

DIGIMON

DIGITAL MONSTERS

RUMBLE ARENA 2



TEEN
T
CONTENT RATED BY
ESRB

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

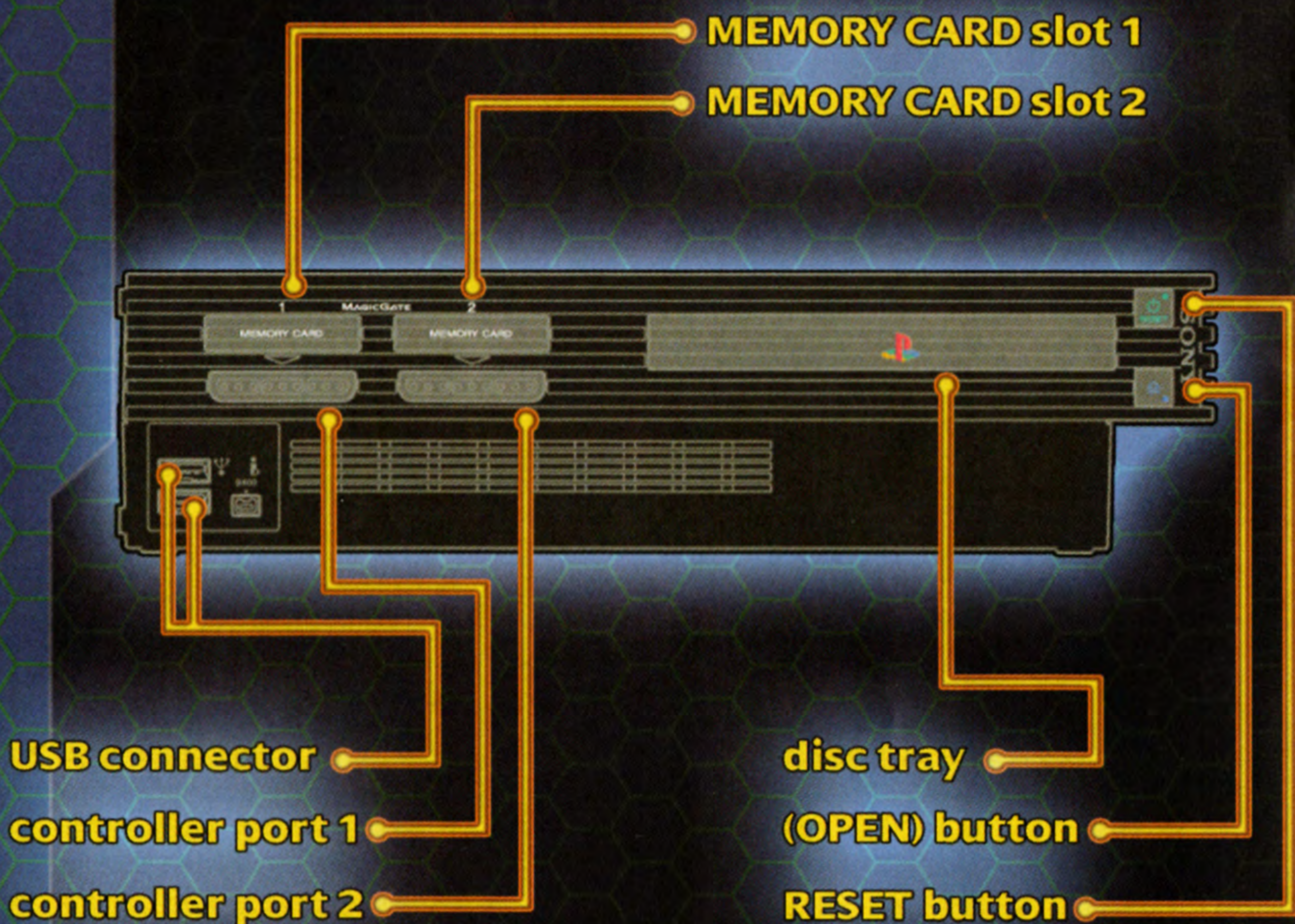
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Getting Started	pg. 2
Starting Up	pg. 3
Digimelee!	pg. 4
Controls	pg. 5
Single-player	pg. 8
Multiplayer	pg. 10
Power-Ups	pg. 16
Gameplay Tips	pg. 18
Meet the Digimon	pg. 19

GETTING STARTED

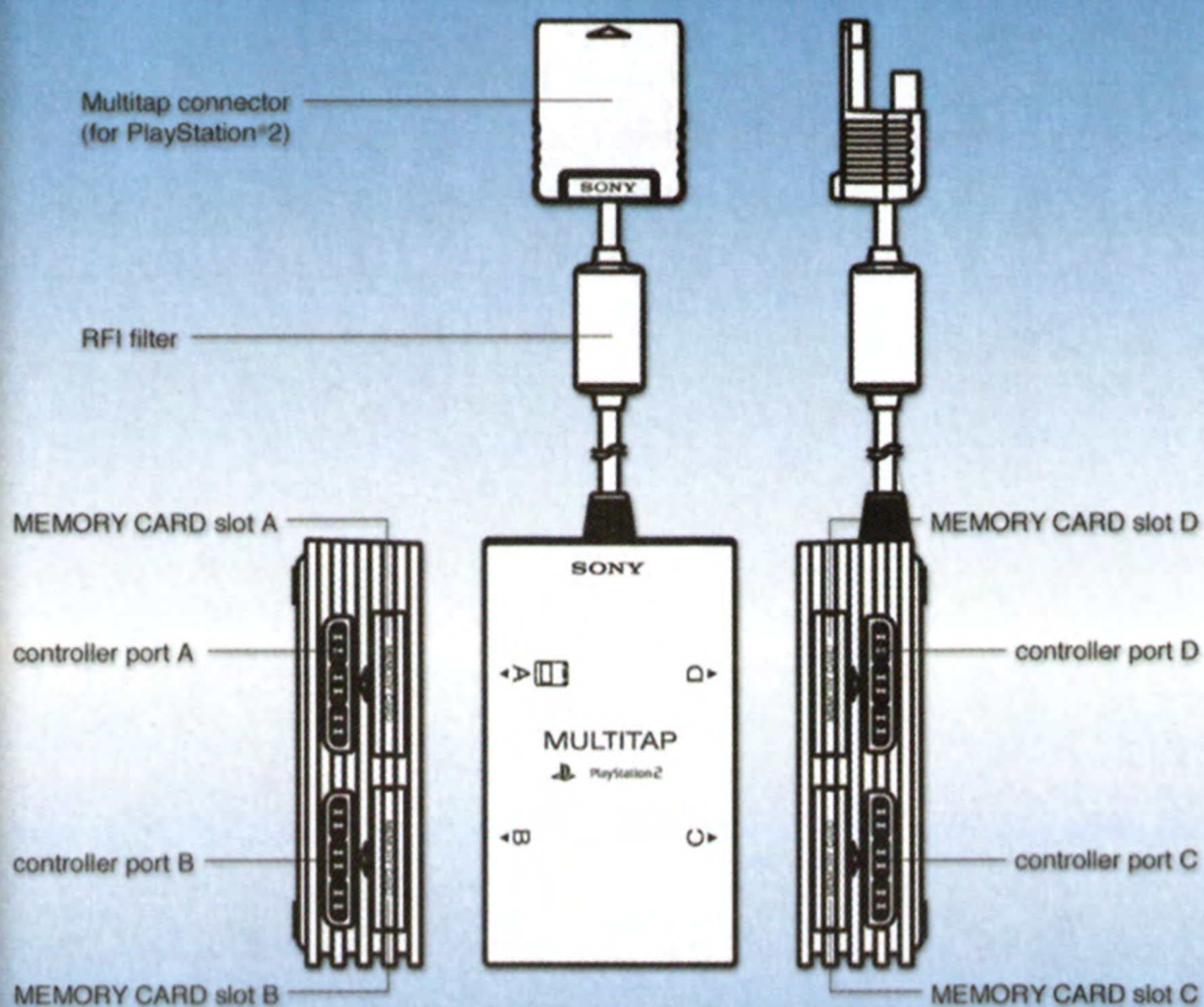


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Digimon® Rumble Arena® 2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





Digimon® Rumble Arena® 2 supports up to 4 players. Use a multitap (for PlayStation®2) to gain access to 4 controllers. For multi-player play, insert the multitap (for PlayStation®2) into controller port 1. Connect controllers sequentially into controller port 1-A, controller port 1-B and so on.

Digimelee!

All your favorite Digimon have returned for Digimon Rumble Arena 2! From the dizzying heights of the Rubber Tree Falls to the strange dangers of Twisted Toy Town, the Digimon have come to battle it out and see who's the best!

With more than forty Digimon to master and a few surprise guests waiting in the wings, your second trip to the Rumble Arena promises to double the fun of the first!

Controls

- Button: Special Attack
- △ Button: Jump
- Button: Grab and Throw
- × Button: Normal Attack
- L1 Button: Guard/Low Guard
- R1 Button: Digivolve/Ultra Attack
- Start Button: Pause

Moving:

You can control your Digimon with the left analog stick or directional buttons. Crouch by pressing ↓.

Jumping:

At the top of a jump, press △ again for a double-jump. This will add height and is just the thing to help you out of a pinch.


Attacking:

Use the × button to launch a standard attack, using your Digimon's fists, feet or claws. The □ button, on the other hand, will use one of your Digimon's unique special moves like fire breath or a knockout punch. Try experimenting with the left analog stick as you attack to find new and different moves!

Combos:



Hitting one of your opponents a few times in succession is called a "combo" and is worth big points at the end of a successful round. All Digimon can use one of their special moves as a Special Combo Finisher by pressing ×, ×, ×, and then □ (Default controller configuration A).

Getting Grabby:

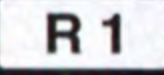
Don't forget the  Button. You can use it to pick things up, such as other Digimon or handy objects in your environment, and toss them around. It's an important part of your strategy.



Guarding:



Push the  button and your Digimon will block incoming attacks. Hold  on the left analog stick at the same time, and you'll use a Low Guard. This will come in handy, as some attacks can only be blocked with a Low Guard.

Digivolve!

Hitting your opponent with a special attack or a powerful combo will make blue Digi-up orbs fly out of him. Be sure to grab them! Once your Digimeter is full you can press  to Digivolve into a more powerful form!



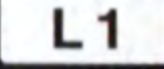

Healing:

If you have a spare moment hold down  and  simultaneously. You'll trade your Digi for health.

Ultra Attack:

When you've Digivolved into your most powerful form keep collecting those Digi-ups! Now instead of Digivolving you can use your Digimeter energy to fire off your Digimon's Ultra Attack!

Bonus Attack:

When you reach your most powerful form, the third level of Digivolution, you gain access to your Bonus Attack. Hold down  and  to prepare it!



- 1:** Player One's health meter.
- 2:** Player Two's health meter.
- 3:** Player One's scoreboard. In a Knockout Challenge or single-player this counts extra lives but depending upon the minigame, it can count many other things.
- 4:** Player Two's scoreboard.
- 5:** Player One's Digimeter. Fill it by picking up Digi-ups then press the **R1** Button to Digivolve!
- 6:** Player Two's Digimeter.

This is the same pattern for players 3 and 4 as well!

Single-player

To unlock many of the secrets of the Rumble Arena and to bring some of the hidden Digimon out of hiding you'll need to enter the Arena on your own. The Single-player campaign will test your wits, reflexes and skill as you and your chosen Digimon go up against a randomly determined assortment of CPU opponents.

Single-player mode is arranged in a "tree" structure. After victory in your first match – a one-on-one battle at the Jungle Ruins – you can pick which opponents and battlegrounds you want to take on next.



As a general rule, the six battles you fight in Single-player will be Knockout Challenges. You, and up to three CPU Digimon, will be given three lives, and set loose to rumble in one of nine unique battlegrounds. Anyone who runs out of lives is out of the match, and whoever's still standing when the dust clears is the winner!

Over the course of single-player mode, the path you choose will lead you to one of six possible final encounters, so choose wisely. At the edge of the digital world, in the Chaos Wasteland, you must take on a powerful boss in a one-on-one slugfest. Victory here, which is no small accomplishment, will unlock the boss you fought as a selectable character. Good work!



There are other secrets to be found in the Single-player mode. As you progress through the battles, you may find that new competitors appear to challenge you, such as the rare and vicious BlackDigimon, or that your next match will be played under distinctly different rules. If you can adapt to these new circumstances and win, you'll unlock either your opponent or the new set of rules for your own use!

New game types will become available for your selection in multiplayer while BlackDigimon will be unlocked on the character selection screen.



Multiplayer

Up to three friends or CPU opponents can join you in the Rumble Arena for a no-holds-barred slugfest! Select your Digimon, your environment, your preferred game type and your speed then fight it out!

Choose Wisely

You can select from the initially-available eleven Digimon in Multiplayer Mode as well as any Digimon you've unlocked over the course of Single-player. Experiment so you can be sure to find your favorite!

ENVIRONMENTS

The Rumble Arena isn't just a quiet place where you and your friends can fight. It's an interactive playground, and if you're paying too much attention to your Digimon opponents the site of the battle itself might knock you out!

Jungle Ruins

It's a rumble in the jungle! Bounce from tree to tree above the ancient ruins of a forgotten civilization as you take on all comers! The Jungle Ruins are beautiful but they hide many secrets. Smash the trees to find a few treasures but look out; your opponents have the same idea...



Danger Gulch

If you aren't careful this Wild West ghost town might have a real ghost in it pretty soon - you! The TNT barrels explode when hit with an attack, fallen on, thrown, collide with mine carts, or pushed off the edge and fall. Try and use them to your advantage!



Lava Lake

It's not just you. It's hot in here! Digimon fighting above the smoking shores of Lava Lake will have to step quickly and jump carefully to avoid plummeting into the molten rock below. Watch out for the stone skull in the background! When it opens its mouth, head for high ground before a tidal wave of lava sweeps you away!



Pier 47

The cargo cranes are hard at work stacking crates around and reloading ships, meaning that while you're brawling with your buddies you'll have to watch the skies for shipping crates. You can smash the brown ones to find valuable prizes inside but if you fall into the water it's curtains for you!



Rubber Tree Falls

Hundreds of feet above the ground, the top of a great waterfall serves as a great site for high-flying Digimon fun. Bounce off one of the rubber trees to be propelled high into the sky where Digimon battle to knock each other off of a swinging rope bridge. Be careful though, it really is a long way down!



The Cannery

Things get tricky when the Rumble Arena moves onto the conveyor belts of a great cannery plant. The constantly sliding floors threaten to drop the Digimon into the belly of the canning machine! Try to stay out of the machine while knocking your opponents into it, then watch the fun as they're dropped back onto the battlefield. You won't believe that this much action can fit into a can!



Steamworks

In the middle of the ocean on a floating oil platform you'll spend as much time dodging jets of flame and steam as you will in the heat of battle! The Steamworks is a dangerous place, full of leaky pipes and unstable storage tanks. A careless Digimon will wind up extra-crispy.



Twisted Toy Town

Run for it! The moment you and your foes touch down in Toy Town it'll start collapsing under your feet, forcing you into a pellmell dash to the right! Nothing stays the same for long here as the floor crumbles, platforms disappear and giant toys rain destruction on the battlefield!



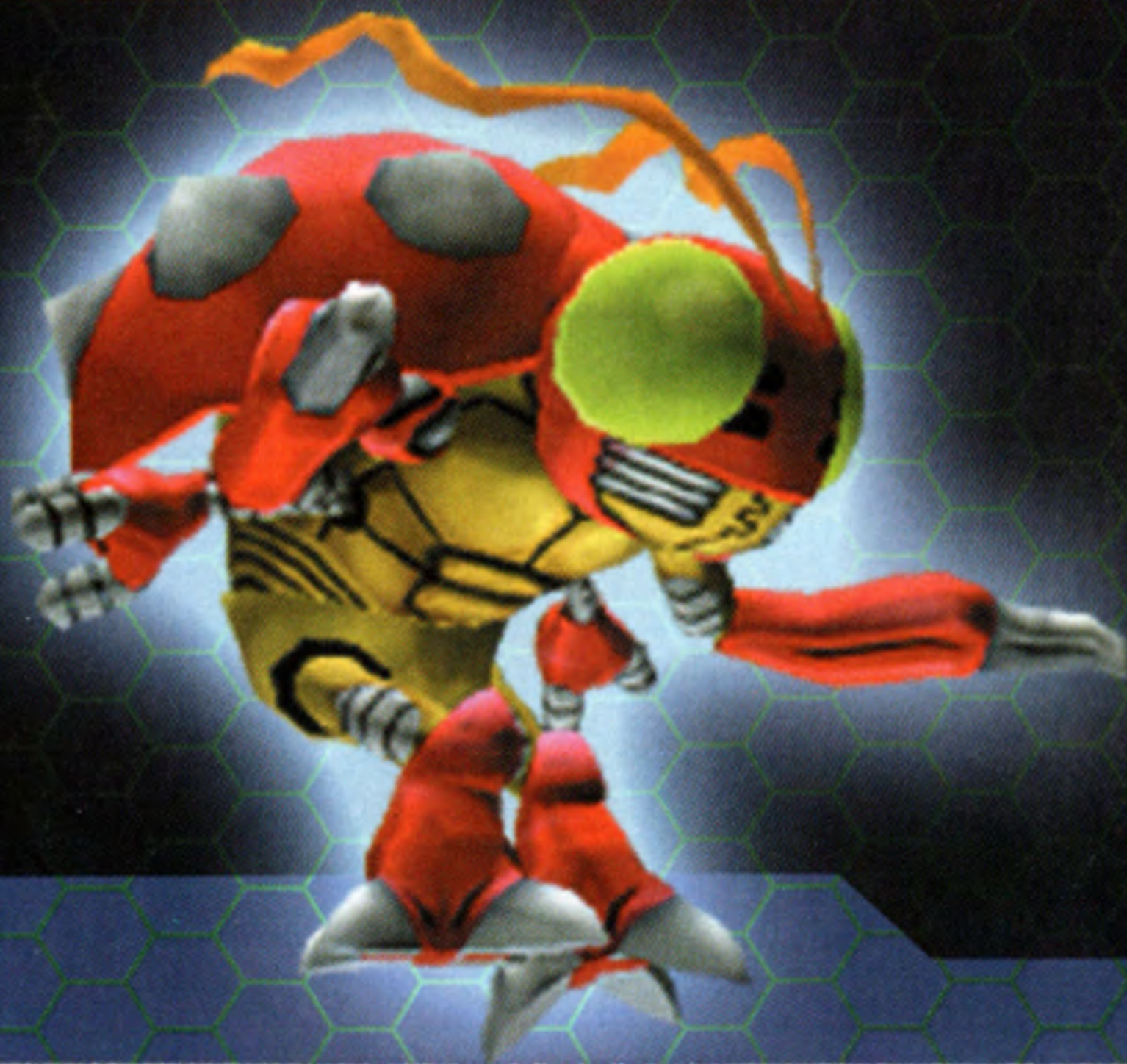
Ice Palace

Hidden in the depths of Single-player Mode is the strangely beautiful but deadly Ice Palace which can be unlocked for multiplayer competition. As you slip and slide across the dangerously slick platforms, watch out for the spiny icicles that line the level!



Chaos Wasteland

Once you've won Single-player Mode you can challenge your friends to Digimon battles in the constantly-churning Chaos Wasteland. As an uncontrollable lightning storm rumbles in the sky, the platforms under your feet may freeze, explode, reverse their gravity or plummet into the bottomless pit below. Only expert Rumble Arena players can hope to stay in the game here!



Game Modes

When you first play Digimon Rumble Arena 2 only two game modes are available: Timed Rumble and Knockout. You can unlock more modes of play in Single-player Mode!



Timed Rumble

The clock is ticking! The winner here is whoever has the most KOs on the scoreboard when time runs out!

Knockout Battle

Just like Single-player Mode, all competitors have three lives. Whenever you run out of health or fall off the stage you lose one of them. Whoever is the last Digimon on the stage is the winner!

Keep Away

Grab the Spirit Egg and run for it! The longer you can keep hold of the Egg, the more points you score. Other Digimon can swipe the Egg from you by knocking you down, so keep on your toes!

Poison

At the start of the game one player is randomly chosen to suffer from the Poison! By landing a successful attack on another player you can poison them instead and cure yourself! The winner is whoever's still got HP at the end of the round so if you've got the Poison, give it away – fast!

Digi Race

The name of the game here is Digivolving. Land big combos to gather Digi-ups and collect them fast, because scoring in the Digi Race means powering up ASAP and firing off your Ultra Attack! Once you manage that, though, you'll be returned to your least powerful form, probably at the worst possible moment...

Little versus Big

A Knockout Battle with a twist: one player will begin the turn in his most powerful Digivolution. If the other three players can knock him out, whoever strikes the final blow will instantly be Digivolved into his most powerful Digivolution! You've got three lives each in this "seesaw" battle for the ages!



Spirit Collection

It's raining Spirit Eggs! The winner of this bout is whoever collects the target number of Eggs so you'll want to be fast on your feet. You can also win by going on the attack, as in this mode, attacks that would ordinarily scatter Digi-ups will instead shed Spirit Eggs!

King of the Hill

The "hill" in question is a platform with a flag planted on it. A Digimon standing on this "hill" will get one point for every three seconds he can stay on the hill. Can you keep all the other players off your hill?

Crazy Chase

There goes Culumon! Catch her to score a point and whoever reaches the target number first wins! Culumon's kind of evasive though, and your opponents are just as interested in keeping you from catching her as they are in catching it themselves. It'll wind up as a brawl for the right to track Culumon down!

Speed

In the above modes you have the option to pick your pace: Slow, Medium or Fast. Beginners may favor the more strategic pace of a Slow match while fans of all-out action will appreciate the reflexes involved in a Fast battle!

Power-Ups

In each stage, dependent upon the mode you're playing, power-up items will appear in set locations at certain times. Watch out for them as a power-up at the right time can mean the difference between victory and defeat!

Digi-up:

Partially fills the Digimeter.

Digi-Max:

Fills the Digimeter and instantly allows Digivolution!

Digi-Nuke:

An enormous explosion knocks out 30% of all Digimon's Digimeters.

Fire-Up:

You're on fire! No... really. You're on fire. Anyone who touches you will take damage from your burning skin and your normal attacks do 25% more damage!

HP-Max:

Heals the Digimon.

HP-up:

Heals the Digimon for 10% of his health meter.

Invincibility:

For a limited time you're untouchable! Any attack that hits you will bounce right off without inflicting any damage.

Iron Fist:

Kabong! Your attacks are more powerful and send a struck opponent flying!

Life-Up:

Gives the Digimon an extra life.

Chance items: Digi-Change Devices

Watch out for the Digi-Change Devices though. You may get something good out of these boxes... or you might get something very bad. Most of these will affect all players.

Body Snatchers:

All players suddenly randomly control another Digimon. Chaos is sure to ensue!

De-Digivolution:

All players de-digivolve one level.

Digivolution Convolution:

If you're at level 3, you'll revert to level 1. If you're at level 1, you'll Digivolve to level 3. If you're at level 2, you'll Digivolve if you're losing, and devolve if you're winning. This is perfect for come-from-behind victories... or sudden defeats.

Digivolve All:

All players Digivolve one level.

Lightning Strike:

Look out! The skies light up with thunderbolts for a few seconds. Run for cover!

Pinata:

The unlucky Digimon who grabs this powerup turns into a festive and defenseless donkey piñata! Chase him down and attack him for a literal shower of Digi-ups, but work fast! He won't stay that way forever!



Sleepy Time:

All Digimon except the one that activated this power-up go to sleep for a little while. It's time to get in some free hits!

Summon Phantomon:

Phantomon appears at random, flying around and passing through platforms like a... well, like a ghost. Any digimon it touches with its sickle will be KO'ed instantly.

Sympathy Pains:

All players randomly shuffle their current health. Suddenly someone who was close to getting KO'ed is back on their feet and a healthy Digimon is on its last legs!

Gameplay Tips

Experiment!

Each Digimon's powers function differently and have various areas of specialization. Some powers set up devastating combos while others are devastating combos in their own right. Practice with them all, master your character, and you'll be sure to win!

Use Your Environment!

While you're trying to avoid the dangers of a certain battlefield, be sure to make that harder for your opponents! With the right techniques it's easy, and fun to knock other Digimon into local hazards, putting you one step closer to victory!

Fight Wisely!

There's no reason to go wading into the middle of a pitched brawl if you don't have to. Veterans of the Rumble Arena agree that sometimes you're better off staying back and seeing what happens next.

Pay Attention!

Keep one eye open for changes in the battlefield. A new power-up, a change in the terrain or an enemy who's suddenly respawned can all spell big trouble, especially if you don't see them coming!



Meet the Digimon

Agumon

It's cute, but don't get it mad. Agumon's fast, and it loves to sink its teeth into unwary opponents.

- ▲ + Special Attack: Claw Uppercut
- ▼ + Special Attack: Claw Attack
- ➡ + Special Attack: Pepper Breath



Gomamon

A literal fish out of water, Gomamon's faster than you'd think, and has a big bag of sneaky tricks.

- ▲ + Special Attack: Tail Slap
- ▼ + Special Attack: Bubble Deflector
- ➡ + Special Attack: Marching Fishes
- ▼ + Standard Attack: Sliding Seal



Patamon

The fastest of the Digimon, Patamon is most at home in the sky.

- ▲ + Special Attack: Slamming Attack
- ▼ + Special Attack: Thousand Wings
- ➡ + Special Attack: Boom Bubble
- ▼ + Standard Attack: Spin Kick
- ➡ + Standard Attack (in the air): Air Slam

Hold : Glide



Gabumon

Want some ice in your drink? Gabumon can deliver, with its wide array of frosty attacks.

- ↑ + Special Attack: Horn Attack
- ↓ + Special Attack: Blue Cyclone
- ➡ + Special Attack: Blue Blaster
- ↓ + Standard Attack (in the air): Skull Cracker



Gatomon

It's cute, fast, and confusing. Gatomon's Hypnotism leads the way to volleys of devastating attacks.

- ↑ + Special Attack: Collar Kicker
- ↓ + Special Attack: Catastrophe
- ➡ + Special Attack: Cat's Eye Hypnotism
- ➡ + Standard Attack (in the air): Megakick



Biyomon

It looks a little fragile but Biyomon's a tough, determined brawler.

- ↑ + Special Attack: Ostri-kick
- ↓ + Special Attack: Talon Twist
- ➡ + Special Attack: Spiral Twister
- ↓ + Standard Attack (in the air): Peck Attack



Guilmon

The symbol on its chest should convince you not to approach Guilmon. Its a solid contender!

- ↑ + Special Attack: Neck Stretcher
- ↓ + Special Attack: Rock Breaker
- ➡ + Special Attack: Pyro Sphere



Flamemon

It loves to hit opponents with ice attacks! Just kidding... Flamemon, as you might expect, is all about the fire!

- ▲ + Special Attack: Noble Heart
- ▼ + Special Attack: Monkey Ball
- ➡ + Special Attack: Flame Toss



Palmon

It doesn't look like much, but Palmon's a tricky one. You can never tell what it'll do next.

- ▲ + Special Attack: Thorn Thrust
- ▼ + Special Attack: Sleep Spores
- ➡ + Special Attack: Poison Ivy
- ⊙ Grab and Carry: Thorn Throw



Tentomon

Anyone who underestimates Tentomon is (I apologize in advance) in for a shock. It specializes in electrical attacks.

- ▲ + Special Attack: Shock Jaw
- ▼ + Special Attack: Rhino Spin
- ➡ + Special Attack: Super Shocker
- ➡ + Standard Attack (in the air): Dynamo Spin



Veemon

Other Digimon may use fire, or electricity, or whatever. All Veemon needs is its two good fists!

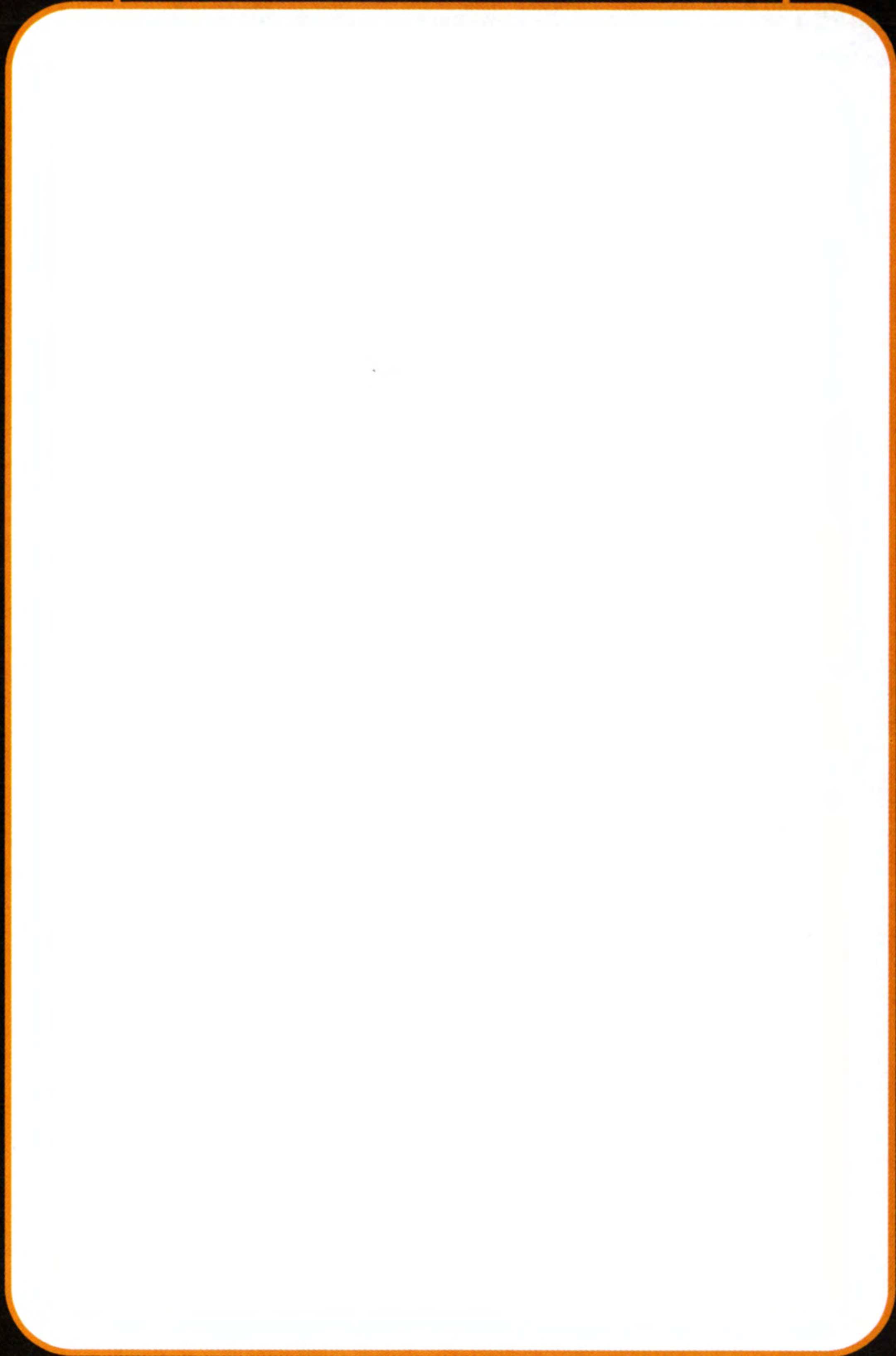
- ▲ + Special Attack: VeeHeadButt
- ▼ + Special Attack: VeePunch
- ➡ + Special Attack: VeeKnockout
- ➡ + Standard Attack (in the air): VeeHeadDrop



NOTES

A large, empty rectangular area with rounded corners, outlined in orange, intended for writing notes.

NOTES



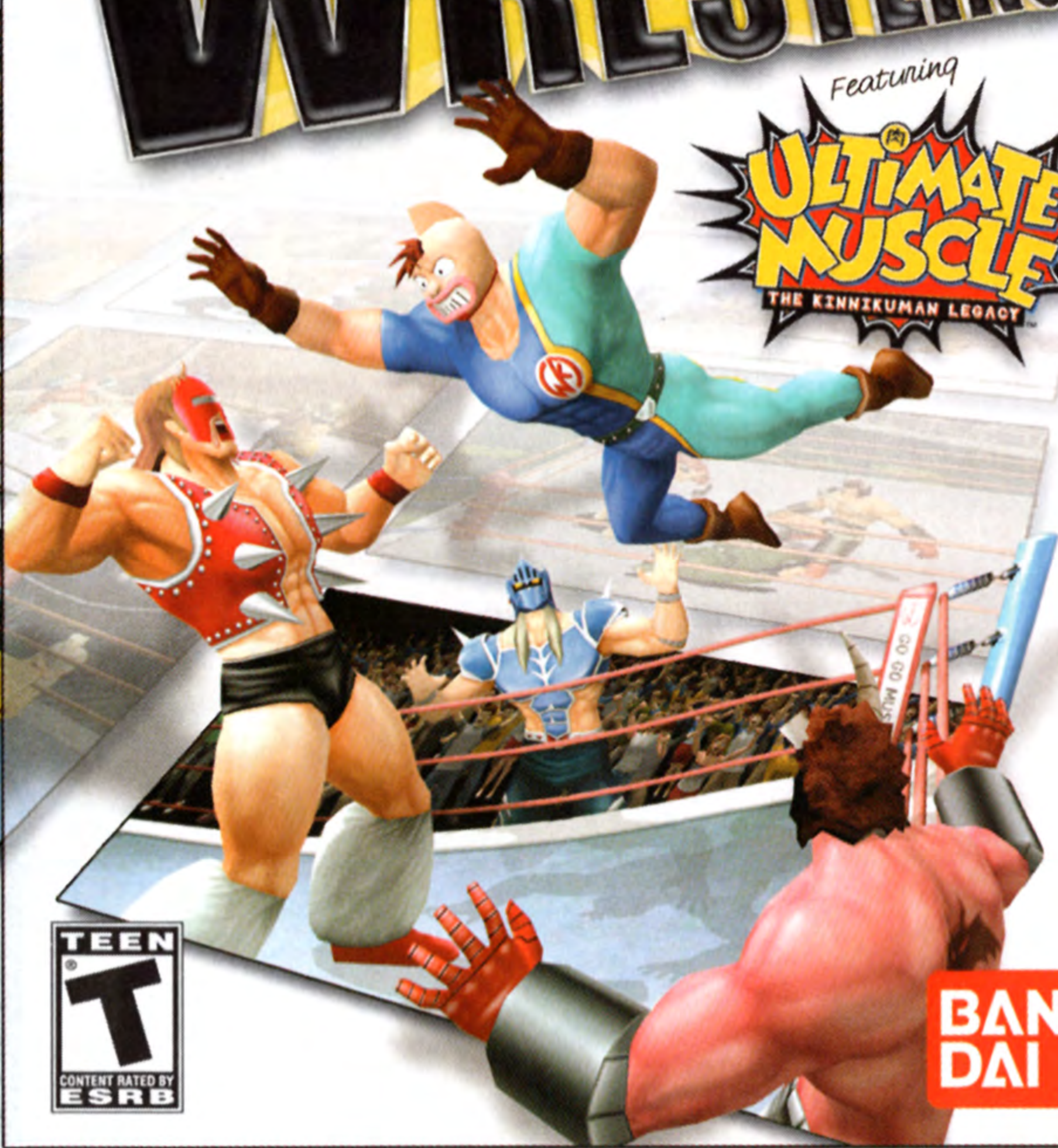
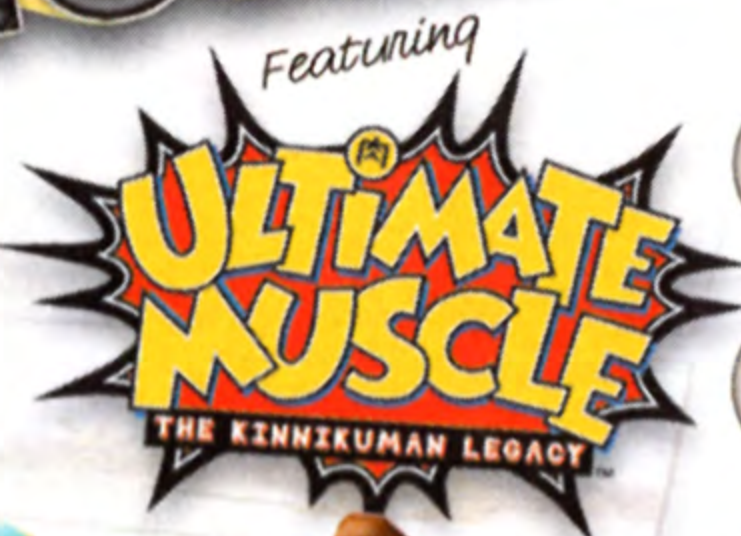
PlayStation®2



NTSC U/C

GALACTIC WRESTLING™

Featuring



Slam your foes with outrageous super galactic moves!

KO the competition to unlock hidden wrestlers.

6 muscle-busting game modes including Tag Team and Battle Royal!

More than 45 wrestlers to choose from!

Pile on the mayhem, up to 4 players at a time*!



“...WE HAVENT HAD THIS MUCH FUN WITH A BRAND NEW GAME FOR QUITE SOME TIME.”

- IGN PS2.com

“...FASTER THAN DEF JAM VENDETTA.”

- Gamespy.com

*For multiplayer play, players must use the Multitap (for PlayStation®2)

www.BandaiGames.com

©2004 YUDETAMAGO/SHUEISHA, TOEI ANIMATION Program © 2002-2004 Bandai. © 2004 Bandai. Bandai Logo © & © 2004 Bandai. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.



Crude Humor
Violence



90 - DAY LIMITED WARRANTY

Bandai America Incorporated (Bandai) warrants to the original consumer purchaser that this Game (not including Game Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase.

To receive this warranty service:

1. Do NOT return your defective Game to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game, and return your Game freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America Incorporated
Consumer Service Department
5551 Katella Avenue
Cypress, CA 90630

This warranty shall not apply if the Game has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game and return the defective Game freight prepaid to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the Game or replace it with a new or repaired Game. If replacement Games are not available, the defective Game will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights and you may have other rights which may vary from state to state.

DIGIMON 4

DIGITAL MONSTERS

DIGIMON WORLD

Big Battles, Big Adventures



BIG FUN!

COMING SOON



Visit www.esrb.org or call 1-800-771-3772 for Rating Information.



PlayStation 2

