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Digimon world 3 evolution guide

Do these do get the following Digimon: Agumon If you find yourself by the East Station house, you can find an Agumon under the top of the second tree from the top. Agunimon Raise a Renamon and a Kotemon to level 10, then DNA Digivolve them. You can do this only if both of them are full of health and not K.O. (goes with all DNAs). Baronmon When Kail says that she saw Baronmon, go to the Protocol Ruins. Go to the left where a ladder is located. Baronmon will be on top of the ladder. Beelzemon The easiest digimon to get Beelzemon with is Guilmon. Train Guilmon to level 40 to get Gallantmon, Gallantmon at level 10 will learn Grizzmon. Train Grizzmon to level 50 to get GrapLeomon. Train GrapLeomon's Dark Tolerance to 160 and his level to 20 and he will learn Devimon. Train Devimon to level 50, you will get Myotisman. Train Myotisman to level 99, you will get MaloMyotisman. Train him to level 40. If you have Gallantmon and MaloMyotisman at level 40, you will get Beelzemon. BladeGarrurumon When you Digivolve Wargrowlmon and Kumamon together to make BladeGarrurumon, his attack will only be strong to the tolerances your Digimon have. For example, if Kumamon has strong Dark tolerance and Guilmon has strong Fire tolerance, it will only effect those two types. Before you DNA Digivolve, make sure you have your tolerance set correctly. Cardmon When fishing, land and stop on the yellow space all the way. Otherwise, you will just get the local Digimon in the water there. If you cannot land on the yellow, land on the other color (blue) and you will be confused, You can then try again without fighting. Diaboromon Diaboromon is a Digivolution of BlackWarGreymon and GranKuWagamon, both at level 99. You need to get those two. For BlackWarGreymon, first gain her mega, Sakuyamon. Then level her up to level 10 to get Devimon. Level Devimon up to level 50 to Digivolve to Myotisman (level 99 MaloMyotisman). Before letting Myotisman's skill level reach 20, make sure that Renamon's strength is over 300 or you will not get Grizzmon. Once you have Grizzmon, when its skill level is 30 and defense is over 280 (without any armor or accessories), you will get Greymon. Greymon turns into SkullGreymon at skill level 50 with Dark Tolerance over 250. When SkullGreymon reaches level 99, it becomes BlackWarGreymon, which then needs to reach level 99 itself. For GranKuWagamon, once Kyubimon reaches level 20 and has over 80 strength, Stingmon will appear. When Stingmon reaches level 40, Kabuterimon will become optional. The other Digimon besides Kabuterimon required to get GranKuWagamon is Imperialdramon, which is Paildramon at level 40. Paildramon is ExVeemon and Stingmon and level 5 (if you have Kabuterimon there is no need to worry about Stingmon for this). Raise Renamon to her ultimate, Taomon, and have Taomon's skill level reach 20 with her wind tolerance over 120. Once you have Kabuterimon and Imperialdramon, level them both to level 40 to get GranKuWagamon. Note: The Digivolutions explained here, such as Greymon to SkullGreymon and BlackWarGreymon can be done with their original Digimon (i.e. Agumon for Greymon, etc.) Digitamamon Use either Angemon, or Grizzmon frequently. Digimon After you defeat the Sazaku leader in the Amaterasu server, talk to the Pi where Renemon stood in the Asuka server. He will move aside. Then, go to the dock to the Ug lake. At the very top is the Digiegg Of Reliability. You can call Digimon whenever you are at a hole with red dirt around it. Galacticon Before you fight Galacticon , make sure you have strong Megas and Rookies at least level 53. Imperialdramon Use the following steps to have Imperialdramon Paladin mode as permanent Digivolution. First, you must have a permanent Omnimon. To do this, have a Wargreymon and Metalgarrurumon at Level 40. This gives you Omnimon. Next, you must have a Permanent Imperialdramon fighter mode. To do this, have a Imperialdramon dragon mode and at level 99. During a fight, DNA Digivolve Omnimon and Imperialdramon fighter mode to have Paladin mode. He will do an attack then disappear and de-digivolve. The next time you fight as Imperialdramon fighter mode, he can digivolve to Paladin mode anytime. Use these steps to get Imperialdramon Paladin mode as a digivolution instead of DNA digivolution. It only appears once in battle and eats away at both Digimon's MP every time you do it. Veemon is the easiest to use to get Imperialdramon Paladin. Raise Veemon to level 5 for ExVeemon. Then, raise ExVeemon to level 30 for Stingmon. After that, raise Stingmon to level 5 and Veemon to level 20 for Paildramon. Raise Paildramon until he learns his signature attack. By then, you should have earned MetalMamemon and Greymon. If not, you have to train Veemon's machine resistant (go to Togemon's gym) and defense until he does. Train MetalMamemon until he learns MetalGarurumon (you might have to train machine resistant a little more). Then, train MetalGarurumon until level 40. Now train Greymon to level 40, MetalGreymon to level 99, and WarGreymon to level 40, and you should earn Omnimon. Train him to level 40. By then, Veemon should be past level 40 and have earned Imperialdramon. Train him to level 99 to earn Imperialdramon Fighter mode, then train him to level 40 and Imperialdramon Paladin mode is yours without DNA digivolving and using MP. To get an Imperialdramon Dragon mode, you must have a Paildramon and grow it to level 50. Impmon Get all eight Digimon to receive Impmon. Kaseidramon The easiest Digimon to get Kaseidramon with is Veemon. Train Veemon to get Imperialdramon Paladin Mode. Train him to level 95, then do the necessary procedures to Veemon to get Gallantmon. Train Gallantmon's Dark Tolerance to 860 and to level 95. Then, exercise Veemon in the required procedures to obtain BlackWargreymon. Train BlackWarGreymon to level 99. If you have ImperialDramon PM, Gallantmon, and Black WarGreymon at their respective levels, you will get Kaseidramon for Veemon. Kaseidramon is a Digimon from a Japanese-only Digimon film, appearing as a powerful neutral (not good or evil) Lupin III-esque infamous ronin thief. He is pretty much a Mega-level Flamedramon (but wears none of its armor) in a red Zeon-style uniform with white boots and gloves, with a utility belt around his waist (with a katana and handgun attached to it), with a black desert cape on his body. The front of it is thrown over his shoulder to show his front body, and the back of his desert cape as a yellow falcon sown into it. He has a shield that is similar in appearance to the RX-78-2 Gundam belt. His finisher is "World's Most Wanted" (fires off his handgun, making heavy smoke that materializes to duplicates of him with each of his weapons. One has his katana, the other his Beam Saber, the other his Beam Javelin, and the other his Stride Hammer. They each rush the enemy with their weapon and strike, then using Kaseidramon's infamous thieving skills afterwards to snatch an item). Lopmon Get all eight Digimon to receive Lopmon. MegaGargomon DNA Digivolve Digitamamon and WarGrowlmon. Monmon The two-handed weapon you get with Monmon at the heavy armory after you get past Mr. Smith gives you a good chance of confusing the enemy; especially with Armormon you learn at level 20 and with an attack such as Bug Buster. This still gives a chance of confusion and a better hit against certain Digimon. Phoenixmon To get Phoenixmon by DNA Digivolution, you need Taomon (Renamon's Ultimate) and Magnaangemon (Patamon's Ultmate). DNA Digivolve and your digimon will be at their best MP and HP. Sepikimon Sepikimon says he knows a way to beat Zanbamon. He will tell you if you find his mask. Go to Baronmon in the Protocol Ruins. He says that he saw Sepikimon in Asuka City. Go there and you will see him. He says that he will not tell you because he found his mask. Go all the way to the Shaman's House. He says that was not him. Go all the way to Asuka City. Go to where the old man and woman are, near the big tree. You will see a Etemon. He is the impostor. He says Sepikimon went to Divermon Lake. Stingmon Raise Kyubimon's level to 20. Submarimon Get the Digi-Egg Of Sincerity. You can now call Submarimon from any dock. The docks are the strange little square things. A "" will now appear and you can call Submarimon. There are mostly Dolphmon and Gesomon in the Seabeds . Make sure you are at least level 15 before attempting the Seabeds. In Amaterasu Server, when you go fishing you will probably catch Ebidramon. However, when you get transported by Submarimon, there are mostly MarineDevimon and Dragomon found in the seabeds. Veemon When you are playing hide and seek, never leave Kicking Forest or you will not be able to get the boots. From the entrance at the left set of trees, go down. Sometimes it is in the lower section. To find the Veemon to get the Tree Kicking Boots after the girl in Plug Cape tells you about them, go to the Lamb Chop. Talk to the waitress that is not behind the counter, She will tell you to go to Windy Trail to find the Veemon. Look under the first few trees by X under them. You will eventually find him. To find Veemon in Kicking Forest, after talking to him in the Windy Prairie, go to the group of trees just before you cross to the other side (over the river). Stand under the head of a tree and press X until he says "Oops, you found me." Defeat the real Byakko Leader at Mirage Tower. Have one Digimon with you and go to Protocol Ruins to talk with the DRI about Veemon. Your Digimon must be level 20 or less to talk to DRI Bob. Paildramon should be in Bulk Bridge. Wargrowlmon To get the Wargrowlmon's DNA, it can be found in the Ether Jungle. Digimon World 3North American boxartDeveloper(s)BECBBoom Corp.[1]Publisher(s)BandaiDirector(s)Takao NagasawaProducer(s)Atsushi MinowaArtist(s)Yasuo NozoeWriter(s)Shinya MurakamiComposer(s)Satoshi IshikawaSeriesDigimonPlatform(s)PlayStationReleaseNA: June 5, 2002JP: July 4, 2002EU: November 29, 2002Genre(s)Role-playing Digimon World 3 (デジモンワールド3 新たなる冒険の扉, Dejimon Wārudo 3 Aratanaru Bōken no Tobira, Digimon World 3: The Door of a New Adventure), also known as Digimon World 2003 in Europe and Australia, is a role-playing video game for the PlayStation developed by BEC and Boom Corp. and published by Bandai. It is the third installment in the Digimon World series and it was first released in June 2002 in North America and then in July 2002 in Japan and November 2002 in Europe. The game tells the story of Junior, who begins playing an MMORPG called "Digimon Online" with his friends, but when terrorists attack, Junior and the other players are trapped within the game and must find a way out using his Digimon partners. Gameplay Digimon World 3 differs from its predecessors as the system has been changed to be more like Japanese Role-Playing games of the time such as Final Fantasy VII or Legend of Dragoon. The game has 2 primary modes in which it is played: an overworld map and the battle screens. The player character navigates through a 3D world map using sprites that represent the playable character and the monsters that make up his party. In battle, players control the parties with up to 3 monsters in turn-based style battles where the player's party fights one on one against the opposing party, with the option to switch or perform certain actions with the party members. Plot Junior prepares to meet his 3 Digimon: Kumamon, Guilmon, and Patamon (from left to right). Digimon World 3's environments are science fiction-themed and viewed from an isometric perspective. Junior, and his friends Ivy and Teddy, log into "Digimon Online", where Ivy renames herself "Kail". Soon after Junior arrives, the players are trapped in the game by an error in the system. MAGAMI's "Game Master" publicly assures the players that the situation is under control, and blames the incident on the hacker, Lucky Mouse. Junior proceeds with his adventure as normal and travels to the A.o.A. controlled West Sector, and after defeating the real leader, travels to a secret base of Lucky Mouse, who reveals himself to be Kail's long-lost brother and an agent working against the A.o.A., Kurt, who reveals that MAGAMI is a front for the A.o.A., but soon the A.o.A. arrive and threaten to turn Kail into Oinkmon, if Kurt doesn't give the Vemmon Digi-Egg to the A.o.A. This results in Kurt being turned into Oinkmon and the Vemmon Digi-Egg stolen. Junior leads an attack on the Admin Center, which results in the Game Master being defeated and interrogated. Junior uses a network break to transport himself to the Amaterasu Server, where he defeats two of the A.o.A.'s chiefs and learns more about their plans. He returns to Asuka, defeats the fourth leader, and uses an emergency teleport system to reach MAGASTA, but is unable to prevent the Juggernaut from being unleashed. The Juggernaut is then used by Vemmon to digivolve to Destromon, which also allows it to manifest in the real world- thus becoming a very real threat to humans. Junior returns to the Amaterasu Server to defeat the final two chiefs, and gains access to Amaterasu City. He leads a fresh attack on the Amaterasu Admin Center, leading to the MAGAMI President being defeated. Junior then uses the central computer to destroy Destromon, before returning to Asuka to ask Airdramon to help him in lifting the virus which is affecting most of the players by transforming them into Oinkmon. Before long, the Oinkmon virus returns and strikes most of the players, with only Junior and Kail surviving untouched. Vemmon had used the beam containing the Oinkmon virus and shot the beam through all servers. Junior then goes into the admin center, and in the Master Room, Junior is challenged by an entity calling himself Lord Megadeath. Junior then travels to a military satellite, Gunslinger, to challenge Lord Megadeath. Once close to the control room, Junior battles Armaggeddemon, and defeats it. He then reaches the control room, and battles Lord Megadeath. Lord Megadeath is defeated, but succeeds in his project of creating Snatchmon, by combining four Vemmon. Snatchmon absorbs Lord Megadeath, challenges the player, and merges with the Gunslinger to become Galacticon- its ultimate goal being to merge with the Earth to become an unimaginably powerful Gaiamon. Junior defeats him, and Galacticon's satellite body falls to Earth, burning up into a meteor shower in the atmosphere. Three months later, Junior returns to the Amaterasu Server, where, as is revealed in the PAL and Japanese versions of the game (i.e. in Digimon World 2003), four new Server Leaders have been established and Kurt is the new World Champion. Playable Digimon Rookie Digimon While only three Rookie Digimon may be chosen in the beginning of the game, rest of the Rookie Digimon may be obtained later. Veemon is the only Rookie Digimon that is not available from the beginning of the game and can only be obtained later in the game. Agumon (available from Powerful pack) Bearmon (listed as Kumamon; available from Maniac pack) Guilmon (available from Maniac pack) Kotemon (available from Balanced pack) Monmon (available from Powerful pack) Patamon (available from Balanced pack / Maniac pack) Renamon (available from Balanced pack / Powerful pack) Veemon (unlockable) Champion Digimon Angemon Devimon Dinohyumon ExVeemon Greymon Grizzlymon (listed as Grizzmon) Growlmon Hookmon Kabuterimon Kyubimon Stingmon Ultimate Digimon Angewomon Armormon Digitamamon GrapLeomon Kyukimon MagnaAngemon MetalGreymon MetalMamemon Myotisman Paildramon SkullGreymon Taomon WarGrowlmon Mega Digimon Beelzemon BlackWarGreymon Cannondramon Diaboromon Gallantmon GranKuWagamon Hououmon (listed as Phoenixmon) Imperialdramon Dragon Mode Imperialdramon Fighter Mode Imperialdramon Paladin Mode Marsmon MegaGargomon MaloMyotisman MetalGarurumon Omnimon Rosemon Sakuyamon Seraphimon SlashAngemon (listed as GuardiAngemon) WarGreymon DNA Digivolution exclusive Digimon Agunimon AncientGreymon KendoGarurumon (listed as BladeGarurumon) Enemy Digimon Rookie Digimon Betamon DemiDevimon Gizamon Goburimon Hagurumon Kunemon Tapirmon Vemmon Champion Digimon Airdramon Apemon Bakemon Clockmon Coelamon Devidramon Dokugumon Dolphmon Drimogemon Flymon Fugamon Gekomon Gesomon Guardromon Kiwimon Kokatorimon Kurisarimon Kuwagamon Meramon Minotarumon Musyamon Numemon Octomon OGREMON RedVegiemon Roachmon Seadramon Shellmon Snimon Sukamon Tankmon Tuskmon Tyrannomon Vegiemon Vilemon Woodmon Yanmaamon Ultimate Digimon Andromon Antylamon Arukenimon BlackKingNumemon BlackWarGrowlmon Blossomon BlueMeramon Brachiomon Bulbmon Datamon Divermon Dragomon Etemon Garbagemon Giromon Infermon Kimeramon Knightmon LadyDevimon Mamemon Mammothmon MarineDevimon MasterTyrannomon Megadramon MegaSeadramon MetalTyrannomon Minotarumon Mummymon Okuwamon Persiamon Phantomon Scorpimomon ShogunGekomon SkullMeramon SkullSatamon Triceramon Vademon WaruMonzaemon Whamon Mega Digimon Apokarimon Armageddemon BlackImperialdramon BlackMegaGargomon BlackSeraphimon BlackWarGreymon Boltmon Daemon (listed as Crepeymon) Fuujinmon Galacticon Ghoulmon Gryphonmon HerculesKabuterimon HiAndromon KingEtemon Machinedramon MetalEtemon MetalSeadramon Pharaohmon Piedmon Pukumon Puppetmon Raijimon SkullMammothmon Sujinmon Valkyrimon VenomMyotisman Vikemon Zanbamon Armor Digimon Baronmon Gargoylomon Lynxmon Maildramon Quetzalmon Shadramon Tylomon Other Digimon Cardmon Destromon Development Digimon World 3 was developed by Bandai Entertainment Company and Boom Corporation.[1] Bandai showcased the game at the 2002 Electronic Entertainment Expo in Los Angeles, where it was playable at several booths.[2] Its music was composed by Satoshi Ishikawa, who had previously created the soundtracks for Digimon World 2 and Digimon Digital Card Battle. The game's Japanese theme song is "Miracle Maker", performed by Spirit of Adventure, a group composed of Digimon anime theme song performers Kōji Wada, AiM, and Takayoshi Tanimoto. It was released as a single on February 5, 2003 alongside "The Last Element", an insert song from the anime Digimon Frontier, by NEC Interchannel Records.[3] Reception ReceptionAggregate scoreAggregatorScoreMetacritic47/100[4]Review scoresPublicationScoreEGM4/10[5]Famitsu27/40[6]GamePro2/5[7]GameSpot4.9/10[8]GameZone6.9/10[9]OPM (US)50%[10] Digimon World 3 received a 27 out of 40 total score from editors of Japanese Weekly Famitsu magazine,[6] and would sell 83,635 copies in Japan by the end of 2002, becoming the 142nd most-bought software title that year in the region.[11] The game received "generally unfavorable" reviews from Western critics according to video game review aggregator website Metacritic, earning an average score of 47 out of 100.[12] Critics such as Brad Shoemaker from Gamespot found faults with the title's "tiresome" gameplay, commenting on the constant need to grind experience points to power up the player's Digimon in a combat engine that is "painfully slow and tedious to use." [8] Although the reviewer acknowledged its budget retail pricing and "surprisingly easy on the eyes" background graphics, they would ultimately declare it "at best an average role-playing game that will appeal only to fans of the greater Digimon franchise." [8] Fennec Fox of GamePro magazine similarly commented on the game's "impressive" world map graphics, along with its "extremely catchy anime-style music," but panned it's "sluggish pace, long loading times, and some very ugly 3D models during battles." [7] Reviewers such as J.M. Vargas of PSX Nation compared the title to previous games in the series, saying that "There is none of the user-friendliness and open-ended approach that made "Super Smash Bros." clone "Digimon Rumble Arena" such a pleasant experience, commenting on the game's "tedious" training and battle system.[13] Official U.S. PlayStation Magazine called it "Profoundly mediocre" and "the kind of game that only hardcore Digi-fans will like." [10] Digimon World 3 sold enough copies in North America to qualify for Sony's "Greatest Hits" line, and was subsequently re-issued at a reduced price.[14] References ^ a b "Works History" (in Japanese). Boom. Archived from the original on June 2, 2012. Retrieved April 9, 2017. ^ Fujita, Akira Mark (May 24, 2002). "Bandai: E3 Booth Report". IGN. Retrieved February 18, 2014. ^ "NECM-12041 / The last element / Ayumi". VGMdb. Retrieved April 9, 2017. ^ "Digimon World 3". Metacritic. Retrieved May 1, 2010. ^ "Digimon World 3". Electronic Gaming Monthly: 128. July 2002. ^ a b デジモンワールド3 新たなる冒険の扉 (in Japanese). Famitsu. Retrieved April 9, 2017. ^ a b Fennec Fox (May 17, 1999). "Digimon World 3". GamePro. Archived from the original on 2011-06-07. Retrieved May 1, 2010. ^ a b c Shoemaker, Brad (October 4, 1999). "Digimon World 3 Review". GameSpot. Retrieved May 1, 2010. ^ Bedigian, Louis (July 12, 2002). "Digimon World 3 Review". GameZone. Archived from the original on January 27, 2010. 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