Digimon World: Horizon

v0.0.10 · en

A little guidance. A whole new Horizon.

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Getting started with Horizon

Your discs, your first boot and your first save.

Basics

Build Horizon from your own supported Digimon World, Digital Card Battle, Digimon World 2 and World 3/2003 discs. The website or desktop patcher checks the source releases. The extra games supply imported species; you play Digimon World.

How it works

Keep the resulting .bin and .cue together. Open the .cue in your emulator and provide a BIOS dumped from your PlayStation. Before a new game, choose your language and options at the title. Check the detected RAM and CPU settings there.

Keep in mind

Assign a memory card with 1 free block. Save in the game, restart and check that Continue loads it. Keep an exported copy of the card before an update.

> Free blocks needed: 1

DuckStation on desktop

BIOS, game files, per-game settings and saves.

Basics

Configure your own PlayStation BIOS in DuckStation. Add the directory containing Horizon, keeping the .cue beside its .bin. Launch the .cue; a renamed or missing .bin prevents the cue sheet from finding its track.

How it works

Use per-game settings for Horizon. Enable expanded 8 MB RAM for Simplified Chinese; other languages work with standard 2 MB RAM. AUTO adjusts drawing to the scene, aiming for 60, 30 or 20 fps. More emulated CPU speed can help sustain higher frame rates; it is no longer a prerequisite for AUTO to try them.

Keep in mind

Assign a memory card, leaving 1 free block. A per-game card avoids sharing space with other games. When changing disc filenames or updating Horizon, verify the card assignment and load an in-game save after a fresh boot.

> Free blocks needed: 1

DuckStation on Android

BIOS, RAM, CPU settings and memory cards.

Before you start

Import your own PlayStation BIOS. Give DuckStation access to the folder containing Horizon, keeping .bin and .cue together, then open the .cue. Android storage permissions must allow the emulator to read that folder.

RAM and CPU

Open Horizon's per-game settings. Chinese needs expanded 8 MB RAM; other languages work with 2 MB. AUTO adjusts to scene cost without requiring a CPU overclock. If your device keeps up, increasing emulated CPU speed can help sustain higher frame rates. Restart after changing RAM. Setting names and availability vary by build.

Memory cards

In memory-card settings, assign a card with 1 free block. A per-game card keeps other games separate. Export a backup. After an update, confirm that the same card is assigned, boot the new disc and load the in-game save.

Troubleshooting

For stale or overlapping menu text on affected Android builds, try disabling Enable Texture Cache and restart. If it persists, report the Horizon version, DuckStation build, renderer and language, with a screenshot.

> Free blocks needed: 1

ePSXe setup

BIOS, Android folder access and memory-card space.

Basics

Configure a BIOS dumped from your own console and the folder containing the patched Horizon files. Keep the .cue and .bin together. On Android versions that require an ePSXe base folder, grant access so the app can store its cards and settings.

How it works

Check the assigned memory card and leave 1 free block. Test an in-game save and a fresh Continue before a long session; export a backup before changing app storage or updating the game.

Keep in mind

Do not assume every ePSXe build has expanded RAM or equivalent CPU controls. The ordinary eight languages work with 2 MB. Chinese requires verified 8 MB support. If the title does not detect it, use another supported language or an emulator with that capability.

> Free blocks needed: 1

RetroArch setup

Choose a PlayStation core and check that core’s options.

Basics

RetroArch is a frontend: the selected core determines BIOS, memory-card and enhancement behavior. Choose a PlayStation core, read its official core documentation and place your own BIOS in the required system directory. Load the Horizon cue sheet with its .bin present.

How it works

Check the core's memory-card settings and the directory where saves are written. Leave 1 free block, save in the game, close content cleanly and confirm Continue after reopening. Back up the card before changing cores; save-state formats are not portable between cores.

Keep in mind

Expanded RAM and CPU options belong to the core and may be unavailable. Use the title's detected settings. Standard 2 MB works for eight languages; Chinese needs 8 MB. Do not substitute a fast-forward setting for emulated CPU overclock.

> Free blocks needed: 1

Playing in a web emulator on iPhone

Check PlayStation support and protect your saves first.

Basics

The Horizon website builds a disc; it does not run the game. A separate PlayStation web emulator, such as a host using EmulatorJS's PlayStation core, must accept your own game and BIOS files. iPhone compatibility,

performance and save export depend on that host and browser version.

How it works

Check the host's supported file formats before importing. Keep the original .bin/.cue pair and a copy of your BIOS outside browser storage. Confirm that memory-card export and import work, and leave 1 free block on the emulated card.

Keep in mind

Test saving, closing the page and reloading before a long session. Export your card after play; clearing website data can remove browser-held files. Use a standard language unless 8 MB support is verified. No iPhone browser/emulator combination is certified here.

> Free blocks needed: 1

Memory cards, backups and updates

Save space, per-game cards and safe update habits.

Basics

Horizon needs 1 free block for a new Horizon save. Check both free space and the card assigned to the slot. With per-game cards, a new disc filename can select a different card; assign the existing card explicitly if Continue disappears.

How it works

An emulator save state holds the old executable and cached disc positions. To update, back up your memory card, build the new disc, boot it fresh and load an in-game save. Do not use an old save state to continue into a new release.

Keep in mind

Keep backups outside the emulator's active save directory. Before moving to another device, export the card, import it on the new emulator and verify Continue. Formatting a card erases its saves; create or use a spare card instead when testing.

> Free blocks needed: 1

2 MB, Chinese and 60 fps

RAM and emulated CPU speed do different jobs.

Basics

Horizon targets an original 2 MB PlayStation for eight languages. Simplified Chinese loads its extra fonts and language module above 2 MB and requires expanded 8 MB RAM. On a 2 MB system the game refuses that language and keeps the current one.

How it works

AUTO adapts drawing to the scene, trying 60, then evenly spaced 30 and 20 fps as needed. FRAME RATE in title OPTIONS offers AUTO, 60 or 20. Forced 60 can show fewer frames when the scene is too costly. Logic

and controls remain at 20 Hz; extra RAM does not select the frame rate.

Keep in mind

Change emulated CPU speed rather than fast-forward speed. The title reports detected settings; use it to check your emulator configuration. The host device must still run the selected emulation speed fast enough. Restart after changing RAM.

Your partner's first day

A small routine for a new life on File Island.

Basics

Choose your partner through Jijimon's new-game questions. Get familiar with the care indicators, inventory and nearby city services before heading farther out. Keep healing supplies and leave room for useful finds.

How it works

Feed your partner when hungry, reach a toilet when needed and allow sleep when tired. Check the species page for its favourite food and sleep cycle. Avoid spending the whole day training without checking needs.

Keep in mind

Try a short gym session and inspect the stat and tiredness changes. Explore, return to town and make an in-game memory-card save. Evolution requirements depend on care and weight as well as stats, so

decide which target you want before training every stat indiscriminately.

Care mistakes and discipline

Understand warnings before chasing a stat target.

Basics

Hunger, toilet needs, sleep and tiredness are different systems. Neglecting a hunger warning or letting a partner use the ground can add care mistakes; sickness and exhaustion have their own consequences. Respond to the indicators and check the care panel regularly.

How it works

Discipline and happiness are separate values. Praise and scolding affect them differently, so they are not interchangeable cures for every care problem. A partner's food preferences and sleep schedule also matter. In a habitat the partner dislikes, its mood face blinks between sad and happy again, as in the original.

Keep in mind

Evolution rows may ask for a maximum or a minimum number of mistakes. A high-mistake target is deliberate care planning, not a general recommendation to neglect a partner. Counts used by ordinary evolution refer to the current form; read the target's four requirement groups together.

Training at the gym

Balance gains with the partner's daily needs.

Basics

Each gym trains a particular stat. The base gains below are base values; the final award can also depend on the partner, upgrades, items and the training result. Brains training has its own learning thresholds, separate from learning after a battle.

How it works

Training advances time and costs food, tiredness and lifetime. Check hunger, toilet and sleep before starting. Continuing while tired can carry penalties; a larger stat gain is not free time.

Keep in mind

Training x5 runs several ordinary awards with care checks between them. Use x1 when you need to stop near an evolution weight or timing target. Rest and meet care needs before another block.

Stats	Base gain	Tiredness
Offense	10	8
HP	10	8
MP	10	8

How gym x5 works

Several sessions, with normal costs and early stops.

Basics

During a gym session, R2 switches the training block between x1 and x5. The block plays the initial animation, then applies each session's award in sequence. It is not a five-times multiplier without time or care costs.

How it works

A block can stop after a session leaves the partner hungry, needing the toilet, sleepy, tired or unwell; it also checks evolution, lifetime and the gym's own messages. The result box shows what actually completed. Do not assume five sessions always ran.

Keep in mind

Bonus Try is separate from block training. Each reel stops where you press, with nothing hidden pushing it past a match: a miss gives half the award, any three matching symbols double it, three symbols of the stat you are training give x4, and three golden poops give x5. Feed, rest or deal with the reported need before starting again. If you only want one award, switch to x1 before the session is committed rather than relying on an emergency stop.

How evolution requirements work

Read the target, then count the four groups.

Basics

Ordinary evolution scores four groups: care mistakes, weight, stats and bonus. A target must reach 3 points. All listed stat thresholds form one group; meeting two stats does not give two points. For Rookie targets,

the highest stat is used instead.

How it works

Weight is a band around the target value. Mistakes can have either a minimum or a maximum. Any one listed bonus condition earns the bonus point; do not add all the bonus alternatives as separate mandatory requirements. A maximum number of care mistakes is inclusive. Failing that group loses its point; it does not block evolution if the other groups reach the required score. Increasing mistakes alone therefore does not reliably exclude a target.

Keep in mind

Open a target in the visual tree to read its row. The popup's "Time (h)" row shows the time check, and a red warning flags insufficient remaining lifetime. Time in the current form, special triggers, NEW DIGIMON and competing candidates still affect the outcome. HP and MP thresholds are shown in player units. Happiness is shown on the status screen's 0–100 scale.

Evolution timing and competing targets

Requirements are only one part of the choice.

Basics

The hours below are time spent in the current form, not the partner's total age. Meeting a target's stat row early does not make ordinary evolution immediate. Timed Ultimate routes also check the target requirements; special and item routes have different triggers.

How it works

For Rookie-to-Champion and Champion-to-Ultimate, reaching the required score admits a target; four points do not beat three. The game chooses with equal chances among qualifying targets at the moment of evolution. Candidates are checked in route order: after an unraised target qualifies, later already-raised targets are skipped; earlier admitted targets remain in the draw. Model availability and NEW DIGIMON still apply. Reloading the same memory-card save and varying your timing can give a different result, but does not guarantee one. In-Training-to-Rookie keeps the highest requirement score and the first listed target on a tie. Special and item evolutions keep their own rules.

Keep in mind

The popup's "Time (h)" row compares hours spent in the current form with the hours the target needs. The verdict says "ready" only when the requirement score, model fit and time all pass; "In N h" means only time is missing. A red "Life runs out first (N h left)" warns that remaining lifetime is shorter than the wait still needed; N is the remaining lifetime. Non-clock routes show "Special route". Imported Megas also require 120 in-game hours spent as an Ultimate. If lifetime runs out first, the partner dies of old age. Overripe Melon (Chain Melon) adds 24 lifetime hours; Digiseabass adds 6. These extend remaining lifetime, not time already spent in the current form.

Learning techniques

Species lists, specialty slots and candidate rolls.

Basics

An enemy executing a normal technique records it as a learning candidate; it does not need to hit your partner. After battle, the move must be on the species list, have a matching specialty and not already be known. The first matching specialty slot selects its roll.

How it works

Brains does not change that battle learning roll. Repeated uses of the same move do not create extra candidate rolls. If multiple candidates pass, one is chosen at random; a displayed percentage is not a guaranteed final award.

Keep in mind

Brains training uses separate rules. Technique pages show base battle MP cost before condition and Brains modifiers; finishers cost no MP. Shared move names retain their IDs, and a species-specific finisher can override the ordinary move's values.

Boosted technique

Each species that can be raised has one boosted technique, marked on its page and with an arrow in the Tech menu. When that partner uses it, its power rises by one eighth plus 30 and it costs a quarter less MP; species tables already show those values. The boost also applies to both fighters in VS mode and never to enemies.

Darkness, Light and Water

Three more technique rows, healing and their cups.

Basics

Three rows join the seven of the original: Darkness, Light and Water, eight techniques each. A partner learns them like any other: the technique must be on its species list and the row among its specialties. The Techset screen scrolls through the rows. A save from an earlier version loads as it is. On that first load the partner learns the first technique of each new row on its species list: Shadow Claw, Holy Spark or Bubble Shot. It learns the rest like any other technique.

How it works

Blessing gives back 10% of the full HP, and the amount rises in green over the Digimon. A partner heals three times a battle and an enemy twice; nobody heals at full HP. Left alone, a partner heals only below 60% of its HP; your order heals at any HP below the full. Sacred Shield raises Defense, Rain Dance raises Speed, and Evil Whisper takes a fifth of the target's Defense, once per fighter and battle. Most attacks of the three rows hit by position, as most shots of the original do. A shot is aimed when it leaves, and a blow or an area lands on a spot: a target that has walked away from there is not touched. Nightmare, Evil Whisper, Venom Mist, Flash Burst, Whirlpool and Ocean Fury follow their target, and only their accuracy can make them miss.

Keep in mind

Darkness and Light do double damage to each other and half to their own row. Water does double damage to Fire and Filth and half to Nature, Ice and Water; Air does double damage to Water. Three cups of the arena take only the species whose first specialty is their row: the Dark Cup, the

Holy Cup and the Aqua Cup, twice each in the 30 days of the calendar. The winner takes 5000 bits and a Muscle Yam, a Sage Fruit or a Power Ice.

Weapon and Earth

Two more technique rows and their cups.

Basics

Two more rows join the Techset: Weapon and Earth, eight techniques each, which makes twelve rows. The fourth row of the original, which the screen called Earth, is now called Nature, the name this wiki always gave it; its techniques are the same. A save from an earlier version loads as it is. On that first load the partner learns the first technique of each new row on its species list: Quick Slash or Rock Throw. It learns the rest like any other technique.

How it works

Weapon is the row of blades. Quick Slash, Blade Throw, Cross Cutter, Whirling Edge, Giant Cleave and Final Edge do damage; Armor Break takes a quarter of the target's Defense, once per fighter and battle, and War Stance raises Offense by a fifth. Earth is the row of rock. Rock Throw, Sand Blast, Boulder Crash, Fissure, Stalagmite, Landslide and Gaia Quake do damage, Sand Blast may confuse, and Stone Skin raises Defense. Most attacks of the two rows hit by position, as most shots of the original do: a target that has walked away from where the blow lands is not touched. Final Edge, Sand Blast, Stalagmite and Gaia Quake follow their target, and only their accuracy can make them miss.

Keep in mind

Weapon does one and a half times the damage to Nature and half to Mech and Earth. Earth does double damage to Mech, one and a half times to Fire and half to Air, Nature and Earth. Mech does one and a half times the damage to Weapon and Nature half; Water does double damage to Earth, Nature and Ice one and a half times, and Fire and Weapon half. Two cups of the arena take only the species whose first specialty is their row: the Blade Cup and the Gaia Cup, twice each in the 30 days of the calendar. The winner takes 5000 bits and an Offense Chip or a Defense Chip.

File City and recruiting residents

Find services, prosperity and recruit prerequisites.

Basics

The recruitment directory lists residents, locations, city services and prosperity contributions inside closed spoilers.

How it works

Recruitment steps are hidden until you open the spoiler disclosure. Times use the game clock. Check prerequisites as well as the place; a resident may depend on a city milestone, another recruit or a story event.

Keep in mind

Hidden partner mechanics

Hidden partner mechanics.

Basics

A Bakemon partner lets you understand Bakemon's speech. The conversation and recruitment choices are inside the spoiler below.

How it works

Partners have individual food preferences and sleep cycles. Their specialties also control which techniques they can learn in battle. An empty specialty slot still counts when selecting the learning probability, even though the summary omits empty slots.

Keep in mind

New-game quiz: points and starters

All seven questions contribute to three score groups.

Basics

How it works

Keep in mind

Jijimon keeps your partner a surprise: you first see them beside you when you wake up. Naming is optional, and its prompts do not reveal the species. The starter columns show NEW DIGIMON on and off. Quiz answers, scores and the starter grid are inside the spoiler below.

EASY, NORMAL and HARD

EASY, NORMAL and HARD.

Basics

NORMAL uses the ordinary battle rules. EASY doubles the partner's damage and halves damage received, rounding up before the usual limits. It also halves poison damage to the partner. These changes cover single-player field battles and tournaments, not two-player VS.

How it works

Difficulty does not rewrite the partner's saved stats. Scripted percentage damage follows its own rules. Choose difficulty at the title's options and check the available settings.

Keep in mind

Choose from the difficulty settings shown in the title options. Battle adjustments come from the game's settings below; they do not change permanent partner growth. DANGER ALERT, in the title options and on by default, puts a small purple devil over a wild Digimon that is clearly stronger than your partner: its fight strength, HP × (Offense + Defense), is at least 2.5 times your partner's. It appears only on Digimon that start a battle when touched, never on characters who just talk, and only while you are free to move. Use it to steer clear of fights you would lose badly; it is a warning, not a guarantee.

> HARD scales enemies using the values below.

Enemy HP (%)	110

Enemy Offense (%)	150
Enemy Defense (%)	105
Enemy Speed (%)	115
Enemy Brains (%)	150
Enemy finisher power (%)	150
Partner damage (%)	95
Enemy idle weight (%)	25
Enemy damage floor (%)	15

Player FAQ and troubleshooting

Updates, missing saves, slow patching and useful reports.

Basics

If Continue is missing, check the assigned card, its free blocks and the disc filename used by per-game cards. Horizon needs 1 free block for a new save. Back up the card before updating, boot the new disc and load an in-game save.

How it works

Phone patching can be slow. For storage quota errors, use a normal browser window, free space and retry; the desktop patcher is another option. The source-disc checks are intentional: the extra games provide imported species, and a modified or unsupported dump will not match. The web builder on Android phones no longer fails with a file permission error while copying the disc.

Keep in mind

For broken or stale text, record your game version, base disc, language, emulator build and graphics settings. On affected Android builds, try disabling Enable Texture Cache. Include the exact trigger and a screenshot in a bug report; a symptom alone does not identify its cause. WarGrowlmon's face no longer has holes.

> Free blocks needed: 1

Digimon

Fresh

Botamon · #1

Fresh · Data · Fire

Techniques (Power / MP / Learning chance):
Bubble (6 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves to: Koromon

Nyokimon · #473

Fresh · Data · Nature

Techniques (Power / MP / Learning chance):
Bubble (6 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves to: Yokomon

Pabumon · #470

Fresh · Data · Nature

Techniques (Power / MP / Learning chance):
Bubble (6 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves to: Motimon

Pichimon · #471

Fresh · Data · Water / Ice

Techniques (Power / MP / Learning chance):
Bubble (10 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves to: Bukamon

Poyomon · #29

Fresh · Data · Air

Techniques (Power / MP / Learning chance):
Bubble (5 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves to: Tokomon

Punimon · #15

Fresh · Data · Air

Techniques (Power / MP / Learning chance):
Bubble (6 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves to: Tsunomon

YukimiBotamon · #472

Fresh · Data · Air

Techniques (Power / MP / Learning chance):
Bubble (6 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves to: Nyaromon

Yuramon · #43

Fresh · Data · Nature

Techniques (Power / MP / Learning chance):
Bubble (5 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves to: Tanemon

In-Training

Bukamon · #475

In-Training · Data · Water / Ice / Battle

Techniques (Power / MP / Learning chance):
Bubble (10 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves from: Pichimon

Evolves to: Gomamon, Otamamon, Gizamon, Syakomon, Crabmon, RedOtamamon

Koromon · #2

In-Training · Data · Fire / Battle

Techniques (Power / MP / Learning chance):
Bubble (10 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves from: Botamon

Evolves to: Agumon, Gabumon, Goblimon, ToyAgumon, Candlemon, Guilmon

Motimon · #474

In-Training · Data · Nature / Mech

Techniques (Power / MP / Learning chance):
Bubble (10 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves from: Pabumon

Evolves to: Tentomon, Kokuwamon, Wormmon, Hagurumon, Vemmon, Solarmon

Nyaromon · #476

In-Training · Data · Light / Battle / Air

Techniques (Power / MP / Learning chance):
Bubble (10 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves from: YukimiBotamon

Evolves to: Salamon, DemiDevimon, Bearmon, Renamon, Kotemon, Veemon

Tanemon · #44

In-Training · Data · Nature / Ice

Techniques (Power / MP / Learning chance):
Bubble (10 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves from: Yuramon

Evolves to: Palmon, Betamon, Dokunemon, Otamamon, Armadillomon, Gazimon

Tokomon · #30

In-Training · Data · Air / Battle / Light

Techniques (Power / MP / Learning chance):
Bubble (10 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves from: Poyomon

Evolves to: Patamon, Biyomon, Gotsumon, Psychemon, Tsukaimon, Hagurumon

Tsunomon · #16

In-Training · Data · Air / Ice

Techniques (Power / MP / Learning chance):
Bubble (11 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves from: Punimon

Evolves to: Elecmon, Penguinmon, Gabumon, SnowAgumon, Muchomon, VioletElecmon

Yokomon · #477

In-Training · Data · Air / Nature

Techniques (Power / MP / Learning chance):
Bubble (10 / 0 MP / —)

Requirements: Fixed growth; no requirement score.

Evolves from: Nyokimon

Evolves to: Biyomon, Floramon, Hawkmon, Mushroomon, Monmon, Tapirmon

Rookie

Agumon · #3

Rookie · Vaccine · Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Pepper Breath (89 / 0 MP / —)

Requirements: Highest stat: HP / MP / Offense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 10–20 · Bonus (any one): from Koromon

Evolves from: Koromon

Evolves to: Greymon, Meramon, Birdramon, Centarumon, Monochromon, Tyrannomon

Armadillomon · #185

Rookie · Vaccine · Earth / Battle / Nature

Techniques (Power / MP / Learning chance):
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Mass Morph (0 / 30 MP / 12%) · Dokunemon → Beetle Land (+4)
Drill Spin (150 / 0 MP / —)
Rock Throw (64 / 30 MP / 28%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 26%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)

Requirements: Highest stat: Speed (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Tanemon

Evolves to: Ankylomon, Digmon, Submarimon, Tortomon, Dinohyumon

Bearmon · #353

Rookie · Vaccine · Battle

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Super Slap (91 / 0 MP / —)

Requirements: Highest stat: Speed (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Nyaromon

Evolves to: Gururumon, Golemon, Ikkakumon, Grizzlymon, Leomon

Betamon · #4

Rookie · Virus · Water / Ice / Air

Techniques (Power / MP / Learning chance):
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Electric Shock (92 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)

Requirements: Highest stat: HP / MP / Defense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 10–20 · Bonus (any one): Automatic

Evolves from: Tanemon

Evolves to: Seadramon, Dolphmon, Shellmon, Coelamon

Biyomon · #45

Rookie · Vaccine · Air / Light / Fire

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 15%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 13%) · Agumon → Ogre Fortress (+8)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Spiral Twister (91 / 0 MP / —)
Holy Spark (60 / 30 MP / 21%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 16%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 14%) · Piddomon → Mt. Infinity

Requirements: Highest stat: MP / Defense / Speed (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 10–20 · Bonus (any one): Automatic

Evolves from: Tokomon, Yokomon

Evolves to: Birdramon, Airdramon, Kokatorimon, Unimon, Kabuterimon, Saberdramon

Candlemon · #235

Rookie · Data · Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Blue Blaster (90 / 0 MP / —)

Requirements: Highest stat: Speed (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Koromon

Evolves to: Baronmon, Wizardmon, Shadramon, Flarerizamon, Lynxmon

Crabmon · #284

Rookie · Data · Water / Ice / Battle

Techniques (Power / MP / Learning chance):
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Scissor Claw (172 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)

Requirements: Highest stat: MP (HP and MP divided by 10) · Care mistakes ≤ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Bukamon

Evolves to: Ebidramon, Coelamon, Shellmon, Tylomon, Gesomon

DemiDevimon · #236

Rookie · Virus · Darkness / Battle / Air

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Spinning Needle (152 / 0 MP / —)
Shadow Claw (60 / 27 MP / 28%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 26%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+29)

Requirements: Highest stat: Defense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Nyaromon

Evolves to: IceDevimon, Devidramon, Vilemon, BlackGatomon

Dokunemon · #74

Rookie · Virus · Nature / Air

Techniques (Power / MP / Learning chance):
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Electric Thread (94 / 0 MP / —)

Requirements: Highest stat: Offense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Tanemon

Evolves to: Flymon, Dokugumon, Roachmon, Kurisarimon

Elecmon · #18

Rookie · Data · Air / Battle

Techniques (Power / MP / Learning chance):
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Super Thunder Strike (100 / 0 MP / —)

Requirements: Highest stat: HP / Offense / Speed (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 10–20 · Bonus (any one): Automatic

Evolves from: Tsunomon

Evolves to: Leomon, Angemon, Bakemon, Kokatorimon, Thundermon

Floramon · #273

Rookie · Data · Nature / Ice

Techniques (Power / MP / Learning chance):
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)

Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Poison Ivy (101 / 0 MP / —)

Requirements: Highest stat: MP (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Yokomon

Evolves to: MoriShellmon, Woodmon, Kiwimon, Snimon, Vegiemon

Gabumon · #17

Rookie · Data · Battle / Fire

Techniques (Power / MP / Learning chance):
Fire Tower (155 / 81 MP / 11%) · Agumon → Ogre Fortress (+5)
Heat Laser (84 / 105 MP / 13%) · Agumon → Ogre Fortress (+8)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Blue Blaster (90 / 0 MP / —)

Requirements: Highest stat: Defense / Speed / Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 10–20 · Bonus (any one): Automatic · Tsunomon route: weight 21–31 instead (Koromon: 10–20).

Evolves from: Tsunomon, Koromon

Evolves to: Centarumon, Monochromon, Drimogemon, Tyrannomon, Ogremon, Garurumon

Gazimon · #285

Rookie · Virus · Battle / Nature / Darkness

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)

Poison Claw (62 / 66 MP / 22%) · Aruraumon → Native Forest (+9)
Poison Powder (117 / 171 MP / 19%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 15%) · Dokunemon → Beetle Land (+4)
Poison Ivy (101 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)

Requirements: Highest stat: Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Tanemon

Evolves to: Gururumon, Dinohyumon, Gargoylemon, Minotarumon, Grizzlymon

Gizamon · #239

Rookie · Virus · Water / Ice / Battle

Techniques (Power / MP / Learning chance):
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Super Slap (91 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)

Requirements: Highest stat: HP (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Bukamon

Evolves to: Hyogamon, Gesomon, Tylomon, Octomon, ShellNumemon

Goblimon · #80

Rookie · Virus · Battle / Fire / Darkness

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Pummel Whack (170 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)

Requirements: Highest stat: HP (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Koromon

Evolves to: Fugamon, Tuskmon, Flarerizamon, Raremon, Cyclonemon, Ogremon

Gomamon · #217

Rookie · Vaccine · Water / Ice / Battle

Techniques (Power / MP / Learning chance):

Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Super Slap (91 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)

Requirements: Highest stat: Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Bukamon

Evolves to: Submarimon, Ikkakumon, Dolphmon, Gesomon, Tylomon, Octomon

Gotsumon · #68

Rookie · Data · Earth / Battle

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Pummel Whack (170 / 0 MP / —)
Rock Throw (64 / 30 MP / 28%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 26%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)

Requirements: Highest stat: HP (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Tokomon

Evolves to: Guardromon, Golemon, Tortomon, Gargoylemon, Minotarumon, Monochromon

Guilmon · #433

Rookie · Virus · Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Pepper Breath (89 / 0 MP / —)

Requirements: Highest stat: Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Koromon

Evolves to: Flamedramon, Veedramon, Tuskmon, Growlmon

Hagurumon · #122

Rookie · Vaccine · Mech / Air

Techniques (Power / MP / Learning chance):
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Electric Shock (92 / 0 MP / —)

Requirements: Highest stat: MP (HP and MP divided by 10) · Care mistakes ≤ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Tokomon, Motimon

Evolves to: Tankmon, Guardromon, Hookmon, Clockmon

Hawkmon · #184

Rookie · Data · Air / Battle

Techniques (Power / MP / Learning chance):
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Boom Bubble (85 / 0 MP / —)

Requirements: Highest stat: Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Yokomon

Evolves to: Saberdramon, Aquilamon, Halsemon, Shurimon, Quetzalmon

Kokuwamon · #247

Rookie · Data · Air / Mech

Techniques (Power / MP / Learning chance):
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)

Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 17%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 27%) · Guardromon → Factorial Town
Electric Shock (92 / 0 MP / —)

Requirements: Highest stat: Offense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Motimon

Evolves to: Thundermon, Flymon, Clockmon, Guardromon

Kotemon · #351

Rookie · Data · Weapon / Battle / Fire

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Spit Fire (66 / 30 MP / 15%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 13%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 11%) · Agumon → Ogre Fortress (+5)
Blue Blaster (90 / 0 MP / —)
Quick Slash (60 / 24 MP / 28%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 26%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)

Requirements: Highest stat: HP (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Nyaromon

Evolves to: Flamedramon, Apemon, Baronmon, Tuskmon, DarkTyrannomon, Musyamon

Monmon · #352

Rookie · Virus · Battle / Air

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)

Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Boom Bubble (85 / 0 MP / —)

Requirements: Highest stat: Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Yokomon

Evolves to: Golemon, Apemon, Hookmon, Raremon, Musyamon, Ninjamon

Muchomon · #93

Rookie · Data · Battle / Air / Ice

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Super Slap (91 / 0 MP / —)

Requirements: Highest stat: HP (HP and MP divided by 10) · Care mistakes ≤ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Tsunomon

Evolves to: Soulmon, Aquilamon, Sorcermon, Quetzalmon

Mushroomon · #263

Rookie · Virus · Nature / Battle

Techniques (Power / MP / Learning chance):

Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Drill Spin (150 / 0 MP / —)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)

Requirements: Highest stat: HP (HP and MP divided by 10) · Care mistakes ≤ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Yokomon

Evolves to: Woodmon, Kiwimon, Snimon, Vegiemon

Otamamon · #109

Rookie · Data · Water / Ice

Techniques (Power / MP / Learning chance):

Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Super Slap (91 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)

Requirements: Highest stat: MP (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Tanemon, Bukamon

Evolves to: Geremon, MoriShellmon, Gekomon, Ebidramon

Palmon · #46

Rookie · Vaccine · Nature / Ice

Techniques (Power / MP / Learning chance):

Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Tear Drop (60 / 42 MP / 15%) · Aruraumon → Native Forest (+6)
Water Bullet (211 / 102 MP / 5%) · Aruraumon → Tropical Jungle (+9)
Aqua Magic (0 / 36 MP / 9%) · MoriShellmon → Misty Trees
Poison Ivy (101 / 0 MP / —)

Requirements: Highest stat: MP / Speed / Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 10–20 · Bonus (any one): Automatic

Evolves from: Tanemon

Evolves to: Kuwagamon, Vegiemon, Ninjamon, Dolphmon, Coelamon, Togemon

Patamon · #31

Rookie · Data · Battle / Light / Air

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Boom Bubble (85 / 0 MP / —)
Holy Spark (60 / 30 MP / 21%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 16%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 14%) · Piddomon → Mt. Infinity

Requirements: Highest stat: HP / Offense / Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 10–20 · Bonus (any one): Automatic

Evolves from: Tokomon

Evolves to: Drimogemon, Tyrannomon, Ogremon, Leomon, Angemon, Unimon

Penguinmon · #57

Rookie · Data · Ice / Water / Nature

Techniques (Power / MP / Learning chance):

Poison Claw (62 / 66 MP / 16%) · Aruraumon → Native Forest (+9)
Charm Perfume (180 / 210 MP / 9%) · MoriShellmon → Misty Trees (+1)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 20%) · Aruraumon → Tropical Jungle (+9)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
Super Slap (91 / 0 MP / —)
Bubble Shot (58 / 24 MP / 22%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 16%) · Gekomon → Geko Swamp (+2)

Rain Dance (0 / 54 MP / 14%) · Gekomon → Geko Swamp (+1)

Requirements: Highest stat: MP / Defense / Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 10–20 · Bonus (any one): Automatic

Evolves from: Tsunomon

Evolves to: Dolphmon, Shellmon, Garurumon, Frigimon, Mojyamon, Sorcermon

Psychemon · #82

Rookie · Vaccine · Battle

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Drill Spin (150 / 0 MP / —)

Requirements: Highest stat: Defense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Tokomon

Evolves to: Ankylomon, Lighdramon, Minotarumon, Gururumon

RedOtamamon · #233

Rookie · Data · Fire / Battle / Water

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Fireball (155 / 0 MP / —)
Bubble Shot (58 / 24 MP / 15%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 12%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 9%) · Gekomon → Geko Swamp (+1)

Requirements: Highest stat: Offense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Bukamon

Evolves to: Shadramon, Growlmon, Maildramon, Flarerizamon, Meramon

Renamon · #354

Rookie · Data · Battle / Fire

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Spiral Twister (91 / 0 MP / —)

Requirements: Highest stat: HP (HP and MP divided by 10) · Care mistakes ≤ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Nyaromon

Evolves to: Baronmon, Gatomon, Wizardmon, Kyubimon

Salamon · #221

Rookie · Vaccine · Light / Battle / Air

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Boom Bubble (85 / 0 MP / —)
Holy Spark (60 / 30 MP / 28%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 26%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 22%) · Piddomon → Mt. Infinity

Requirements: Highest stat: Speed (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Nyaromon

Evolves to: Nefertimon, Pegasusmon, Gatomon, BlackGatomon, Piddomon

SnowAgumon · #71

Rookie · Vaccine · Ice / Battle

Techniques (Power / MP / Learning chance):
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Super Slap (91 / 0 MP / —)

Requirements: Highest stat: MP (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Tsunomon

Evolves to: Hyogamon, Gururumon, Ikkakumon, Ebidramon, Icemon, Frigimon

Solarmon · #251

Rookie · Vaccine · Fire / Mech

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 17%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 27%) · Guardromon → Factorial Town
Spiral Twister (91 / 0 MP / —)

Requirements: Highest stat: Offense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Motimon

Evolves to: Guardromon, BomberNanimon, Starmon, Cyclonemon, Lynxmon

Syakomon · #283

Rookie · Virus · Water / Ice / Battle

Techniques (Power / MP / Learning chance):

Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Blasting Spout (150 / 0 MP / —)
Poison Powder (117 / 171 MP / —) · Aruraumon → Native Forest (+7)
Charm Perfume (180 / 210 MP / —) · MoriShellmon → Misty Trees (+1)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)

Requirements: Highest stat: HP (HP and MP divided by 10) · Care mistakes ≤ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Bukamon

Evolves to: Ebidramon, Octomon, Coelamon, Icemon, Shellmon

Tapirmon · #287

Rookie · Vaccine · Battle / Air

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Solar Ray (167 / 0 MP / —)

Requirements: Highest stat: Offense (HP and MP divided by 10) · Care mistakes ≤ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Yokomon

Evolves to: Wizardmon, Bakemon, Apemon, Aquilamon

Tentomon · #111

Rookie · Data · Nature / Air

Techniques (Power / MP / Learning chance):

Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Poison Ivy (101 / 0 MP / —)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)

Requirements: Highest stat: Defense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Motimon

Evolves to: Stingmon, Woodmon, Roachmon, Snimon, Yanmamon, Kabuterimon

ToyAgumon · #84

Rookie · Data · Fire / Battle

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Pepper Breath (89 / 0 MP / —)

Requirements: Highest stat: Defense (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Koromon

Evolves to: Tankmon, Digmon, Starmon, DarkTyrannomon, Deltamon, ShellNumemon

Tsukaimon · #96

Rookie · Virus · Darkness / Battle / Air

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Boom Bubble (85 / 0 MP / —)
Shadow Claw (60 / 27 MP / 28%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 26%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+29)

Requirements: Highest stat: MP (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Tokomon

Evolves to: Piddomon, Soulmon, Devidramon, Wizardmon

Veemon · #180

Rookie · Vaccine · Battle / Fire

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Blue Blaster (90 / 0 MP / —)

Requirements: Highest stat: MP (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Nyaromon

Evolves to: ExVeemon, Flamedramon, Lighdramon, Veedramon, Maildramon

Vemmon · #331

Rookie · Vaccine · Battle / Mech

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 17%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 27%) · Guardromon → Factorial Town
Scissor Claw (172 / 0 MP / —)

Requirements: Highest stat: HP (HP and MP divided by 10) · Care mistakes ≤ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Motimon

Evolves to: Tyrannomon, Hookmon, Tankmon, BomberNanimon

VioletElecmon · #256

Rookie · Virus · Air / Battle

Techniques (Power / MP / Learning chance):
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Super Thunder Strike (100 / 0 MP / —)

Requirements: Highest stat: MP (HP and MP divided by 10) · Care mistakes ≤ 0 · Weight -1–9 · Bonus (any one): Automatic

Evolves from: Tsunomon

Evolves to: Aquilamon, Pegasusmon, Lighdramon, Thundermon

Wormmon · #183

Rookie · Virus · Nature / Battle

Techniques (Power / MP / Learning chance):
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)

Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Poison Ivy (101 / 0 MP / —)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)

Requirements: Highest stat: Brains (HP and MP divided by 10) · Care mistakes ≥ 0 · Weight 21–31 · Bonus (any one): Automatic

Evolves from: Motimon

Evolves to: Stingmon, Shurimon, Dokugumon, Kurisarimon, Snimon, Yanmamon

Champion

Airdramon · #7

Champion · Vaccine · Air / Fire

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Spinning Needle (152 / 0 MP / —)

Requirements: MP ≥ 1000, Speed ≥ 100, Brains ≥ 100 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): Discipline ≥ 90

Evolves from: Biyomon

Evolves to: Megadramon, AeroVeedramon

Angemon · #20

Champion · Vaccine · Light / Air / Battle

Techniques (Power / MP / Learning chance):

Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Hand of Fate (166 / 0 MP / —)
Holy Spark (60 / 30 MP / 28%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 26%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 22%) · Piddomon → Mt. Infinity
Blessing (0 / 120 MP / 20%) · Piddomon → Mt. Infinity
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)

Requirements: MP ≥ 1000, Brains ≥ 100 · Care mistakes ≤ 0 · Weight 15–25 · Bonus (any one): from Patamon

Evolves from: Elecmon, Patamon

Evolves to: Andromon, MagnaAngemon

Ankylomon · #189

Champion · Vaccine · Earth / Battle / Nature

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Mass Morph (0 / 30 MP / 12%) · Dokunemon → Beetle Land (+4)
Drill Spin (150 / 0 MP / —)
Rock Throw (64 / 30 MP / 28%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 26%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)

Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 1 · Weight 5–15 · Bonus (any one): from Armadillomon

Evolves from: Armadillomon, Psychemon

Evolves to: Brachiomon, Shakkoumon, Triceramon

Apemon · #227

Champion · Vaccine · Battle / Fire / Weapon

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Pummel Whack (170 / 0 MP / —)
Quick Slash (60 / 24 MP / 15%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 12%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 9%) · Fugamon → Misty Trees (+1)
War Stance (0 / 60 MP / 9%) · Fugamon → Misty Trees (+1)
Cross Cutter (230 / 108 MP / 8%) · Fugamon → Misty Trees (+1)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Monmon

Evolves from: Tapirmon, Kotemon, Monmon

Evolves to: Etemon, WereGarurumon

Aquilamon · #188

Champion · Data · Air / Battle

Techniques (Power / MP / Learning chance):
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)

Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Aerial Attack (153 / 0 MP / —)

Requirements: Offense ≥ 100 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Hawkmon

Evolves from: Hawkmon, VioletElecmon, Tapirmon, Muchomon

Evolves to: Silphymon, Garudamon

Bakemon · #37

Champion · Virus · Darkness / Air / Ice

Techniques (Power / MP / Learning chance):
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Giga Freeze (264 / 120 MP / 5%) · BlueMeramon → Ice Sanctuary (+11)
Winter Blast (120 / 165 MP / 7%) · DarkLizardmon → Misty Trees (+10)
Aqua Magic (0 / 36 MP / 9%) · MoriShellmon → Misty Trees
Dark Claw (143 / 0 MP / —)
Shadow Claw (60 / 27 MP / 28%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 26%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)

Requirements: MP ≥ 1000 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): Happiness ≥ 75

Evolves from: Elecmon, Tapirmon

Evolves to: SkullGreymon, Giromon, Phantomon, Mummymon

Baronmon · #228

Champion · Virus · Fire / Battle / Weapon

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Meteor Wing (158 / 0 MP / —)
Quick Slash (60 / 24 MP / 15%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 12%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 9%) · Fugamon → Misty Trees (+1)
War Stance (0 / 60 MP / 9%) · Fugamon → Misty Trees (+1)
Cross Cutter (230 / 108 MP / 8%) · Fugamon → Misty Trees (+1)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from Kotemon

Evolves from: Candlemon, Kotemon, Renamon

Evolves to: Vermilimon, SkullMeramon

Birdramon · #21

Champion · Vaccine · Fire / Air

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Meteor Wing (158 / 0 MP / —)

Requirements: Speed ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Biyomon

Evolves from: Agumon, Biyomon

Evolves to: Garudamon, BlueMeramon

BlackGatomon · #222

Champion · Virus · Darkness / Battle / Air

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Dark Claw (143 / 0 MP / —)
Shadow Claw (60 / 27 MP / 28%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 26%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)

Requirements: HP ≥ 1000, Defense ≥ 100, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 5–15 · Bonus (any one): from Salamon

Evolves from: Salamon, DemiDevimon

Evolves to: LadyDevimon, Myotismon, Bastemon

BomberNanimon · #232

Champion · Virus · Battle / Mech

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)

Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 17%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 27%) · Guardromon → Factorial Town
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Iga School Knife Throw (150 / 0 MP / —)

Requirements: HP ≥ 1000, Offense ≥ 100 · Care mistakes ≥ 3 · Weight 5–15 · Bonus (any one): from Solarmon

Evolves from: Solarmon, Vemmon

Evolves to: Meteormon, Datamon

Centarumon · #36

Champion · Data · Weapon / Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Dynamite Kick (255 / 99 MP / 12%) · ShimaUnimon → Gear Savanna (+15)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Solar Ray (167 / 0 MP / —)
Quick Slash (60 / 24 MP / 28%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 26%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
War Stance (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)

Requirements: Brains ≥ 100 · Care mistakes ≤ 3 · Weight 25–35 · Bonus (any one): Discipline ≥ 60

Evolves from: Gabumon, Agumon

Evolves to: Andromon, Giromon

Clockmon · #290

Champion · Data · Mech / Battle

Techniques (Power / MP / Learning chance):
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Genocide Attack (215 / 0 MP / —)

Requirements: MP ≥ 1000, Speed ≥ 100, Brains ≥ 100 · Care mistakes ≤ 3 · Weight 25–35 · Bonus (any one): from Hagurumon

Evolves from: Hagurumon, Kokuwamon

Evolves to: Datamon, Bulbmon

Coelamon · #49

Champion · Data · Water / Ice / Nature

Techniques (Power / MP / Learning chance):
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Poison Claw (62 / 66 MP / 16%) · Aruraumon → Native Forest (+9)
Ocean Fury (560 / 336 MP / 12%) · Gekomon → Geko Swamp
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)

Requirements: Defense ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): Wins ≤ 5

Evolves from: Syakomon, Crabmon, Betamon, Palmon

Evolves to: MegaSeadramon, Dragomon

Cyclonemon · #281

Champion · Virus · Fire / Battle / Earth

Techniques (Power / MP / Learning chance):

Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Fireball (155 / 0 MP / —)
Rock Throw (64 / 30 MP / 15%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 12%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 9%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 8%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 8%) · Golemon → Back Dimension (+7)

Requirements: HP ≥ 1000, Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from Goblimon

Evolves from: Solarmon, Goblimon

Evolves to: Vermilimon, MasterTyrannomon

DarkTyrannomon · #265

Champion · Virus · Fire / Battle / Darkness

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)

Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Nightmare Syndrome (222 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: HP ≥ 1000, Defense ≥ 100, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from ToyAgumon

Evolves from: Kotemon, ToyAgumon

Evolves to: MetalTyrannomon, ExTyrannomon

Deltamon · #292

Champion · Virus · Battle / Fire / Darkness

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Mega Flame (196 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: HP ≥ 1000, Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from ToyAgumon

Evolves from: ToyAgumon

Evolves to: ExTyrannomon, Kimeramon

Devidramon · #216

Champion · Virus · Darkness / Battle / Air

Techniques (Power / MP / Learning chance):

Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Death Claw (180 / 0 MP / —)
Shadow Claw (60 / 27 MP / 28%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 26%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)

Requirements: HP ≥ 1000, Offense ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from DemiDevimon

Evolves from: DemiDevimon, Tsukaimon

Evolves to: Myotismon, LadyDevimon, SkullSatamon

Digmon · #193

Champion · Vaccine · Earth / Battle / Nature

Techniques (Power / MP / Learning chance):

Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Green Trap (310 / 147 MP / 0%) · J-Mojyamon → Mangrove Region (+2)
Mass Morph (0 / 30 MP / 12%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 13%) · Tentomon → Beetle Land (+1)

Poison Claw (62 / 66 MP / 16%) · Aruraumon → Native Forest (+9)
Drill Spin (150 / 0 MP / —)
Rock Throw (64 / 30 MP / 28%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 26%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): from Armadillomon

Evolves from: Armadillomon, ToyAgumon

Evolves to: Triceramon, Okuwamon

Dinohyumon · #308

Champion · Data · Weapon / Battle / Air

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Scissor Claw (172 / 0 MP / —)
Quick Slash (60 / 24 MP / 28%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 26%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
War Stance (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)

Requirements: MP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 3 · Weight 25–35 · Bonus (any one): from Gazimon

Evolves from: Armadillomon, Gazimon

Evolves to: Knightmon, GrapLeomon

Dokugumon · #298

Champion · Virus · Nature / Battle / Darkness

Techniques (Power / MP / Learning chance):

Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Bit Bomb (232 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: Offense ≥ 100, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Dokunemon

Evolves from: Wormmon, Dokunemon

Evolves to: Arukenimon, Mummymon

Dolphmon · #238

Champion · Vaccine · Water / Ice / Air

Techniques (Power / MP / Learning chance):

Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Blasting Spout (150 / 0 MP / —)

Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)

Requirements: HP ≥ 1000, Brains ≥ 100 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): Discipline ≥ 60

Evolves from: Gomamon, Betamon, Palmon, Penguinmon

Evolves to: WaruSeadramon, Zudomon

Drimogemon · #38

Champion · Data · Earth / Battle / Nature

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
Green Trap (310 / 147 MP / 0%) · J-Mojyamon → Mangrove Region (+2)
Charm Perfume (180 / 210 MP / 9%) · MoriShellmon → Misty Trees (+1)
Drill Spin (150 / 0 MP / —)
Rock Throw (64 / 30 MP / 28%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 26%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)

Requirements: Offense ≥ 100 · Care mistakes ≥ 3 · Weight 35–45 · Bonus (any one): Happiness ≥ 75

Evolves from: Gabumon, Patamon

Evolves to: MetalGreymonVirus, Brachiomon

Ebidramon · #305

Champion · Data · Water / Ice / Battle

Techniques (Power / MP / Learning chance):

Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Scissor Claw (172 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 3 · Weight 25–35 · Bonus (any one): from Otamamon

Evolves from: Otamamon, Syakomon, Crabmon, SnowAgumon

Evolves to: Gigadramon, Scorpiomon

ExVeemon · #194

Champion · Vaccine · Battle / Fire

Techniques (Power / MP / Learning chance):

Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Mega Flame (196 / 0 MP / —)

Requirements: Speed ≥ 100, Brains ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Veemon

Evolves from: Veemon

Evolves to: Paildramon, AeroVeedramon

Flamedramon · #195

Champion · Data · Fire / Battle

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Fireball (155 / 0 MP / —)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 3 · Weight 25–35 · Bonus (any one): from Veemon

Evolves from: Veemon, Kotemon, Guilmon

Evolves to: AeroVeedramon, Magnamon

Flarerizamon · #69

Champion · Data · Fire

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Fireball (155 / 0 MP / —)

Requirements: MP ≥ 1000, Offense ≥ 100, Brains ≥ 100 · Care mistakes ≤ 3 · Weight 5–15 · Bonus (any one): from Candlemon

Evolves from: RedOtamamon, Candlemon, Goblimon

Evolves to: Vermilimon, BlueMeramon, MetalTyrannomon

Flymon · #262

Champion · Virus · Nature / Air

Techniques (Power / MP / Learning chance):

Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Spinning Needle (152 / 0 MP / —)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)

Requirements: Offense ≥ 100, Defense ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from Dokunemon

Evolves from: Kokuwamon, Dokunemon

Evolves to: Okuwamon, Piximon

Frigimon · #23

Champion · Vaccine · Ice / Battle

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Tear Drop (60 / 42 MP / 30%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 20%) · Aruraumon → Tropical Jungle (+9)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Aurora Freeze (430 / 258 MP / 14%) · Hyogamon → Ice Sanctuary (+1)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees

Subzero Ice Punch (157 / 0 MP / —)

Requirements: MP ≥ 1000, Brains ≥ 100 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): Happiness ≥ 75

Evolves from: Penguinmon, SnowAgumon

Evolves to: MetalMamemon, Mamemon, Mammothmon

Fugamon · #89

Champion · Virus · Weapon / Air / Battle

Techniques (Power / MP / Learning chance):

Whirling Edge (210 / 150 MP / 18%) · Fugamon → Misty Trees (+1)
Magma Bomb (279 / 132 MP / —) · Agumon → Ogre Fortress (+15)
Final Edge (540 / 288 MP / 12%) · Fugamon → Misty Trees (+1)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Giant Cleave (390 / 180 MP / 16%) · Fugamon → Misty Trees (+1)
Pummel Whack (170 / 0 MP / —)
Quick Slash (60 / 24 MP / 28%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 26%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
War Stance (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Goblimon

Evolves from: Goblimon

Evolves to: SkullSatamon, SkullMeramon

Gargoylemon · #327

Champion · Virus · Battle / Air

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Pummel Whack (170 / 0 MP / —)

Requirements: Speed ≥ 100, Brains ≥ 150 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Gazimon

Evolves from: Gazimon, Gotsumon

Evolves to: SkullSatamon, Mummymon

Garurumon · #22

Champion · Vaccine · Ice / Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
Howling Blaster (183 / 0 MP / —)

Requirements: MP ≥ 1000, Speed ≥ 100 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): Discipline ≥ 90

Evolves from: Gabumon, Penguinmon

Evolves to: SkullGreymon, MegaSeadramon, WereGarurumon

Gatomon · #234

Champion · Vaccine · Light / Battle / Air

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)

Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Dark Claw (143 / 0 MP / —)
Holy Spark (60 / 30 MP / 28%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 26%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 22%) · Piddomon → Mt. Infinity
Blessing (0 / 120 MP / 20%) · Piddomon → Mt. Infinity
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 1 · Weight 5–15 · Bonus (any one): from Salamon

Evolves from: Salamon, Renamon

Evolves to: Angewomon, LadyDevimon, Silphymon, Bastemon

Gekomon · #110

Champion · Data · Ice / Water

Techniques (Power / MP / Learning chance):
Tear Drop (60 / 42 MP / 30%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 20%) · Aruraumon → Tropical Jungle (+9)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Sea Crush (300 / 186 MP / 10%) · Gekomon → Geko Swamp (+1)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Aurora Freeze (430 / 258 MP / 14%) · Hyogamon → Ice Sanctuary (+1)
Hydro Pressure (155 / 0 MP / —)
Bubble Shot (58 / 24 MP / 22%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 16%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 14%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 12%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 10%) · Gekomon → Geko Swamp (+1)
Tidal Wave (400 / 264 MP / 8%) · Gekomon → Geko Swamp
Ocean Fury (560 / 336 MP / 7%) · Gekomon → Geko Swamp

Requirements: HP ≥ 1000 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Otamamon

Evolves from: Otamamon

Evolves to: ShogunGekomon, Scorpiomon

Geremon · #87

Champion · Virus · Filth / Nature

Techniques (Power / MP / Learning chance):

Horizontal Kick (53 / 24 MP / 25%) · Geremon → Factorial Town (+1)
Odor Spray (88 / 75 MP / 24%) · Geremon → Factorial Town (+2)
Fast Poop Toss (122 / 96 MP / 23%) · Geremon → Factorial Town (+1)
Poop Flurry (75 / 120 MP / 21%) · Geremon → Factorial Town
Fast Poop Flurry (122 / 216 MP / 20%) · Geremon → Factorial Town (+1)
Big Poop Toss (211 / 192 MP / 15%) · Geremon → Factorial Town (+1)
Big Poop Flurry (211 / 282 MP / 11%) · Geremon → Factorial Town (+1)
Ultimate Poop Hell (333 / 333 MP / 9%) · Geremon → Factorial Town (+1)
Party Time (100 / 0 MP / —)
Charm Perfume (180 / 210 MP / 12%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 19%) · Aruraumon → Native Forest (+7)

Requirements: HP ≥ 1000, MP ≥ 1000 · Care mistakes ≥ 3 · Weight 5–15 · Bonus (any one): from Otamamon

Evolves from: Otamamon

Evolves to: Garbagemon, Etemon

Gesomon · #240

Champion · Virus · Water / Ice / Battle

Techniques (Power / MP / Learning chance):

Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)

Hydro Pressure (155 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Gizamon

Evolves from: Gomamon, Gizamon, Crabmon

Evolves to: MarineDevimon, Dragomon, Divermon

Golemon · #108

Champion · Virus · Earth / Ice / Battle

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Stalagmite (430 / 219 MP / 16%) · Golemon → Mt. Infinity (+2)
Landslide (450 / 285 MP / 14%) · Golemon → Mt. Infinity (+2)
Gaia Quake (650 / 390 MP / 12%) · Golemon → Back Dimension (+1)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Pummel Whack (170 / 0 MP / —)
Rock Throw (64 / 30 MP / 28%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 26%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)

Requirements: MP ≥ 1000, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Gotsumon

Evolves from: Monmon, Bearmon, Gotsumon

Evolves to: Mammothmon, Tekkamon

Greymon · #5

Champion · Vaccine · Fire / Battle / Air

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Mega Flame (196 / 0 MP / —)

Requirements: Offense ≥ 100, Defense ≥ 100, Speed ≥ 100, Brains ≥ 100 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): Discipline ≥ 90

Evolves from: Agumon

Evolves to: MetalGreymonVirus, SkullGreymon, Kimeramon, MetalGreymonVaccine

Grizzlymon · #296

Champion · Vaccine · Battle / Ice

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Maelstrom (211 / 0 MP / —)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)

Requirements: HP ≥ 1000, Defense ≥ 100, Brains ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Bearmon

Evolves from: Gazimon, Bearmon

Evolves to: GrapLeomon, IceLeomon

Growlmon · #320

Champion · Virus · Fire / Battle

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Blaze Blast (174 / 0 MP / —)

Requirements: Speed ≥ 100, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Guilmon

Evolves from: RedOtamamon, Guilmon

Evolves to: MetalTyrannomon, WarGrowlmon

Guardromon · #92

Champion · Vaccine · Mech / Battle / Fire

Techniques (Power / MP / Learning chance):

Prominence Beam (444 / 183 MP / 5%) · BlueMeramon → Ice Sanctuary (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Spit Fire (66 / 30 MP / 15%) · Agumon → Ogre Fortress (+14)

Genocide Attack (215 / 0 MP / —)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Hagurumon

Evolves from: Hagurumon, Kokuwamon, Solarmon, Gotsumon

Evolves to: Tekkamon, Infermon, Datamon, Assaultmon, Bulbmon

Gururumon · #105

Champion · Virus · Battle / Ice / Darkness

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Ice Blast (162 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: Offense ≥ 100, Defense ≥ 100 · Care mistakes ≥ 3 · Weight 5–15 · Bonus (any one): from Gazimon

Evolves from: Gazimon, Bearmon, SnowAgumon, Psychemon

Evolves to: WereGarurumon, GrapLeomon

Halsemon · #196

Champion · Data · Air / Battle

Techniques (Power / MP / Learning chance):

Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)

Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Spinning Needle (152 / 0 MP / —)

Requirements: Speed ≥ 100 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Hawkmon

Evolves from: Hawkmon

Evolves to: Silphymon, Garudamon

Hookmon · #299

Champion · Virus · Battle / Mech / Water

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 17%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 27%) · Guardromon → Factorial Town
Dark Shot (200 / 0 MP / —)
Bubble Shot (58 / 24 MP / 15%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 12%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 9%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 8%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 5%) · Gekomon → Geko Swamp (+1)

Requirements: HP ≥ 1000, MP ≥ 1000 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): Happiness ≥ 90

Evolves from: Hagurumon, Vemmon, Monmon

Evolves to: Infermon, Assaultmon

Hyogamon · #72

Champion · Virus · Ice / Battle / Darkness

Techniques (Power / MP / Learning chance):

Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Aurora Freeze (430 / 258 MP / 14%) · Hyogamon → Ice Sanctuary (+1)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
Subzero Ice Punch (157 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: HP ≥ 1500, Offense ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from SnowAgumon

Evolves from: Gizamon, SnowAgumon

Evolves to: Zudomon, Mammothmon

IceDevimon · #100

Champion · Virus · Ice / Battle / Darkness

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 30%) · Aruraumon → Native Forest (+6)
Death Claw (180 / 0 MP / —)

Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: HP ≥ 1000, MP ≥ 1000 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from DemiDevimon

Evolves from: DemiDevimon

Evolves to: Phantomon, MarineDevimon

Icemon · #94

Champion · Vaccine · Ice / Battle

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Subzero Ice Punch (157 / 0 MP / —)

Requirements: MP ≥ 1000, Speed ≥ 100, Brains ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Syakomon

Evolves from: Syakomon, SnowAgumon

Evolves to: Scorpiomon, MarineDevimon

Ikkakumon · #218

Champion · Vaccine · Water / Ice / Battle

Techniques (Power / MP / Learning chance):
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)

Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Bone Boomerang (148 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Gomamon

Evolves from: Gomamon, Bearmon, SnowAgumon

Evolves to: Zudomon, Mammothmon, Whamon

Kabuterimon · #19

Champion · Vaccine · Nature / Fire / Air

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Hurricane (366 / 255 MP / 0%) · SandYanmamon → Great Canyon Top Area (+1)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Electro Shocker (170 / 0 MP / —)

Requirements: HP ≥ 1000, MP ≥ 1000, Offense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): from Kunemon

Evolves from: Tentomon, Biyomon

Evolves to: MetalMamemon, MegaKabuterimon

Kiwimon · #282

Champion · Data · Nature / Battle

Techniques (Power / MP / Learning chance):
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Sweet Breath (130 / 0 MP / —)

Requirements: HP ≥ 1000, MP ≥ 1000 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Floramon

Evolves from: Mushroomon, Floramon

Evolves to: Cherrymon, Blossomon, Deramon

Kokatorimon · #50

Champion · Vaccine · Air / Battle

Techniques (Power / MP / Learning chance):
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Frozen Fire Shot (159 / 0 MP / —)

Requirements: HP ≥ 1000 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from Biyomon

Evolves from: Elecmon, Biyomon

Evolves to: Piximon, Deramon

Kurisarimon · #431

Champion · Virus · Mech / Nature / Darkness

Techniques (Power / MP / Learning chance):
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Poison Claw (62 / 66 MP / 22%) · Aruraumon → Native Forest (+9)
Mass Morph (0 / 30 MP / 15%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 16%) · Tentomon → Beetle Land (+1)
Poison Powder (117 / 171 MP / 19%) · Aruraumon → Native Forest (+7)
Bit Bomb (232 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: MP ≥ 1000, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from Wormmon

Evolves from: Wormmon, Dokunemon

Evolves to: Infermon, Arukenimon

Kuwagamon · #51

Champion · Virus · Nature / Battle / Air

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Scissor Claw (172 / 0 MP / —)

Requirements: HP ≥ 1000, MP ≥ 1000, Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 5 · Weight 25–35 · Bonus (any one): from Kunemon

Evolves from: Palmon

Evolves to: Piximon, Okuwamon

Kyubimon · #409

Champion · Data · Fire / Battle

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Fireball (155 / 0 MP / —)

Requirements: HP ≥ 1000, Brains ≥ 100 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Renamon

Evolves from: Renamon

Evolves to: Taomon, Kyukimon

Leomon · #48

Champion · Vaccine · Battle / Light / Air

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)

Fist of the Beast King (170 / 0 MP / —)
Holy Spark (60 / 30 MP / 21%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 16%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 14%) · Piddomon → Mt. Infinity
Blessing (0 / 120 MP / 12%) · Piddomon → Mt. Infinity
Flash Burst (150 / 174 MP / 12%) · Piddomon → Mt. Infinity (+1)

Requirements: Offense ≥ 100, Speed ≥ 100, Brains ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): Wins ≥ 10

Evolves from: Elecmon, Patamon, Bearmon

Evolves to: Andromon, Mamemon, GrapLeomon, IceLeomon

Lighdramon · #201

Champion · Data · Air / Battle

Techniques (Power / MP / Learning chance):
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Solar Ray (167 / 0 MP / —)

Requirements: HP ≥ 1000, Brains ≥ 100 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Veemon

Evolves from: Veemon, VioletElecmon, Psychemon

Evolves to: Antylamon, Magnamon

Lynxmon · #323

Champion · Data · Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)

Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Crimson Flare (213 / 0 MP / —)

Requirements: HP ≥ 1000, Offense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 3 · Weight 35–45 · Bonus (any one): from Solarmon

Evolves from: Candlemon, Solarmon

Evolves to: GrapLeomon, IceLeomon

Maildramon · #324

Champion · Vaccine · Battle / Air

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Death Claw (180 / 0 MP / —)

Requirements: MP ≥ 1000, Speed ≥ 100, Brains ≥ 100 · Care mistakes ≤ 1 · Weight 35–45 · Bonus (any one): from Veemon

Evolves from: Veemon, RedOtamamon

Evolves to: AeroVeedramon, Magnamon

Meramon · #9

Champion · Data · Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)

Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Fireball (155 / 0 MP / —)

Requirements: Offense ≥ 100 · Care mistakes ≥ 5 · Weight 15–25 · Bonus (any one): Wins ≥ 10

Evolves from: RedOtamamon, Agumon

Evolves to: MetalGreymonVirus, Andromon, SkullMeramon, BlueMeramon

Minotarumon · #330

Champion · Virus · Battle / Nature / Earth

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Mass Morph (0 / 30 MP / 15%) · Dokunemon → Beetle Land (+4)
Pummel Whack (170 / 0 MP / —)
Rock Throw (64 / 30 MP / 15%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 12%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 9%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 8%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 8%) · Golemon → Back Dimension (+7)

Requirements: HP ≥ 1500, Offense ≥ 150 · Care mistakes ≥ 3 · Weight 35–45 · Bonus (any one): from Gotsumon

Evolves from: Gazimon, Gotsumon, Psychemon

Evolves to: Triceramon, Mummymon

Mojyamon · #52

Champion · Vaccine · Ice / Battle / Nature

Techniques (Power / MP / Learning chance):
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 20%) · Aruraumon → Tropical Jungle (+9)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Aurora Freeze (430 / 258 MP / 14%) · Hyogamon → Ice Sanctuary (+1)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
Green Trap (310 / 147 MP / 0%) · J-Mojyamon → Mangrove Region (+2)
Mass Morph (0 / 30 MP / 12%) · Dokunemon → Beetle Land (+4)
Bone Boomerang (148 / 0 MP / —)

Requirements: HP ≥ 1000 · Care mistakes ≥ 5 · Weight 15–25 · Bonus (any one): Wins ≤ 5

Evolves from: Penguinmon

Evolves to: SkullGreymon, Mamemon, Mammothmon

Monochromon · #47

Champion · Data · Earth / Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Green Trap (310 / 147 MP / —) · J-Mojyamon → Mangrove Region (+2)
Insect Plague (58 / 96 MP / —) · Tentomon → Beetle Land (+1)
Mass Morph (0 / 30 MP / —) · Dokunemon → Beetle Land (+4)
Volcanic Strike (160 / 0 MP / —)
Rock Throw (64 / 30 MP / 28%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 26%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)

Requirements: HP ≥ 1000, Defense ≥ 100, Brains ≥ 100 · Care mistakes ≤ 3 · Weight 35–45 · Bonus (any one): Wins ≤ 5

Evolves from: Gabumon, Agumon, Gotsumon

Evolves to: MetalGreymonVirus, MetalMamemon, Meteormon, Brachiomon, Triceramon, Vermilimon

MoriShellmon · #91

Champion · Data · Nature / Ice

Techniques (Power / MP / Learning chance):

Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Drill Spin (150 / 0 MP / —)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Otamamon

Evolves from: Otamamon, Floramon

Evolves to: Tinmon, Cherrymon

Musyamon · #325

Champion · Virus · Weapon / Battle / Air

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)

Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Death Claw (180 / 0 MP / —)
Quick Slash (60 / 24 MP / 28%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 26%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
War Stance (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)

Requirements: HP ≥ 1000, Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from Kotemon

Evolves from: Kotemon, Monmon

Evolves to: Knightmon, Kyukimon

Nefertimon · #198

Champion · Vaccine · Light / Air / Fire

Techniques (Power / MP / Learning chance):
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Heat Laser (84 / 105 MP / 13%) · Agumon → Ogre Fortress (+8)
Spit Fire (66 / 30 MP / 15%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 11%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 7%) · ClearAgumon → Toy Mansion (+4)
Solar Ray (167 / 0 MP / —)
Holy Spark (60 / 30 MP / 28%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 26%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 22%) · Piddomon → Mt. Infinity
Blessing (0 / 120 MP / 20%) · Piddomon → Mt. Infinity
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): from Salamon

Evolves from: Salamon

Evolves to: Angewomon, Silphymon

Ninjamon · #58

Champion · Data · Weapon / Nature / Battle

Techniques (Power / MP / Learning chance):
Fire Tower (155 / 81 MP / —) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / —) · Agumon → Ogre Fortress (+15)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Danger Sting (157 / 102 MP / 20%) · Dokunemon → Native Forest (+12)
Charm Perfume (180 / 210 MP / 12%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 19%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 15%) · Dokunemon → Beetle Land (+4)
Iga School Knife Throw (150 / 0 MP / —)
Quick Slash (60 / 24 MP / 28%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 26%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
War Stance (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)

Requirements: MP ≥ 1000, Offense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 1 · Weight 5–15 · Bonus (any one): Wins ≥ 15

Evolves from: Monmon, Palmon

Evolves to: Piximon, MetalMamemon, Mamemon

Octomon · #278

Champion · Virus · Water / Ice / Battle

Techniques (Power / MP / Learning chance):
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Hydro Pressure (155 / 0 MP / —)

Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)

Requirements: MP ≥ 1500, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 35–45 · Bonus (any one): from Gizamon

Evolves from: Gomamon, Gizamon, Syakomon

Evolves to: MarineDevimon, Dragomon, Divermon

Ogremon · #34

Champion · Virus · Battle / Fire / Darkness

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Poison Claw (62 / 66 MP / —) · Aruraumon → Native Forest (+9)
Insect Plague (58 / 96 MP / —) · Tentomon → Beetle Land (+1)
Pummel Whack (170 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)

Requirements: HP ≥ 1000, Offense ≥ 100 · Care mistakes ≥ 5 · Weight 25–35 · Bonus (any one): Wins ≥ 15

Evolves from: Gabumon, Patamon, Goblimon

Evolves to: Andromon, Giromon

Pegasusmon · #200

Champion · Vaccine · Light / Air / Battle

Techniques (Power / MP / Learning chance):

Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Aerial Attack (153 / 0 MP / —)
Holy Spark (60 / 30 MP / 28%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 26%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 22%) · Piddomon → Mt. Infinity
Blessing (0 / 120 MP / 20%) · Piddomon → Mt. Infinity
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)

Requirements: MP ≥ 1000, Brains ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Salamon

Evolves from: Salamon, VioletElecmon

Evolves to: MagnaAngemon, Silphymon

Piddomon · #85

Champion · Vaccine · Light / Air / Battle

Techniques (Power / MP / Learning chance):

Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Grand Cross (600 / 360 MP / 12%) · Piddomon → Back Dimension (+1)
Judgment Ray (410 / 210 MP / 16%) · Piddomon → Mt. Infinity
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Heaven's Ring (380 / 276 MP / 14%) · Piddomon → Mt. Infinity
Hand of Fate (166 / 0 MP / —)

Holy Spark (60 / 30 MP / 28%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 26%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 22%) · Piddomon → Mt. Infinity
Blessing (0 / 120 MP / 20%) · Piddomon → Mt. Infinity
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)

Requirements: MP ≥ 1000 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Tsukaimon

Evolves from: Salamon, Tsukaimon

Evolves to: Angewomon, MagnaAngemon

Quetzalmon · #249

Champion · Vaccine · Air / Ice

Techniques (Power / MP / Learning chance):
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Spinning Needle (152 / 0 MP / —)

Requirements: MP ≥ 1000, Brains ≥ 100 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): from Muchomon

Evolves from: Hawkmon, Muchomon

Evolves to: Megadramon, Garudamon

Raremon · #264

Champion · Virus · Filth / Battle / Mech

Techniques (Power / MP / Learning chance):
Odor Spray (88 / 75 MP / 24%) · Geremon → Factorial Town (+2)
Poop Flurry (75 / 120 MP / 21%) · Geremon → Factorial Town
Horizontal Kick (53 / 24 MP / 25%) · Geremon → Factorial Town (+1)
Fast Poop Toss (122 / 96 MP / 23%) · Geremon → Factorial Town (+1)
Fast Poop Flurry (122 / 216 MP / 20%) · Geremon → Factorial Town (+1)

Big Poop Toss (211 / 192 MP / 15%) · Geremon → Factorial Town (+1)
Metal Sprinter (150 / 165 MP / 18%) · Guardromon → Factorial Town
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Death Claw (180 / 0 MP / —)
Power Crane (226 / 126 MP / 22%) · Guardromon → Factorial Town

Requirements: HP ≥ 1000, Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Goblimon

Evolves from: Monmon, Goblimon

Evolves to: Garbagemon, WaruMonzaemon

Roachmon · #332

Champion · Virus · Nature / Filth / Battle

Techniques (Power / MP / Learning chance):
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Odor Spray (88 / 75 MP / 14%) · Geremon → Factorial Town (+2)
Horizontal Kick (53 / 24 MP / 16%) · Geremon → Factorial Town (+1)
Poop Flurry (75 / 120 MP / 12%) · Geremon → Factorial Town
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Electro Shocker (170 / 0 MP / —)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Big Poop Toss (211 / 192 MP / 10%) · Geremon → Factorial Town (+1)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)

Requirements: Defense ≥ 100, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from Tentomon

Evolves from: Tentomon, Dokunemon

Evolves to: Garbagemon, Arukenimon

Saberdramon · #106

Champion · Virus · Fire / Air / Darkness

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Meteor Wing (158 / 0 MP / —)
Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from Hawkmon

Evolves from: Hawkmon, Biyomon

Evolves to: Myotismon, Garudamon

Seadramon · #10

Champion · Data · Water / Ice / Nature

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / —) · Agumon → Ogre Fortress (+14)
Magma Bomb (279 / 132 MP / —) · Agumon → Ogre Fortress (+15)
Danger Sting (157 / 102 MP / 15%) · Dokunemon → Native Forest (+12)
Charm Perfume (180 / 210 MP / 9%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 14%) · Aruraumon → Native Forest (+7)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees

Ice Blast (162 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)

Requirements: HP ≥ 1000, MP ≥ 1000 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): Wins ≤ 5

Evolves from: Betamon

Evolves to: Megadramon, MegaSeadramon, Gigadramon, WaruSeadramon, Whamon

Shadramon · #250

Champion · Virus · Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Fireball (155 / 0 MP / —)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Candlemon

Evolves from: RedOtamamon, Candlemon

Evolves to: SkullMeramon, BlueMeramon

Shellmon · #35

Champion · Data · Water / Ice / Air

Techniques (Power / MP / Learning chance):
Charm Perfume (180 / 210 MP / —) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / —) · Aruraumon → Native Forest (+7)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)

Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Hydro Pressure (155 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≥ 5 · Weight 35–45 · Bonus (any one): from Betamon

Evolves from: Syakomon, Crabmon, Betamon, Penguinmon

Evolves to: MegaSeadramon, Scorpiomon, Whamon

ShellNumemon · #231

Champion · Virus · Filth / Ice / Battle

Techniques (Power / MP / Learning chance):

Odor Spray (88 / 75 MP / 24%) · Geremon → Factorial Town (+2)
Big Poop Toss (211 / 192 MP / 15%) · Geremon → Factorial Town (+1)
Horizontal Kick (53 / 24 MP / 25%) · Geremon → Factorial Town (+1)
Poop Flurry (75 / 120 MP / 21%) · Geremon → Factorial Town
Fast Poop Toss (122 / 96 MP / 23%) · Geremon → Factorial Town (+1)
Fast Poop Flurry (122 / 216 MP / 20%) · Geremon → Factorial Town (+1)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Iga School Knife Throw (150 / 0 MP / —)

Requirements: MP ≥ 1000, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from ToyAgumon

Evolves from: Gizamon, ToyAgumon

Evolves to: Garbagemon, Etemon

Shurimon · #225

Champion · Data · Weapon / Battle / Air

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Poison Claw (62 / 66 MP / —) · Aruraumon → Native Forest (+9)
Mass Morph (0 / 30 MP / —) · Dokunemon → Beetle Land (+4)
Iga School Knife Throw (150 / 0 MP / —)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Dynamite Kick (255 / 99 MP / 17%) · ShimaUnimon → Gear Savanna (+15)
Quick Slash (60 / 24 MP / 28%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 26%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Hawkmon

Evolves from: Wormmon, Hawkmon

Evolves to: Kyukimon, Knightmon

Snimon · #328

Champion · Vaccine · Weapon / Nature / Air

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / —) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / —) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / —) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / —) · Gabumon → Ogre Fortress (+7)
Dynamite Kick (193 / 99 MP / —) · Akatorimon → Gear Savanna (+15)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Poison Claw (62 / 66 MP / 22%) · Aruraumon → Native Forest (+9)
Mass Morph (0 / 30 MP / 15%) · Dokunemon → Beetle Land (+4)
Bit Bomb (232 / 0 MP / —)

Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Counter (285 / 165 MP / —) · IceDevimon → Freezeland
Quick Slash (60 / 24 MP / 28%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 26%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)

Requirements: HP ≥ 1000, Offense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): from Mushroomon

Evolves from: Tentomon, Wormmon, Mushroomon, Floramon

Evolves to: Arukenimon, Kyukimon

Sorcermon · #242

Champion · Vaccine · Ice / Air

Techniques (Power / MP / Learning chance):
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 30%) · Aruraumon → Native Forest (+6)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Ice Blast (162 / 0 MP / —)

Requirements: Offense ≥ 100, Defense ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Muchomon

Evolves from: Penguinmon, Muchomon

Evolves to: Phantomon, Taomon

Soulmon · #107

Champion · Virus · Darkness / Air / Ice

Techniques (Power / MP / Learning chance):
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Giga Freeze (264 / 120 MP / 5%) · BlueMeramon → Ice Sanctuary (+11)

Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)
Abyss Requiem (620 / 375 MP / 12%) · Soulmon → Grey Lord's Mansion
Dark Claw (143 / 0 MP / —)
Shadow Claw (60 / 27 MP / 28%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 26%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)

Requirements: MP ≥ 1000, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Tsukaimon

Evolves from: Muchomon, Tsukaimon

Evolves to: Myotismon, Phantomon

Starmon · #243

Champion · Data · Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Meteor Wing (158 / 0 MP / —)

Requirements: MP ≥ 1000, Speed ≥ 100 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from ToyAgumon

Evolves from: Solarmon, ToyAgumon

Evolves to: Meteormon, SuperStarmon

Stingmon · #187

Champion · Virus · Nature / Battle / Weapon

Techniques (Power / MP / Learning chance):

Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Death Claw (180 / 0 MP / —)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Quick Slash (60 / 24 MP / 15%) · Fugamon → Misty Trees (+1)
Blade Throw (150 / 72 MP / 12%) · Fugamon → Misty Trees (+1)
Armor Break (0 / 60 MP / 9%) · Fugamon → Misty Trees (+1)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from Wormmon

Evolves from: Tentomon, Wormmon

Evolves to: Paildramon, Okuwamon

Submarimon · #202

Champion · Vaccine · Water / Ice / Battle

Techniques (Power / MP / Learning chance):

Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Blasting Spout (150 / 0 MP / —)

Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)

Requirements: HP ≥ 1000 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): from Armadillomon

Evolves from: Armadillomon, Gomamon

Evolves to: WaruSeadramon, Zudomon

Tankmon · #76

Champion · Data · Fire / Mech

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Fireball (155 / 0 MP / —)

Requirements: MP ≥ 1000, Offense ≥ 100 · Care mistakes ≤ 3 · Weight 25–35 · Bonus (any one): Discipline ≥ 90

Evolves from: Hagurumon, Vemmon, ToyAgumon

Evolves to: Datamon, Assaultmon

Thundermon · #252

Champion · Data · Air / Battle

Techniques (Power / MP / Learning chance):
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)

Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Solar Ray (167 / 0 MP / —)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 3 · Weight 5–15 · Bonus (any one): from VioletElecmon

Evolves from: Elecmon, Kokuwamon, VioletElecmon

Evolves to: Giromon, Kyukimon

Togemon · #208

Champion · Data · Nature / Battle

Techniques (Power / MP / Learning chance):

Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Fist of the Beast King (170 / 0 MP / —)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)

Requirements: MP ≥ 1000, Brains ≥ 100 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Palmon

Evolves from: Palmon

Evolves to: Lillymon, Blossomon

Tortomon · #261

Champion · Vaccine · Earth / Battle / Nature

Techniques (Power / MP / Learning chance):

Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)

Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Green Trap (310 / 147 MP / 0%) · J-Mojyamon → Mangrove Region (+2)
Mass Morph (0 / 30 MP / 12%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 13%) · Tentomon → Beetle Land (+1)
Poison Claw (62 / 66 MP / 16%) · Aruraumon → Native Forest (+9)
Iga School Knife Throw (150 / 0 MP / —)
Rock Throw (64 / 30 MP / 28%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 26%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 1 · Weight 15–25 · Bonus (any one): from Armadillomon

Evolves from: Armadillomon, Gotsumon

Evolves to: Zudomon, Triceramon

Tuskmon · #253

Champion · Virus · Battle / Fire / Earth

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Drill Spin (150 / 0 MP / —)
Rock Throw (64 / 30 MP / 15%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 12%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 9%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 8%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 8%) · Golemon → Back Dimension (+7)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Goblimon

Evolves from: Kotemon, Guilmon, Goblimon

Evolves to: ExTyrannomon, Kimeramon

Tylomon · #254

Champion · Vaccine · Water / Ice / Battle

Techniques (Power / MP / Learning chance):

Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 10%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Hydro Pressure (155 / 0 MP / —)
Bubble Shot (58 / 24 MP / 30%) · Gekomon → Geko Swamp (+2)
Aqua Jet (160 / 78 MP / 26%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)

Requirements: Defense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 1 · Weight 5–15 · Bonus (any one): from Gizamon

Evolves from: Gomamon, Gizamon, Crabmon

Evolves to: Gigadramon, WaruSeadramon

Tyrannomon · #8

Champion · Data · Battle / Earth / Fire

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 15%) · Agumon → Ogre Fortress (+14)
Prominence Beam (444 / 183 MP / 5%) · BlueMeramon → Ice Sanctuary (+5)
Red Inferno (210 / 171 MP / 7%) · ClearAgumon → Toy Mansion (+4)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)

Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Blaze Blast (174 / 0 MP / —)
Rock Throw (64 / 30 MP / 21%) · Golemon → Grey Lord's Mansion (+11)
Sand Blast (110 / 84 MP / 16%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 14%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 12%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 12%) · Golemon → Back Dimension (+7)

Requirements: HP ≥ 1000, Defense ≥ 100 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): Wins ≤ 5

Evolves from: Gabumon, Agumon, Patamon, Vemmon

Evolves to: MetalGreymonVirus, Megadramon, MasterTyrannomon, MetalTyrannomon, ExTyrannomon

Unimon · #33

Champion · Vaccine · Air / Battle / Light

Techniques (Power / MP / Learning chance):
Dynamite Kick (255 / 99 MP / 17%) · ShimaUnimon → Gear Savanna (+15)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Aerial Attack (153 / 0 MP / —)
Holy Spark (60 / 30 MP / 15%) · Piddomon → Mt. Infinity (+1)
Shining Arrow (170 / 102 MP / 12%) · Piddomon → Mt. Infinity
Sacred Shield (0 / 66 MP / 9%) · Piddomon → Mt. Infinity
Blessing (0 / 120 MP / 7%) · Piddomon → Mt. Infinity
Flash Burst (150 / 174 MP / 8%) · Piddomon → Mt. Infinity (+1)

Requirements: HP ≥ 1000, Speed ≥ 100 · Care mistakes ≤ 3 · Weight 25–35 · Bonus (any one): Wins ≥ 10

Evolves from: Patamon, Biyomon

Evolves to: Giromon, Tekkamon, Antylamon

Veedramon · #203

Champion · Vaccine · Fire / Battle

Techniques (Power / MP / Learning chance):
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Mega Flame (196 / 0 MP / —)

Requirements: MP ≥ 1000, Speed ≥ 100 · Care mistakes ≤ 1 · Weight 25–35 · Bonus (any one): from Veemon

Evolves from: Veemon, Guilmon

Evolves to: AeroVeedramon, MetalGreymonVaccine

Vegiemon · #25

Champion · Virus · Nature / Ice

Techniques (Power / MP / Learning chance):
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Water Bullet (211 / 102 MP / 5%) · Aruraumon → Tropical Jungle (+9)
Aqua Magic (0 / 36 MP / 9%) · MoriShellmon → Misty Trees
Sweet Breath (130 / 0 MP / —)

Requirements: MP ≥ 1000 · Care mistakes ≥ 5 · Weight 5–15 · Bonus (any one): Happiness ≥ 75

Evolves from: Mushroomon, Floramon, Palmon

Evolves to: Piximon, Cherrymon, Tinmon, Lillymon

Vilemon · #295

Champion · Virus · Darkness / Battle / Air

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Death Claw (180 / 0 MP / —)
Shadow Claw (60 / 27 MP / 28%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 26%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)

Requirements: Defense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 25–35 · Bonus (any one): from DemiDevimon

Evolves from: DemiDevimon

Evolves to: LadyDevimon, SkullSatamon

Wizardmon · #241

Champion · Data · Air / Battle / Darkness

Techniques (Power / MP / Learning chance):

Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Solar Ray (167 / 0 MP / —)

Shadow Claw (60 / 27 MP / 15%) · DarkLizardmon → Overdell (+28)
Dark Bolt (170 / 90 MP / 12%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 9%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≤ 3 · Weight 15–25 · Bonus (any one): from Candlemon

Evolves from: Candlemon, Tapirmon, Renamon, Tsukaimon

Evolves to: Pumpkinmon, Mummymon

Woodmon · #272

Champion · Virus · Nature / Battle

Techniques (Power / MP / Learning chance):
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Sweet Breath (130 / 0 MP / —)

Requirements: Offense ≥ 100, Speed ≥ 100 · Care mistakes ≥ 3 · Weight 5–15 · Bonus (any one): from Floramon

Evolves from: Tentomon, Mushroomon, Floramon

Evolves to: Cherrymon, Pumpkinmon, Deramon

Yanmamon · #67

Champion · Virus · Air / Nature

Techniques (Power / MP / Learning chance):
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Danger Sting (157 / 102 MP / 20%) · Dokunemon → Native Forest (+12)
Insect Plague (58 / 96 MP / 16%) · Tentomon → Beetle Land (+1)

Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Mass Morph (0 / 30 MP / 15%) · Dokunemon → Beetle Land (+4)
Solar Ray (167 / 0 MP / —)

Requirements: HP ≥ 1000, Defense ≥ 100, Brains ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from Tentomon

Evolves from: Tentomon, Wormmon

Evolves to: Okuwamon, Arukenimon

Ultimate

AeroVeedramon · #213

Ultimate · Vaccine · Air / Battle / Fire

Techniques (Power / MP / Learning chance):
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Thunder Justice (586 / 330 MP / 13%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Heat Laser (84 / 105 MP / 13%) · Agumon → Ogre Fortress (+8)
Prominence Beam (444 / 183 MP / 5%) · BlueMeramon → Ice Sanctuary (+5)
Magma Bomb (279 / 132 MP / 9%) · Agumon → Ogre Fortress (+15)
Nightmare Syndrome (222 / 0 MP / —)

Requirements: Offense ≥ 400, Defense ≥ 400 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from Veedramon

Evolves from: ExVeemon, Flamedramon, Veedramon, Maildramon, Airdramon

Evolves to: Imperialdramon, Phoenixmon

Andromon · #40

Ultimate · Vaccine · Mech / Battle / Air

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Spiral Sword (210 / 0 MP / —)

Requirements: HP ≥ 2000, MP ≥ 4000, Offense ≥ 200, Defense ≥ 400, Speed ≥ 200, Brains ≥ 400 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): Discipline ≥ 95; Wins ≥ 30

Evolves from: Angemon, Ogremon, Centarumon, Leomon, Meramon

Evolves to: HiAndromon, MegaGargomon, Raidenmon

Angewomon · #190

Ultimate · Vaccine · Light / Air / Battle

Techniques (Power / MP / Learning chance):

Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Sacred Shield (0 / 66 MP / 22%) · Piddomon → Mt. Infinity
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)

Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)
Death Claw (180 / 0 MP / —)
Blessing (0 / 120 MP / 20%) · Piddomon → Mt. Infinity
Judgment Ray (410 / 210 MP / 16%) · Piddomon → Mt. Infinity

Requirements: MP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): from Gatomon

Evolves from: Nefertimon, Gatomon, Piddomon

Evolves to: Magnadramon, MarineAngemon, Valkyrimon

Antylamon · #309

Ultimate · Virus · Battle / Air

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Death Claw (180 / 0 MP / —)

Requirements: Offense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Unimon

Evolves from: Lighdramon, Unimon

Evolves to: Baihumon, Sakuyamon

Arukenimon · #311

Ultimate · Virus · Nature / Battle / Darkness

Techniques (Power / MP / Learning chance):
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)

Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Bit Bomb (232 / 0 MP / —)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Venom Mist (130 / 186 MP / 6%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: MP ≥ 4000 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Dokugumon

Evolves from: Dokugumon, Snimon, Roachmon, Kurisarimon, Yanmamon

Evolves to: MaloMyotismon, GranKuwagamon

Assaultmon · #310

Ultimate · Virus · Mech / Battle

Techniques (Power / MP / Learning chance):
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Genocide Attack (215 / 0 MP / —)

Requirements: MP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Tankmon

Evolves from: Hookmon, Tankmon, Guardromon

Evolves to: ChaosLord, MegaGargomon, Cannondramon

Bastemon · #432

Ultimate · Virus · Battle / Nature / Darkness

Techniques (Power / MP / Learning chance):

Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Charm Perfume (180 / 210 MP / 12%) · MoriShellmon → Misty Trees (+1)
Bug (500 / 354 MP / 8%) · Tentomon → Beetle Land
Green Trap (310 / 147 MP / 10%) · J-Mojyamon → Mangrove Region (+2)
Danger Sting (157 / 102 MP / 20%) · Dokunemon → Native Forest (+12)
Poison Powder (117 / 171 MP / 19%) · Aruraumon → Native Forest (+7)
Death Claw (180 / 0 MP / —)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Venom Mist (130 / 186 MP / 6%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: MP ≥ 4000, Offense ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Gatomon

Evolves from: BlackGatomon, Gatomon

Evolves to: Pharaohmon, Sakuyamon

Blossomon · #274

Ultimate · Data · Nature / Battle

Techniques (Power / MP / Learning chance):

Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)

Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Sweet Breath (130 / 0 MP / —)

Requirements: Offense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Togemon

Evolves from: Togemon, Kiwimon

Evolves to: Rosemon, GranKuwagamon

BlueMeramon · #104

Ultimate · Vaccine · Ice / Fire / Darkness

Techniques (Power / MP / Learning chance):

Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Tear Drop (60 / 42 MP / 30%) · Aruraumon → Native Forest (+6)
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Ice Blast (220 / 0 MP / —)
Venom Mist (130 / 186 MP / 6%) · BlueMeramon → Ice Sanctuary (+2)
Black Gate (440 / 234 MP / 0%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: Offense ≥ 400 · Care mistakes ≤ 5 · Weight 15–25 · Bonus (any one): from Flarerizamon

Evolves from: Birdramon, Shadramon, Flarerizamon, Meramon

Evolves to: Creepymon, Phoenixmon

Brachiomon · #126

Ultimate · Data · Earth / Fire / Battle

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Stalagmite (430 / 219 MP / 16%) · Golemon → Mt. Infinity (+2)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Gaia Quake (650 / 390 MP / 12%) · Golemon → Back Dimension (+1)
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Mega Flame (196 / 0 MP / —)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Landslide (450 / 285 MP / 14%) · Golemon → Mt. Infinity (+2)

Requirements: MP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Monochromon

Evolves from: Ankylomon, Drimogemon, Monochromon

Evolves to: Cannondramon, NeoCrimson

Bulbmon · #313

Ultimate · Data · Mech / Ice

Techniques (Power / MP / Learning chance):
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)

Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Dark Shot (200 / 0 MP / —)

Requirements: MP ≥ 4000 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Clockmon

Evolves from: Clockmon, Guardromon

Evolves to: Cannondramon, Raidenmon

Cherrymon · #121

Ultimate · Vaccine · Nature

Techniques (Power / MP / Learning chance):
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Bit Bomb (232 / 0 MP / —)

Requirements: HP ≥ 4000, MP ≥ 4000, Defense ≥ 400, Brains ≥ 400 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): Discipline ≥ 90

Evolves from: Vegiemon, Woodmon, Kiwimon, MoriShellmon

Evolves to: Puppetmon, Rosemon

Datamon · #294

Ultimate · Virus · Mech / Air / Fire

Techniques (Power / MP / Learning chance):
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)

Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Prominence Beam (444 / 183 MP / 5%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 13%) · Agumon → Ogre Fortress (+8)
Smiley Bomb (225 / 0 MP / —)

Requirements: Offense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Guardromon

Evolves from: BomberNanimon, Clockmon, Tankmon, Guardromon

Evolves to: ChaosLord, Apocalymon, Armageddemon, Analogman

Deramon · #286

Ultimate · Data · Nature / Battle

Techniques (Power / MP / Learning chance):
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Fist of the Beast King (170 / 0 MP / —)

Requirements: Offense ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Kiwimon

Evolves from: Woodmon, Kiwimon, Kokatorimon

Evolves to: Gryphonmon, Valkyrimon

Digitamamon · #56

Ultimate · Data · Fire / Air / Ice

Techniques (Power / MP / Learning chance):
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)

Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Tear Drop (60 / 42 MP / 15%) · Aruraumon → Native Forest (+6)
Aqua Magic (0 / 36 MP / 9%) · MoriShellmon → Misty Trees
Nightmare Syndrome (222 / 0 MP / —)

Requirements: HP ≥ 3000, MP ≥ 3000, Offense ≥ 400, Defense ≥ 400, Speed ≥ 400, Brains ≥ 300 · Care mistakes ≤ 0 · Weight 5–15 · Bonus (any one): Wins ≥ 100

Evolves to: Plesiomon

Divermon · #304

Ultimate · Data · Water / Ice / Battle

Techniques (Power / MP / Learning chance):
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Bone Boomerang (148 / 0 MP / —)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp

Requirements: MP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Octomon

Evolves from: Gesomon, Octomon

Evolves to: Pukumon, Plesiomon

Dragomon · #291

Ultimate · Virus · Water / Ice / Battle

Techniques (Power / MP / Learning chance):

Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Maelstrom (211 / 0 MP / —)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp

Requirements: HP ≥ 4000, Offense ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Octomon

Evolves from: Gesomon, Octomon, Coelamon

Evolves to: Pukumon, Creepymon

Etemon · #42

Ultimate · Virus · Battle / Air / Filth

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)

Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Horizontal Kick (53 / 24 MP / 10%) · Geremon → Factorial Town (+1)
Ultimate Poop Hell (333 / 333 MP / 0%) · Geremon → Factorial Town (+1)
Love Serenade (202 / 0 MP / —)

Requirements: HP ≥ 2000, MP ≥ 3000, Offense ≥ 400, Defense ≥ 200, Speed ≥ 400, Brains ≥ 300 · Care mistakes ≤ 0 · Weight 10–20 · Bonus (any one): Wins ≥ 50

Evolves from: Apemon, ShellNumemon, Geremon

Evolves to: MetalEtemon, KingEtemon, BlackKingNumemon

ExTyrannomon · #266

Ultimate · Vaccine · Battle / Fire / Earth

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Fissure (270 / 186 MP / 8%) · Golemon → Back Dimension (+7)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Lovely Attack (230 / 0 MP / —)
Boulder Crash (220 / 126 MP / 8%) · Golemon → Mt. Infinity (+8)
Stone Skin (0 / 72 MP / 9%) · Golemon → Grey Lord's Mansion (+13)

Requirements: Brains ≥ 400 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): from Tyrannomon

Evolves from: Tuskmon, DarkTyrannomon, Deltamon, Tyrannomon

Evolves to: WarGreymon, Puppetmon

Garbagemon · #269

Ultimate · Virus · Filth / Mech

Techniques (Power / MP / Learning chance):

Big Poop Toss (211 / 192 MP / 15%) · Geremon → Factorial Town (+1)
Ultimate Poop Hell (333 / 333 MP / 9%) · Geremon → Factorial Town (+1)
Big Poop Flurry (211 / 282 MP / 11%) · Geremon → Factorial Town (+1)
Fast Poop Toss (122 / 96 MP / 23%) · Geremon → Factorial Town (+1)
Fast Poop Flurry (122 / 216 MP / 20%) · Geremon → Factorial Town (+1)
Odor Spray (88 / 75 MP / 24%) · Geremon → Factorial Town (+2)
Poop Flurry (75 / 120 MP / 21%) · Geremon → Factorial Town
Horizontal Kick (53 / 24 MP / 25%) · Geremon → Factorial Town (+1)
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Energy Bomb (214 / 0 MP / —)
Metal Sprinter (150 / 165 MP / 27%) · Guardromon → Factorial Town

Requirements: Brains ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Sukamon

Evolves from: ShellNumemon, Raremon, Roachmon, Geremon

Evolves to: BlackKingNumemon, MetalEtemon

Garudamon · #460

Ultimate · Vaccine · Fire / Air / Battle

Techniques (Power / MP / Learning chance):

Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland

Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Mega Flame (196 / 0 MP / —)

Requirements: Offense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): from Birdramon

Evolves from: Saberdramon, Aquilamon, Halsemon, Birdramon, Quetzalmon

Evolves to: Gryphonmon, Phoenixmon

Gigadramon · #64

Ultimate · Data · Mech / Ice / Battle

Techniques (Power / MP / Learning chance):
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Genocide Attack (215 / 0 MP / —)

Requirements: MP ≥ 5000, Offense ≥ 500, Defense ≥ 400, Brains ≥ 500 · Care mistakes ≤ 5 · Weight 65–75 · Bonus (any one): Wins ≥ 100

Evolves from: Seadramon, Tylomon, Ebidramon

Evolves to: Raidenmon · This route opens after 120 in-game hours in the previous form.

Giromon · #41

Ultimate · Vaccine · Mech / Air / Battle

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)

Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Deadly Bomb (260 / 0 MP / —)

Requirements: Offense ≥ 400, Speed ≥ 300, Brains ≥ 400 · Care mistakes ≥ 15 · Weight 0–10 · Bonus (any one): Happiness ≥ 97 (rounded boundary; 98 guarantees it); Wins ≥ 100

Evolves from: Thundermon, Unimon, Ogremon, Centarumon, Bakemon

Evolves to: Ghoulmon, Raidenmon

GrapLeomon · #306

Ultimate · Vaccine · Battle / Air / Weapon

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Cross Cutter (230 / 108 MP / 8%) · Fugamon → Misty Trees (+1)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Death Claw (180 / 0 MP / —)
War Stance (0 / 60 MP / 9%) · Fugamon → Misty Trees (+1)
Whirling Edge (210 / 150 MP / 8%) · Fugamon → Misty Trees (+1)

Requirements: MP ≥ 4000, Speed ≥ 400 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): from Leomon

Evolves from: Gururumon, Grizzlymon, Dinohyumon, Lynxmon, Leomon

Evolves to: SaberLeomon, Baihumon, Marsmon, Zanbamon

IceLeomon · #63

Ultimate · Data · Battle / Ice / Air

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Fist of the Beast King (230 / 0 MP / —)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)

Requirements: HP ≥ 4000, Offense ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Lynxmon

Evolves from: Grizzlymon, Lynxmon, Leomon

Evolves to: SaberLeomon, Baihumon

Infermon · #246

Ultimate · Virus · Mech / Nature / Darkness

Techniques (Power / MP / Learning chance):

Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)
Poison Powder (117 / 171 MP / 19%) · Aruraumon → Native Forest (+7)
Bug (500 / 354 MP / 8%) · Tentomon → Beetle Land

Insect Plague (58 / 96 MP / 16%) · Tentomon → Beetle Land (+1)
Mass Morph (0 / 30 MP / 15%) · Dokunemon → Beetle Land (+4)
Genocide Attack (215 / 0 MP / —)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Venom Mist (130 / 186 MP / 6%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: HP ≥ 4000, Defense ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Guardromon

Evolves from: Hookmon, Kurisarimon, Guardromon

Evolves to: Diaboromon, Armageddemon

Kimeramon · #182

Ultimate · Data · Fire / Battle / Darkness

Techniques (Power / MP / Learning chance):
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Mega Flame (196 / 0 MP / —)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Venom Mist (130 / 186 MP / 6%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: Defense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Greymon

Evolves from: Tuskmon, Deltamon, Greymon

Evolves to: Ghoulmon, VenomMyotismon

KingSukamon · #120

Ultimate · Virus · Filth / Ice / Nature

Techniques (Power / MP / Learning chance):
Horizontal Kick (53 / 24 MP / 25%) · Geremon → Factorial Town (+1)
Odor Spray (88 / 75 MP / 24%) · Geremon → Factorial Town (+2)
Fast Poop Toss (122 / 96 MP / 23%) · Geremon → Factorial Town (+1)
Big Poop Toss (211 / 192 MP / 15%) · Geremon → Factorial Town (+1)
Poop Flurry (75 / 120 MP / 21%) · Geremon → Factorial Town
Fast Poop Flurry (122 / 216 MP / 20%) · Geremon → Factorial Town (+1)
Big Poop Flurry (211 / 282 MP / 11%) · Geremon → Factorial Town (+1)
Ultimate Poop Hell (333 / 333 MP / 9%) · Geremon → Factorial Town (+1)
Party Time (200 / 0 MP / —)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Poison Powder (117 / 171 MP / 14%) · Aruraumon → Native Forest (+7)

Requirements: HP ≥ 3000, MP ≥ 2000, Offense ≥ 300, Defense ≥ 300, Brains ≥ 200 · Care mistakes ≥ 10 · Weight 35–45 · Bonus (any one): Wins ≥ 30

Evolves to: BlackKingNumemon · This route opens after 120 in-game hours in the previous form., KingEtemon · This route opens after 120 in-game hours in the previous form.

Knightmon · #321

Ultimate · Data · Weapon / Battle / Mech

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Whirling Edge (210 / 150 MP / 18%) · Fugamon → Misty Trees (+1)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Power Crane (226 / 126 MP / 22%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 0%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 0%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 10%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 13%) · Tankmon → Back Dimension (+1)
Spiral Sword (210 / 0 MP / —)
War Stance (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)

Giant Cleave (390 / 180 MP / 16%) · Fugamon → Misty Trees (+1)

Requirements: MP ≥ 4000 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Dinohyumon

Evolves from: Shurimon, Dinohyumon, Musyamon

Evolves to: SlashAngemon, Zanbamon

Kyukimon · #322

Ultimate · Virus · Weapon / Air / Battle

Techniques (Power / MP / Learning chance):

Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)
Whirling Edge (210 / 150 MP / 18%) · Fugamon → Misty Trees (+1)
Death Claw (180 / 0 MP / —)
War Stance (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
Giant Cleave (390 / 180 MP / 16%) · Fugamon → Misty Trees (+1)

Requirements: MP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Shurimon

Evolves from: Shurimon, Thundermon, Musyamon, Snimon, Kyubimon

Evolves to: Fujinmon, Raijinmon

LadyDevimon · #223

Ultimate · Virus · Darkness / Battle / Air

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)

Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 0%) · SandYanmamon → Great Canyon Top Area (+1)
Thunder Justice (586 / 330 MP / 0%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Drill Spin (150 / 0 MP / —)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: Speed ≥ 400, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Gatomon

Evolves from: Devidramon, BlackGatomon, Gatomon, Vilemon

Evolves to: Piedmon, Beelzemon

Lillymon · #209

Ultimate · Data · Nature / Battle

Techniques (Power / MP / Learning chance):

Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Bit Bomb (232 / 0 MP / —)

Requirements: MP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Togemon

Evolves from: Togemon, Vegiemon

Evolves to: Rosemon, HerculesKabuterimon

MagnaAngemon · #206

Ultimate · Vaccine · Light / Air / Battle

Techniques (Power / MP / Learning chance):

Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Sacred Shield (0 / 66 MP / 22%) · Piddomon → Mt. Infinity
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)
Death Claw (180 / 0 MP / —)
Blessing (0 / 120 MP / 20%) · Piddomon → Mt. Infinity
Judgment Ray (410 / 210 MP / 16%) · Piddomon → Mt. Infinity

Requirements: HP ≥ 4000, Defense ≥ 400 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from Angemon

Evolves from: Angemon, Pegasusmon, Piddomon

Evolves to: Seraphimon, SlashAngemon

Magnamon · #197

Ultimate · Vaccine · Light / Battle / Mech

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)
Sacred Shield (0 / 66 MP / 22%) · Piddomon → Mt. Infinity
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Pulse Laser (389 / 168 MP / 13%) · Tankmon → Back Dimension (+1)

DG Dimension (722 / 420 MP / 0%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 0%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 10%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 15%) · Guardromon → Factorial Town
Energy Bomb (214 / 0 MP / —)
Blessing (0 / 120 MP / 20%) · Piddomon → Mt. Infinity
Judgment Ray (410 / 210 MP / 16%) · Piddomon → Mt. Infinity

Requirements: Offense ≥ 400, Brains ≥ 400 · Care mistakes ≤ 5 · Weight 15–25 · Bonus (any one): from Maildramon

Evolves from: Flamedramon, Lighdramon, Maildramon

Evolves to: MegaGargomon, Gallantmon

Mamemon · #13

Ultimate · Data · Battle / Mech

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 27%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 17%) · Guardromon → Factorial Town
Smiley Bomb (225 / 0 MP / —)

Requirements: Offense ≥ 400, Defense ≥ 300, Speed ≥ 300, Brains ≥ 400 · Care mistakes ≥ 15 · Weight 0–10 · Bonus (any one): Happiness ≥ 95

Evolves from: Frigimon, Leomon, Mojyamon, Ninjamon

Evolves to: PrinceMamemon, HiAndromon, Jijimon

Mammothmon · #267

Ultimate · Vaccine · Ice / Battle / Earth

Techniques (Power / MP / Learning chance):
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Aurora Freeze (430 / 258 MP / 14%) · Hyogamon → Ice Sanctuary (+1)
Water Bullet (211 / 102 MP / 20%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Fissure (270 / 186 MP / 8%) · Golemon → Back Dimension (+7)
Tear Drop (60 / 42 MP / 30%) · Aruraumon → Native Forest (+6)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Maelstrom (211 / 0 MP / —)
Boulder Crash (220 / 126 MP / 8%) · Golemon → Mt. Infinity (+8)
Stone Skin (0 / 72 MP / 9%) · Golemon → Grey Lord's Mansion (+13)

Requirements: MP ≥ 4000, Defense ≥ 400 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from Mojyamon

Evolves from: Golemon, Ikkakumon, Frigimon, Mojyamon, Hyogamon

Evolves to: SkullMammothmon, MetalGarurumon

MarineDevimon · #279

Ultimate · Virus · Darkness / Ice / Battle

Techniques (Power / MP / Learning chance):
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+29)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland

Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Death Claw (180 / 0 MP / —)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)

Requirements: Offense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Gesomon

Evolves from: IceDevimon, Gesomon, Octomon, Icemon

Evolves to: Pukumon, VenomMyotismon

MasterTyrannomon · #124

Ultimate · Data · Battle / Earth / Fire

Techniques (Power / MP / Learning chance):

Spit Fire (66 / 30 MP / 15%) · Agumon → Ogre Fortress (+14)
Prominence Beam (444 / 183 MP / 5%) · BlueMeramon → Ice Sanctuary (+5)
Red Inferno (210 / 171 MP / 7%) · ClearAgumon → Toy Mansion (+4)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Blaze Blast (174 / 0 MP / —)
Stone Skin (0 / 72 MP / 14%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 12%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 12%) · Golemon → Back Dimension (+7)
Stalagmite (430 / 219 MP / 9%) · Golemon → Mt. Infinity (+2)
Landslide (450 / 285 MP / 8%) · Golemon → Mt. Infinity (+2)

Requirements: HP ≥ 5000, Offense ≥ 450, Defense ≥ 450, Brains ≥ 300 · Care mistakes ≤ 5 · Weight 75–85 · Bonus (any one): Discipline ≥ 90; Wins ≥ 50

Evolves from: Cyclonemon, Tyrannomon

Evolves to: Marsmon, WarGreymon

Megadramon · #54

Ultimate · Virus · Mech / Ice / Battle

Techniques (Power / MP / Learning chance):
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Genocide Attack (215 / 0 MP / —)

Requirements: HP ≥ 3000, MP ≥ 5000, Offense ≥ 500, Defense ≥ 300, Speed ≥ 400, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 50–60 · Bonus (any one): Wins ≥ 30

Evolves from: Seadramon, Quetzalmon, Airdramon, Tyrannomon

Evolves to: Ghoulmon

MegaKabuterimon · #205

Ultimate · Data · Nature / Fire / Air

Techniques (Power / MP / Learning chance):
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)

Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Bit Bomb (232 / 0 MP / —)

Requirements: HP ≥ 4000, Defense ≥ 400, Brains ≥ 300 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Kabuterimon

Evolves from: Kabuterimon

Evolves to: HerculesKabuterimon, GranKuwagamon

MegaSeadramon · #61

Ultimate · Data · Water / Ice / Air

Techniques (Power / MP / Learning chance):
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 0%) · SandYanmamon → Great Canyon Top Area (+1)
Maelstrom (211 / 0 MP / —)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp

Requirements: MP ≥ 4000, Offense ≥ 500, Defense ≥ 400, Brains ≥ 400 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): Wins ≤ 0

Evolves from: Seadramon, Garurumon, Shellmon, Coelamon

Evolves to: MetalSeadramon, Plesiomon, Sujinmon

MetalGreymonVaccine · #224

Ultimate · Vaccine · Mech / Fire / Battle

Techniques (Power / MP / Learning chance):
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)

DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Giga Destroyer (215 / 0 MP / —)

Requirements: Offense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from Greymon

Evolves from: Veedramon, Greymon

Evolves to: WarGreymon, MetalGarurumon

MetalGreymonVirus · #12

Ultimate · Virus · Mech / Fire / Battle

Techniques (Power / MP / Learning chance):

Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Giga Destroyer (215 / 0 MP / —)

Requirements: HP ≥ 4000, MP ≥ 3000, Offense ≥ 500, Defense ≥ 500, Speed ≥ 300, Brains ≥ 300 · Care mistakes ≤ 10 · Weight 60–70 · Bonus (any one): Discipline ≥ 95; Wins ≥ 30

Evolves from: Drimogemon, Monochromon, Greymon, Tyrannomon, Meramon

Evolves to: WarGreymon, BlackWarGreymon, Omnimon

MetalMamemon · #27

Ultimate · Data · Battle / Mech

Techniques (Power / MP / Learning chance):

Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 27%) · Guardromon → Factorial Town
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Energy Bomb (214 / 0 MP / —)

Requirements: Offense ≥ 500, Defense ≥ 400, Speed ≥ 400, Brains ≥ 400 · Care mistakes ≤ 15 · Weight 5–15 · Bonus (any one): Happiness ≥ 97 (rounded boundary; 98 guarantees it)

Evolves from: Kabuterimon, Frigimon, Monochromon, Ninjamon

Evolves to: PrinceMamemon, MetalGarurumon

MetalTyrannomon · #260

Ultimate · Virus · Mech / Fire / Battle

Techniques (Power / MP / Learning chance):

Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity

Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Deadly Bomb (260 / 0 MP / —)

Requirements: Offense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from DarkTyrannomon

Evolves from: DarkTyrannomon, Growlmon, Flarerizamon, Tyrannomon

Evolves to: Cannondramon

Meteormon · #113

Ultimate · Data · Earth / Fire / Battle

Techniques (Power / MP / Learning chance):
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Spit Fire (66 / 30 MP / 22%) · Agumon → Ogre Fortress (+14)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Fireball (230 / 0 MP / —)
Sand Blast (110 / 84 MP / 26%) · Golemon → Grey Lord's Mansion (+11)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)
Stalagmite (430 / 219 MP / 16%) · Golemon → Mt. Infinity (+2)
Landslide (450 / 285 MP / 14%) · Golemon → Mt. Infinity (+2)

Requirements: HP ≥ 4000, MP ≥ 3000, Offense ≥ 450, Defense ≥ 450 · Care mistakes ≤ 5 · Weight 45–55 · Bonus (any one): Wins ≥ 50

Evolves from: BomberNanimon, Starmon, Monochromon

Evolves to: Boltmon · This route opens after 120 in-game hours in the previous form., Marsmon · This route opens after 120 in-game hours in the previous form.

Monzaemon · #14

Ultimate · Vaccine · Battle / Air

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Lovely Attack (230 / 0 MP / —)

Requirements: HP ≥ 3000, MP ≥ 3000, Offense ≥ 300, Defense ≥ 300, Speed ≥ 300, Brains ≥ 300 · Care mistakes ≤ 0 · Weight 35–45 · Bonus (any one): Wins ≥ 50

Evolves to: Puppetmon, Jijimon

Mummymon · #334

Ultimate · Virus · Darkness / Battle / Mech

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Pulse Laser (389 / 168 MP / 13%) · Tankmon → Back Dimension (+1)
All Range Beam (573 / 330 MP / 0%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 10%) · Tankmon → Back Dimension (+1)
DG Dimension (722 / 420 MP / 0%) · Tekkamon → Back Dimension
Power Crane (226 / 126 MP / 22%) · Guardromon → Factorial Town

Dark Shot (200 / 0 MP / —)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: Offense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Wizardmon

Evolves from: Wizardmon, Dokugumon, Gargoylemon, Minotarumon, Bakemon

Evolves to: Boltmon, Pharaohmon, Ghoulmon

Myotismon · #66

Ultimate · Virus · Darkness / Air / Battle

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Giga Freeze (264 / 120 MP / —) · BlueMeramon → Ice Sanctuary (+11)
Aurora Freeze (430 / 258 MP / —) · Hyogamon → Ice Sanctuary (+1)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Death Claw (180 / 0 MP / —)
Dark Bolt (170 / 90 MP / 26%) · DarkLizardmon → Overdell (+33)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+29)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: HP ≥ 4000, MP ≥ 6000, Speed ≥ 400, Brains ≥ 500 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): Wins ≥ 40

Evolves from: Saberdramon, Soulmon, Devidramon, BlackGatomon

Evolves to: VenomMyotismon, MaloMyotismon

Okuwamon · #259

Ultimate · Virus · Nature / Battle / Air

Techniques (Power / MP / Learning chance):
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)

Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Bit Bomb (232 / 0 MP / —)

Requirements: HP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Kuwagamon

Evolves from: Stingmon, Digmon, Flymon, Kuwagamon, Yanmamon

Evolves to: GranKuwagamon, HerculesKabuterimon

Paildramon · #199

Ultimate · Data · Battle / Mech

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Genocide Attack (215 / 0 MP / —)

Requirements: HP ≥ 4000, Defense ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from ExVeemon

Evolves from: Stingmon, ExVeemon

Evolves to: Imperialdramon, MegaGargomon

Phantomon · #229

Ultimate · Virus · Darkness / Air / Battle

Techniques (Power / MP / Learning chance):

Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Giga Freeze (264 / 120 MP / —) · BlueMeramon → Ice Sanctuary (+11)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Ice Statue (424 / 186 MP / —) · BlueMeramon → Back Dimension (+3)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Maelstrom (211 / 0 MP / —)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: Defense ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Bakemon

Evolves from: IceDevimon, Soulmon, Sorcermon, Bakemon

Evolves to: Apocalymon, MaloMyotismon

Piximon · #55

Ultimate · Data · Nature / Air

Techniques (Power / MP / Learning chance):

Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)

Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Bit Bomb (232 / 0 MP / —)

Requirements: Offense ≥ 300, Defense ≥ 300, Speed ≥ 400, Brains ≥ 400 · Care mistakes ≥ 15 · Weight 0–10 · Bonus (any one): Happiness ≥ 97 (rounded boundary; 98 guarantees it)

Evolves from: Vegiemon, Flymon, Kokatorimon, Kuwagamon, Ninjamon

Evolves to: Rosemon, Seraphimon

Pumpkinmon · #280

Ultimate · Data · Battle / Fire

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Fireball (155 / 0 MP / —)

Requirements: MP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Wizardmon

Evolves from: Wizardmon, Woodmon

Evolves to: Puppetmon, Piedmon, Boltmon

Scorpiomon · #275

Ultimate · Data · Earth / Ice / Battle

Techniques (Power / MP / Learning chance):
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)

Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Danger Sting (157 / 102 MP / —) · Dokunemon → Native Forest (+12)
Stalagmite (430 / 219 MP / 16%) · Golemon → Mt. Infinity (+2)
Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)
Maelstrom (211 / 0 MP / —)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Landslide (450 / 285 MP / 14%) · Golemon → Mt. Infinity (+2)

Requirements: HP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Ebidramon

Evolves from: Gekomon, Ebidramon, Shellmon, Icemon

Evolves to: Pharaohmon, GranKuwagamon

Shakkoumon · #214

Ultimate · Data · Mech / Air / Nature

Techniques (Power / MP / Learning chance):

Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Bit Bomb (232 / 0 MP / —)

Requirements: MP ≥ 4000, Speed ≥ 300, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Ankylomon

Evolves from: Ankylomon

Evolves to: Pharaohmon, HiAndromon

ShogunGekomon · #119

Ultimate · Data · Ice / Water

Techniques (Power / MP / Learning chance):

Tear Drop (60 / 42 MP / 30%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 20%) · Aruraumon → Tropical Jungle (+9)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Aurora Freeze (430 / 258 MP / 14%) · Hyogamon → Ice Sanctuary (+1)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
Blasting Spout (150 / 0 MP / —)
Aqua Jet (160 / 78 MP / 16%) · Gekomon → Geko Swamp (+2)
Rain Dance (0 / 54 MP / 14%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 12%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 10%) · Gekomon → Geko Swamp (+1)
Sea Crush (300 / 186 MP / 10%) · Gekomon → Geko Swamp (+1)
Tidal Wave (400 / 264 MP / 8%) · Gekomon → Geko Swamp

Requirements: HP ≥ 5000, Defense ≥ 400, Brains ≥ 300 · Care mistakes ≤ 5 · Weight 55–65 · Bonus (any one): Discipline ≥ 90

Evolves from: Gekomon

Evolves to: Vikemon · This route opens after 120 in-game hours in the previous form., MarineAngemon · This route opens after 120 in-game hours in the previous form.

Silphymon · #226

Ultimate · Data · Air / Battle

Techniques (Power / MP / Learning chance):

Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Thunder Justice (586 / 330 MP / 13%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)

Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Death Claw (180 / 0 MP / —)

Requirements: HP ≥ 4000 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Aquilamon

Evolves from: Aquilamon, Halsemon, Nefertimon, Pegasusmon, Gatomon

Evolves to: Valkyrimon, Gryphonmon, Fujinmon, Raijinmon

SkullGreymon · #26

Ultimate · Virus · Darkness / Battle / Ice

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (255 / 99 MP / 17%) · ShimaUnimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
Giga Freeze (264 / 120 MP / 5%) · BlueMeramon → Ice Sanctuary (+11)
Ice Statue (424 / 186 MP / 0%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 7%) · DarkLizardmon → Misty Trees (+10)
Pulse Laser (389 / 168 MP / —) · Tankmon → Back Dimension (+1)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Dark Shot (200 / 0 MP / —)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: HP ≥ 4000, MP ≥ 6000, Offense ≥ 400, Defense ≥ 400, Speed ≥ 200, Brains ≥ 500 · Care mistakes ≥ 10 · Weight 25–35 · Bonus (any one): Wins ≥ 40

Evolves from: Garurumon, Bakemon, Greymon, Mojyamon

Evolves to: BlackWarGreymon, SkullMammothmon

SkullMeramon · #277

Ultimate · Data · Fire / Battle

Techniques (Power / MP / Learning chance):
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Mega Flame (196 / 0 MP / —)

Requirements: Speed ≥ 400, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Meramon

Evolves from: Baronmon, Shadramon, Fugamon, Meramon

Evolves to: Creepymon, NeoCrimson

SkullSatamon · #314

Ultimate · Virus · Darkness / Battle / Fire

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Prominence Beam (444 / 183 MP / 5%) · BlueMeramon → Ice Sanctuary (+5)
Infinity Burn (488 / 264 MP / 0%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 0%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 9%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 7%) · ClearAgumon → Toy Mansion (+4)

Nightmare Syndrome (222 / 0 MP / —)
Nightmare (110 / 108 MP / 22%) · Gururumon → Great Canyon Top Area (+8)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: Offense ≥ 400, Defense ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Vilemon

Evolves from: Devidramon, Vilemon, Gargoylemon, Fugamon

Evolves to: Creepymon, Beelzemon

SuperStarmon · #244

Ultimate · Data · Fire / Battle

Techniques (Power / MP / Learning chance):
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Fireball (155 / 0 MP / —)

Requirements: Defense ≥ 400, Speed ≥ 400, Brains ≥ 300 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Starmon

Evolves from: Starmon

Evolves to: PrinceMamemon, Seraphimon

Taomon · #315

Ultimate · Data · Fire / Air / Battle

Techniques (Power / MP / Learning chance):
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity

Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Mega Flame (196 / 0 MP / —)

Requirements: Speed ≥ 400, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Kyubimon

Evolves from: Sorcermon, Kyubimon

Evolves to: Sakuyamon, Phoenixmon

Tekkamon · #90

Ultimate · Virus · Weapon / Mech / Battle

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 17%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Final Edge (540 / 288 MP / 12%) · Fugamon → Misty Trees (+1)
Whirling Edge (210 / 150 MP / 18%) · Fugamon → Misty Trees (+1)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)
Spiral Sword (210 / 0 MP / —)
War Stance (0 / 60 MP / 22%) · Fugamon → Misty Trees (+1)
Giant Cleave (390 / 180 MP / 16%) · Fugamon → Misty Trees (+1)

Requirements: Offense ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Guardromon

Evolves from: Golemon, Unimon, Guardromon

Evolves to: Zanbamon, HiAndromon

Tinmon · #123

Ultimate · Vaccine · Ice / Nature

Techniques (Power / MP / Learning chance):

Poison Claw (62 / 66 MP / 22%) · Aruraumon → Native Forest (+9)
Charm Perfume (180 / 210 MP / 12%) · MoriShellmon → Misty Trees (+1)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 20%) · Aruraumon → Tropical Jungle (+9)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
Maelstrom (211 / 0 MP / —)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Aurora Freeze (430 / 258 MP / 14%) · Hyogamon → Ice Sanctuary (+1)
Green Trap (310 / 147 MP / 10%) · J-Mojyamon → Mangrove Region (+2)
Poison Powder (117 / 171 MP / 19%) · Aruraumon → Native Forest (+7)

Requirements: HP ≥ 4000, Brains ≥ 400 · Care mistakes ≤ 5 · Weight 15–25 · Bonus (any one): from MoriShellmon

Evolves from: Vegiemon, MoriShellmon

Evolves to: Puppetmon, HerculesKabuterimon

Triceramon · #257

Ultimate · Data · Earth / Battle / Nature

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Bit Bomb (232 / 0 MP / —)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Landslide (450 / 285 MP / 14%) · Golemon → Mt. Infinity (+2)

Requirements: MP ≥ 4000, Defense ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Monochromon

Evolves from: Ankylomon, Digmon, Tortomon, Minotarumon, Monochromon

Evolves to: WarGreymon, BlackWarGreymon

Vermilimon · #88

Ultimate · Vaccine · Earth / Fire / Battle

Techniques (Power / MP / Learning chance):

Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Heat Laser (84 / 105 MP / 19%) · Agumon → Ogre Fortress (+8)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Muscle Charge (0 / 66 MP / 8%) · Goblimon → Misty Trees (+4)
Volcanic Strike (225 / 0 MP / —)
Stone Skin (0 / 72 MP / 22%) · Golemon → Grey Lord's Mansion (+13)
Boulder Crash (220 / 126 MP / 20%) · Golemon → Mt. Infinity (+8)
Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)
Stalagmite (430 / 219 MP / 16%) · Golemon → Mt. Infinity (+2)
Landslide (450 / 285 MP / 14%) · Golemon → Mt. Infinity (+2)

Requirements: HP ≥ 4000, Defense ≥ 400 · Care mistakes ≤ 5 · Weight 15–25 · Bonus (any one): from Flarerizamon

Evolves from: Baronmon, Cyclonemon, Monochromon, Flarerizamon

Evolves to: NeoCrimson, Marsmon

WarGrowlmon · #326

Ultimate · Virus · Fire / Mech / Battle

Techniques (Power / MP / Learning chance):

Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)

Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Dark Shot (200 / 0 MP / —)

Requirements: Offense ≥ 400 · Care mistakes ≥ 10 · Weight 25–35 · Bonus (any one): from Growlmon

Evolves from: Growlmon

Evolves to: Gallantmon, MegaGargomon

WaruMonzaemon · #70

Ultimate · Virus · Battle / Air / Darkness

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 19%) · Akatorimon → Gear Savanna (+10)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Lovely Attack (230 / 0 MP / —)
Nightmare (110 / 108 MP / 9%) · Gururumon → Great Canyon Top Area (+8)
Venom Mist (130 / 186 MP / 6%) · BlueMeramon → Ice Sanctuary (+2)

Requirements: HP ≥ 3000, Offense ≥ 400, Defense ≥ 300 · Care mistakes ≥ 10 · Weight 35–45 · Bonus (any one): Wins ≥ 50

Evolves from: Raremon

Evolves to: Piedmon · This route opens after 120 in-game hours in the previous form., KingEtemon · This route opens after 120 in-game hours in the previous form.

WaruSeadramon · #112

Ultimate · Virus · Water / Ice / Air

Techniques (Power / MP / Learning chance):

Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Ocean Fury (560 / 336 MP / 12%) · Gekomon → Geko Swamp
Hurricane (366 / 255 MP / 0%) · SandYanmamon → Great Canyon Top Area (+1)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Thunder Justice (586 / 330 MP / 0%) · Soulmon → Grey Lord's Mansion
Maelstrom (211 / 0 MP / —)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp

Requirements: Offense ≥ 400, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): Wins ≥ 50

Evolves from: Seadramon, Submarimon, Dolphmon, Tylomon

Evolves to: Suijinmon, MetalSeadramon

WereGarurumon · #62

Ultimate · Vaccine · Battle / Fire / Ice

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity

Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Giga Freeze (264 / 120 MP / 5%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 5%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 8%) · DarkLizardmon → Overdell (+6)
Howling Blaster (183 / 0 MP / —)

Requirements: Defense ≥ 400 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): from Garurumon

Evolves from: Gururumon, Garurumon, Apemon

Evolves to: MetalGarurumon, SaberLeomon

Whamon · #24

Ultimate · Vaccine · Water / Ice / Nature

Techniques (Power / MP / Learning chance):
Charm Perfume (180 / 210 MP / 9%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 14%) · Aruraumon → Native Forest (+7)
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Blasting Spout (210 / 0 MP / —)
Rain Dance (0 / 54 MP / 22%) · Gekomon → Geko Swamp (+1)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp

Requirements: HP ≥ 4000, MP ≥ 3000, Defense ≥ 400 · Care mistakes ≤ 3 · Weight 35–45 · Bonus (any one): Discipline ≥ 60

Evolves from: Seadramon, Ikkakumon, Shellmon

Evolves to: Plesiomon, MetalSeadramon, Vikemon

Zudomon · #219

Ultimate · Vaccine · Water / Battle / Ice

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Giga Freeze (264 / 120 MP / 5%) · BlueMeramon → Ice Sanctuary (+11)
Aurora Freeze (430 / 258 MP / 0%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 0%) · BlueMeramon → Back Dimension (+3)
Water Bullet (211 / 102 MP / 5%) · Aruraumon → Tropical Jungle (+9)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Maelstrom (211 / 0 MP / —)
Whirlpool (180 / 174 MP / 18%) · Gekomon → Geko Swamp (+2)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp

Requirements: MP ≥ 4000, Speed ≥ 400 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): from Ikkakumon

Evolves from: Submarimon, Ikkakumon, Dolphmon, Tortomon, Hyogamon

Evolves to: Vikemon, MarineAngemon, Plesiomon

Mega

Analogman · #116

Mega · Virus · Mech / Air

Techniques (Power / MP / Learning chance):
Static Elect (85 / 45 MP / 21%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Spiral Sword (250 / 0 MP / —)

Requirements: MP ≥ 5000, Speed ≥ 400, Brains ≥ 500 · Care mistakes ≥ 10 · Weight 15–25 · Bonus (any one): from Datamon

Evolves from: Datamon

Apocalymon · #400

Mega · Virus · Darkness / Mech / Battle

Techniques (Power / MP / Learning chance):

DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Giga Freeze (264 / 120 MP / —) · BlueMeramon → Ice Sanctuary (+11)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Deadly Bomb (260 / 0 MP / —)
Abyss Requiem (620 / 375 MP / 12%) · Soulmon → Grey Lord's Mansion

Requirements: MP ≥ 5000, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Phantomon

Evolves from: Phantomon, Datamon

Armageddemon · #407

Mega · Virus · Fire / Mech / Nature

Techniques (Power / MP / Learning chance):

Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
Poison Claw (62 / 66 MP / 16%) · Aruraumon → Native Forest (+9)
Poison Powder (117 / 171 MP / 14%) · Aruraumon → Native Forest (+7)

Bug (500 / 354 MP / 0%) · Tentomon → Beetle Land
Full Potential (0 / 99 MP / 17%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Insect Plague (58 / 96 MP / 13%) · Tentomon → Beetle Land (+1)
Crimson Flare (213 / 0 MP / —)
Mass Morph (0 / 30 MP / 12%) · Dokunemon → Beetle Land (+4)

Requirements: HP ≥ 5000 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Infermon

Evolves from: Infermon, Datamon

Baihumon · #276

Mega · Data · Battle / Mech / Earth

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Boulder Crash (220 / 126 MP / 8%) · Golemon → Mt. Infinity (+8)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Genocide Attack (215 / 0 MP / —)
Fissure (270 / 186 MP / 8%) · Golemon → Back Dimension (+7)

Requirements: MP ≥ 4000, Speed ≥ 500, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from GrapLeomon

Evolves from: GrapLeomon, Antylamon, IceLeomon

Beelzemon · #403

Mega · Virus · Darkness / Battle / Mech

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Pulse Laser (389 / 168 MP / 13%) · Tankmon → Back Dimension (+1)
DG Dimension (722 / 420 MP / 0%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 0%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 10%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 15%) · Guardromon → Factorial Town
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)
Dark Shot (200 / 0 MP / —)
Abyss Requiem (620 / 375 MP / 12%) · Soulmon → Grey Lord's Mansion

Requirements: Defense ≥ 500, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from SkullSatamon

Evolves from: LadyDevimon, SkullSatamon

BlackKingNumemon · #307

Mega · Virus · Filth / Ice

Techniques (Power / MP / Learning chance):

Ultimate Poop Hell (333 / 333 MP / 9%) · Geremon → Factorial Town (+1)
Big Poop Flurry (211 / 282 MP / 11%) · Geremon → Factorial Town (+1)
Big Poop Toss (211 / 192 MP / 15%) · Geremon → Factorial Town (+1)
Fast Poop Toss (122 / 96 MP / 23%) · Geremon → Factorial Town (+1)
Fast Poop Flurry (122 / 216 MP / 20%) · Geremon → Factorial Town (+1)
Odor Spray (88 / 75 MP / 24%) · Geremon → Factorial Town (+2)
Poop Flurry (75 / 120 MP / 21%) · Geremon → Factorial Town
Horizontal Kick (53 / 24 MP / 25%) · Geremon → Factorial Town (+1)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)

Winter Blast (120 / 165 MP / 12%) · DarkLizardmon → Misty Trees (+10)
Death Claw (180 / 0 MP / —)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)

Requirements: HP ≥ 5000, Offense ≥ 500 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Garbagemon

Evolves from: KingSukamon · This route opens after 120 in-game hours in the previous form., Garbagemon, Etemon

BlackWarGreymon · #404

Mega · Virus · Darkness / Fire / Battle

Techniques (Power / MP / Learning chance):

Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Spinning Shot (389 / 150 MP / —) · Piddomon → Mt. Infinity (+7)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)
Nightmare Syndrome (222 / 0 MP / —)
Abyss Requiem (620 / 375 MP / 12%) · Soulmon → Grey Lord's Mansion

Requirements: MP ≥ 5000 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from MetalGreymonVirus

Evolves from: MetalGreymonVirus, Triceramon, SkullGreymon

Boltmon · #288

Mega · Data · Weapon / Battle / Mech

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland

Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Whirling Edge (210 / 150 MP / 18%) · Fugamon → Misty Trees (+1)
Giant Cleave (390 / 180 MP / 16%) · Fugamon → Misty Trees (+1)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)
DG Dimension (722 / 420 MP / 0%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 0%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 10%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 13%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 15%) · Guardromon → Factorial Town
Giga Destroyer (215 / 0 MP / —)
Final Edge (540 / 288 MP / 12%) · Fugamon → Misty Trees (+1)

Requirements: MP ≥ 5000, Offense ≥ 500, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Pumpkinmon

Evolves from: Meteormon · This route opens after 120 in-game hours in the previous form., Pumpkinmon, Mummymon

Cannondramon · #405

Mega · Data · Mech / Fire

Techniques (Power / MP / Learning chance):
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Genocide Attack (215 / 0 MP / —)

Requirements: MP ≥ 5000, Speed ≥ 400, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Assaultmon

Evolves from: Brachiomon, MetalTyrannomon, Assaultmon, Bulbmon

ChaosLord · #289

Mega · Virus · Mech / Battle

Techniques (Power / MP / Learning chance):
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Energy Bomb (214 / 0 MP / —)

Requirements: HP ≥ 5000, Defense ≥ 500 · Care mistakes ≤ 10 · Weight 45–55 · Bonus (any one): from Datamon

Evolves from: Datamon, Assaultmon

Creepymon · #312

Mega · Virus · Darkness / Fire / Battle

Techniques (Power / MP / Learning chance):
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Spinning Shot (389 / 150 MP / —) · Piddomon → Mt. Infinity (+7)

Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)
Nightmare Syndrome (222 / 0 MP / —)
Abyss Requiem (620 / 375 MP / 12%) · Soulmon → Grey Lord's Mansion

Requirements: MP ≥ 5000, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from SkullSatamon

Evolves from: BlueMeramon, SkullMeramon, Dragomon, SkullSatamon

Diaboromon · #237

Mega · Virus · Mech / Nature / Battle

Techniques (Power / MP / Learning chance):
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Poison Claw (62 / 66 MP / 22%) · Aruraumon → Native Forest (+9)
Poison Powder (117 / 171 MP / 19%) · Aruraumon → Native Forest (+7)
Bug (500 / 354 MP / 8%) · Tentomon → Beetle Land
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dark Shot (200 / 0 MP / —)

Requirements: Offense ≥ 500, Defense ≥ 500 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Infermon

Evolves from: Infermon

Fujinmon · #317

Mega · Vaccine · Air / Mech / Battle

Techniques (Power / MP / Learning chance):
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Thunder Justice (586 / 330 MP / 13%) · Soulmon → Grey Lord's Mansion

Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Spiral Sword (210 / 0 MP / —)

Requirements: MP ≥ 5000, Speed ≥ 400, Brains ≥ 500 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from Silphymon

Evolves from: Silphymon, Kyukimon

Gallantmon · #318

Mega · Virus · Weapon / Battle / Mech

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
DG Dimension (722 / 420 MP / 0%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 0%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 10%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 13%) · Tankmon → Back Dimension (+1)
Spinning Shot (389 / 150 MP / —) · Piddomon → Mt. Infinity (+7)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)
Whirling Edge (210 / 150 MP / 18%) · Fugamon → Misty Trees (+1)
Giant Cleave (390 / 180 MP / 16%) · Fugamon → Misty Trees (+1)
Spiral Sword (210 / 0 MP / —)
Final Edge (540 / 288 MP / 12%) · Fugamon → Misty Trees (+1)

Requirements: MP ≥ 5000, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 45–55 · Bonus (any one): from WarGrowlmon

Evolves from: Magnamon, WarGrowlmon

Ghoulmon · #329

Mega · Data · Darkness / Mech / Battle

Techniques (Power / MP / Learning chance):

All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Spinning Shot (389 / 150 MP / —) · Piddomon → Mt. Infinity (+7)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)
Dark Shot (200 / 0 MP / —)
Abyss Requiem (620 / 375 MP / 12%) · Soulmon → Grey Lord's Mansion

Requirements: MP ≥ 4000, Defense ≥ 500, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Giromon

Evolves from: Kimeramon, Mummymon, Giromon, Megadramon

GranKuwagamon · #210

Mega · Virus · Nature / Battle / Air

Techniques (Power / MP / Learning chance):

Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)

Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Bit Bomb (232 / 0 MP / —)

Requirements: HP ≥ 5000, Defense ≥ 500, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Okuwamon

Evolves from: MegaKabuterimon, Okuwamon, Blossomon, Scorpiomon, Arukenimon

Gryphonmon · #293

Mega · Data · Air / Battle

Techniques (Power / MP / Learning chance):
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Thunder Justice (586 / 330 MP / 13%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Death Claw (180 / 0 MP / —)

Requirements: HP ≥ 5000, Defense ≥ 400, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Garudamon

Evolves from: Silphymon, Deramon, Garudamon

HerculesKabuterimon · #60

Mega · Vaccine · Nature / Battle / Fire

Techniques (Power / MP / Learning chance):
Prominence Beam (444 / 183 MP / 5%) · BlueMeramon → Ice Sanctuary (+5)
Red Inferno (210 / 171 MP / 7%) · ClearAgumon → Toy Mansion (+4)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland

Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Electro Shocker (260 / 0 MP / —)

Requirements: HP ≥ 7000, Offense ≥ 400, Defense ≥ 600, Speed ≥ 400 · Care mistakes ≤ 5 · Weight 50–60 · Bonus (any one): Wins ≤ 0

Evolves from: Tinmon, MegaKabuterimon, Lillymon, Okuwamon

HiAndromon · #302

Mega · Vaccine · Mech / Battle

Techniques (Power / MP / Learning chance):
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Spiral Sword (210 / 0 MP / —)

Requirements: HP ≥ 5000, Speed ≥ 500, Brains ≥ 400 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from Andromon

Evolves from: Mamemon, Shakkoumon, Andromon, Tekkamon

Imperialdramon · #192

Mega · Data · Mech / Fire / Battle

Techniques (Power / MP / Learning chance):
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Energy Bomb (214 / 0 MP / —)

Requirements: MP ≥ 4000, Offense ≥ 500, Defense ≥ 500 · Care mistakes ≤ 10 · Weight 45–55 · Bonus (any one): from Paildramon

Evolves from: Paildramon, AeroVeedramon

Jijimon · #117

Mega · Vaccine · Battle

Techniques (Power / MP / Learning chance):
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Pummel Whack (250 / 0 MP / —)

Requirements: HP ≥ 4000, Offense ≥ 500, Speed ≥ 500 · Care mistakes ≤ 5 · Weight 5–15 · Bonus (any one): from Monzaemon

Evolves from: Mamemon, Monzaemon

KingEtemon · #303

Mega · Virus · Battle / Air / Filth

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Big Poop Toss (211 / 192 MP / 5%) · Geremon → Factorial Town (+1)
Fast Poop Toss (122 / 96 MP / 8%) · Geremon → Factorial Town (+1)
Fast Poop Flurry (122 / 216 MP / 6%) · Geremon → Factorial Town (+1)
Odor Spray (88 / 75 MP / 9%) · Geremon → Factorial Town (+2)
Love Serenade (202 / 0 MP / —)

Requirements: HP ≥ 5000, Speed ≥ 500, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Etemon; Happiness ≥ 90

Evolves from: KingSukamon · This route opens after 120 in-game hours in the previous form., Etemon, WaruMonzaemon · This route opens after 120 in-game hours in the previous form.

Magnadramon · #215

Mega · Vaccine · Light / Fire / Air

Techniques (Power / MP / Learning chance):
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Heaven's Ring (380 / 276 MP / 14%) · Piddomon → Mt. Infinity
Judgment Ray (410 / 210 MP / 16%) · Piddomon → Mt. Infinity
Thunder Justice (586 / 330 MP / 0%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)

Hurricane (366 / 255 MP / 0%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Crimson Flare (213 / 0 MP / —)
Grand Cross (600 / 360 MP / 12%) · Piddomon → Back Dimension (+1)

Requirements: HP ≥ 5000, Defense ≥ 500, Brains ≥ 400 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from Angewomon

Evolves from: Angewomon

MaloMyotismon · #406

Mega · Virus · Darkness / Fire / Battle

Techniques (Power / MP / Learning chance):
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Spinning Shot (389 / 150 MP / —) · Piddomon → Mt. Infinity (+7)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)
Nightmare Syndrome (222 / 0 MP / —)
Abyss Requiem (620 / 375 MP / 12%) · Soulmon → Grey Lord's Mansion

Requirements: Offense ≥ 500, Speed ≥ 500 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Myotismon

Evolves from: Phantomon, Arukenimon, Myotismon

MarineAngemon · #248

Mega · Vaccine · Light / Ice / Battle

Techniques (Power / MP / Learning chance):
Tear Drop (60 / 42 MP / 22%) · Aruraumon → Native Forest (+6)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees

Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Judgment Ray (410 / 210 MP / 16%) · Piddomon → Mt. Infinity
Heaven's Ring (380 / 276 MP / 14%) · Piddomon → Mt. Infinity
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Lovely Attack (230 / 0 MP / —)
Grand Cross (600 / 360 MP / 12%) · Piddomon → Back Dimension (+1)

Requirements: MP ≥ 5000, Speed ≥ 400, Brains ≥ 500 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): from Angewomon; Happiness ≥ 90

Evolves from: ShogunGekomon · This route opens after 120 in-game hours in the previous form., Angewomon, Zudomon

Marsmon · #297

Mega · Vaccine · Battle / Fire / Light

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Sacred Shield (0 / 66 MP / 9%) · Piddomon → Mt. Infinity
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Mega Flame (196 / 0 MP / —)
Flash Burst (150 / 174 MP / 8%) · Piddomon → Mt. Infinity (+1)

Requirements: MP ≥ 5000, Speed ≥ 500 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from GrapLeomon

Evolves from: Meteormon · This route opens after 120 in-game hours in the previous form., MasterTyrannomon, GrapLeomon, Vermilimon

MegaGargomon · #335

Mega · Vaccine · Mech / Battle

Techniques (Power / MP / Learning chance):
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Genocide Attack (215 / 0 MP / —)

Requirements: MP ≥ 5000 · Care mistakes ≤ 5 · Weight 45–55 · Bonus (any one): from Andromon

Evolves from: Magnamon, Paildramon, Assaultmon, WarGrowlmon, Andromon

MetalEtemon · #65

Mega · Vaccine · Battle / Air / Filth

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)

Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Horizontal Kick (53 / 24 MP / 10%) · Geremon → Factorial Town (+1)
Ultimate Poop Hell (333 / 333 MP / 0%) · Geremon → Factorial Town (+1)
Love Serenade (255 / 0 MP / —)

Requirements: HP ≥ 5000, MP ≥ 6000, Offense ≥ 600, Defense ≥ 500, Speed ≥ 600, Brains ≥ 500 · Care mistakes ≤ 0 · Weight 10–20 · Bonus (any one): Wins ≥ 100

Evolves from: Garbagemon, Etemon

MetalGarurumon · #191

Mega · Data · Ice / Mech / Battle

Techniques (Power / MP / Learning chance):
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Aurora Freeze (430 / 258 MP / 14%) · Hyogamon → Ice Sanctuary (+1)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 20%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Genocide Attack (215 / 0 MP / —)

Requirements: HP ≥ 4000, Speed ≥ 500, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from WereGarurumon

Evolves from: MetalGreymonVaccine, Mammothmon, MetalMamemon, WereGarurumon

MetalSeadramon · #211

Mega · Data · Water / Ice / Mech

Techniques (Power / MP / Learning chance):
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
All Range Beam (573 / 330 MP / 0%) · Guardromon → Factorial Town
Pulse Laser (389 / 168 MP / 13%) · Tankmon → Back Dimension (+1)
DG Dimension (722 / 420 MP / 0%) · Tekkamon → Back Dimension
Delete Program (430 / 219 MP / 10%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 15%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 22%) · Guardromon → Factorial Town
Maelstrom (211 / 0 MP / —)
Ocean Fury (560 / 336 MP / 12%) · Gekomon → Geko Swamp

Requirements: HP ≥ 4000, Offense ≥ 500, Speed ≥ 500 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from MegaSeadramon

Evolves from: WaruSeadramon, Whamon, MegaSeadramon

NeoCrimson · #402

Mega · Virus · Fire / Battle

Techniques (Power / MP / Learning chance):
Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Heat Laser (84 / 105 MP / 28%) · Agumon → Ogre Fortress (+8)
Spit Fire (66 / 30 MP / 30%) · Agumon → Ogre Fortress (+14)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland

Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Crimson Flare (213 / 0 MP / —)

Requirements: Offense ≥ 500, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from SkullMeramon

Evolves from: Brachiomon, SkullMeramon, Vermilimon

Omnimon · #461

Mega · Vaccine · Battle / Ice / Fire

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Prominence Beam (444 / 183 MP / 5%) · BlueMeramon → Ice Sanctuary (+5)
Magma Bomb (279 / 132 MP / 9%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 7%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 11%) · Agumon → Ogre Fortress (+5)
Maelstrom (211 / 0 MP / —)

Requirements: HP ≥ 5000, MP ≥ 4000, Offense ≥ 500 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): from MetalGreymonVirus

Evolves from: MetalGreymonVirus

Pharaohmon · #319

Mega · Virus · Nature / Battle / Darkness

Techniques (Power / MP / Learning chance):
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)

Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Venom Mist (130 / 186 MP / 6%) · BlueMeramon → Ice Sanctuary (+2)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 8%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Bit Bomb (232 / 0 MP / —)
Death Grip (300 / 180 MP / 8%) · Gururumon → Ice Sanctuary (+7)

Requirements: MP ≥ 5000, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 45–55 · Bonus (any one): from Mummymon

Evolves from: Shakkoumon, Scorpiomon, Mummymon, Bastemon

Phoenixmon · #59

Mega · Vaccine · Air / Fire / Light

Techniques (Power / MP / Learning chance):
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Static Elect (85 / 45 MP / 36%) · Akatorimon → Gear Savanna (+5)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Electric Cloud (120 / 69 MP / 32%) · Akatorimon → Gear Savanna (+10)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Thunder Justice (586 / 330 MP / 13%) · Soulmon → Grey Lord's Mansion
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Crimson Flare (250 / 0 MP / —)
Sacred Shield (0 / 66 MP / 9%) · Piddomon → Mt. Infinity
Flash Burst (150 / 174 MP / 8%) · Piddomon → Mt. Infinity (+1)

Requirements: HP ≥ 4000, MP ≥ 4000, Speed ≥ 400, Brains ≥ 600 · Care mistakes ≤ 3 · Weight 25–35 · Bonus (any one): Discipline ≥ 100; Wins ≤ 0

Evolves from: BlueMeramon, AeroVeedramon, Taomon, Garudamon

Piedmon · #245

Mega · Virus · Darkness / Battle / Air

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Hurricane (366 / 255 MP / 0%) · SandYanmamon → Great Canyon Top Area (+1)
Thunder Justice (586 / 330 MP / 0%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)
Death Claw (180 / 0 MP / —)
Abyss Requiem (620 / 375 MP / 12%) · Soulmon → Grey Lord's Mansion

Requirements: MP ≥ 5000, Offense ≥ 500 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Pumpkinmon

Evolves from: LadyDevimon, Pumpkinmon, WaruMonzaemon · This route opens after 120 in-game hours in the previous form.

Plesiomon · #271

Mega · Data · Water / Ice / Air

Techniques (Power / MP / Learning chance):

Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Thunder Justice (586 / 330 MP / 0%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)

Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 0%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Maelstrom (211 / 0 MP / —)
Ocean Fury (560 / 336 MP / 12%) · Gekomon → Geko Swamp

Requirements: HP ≥ 5000, Defense ≥ 500, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Zudomon

Evolves from: Zudomon, Whamon, Divermon, Digitamamon, MegaSeadramon

PrinceMamemon · #270

Mega · Data · Battle / Mech

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
Smiley Bomb (225 / 0 MP / —)

Requirements: MP ≥ 5000, Offense ≥ 400, Speed ≥ 500 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Mamemon

Evolves from: Mamemon, SuperStarmon, MetalMamemon

Pukumon · #401

Mega · Virus · Water / Ice / Battle

Techniques (Power / MP / Learning chance):
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees

Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Maelstrom (211 / 0 MP / —)
Ocean Fury (560 / 336 MP / 12%) · Gekomon → Geko Swamp

Requirements: Offense ≥ 500, Speed ≥ 500 · Care mistakes ≤ 10 · Weight 5–15 · Bonus (any one): from Dragomon

Evolves from: MarineDevimon, Dragomon, Divermon

Puppetmon · #181

Mega · Virus · Nature / Battle / Mech

Techniques (Power / MP / Learning chance):
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Power Crane (226 / 126 MP / 22%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 10%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 13%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 15%) · Guardromon → Factorial Town
Bit Bomb (232 / 0 MP / —)

Requirements: Offense ≥ 500, Speed ≥ 500 · Care mistakes ≤ 10 · Weight 15–25 · Bonus (any one): from Cherrymon

Evolves from: Cherrymon, Tinmon, Monzaemon, ExTyrannomon, Pumpkinmon

Raidenmon · #336

Mega · Virus · Air / Fire / Mech

Techniques (Power / MP / Learning chance):
Thunder Justice (586 / 330 MP / 13%) · Soulmon → Grey Lord's Mansion
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Delete Program (430 / 219 MP / 10%) · Tankmon → Back Dimension (+1)
Pulse Laser (389 / 168 MP / 13%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 15%) · Guardromon → Factorial Town
Power Crane (226 / 126 MP / 22%) · Guardromon → Factorial Town
Fireball (155 / 0 MP / —)

Requirements: HP ≥ 5000, Defense ≥ 500 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Giromon

Evolves from: Bulbmon, Andromon, Giromon, Gigadramon · This route opens after 120 in-game hours in the previous form.

Raijinmon · #333

Mega · Virus · Air / Mech / Battle

Techniques (Power / MP / Learning chance):
Thunder Justice (586 / 330 MP / 13%) · Soulmon → Grey Lord's Mansion
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Power Crane (226 / 126 MP / 30%) · Guardromon → Factorial Town
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town

Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Genocide Attack (215 / 0 MP / —)

Requirements: MP ≥ 5000 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Silphymon

Evolves from: Silphymon, Kyukimon

Rosemon · #230

Mega · Data · Nature / Air

Techniques (Power / MP / Learning chance):
Green Trap (310 / 147 MP / 14%) · J-Mojyamon → Mangrove Region (+2)
Charm Perfume (180 / 210 MP / 18%) · MoriShellmon → Misty Trees (+1)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+7)
Bug (500 / 354 MP / 12%) · Tentomon → Beetle Land
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+12)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+9)
Insect Plague (58 / 96 MP / 24%) · Tentomon → Beetle Land (+1)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+4)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Bit Bomb (232 / 0 MP / —)

Requirements: MP ≥ 5000, Speed ≥ 400, Brains ≥ 500 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Lillymon

Evolves from: Cherrymon, Lillymon, Blossomon, Piximon

SaberLeomon · #258

Mega · Data · Battle / Air

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 21%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 16%) · Gotsumon → Great Canyon Entrance (+5)

Counter (285 / 165 MP / 20%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 24%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 18%) · Gabumon → Ogre Fortress (+7)
Sonic Jab (52 / 18 MP / 26%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 19%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 22%) · Gabumon → Ogre Fortress (+12)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Death Claw (180 / 0 MP / —)

Requirements: HP ≥ 5000, Defense ≥ 500, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from GrapLeomon

Evolves from: GrapLeomon, WereGarurumon, IceLeomon

Sakuyamon · #316

Mega · Data · Air / Fire / Battle

Techniques (Power / MP / Learning chance):
Thunder Justice (586 / 330 MP / 13%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Mega Flame (196 / 0 MP / —)

Requirements: HP ≥ 5000, Offense ≥ 500, Speed ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Taomon

Evolves from: Antylamon, Taomon, Bastemon

Seraphimon · #207

Mega · Vaccine · Light / Air / Fire

Techniques (Power / MP / Learning chance):

Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 14%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 8%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 11%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 16%) · Akatorimon → Gear Savanna (+14)
Infinity Burn (488 / 264 MP / 0%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 5%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 0%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 9%) · Agumon → Ogre Fortress (+15)
Megaton Punch (320 / 186 MP / —) · Gabumon → Ogre Fortress (+29)
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)
Judgment Ray (410 / 210 MP / 16%) · Piddomon → Mt. Infinity
Heaven's Ring (380 / 276 MP / 14%) · Piddomon → Mt. Infinity
Fireball (155 / 0 MP / —)
Grand Cross (600 / 360 MP / 12%) · Piddomon → Back Dimension (+1)

Requirements: HP ≥ 4000, Offense ≥ 500, Speed ≥ 500 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from MagnaAngemon

Evolves from: MagnaAngemon, SuperStarmon, Piximon

SkullMammothmon · #268

Mega · Vaccine · Earth / Ice / Battle

Techniques (Power / MP / Learning chance):

Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Landslide (450 / 285 MP / 14%) · Golemon → Mt. Infinity (+2)
Stalagmite (430 / 219 MP / 16%) · Golemon → Mt. Infinity (+2)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)

Fissure (270 / 186 MP / 18%) · Golemon → Back Dimension (+7)
Sonic Jab (52 / 18 MP / 14%) · ClearAgumon → Toy Mansion (+18)
Maelstrom (211 / 0 MP / —)
Gaia Quake (650 / 390 MP / 12%) · Golemon → Back Dimension (+1)

Requirements: MP ≥ 5000, Offense ≥ 500, Brains ≥ 400 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from Mammothmon

Evolves from: SkullGreymon, Mammothmon

SlashAngemon · #300

Mega · Vaccine · Light / Battle / Air

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Heaven's Ring (380 / 276 MP / 14%) · Piddomon → Mt. Infinity
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+18)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Thunder Justice (586 / 330 MP / 0%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 0%) · SandYanmamon → Great Canyon Top Area (+1)
Flash Burst (150 / 174 MP / 18%) · Piddomon → Mt. Infinity (+1)
Judgment Ray (410 / 210 MP / 16%) · Piddomon → Mt. Infinity
Death Claw (180 / 0 MP / —)
Grand Cross (600 / 360 MP / 12%) · Piddomon → Back Dimension (+1)

Requirements: Offense ≥ 500, Defense ≥ 500, Speed ≥ 400 · Care mistakes ≤ 5 · Weight 35–45 · Bonus (any one): from MagnaAngemon

Evolves from: MagnaAngemon, Knightmon

Suijinmon · #408

Mega · Data · Ice / Mech / Air

Techniques (Power / MP / Learning chance):

Aurora Freeze (430 / 258 MP / 14%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 15%) · BlueMeramon → Back Dimension (+3)
Giga Freeze (264 / 120 MP / 17%) · BlueMeramon → Ice Sanctuary (+11)

Water Bullet (211 / 102 MP / 20%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 30%) · DarkLizardmon → Overdell (+6)
Winter Blast (120 / 165 MP / 20%) · DarkLizardmon → Misty Trees (+10)
Tear Drop (60 / 42 MP / 30%) · Aruraumon → Native Forest (+6)
Aqua Magic (0 / 36 MP / 22%) · MoriShellmon → Misty Trees
DG Dimension (722 / 420 MP / 12%) · Tekkamon → Back Dimension
Pulse Laser (389 / 168 MP / 21%) · Tankmon → Back Dimension (+1)
All Range Beam (573 / 330 MP / 13%) · Guardromon → Factorial Town
Delete Program (430 / 219 MP / 14%) · Tankmon → Back Dimension (+1)
Reverse Program (256 / 297 MP / 24%) · Guardromon → Factorial Town
Full Potential (0 / 99 MP / 17%) · Guardromon → Factorial Town
Thunder Justice (586 / 330 MP / 0%) · Soulmon → Grey Lord's Mansion
Infinity Cannon (777 / 0 MP / —)

Requirements: HP ≥ 4000, Offense ≥ 500, Speed ≥ 500 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from MegaSeadramon

Evolves from: WaruSeadramon, MegaSeadramon

Valkyrimon · #255

Mega · Data · Air / Battle / Ice

Techniques (Power / MP / Learning chance):
Hurricane (366 / 255 MP / 12%) · SandYanmamon → Great Canyon Top Area (+1)
Thunder Justice (586 / 330 MP / 13%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 22%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 18%) · Piddomon → Mt. Infinity (+4)
Confused Storm (225 / 216 MP / 15%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 26%) · Akatorimon → Gear Savanna (+14)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Giga Freeze (264 / 120 MP / 5%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 5%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 8%) · DarkLizardmon → Overdell (+6)
Winter Blast (120 / 165 MP / 7%) · DarkLizardmon → Misty Trees (+10)
Maelstrom (211 / 0 MP / —)

Requirements: HP ≥ 5000, Defense ≥ 500 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Silphymon

Evolves from: Angewomon, Silphymon, Deramon

VenomMyotismon · #212

Mega · Virus · Darkness / Fire / Battle

Techniques (Power / MP / Learning chance):

Infinity Burn (488 / 264 MP / 8%) · Vermilimon → Mt. Infinity
Meltdown (400 / 318 MP / 6%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 10%) · BlueMeramon → Ice Sanctuary (+5)
Magma Bomb (279 / 132 MP / 14%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 12%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 16%) · Agumon → Ogre Fortress (+5)
Venom Mist (130 / 186 MP / 17%) · BlueMeramon → Ice Sanctuary (+2)
Black Gate (440 / 234 MP / 15%) · BlueMeramon → Ice Sanctuary (+2)
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)
Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Death Grip (300 / 180 MP / 20%) · Gururumon → Ice Sanctuary (+7)
Nightmare Syndrome (222 / 0 MP / —)
Abyss Requiem (620 / 375 MP / 12%) · Soulmon → Grey Lord's Mansion

Requirements: Offense ≥ 500, Defense ≥ 500 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Myotismon

Evolves from: Kimeramon, MarineDevimon, Myotismon

Vikemon · #220

Mega · Data · Water / Ice / Battle

Techniques (Power / MP / Learning chance):

Aurora Freeze (430 / 258 MP / 6%) · Hyogamon → Ice Sanctuary (+1)
Ice Statue (424 / 186 MP / 8%) · BlueMeramon → Back Dimension (+3)
Giga Freeze (264 / 120 MP / 10%) · BlueMeramon → Ice Sanctuary (+11)
Water Bullet (211 / 102 MP / 10%) · Aruraumon → Tropical Jungle (+9)
Ice Needle (126 / 78 MP / 15%) · DarkLizardmon → Overdell (+6)
Tidal Wave (400 / 264 MP / 14%) · Gekomon → Geko Swamp
Hydro Cannon (360 / 165 MP / 17%) · Gekomon → Geko Swamp (+1)
Aqua Magic (0 / 36 MP / 14%) · MoriShellmon → Misty Trees
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 0%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 8%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 12%) · Akatorimon → Gear Savanna (+15)

Tremor (178 / 168 MP / 0%) · Gabumon → Ogre Fortress (+7)
Sea Crush (300 / 186 MP / 17%) · Gekomon → Geko Swamp (+1)
Maelstrom (211 / 0 MP / —)
Ocean Fury (560 / 336 MP / 12%) · Gekomon → Geko Swamp

Requirements: HP ≥ 5000, Defense ≥ 500, Brains ≥ 400 · Care mistakes ≤ 10 · Weight 35–45 · Bonus (any one): from Zudomon

Evolves from: ShogunGekomon · This route opens after 120 in-game hours in the previous form., Zudomon, Whamon

WarGreymon · #373

Mega · Vaccine · Fire / Battle / Air

Techniques (Power / MP / Learning chance):

Infinity Burn (488 / 264 MP / 15%) · Vermilimon → Mt. Infinity
Prominence Beam (444 / 183 MP / 17%) · BlueMeramon → Ice Sanctuary (+5)
Meltdown (400 / 318 MP / 14%) · Vermilimon → Mt. Infinity
Magma Bomb (279 / 132 MP / 22%) · Agumon → Ogre Fortress (+15)
Red Inferno (210 / 171 MP / 20%) · ClearAgumon → Toy Mansion (+4)
Fire Tower (155 / 81 MP / 25%) · Agumon → Ogre Fortress (+5)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Wind Cutter (178 / 93 MP / 13%) · Akatorimon → Gear Savanna (+14)
Crimson Flare (213 / 0 MP / —)

Requirements: MP ≥ 5000, Brains ≥ 500 · Care mistakes ≤ 5 · Weight 25–35 · Bonus (any one): from MetalGreymonVaccine

Evolves from: MetalGreymonVirus, MasterTyrannomon, MetalGreymonVaccine, Triceramon, ExTyrannomon

Zanbamon · #430

Mega · Virus · Weapon / Battle / Air

Techniques (Power / MP / Learning chance):

Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+29)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland

Buster Dive (500 / 258 MP / 7%) · Gotsumon → Great Canyon Entrance (+5)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+15)
Whirling Edge (210 / 150 MP / 18%) · Fugamon → Misty Trees (+1)
Giant Cleave (390 / 180 MP / 16%) · Fugamon → Misty Trees (+1)
Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+4)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+12)
Cross Cutter (230 / 108 MP / 20%) · Fugamon → Misty Trees (+1)
Thunder Justice (586 / 330 MP / 0%) · Soulmon → Grey Lord's Mansion
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+7)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+4)
Hurricane (366 / 255 MP / 0%) · SandYanmamon → Great Canyon Top Area (+1)
Confused Storm (225 / 216 MP / 7%) · Piddomon → Mt. Infinity (+1)
Death Claw (180 / 0 MP / —)
Final Edge (540 / 288 MP / 12%) · Fugamon → Misty Trees (+1)

Requirements: Defense ≥ 500, Speed ≥ 500 · Care mistakes ≤ 10 · Weight 25–35 · Bonus (any one): from Knightmon

Evolves from: GrapLeomon, Knightmon, Tekkamon

Techniques

Fire Tower · #0

Power	MP	Range type	Status
155	81	Ranged	Stun (8%)

Where to learn it

Enemy	Where to fight it
Agumon	Ogre Fortress *
ClearAgumon	Toy Mansion
Flarerizamon	Foot of Mt. Panorama · 07:00–19:00
Tankmon	Toy Mansion Back Dimension
ToyAgumon	Toy Mansion

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Spit Fire → Heat Laser → Fire Tower → Magma Bomb → Red Inferno → Prominence Beam → Infinity Burn → Meltdown

Arena and tournament battles do not teach techniques.

Prominence Beam · #1

Power	MP	Range type	Status
444	183	Ranged	Flatten (3%)

Where to learn it

Enemy	Where to fight it
BlueMeramon	Ice Sanctuary Back Dimension
Guardromon	Factorial Town · 07:00–19:00 Factorial Town · 07:00–19:00 * Factorial Town · 00:00–07:00, 19:00–24:00 Factorial Town
Saberdramon	Misty Trees · 00:00–07:00, 19:00–24:00 *
Vermilimon	Ancient Dino Region · 07:00–19:00 * Ancient Glacial Region · 00:00–07:00, 19:00–24:00 Ancient Glacial Region · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Spit Fire → Heat Laser → Fire Tower → Magma Bomb → Red Inferno → Prominence Beam → Infinity Burn → Meltdown

Arena and tournament battles do not teach techniques.

Electric Cloud · #10

Power	MP	Range type	Status
120	69	Ranged	Stun (9%)

Where to learn it

Enemy	Where to fight it
Akatorimon	Gear Savanna · 07:00–19:00 * Gear Savanna · 07:00–19:00

Enemy	Where to fight it
ModokiBetamon	Native Forest · 07:00–19:00 Digimon Bridge · 07:00–19:00 Native Forest · 07:00–19:00 *
ShimaUnimon	Gear Savanna · 07:00–19:00 Gear Savanna · 07:00–19:00 *
Soulmon	Overdell Cemetery * Grey Lord's Mansion
Tentomon	Beetle Land · 07:00–19:00
Yanmamon	Tropical Jungle · 07:00–19:00 Mangrove Region · 07:00–19:00 Ancient Dino Region · 00:00–07:00, 19:00–24:00 * Ancient Glacial Region · 00:00–07:00, 19:00–24:00 Ancient Glacial Region · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Static Elect → Electric Cloud → Wind Cutter → Spinning Shot → Megalo Spark → Confused Storm → Thunder Justice → Hurricane

Arena and tournament battles do not teach techniques.

Megalo Spark · #11

Power	MP	Range type	Status
382	174	Ranged	Stun (23%)

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity Back Dimension Mt. Infinity *
ShimaUnimon	Gear Savanna · 07:00–19:00 Gear Savanna · 07:00–19:00 *
Soulmon	Overdell Cemetery * Grey Lord's Mansion

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Static Elect → Electric Cloud → Wind Cutter → Spinning Shot → Megalo Spark → Confused Storm → Thunder Justice → Hurricane

Arena and tournament battles do not teach techniques.

Static Elect · #12

Power	MP	Range type	Status
85	45	Melee	Stun (15%)

Where to learn it

Enemy	Where to fight it
Akatorimon	Gear Savanna · 07:00–19:00 * Gear Savanna · 07:00–19:00
Fugamon	Misty Trees · 07:00–19:00 * Misty Trees *
ModokiBetamon	Native Forest · 07:00–19:00 Digimon Bridge · 07:00–19:00 Mangrove Region · 07:00–19:00 Native Forest · 07:00–19:00 *
Soulmon	Overdell Cemetery *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Static Elect → Electric Cloud → Wind Cutter → Spinning Shot → Megalo Spark → Confused Storm → Thunder Justice → Hurricane

Arena and tournament battles do not teach techniques.

Shadow Claw · #122

Power	MP	Range type	Status
60	27	Melee	—

Where to learn it

Enemy	Where to fight it
DarkLizardmon	Overdell · 00:00–07:00, 19:00–24:00 Overdell · 07:00–19:00 Underground Lab Ancient Speedy Region · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *

Enemy	Where to fight it
Goblimon	Native Forest *
	Native Forest · 00:00–07:00, 19:00–24:00 *
	Path Thru Mt. Panorama · 07:00–19:00
	Path Thru Mt. Panorama
	Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00
	Drill Tunnel
	Drill Tunnel 2nd Floor *
	Great Canyon Entrance · 07:00–19:00
	Great Canyon Top Area · 07:00–19:00
	Great Canyon Top Area *
	Misty Trees *
	Misty Trees · 00:00–07:00, 19:00–24:00 *
	Misty Trees · 07:00–19:00 *
	Great Canyon
Gururumon	Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00
	Ice Sanctuary
	Mt. Infinity
	Mt. Infinity *
Hyogamon	Freezeland · 07:00–19:00
	Freezeland · 00:00–07:00, 19:00–24:00 *
	Ice Sanctuary
IceDevimon	Freezeland · 00:00–07:00, 19:00–24:00
Saberdramon	Ancient Speedy Region · 07:00–19:00
Shamamon	Gear Savanna · 00:00–07:00, 19:00–24:00
	Gear Savanna · 00:00–07:00, 19:00–24:00 *
	Gear Savanna *
	Gear Savanna · 07:00–19:00

Enemy	Where to fight it
Tsukaimon	Digimon Bridge · 00:00–07:00, 19:00–24:00 Tropical Jungle · 00:00–07:00, 19:00–24:00 Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Overdell · 00:00–07:00, 19:00–24:00 Overdell Cemetery * Grey Lord's Mansion Gear Savanna · 00:00–07:00, 19:00–24:00 * Gear Savanna · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Shadow Claw → Dark Bolt → Evil Whisper → Nightmare → Death Grip → Venom Mist → Black Gate → Abyss Requiem

Arena and tournament battles do not teach techniques.

Dark Bolt · #123

Power	MP	Range type	Status
170	90	Ranged	—

Where to learn it

Enemy	Where to fight it
DarkLizardmon	Overdell · 00:00–07:00, 19:00–24:00 Overdell · 07:00–19:00 Underground Lab Ancient Speedy Region · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
Goblimon	Native Forest * Native Forest · 00:00–07:00, 19:00–24:00 Path Thru Mt. Panorama · 07:00–19:00 Path Thru Mt. Panorama Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Drill Tunnel 2nd Floor * Great Canyon Entrance · 07:00–19:00 Great Canyon Top Area · 07:00–19:00 Great Canyon Bridge Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Misty Trees * Misty Trees · 00:00–07:00, 19:00–24:00 * Misty Trees · 07:00–19:00 * Great Canyon *

Enemy	Where to fight it
Gururumon	Native Forest · 00:00–05:00, 20:00–24:00 Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Gear Savanna · 00:00–05:00, 20:00–24:00 Ice Sanctuary Mt. Infinity Mt. Infinity *
Hyogamon	Freezeland · 07:00–19:00 Ice Sanctuary
IceDevimon	Freezeland · 00:00–07:00, 19:00–24:00
Saberdramon	Ancient Speedy Region · 07:00–19:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
Shamamon	Gear Savanna · 07:00–19:00 * Gear Savanna · 00:00–07:00, 19:00–24:00 * Gear Savanna · 00:00–07:00, 19:00–24:00 Gear Savanna * Gear Savanna · 07:00–19:00
Soulmon	Overdell Cemetery *
Tsukaimon	Digimon Bridge · 00:00–07:00, 19:00–24:00 * Digimon Bridge · 00:00–07:00, 19:00–24:00 Tropical Jungle · 00:00–07:00, 19:00–24:00 Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Overdell · 00:00–07:00, 19:00–24:00 Overdell Cemetery * Grey Lord's Mansion Gear Savanna · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Shadow Claw → Dark Bolt → Evil Whisper → Nightmare → Death Grip → Venom Mist → Black Gate → Abyss Requiem

Arena and tournament battles do not teach techniques.

Nightmare · #124

Power	MP	Range type	Status
110	108	Ranged	Confusion (45%)

Where to learn it

Enemy	Where to fight it
Gururumon	Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Mt. Infinity Mt. Infinity *

Enemy	Where to fight it
Hyogamon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00 Ice Sanctuary
IceDevimon	Freezeland · 00:00–07:00, 19:00–24:00 Back Dimension
Saberdramon	Misty Trees · 00:00–07:00, 19:00–24:00 *
Soulmon	Overdell Cemetery * Grey Lord's Mansion

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Shadow Claw → Dark Bolt → Evil Whisper → Nightmare → Death Grip → Venom Mist → Black Gate → Abyss Requiem

Arena and tournament battles do not teach techniques.

Evil Whisper · #125

Power	MP	Range type	Status
0	60	Ranged	Lowers Defense (20%)

Where to learn it

Enemy	Where to fight it
DarkLizardmon	Overdell · 00:00–07:00, 19:00–24:00 Overdell · 07:00–19:00 Underground Lab Ancient Speedy Region · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
Goblimon	Native Forest * Native Forest · 00:00–07:00, 19:00–24:00 Path Thru Mt. Panorama Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Drill Tunnel Drill Tunnel 2nd Floor * Great Canyon Entrance · 07:00–19:00 Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Misty Trees * Misty Trees · 00:00–07:00, 19:00–24:00 * Misty Trees · 07:00–19:00 *
Gururumon	Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Ice Sanctuary Mt. Infinity Mt. Infinity *

Enemy	Where to fight it
Hyogamon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00 * Ice Sanctuary
IceDevimon	Freezeland · 00:00–07:00, 19:00–24:00
Saberdramon	Ancient Speedy Region · 07:00–19:00
Shamamon	Gear Savanna · 07:00–19:00 * Gear Savanna · 00:00–07:00, 19:00–24:00 * Gear Savanna · 00:00–07:00, 19:00–24:00 Gear Savanna · 07:00–19:00
Soulmon	Overdell Cemetery * Grey Lord's Mansion
Tsukaimon	Digimon Bridge · 00:00–07:00, 19:00–24:00 Tropical Jungle · 00:00–07:00, 19:00–24:00 Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Overdell · 00:00–07:00, 19:00–24:00 Overdell Cemetery * Gear Savanna · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Shadow Claw → Dark Bolt → Evil Whisper → Nightmare → Death Grip → Venom Mist → Black Gate → Abyss Requiem

Arena and tournament battles do not teach techniques.

Death Grip · #126

Power	MP	Range type	Status
300	180	Melee	Stun (8%)

Where to learn it

Enemy	Where to fight it
Gururumon	Ice Sanctuary Mt. Infinity
Hyogamon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00 * Ice Sanctuary
IceDevimon	Freezeland · 00:00–07:00, 19:00–24:00 Back Dimension
Saberdramon	Ancient Speedy Region · 07:00–19:00
Soulmon	Overdell Cemetery *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Shadow Claw → Dark Bolt → Evil Whisper → Nightmare → Death Grip → Venom Mist → Black Gate → Abyss Requiem

Arena and tournament battles do not teach techniques.

Venom Mist · #127

Power	MP	Range type	Status
130	186	Area	Poison (50%)

Where to learn it

Enemy	Where to fight it
BlueMeramon	Ice Sanctuary Back Dimension
Soulmon	Grey Lord's Mansion

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Shadow Claw → Dark Bolt → Evil Whisper → Nightmare → Death Grip → Venom Mist → Black Gate → Abyss Requiem

Arena and tournament battles do not teach techniques.

Black Gate · #128

Power	MP	Range type	Status
440	234	Ranged	Flatten (10%)

Where to learn it

Enemy	Where to fight it
BlueMeramon	Ice Sanctuary Back Dimension
Soulmon	Grey Lord's Mansion

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Shadow Claw → Dark Bolt → Evil Whisper → Nightmare → Death Grip → Venom Mist → Black Gate → Abyss Requiem

Arena and tournament battles do not teach techniques.

Abyss Requiem · #129

Power	MP	Range type	Status
620	375	Area	Confusion (20%)

Where to learn it

Enemy	Where to fight it
Soulmon	Grey Lord's Mansion

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Shadow Claw → Dark Bolt → Evil Whisper → Nightmare → Death Grip → Venom Mist → Black Gate → Abyss Requiem

Arena and tournament battles do not teach techniques.

Wind Cutter · #13

Power	MP	Range type	Status
178	93	Ranged	—

Where to learn it

Enemy	Where to fight it
Akatorimon	Gear Savanna · 07:00–19:00 * Gear Savanna · 07:00–19:00
Fugamon	Misty Trees · 07:00–19:00 Misty Trees · 07:00–19:00 * Misty Trees *

Enemy	Where to fight it
Saberdramon	Ancient Speedy Region · 07:00–19:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
Tsukaimon	Tropical Jungle · 00:00–07:00, 19:00–24:00 Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Overdell · 00:00–07:00, 19:00–24:00 Overdell Cemetery * Gear Savanna · 00:00–07:00, 19:00–24:00 Gear Savanna · 00:00–07:00, 19:00–24:00 * Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
Yanmamon	Tropical Jungle · 07:00–19:00 Mangrove Region · 07:00–19:00 Ancient Dino Region · 00:00–07:00, 19:00–24:00 * Ancient Glacial Region · 00:00–07:00, 19:00–24:00 Ancient Glacial Region · 07:00–19:00 Geko Swamp · 07:00–19:00 Geko Swamp · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Static Elect → Electric Cloud → Wind Cutter → Spinning Shot → Megalo Spark → Confused Storm → Thunder Justice → Hurricane

Arena and tournament battles do not teach techniques.

Holy Spark · #130

Power	MP	Range type	Status
60	30	Melee	—

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity Back Dimension Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Holy Spark → Shining Arrow → Sacred Shield → Blessing → Flash Burst → Judgment Ray → Heaven's Ring → Grand Cross

Arena and tournament battles do not teach techniques.

Shining Arrow · #131

Power	MP	Range type	Status
170	102	Ranged	—

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Holy Spark → Shining Arrow → Sacred Shield → Blessing → Flash Burst → Judgment Ray → Heaven's Ring → Grand Cross

Arena and tournament battles do not teach techniques.

Blessing · #132

Power	MP	Range type	Status
0	120	Self buff	Heals (10%)

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Holy Spark → Shining Arrow → Sacred Shield → Blessing → Flash Burst → Judgment Ray → Heaven's Ring → Grand Cross

Arena and tournament battles do not teach techniques.

Sacred Shield · #133

Power	MP	Range type	Status
0	66	Self buff	Defense up (25%)

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Holy Spark → Shining Arrow → Sacred Shield → Blessing → Flash Burst → Judgment Ray → Heaven's Ring → Grand Cross

Arena and tournament battles do not teach techniques.

Flash Burst · #134

Power	MP	Range type	Status
150	174	Area	Stun (30%)

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity Back Dimension Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Holy Spark → Shining Arrow → Sacred Shield → Blessing → Flash Burst → Judgment Ray → Heaven's Ring → Grand Cross

Arena and tournament battles do not teach techniques.

Judgment Ray · #135

Power	MP	Range type	Status
410	210	Ranged	—

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Holy Spark → Shining Arrow → Sacred Shield → Blessing → Flash Burst → Judgment Ray → Heaven's Ring → Grand Cross

Arena and tournament battles do not teach techniques.

Heaven's Ring · #136

Power	MP	Range type	Status
380	276	Area	Stun (12%)

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Holy Spark → Shining Arrow → Sacred Shield → Blessing → Flash Burst → Judgment Ray → Heaven's Ring → Grand Cross

Arena and tournament battles do not teach techniques.

Grand Cross · #137

Power	MP	Range type	Status
600	360	Ranged	—

Where to learn it

Enemy	Where to fight it
Piddomon	Back Dimension Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Holy Spark → Shining Arrow → Sacred Shield → Blessing → Flash Burst → Judgment Ray → Heaven's Ring → Grand Cross

Arena and tournament battles do not teach techniques.

Bubble Shot · #138

Power	MP	Range type	Status
58	24	Ranged	Flatten (20%)

Where to learn it

Enemy	Where to fight it
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00 Geko Swamp · 00:00–07:00, 19:00–24:00 *
ModokiBetamon	Native Forest · 07:00–19:00 Digimon Bridge · 07:00–19:00 Native Forest · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Bubble Shot → Aqua Jet → Rain Dance → Whirlpool → Hydro Cannon → Sea Crush → Tidal Wave → Ocean Fury

Arena and tournament battles do not teach techniques.

Aqua Jet · #139

Power	MP	Range type	Status
160	78	Ranged	—

Where to learn it

Enemy	Where to fight it
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00
ModokiBetamon	Native Forest · 07:00–19:00 Digimon Bridge · 07:00–19:00 Native Forest · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Bubble Shot → Aqua Jet → Rain Dance → Whirlpool → Hydro Cannon → Sea Crush → Tidal Wave → Ocean Fury

Arena and tournament battles do not teach techniques.

Confused Storm · #14

Power	MP	Range type	Status
225	216	Area	Confusion (60%)

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity Back Dimension Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Static Elect → Electric Cloud → Wind Cutter → Spinning Shot → Megalo Spark → Confused Storm → Thunder Justice → Hurricane

Arena and tournament battles do not teach techniques.

Rain Dance · #140

Power	MP	Range type	Status
0	54	Self buff	Speed up (20%)

Where to learn it

Enemy	Where to fight it
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00 Geko Swamp · 00:00–07:00, 19:00–24:00 *
ModokiBetamon	Native Forest · 07:00–19:00 Native Forest · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Bubble Shot → Aqua Jet → Rain Dance → Whirlpool → Hydro Cannon → Sea Crush → Tidal Wave → Ocean Fury

Arena and tournament battles do not teach techniques.

Whirlpool · #141

Power	MP	Range type	Status
180	174	Area	Confusion (40%)

Where to learn it

Enemy	Where to fight it
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00
ModokiBetamon	Digimon Bridge · 07:00–19:00 Mangrove Region · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Bubble Shot → Aqua Jet → Rain Dance → Whirlpool → Hydro Cannon → Sea Crush → Tidal Wave → Ocean Fury

Arena and tournament battles do not teach techniques.

Hydro Cannon · #142

Power	MP	Range type	Status
360	165	Ranged	—

Where to learn it

Enemy	Where to fight it
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00 Geko Swamp · 00:00–07:00, 19:00–24:00 *
ModokiBetamon	Mangrove Region · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Bubble Shot → Aqua Jet → Rain Dance → Whirlpool → Hydro Cannon → Sea Crush → Tidal Wave → Ocean Fury

Arena and tournament battles do not teach techniques.

Sea Crush · #143

Power	MP	Range type	Status
300	186	Melee	Stun (12%)

Where to learn it

Enemy	Where to fight it
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00
ModokiBetamon	Mangrove Region · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Bubble Shot → Aqua Jet → Rain Dance → Whirlpool → Hydro Cannon → Sea Crush → Tidal Wave → Ocean Fury

Arena and tournament battles do not teach techniques.

Tidal Wave · #144

Power	MP	Range type	Status
400	264	Area	Flatten (15%)

Where to learn it

Enemy	Where to fight it
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Bubble Shot → Aqua Jet → Rain Dance → Whirlpool → Hydro Cannon → Sea Crush → Tidal Wave → Ocean Fury

Arena and tournament battles do not teach techniques.

Ocean Fury · #145

Power	MP	Range type	Status
560	336	Area	—

Where to learn it

Enemy	Where to fight it
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Bubble Shot → Aqua Jet → Rain Dance → Whirlpool → Hydro Cannon → Sea Crush → Tidal Wave → Ocean Fury

Arena and tournament battles do not teach techniques.

Quick Slash · #146

Power	MP	Range type	Status
60	24	Melee	—

Where to learn it

Enemy	Where to fight it
Fugamon	Misty Trees · 07:00–19:00 Misty Trees · 07:00–19:00 * Misty Trees *
SnowGoblimon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Quick Slash → Blade Throw → War Stance → Armor Break → Cross Cutter → Whirling Edge → Giant Cleave → Final Edge

Arena and tournament battles do not teach techniques.

Blade Throw · #147

Power	MP	Range type	Status
150	72	Ranged	—

Where to learn it

Enemy	Where to fight it
Fugamon	Misty Trees · 07:00–19:00 Misty Trees · 07:00–19:00 * Misty Trees *
SnowGoblimon	Freezeland · 00:00–07:00, 19:00–24:00 Freezeland · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Quick Slash → Blade Throw → War Stance → Armor Break → Cross Cutter → Whirling Edge → Giant Cleave → Final Edge

Arena and tournament battles do not teach techniques.

Armor Break · #148

Power	MP	Range type	Status
0	60	Melee	Lowers Defense (25%)

Where to learn it

Enemy	Where to fight it
Fugamon	Misty Trees · 07:00–19:00 Misty Trees *
SnowGoblimon	Freezeland · 00:00–07:00, 19:00–24:00 Freezeland · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Quick Slash → Blade Throw → War Stance → Armor Break → Cross Cutter → Whirling Edge → Giant Cleave → Final Edge

Arena and tournament battles do not teach techniques.

War Stance · #149

Power	MP	Range type	Status
0	60	Self buff	Offense up (20%)

Where to learn it

Enemy	Where to fight it
Fugamon	Misty Trees · 07:00–19:00 *
Tekkamon	Back Dimension

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Quick Slash → Blade Throw → War Stance → Armor Break → Cross Cutter → Whirling Edge → Giant Cleave → Final Edge

Arena and tournament battles do not teach techniques.

Hurricane · #15

Power	MP	Range type	Status
366	255	Area	Confusion (13%)

Where to learn it

Enemy	Where to fight it
SandYanmamon	Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Static Elect → Electric Cloud → Wind Cutter → Spinning Shot → Megalo Spark → Confused Storm → Thunder Justice → Hurricane

Arena and tournament battles do not teach techniques.

Cross Cutter · #150

Power	MP	Range type	Status
230	108	Melee	Flatten (12%)

Where to learn it

Enemy	Where to fight it
Fugamon	Misty Trees · 07:00–19:00 * Misty Trees *
Tekkamon	Back Dimension

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100,

200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Quick Slash → Blade Throw → War Stance → Armor Break → Cross Cutter → Whirling Edge → Giant Cleave → Final Edge

Arena and tournament battles do not teach techniques.

Whirling Edge · #151

Power	MP	Range type	Status
210	150	Area	Stun (10%)

Where to learn it

Enemy	Where to fight it
Fugamon	Misty Trees · 07:00–19:00
Tekkamon	Back Dimension

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Quick Slash → Blade Throw → War Stance → Armor Break → Cross Cutter → Whirling Edge → Giant Cleave → Final Edge

Arena and tournament battles do not teach techniques.

Giant Cleave · #152

Power	MP	Range type	Status
390	180	Melee	Stun (10%)

Where to learn it

Enemy	Where to fight it
Fugamon	Misty Trees · 07:00–19:00
Tekkamon	Back Dimension

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Quick Slash → Blade Throw → War Stance → Armor Break → Cross Cutter → Whirling Edge → Giant Cleave → Final Edge

Arena and tournament battles do not teach techniques.

Final Edge · #153

Power	MP	Range type	Status
540	288	Ranged	—

Where to learn it

Enemy	Where to fight it
Fugamon	Misty Trees · 07:00–19:00
Tekkamon	Back Dimension

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Quick Slash → Blade Throw → War Stance → Armor Break → Cross Cutter → Whirling Edge → Giant Cleave → Final Edge

Arena and tournament battles do not teach techniques.

Rock Throw · #154

Power	MP	Range type	Status
64	30	Ranged	—

Where to learn it

Enemy	Where to fight it
Golemon	Grey Lord's Mansion Mt. Infinity
Gotsumon	Great Canyon Entrance · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 07:00–19:00 Ancient Speedy Region · 07:00–19:00
J-Mojyamon	Tropical Jungle · 00:00–07:00, 19:00–24:00 Mangrove Region · 00:00–07:00, 19:00–24:00
MudFrigimon	Mt. Panorama Plains *
NiseDrimogemon	Gear Savanna · 00:00–07:00, 19:00–24:00

Enemy	Where to fight it
SandYanmamon	Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Rock Throw → Sand Blast → Stone Skin → Boulder Crash → Fissure → Stalagmite → Landslide → Gaia Quake

Arena and tournament battles do not teach techniques.

Sand Blast · #155

Power	MP	Range type	Status
110	84	Area	Confusion (30%)

Where to learn it

Enemy	Where to fight it
Golemon	Grey Lord's Mansion Mt. Infinity
Gotsumon	Great Canyon Entrance · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Ancient Speedy Region · 00:00–07:00, 19:00–24:00 Ancient Speedy Region · 07:00–19:00
J-Mojyamon	Tropical Jungle · 00:00–07:00, 19:00–24:00 Mangrove Region · 00:00–07:00, 19:00–24:00
MudFrigimon	Mt. Panorama Plains *
NiseDrimogemon	Gear Savanna · 00:00–07:00, 19:00–24:00
SandYanmamon	Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Rock Throw → Sand Blast → Stone Skin → Boulder Crash → Fissure → Stalagmite → Landslide → Gaia Quake

Arena and tournament battles do not teach techniques.

Stone Skin · #156

Power	MP	Range type	Status
0	72	Self buff	Defense up (30%)

Where to learn it

Enemy	Where to fight it
Golemon	Grey Lord's Mansion Mt. Infinity Back Dimension
Gotsumon	Great Canyon Entrance · 00:00–07:00, 19:00–24:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Ancient Speedy Region · 07:00–19:00
J-Mojyamon	Tropical Jungle · 00:00–07:00, 19:00–24:00 Mangrove Region · 00:00–07:00, 19:00–24:00
MudFrigimon	Mt. Panorama Plains *
NiseDrimogemon	Gear Savanna · 00:00–07:00, 19:00–24:00
SandYanmamon	Great Canyon Top Area · 07:00–19:00

Enemy	Where to fight it
Vermilimon	Ancient Dino Region · 07:00–19:00 * Ancient Glacial Region · 00:00–07:00, 19:00–24:00 Mt. Infinity Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Rock Throw → Sand Blast → Stone Skin → Boulder Crash → Fissure → Stalagmite → Landslide → Gaia Quake

Arena and tournament battles do not teach techniques.

Boulder Crash · #157

Power	MP	Range type	Status
220	126	Ranged	Flatten (20%)

Where to learn it

Enemy	Where to fight it
Golemon	Mt. Infinity Back Dimension
J-Mojyamon	Tropical Jungle · 00:00–07:00, 19:00–24:00 Mangrove Region · 00:00–07:00, 19:00–24:00
MudFrigimon	Mt. Panorama Plains *
NiseDrimogemon	Gear Savanna · 00:00–07:00, 19:00–24:00
Vermilimon	Ancient Dino Region · 07:00–19:00 * Ancient Glacial Region · 00:00–07:00, 19:00–24:00 Mt. Infinity

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Rock Throw → Sand Blast → Stone Skin → Boulder Crash → Fissure → Stalagmite → Landslide → Gaia Quake

Arena and tournament battles do not teach techniques.

Fissure · #158

Power	MP	Range type	Status
270	186	Area	Stun (20%)

Where to learn it

Enemy	Where to fight it
Golemon	Back Dimension Mt. Infinity
J-Mojyamon	Tropical Jungle · 00:00–07:00, 19:00–24:00 Mangrove Region · 00:00–07:00, 19:00–24:00
NiseDrimogemon	Gear Savanna · 00:00–07:00, 19:00–24:00
Vermilimon	Ancient Dino Region · 07:00–19:00 * Ancient Glacial Region · 00:00–07:00, 19:00–24:00 Mt. Infinity Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Rock Throw → Sand Blast → Stone Skin → Boulder Crash → Fissure → Stalagmite → Landslide → Gaia Quake

Arena and tournament battles do not teach techniques.

Stalagmite · #159

Power	MP	Range type	Status
430	219	Ranged	—

Where to learn it

Enemy	Where to fight it
Golemon	Mt. Infinity
Vermilimon	Ancient Glacial Region · 07:00–19:00 Mt. Infinity Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100,

200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Rock Throw → Sand Blast → Stone Skin → Boulder Crash → Fissure → Stalagmite → Landslide → Gaia Quake

Arena and tournament battles do not teach techniques.

Giga Freeze · #16

Power	MP	Range type	Status
264	120	Ranged	Stun (10%)

Where to learn it

Enemy	Where to fight it
BlueMeramon	Ice Sanctuary Back Dimension
DarkLizardmon	Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
Gururumon	Native Forest · 00:00–05:00, 20:00–24:00 Gear Savanna · 00:00–05:00, 20:00–24:00 Ice Sanctuary Mt. Infinity Mt. Infinity *

Enemy	Where to fight it
Hyogamon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00 Freezeland · 00:00–07:00, 19:00–24:00 * Ice Sanctuary
IceDevimon	Freezeland · 00:00–07:00, 19:00–24:00 Back Dimension
Icemon	Ice Sanctuary

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Tear Drop → Ice Needle → Water Bullet → Aqua Magic → Winter Blast → Giga Freeze → Ice Statue → Aurora Freeze

Arena and tournament battles do not teach techniques.

Landslide · #160

Power	MP	Range type	Status

450	285	Area	Flatten (18%)

Where to learn it

Enemy	Where to fight it
Golemon	Mt. Infinity
Vermilimon	Ancient Glacial Region · 07:00–19:00 Mt. Infinity

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Rock Throw → Sand Blast → Stone Skin → Boulder Crash → Fissure → Stalagmite → Landslide → Gaia Quake

Arena and tournament battles do not teach techniques.

Gaia Quake · #161

Power	MP	Range type	Status
650	390	Area	Stun (15%)

Where to learn it

Enemy	Where to fight it
Golemon	Back Dimension Mt. Infinity

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Rock Throw → Sand Blast → Stone Skin → Boulder Crash → Fissure → Stalagmite → Landslide → Gaia Quake

Arena and tournament battles do not teach techniques.

Ice Statue · #17

Power	MP	Range type	Status
424	186	Ranged	Stun (38%)

Where to learn it

Enemy	Where to fight it
BlueMeramon	Back Dimension
Golemon	Mt. Infinity Back Dimension
MoriShellmon	Misty Trees · 07:00–19:00 Misty Trees * Misty Trees · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Tear Drop → Ice Needle → Water Bullet → Aqua Magic → Winter Blast → Giga Freeze → Ice Statue → Aurora Freeze

Arena and tournament battles do not teach techniques.

Winter Blast · #18

Power	MP	Range type	Status
120	165	Area	Stun (15%)

Where to learn it

Enemy	Where to fight it
DarkLizardmon	Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00 *
Golemon	Grey Lord's Mansion Mt. Infinity Back Dimension
Gururumon	Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Ice Sanctuary Mt. Infinity Mt. Infinity *
SnowAgumon	Freezeland · 07:00–19:00 Freezeland · 07:00–19:00 *
SnowGoblimon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Tear Drop → Ice Needle → Water Bullet → Aqua Magic → Winter Blast → Giga Freeze → Ice Statue → Aurora Freeze

Arena and tournament battles do not teach techniques.

Ice Needle · #19

Power	MP	Range type	Status
126	78	Ranged	Stun (5%)

Where to learn it

Enemy	Where to fight it
DarkLizardmon	Overdell · 00:00–07:00, 19:00–24:00 Overdell · 07:00–19:00 Ancient Speedy Region · 00:00–07:00, 19:00–24:00
Golemon	Grey Lord's Mansion

Enemy	Where to fight it
Hyogamon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00 Freezeland · 00:00–07:00, 19:00–24:00 * Ice Sanctuary
Icemon	Ice Sanctuary
SnowAgumon	Freezeland · 07:00–19:00 Freezeland · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Tear Drop → Ice Needle → Water Bullet → Aqua Magic → Winter Blast → Giga Freeze → Ice Statue → Aurora Freeze

Arena and tournament battles do not teach techniques.

Spit Fire · #2

Power	MP	Range type	Status

66	30	Ranged	—

Where to learn it

Enemy	Where to fight it
Agumon	Ogre Fortress *
BlueMeramon	Ice Sanctuary
Flarerizamon	Foot of Mt. Panorama · 07:00–19:00
Goblimon	Native Forest * Native Forest · 00:00–07:00, 19:00–24:00 Native Forest · 00:00–07:00, 19:00–24:00 * Drill Tunnel Drill Tunnel 2nd Floor * Great Canyon Entrance · 07:00–19:00 Great Canyon Top Area · 07:00–19:00 Great Canyon Bridge Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area * Great Canyon Great Canyon *
Saberdramon	Ancient Speedy Region · 07:00–19:00
SandYanmamon	Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 07:00–19:00
Tankmon	Toy Mansion

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Spit Fire → Heat Laser → Fire Tower → Magma Bomb → Red Inferno → Prominence Beam → Infinity Burn → Meltdown

Arena and tournament battles do not teach techniques.

Water Bullet · #20

Power	MP	Range type	Status
211	102	Ranged	—

Where to learn it

Enemy	Where to fight it
Aruraumon	Tropical Jungle · 07:00–19:00 Path Thru Mt. Panorama · 07:00–19:00 Foot of Mt. Panorama · 07:00–19:00
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00 Geko Swamp · 00:00–07:00, 19:00–24:00 *

Enemy	Where to fight it
J-Mojyamon	Tropical Jungle · 00:00–07:00, 19:00–24:00 Mangrove Region · 00:00–07:00, 19:00–24:00
ModokiBetamon	Native Forest · 07:00–19:00 Digimon Bridge · 07:00–19:00 Native Forest · 07:00–19:00 *
MoriShellmon	Misty Trees · 07:00–19:00 Misty Trees * Misty Trees · 07:00–19:00 *
MudFrigimon	Mt. Panorama Plains *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Tear Drop → Ice Needle → Water Bullet → Aqua Magic → Winter Blast → Giga Freeze → Ice Statue → Aurora Freeze

Arena and tournament battles do not teach techniques.

Aqua Magic · #21

Power	MP	Range type	Status
0	36	Self buff	—

Where to learn it

Enemy	Where to fight it
MoriShellmon	Misty Trees · 07:00–19:00 Misty Trees * Misty Trees · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Tear Drop → Ice Needle → Water Bullet → Aqua Magic → Winter Blast → Giga Freeze → Ice Statue → Aurora Freeze

Arena and tournament battles do not teach techniques.

Aurora Freeze · #22

Power	MP	Range type	Status
430	258	Area	Flatten (24%)

Where to learn it

Enemy	Where to fight it
Hyogamon	Ice Sanctuary Freezeland · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Tear Drop → Ice Needle → Water Bullet → Aqua Magic → Winter Blast → Giga Freeze → Ice Statue → Aurora Freeze

Arena and tournament battles do not teach techniques.

Tear Drop · #23

Power	MP	Range type	Status
60	42	Ranged	Flatten (46%)

Where to learn it

Enemy	Where to fight it
Aruraumon	Native Forest · 07:00–19:00 Native Forest · 07:00–19:00 * Digimon Bridge · 07:00–19:00 * Digimon Bridge · 07:00–19:00 Tropical Jungle · 07:00–19:00 Path Thru Mt. Panorama · 07:00–19:00 Foot of Mt. Panorama · 07:00–19:00
Gekomon	Geko Swamp · 00:00–07:00, 19:00–24:00 Geko Swamp · 00:00–07:00, 19:00–24:00 *
MudFrigimon	Mt. Panorama Plains *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Tear Drop → Ice Needle → Water Bullet → Aqua Magic → Winter Blast → Giga Freeze → Ice Statue → Aurora Freeze

Arena and tournament battles do not teach techniques.

Power Crane · #24

Power	MP	Range type	Status
226	126	Ranged	—

Where to learn it

Enemy	Where to fight it
Guardromon	Factorial Town · 07:00–19:00 Factorial Town · 07:00–19:00 * Factorial Town · 00:00–07:00, 19:00–24:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Power Crane → Metal Sprinter → Reverse Program → Pulse Laser → Full Potential → Delete Program → All Range Beam → DG Dimension

Arena and tournament battles do not teach techniques.

All Range Beam · #25

Power	MP	Range type	Status
573	330	Area	—

Where to learn it

Enemy	Where to fight it
Guardromon	Factorial Town · 07:00–19:00 Factorial Town

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Power Crane → Metal Sprinter → Reverse Program → Pulse Laser → Full Potential → Delete Program → All Range Beam → DG Dimension

Arena and tournament battles do not teach techniques.

Metal Sprinter · #26

Power	MP	Range type	Status
150	165	Area	—

Where to learn it

Enemy	Where to fight it
Guardromon	Factorial Town · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Power Crane → Metal Sprinter → Reverse Program → Pulse Laser → Full Potential → Delete Program → All Range Beam → DG Dimension

Arena and tournament battles do not teach techniques.

Pulse Laser · #27

Power	MP	Range type	Status
389	168	Ranged	—

Where to learn it

Enemy	Where to fight it
Tankmon	Back Dimension
Tekkamon	Back Dimension

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Power Crane → Metal Sprinter → Reverse Program → Pulse Laser → Full Potential → Delete Program → All Range Beam → DG Dimension

Arena and tournament battles do not teach techniques.

Delete Program · #28

Power	MP	Range type	Status
430	219	Ranged	Flatten (50%)

Where to learn it

Enemy	Where to fight it
Tankmon	Back Dimension
Tekkamon	Back Dimension

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Power Crane → Metal Sprinter → Reverse Program → Pulse Laser → Full Potential → Delete Program → All Range Beam → DG Dimension

Arena and tournament battles do not teach techniques.

DG Dimension · #29

Power	MP	Range type	Status
722	420	Area	—

Where to learn it

Enemy	Where to fight it
Tekkamon	Back Dimension

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Power Crane → Metal Sprinter → Reverse Program → Pulse Laser → Full Potential → Delete Program → All Range Beam → DG Dimension

Arena and tournament battles do not teach techniques.

Red Inferno · #3

Power	MP	Range type	Status
210	171	Area	—

Where to learn it

Enemy	Where to fight it
ClearAgumon	Toy Mansion
DarkLizardmon	Underground Lab
Saberdramon	Misty Trees · 00:00–07:00, 19:00–24:00 *
ToyAgumon	Toy Mansion
Vermilimon	Mt. Infinity Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Spit Fire → Heat Laser → Fire Tower → Magma Bomb → Red Inferno → Prominence Beam → Infinity Burn → Meltdown

Arena and tournament battles do not teach techniques.

Full Potential · #30

Power	MP	Range type	Status
0	99	Self buff	—

Where to learn it

Enemy	Where to fight it
Guardromon	Factorial Town

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Power Crane → Metal Sprinter → Reverse Program → Pulse Laser → Full Potential → Delete Program → All Range Beam → DG Dimension

Arena and tournament battles do not teach techniques.

Reverse Program · #31

Power	MP	Range type	Status
256	297	Ranged	Flatten (12%)

Where to learn it

Enemy	Where to fight it
Guardromon	Factorial Town

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Power Crane → Metal Sprinter → Reverse Program → Pulse Laser → Full Potential → Delete Program → All Range Beam → DG Dimension

Arena and tournament battles do not teach techniques.

Poison Powder · #32

Power	MP	Range type	Status
117	171	Area	Poison (62%)

Where to learn it

Enemy	Where to fight it
Aruraumon	Native Forest · 07:00–19:00 Native Forest · 07:00–19:00 * Digimon Bridge · 07:00–19:00 * Digimon Bridge · 07:00–19:00 Path Thru Mt. Panorama · 07:00–19:00 Foot of Mt. Panorama · 07:00–19:00
Dokunemon	Beetle Land · 00:00–07:00, 19:00–24:00 Beetle Land · 07:00–19:00
RedVegiemon	Native Forest · 07:00–19:00 Kunemon's Bed · 07:00–19:00 * Tropical Jungle · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Poison Claw → Danger Sting → Poison Powder → Insect Plague → Mass Morph → Charm Perfume → Green Trap → Bug

Arena and tournament battles do not teach techniques.

Bug · #33

Power	MP	Range type	Status
500	354	Ranged	Flatten (35%)

Where to learn it

Enemy	Where to fight it
Tentomon	Beetle Land · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Poison Claw → Danger Sting → Poison Powder → Insect Plague → Mass Morph → Charm Perfume → Green Trap → Bug

Arena and tournament battles do not teach techniques.

Mass Morph · #34

Power	MP	Range type	Status
0	30	Self buff	—

Where to learn it

Enemy	Where to fight it
Dokunemon	Beetle Land · 00:00–07:00, 19:00–24:00 Beetle Land · 07:00–19:00
J-Mojyamon	Mangrove Region · 00:00–07:00, 19:00–24:00
Tentomon	Beetle Land · 07:00–19:00
Weedmon	Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Bot. Area · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Poison Claw → Danger Sting → Poison Powder → Insect Plague → Mass Morph → Charm Perfume → Green Trap → Bug

Arena and tournament battles do not teach techniques.

Insect Plague · #35

Power	MP	Range type	Status
58	96	Ranged	Poison (90%)

Where to learn it

Enemy	Where to fight it
Tentomon	Beetle Land · 07:00–19:00
Yanmamon	Geko Swamp · 07:00–19:00 Geko Swamp · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Poison Claw → Danger Sting → Poison Powder → Insect Plague → Mass Morph → Charm Perfume → Green Trap → Bug

Arena and tournament battles do not teach techniques.

Charm Perfume · #36

Power	MP	Range type	Status
180	210	Area	Confusion (57%)

Where to learn it

Enemy	Where to fight it
MoriShellmon	Misty Trees · 07:00–19:00 Misty Trees * Misty Trees · 07:00–19:00 *
RedVegiemon	Tropical Jungle · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Poison Claw → Danger Sting → Poison Powder → Insect Plague → Mass Morph → Charm Perfume → Green Trap → Bug

Arena and tournament battles do not teach techniques.

Poison Claw · #37

Power	MP	Range type	Status
62	66	Melee	Poison (40%)

Where to learn it

Enemy	Where to fight it
Aruraumon	Native Forest · 07:00–19:00 Native Forest · 07:00–19:00 * Digimon Bridge · 07:00–19:00 * Digimon Bridge · 07:00–19:00 Tropical Jungle · 07:00–19:00
Dokunemon	Native Forest · 00:00–07:00, 19:00–24:00 Kunemon's Bed · 00:00–07:00, 19:00–24:00 * Native Forest · 00:00–07:00, 19:00–24:00 *
RedVegiemon	Native Forest · 07:00–19:00 Kunemon's Bed · 07:00–19:00 * Tropical Jungle · 07:00–19:00
Weedmon	Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Bot. Area · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Poison Claw → Danger Sting → Poison Powder → Insect Plague → Mass Morph → Charm Perfume → Green Trap → Bug

Arena and tournament battles do not teach techniques.

Danger Sting · #38

Power	MP	Range type	Status
157	102	Melee	Flatten (26%)

Where to learn it

Enemy	Where to fight it
Dokunemon	Native Forest · 00:00–07:00, 19:00–24:00 Kunemon's Bed · 00:00–07:00, 19:00–24:00 * Beetle Land · 00:00–07:00, 19:00–24:00 Beetle Land · 07:00–19:00 Native Forest · 00:00–07:00, 19:00–24:00 *
RedVegiemon	Native Forest · 07:00–19:00 Kunemon's Bed · 07:00–19:00 * Tropical Jungle · 07:00–19:00
Weedmon	Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Bot. Area · 07:00–19:00

Enemy	Where to fight it
Yanmamon	Tropical Jungle · 07:00–19:00 Mangrove Region · 07:00–19:00 Ancient Dino Region · 00:00–07:00, 19:00–24:00 * Ancient Glacial Region · 00:00–07:00, 19:00–24:00 Ancient Glacial Region · 07:00–19:00 Geko Swamp · 07:00–19:00 Geko Swamp · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Poison Claw → Danger Sting → Poison Powder → Insect Plague → Mass Morph → Charm Perfume → Green Trap → Bug

Arena and tournament battles do not teach techniques.

Green Trap · #39

Power	MP	Range type	Status

310	147	Ranged	Stun (55%)

Where to learn it

Enemy	Where to fight it
J-Mojyamon	Mangrove Region · 00:00–07:00, 19:00–24:00
Weedmon	Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Bot. Area · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Poison Claw → Danger Sting → Poison Powder → Insect Plague → Mass Morph → Charm Perfume → Green Trap → Bug

Arena and tournament battles do not teach techniques.

Magma Bomb · #4

Power	MP	Range type	Status
279	132	Ranged	Confusion (4%)

Where to learn it

Enemy	Where to fight it
Agumon	Ogre Fortress *
ClearAgumon	Toy Mansion
DarkLizardmon	Overdell · 00:00–07:00, 19:00–24:00 Overdell · 07:00–19:00 Underground Lab Ancient Speedy Region · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
Flarerizamon	Foot of Mt. Panorama · 07:00–19:00
Fugamon	Misty Trees · 07:00–19:00 Misty Trees · 07:00–19:00 * Misty Trees *
Goblimon	Native Forest * Native Forest · 00:00–07:00, 19:00–24:00 Native Forest · 00:00–07:00, 19:00–24:00 * Path Thru Mt. Panorama · 07:00–19:00 Path Thru Mt. Panorama Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Drill Tunnel 2nd Floor *

Enemy	Where to fight it
Shamamon	Gear Savanna · 00:00–07:00, 19:00–24:00 Gear Savanna · 07:00–19:00 * Gear Savanna · 00:00–07:00, 19:00–24:00 * Gear Savanna * Gear Savanna · 07:00–19:00
Tankmon	Toy Mansion Back Dimension
ToyAgumon	Toy Mansion

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Spit Fire → Heat Laser → Fire Tower → Magma Bomb → Red Inferno → Prominence Beam → Infinity Burn → Meltdown

Arena and tournament battles do not teach techniques.

Tremor · #40

Power	MP	Range type	Status
178	168	Area	—

Where to learn it

Enemy	Where to fight it
Gabumon	Ogre Fortress *
Gotsumon	Ancient Speedy Region · 00:00–07:00, 19:00–24:00 Ancient Speedy Region · 07:00–19:00
Muchomon	Tropical Jungle · 07:00–19:00 Mangrove Region · 07:00–19:00 Great Canyon Bot. Area · 07:00–19:00
NiseDrimogemon	Gear Savanna · 00:00–07:00, 19:00–24:00
Psychemon	Trash Mountain · 00:00–07:00, 19:00–24:00 Trash Mountain · 07:00–19:00
Vermilimon	Mt. Infinity

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Sonic Jab → Dynamite Kick → War Cry → Megaton Punch → Counter → Muscle Charge → Tremor → Buster Dive

Arena and tournament battles do not teach techniques.

Muscle Charge · #41

Power	MP	Range type	Status
0	66	Self buff	—

Where to learn it

Enemy	Where to fight it
Goblimon	Misty Trees * Misty Trees · 00:00–07:00, 19:00–24:00 * Misty Trees · 07:00–19:00 *
Golemon	Mt. Infinity Back Dimension
SnowAgumon	Freezeland · 07:00–19:00 Freezeland · 07:00–19:00 *
ToyAgumon	Toy Mansion

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Sonic Jab → Dynamite Kick → War Cry → Megaton Punch → Counter → Muscle Charge → Tremor → Buster Dive

Arena and tournament battles do not teach techniques.

War Cry · #42

Power	MP	Range type	Status
0	42	Self buff	—

Where to learn it

Enemy	Where to fight it
Gabumon	Ogre Fortress *

Enemy	Where to fight it
Goblimon	Great Canyon Entrance · 07:00–19:00 Great Canyon Top Area · 07:00–19:00 Great Canyon Bridge Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area * Great Canyon Great Canyon *
Psychemon	Gear Savanna · 07:00–19:00 Gear Savanna · 00:00–07:00, 19:00–24:00 *
Tsukaimon	Digimon Bridge · 00:00–07:00, 19:00–24:00 * Digimon Bridge · 00:00–07:00, 19:00–24:00 Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Overdell · 00:00–07:00, 19:00–24:00 Overdell Cemetery * Grey Lord's Mansion Gear Savanna · 00:00–07:00, 19:00–24:00 Gear Savanna · 00:00–07:00, 19:00–24:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Sonic Jab → Dynamite Kick → War Cry → Megaton Punch → Counter → Muscle Charge → Tremor → Buster Dive

Arena and tournament battles do not teach techniques.

Sonic Jab · #43

Power	MP	Range type	Status
52	18	Melee	—

Where to learn it

Enemy	Where to fight it
ClearAgumon	Toy Mansion
Goblimon	Native Forest * Native Forest · 00:00–07:00, 19:00–24:00 * Path Thru Mt. Panorama · 07:00–19:00 Path Thru Mt. Panorama Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Drill Tunnel Drill Tunnel 2nd Floor * Misty Trees * Misty Trees · 00:00–07:00, 19:00–24:00 * Misty Trees · 07:00–19:00 *
Muchomon	Tropical Jungle · 07:00–19:00 Mangrove Region · 07:00–19:00 Great Canyon Bot. Area · 07:00–19:00

Enemy	Where to fight it
MudFrigimon	Mt. Panorama Plains *
Psychemon	Gear Savanna · 07:00–19:00 Gear Savanna · 00:00–07:00, 19:00–24:00 * Trash Mountain · 00:00–07:00, 19:00–24:00 Trash Mountain · 07:00–19:00
Shamamon	Gear Savanna · 00:00–07:00, 19:00–24:00 Gear Savanna · 07:00–19:00 * Gear Savanna · 00:00–07:00, 19:00–24:00 * Gear Savanna * Gear Savanna · 07:00–19:00
SnowAgumon	Freezeland · 07:00–19:00 Freezeland · 07:00–19:00 *
SnowGoblimon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00
Tsukaimon	Digimon Bridge · 00:00–07:00, 19:00–24:00 * Digimon Bridge · 00:00–07:00, 19:00–24:00 Tropical Jungle · 00:00–07:00, 19:00–24:00 Grey Lord's Mansion

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Sonic Jab → Dynamite Kick → War Cry → Megaton Punch → Counter → Muscle Charge → Tremor → Buster Dive

Arena and tournament battles do not teach techniques.

Dynamite Kick · #44

Power	MP	Range type	Status
193	99	Melee	Stun (3%)

Where to learn it

Enemy	Where to fight it
Akatorimon	Gear Savanna · 07:00–19:00 * Gear Savanna · 07:00–19:00
Gabumon	Ogre Fortress *
J-Mojyamon	Tropical Jungle · 00:00–07:00, 19:00–24:00 Mangrove Region · 00:00–07:00, 19:00–24:00
Muchomon	Great Canyon Bot. Area · 07:00–19:00
NiseDrimogemon	Gear Savanna · 00:00–07:00, 19:00–24:00

Enemy	Where to fight it
Psychemon	Gear Savanna · 07:00–19:00 Gear Savanna · 00:00–07:00, 19:00–24:00 * Trash Mountain · 00:00–07:00, 19:00–24:00 Trash Mountain · 07:00–19:00
Tsukaimon	Digimon Bridge · 00:00–07:00, 19:00–24:00 * Digimon Bridge · 00:00–07:00, 19:00–24:00 Tropical Jungle · 00:00–07:00, 19:00–24:00 Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Overdell · 00:00–07:00, 19:00–24:00 Overdell Cemetery * Gear Savanna · 00:00–07:00, 19:00–24:00 Gear Savanna · 00:00–07:00, 19:00–24:00 * Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
ShimaUnimon	Gear Savanna · 07:00–19:00 · Uses Dynamite Kick #48 Gear Savanna · 07:00–19:00 · Uses Dynamite Kick #48 *

* Availability may also depend on story progress or a random encounter.

Learning either variant unlocks both. Your current form must be able to learn the variant the enemy uses or the gym selects. Dynamite Kick #48

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Sonic Jab → Dynamite Kick → War Cry → Megaton Punch → Counter → Muscle Charge → Tremor → Buster Dive

Arena and tournament battles do not teach techniques.

Counter · #45

Power	MP	Range type	Status
285	165	Melee	Confusion (10%)

Where to learn it

Enemy	Where to fight it
IceDevimon	Freezeland · 00:00–07:00, 19:00–24:00 Reactive Counter: let this enemy counter a missed melee attack.

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Sonic Jab → Dynamite Kick → War Cry → Megaton Punch → Counter → Muscle Charge → Tremor → Buster Dive

Arena and tournament battles do not teach techniques.

Megaton Punch · #46

Power	MP	Range type	Status
320	186	Melee	Stun (9%)

Where to learn it

Enemy	Where to fight it
Gabumon	Ogre Fortress *

Enemy	Where to fight it
Goblimon	Path Thru Mt. Panorama · 07:00–19:00 Path Thru Mt. Panorama Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 Great Canyon Entrance · 07:00–19:00 Great Canyon Top Area · 07:00–19:00 Great Canyon Bridge Great Canyon Top Area * Misty Trees * Misty Trees · 00:00–07:00, 19:00–24:00 * Misty Trees · 07:00–19:00 * Great Canyon Great Canyon *
Gotsumon	Path Thru Mt. Panorama · 00:00–07:00, 19:00–24:00 Path Thru Mt. Panorama Great Canyon Entrance · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 07:00–19:00 Ancient Speedy Region · 00:00–07:00, 19:00–24:00 Ancient Speedy Region · 07:00–19:00
Guardromon	Factorial Town · 07:00–19:00 Factorial Town · 07:00–19:00 * Factorial Town · 00:00–07:00, 19:00–24:00 Factorial Town
Gururumon	Native Forest · 00:00–05:00, 20:00–24:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Gear Savanna · 00:00–05:00, 20:00–24:00 Ice Sanctuary

Enemy	Where to fight it
IceDevimon	Freezeland · 00:00–07:00, 19:00–24:00 Back Dimension
Icemon	Ice Sanctuary
J-Mojyamon	Tropical Jungle · 00:00–07:00, 19:00–24:00 Mangrove Region · 00:00–07:00, 19:00–24:00
Psychemon	Gear Savanna · 07:00–19:00 Gear Savanna · 00:00–07:00, 19:00–24:00 * Trash Mountain · 00:00–07:00, 19:00–24:00 Trash Mountain · 07:00–19:00
Shamamon	Gear Savanna · 00:00–07:00, 19:00–24:00 Gear Savanna · 00:00–07:00, 19:00–24:00 * Gear Savanna · 07:00–19:00 * Gear Savanna * Gear Savanna · 07:00–19:00
SnowGoblimon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00
Vermilimon	Ancient Dino Region · 07:00–19:00 * Ancient Glacial Region · 00:00–07:00, 19:00–24:00 Ancient Glacial Region · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Sonic Jab → Dynamite Kick → War Cry → Megaton Punch → Counter → Muscle Charge → Tremor → Buster Dive

Arena and tournament battles do not teach techniques.

Buster Dive · #47

Power	MP	Range type	Status
500	258	Ranged	Confusion (14%)

Where to learn it

Enemy	Where to fight it
Gotsumon	Great Canyon Entrance · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 00:00–07:00, 19:00–24:00 Great Canyon Bot. Area · 00:00–07:00, 19:00–24:00 Great Canyon Top Area · 07:00–19:00
Gururumon	Mt. Infinity Mt. Infinity *
Hyogamon	Freezeland · 07:00–19:00 Freezeland · 00:00–07:00, 19:00–24:00 Freezeland · 00:00–07:00, 19:00–24:00 * Ice Sanctuary

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Sonic Jab → Dynamite Kick → War Cry → Megaton Punch → Counter → Muscle Charge → Tremor → Buster Dive

Arena and tournament battles do not teach techniques.

Dynamite Kick · #48

Power	MP	Range type	Status
255	99	Melee	—

Where to learn it

Enemy	Where to fight it
ShimaUnimon	Gear Savanna · 07:00–19:00 Gear Savanna · 07:00–19:00 *
Akatorimon	Gear Savanna · 07:00–19:00 · Uses Dynamite Kick #44 * Gear Savanna · 07:00–19:00 · Uses Dynamite Kick #44

Enemy	Where to fight it
Gabumon	Ogre Fortress · Uses Dynamite Kick #44 *
J-Mojyamon	Tropical Jungle · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 Mangrove Region · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44
Muchomon	Great Canyon Bot. Area · 07:00–19:00 · Uses Dynamite Kick #44
NiseDrimogemon	Gear Savanna · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44
Psychemon	Gear Savanna · 07:00–19:00 · Uses Dynamite Kick #44 Gear Savanna · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 * Trash Mountain · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 Trash Mountain · 07:00–19:00 · Uses Dynamite Kick #44

Enemy	Where to fight it
Tsukaimon	Digimon Bridge · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 * Digimon Bridge · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 Tropical Jungle · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 Foot of Mt. Panorama · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 Overdell · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 Overdell Cemetery · Uses Dynamite Kick #44 * Gear Savanna · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 Gear Savanna · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 * Misty Trees · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 Misty Trees · 00:00–07:00, 19:00–24:00 · Uses Dynamite Kick #44 *

* Availability may also depend on story progress or a random encounter.

Learning either variant unlocks both. Your current form must be able to learn the variant the enemy uses or the gym selects. Dynamite Kick #44

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not

guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Sonic Jab → Dynamite Kick → War Cry → Megaton Punch → Counter → Muscle Charge → Tremor → Buster Dive

Arena and tournament battles do not teach techniques.

Odor Spray · #49

Power	MP	Range type	Status
88	75	Ranged	Stun (10%)

Where to learn it

Enemy	Where to fight it
Geremon	Factorial Town · 00:00–07:00, 19:00–24:00 * Factorial Town · 00:00–07:00, 19:00–24:00 Factorial Town · 07:00–19:00 * Factorial Town · 07:00–19:00 Trash Mountain · 00:00–07:00, 19:00–24:00 Trash Mountain · 07:00–19:00
PlatinumSukamon	Factorial Town · 00:00–07:00, 19:00–24:00 Factorial Town · 07:00–19:00 Factorial Town · 00:00–07:00, 19:00–24:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Horizontal Kick → Odor Spray → Fast Poop Toss → Poop Flurry → Fast Poop Flurry → Big Poop Toss → Big Poop Flurry → Ultimate Poop Hell

Arena and tournament battles do not teach techniques.

Heat Laser · #5

Power	MP	Range type	Status
84	105	Area	Flatten (32%)

Where to learn it

Enemy	Where to fight it
Agumon	Ogre Fortress *
DarkLizardmon	Overdell · 00:00–07:00, 19:00–24:00 Overdell · 07:00–19:00 Underground Lab Ancient Speedy Region · 00:00–07:00, 19:00–24:00

Enemy	Where to fight it
Flarerizamon	Foot of Mt. Panorama · 07:00–19:00
Tankmon	Toy Mansion Back Dimension
Vermilimon	Ancient Dino Region · 07:00–19:00 * Ancient Glacial Region · 00:00–07:00, 19:00–24:00 Ancient Glacial Region · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 25% / 2: 13% / 3: 8%. A zero weight cannot teach it in that slot.

Spit Fire → Heat Laser → Fire Tower → Magma Bomb → Red Inferno → Prominence Beam → Infinity Burn → Meltdown

Arena and tournament battles do not teach techniques.

Fast Poop Toss · #50

Power	MP	Range type	Status

122	96	Ranged	Poison (11%)

Where to learn it

Enemy	Where to fight it
Geremon	Factorial Town · 00:00–07:00, 19:00–24:00 * Factorial Town · 00:00–07:00, 19:00–24:00 Factorial Town · 07:00–19:00 * Factorial Town · 07:00–19:00 Trash Mountain · 00:00–07:00, 19:00–24:00 Trash Mountain · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 22% / 2: 11% / 3: 7%. A zero weight cannot teach it in that slot.

Horizontal Kick → Odor Spray → Fast Poop Toss → Poop Flurry → Fast Poop Flurry → Big Poop Toss → Big Poop Flurry → Ultimate Poop Hell

Arena and tournament battles do not teach techniques.

Big Poop Toss · #51

Power	MP	Range type	Status
211	192	Ranged	Confusion (17%)

Where to learn it

Enemy	Where to fight it
Geremon	Factorial Town · 00:00–07:00, 19:00–24:00
PlatinumSukamon	Factorial Town · 00:00–07:00, 19:00–24:00 Factorial Town · 07:00–19:00 Factorial Town · 00:00–07:00, 19:00–24:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 15% / 2: 7% / 3: 0%. A zero weight cannot teach it in that slot.

Horizontal Kick → Odor Spray → Fast Poop Toss → Poop Flurry → Fast Poop Flurry → Big Poop Toss → Big Poop Flurry → Ultimate Poop Hell

Arena and tournament battles do not teach techniques.

Big Poop Flurry · #52

Power	MP	Range type	Status
211	282	Area	Confusion (20%)

Where to learn it

Enemy	Where to fight it
Geremon	Factorial Town · 00:00–07:00, 19:00–24:00
PlatinumSukamon	Factorial Town · 00:00–07:00, 19:00–24:00 * Factorial Town · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Horizontal Kick → Odor Spray → Fast Poop Toss → Poop Flurry → Fast Poop Flurry → Big Poop Toss → Big Poop Flurry → Ultimate Poop Hell

Arena and tournament battles do not teach techniques.

Poop Flurry · #53

Power	MP	Range type	Status
75	120	Area	Poison (9%)

Where to learn it

Enemy	Where to fight it
Geremon	Factorial Town · 00:00–07:00, 19:00–24:00

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Horizontal Kick → Odor Spray → Fast Poop Toss → Poop Flurry → Fast Poop Flurry → Big Poop Toss → Big Poop Flurry → Ultimate Poop Hell

Arena and tournament battles do not teach techniques.

Fast Poop Flurry · #54

Power	MP	Range type	Status

122	216	Area	Poison (10%)

Where to learn it

Enemy	Where to fight it
Geremon	Factorial Town · 00:00–07:00, 19:00–24:00 * Factorial Town · 00:00–07:00, 19:00–24:00 Factorial Town · 07:00–19:00 * Factorial Town · 07:00–19:00
PlatinumSukamon	Factorial Town · 00:00–07:00, 19:00–24:00 Factorial Town · 07:00–19:00 Factorial Town · 00:00–07:00, 19:00–24:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 18% / 2: 8% / 3: 2%. A zero weight cannot teach it in that slot.

Horizontal Kick → Odor Spray → Fast Poop Toss → Poop Flurry → Fast Poop Flurry → Big Poop Toss → Big Poop Flurry → Ultimate Poop Hell

Arena and tournament battles do not teach techniques.

Horizontal Kick · #55

Power	MP	Range type	Status
53	24	Melee	—

Where to learn it

Enemy	Where to fight it
Geremon	Factorial Town · 00:00–07:00, 19:00–24:00 · Uses Horizontal Kick #57 Trash Mountain · 00:00–07:00, 19:00–24:00 · Uses Horizontal Kick #57 Trash Mountain · 07:00–19:00 · Uses Horizontal Kick #57

* Availability may also depend on story progress or a random encounter.

Learning either variant unlocks both. Your current form must be able to learn the variant the enemy uses or the gym selects. Horizontal Kick #57

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Horizontal Kick → Odor Spray → Fast Poop Toss → Poop Flurry → Fast Poop Flurry → Big Poop Toss → Big Poop Flurry → Ultimate Poop Hell

Arena and tournament battles do not teach techniques.

Ultimate Poop Hell · #56

Power	MP	Range type	Status
333	333	Area	Flatten (83%)

Where to learn it

Enemy	Where to fight it
Geremon	Factorial Town · 00:00–07:00, 19:00–24:00
PlatinumSukamon	Factorial Town · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Horizontal Kick → Odor Spray → Fast Poop Toss → Poop Flurry → Fast Poop Flurry → Big Poop Toss → Big Poop Flurry → Ultimate Poop Hell

Arena and tournament battles do not teach techniques.

Horizontal Kick · #57

Power	MP	Range type	Status
53	24	Melee	—

Where to learn it

Enemy	Where to fight it
Geremon	Factorial Town · 00:00–07:00, 19:00–24:00 Trash Mountain · 00:00–07:00, 19:00–24:00 Trash Mountain · 07:00–19:00

* Availability may also depend on story progress or a random encounter.

Learning either variant unlocks both. Your current form must be able to learn the variant the enemy uses or the gym selects. Horizontal Kick #55

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 0% / 2: 15% / 3: 10%. A zero weight cannot teach it in that slot.

Horizontal Kick → Odor Spray → Fast Poop Toss → Poop Flurry → Fast Poop Flurry → Big Poop Toss → Big Poop Flurry → Ultimate Poop Hell

Arena and tournament battles do not teach techniques.

Infinity Burn · #6

Power	MP	Range type	Status
488	264	Area	Stun (11%)

Where to learn it

Enemy	Where to fight it
Vermilimon	Mt. Infinity Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Spit Fire → Heat Laser → Fire Tower → Magma Bomb → Red Inferno → Prominence Beam → Infinity Burn → Meltdown

Arena and tournament battles do not teach techniques.

Meltdown · #7

Power	MP	Range type	Status
400	318	Area	Stun (24%)

Where to learn it

Enemy	Where to fight it
Vermilimon	Mt. Infinity Mt. Infinity *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 10% / 2: 5% / 3: 0%. A zero weight cannot teach it in that slot.

Spit Fire → Heat Laser → Fire Tower → Magma Bomb → Red Inferno → Prominence Beam → Infinity Burn → Meltdown

Arena and tournament battles do not teach techniques.

Thunder Justice · #8

Power	MP	Range type	Status
586	330	Ranged	Stun (32%)

Where to learn it

Enemy	Where to fight it
Soulmon	Grey Lord's Mansion

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 12% / 2: 6% / 3: 0%. A zero weight cannot teach it in that slot.

Static Elect → Electric Cloud → Wind Cutter → Spinning Shot → Megalo Spark → Confused Storm → Thunder Justice → Hurricane

Arena and tournament battles do not teach techniques.

Spinning Shot · #9

Power	MP	Range type	Status
389	150	Ranged	—

Where to learn it

Enemy	Where to fight it
Piddomon	Mt. Infinity Back Dimension Mt. Infinity *
Saberdramon	Ancient Speedy Region · 07:00–19:00
SandYanmamon	Great Canyon Top Area · 07:00–19:00 Great Canyon Bot. Area · 07:00–19:00
Tsukaimon	Grey Lord's Mansion Misty Trees · 00:00–07:00, 19:00–24:00 Misty Trees · 00:00–07:00, 19:00–24:00 *
Yanmamon	Geko Swamp · 07:00–19:00 Geko Swamp · 07:00–19:00 *

* Availability may also depend on story progress or a random encounter.

Brains gym

Cross a Brains threshold: 150, 250, 350, 450, 550, 650, 750, 800, 850, 900, 950, 999. The gym checks the first unknown, compatible technique in each specialty's training order, keeps the candidate with the highest weight and rolls that percentage. Crossing a command threshold (100, 200, 300, 400, 500) in the same session takes priority. Learning is not guaranteed. If that first technique has weight 0 in its slot, Brains cannot teach any other technique of that specialty until the Digimon learns it another way, for example by observing it in battle.

This technique's weights by specialty slot: 1: 20% / 2: 9% / 3: 5%. A zero weight cannot teach it in that slot.

Static Elect → Electric Cloud → Wind Cutter → Spinning Shot → Megalo Spark → Confused Storm → Thunder Justice → Hurricane

Arena and tournament battles do not teach techniques.

Finishers and innate attacks cannot be learned by watching enemies or through Brains training.

Techniques	ID	Power	Range type	Status
Blaze Blast	58	174	Ranged	—
Pepper Breath	59	89	Ranged	—
Lovely Attack	60	230	Ranged	—
Fireball	61	155	Ranged	—
Death Claw	62	180	Melee	—
Mega Flame	63	196	Ranged	—
Howling Blaster	64	183	Ranged	—
Party Time	65	100	Ranged	—
Electric Shock	66	92	Ranged	—
Abduction Beam	67	222	Ranged	—

Techniques	ID	Power	Range type	Status
Smiley Bomb	68	225	Ranged	—
Spinning Needle	69	152	Ranged	—
Spiral Twister	70	91	Ranged	—
Boom Bubble	71	85	Ranged	—
Sweet Breath	72	130	Ranged	—
Bit Bomb	73	232	Ranged	—
Deadly Bomb	74	260	Ranged	—
Drill Spin	75	150	Ranged	—
Electric Thread	76	94	Ranged	—
Energy Bomb	77	214	Ranged	—
Genocide Attack	78	215	Ranged	—
Giga Destroyer	79	215	Ranged	—
Dark Shot	80	200	Ranged	—
Pummel Whack	81	170	Ranged	—
Hand of Fate	82	166	Ranged	—
Dark Claw	83	143	Melee	—
Aerial Attack	84	153	Ranged	—
Bone Boomerang	85	148	Ranged	—
Solar Ray	86	167	Ranged	—
Hydro Pressure	87	155	Ranged	—
Ice Blast	88	162	Ranged	—
Iga School Knife Throw	89	150	Ranged	—
Blasting Spout	90	150	Ranged	—
Fist of the Beast King	91	170	Ranged	—
Love Serenade	92	202	Area	—
Electro Shocker	93	170	Ranged	—
Meteor Wing	94	158	Ranged	—
Super Slap	95	91	Ranged	—

Techniques	ID	Power	Range type	Status
Nightmare Syndrome	96	222	Ranged	—
Frozen Fire Shot	97	159	Ranged	—
Poison Ivy	98	101	Melee	—
Blue Blaster	99	90	Ranged	—
Scissor Claw	100	172	Ranged	—
Super Thunder Strike	101	100	Ranged	—
Spiral Sword	102	210	Ranged	—
Variable Darts	103	153	Melee	—
Volcanic Strike	104	160	Ranged	—
Subzero Ice Punch	105	157	Melee	—
Infinity Cannon	106	777	Ranged	—
Party Time	107	100	Ranged	—
Party Time	108	100	Ranged	—
Crimson Flare	109	213	Ranged	—
Glacial Blast	110	0	Other	—
Maelstrom	111	211	Ranged	—
High Electro Shocker	112	218	Ranged	—
Bubble	113	6	Ranged	—
Bubble	114	6	Ranged	—
Bubble	115	5	Ranged	—
Bubble	116	5	Ranged	—
Bubble	117	10	Ranged	—
Bubble	118	11	Ranged	—
Bubble	119	10	Ranged	—
Bubble	120	10	Ranged	—
Technique 121	121	10	Ranged	—

File City and recruiting residents

Every City recruit in the extended story. Times use the game clock; hour endpoints include the whole hour. Battle HP includes map adjustments. Story choices can change the route, but do not permanently block a recruit. Spoilers ahead.

Agumon

Native Forest

Item bank+1 Prosperity

Betamon

Mangrove Region

Item shop+1 Prosperity

Greymon

File City

Arena+2 Prosperity

Tyrannomon

Ancient Dino Region · Ancient Glacial Region

Restaurant+2 Prosperity

Meramon

Lava Cave

Restaurant+2 Prosperity

Seadramon

Dragon Eye Lake

Beetle Land ferry+2 Prosperity

Numemon

Sewer

Secret item shop+1 Prosperity

Mamemon

Mt. Panorama Plains

Secret item shop+3 Prosperity

Monzaemon

Robot House

Jijimon's house+3 Prosperity

Gabumon

Misty Trees

Item bank+1 Prosperity

Elecmon

Gear Savanna

Street lights+1 Prosperity

Kabuterimon

Beetle Land

Green Gym+2 Prosperity

Angemon

Ice Sanctuary

Jijimon's house+2 Prosperity

Birdramon

Great Canyon · Great Canyon Bridge

Birdra Transport+2 Prosperity

Garurumon

Freezeland

Restaurant+2 Prosperity

Frigimon

Freezeland

Restaurant+2 Prosperity

Whamon

Secret Beach Cave

Ferry+3 Prosperity

Vegiemon

Tropical Jungle

Meat farm+2 Prosperity

SkullGreymon

Underground Lab · Underground Lab

Arena+3 Prosperity

MetalMamemon

Factorial Town

Secret item shop+3 Prosperity

Vademon

Mt. Panorama Spore Area · Mt. Panorama Spore Area

Restaurant+3 Prosperity

Patamon

Gear Savanna

Item shop+1 Prosperity

Kunemon

Kunemon's Bed

Forest shortcut+1 Prosperity

Unimon

Mt. Panorama Spore Area · Mt. Panorama Spore Area

Item shop+2 Prosperity

Ogremon

Drill Tunnel 2nd Floor

Patrol+2 Prosperity

Shellmon

Great Canyon · Fortress Entrance

Newspaper+2 Prosperity

Centarumon

Amida Forest

Clinic+2 Prosperity

Bakemon

Overdell Cemetery

Patrol+2 Prosperity

Drimogemon

Drill Tunnel

Treasure hunt+2 Prosperity

Sukamon

Trash Mountain

City resident+1 Prosperity

Andromon

Factorial Town

City resident+3 Prosperity

Giromon

Factorial Town · Factorial Town

Jukebox+3 Prosperity

Etemon

Native Forest

Gold Banana shop+3 Prosperity

Biyomon

Gear Savanna

Item shop+1 Prosperity

Palmon

Native Forest

Meat farm+1 Prosperity

Monochromon

Monochrome Shop

Item shop+2 Prosperity

Leomon

Gear Savanna

City resident+2 Prosperity

Coelamon

Coela Point

Item shop+2 Prosperity

Kokatorimon

Misty Trees

Statue+2 Prosperity

Kuwagamon

Beetle Land

Green Gym+2 Prosperity

Mojyamon

Freezeland

Secret item shop+2 Prosperity

Nanimon

Ogre Fortress · Ancient Speedy Region · Toy Mansion · Sewer · Leomon Ancestor's Cave

Inventory expansion+1 Prosperity

Megadramon

Mt. Infinity

Arena+3 Prosperity

Piximon

Tropical Jungle

Training manual shop+3 Prosperity

Digitamamon

Mt. Infinity

Restaurant+3 Prosperity

Penguinmon

Freezeland

Curling+1 Prosperity

Ninjamon

Digimon Bridge

Item advice+2 Prosperity

Myotismon

Underground Lab

Arena+3 Prosperity

WaruMonzaemon

Toy Mansion

City resident+3 Prosperity

Hawkmon

Great Canyon Entrance

Birdra Transport+1 Prosperity

Armadillomon

Ancient Speedy Region

Courtyard+1 Prosperity

Digmon

Drill Tunnel

Stone Yard+2 Prosperity

Phantomon

Grey Lord's Mansion

Secret item shop+3 Prosperity

Candlemon

Lava Cave

Forge shop+1 Prosperity

Wizardmon

Grey Lord's Mansion

Power Station+2 Prosperity

Starmon

Mt. Panorama Spore Area

Container House+2 Prosperity

Solarmon

Ice Sanctuary

Power Station+1 Prosperity

Triceramon

Ancient Speedy Region

Forge+3 Prosperity

Mushroomon

Mt. Panorama Spore Area

Clinic medicine shop+1 Prosperity

Mammothmon

Freezeland

Cold Store shop+3 Prosperity

Floramon

Native Forest

Market Shed+1 Prosperity

Pumpkinmon

Toy Mansion

Scrap Office shop+3 Prosperity

Kiwimon

Gear Savanna

Restaurant+2 Prosperity

Tapirmon

Dragon Eye Lake

Market Shed shop+1 Prosperity

Clockmon

Sewer

Courtyard+2 Prosperity

Datamon

Factorial Town

Scrap Office shop+3 Prosperity

Knightmon

Mt. Infinity

Guard House+3 Prosperity

Kotemon

Ogre Fortress

Arena sparring+1 Prosperity

Bearmon

The Kennel

Container House+1 Prosperity

PlatinumSukamon

ShimaUnimon

RedVegiemon

J-Mojyamon

NiseDrimogemon

MudFrigimon

ModokiBetamon

Aruraumon

Akatorimon

Shamamon

ClearAgumon

Weedmon

DarkLizardmon

SandYanmamon

SnowGoblimon

SPOILERS — appendix

Everything after this page reveals secrets.

Evolution timing and competing targets

Hours in the current form

Fresh	6
In-Training	24
Rookie	72
Champion	168
Ultimate → Machinedramon	48
Ultimate → Mega	120

File City and recruiting residents

Mojyamon's exchange table is in the closed spoiler below: the first eight rows allow one item per in-game day; the ninth is once per save. If the list in your game differs or shows old exchanges, you loaded an emulator save state from an older version. Boot the new disc fresh and load the memory-card save instead. Back up the card first. Mushroomon can now be found and recruited: it appears in the Spore Area of Mt. Panorama that the normal route leads to. The three Soulmon on the Haunted/Phantomon screen are back during the day (00:00–19:59) and after Phantomon is recruited.

Mojyamon

1	Happymushroom	→	Deluxe Mushroom
2	Digiseabass	→	Overripe Melon
3	Digisnapper	→	Digipine

4	Supercarrot	→	Large MP
5	Hawk Radish	→	Large Recovery
6	Blue Apple	→	Double Floppy
7	Digimushroom	→	Auto Pilot
8	Giant Meat	→	DigiTrout
9	Small Recovery	→	Dolph Fin

Hidden partner mechanics

The in-game evolution guide and the wiki's tree help explain possible targets. Special transformations and item routes have separate conditions; a normal stat row alone does not describe every way a species can appear. Spoiler: when a partner loses a life and still has one left, there is a 30% chance of a special evolution in Jijimon's house: Greymon into SkullGreymon, Meramon into SkullMeramon, Mammothmon into SkullMammothmon and Garudamon into Phoenixmon, but only if the partner already has the stats the new form asks for.

Question	Answer
Are you inviting me to live in your city?	??... Yes
Could I guard the city and scare off trouble?	Hmm... Yes
Wait... are you scared of ghosts?	Urk... No

Then I'll haunt your city! Er... guard it, I mean.

New-game quiz: points and starters

The table lists points for each answer position in Jijimon's new-game quiz. Answer positions follow the order shown in the game. Scores select an element, an attribute and a temperament; the combination selects a starter from the grid below.

The highest score wins within each group. Ties favour the most recent supporting answer; if that answer supports both tied choices, the earlier choice in the group wins. The order is Battle, Fire, Ice, Nature, Air; Vaccine, Data, Virus; Bold, Calm, Cunning.

Quiz points

Question	Answer	Quiz points
1. Do you have a Digital Monster?	1. I do	Bold +1
1. Do you have a Digital Monster?	2. I don't	Calm +1
1. Do you have a Digital Monster?	3. I used to	Cunning +1
2. What time of day do you like best?	1. Day	Vaccine +5
2. What time of day do you like best?	2. Dusk	Data +5
2. What time of day do you like best?	3. Night	Virus +5
3. Do you have lots of friends?	1. Lots	Vaccine +1, Bold +1
3. Do you have lots of friends?	2. A few good ones	Data +1, Calm +1
3. Do you have lots of friends?	3. I go my own way	Virus +1, Cunning +1

Question	Answer	Quiz points
4. Where would you camp?	1. A volcano	Fire +2
4. Where would you camp?	2. The coast	Ice +2
4. Where would you camp?	3. The forest	Nature +2
5. A giant Digimon blocks the path...	1. Face it	Battle +2
5. A giant Digimon blocks the path...	2. Go over it	Air +2
5. A giant Digimon blocks the path...	3. Wait	Ice +1, Nature +1, Calm +1
6. What do you take to the island?	1. A sword	Battle +1, Fire +2
6. What do you take to the island?	2. A map	Ice +1, Air +1
6. What do you take to the island?	3. Seeds	Nature +1, Air +1
7. What matters most in a partner?	1. Courage	Vaccine +1, Bold +1
7. What matters most in a partner?	2. Wits	Data +1, Cunning +4
7. What matters most in a partner?	3. Freedom	Virus +3, Calm +1

Starter

Starter	NEW DIGIMON on	NEW DIGIMON off
Battle / Vaccine / Bold	Salamon	Elecmon
Battle / Vaccine / Calm	Veemon	Gabumon
Battle / Vaccine / Cunning	Tapirmon	Patamon
Battle / Data / Bold	Patamon	Elecmon
Battle / Data / Calm	Gabumon	Gabumon

Starter	NEW DIGIMON on	NEW DIGIMON off
Battle / Data / Cunning	Gotsumon	Patamon
Battle / Virus / Bold	Gazimon	Gabumon
Battle / Virus / Calm	Crabmon	Patamon
Battle / Virus / Cunning	Guilmon	Patamon
Fire / Vaccine / Bold	Agumon	Agumon
Fire / Vaccine / Calm	Solarmon	Agumon
Fire / Vaccine / Cunning	Biyomon	Agumon
Fire / Data / Bold	Renamon	Gabumon
Fire / Data / Calm	ToyAgumon	Agumon
Fire / Data / Cunning	Candlemon	Gabumon
Fire / Virus / Bold	Guilmon	Agumon
Fire / Virus / Calm	Goblimon	Agumon
Fire / Virus / Cunning	Kotemon	Biyomon
Ice / Vaccine / Bold	Bearmon	Penguinmon
Ice / Vaccine / Calm	Gomamon	Betamon
Ice / Vaccine / Cunning	Bearmon	Palmon
Ice / Data / Bold	Crabmon	Penguinmon
Ice / Data / Calm	Penguinmon	Penguinmon
Ice / Data / Cunning	Otamamon	Penguinmon
Ice / Virus / Bold	Betamon	Betamon
Ice / Virus / Calm	Gizamon	Betamon

Starter	NEW DIGIMON on	NEW DIGIMON off
Ice / Virus / Cunning	Syakomon	Betamon
Nature / Vaccine / Bold	Palmon	Palmon
Nature / Vaccine / Calm	Armadillomon	Palmon
Nature / Vaccine / Cunning	Palmon	Palmon
Nature / Data / Bold	Tentomon	Palmon
Nature / Data / Calm	Floramon	Kunemon
Nature / Data / Cunning	Penguinmon	Penguinmon
Nature / Virus / Bold	Mushroomon	Kunemon
Nature / Virus / Calm	Wormmon	Kunemon
Nature / Virus / Cunning	Dokunemon	Kunemon
Air / Vaccine / Bold	Tapirmon	Biyomon
Air / Vaccine / Calm	Hagurumon	Biyomon
Air / Vaccine / Cunning	Salamon	Biyomon
Air / Data / Bold	Elecmon	Elecmon
Air / Data / Calm	Hawkmon	Elecmon
Air / Data / Cunning	Kokuwamon	Elecmon
Air / Virus / Bold	DemiDevimon	Biyomon
Air / Virus / Calm	Monmon	Biyomon
Air / Virus / Cunning	DemiDevimon	Elecmon

DemiDevimon · Evolutions

Evolves from: Nyaromon

Evolves to: IceDevimon, Devidramon, Vilemon, BlackGatomon, Devimon

Kunemon · #32

Rookie · Virus · Nature / Air

Techniques (Power / MP / Learning chance):
Static Elect (85 / 45 MP / 17%) · Akatorimon → Gear Savanna (+9)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+12)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+16)
Poison Claw (62 / 66 MP / 28%) · Aruraumon → Native Forest (+13)
Danger Sting (157 / 102 MP / 27%) · Dokunemon → Native Forest (+16)
Poison Powder (117 / 171 MP / 26%) · Aruraumon → Native Forest (+12)
Mass Morph (0 / 30 MP / 23%) · Dokunemon → Beetle Land (+7)
Electric Thread (94 / 0 MP / —)

Requirements: Special route; no ordinary stat requirement row.

Evolves to: Bakemon, Kabuterimon, Kuwagamon, Vegiemon, Flymon

Sleep at Kunemon's Bed.

Tsukaimon · Evolutions

Evolves from: Tokomon

Evolves to: Piddomon, Soulmon, Devidramon, Wizardmon, Devimon

Bakemon · Evolutions

Evolves from: Elecmon, Tapirmon, Kunemon

Evolves to: SkullGreymon, Giromon, Phantomon, Mummymon

Devimon · #6

Champion · Virus · Darkness / Battle / Air

Techniques (Power / MP / Learning chance):
Sonic Jab (52 / 18 MP / 19%) · ClearAgumon → Toy Mansion (+41)
Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+42)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+70)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland (+5)
War Cry (0 / 42 MP / 15%) · Gabumon → Ogre Fortress (+23)

Muscle Charge (0 / 66 MP / 9%) · Goblimon → Misty Trees (+14)
Megalo Spark (382 / 174 MP / 8%) · Piddomon → Mt. Infinity (+12)
Electric Cloud (120 / 69 MP / 15%) · Akatorimon → Gear Savanna (+16)
Spinning Shot (389 / 150 MP / 10%) · Piddomon → Mt. Infinity (+8)
Thunder Justice (586 / 330 MP / 0%) · Soulmon → Grey Lord's Mansion (+8)
Giga Freeze (264 / 120 MP / —) · BlueMeramon → Ice Sanctuary (+30)
Ice Statue (424 / 186 MP / —) · BlueMeramon → Back Dimension (+6)
Death Claw (180 / 0 MP / —)
Shadow Claw (60 / 27 MP / 28%) · DarkLizardmon → Overdell (+29)
Dark Bolt (170 / 90 MP / 26%) · DarkLizardmon → Overdell (+43)
Evil Whisper (0 / 60 MP / 22%) · DarkLizardmon → Overdell (+30)

Requirements: HP ≥ 1000, MP ≥ 1000, Offense ≥ 100 · Care mistakes ≥ 3 · Weight 15–25 · Bonus (any one): from DemiDevimon

Evolves from: DemiDevimon, Tsukaimon

Evolves to: SkullGreymon, Megadramon, Myotismon

Special Devimon transformation; no ordinary picker route.

Flymon · Evolutions

Evolves from: Kokuwamon, Kunemon, Dokunemon

Evolves to: Okuwamon, Piximon

Kabuterimon · Evolutions

Evolves from: Tentomon, Kunemon, Biyomon

Evolves to: MetalMamemon, MegaKabuterimon

Kuwagamon · Evolutions

Evolves from: Kunemon, Palmon

Evolves to: Piximon, Okuwamon

Nanimon · #53

Champion · Virus · Filth / Battle

Techniques (Power / MP / Learning chance):

Dynamite Kick (193 / 99 MP / 17%) · Akatorimon → Gear Savanna (+42)
Megaton Punch (320 / 186 MP / 13%) · Gabumon → Ogre Fortress (+70)
Counter (285 / 165 MP / 11%) · IceDevimon → Freezeland (+5)
Horizontal Kick (53 / 24 MP / 25%) · Sukamon → Trash Mountain (+3)
Odor Spray (88 / 75 MP / 24%) · Geremon → Factorial Town (+4)
Fast Poop Toss (122 / 96 MP / 23%) · Geremon → Factorial Town (+2)
Big Poop Toss (211 / 192 MP / 15%) · Geremon → Factorial Town (+1)
Poop Flurry (75 / 120 MP / 21%) · Geremon → Factorial Town
Fast Poop Flurry (122 / 216 MP / 20%) · Geremon → Factorial Town (+1)
Big Poop Flurry (211 / 282 MP / 11%) · Geremon → Factorial Town (+1)
Party Time (100 / 0 MP / —)

Requirements: Special route; no ordinary stat requirement row.

Evolves to: Digitamamon, Etemon

Scolding special.

Numemon · #11

Champion · Virus · Filth

Techniques (Power / MP / Learning chance):

Horizontal Kick (53 / 24 MP / 25%) · Geremon → Factorial Town (+3)
Odor Spray (88 / 75 MP / 24%) · Geremon → Factorial Town (+4)
Fast Poop Toss (122 / 96 MP / 23%) · Geremon → Factorial Town (+2)
Big Poop Toss (211 / 192 MP / 15%) · Geremon → Factorial Town (+1)
Poop Flurry (75 / 120 MP / 21%) · Geremon → Factorial Town
Fast Poop Flurry (122 / 216 MP / 20%) · Geremon → Factorial Town (+1)
Big Poop Flurry (211 / 282 MP / 11%) · Geremon → Factorial Town (+1)
Ultimate Poop Hell (333 / 333 MP / 9%) · Geremon → Factorial Town (+2)
Party Time (100 / 0 MP / —)

Requirements: Special route; no ordinary stat requirement row.

Evolves to: Monzaemon, KingSukamon

Rookie fallback at 96 hours.

Sukamon · #39

Champion · Virus · Filth

Techniques (Power / MP / Learning chance):
Horizontal Kick (53 / 24 MP / 25%) · Sukamon → Trash Mountain (+3)
Odor Spray (88 / 75 MP / 24%) · Geremon → Factorial Town (+4)
Fast Poop Toss (122 / 96 MP / 23%) · Geremon → Factorial Town (+2)
Big Poop Toss (211 / 192 MP / 15%) · Geremon → Factorial Town (+1)
Poop Flurry (75 / 120 MP / 21%) · Geremon → Factorial Town
Fast Poop Flurry (122 / 216 MP / 20%) · Geremon → Factorial Town (+1)
Big Poop Flurry (211 / 282 MP / 11%) · Geremon → Factorial Town (+1)
Ultimate Poop Hell (333 / 333 MP / 9%) · Geremon → Factorial Town (+2)
Party Time (100 / 0 MP / —)

Requirements: Special route; no ordinary stat requirement row.

Evolves to: Etemon, KingSukamon, Garbagemon

Virus bar transformation.

Vegiemon · Evolutions

Evolves from: Mushroomon, Floramon, Kunemon, Palmon

Evolves to: Piximon, Cherrymon, Tinmon, Lillymon

Digitamamon · Evolutions

Evolves from: Nanimon

Evolves to: Plesiomon

Etemon · Evolutions

Evolves from: Apemon, ShellNumemon, Sukamon, Nanimon, Geremon

Evolves to: MetalEtemon, KingEtemon, BlackKingNumemon

Garbagemon · Evolutions

Evolves from: ShellNumemon, Raremon, Roachmon, Sukamon, Geremon

Evolves to: BlackKingNumemon, MetalEtemon

Gigadramon · Evolutions

Evolves from: Seadramon, Tylomon, Ebidramon

Evolves to: Machinedramon · This route opens after 120 in-game hours in the previous form., Raidenmon · This route opens after 120 in-game hours in the previous form.

KingSukamon · Evolutions

Evolves from: Numemon, Sukamon

Evolves to: BlackKingNumemon · This route opens after 120 in-game hours in the previous form., KingEtemon · This route opens after 120 in-game hours in the previous form.

Megadramon · Evolutions

Evolves from: Seadramon, Quetzalmon, Devimon, Airdramon, Tyrannomon

Evolves to: Ghoulmon, Machinedramon · This route opens after 120 in-game hours in the previous form.

MetalTyrannomon · Evolutions

Evolves from: DarkTyrannomon, Growlmon, Flarerizamon, Tyrannomon

Evolves to: Cannondramon, Machinedramon

Monzaemon · Evolutions

Evolves from: Numemon

Evolves to: Puppetmon, Jijimon

Myotismon · Evolutions

Evolves from: Saberdramon, Soulmon, Devidramon, BlackGatomon, Devimon

Evolves to: VenomMyotismon, MaloMyotismon

SkullGreymon · Evolutions

Evolves from: Garurumon, Bakemon, Greymon, Mojyamon, Devimon

Evolves to: BlackWarGreymon, SkullMammothmon

Vademon · #28

Ultimate · Virus · Mech / Nature

Techniques (Power / MP / Learning chance):
Green Trap (310 / 147 MP / 0%) · J-Mojyamon → Mangrove Region (+6)
Bug (500 / 354 MP / 0%) · Tentomon → Beetle Land (+1)
Charm Perfume (180 / 210 MP / 9%) · MoriShellmon → Misty Trees (+6)
Power Crane (226 / 126 MP / 40%) · Guardromon → Factorial Town (+3)
Delete Program (430 / 219 MP / 20%) · Tankmon → Back Dimension (+2)
Pulse Laser (389 / 168 MP / 28%) · Tankmon → Back Dimension (+5)
Reverse Program (256 / 297 MP / 32%) · Guardromon → Factorial Town (+3)
Metal Sprinter (150 / 165 MP / 35%) · Guardromon → Factorial Town (+2)
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town (+7)
DG Dimension (722 / 420 MP / 15%) · Tekkamon → Back Dimension (+5)
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town (+5)
Abduction Beam (222 / 0 MP / —)

Requirements: Special route; no ordinary stat requirement row.

Evolves to: HiAndromon, Diaboromon, Analogman

Champion praise special after 240 hours.

Analogman · Evolutions

Evolves from: Vademon, Datamon

Diaboromon · Evolutions

Evolves from: Infermon, Vademon

HiAndromon · Evolutions

Evolves from: Mamemon, Shakkoumon, Vademon, Andromon, Tekkamon

Machinedramon · #115

Mega · Virus · Mech / Air / Battle

Techniques (Power / MP / Learning chance):
Megaton Punch (320 / 186 MP / 9%) · Gabumon → Ogre Fortress (+70)
Megalo Spark (382 / 174 MP / 13%) · Piddomon → Mt. Infinity (+12)
Thunder Justice (586 / 330 MP / 9%) · Soulmon → Grey Lord's Mansion (+8)
Aurora Freeze (430 / 258 MP / —) · Hyogamon → Ice Sanctuary (+4)
All Range Beam (573 / 330 MP / 16%) · Guardromon → Factorial Town (+7)
Full Potential (0 / 99 MP / 25%) · Guardromon → Factorial Town (+5)
Infinity Cannon (260 / 0 MP / —)

Requirements: HP ≥ 7000, MP ≥ 6000, Offense ≥ 600, Defense ≥ 600, Speed ≥ 400, Brains ≥ 400 · Care mistakes ≤ 3 · Weight 65–75 · Bonus (any one): Discipline ≥ 95; Wins ≥ 100

Evolves from: MetalTyrannomon, Megadramon · This route opens after 120 in-game hours in the previous form., Gigadramon · This route opens after 120 in-game hours in the previous form.

Story or Megadramon/Gigadramon timed special.

Fire Tower

Enemy	Where to fight it
Agumon	Drill Tunnel 2nd Floor * Fortress Entrance * Great Canyon Top Area * Ogre Fortress * Native Forest * Great Canyon * Engine Room *
Birdramon	Great Canyon Bridge * Great Canyon *
Candlemon	Lava Cave *
Centarumon	Amida Forest *
Digitamamon	Mt. Infinity *
Gabumon	Misty Trees *
Garurumon	Freezeland *
Greymon	Native Forest *
Meramon	Lava Cave *
Ninjamon	Digimon Bridge *
Solarmon	Ice Sanctuary *
Tankmon	Iron Hills · 05:00–20:00 The Brink · 05:00–20:00

Prominence Beam

Enemy	Where to fight it
Birdramon	Great Canyon *
Guardromon	Iron Hills · 00:00–05:00, 20:00–24:00 The Brink · 00:00–05:00, 20:00–24:00
Kabuterimon	Beetle Land *
Monochromon	Great Canyon Top Area *
Saberdramon	Ancient Speedy Region
Tyrannomon	Ancient Glacial Region *

Electric Cloud

Enemy	Where to fight it
Bakemon	Overdell Cemetery *
Betamon	Mangrove Region *
Biyomon	Gear Savanna *
Hawkmon	Great Canyon Entrance *
Kunemon	Kunemon's Bed *
Tentomon	Beetle Land · 00:00–07:00, 19:00–24:00
Wizardmon	Grey Lord's Mansion *

Megalo Spark

Enemy	Where to fight it
Airdramon	File City *
Angemon	Freezeland *
Bakemon	Overdell Cemetery *
Giromon	Factorial Town *
Kokatorimon	Misty Trees · 04:00–07:00 *
Kunemon	Kunemon's Bed *
Phantomon	Grey Lord's Mansion *
Wizardmon	Grey Lord's Mansion *

Static Elect

Enemy	Where to fight it
Bakemon	Overdell Cemetery *
Betamon	Mangrove Region *
Hawkmon	Great Canyon Entrance *
Kunemon	Kunemon's Bed *
Kunemon	Kunemon's Bed *

Shadow Claw

Enemy	Where to fight it
Ogremon	Great Canyon Top Area *

Dark Bolt

Enemy	Where to fight it
DarkLizardmon	The Kennel *
Devimon	Mt. Infinity *
Gururumon	Great Canyon Bot. Area · 20:00–24:00 * Grey Lord's Mansion · 20:00–24:00 * Misty Trees · 20:00–24:00 * The Ossuary The Galleries
Ogremon	Great Canyon * Secret Beach Cave *
SkullGreymon	Underground Lab *

Nightmare

Enemy	Where to fight it
Devimon	Mt. Infinity *
IceDevimon	The Seam · 00:00–05:00, 20:00–24:00
Myotismon	Grey Lord's Mansion *

Enemy	Where to fight it
Ogremon	Drill Tunnel 2nd Floor * Ogre Fortress *
Phantomon	Grey Lord's Mansion *
Saberdramon	Ancient Speedy Region
WaruMonzaemon	Toy Mansion *

Evil Whisper

Enemy	Where to fight it
Ogremon	Great Canyon *

Black Gate

Enemy	Where to fight it
Myotismon	Grey Lord's Mansion *
Phantomon	Grey Lord's Mansion *
SkullSatamon	Overdell Pass

Abyss Requiem

Enemy	Where to fight it
BlackWarGreymon	Back Dimension

Wind Cutter

Enemy	Where to fight it
Gargoylemon	Overdell Pass · 05:00–20:00
Hawkmon	Great Canyon Entrance *
Kuwagamon	Beetle Land *
Patamon	Gear Savanna *
Saberdramon	Ancient Speedy Region
Sorcermon	The Seam · 05:00–20:00
Wizardmon	Grey Lord's Mansion *

Holy Spark

Enemy	Where to fight it
Patamon	Gear Savanna *

Shining Arrow

Enemy	Where to fight it
Angemon	Freezeland *

Blessing

Enemy	Where to fight it
Angemon	Freezeland *

Flash Burst

Enemy	Where to fight it
Mamemon	Mt. Panorama Plains *

Judgment Ray

Enemy	Where to fight it
MetalMamemon	Factorial Town *

Heaven's Ring

Enemy	Where to fight it
Piximon	Tropical Jungle *

Bubble Shot

Enemy	Where to fight it
Gekomon	Geko Swamp *
Otamamon	Geko Swamp *
Shellmon	Great Canyon *

Aqua Jet

Enemy	Where to fight it
Shellmon	Great Canyon *

Confused Storm

Enemy	Where to fight it
Airdramon	File City *
Digitamamon	Mt. Infinity *
Piximon	Tropical Jungle *

Rain Dance

Enemy	Where to fight it
Gekomon	Geko Swamp *

Whirlpool

Enemy	Where to fight it
WaruSeadramon	Factorial Town *

Sea Crush

Enemy	Where to fight it
WaruSeadramon	Secret Beach Cave *

Tidal Wave

Enemy	Where to fight it
WaruSeadramon	Factorial Town *

Ocean Fury

Enemy	Where to fight it
WaruSeadramon	Secret Beach Cave *

Quick Slash

Enemy	Where to fight it
Ninjamon	Digimon Bridge *

Hurricane

Enemy	Where to fight it
Airdramon	File City *

Giant Cleave

Enemy	Where to fight it
Tekkamon	Underground Lab *

Rock Throw

Enemy	Where to fight it
Tyrannomon	Ancient Dino Region *

Sand Blast

Enemy	Where to fight it
Meteormon	Ancient Speedy Region *

Fissure

Enemy	Where to fight it
Drimogemon	Residential Area

Giga Freeze

Enemy	Where to fight it
Betamon	Mangrove Region *
Coelamon	Dragon Eye Lake *
Devimon	Mt. Infinity *
Garurumon	Freezeland * Freezeland · 17:00–24:00 *
Gururumon	Great Canyon Bot. Area · 20:00–24:00 * Grey Lord's Mansion · 20:00–24:00 * Misty Trees · 20:00–24:00 * The Ossuary The Galleries
IceDevimon	The Seam · 00:00–05:00, 20:00–24:00
Mammothmon	Freezeland *
Megadramon	Factorial Town *

Enemy	Where to fight it
Megadramon	Mt. Infinity *
Mojyamon	Freezeland *
Penguinmon	Freezeland *
Sorcermon	The Seam · 05:00–20:00
WaruSeadramon	Secret Beach Cave * Factorial Town *
WereGarurumon	Overdell Pass · 00:00–05:00, 20:00–24:00

Ice Statue

Enemy	Where to fight it
Garurumon	Freezeland * Freezeland · 17:00–24:00 *
Mammothmon	Freezeland *
Sorcermon	The Seam · 05:00–20:00

Winter Blast

Enemy	Where to fight it
IceLeomon	The Seam

Ice Needle

Enemy	Where to fight it
Coelamon	Dragon Eye Lake *

Spit Fire

Enemy	Where to fight it
Agumon	Drill Tunnel 2nd Floor * Fortress Entrance * Great Canyon Top Area * Ogre Fortress * Native Forest * Great Canyon * Engine Room *
Birdramon	Great Canyon Bridge * Great Canyon *
Biyomon	Gear Savanna *
Candlemon	Lava Cave *
Centarumon	Amida Forest *
Digitamamon	Mt. Infinity *
Garurumon	Freezeland *
Goblimon	Root Clearing The Galleries
Greymon	Native Forest *
Kabuterimon	Beetle Land *
Meramon	Lava Cave *
Monochromon	Great Canyon Top Area *
Ogremon	Drill Tunnel 2nd Floor *

Enemy	Where to fight it
Seadramon	Dragon Eye Lake *
Solarmon	Ice Sanctuary *
Starmon	Mt. Panorama Spore Area *
Tankmon	Iron Hills · 05:00–20:00 The Brink · 05:00–20:00
Tyrannomon	Ancient Glacial Region *

Water Bullet

Enemy	Where to fight it
Gekomon	Geko Swamp *
Otamamon	Geko Swamp *
Palmon	Native Forest *
Shellmon	Great Canyon *

Aurora Freeze

Enemy	Where to fight it
Mammothmon	Freezeland *
WaruSeadramon	Secret Beach Cave * Factorial Town *

Tear Drop

Enemy	Where to fight it
Coelamon	Dragon Eye Lake *
Frigimon	Freezeland *
Gekomon	Geko Swamp *
Otamamon	Geko Swamp *
Shellmon	Great Canyon *
Whamon	Secret Beach Cave *

Power Crane

Enemy	Where to fight it
Clockmon	Sewer *
Guardromon	Iron Hills · 00:00–05:00, 20:00–24:00 The Brink · 00:00–05:00, 20:00–24:00

All Range Beam

Enemy	Where to fight it
Assaultmon	Iron Hills The Brink
Machinedramon	Ogre Fortress * Mansion Basement * Ice Sanctuary Mt. Infinity *

Enemy	Where to fight it
MetalMamemon	Factorial Town *

Metal Sprinter

Enemy	Where to fight it
Datamon	Factorial Town *
MetalMamemon	Factorial Town *

Pulse Laser

Enemy	Where to fight it
Assaultmon	Iron Hills The Brink
Datamon	Factorial Town *
MetalMamemon	Factorial Town *

Delete Program

Enemy	Where to fight it
Giromon	Factorial Town

DG Dimension

Enemy	Where to fight it
Assaultmon	Iron Hills The Brink

Enemy	Where to fight it
Datamon	Factorial Town *
Giromon	Factorial Town
Megadramon	Mt. Infinity *

Red Inferno

Enemy	Where to fight it
Greymon	File City *
Kabuterimon	Beetle Land *
Saberdramon	Ancient Speedy Region
Tyrannomon	Ancient Glacial Region *

Full Potential

Enemy	Where to fight it
Clockmon	Sewer *
Machinedramon	Ogre Fortress * Mansion Basement * Ice Sanctuary
Mamemon	Mt. Panorama Plains *

Reverse Program

Enemy	Where to fight it
Clockmon	Sewer *
Giromon	Factorial Town
Tekkamon	Underground Lab *

Poison Powder

Enemy	Where to fight it
Floramon	Native Forest *
Kiwimon	Gear Savanna *
Mushroomon	Mt. Panorama Spore Area *
Palmon	Native Forest *
Palmon	Native Forest *
Whamon	Secret Beach Cave *

Bug

Enemy	Where to fight it
Piximon	Tropical Jungle *
Tentomon	Beetle Land · 00:00–07:00, 19:00–24:00

Mass Morph

Enemy	Where to fight it
Floramon	Native Forest *
Kiwimon	Gear Savanna *
Mushroomon	Mt. Panorama Spore Area *
Tentomon	Beetle Land · 00:00–07:00, 19:00–24:00

Insect Plague

Enemy	Where to fight it
Tentomon	Beetle Land · 00:00–07:00, 19:00–24:00

Charm Perfume

Enemy	Where to fight it
Floramon	Native Forest *
Ninjamon	Digimon Bridge *
Palmon	Native Forest *
Penguinmon	Freezeland *
Whamon	Secret Beach Cave *

Poison Claw

Enemy	Where to fight it
Palmon	Native Forest *
Palmon	Native Forest *
Penguinmon	Freezeland *
Piximon	Tropical Jungle *
Vegiemon	Tropical Jungle *

Danger Sting

Enemy	Where to fight it
Kunemon	Kunemon's Bed *
Piximon	Tropical Jungle *
Piximon	Tropical Jungle *
Seadramon	Dragon Eye Lake *
Vegiemon	Tropical Jungle *

Green Trap

Enemy	Where to fight it
Kiwimon	Gear Savanna *
Piximon	Tropical Jungle *
Vademon	Path Thru Mt. Panorama *

Enemy	Where to fight it
Vegiemon	Tropical Jungle *

Magma Bomb

Enemy	Where to fight it
Agumon	Fortress Entrance * Great Canyon Top Area * Ogre Fortress * Great Canyon * Engine Room *
Birdramon	Great Canyon Bridge * Great Canyon *
Centarumon	Amida Forest *
DarkLizardmon	The Kennel *
Digitamamon	Mt. Infinity *
Garurumon	Freezeland *
Goblimon	Root Clearing The Galleries
Greymon	Native Forest *
Greymon	File City *
Meramon	Lava Cave *
Meramon	Lava Cave *
Meteormon	Ancient Speedy Region *

Enemy	Where to fight it
Ninjamon	Digimon Bridge *
Ninjamon	Digimon Bridge *
Ogremon	Drill Tunnel 2nd Floor * Great Canyon Top Area *
Ogremon	Drill Tunnel 2nd Floor *
Seadramon	Dragon Eye Lake *
Starmon	Mt. Panorama Spore Area *
Tankmon	Iron Hills · 05:00–20:00 The Brink · 05:00–20:00
WereGarurumon	Overdell Pass · 00:00–05:00, 20:00–24:00

Tremor

Enemy	Where to fight it
Armadillomon	Ancient Speedy Region *
Digmon	Drill Tunnel *
Gargoylemon	Overdell Pass · 05:00–20:00
Kokatorimon	Misty Trees *
Ogremon	Drill Tunnel 2nd Floor * Great Canyon Top Area * Ogre Fortress * Great Canyon * Secret Beach Cave *

Enemy	Where to fight it
Triceramon	Ancient Speedy Region *
Tyrannomon	Ancient Dino Region *

Muscle Charge

Enemy	Where to fight it
Armadillomon	Ancient Speedy Region *
Bearmon	The Kennel *
Digmon	Drill Tunnel *
Elecmon	Gear Savanna *
Frigimon	Freezeland *
Kotemon	Ogre Fortress * Arena Lobby · 00:00–20:00 *
Kuwagamon	Beetle Land *
Tapirmon	Dragon Eye Lake *
WaruMonzaemon	Toy Mansion *

War Cry

Enemy	Where to fight it
Bearmon	The Kennel *
Devimon	Misty Trees · 04:00–07:00 *

Enemy	Where to fight it
Etemon	Native Forest *
Gabumon	Misty Trees * Secret Beach Cave *
Garurumon	Freezeland * Freezeland · 17:00–24:00 *
Kokatorimon	Misty Trees · 04:00–07:00 *
Kokatorimon	Misty Trees *
Pumpkinmon	Toy Mansion *
SkullGreymon	Underground Lab *
Tapirmon	Dragon Eye Lake *
Unimon	Mt. Panorama Spore Area *

Sonic Jab

Enemy	Where to fight it
Agumon	Native Forest *
Armadillomon	Ancient Speedy Region *
Bearmon	The Kennel *
Devimon	Misty Trees · 04:00–07:00 *
Drimogemon	Residential Area
Drimogemon	Drill Tunnel *

Enemy	Where to fight it
Etemon	Native Forest *
Frigimon	Freezeland *
Gabumon	Misty Trees *
Goblimon	Root Clearing The Galleries
Kotemon	Ogre Fortress * Arena Lobby · 00:00–20:00 *
Kuwagamon	Beetle Land *
Leomon	Gear Savanna *
Mamemon	Mt. Panorama Plains *
MetalMamemon	Factorial Town *
Monzaemon	Robot House *
Ninjamon	Digimon Bridge *
Patamon	Gear Savanna *
Psychemon	The Galleries
SkullGreymon	Underground Lab *
Tapirmon	Dragon Eye Lake *

Dynamite Kick

Enemy	Where to fight it
Angemon	Freezeland *

Enemy	Where to fight it
Devimon	Misty Trees · 04:00–07:00 *
Drimogemon	Residential Area
Drimogemon	Drill Tunnel *
Elecmon	Gear Savanna *
Etemon	Native Forest *
Etemon	Native Forest *
Gabumon	Misty Trees * Secret Beach Cave *
Greymon	File City *
IceLeomon	The Seam
Kokatorimon	Misty Trees · 04:00–07:00 *
Kokatorimon	Misty Trees *
Kotemon	Ogre Fortress * Arena Lobby · 00:00–20:00 *
Leomon	Gear Savanna *
Mamemon	Mt. Panorama Plains *
Megadramon	Factorial Town *
Meramon	Lava Cave *
MetalMamemon	Factorial Town *
Mojyamon	Freezeland *

Enemy	Where to fight it
Monzaemon	Robot House *
Nanimon	Ancient Speedy Region *
Ninjamon	Digimon Bridge *
Ogremon	Ogre Fortress *
Patamon	Gear Savanna *
Patamon	Gear Savanna *
Psychemon	The Galleries
SkullGreymon	Underground Lab · Uses Dynamite Kick #48 *
SkullGreymon	Underground Lab · Uses Dynamite Kick #48 *
Unimon	Mt. Panorama Spore Area · Uses Dynamite Kick #48 *

Counter

Enemy	Where to fight it
Andromon	Factorial Town * Reactive Counter: let this enemy counter a missed melee attack.
Elecmon	Gear Savanna * Reactive Counter: let this enemy counter a missed melee attack.
Knightmon	Mt. Infinity * Reactive Counter: let this enemy counter a missed melee attack.
Nanimon	Ancient Speedy Region * Reactive Counter: let this enemy counter a missed melee attack.

Enemy	Where to fight it
Unimon	Mt. Panorama Spore Area * Reactive Counter: let this enemy counter a missed melee attack.

Megaton Punch

Enemy	Where to fight it
Andromon	Factorial Town *
BlackWarGreymon	Back Dimension
Devimon	Misty Trees · 04:00–07:00 *
Devimon	Mt. Infinity *
Digmon	Drill Tunnel *
Drimogemon	Residential Area
Drimogemon	Drill Tunnel *
Etemon	Native Forest *
Gabumon	Misty Trees * Secret Beach Cave *
Gargoylemon	Overdell Pass · 05:00–20:00
Giromon	Factorial Town *
Guardromon	Iron Hills · 00:00–05:00, 20:00–24:00 The Brink · 00:00–05:00, 20:00–24:00

Enemy	Where to fight it
Gururumon	Great Canyon Bot. Area · 20:00–24:00 * Grey Lord's Mansion · 20:00–24:00 * Misty Trees · 20:00–24:00 * The Ossuary The Galleries
IceDevimon	The Seam · 00:00–05:00, 20:00–24:00
IceLeomon	The Seam
Knightmon	Mt. Infinity *
Leomon	Gear Savanna *
Machinedramon	Mt. Infinity *
Mamemon	Mt. Panorama Plains *
Mamemon	Mt. Panorama Plains *
Megadramon	Factorial Town *
Megadramon	Mt. Infinity *
MetalMamemon	Factorial Town *
Meteormon	Ancient Speedy Region *
Mojyamon	Freezeland *
Monzaemon	Robot House *
Myotismon	Grey Lord's Mansion *
Nanimon	Ancient Speedy Region *
Psychemon	The Galleries

Enemy	Where to fight it
Pumpkinmon	Toy Mansion *
SkullGreymon	Underground Lab *
SkullSatamon	Overdell Pass
Tekkamon	Underground Lab *
Triceramon	Ancient Speedy Region *
Tyrannomon	Ancient Dino Region *
WaruMonzaemon	Toy Mansion * Toy Mansion *
WereGarurumon	Overdell Pass · 00:00–05:00, 20:00–24:00

Buster Dive

Enemy	Where to fight it
Andromon	Factorial Town *
Etemon	Native Forest *
Giromon	Factorial Town *
IceLeomon	The Seam
Knightmon	Mt. Infinity *
Mamemon	Mt. Panorama Plains *
MetalGreymonVirus	Mt. Infinity *
Patamon	Gear Savanna *

Enemy	Where to fight it
Pumpkinmon	Toy Mansion *
SkullGreymon	Underground Lab *
SkullSatamon	Overdell Pass
Tekkamon	Underground Lab *
Triceramon	Ancient Speedy Region *
Tyrannomon	Ancient Dino Region *
WaruMonzaemon	Toy Mansion * Toy Mansion *

Dynamite Kick

Enemy	Where to fight it
SkullGreymon	Underground Lab *
SkullGreymon	Underground Lab *
Unimon	Mt. Panorama Spore Area *
Angemon	Freezeland · Uses Dynamite Kick #44 *
Devimon	Misty Trees · 04:00–07:00 · Uses Dynamite Kick #44 *
Drimogemon	Residential Area · Uses Dynamite Kick #44
Drimogemon	Drill Tunnel · Uses Dynamite Kick #44 *
Elecmon	Gear Savanna · Uses Dynamite Kick #44 *
Etemon	Native Forest · Uses Dynamite Kick #44 *

Enemy	Where to fight it
Etemon	Native Forest · Uses Dynamite Kick #44 *
Gabumon	Misty Trees · Uses Dynamite Kick #44 * Secret Beach Cave · Uses Dynamite Kick #44 *
Greymon	File City · Uses Dynamite Kick #44 *
IceLeomon	The Seam · Uses Dynamite Kick #44
Kokatorimon	Misty Trees · 04:00–07:00 · Uses Dynamite Kick #44 *
Kokatorimon	Misty Trees · Uses Dynamite Kick #44 *
Kotemon	Ogre Fortress · Uses Dynamite Kick #44 * Arena Lobby · 00:00–20:00 · Uses Dynamite Kick #44 *
Leomon	Gear Savanna · Uses Dynamite Kick #44 *
Mamemon	Mt. Panorama Plains · Uses Dynamite Kick #44 *
Megadramon	Factorial Town · Uses Dynamite Kick #44 *
Meramon	Lava Cave · Uses Dynamite Kick #44 *
MetalMamemon	Factorial Town · Uses Dynamite Kick #44 *
Mojyamon	Freezeland · Uses Dynamite Kick #44 *
Monzaemon	Robot House · Uses Dynamite Kick #44 *
Nanimon	Ancient Speedy Region · Uses Dynamite Kick #44 *
Ninjamon	Digimon Bridge · Uses Dynamite Kick #44 *
Ogremon	Ogre Fortress · Uses Dynamite Kick #44 *
Patamon	Gear Savanna · Uses Dynamite Kick #44 *

Enemy	Where to fight it
Patamon	Gear Savanna · Uses Dynamite Kick #44 *
Psychemon	The Galleries · Uses Dynamite Kick #44

Odor Spray

Enemy	Where to fight it
Numemon	Sewer *
Numemon	Sewer *
Sukamon	Trash Mountain *

Heat Laser

Enemy	Where to fight it
Agumon	Fortress Entrance * Great Canyon Top Area * Ogre Fortress * Great Canyon *
Biyomon	Gear Savanna *
Candlemon	Lava Cave *
DarkLizardmon	The Kennel *
Gabumon	Misty Trees *
Meramon	Lava Cave *
Monochromon	Great Canyon Top Area *

Enemy	Where to fight it
Solarmon	Ice Sanctuary *
Starmon	Mt. Panorama Spore Area *

Fast Poop Toss

Enemy	Where to fight it
Sukamon	Trash Mountain *

Horizontal Kick

Enemy	Where to fight it
Sukamon	Trash Mountain *
Numemon	Sewer · Uses Horizontal Kick #57 *

Ultimate Poop Hell

Enemy	Where to fight it
Numemon	Sewer *

Horizontal Kick

Enemy	Where to fight it
Numemon	Sewer *
Sukamon	Trash Mountain · Uses Horizontal Kick #55 *

Infinity Burn

Enemy	Where to fight it
BlackWarGreymon	Back Dimension
MetalGreymonVirus	Mt. Infinity *

Meltdown

Enemy	Where to fight it
Digitamamon	Mt. Infinity *
MetalGreymonVirus	Mt. Infinity *
Meteormon	Ancient Speedy Region *

Thunder Justice

Enemy	Where to fight it
Digitamamon	Mt. Infinity *
Machinedramon	Ogre Fortress * Mansion Basement * Ice Sanctuary Mt. Infinity *
Myotismon	Grey Lord's Mansion *
Phantomon	Grey Lord's Mansion *
WaruMonzaemon	Toy Mansion *

Spinning Shot

Enemy	Where to fight it
Patamon	Gear Savanna *

Agumon

Any time.

Win the first fight on leaving the city.

Fight HP: 400

Betamon

Any time.

Talk and invite it to the city.

Greymon

Prosperity 15; speak to Jijimon, then leave the house.

Win the challenge outside Jijimon's house.

Fight HP: 4800

Devimon

Mt. Infinity

Arena+2 Prosperity

Reach Mt. Infinity and finish the main story.

Defeat Machinedramon at the summit; joins with Airdramon and MetalGreymon.

Fight HP: 9400

Airdramon

Mt. Infinity

Arena+2 Prosperity

Reach Mt. Infinity and finish the main story.

Defeat Machinedramon at the summit; joins with Devimon and MetalGreymon.

Fight HP: 9400

Tyrannomon

Enter the Speedy Region and defeat Meteormon.

Defeat Tyrannomon, investigate the meteor in the Speedy Region, then report back.

Fight HP: 3100

Meramon

Help the Drill Tunnel workers reach the lava cave.

Resolve the overheating tunnel and defeat Meramon in the lava cave.

Fight HP: 2600

Seadramon

08:00–08:59 or 17:00–17:59; bring a fishing rod and bait.

Fish it up and ask to be friends; receive the Blue Flute.

Numemon

Investigate the sewer and resolve the factory shutdown.

Defeat the sick Numemon; if SkullGreymon was allowed to rest, persuade it instead.

Fight HP: 200

MetalGreymonVirus

Mt. Infinity

Arena+3 Prosperity

Reach Mt. Infinity and finish the main story.

Defeat Machinedramon at the summit; joins with Devimon and Airdramon.

Fight HP: 9400

Mamemon

Rare encounter: re-enter the area to try again.

Talk and win the fight.

Fight HP: 4800

Monzaemon

If the Gear goes to Andromon first, bring it back afterwards.

Use a Monzaemon partner to open Toy Mansion; beat WaruMonzaemon and return the Gear to Tinmon.

Gabumon

Any time; reach the far end of Misty Trees.

Talk and win the fight.

Fight HP: 2000

Elecmon

Any time.

Keep talking through three electric shocks.

Kabuterimon

Reach Beetle Land using Seadramon's ferry; recruit Greymon first.

Talk and choose the city invitation.

Angemon

Enter the sanctuary with a Vaccine partner. If Angemon stays at the wall, visit Jijimon twice to welcome it home.

Explore the Ice Sanctuary basement, defeat its guardians, then return to the statue.

Birdramon

Nest route, or after breaking the Motor.

Defeat Birdramon at its nest; if the Motor is broken, fight it at Great Canyon Bridge instead.

Fight HP: 3700

Garurumon

Rematch: from the next day, 15:00–23:59; later days also work. Your partner fights alone.

Win once, then return for the promised rematch.

Fight HP: 4200

Rematch starting HP: 2100

Frigimon

Let a cold-sensitive sick partner collapse in Freezeland; later change to a cold-tolerant form.

After the cold rescue, return with a partner that tolerates the cold.

Whamon

Clear Ogre Fortress, then accept Whamon's request in Freezeland.

Help Whamon defeat the invaders in Secret Beach Cave.

Vegiemon

Hear the strange-plant rumor; collect the Rain Plant at Palmon's farm on day 15 (displayed date).

Give the wilted plant a Rain Plant.

SkullGreymon

If you let the bones rest, return to Jijimon's house twice for SkullGreymon to join.

Defeat SkullGreymon and speak to Myotismon in the lab.

Fight HP: 5800

MetalMamemon

Rare encounter: re-enter the area to try again.

Talk and win the fight.

Fight HP: 5600

Vademon

Advance the crop-circle investigation through its three stages.

Inspect the crop circles, read Shellmon's UFO news, and revisit the circles until Vademon appears.

Patamon

Any time.

Win three consecutive fights and keep accepting the rematches.

Fight HP: 1000

Kunemon

Bring an edible item.

Offer food, then win the fight.

Fight HP: 900

Unimon

Recruit Centarumon and visit the clinic first.

Give the injured Unimon a recovery item or medicine.

Ogremon

Clear the second bandit hideout before returning to the tunnel.

Defeat the bandits at Ogre Fortress and Secret Beach Cave, then the final ambush in Drill Tunnel.

Fight HP: 3600

Shellmon

Clear Ogre Fortress and hear Shellmon's plea.

Free Shellmon by lowering the Ogre Fortress lift; meet it outside. The Motor route also frees it.

Centarumon

Avoid the gunfire and choose the correct final path.

Reach the marked exit in the Amida Forest maze.

Bakemon

Question	Answer
Are you inviting me to live in your city?	??... Yes
Could I guard the city and scare off trouble?	Hmm... Yes
Wait... are you scared of ghosts?	Urk... No

Then I'll haunt your city! Er... guard it, I mean.

Drimogemon

Open the tunnel beyond Meramon; wait three game days after starting this dig.

Start the final digging job and return after three days.

Sukamon

Any time.

Talk to the Sukamon that wants to visit the city.

Andromon

Resolve the factory shutdown; revisit after Numemon joins.

Investigate Giromon and the sewer, report to Andromon, then return to hear the island's history.

Giromon

Complete Andromon's investigation.

Defeat the rampaging Giromon, or talk if SkullGreymon was allowed to rest. Resolve the factory, then return and talk.

Fight HP: 5700

Etemon

Prosperity 50.

Approach the tree house and win the ambush.

Fight HP: 5600

Biyomon

Any time.

Chase Biyomon; place your partner at one hiding spot and approach from the other side.

Palmon

Any time.

Talk four times, then win the fight.

Fight HP: 900

Monochromon

Serve all 20 customers; the target is profit, not total sales.

Work a shop shift and earn at least 2560 bits profit.

Leomon

Recruit Meramon and reach prosperity 45 to open the deep tunnel route.

Rescue Leomon from the Goblimon, find the ancestral tablet, and bring back the Leomonstone.

Coelamon

First crossing: 15:00–19:59. After seeing the bridge, return at any hour.

Cross on its back, inspect the repaired eastern bridge, then return to Coela Point.

Kokatorimon

04:00–06:59; enter the clearing during this window.

Win the dawn encounter.

Fight HP: 4200

Kuwagamon

Reach Beetle Land using Seadramon's ferry.

Talk and choose the city invitation.

Mojyamon

Trade each requested item at least once; the last trader joins.

Complete all nine distinct trades with the three Mojyamon.

Nanimon

Ogre Fortress, Speedy Region, Toy Mansion, sewer, and Leomon's cave after Leomon joins.

Find Nanimon at all five hiding places; the fifth encounter recruits it.

Megadramon

Reach Mt. Infinity.

Win the optional fight near the summit.

Fight HP: 7500

Piximon

Rare encounter: re-enter the area to try again.

Talk and win the fight.

Fight HP: 5200

Digitamamon

Main story completed.

Return to the summit after the ending and win the fight.

Fight HP: 9999

Penguinmon

Win a curling match; the first attempt is free.

Beat Penguinmon at curling.

Ninjamon

Recruit at least one of Devimon, Numemon, Mojyamon, or Mamemon.

Cross Digimon Bridge and win the ambush.

Fight HP: 3800

Myotismon

Enter the mansion with a Virus partner, or after Myotismon joins.

Feed the starving Myotismon, investigate its disappearance, defeat SkullGreymon, then speak in the lab.

WaruMonzaemon

Complete the Toy Mansion rescue.

Open Toy Mansion with a Monzaemon partner and defeat WaruMonzaemon; keep the Gear for the toys.

Fight HP: 5200

Hawkmon

Any time.

Invite it to be the city's lookout.

Fight HP: 580

Armadillomon

Any time.

Talk and win the fight.

Fight HP: 1800

Digmon

Any time.

Talk and win the fight; this opens the Works gate.

Fight HP: 1000

Phantomon

20:00–23:59; enter the mansion with a Virus partner, or after Myotismon joins.

Talk and win the fight.

Fight HP: 3400

Candlemon

Any time.

Talk and win the fight.

Fight HP: 700

Wizardmon

Prosperity 20.

Talk after the city reaches prosperity 20.

Fight HP: 1380

Starmon

Any time.

Talk and win the fight.

Fight HP: 1200

Solarmon

Enter the Ice Sanctuary with a Vaccine partner.

Talk; either answer recruits it.

Fight HP: 580

Triceramon

Any time.

Talk and win the fight.

Fight HP: 3100

Mushroomon

Any time. The northern forest route opens after the Drill Tunnel rockslide event; no special item is needed.

From northern Native Forest, follow Path Thru Mt. Panorama north into the Spore Area, then take the lower exit to the next Spore Area. Mushroomon waits on the left, below the UFO. Talk and win the fight.

Fight HP: 1200

Mammothmon

Any time.

Talk and win the fight.

Fight HP: 4650

Floramon

Any time.

Give it one Sweet Nut (consumed).

Fight HP: 590

Pumpkinmon

20:00–23:59; open Toy Mansion first.

Talk and win the fight.

Fight HP: 1400

Kiwimon

Any time.

Give it one Meat (consumed).

Tapirmon

Any time.

Talk twice to wake it.

Fight HP: 1100

Clockmon

00:00–10:59 or 14:00–23:59.

Answer the riddle: “None at all”.

Fight HP: 1450

Datamon

Any time.

Talk and win the fight.

Fight HP: 4000

Knightmon

Reach Mt. Infinity.

Talk and win the fight.

Fight HP: 4500

Kotemon

After Ogre Fortress is cleared.

Talk and win the fight; escape is disabled.

Fight HP: 2400

Bearmon

Find the Kennel through the hidden Seam route.

Defeat the hunter, then talk to the freed Bearmon.

Fight HP: 3600