7.4 Water

Divine Rain:

Grand Wave: Magical Tidal Wave against enemy.

Water Field: Strengthen Water, weaken Fire.

7.5 Ice

Cold Slash/32 MP: Slash with an Ice Blade.

Frost Cutter/18 MP: Slash with Ice Damage.

Giga Freeze: Engulf the Enemy with Huge Ice.

Ice Blow/20 MP: Shoot Icicles with Ice Damage

Ice Field: Strengthen Ice, weaken Wind.

Ice Shower/48 MP: Shoot numerous Icicles.

Snowstorm: Snow Spirit Inflicts Ice Damage.

7.6 Wind

Air Blast/20 MP: Shoot Air Balls.

Mega Tornado/30 MP: Tornado Against Enemy.

Sylph Storm: Powerful Gust of Wind.

Whirlwind/18 MP: Wind Damage.

7.7 Fire

Burn Slash/32 MP: Slash with a Flame Blade.

Fire Field/100 MP: Makes Fire strong and Ice weak.

Flame Ball/20 MP: Shoot Small Fireballs.

Flame Breath/72 MP: Engulf enemy with fire breath.

Flame Lance/48 MP: Launch Fire Beam.

Giga Fire/90 MP: Magic attack shoots 3 fireballs.

Heat Cutter/18 MP: Slash and Fire Damage.

Raising Fire/60 MP: Column of fire on enemy.

Triple Fire/25 MP: Shoot Three Fireballs.

7.8 Machine

Magic Missile: Shoot Missiles with Magic.

Mechanical Bash: Strong Machine Damage.

Metal Attack/26 MP: Machine Damage.

7.9 Dark

Black Dart/70 MP: Fire numerous Evil Thorns.

Black Thorn/60 MP: Dark Damage with Evil Thorn.

Dark Fear/48 MP: Throw evil flame against enemy.

Dark Matter/20 MP: Evil Fireball with Dark Damage.

7.10 Support

Double Guard/42 MP: Increase your Defense Power.
Double Power/42 MP: Increase your Attack Power.
Mega Protection: Raises Allies' Defense.
Mega Strength: Raises Allies' Strength.
Speed up/48 MP: Increase your Speed.

7.11 Heal

Antidote/8 MP: Cure Poison on yourself.
Anti-Magic: Cure all Ailment on Yourself.
Anti-Paralysis/8 MP: Cure Paralysis on yourself.
Erase Paralysis: Cure all Paralysis on Allies.
Erase Poison: Cure all Poison on Allies.
Mega Heal/74 MP: Heal much of your HP.
Small Heal/16 MP: Heal some of our HP.

7.12 Finishers

*Note: All Rookies start with their finishers but Champions, Ultimates and
Megas must learn them through increasing their Skill Levels:

Champion: lv. 60
Ultimate: lv. 70
Mega: lv. 85

Also Finishers cannot be loaded.

Rookies:

Agumon: Pepper Breath/30 MP-Shoot Small Fireballs.
Guilmon: Pyro Sphere/30 MP-Shoot Fireballs at the Enemy.
Kotemon: Hothead/20 MP-Slash with sword and fire attack.
Kumamon: Bear Fist/20 MP-Punch the Enemy in the Chest.
Monmon: Swing Swing/20 MP-Aim for weak point with Slingshot.
Patamon: Boom Bubble/30 MP-Shoot Inhaled air at once.
Renamon: Diamond Storm/30 MP-Create Ice Leaves and Shoot.
Veemon: Vee Head Butt/22 MP-Strong Head Butt.

Champions:

Angemon: Hand of Fate/42 MP-Punch the Enemy with Wind Attacks.
Devimon:
Dinohumon: Lizard Dance/40 MP-Slash the Enemy Multiple times.
ExVeemon: Vee Laser/60 MP-Shoot a Laser from the Chest.
Greymon: Nova Blast/60 MP-Shoot a Fireball from the Mouth.
Grizzmon: Maul Attack
Growlmon: Plasma Blade/40 MP-Slash with Electrified Blade.
Hookmon: Caption Cannon
Kabuterimon: Electro Shocker
Kyubimon: Dragon Wheel/60 MP-Shoot Fireballs from 9 Tails. (Name mistake it's
really her 'Fox Tail Inferno' Attack.)
Stingmon: Spiking Strike/36 MP-Stab enemy with spike.

Ultimates:

Angewomon:

Armormon: Justice Strike

Digitamamon:

GrapLeomon: Cyclone Turbine

Kyukimon: Blade Twister/80 MP-Slash multiple times with wind.

MagnaAngemon: Gate of Destiny-Open a Gate and Discard Enemies.

MetalGreymon: Giga Blaster-Launch Organic Missiles.

MetalMamemon: Energetic Bomb

Myotismon: Grizzly Wing

Paildramon: Desperado Blaster/84 MP-Rapid-fire 2 energy waves.

SkullGreymon: Dark Shot/90 MP-Launch Organic Missiles.

Taomon: Bonhitsusen

WarGrowlmon: Atomic Blaster

Megas:

Beelzemon:

BlackWarGreymon: Terra Destroyer/140 MP-Throw Massive Dark Matter.

Cannondramon:

Diaboromon:

Gallantmon: Final Purification/140 MP-Beam counterattack from shield.

GranKuwagamon: Dimensional Scissors

GuardiAngemon:

Imperialdramon: Mega Crusher/150 MP-Fire a Massive Ball.

Imperialdramon FM: Giga Crusher

Imperialdramon PM: Omega Slash

MaloMyotismon: Melting Blood

Marsmon: Mugenhadou

MegaGargomon:

MetalGarurumon: Metal Wolf Claw

Omnimon:

Pheonixnmon:

Rosemon: Thorn Whipping

Sakuyamon: KongouKaimandra-Magic Attack against Ghouls.

Seraphimon: Seven Heavens

WarGreymon: Terra Force

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8.0 Levels for learning Techniques
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This list tells what levels each Evolution learns their Techniques at, a Tech with a "*" next to it is that Digimon's Finishing attack.

8.1 Champions

Angemon:

-lv. 5-Air Blast.

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-lv. 60-*Hand of Fate.

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Devimon:

Dinohumon:

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- lv. 60-*Lizard Dance.
- lv. 75-Load Small Heal.
- lv. 99-Load Double Power.

Exveemon:

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- 60-*Vee Laser.
- lv. 75-Load Small Heal.
- lv. 99-Load Antidote.

Greymon:

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- lv. 15-Triple Fire.
- lv. 25-Load Flame Ball.
- lv. 30-Double Power.
- lv. 35-Load Triple Fire.
- lv. 45-Flame Lance.
- lv. 60-*Nova Blast.

Grizzmon:

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- lv. 5-Lightning Slash.
- lv. 10-Whirlwind.
- lv. 15-Load Lightning Slash.

- lv. 60-*Maul Attack.

Growlmon:

Hookmon:

- lv. 5-Wing Buster.
- lv. 10-Bug Buster.
- lv. 15-Load Wing Buster.

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-lv. 60-*Caption Cannon.
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Kabuterimon:

Kyubimon:

Stingmon:

-lv. 10-Poison Bites.
-lv. 15-Energy Leech.
-lv. 25-Load Poison Bites.
-lv. 35-Panic Bites.
-lv. 45-Load Energy Leech.
-lv. 55-Venom Stab.
-lv. 60-*Spiking Strike.
-lv. 75-Load Panic Bites.
-lv. 99-Load Venom Stab.

8.2 Ultimates

Angewomon:

Armormon:

Digitamamon:

GrapLeomon:

Kyukimon:

-lv. 5-Heat Cutter.
-lv. 10-Frost Cutter.
-lv. 15-Load Heat Cutter.
-lv. 25-Burn Slash.
-lv. 30-Load Frost Cutter.
-lv. 40-Cold Slash.
-lv. 50-Load Burn Slash.
-lv. 60-Big Shot.
-lv. 70-*Blade Twister.
-lv. 80-Load Cold Slash.
-lv. 90-Load Big Shot.

MagnaAngemon:

MetalGreymon:

- lv. 5-Flame Ball.
- lv. 10-Flame Lance.
- lv. 15-Triple Fire.
- lv. 25-Load Flame Ball.
- lv. 35-Magic Missile.
- lv. 45-Load Flame Lance.
- lv. 50-Load Triple Fire.
- lv. 60-Rising Fire.
- lv. 70-*Giga Blaster.

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MetalMamemon:

Myotismon:

Paildramon:

- lv. 5-Metal Attack.
- lv. 10-Ice Shower.
- lv. 15-Load Metal Attack.
- lv. 25-Mega Tornado.
- lv. 40-Load Ice Shower.
- lv. 55-Speed Up.
- lv. 60-Load Mega Tornado.
- lv. 65-Anti-Paralysis.
- lv. 70-*Desperado Blaster.
- lv. 90-Load Speed Up.
- lv. 99-Load Anti-Paralysis.

Skull Greymon:

- lv. 5-Flame Ball.
- lv. 15-Dark Matter.
- lv. 25-Load Flame Ball.
- lv. 35-Triple Fire.
- lv. 45-Black Thorn.
- lv. 55-Load Triple Fire.
- lv. 70-*Dark Shot.
- lv. 80-Load Dark Matter.
- lv. 90-Load Black Thorn.

Taomon:

WarGrowlmon:

- lv. 5-Picking Claw.
- lv. 10-Counter Alert.
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- lv. 70-*Atomic Blaster.

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8.3 Megas

Beelzemon:

BlackWargreymon:

- lv. 10-Fire Breath.
- lv. 20-Dark Fear.
- lv. 25-Load Flame Breath.
- lv. 35-Giga Fire.
- lv. 40-Load Dark Fear.
- lv. 50-Black Dart.
- lv. 60-Load Giga Fire.
- lv. 70-Fire Field.
- lv. 80-Load Black Dart.
- lv. 85-*Terra Destroyer.
- lv. 90-Load Flame Field.

Cannondramon:

Diaboromon:

Gallantmon:

GranKuwagamon:

GuardiAngemon:

- lv. 15-Burn Slash.
- lv. 30-Cold Slash.

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Imperialdramon:

- lv. 5-Mega Heal.
- lv. 15-Load Mega Heal.

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Imperialdramon FM:

Imperialdramon PM:

MaloMyotismon:

Marsmon:

MegaGargomon:

MetalGarurumon:

Omnimon:

Pheonixmon:

Rosemon:

Sakuyamon:

Seraphimon:

Wargreymon:

- lv. 5-Flame Lance.
- lv. 25-Load Flame Lance.
- lv. 35-Flame Breath.

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9.0 Partner Locations
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There are 8 Partners in all in this game, 7 of, which are available in the begging in 'starter packs'. The three packs you can pick from at the start are:

- Balanced: Kotemon, Renamon, Patamon
- Power: Monmon, Agumon, Renamon
- Maniac: Kumamon, Guilmon, Patamon

As you see whichever pack you pick from there will be 5 that you must locate as you go thorough the game.

In the game DRI Agents give the other Partners to you, after you collect DDNA (Digital DNA) for them.

Here I'll tell you where each of the DRI agents are and where the Digimon you need to get the DDNA from are located.

*Note: There are level ranges for getting each partner.

Example: Agumon 30-45 this means all the Digimon in your current team can't have a COMBINED level of less than 30 or more than 45 or you can't get him.

9.1 Agumon

Level Range: 30-45

DRI Agent Location: Tyranno Valley, East Sector

DDNA Needed from: Metal Greymon

Metal Greymon Location: Bulk Swamp, South Sector (Right outside south Station)

9.2 Guilmon

Level Range: 30-45

DRI Agent Location: Seiryu City, East Sector

DDNA Needed from: WarGrowlmon

WarGrowlmon Location: Ether Jungle, South Sector (Find a hidden path near the Jungle Shrine.)

9.3 Kotemon

Level Range: 60-90

DRI Agent Location: Mobius Desert, West Sector

DDNA Needed from: Kyukimon

Kyukimon Location: Suzaku UG Lake, South Sector

9.4 Kumamon

Level Range: 60-90

DRI Agent Location: Mobius Desert, West Sector

DDNA Needed from: GrapLeomon

GrapLeomon Location: Ether Jungle, South Sector (Go underwater in Phoenix bay and keep going left until the next surface able area.)

9.5 Monmon

Level Range: 60-90

DRI Agent Location: Mobius Desert, West Sector

DDNA Needed from: Armormon

Armormon Location: Dual Island, East Sector (Go under water at Divermon Lake and follow path to Dual Island)

9.6 Patamon

Level Range: 45-60

DRI Agent Location: Central Park

DDNA Needed from: MagnaAngemon

MagnaAngemon Location: South Badland, West Sector

9.7 Renamon

Level Range 45-60

DRI Agent Location: Central Park (On top of the Gym)

DDNA Needed from: Taomon

Taomon Location: North Badland W, West Sector

9.8 Veemon

Level Range: He becomes available after you get the Byakko Badge and you must talk to his DRI Agent with only one Digimon in your party. (Take the rest out at the Digimon Lab) Also the one Digimon must be under level 30.

DRI Agent Location: Protocol Ruins (Near when Baronmon stood)

DDNA Needed from: Paildramon

Paildramon Location: Bulk Bridge, South Sector

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10.0 Evolution Charts
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Here's what a lot of you where probley looking for, all of these charts are complete. They are divided by Digivolution level and organized Alphabetically.

It should be simple to read.

Example:

Digimon name: Digimon it Digivolves from and Required Experience/Skill Level, stats and Tolerances.

*NOTE: LISTEN UP these Charts list Permanent Evolutions, NOT DNA Evolutions, when you see something like.

Paildramon: Exveemon and Stingmon lv. 5

It means in order to get him PERMANENTLY you must have ONE Digimon who knows how to become BOTH Exveemon and Stingmon and has BOTH Evolutions at level 5.

It's that way for ALL the Evolutions that list two Digimon as the requirement in this chart.

SO AGAIN if you want Agumon to become Paildramon, Agumon must know how to

become BOTH Exveemon and Stingmon and have BOTH forms at level 5 to unlock Paildramon for him.

If you want him to become Omnimon he must know how to become BOTH Wargreymon and Metal Garurumon and have BOTH forms at level 40.

AGAIN the charts in this section list how you get permanent Digivolutions NOT DNA Digivolutions.

10.1 Agumon

Champions:

Angemon: Kabuterimon lv. 20, Intelligence 300
Devimon: MagnaAngemon lv. 30, Dark 250
Dinohumon: Wargreymon lv. 20
ExVeemon: MetalGreymon lv. 30, Ice 320
Greymon: Agumon level 5
Grizzmon: MetalGarurumon lv. 30, Defense 400
Growlmon: Greymon lv. 20
Hookmon: WarGrowlmon lv. 30
Kabuterimon: Stingmon lv. 50
Kyubimon: MetalGreymon lv. 20, Spirit 300
Stingmon: Wargreymon lv. 30, Speed 260

Ultimates:

Angewomon: MagnaAngemon lv. 20
Armormon: Hookmon lv. 50
Digitamamon: MetalGarurumon lv. 20
GrapLeomon: Grizzmon lv. 50
Kyukimon: Dinohumon lv. 50
MagnaAngemon: Angemon lv. 50
MetalGreymon: Agumon Level 20
MetalMamemon: Wargreymon lv. 10
Myotismon: Devimon lv. 40
Paildramon: Exveemon and Stingmon lv. 5
SkullGreymon: Greymon lv. 50, Dark 130
Taomon: Kyubimon lv. 40
WarGrowlmon: Growlmon lv. 40, Agumon lv. 15

Megas:

Beelzemon: MaloMyotismon and Gallantmon lv. 40
BlackWarGreymon: SkullGreymon lv. 99
Cannondramon: Armormon lv. 99
Diaboromon: GranKuWagamon and Black Wargreymon lv. 99
Gallantmon: WarGrowlmon lv. 99
GranKuWagamon: Imperialdramon and Kabuterimon lv. 40
GuardiAngemon: Kyukimon 99
Imperialdramon: Paildramon lv. 50
Imperialdramon FM: Imperialdramon lv. 99
Imperialdramon PM: Imperialdramon FM and Omnimon lv. 40
MaloMyotismon: Myotismon lv. 99
Marsmon: Grap Leomon lv. 99
MegaGargomon: MetalGarurumon lv. 99
MetalGarurumon: MetalMamemon lv. 40
Omnimon: Wargreymon and MetalGarurumon lv. 40

Pheonixnmon: Rosemon lv. 99
Rosemon: Angewomon: lv. 40
Sakuyamon: Taomon lv. 99
Seraphimon: Magna Angemon lv. 99
WarGreymon: Agumon Level 40

10.2 Guilmon

Champions:

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

Ultimates:

Angewomon: WarGrowlmon lv. 40, Water 140
Armormon: Hookmon lv. 50
Digitamamon: WarGrowlmon lv.30, Dark 120
GrapLeomon: Grizzmon lv. 50
Kyukimon: Dinohumon lv. 50
MagnaAngemon: Angemon lv. 50
MetalGreymon: Greymon lv. 40
MetalMamemon: Growlmon lv. 20, Defense 100
Myotismon: Devimon lv. 50
Paildramon: Exveemon and Stingmon lv. 5
SkullGreymon: Greymon lv. 50, Dark 160
Taomon: Kyubimon lv. 40
WarGrowlmon: Guilmon lv. 20

Megas:

Beelzemon: MaloMyotismon and Gallantmon lv. 40
BlackWarGreymon: SkullGreymon lv. 99
Cannondramon: Armormon lv. 99
Diaboromon: GranKu wagamon and Black WarGreymon lv. 99
Gallantmon: Guilmon lv. 40
GranKu wagamon: Imperialdramon and Kabuterimon lv. 40
GuardiAngemon: Kyukimon lv. 99
Imperialdramon: Paildramon lv. 50
Imperialdramon FM: Imperialdramon lv. 99
Imperialdramon PM: Imperialdramon FM and Omnimon lv. 40
MaloMyotismon: Myotismon lv. 99
Marsmon: GrapLeomon lv. 99
MegaGargomon: MetalGarurumon lv. 99
MetalGarurumon: Metal Mamemon lv. 40, Machine 190
Omnimon: Wargreymon and MetalGarurumon lv. 40
Pheonixnmon: Rosemon lv. 99
Rosemon: Angewomon lv. 40
Sakuyamon: Taomon lv. 99

Seraphimon: MagnaAngemon lv. 99
WarGreymon: MetalGreymon lv. 99

10.3 Kotemon

Champions:

Angemon: Taomon lv. 30, Wind 200
Devimon: Digitamamon lv. 20
Dinohumon: Kotemon lv. 5
ExVeemon: Greymon lv. 10
Greymon: Dinohumon lv. 20
Grizzmon: Growlmon lv. 30, Speed 280
Growlmon: Taomon lv. 50, Fire 200
Hookmon: Growlmon lv. 20
Kabuterimon: Stingmon lv. 40
Kyubimon: GuardiAngemon lv. 20
Stingmon: GuardiAngemon lv. 10

Ultimates:

Angewomon: Taomon lv. 20, Water 360
Armormon: Hookmon lv. 50
Digitamamon: Taomon lv. 40, Intelligence 280
GrapLeomon: Grizzmon lv. 50
Kyukimon: Kotemon lv. 20
MagnaAngemon: Angemon lv. 50
MetalGreymon: Greymon lv. 40, Kotemon lv. 15
MetalMamemon: Kyukimon lv. 20, Machine 140
Myotismon: Devimon lv. 40
Paildramon: Exveemon and Stingmon lv. 5
SkullGreymon: Greymon lv. 50, Dark 140
Taomon: Kyubimon lv. 40
WarGrowlmon: Growlmon lv. 50

Megas:

Beelzemon: MaloMyotismon and Gallantmon lv. 40
BlackWarGreymon: SkullGreymon lv. 99
Cannondramon: Armormon lv. 99
Diaboromon: GranKuwagamon and Black WarGreymon lv. 99
Gallantmon: WarGrowlmon lv. 99
GranKuwagamon: Imperialdramon and Kabuterimon lv. 40
GuardiAngemon: Kotemon lv. 40
Imperialdramon: Paildramon lv. 50
Imperialdramon FM: Imperialdramon lv. 99
Imperialdramon PM: Imperialdramon FM and Omnimon lv. 40
MaloMyotismon: Myotismon lv. 99
Marsmon: GrapLeomon lv. 99
MegaGargomon: MetalGarurumon lv. 99
MetalGarurumon: Metal Mamemon lv. 40, Machine 200
Omnimon: Wargreymon and MetalGarurumon lv. 40
Pheonixnmon: Rosemon lv. 90
Rosemon: Angewomon lv. 40
Sakuyamon: Taomon lv. 99
Seraphimon: MagnaAngemon lv. 99
WarGreymon: MetalGreymon lv. 99

10.4 Kumamon

Champions:

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

Ultimates:

Angewomon: Angemon lv. 20, Water 280
Armormon: Hookmon lv. 50
Digitamamon: Grizzmon lv. 30, Intelligence 80
GrapLeomon: Kumamon lv. 20
Kyukimon: Dinohumon lv. 50
MagnaAngemon: Angemon lv. 50
MetalGreymon: Greymon lv. 40
MetalMamemon: GrapLeomon lv. 20, Machine 150
Myotismon: Devimon lv. 50
Paildramon: Exveemon and Stingmon lv. 5
SkullGreymon: Greymon lv. 50, Dark 160
Taomon: Kyubimon lv. 40, Kumamon lv. 15
WarGrowlmon: Growlmon lv. 50

Megas:

Beelzemon: MaloMyotismon and Gallantmon lv. 40
BlackWarGreymon: SkullGreymon lv. 99
Cannondramon: Armormon lv. 99
Diaboromon: GranKuwapamon and Black WarGreymon lv. 99
Gallantmon: WarGrowlmon lv. 99
GranKuwapamon: Imperialdramon and Kabuterimon lv. 40
GuardiAngemon: Kyukimon lv. 99
Imperialdramon: Paildramon lv. 50
Imperialdramon FM: Imperialdramon lv. 99
Imperialdramon PM: Imperialdramon FM and Omnimon lv. 40
MaloMyotismon: Myotismon lv. 99
Marsmon: Kumamon lv. 40
MegaGargomon: MetalGarurumon lv. 99
MetalGarurumon: Metal Mamemon lv. 40, Machine 200
Omnimon: Wargreymon and MetalGarurumon lv. 40
Pheonixnmon: Rosemon lv. 99
Rosemon: Angewomon lv. 40
Sakuyamon: Taomon lv. 99
Seraphimon: MagnaAngemon lv. 99
WarGreymon: MetalGreymon lv. 99

10.5 Monmon

Champions:

Angemon: Armormon lv. 40, Wind 120
Devimon: SkullGreymon lv. 20, Spirit 300
Dinohumon: MetalGreymon lv. 20, Strength 250
ExVeemon: Hookmon lv. 20
Greymon: Cannondramon lv. 10
Grizzmon: Growlmon lv. 20, Defense 460
Growlmon: Kyukimon lv. 20, Speed 320
Hookmon: Monmon lv. 5
Kabuterimon: Stingmon lv. 50
Kyubimon: Angewomon lv. 10, Spirit 200
Stingmon: MetalGreymon lv. 30, Lightning 200

Ultimates:

Angewomon: MagnaAngemon lv. 30, Water 110
Armormon: Monmon lv. 20
Digitamamon: Armor lv.30, Strength 160
GrapLeomon: Grizzmon lv. 50
Kyukimon: Dinohumon lv. 50
MagnaAngemon: Angemon lv. 50
MetalGreymon: Greymon lv. 40
MetalMamemon: Armormon lv. 20, Machine 180
Myotismon: Devimon lv. 50
Paildramon: Exveemon and Stingmon lv. 5
SkullGreymon: Greymon lv. 50, Dark 300
Taomon: Kyubimon lv. 40
WarGrowlmon: Growlmon lv. 50

Megas:

Beelzemon: MaloMyotismon and Gallantmon lv. 40
BlackWarGreymon: SkullGreymon lv. 99
Cannondramon: Monmon lv. 40
Diaboromon: GranKu wagamon and Black WarGreymon lv. 99
Gallantmon: WarGrowlmon lv. 99
GranKu wagamon: Imperialdramon and Kabuterimon lv. 40
GuardiAngemon: Kyukimon lv. 99, Gallantmon lv. 40
Imperialdramon: Paildramon lv. 50
Imperialdramon FM: Imperialdramon lv. 99
Imperialdramon PM: Imperialdramon FM and Omnimon lv. 40
MaloMyotismon: Myotismon lv. 99
Marsmon: GrapLeomon lv. 99
MegaGargomon: MetalGarurumon lv. 99
MetalGarurumon: Metal Mamemon lv. 40, Machine 240
Omnimon: Wargreymon and MetalGarurumon lv. 40
Pheonixnmon: Rosemon lv. 99
Rosemon: Angewomon lv. 40
Sakuyamon: Taomon lv. 99
Seraphimon: MagnaAngemon lv. 99
WarGreymon: MetalGreymon lv. 99

10.6 Patamon

Champions:

Angemon: Patamon lv. 5
Devimon: Armormon lv. 30, Dark 300
Dinohumon: Growlmon lv. 20
ExVeemon: Growlmon lv. 30, Wind 320
Greymon: MagnaAngemon lv. 30, Fire 140
Grizzmon: Growlmon lv. 40, Strength 240
Growlmon: MetalMamemon lv. 20
Hookmon: Seraphimon lv. 10
Kabuterimon: Stingmon lv. 40
Kyubimon: Armormon lv. 40, Spirit 300
Stingmon: MagnaAngemon lv. 20, Lightning 100

Ultimates:

Angewomon: Angemon lv. 30, Intelligence 180
Armormon: Hookmon lv. 50
Digitamamon: Angemon lv. 20, Strength 100
GrapLeomon: Grizzmon lv. 50
Kyukimon: Dinohumon lv. 50
MagnaAngemon: Patamon lv. 20
MetalGreymon: Greymon lv. 40
MetalMamemon: Armormon lv. 20, Machine 140
Myotismon: Devimon lv. 50
Paildramon: Exveemon and Stingmon lv. 5
SkullGreymon: Greymon lv. 50, Dark 220
Taomon: Kyubimon lv. 40
WarGrowlmon: Growlmon lv. 50

Megas:

Beelzemon: MaloMyotismon and Gallantmon lv. 40
BlackWarGreymon: SkullGreymon lv. 99
Cannondramon: Armormon lv. 99
Diaboromon: GranKuwapamon and Black WarGreymon lv. 99
Gallantmon: WarGrowlmon lv. 99
GranKuwapamon: Imperialdramon and Kabuterimon lv. 40
GuardiAngemon: Kyukimon lv. 99
Imperialdramon: Paildramon lv. 50
Imperialdramon FM: Imperialdramon lv. 99
Imperialdramon PM: Imperialdramon FM and Omnimon lv. 40
MaloMyotismon: Myotismon lv. 99
Marsmon: GrapLeomon lv. 99
MegaGargomon: MetalGarurumon lv. 99
MetalGarurumon: Metal Mamemon lv. 50
Omnimon: WarGreymon and MetalGarurumon lv. 40
Pheonixmon: Rosemon lv. 99
Rosemon: Angewomon lv. 40, Patamon lv. 15
Sakuyamon: Taomon lv. 99
Seraphimon: Patamon lv. 40
WarGreymon: MetalGreymon lv. 99

10.7 Renamon

Champions:

Angemon: Sakuyamon lv. 30, Wind 150
Devimon: Sakuyamon lv. 10
Dinohumon: Grizzmon lv. 20

ExVeemon: Taomon lv. 20, Wind 120
Greymon: Grizzmon lv. 30, Defense 280
Grizzmon: Myotismon lv. 20, Strength 300
Growlmon: Stingmon lv. 20, Defense 80
Hookmon: Kyukimon lv. 20
Kabuterimon: Stingmon lv. 40
Kyubimon: Renamon lv. 5
Stingmon: Kyubimon lv. 20, Strength 80

Ultimates:

Angewomon: Kyubimon lv. 30, Spirit 160
Armormon: Hookmon lv. 50
Digitamamon: Sakuyamon lv. 20, Intelligence 400
GrapLeomon: Grizzmon lv. 50
Kyukimon: Dinohumon lv. 50
MagnaAngemon: Angemon lv. 50
MetalGreymon: Greymon lv. 40
MetalMamemon: Taomon lv. 30, Machine 100
Myotismon: Devimon lv. 50
Paildramon: Exveemon and Stingmon lv. 5
SkullGreymon: Greymon lv. 50, Dark 250
Taomon: Renamon lv. 20
WarGrowlmon: Growlmon lv. 40, Renamon lv. 25

Megas:

Beelzemon: MaloMyotismon and Gallantmon lv. 40
BlackWarGreymon: SkullGreymon lv. 99
Cannondramon: Armormon lv. 99
Diaboromon: GranKuwapamon and Black WarGreymon lv. 99
Gallantmon: WarGrowlmon lv. 99
GranKuwapamon: Imperialdramon and Kabuterimon lv. 40
GuardiAngemon: Kyukimon lv. 99
Imperialdramon: Paildramon lv. 50
Imperialdramon FM: Imperialdramon lv. 99
Imperialdramon PM: Imperialdramon FM and Omnimon lv. 40
MaloMyotismon: Myotismon lv. 99
Marsmon: GrapLeomon lv. 99
MegaGargomon: MetalGarurumon lv. 99
MetalGarurumon: Metal Mamemon lv. 40, Machine 120
Omnimon: Wargreymon and MetalGarurumon lv. 40
Pheonixnmon: Rosemon lv. 99
Rosemon: Angewomon lv. 40, Renamon lv. 15
Sakuyamon: Renamon lv. 40
Seraphimon: MagnaAngemon lv. 99
WarGreymon: MetalGreymon lv. 99

10.8 Veemon

*Note: Before we get started here I'd just like to point out that, unlike the other 7 who can get their True Ultimates and Megas just by getting to level 20 and 40. Veemon has just a little but more work to do. He can get his Champion, Exveemon by getting to level 5 like the others but for his Ultimate, Paildramon in addition to being level 20 he also needs Stingmon at level 5. For Imperialdramon along with being level 40 he needs to have Paildramon at level 50.

Champions:

Angemon: Paildramon lv. 45, Intelligence 230
Devimon: Paildramon lv. 25, Dark 160
Dinohumon: Imperialdramon lv. 30
ExVeemon: Veemon lv. 5
Greymon: Paildramon lv. 35, Defense 200
Grizzmon: Imperialdramon lv. 45, Defense 200
Growlmon: Paildramon lv. 30, Fire 90
Hookmon: Imperialdramon lv. 35, Machine 160
Kabuterimon: Stingmon lv. 40
Kyubimon: Paildramon lv. 40, Ice 200
Stingmon: ExVeemon lv. 30

Ultimates:

Angewomon: MagnaAngemon lv. 20,
Armormon: Hookmon lv. 50
Digitamamon: Imperialdramon lv. 20, Intelligence 300
GrapLeomon: Grizzmon lv. 50
Kyukimon: Dinohumon lv. 50
MagnaAngemon: Angemon lv. 50
MetalGreymon: Greymon lv. 40
MetalMamemon: Paildramon lv. 20, Machine 100
Myotismon: Devimon lv. 40
Paildramon: Veemon lv. 20, Stingmon lv. 5
SkullGreymon: Greymon lv. 50, Dark 190
Taomon: Kyubimon lv. 50
WarGrowlmon: Growlmon lv. 50

Megas:

Beelzemon: MaloMyotismon and Gallantmon lv. 40
BlackWarGreymon: SkullGreymon lv. 99
Cannondramon: Armormon lv. 99
Diaboromon: GranKu wagamon and Black WarGreymon lv. 99
Gallantmon: WarGrowlmon lv. 99
GranKu wagamon: Imperialdramon and Kabuterimon lv. 40
GuardiAngemon: Kyukimon lv. 99
Imperialdramon: Veemon lv. 40, Paildramon lv. 50
Imperialdramon FM: Imperialdramon lv. 99
Imperialdramon PM: Imperialdramon FM and Omnimon lv. 40
MaloMyotismon: Myotismon lv. 99
Marsmon: GrapLeomon lv. 99
MegaGargomon: MetalGarurumon lv. 99
MetalGarurumon: Metal Mamemon lv. 40, Machine 140
Omnimon: Wargreymon and MetalGarurumon lv. 40
Pheonixnmon: Rosemon lv. 99
Rosemon: Angewomon lv. 40
Sakuyamon: Taomon lv. 99
Seraphimon: MagnaAngemon lv. 99
WarGreymon: MetalGreymon lv. 99

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11.0 DNA Digivolution Lists

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Here I'm going to list all of the DNA Digivolutions I find, I don't have many now because I haven't really experimented with DNA Digivolution that much yet.

Ultimates:

Paildramon:

-Exveemon + Stingmon

Hybrids:

Agnimon:

-Dinohumon + Kyubimon

-Hookmon + Greymon

AncientGreymon:

-Diaboromon + Imperialdramon PM

BladeGarurumon:

-Growlmon + Grizzmon

Megas:

Imperialdramon Paladin Mode:

-Imperialdramon FM + Seraphimon

MegaGargomon:

-WarGrowlmon + Digitamamon

Omnimon:

-Wargreymon + MetalGarurumon

Pheonixmon:

-Taomon + MagnaAngemon

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12.0 Frequently Asked Questions

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Q: Is _____ Mon in the game?

A: Look at my Digimon List, if he's not listed he's not playable in the game.

Q: Why won't <Insert Partner>'s DRI Agent won't ask me to get <Insert Partner Digimon's Ultimate>'s DDNA?

A: Your Combined levels are most likely too high or too low, try coming back with a Stronger/weaker Team. In Veemon's case it might be that you have more than one Digimon with you, you must talk to his DRI Agent with only one Digimon in your party.

Q: I beat the Byakko Leader but Veemon's DRI Agent isn't anywhere in Protocol Ruins where is he?

A: Then you didn't beat the real leader, you only beat the imposter at Byakko City, you find and beat the real Leader in Mirage Tower.

Q: Can I still get <insert Digimon> if his required Stat/Tolerance wasn't high enough when I reach the required Skill Level?

A: Yes if you already passed the needed Skill Level, you will get the Evolution

once the required stat/Tolerance has been meet.

Q: Why can't I fill my Blast Gauge?

A: The main reason for this is most likely the fact that the Blast Gauge is reset once you turn off the game, even if you save.

Q: How do I raise <Insert Tolerance>?

A: The option to raise Tolerance at the Gym is unlocked after you get the 2nd Badge, Leomon's Gym raises Lightning, Wind, Water, Ice, Fire, Dark and Garudamon in South Sector raises all those and Machine.

Q: Where is Garudamon's Gym in South Sector?

A: In South Cape, on the other side of Ether Jungle.

Q: How do I catch Digimon.

A: You don't.

Q: Does the game have a Multiplayer?

A: No.

Q: How do I get past Knightmon to get into Dark Asuka City?

A: You don't get past Knightmon until the game's story tells you it's time to go to "Dark Asuka City".

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13.0 Credits
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Getting bigger.

-Me- Yeah me ^_^.

-Bandai- For making the game.

-Game Jester- For help with Techniques.

-Slugbug53085- For help with Techniques.

-Mystikal- For help with Techniques.

-Coung Tran- For more help with Techniques.

-FenrirEX- For help with Techniques.

-Med Jai- For pointing out a mistake in Guilmon's Evolution chart and help with Techniques.

-Knight-X- For help with DNA Digivolution list.

-OnyxAleins4u- For help with Techniques.

-Ryan Wray- For help with Techniques.

-Daisuke- For help with Techniques.

-LRN- For help with Techniques.

-Tom Broetzman- For help with DND Digivolution list.

-Yoyo- For help with Techniques.

-Shannon- For DNA Digivolution list help.

-Yaditya Yodha- For Technique help.

-DMill8- For big help with Techniques.

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