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Digimon world 1 agumon digivolution guide

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This is the 2nd most important part of getting the champion/ultimate. ---Heavy--- is this is another important part of the digivolition. Weight gain when you feed you digimon, but it is reduced if you are dirt, sleep, or if you eat something that reduces it as a side effect. The weight should not be accurate, just so that it swirls up to the weight set to be polished as you want. Weight can be small, 5kg, or it can be large, 65kg (the odd-looking for any ultimate). One indication for this aspect is to 9lf you have a new game) to go to the Native Forest to find Palmon who then starts giving The Giant Meat, then after that gets the Rain Plant (which is near Tanemon, one grows every year 'Digimon' and goes to the Tropical Forest (must have a bridge built for this) and find the odd-looking shoot, use items on it and it will reveal Vegiemon. Here's what different food stuff increases weight by: Meat = 1 Digimushroom = 1 Happy Mushroom = 1 (quite rare, but increases happiness and 35% of the time it makes them sick) Mold Meat = 2 (but makes you sick!) Giant Meat = 2 Sirlon = 3 Mushroom Delux = 4 (very rare, but goes because it raises all parameters) Ice Mushrooms = 2 (quite rare, but increase discipline) Big Berry = 40f (makes them 100% full) Red Berry = 2 (rather rare, but reduces fatigue and increases happiness and discipline) Orange Banana = 2 (quite rare, fully restore HP and MP) Prickly Pear = 5 (rather rare, but 1% of the time it makes them sick) Chained (can only be obtained if beaten Machinedramon more than once) = 3 (it increases happiness, reduce fatigue, increase discipline, live expansion, reduce the chances of poke on the floor, increase time before dying if Dimongi Super Carrot = 2 (get from Vegiemon, both to lose weight and to improve MP training, Off, and Brain) Hawk Radish = 2 (get from Vegiemon, good for weight and to improve HP exercises, def. and Speed) Sweet Beans = 2 (rather rare but restore HP) Super Veggy = 2 (rather rare but restore MP) Steak (only available in Myotismon brother's house) = 3 Digianchovy = 1 Black Trout = 2 (but also raises the slightest parameters) DigiSnapper = 1 DigiSeash = increase life expectancy and 25% of the time can make them sick) DigiCatFish = 5 (excellent to increase the weight of Digimon should be very high) DigiTROUT = 2 or 3 ---Care Error----- This is first part of the erectile dysfunction in securing the champion/ultimate. This is the main thing of the game that is so selector, as if you go above or below the set amount. This is not a care mistake, needing too much is not a care mistake, needing too little is not a care mistake. Putting digimon into the environment it doesn't need to be a happiness and Discipline Care mistake. This is quite important because there are usually leading to a pain (if injured) Makes it straight on pain battle and or wants to sleep but, raise or scoldi when not required is not a care mistake. Needing too much is not a care mistake. Putting digimon into the environment it doesn't need to be a happiness and Discipline Care mistake. This is quite important because there are usually leading to a pain (if injured) Makes it straight on pain battle and or wants to sleep but, raise or scoldi when not required is not a care mistake. Needing too much is not a care mistake. Putting digimon into the environment it doesn't need to be a happiness and Discipline Care mistake. 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