



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY ESRB

SLUS-01404
18002

DIGIMON

Digital Monsters

RUMBLE ARENA



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.



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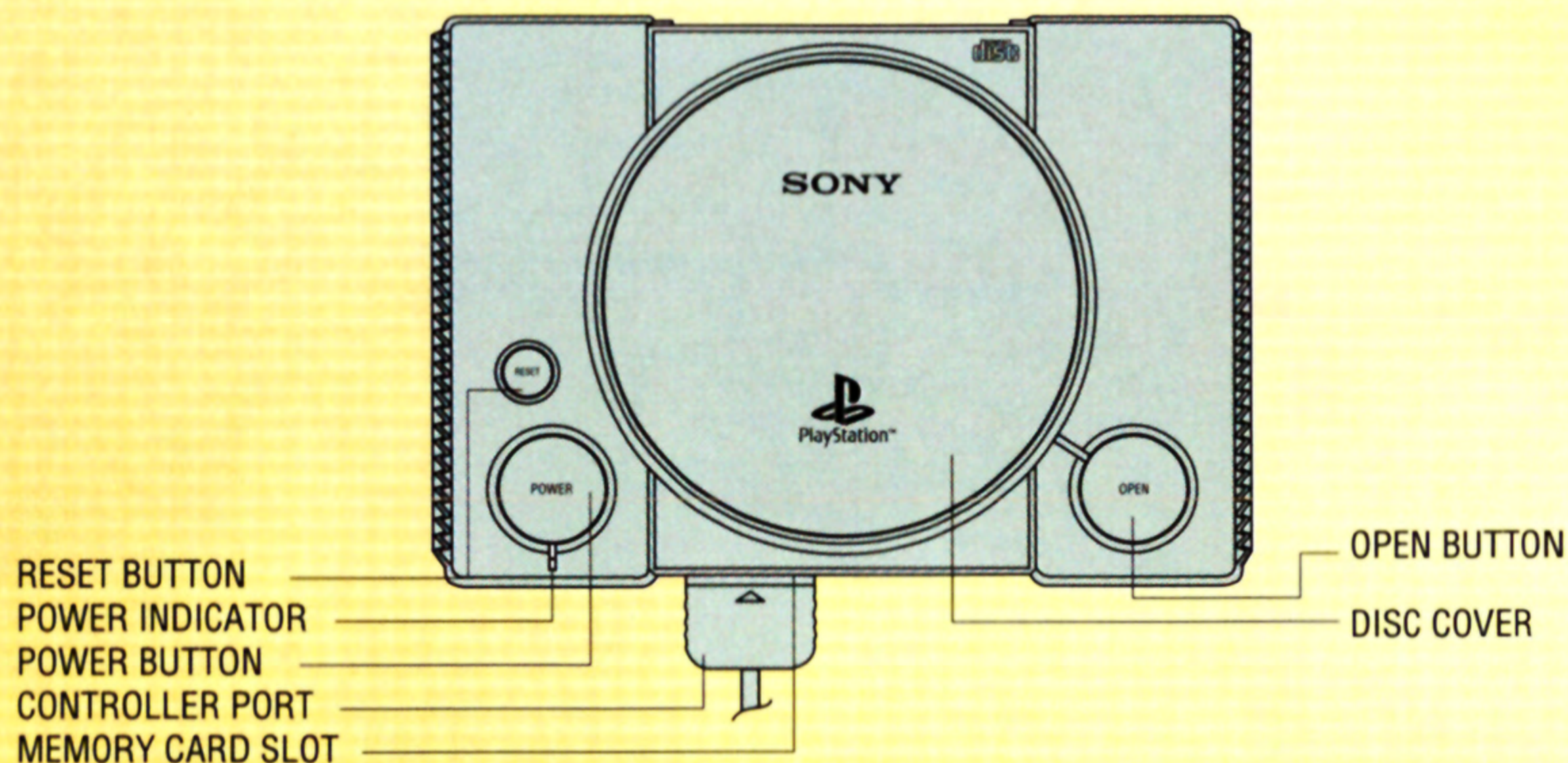
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START UP INFO

Let's Get Started!

PLAYSTATION® GAME CONSOLE



Set up your PlayStation® game console according to the instructions in the instruction manual. Make sure the power is off before inserting or removing a compact disc. Press the OPEN button on the console to open the cover, then place the Digimon Rumble Arena disc into the drive and close the disc cover. Turn the unit ON. Follow the on-screen instructions to start a game.

■ Save and Load

Insert a MEMORY CARD into MEMORY CARD slot 1. If you select "Yes" for Auto Save in the Options, your battle victory data will automatically save. If you select "No" for Auto Save in the Options, go to Save in Options to save your battle victory data. When choosing Load from Options, you will start the game at your last save.

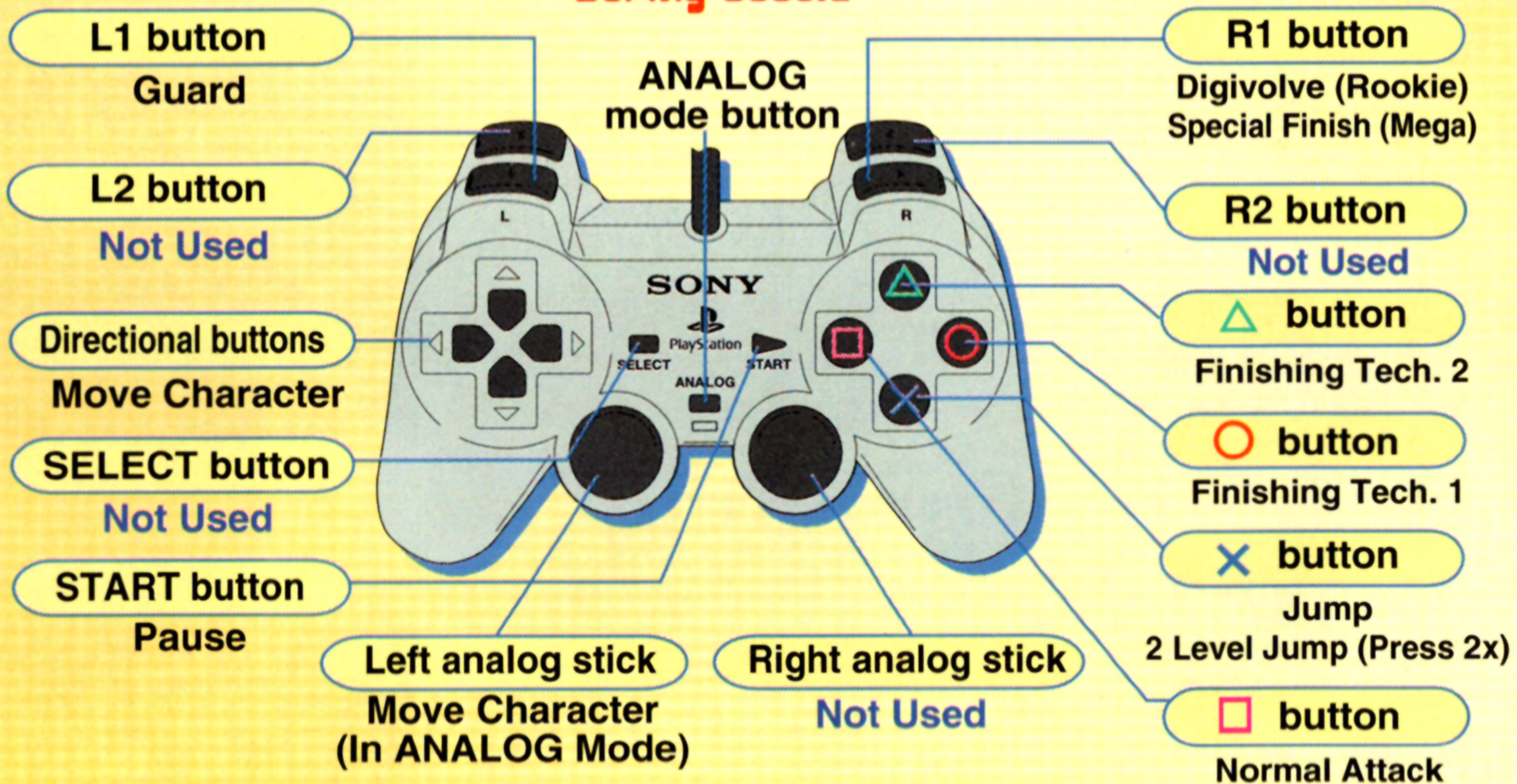


CONTROLLER

Basic Operations

DUALSHOCK® analog controller

During Battle



Selection • Settings

Directional buttons	Select Digimon • Stages
△ button	Cancel
× button	Execute
Left analog stick	Select Digimon • Stages
START button	Game Start

GAME MODES & OPTIONS

Before beginning a game

Press the START button in the Title Screen and the Mode Menu will appear. Go to a Mode by moving the ↑ ↓ directional buttons or left analog stick and press the ⊗ button to select.

1 Player Mode

Play against the computer and clear stages.

2 Player Mode

Battle with a friend.

VS Computer Mode

Battle with the computer.

Options

Change the game settings.




OPTIONS

- Game Level** : Change the difficulty level of the game.
- Sound** : Change the setup for Stereo/Mono.
- Play Time** : ∞ is played until one player loses.
- Auto-Save** : Change Auto-Save setting for on/off.
- Save** : Save game played until now.
- Load** : Load data from MEMORY CARD in MEMORY CARD slot 1 and game can be continued from last save.
- Controller** : Change button configurations.
- Screen Setup** : Adjust the screen position with the directional buttons or left analog stick.
- Passwords** : Input a secret password and unlock powerful Digimon!



DIGIMON SELECTION


Select your Digimon!

After selecting the game mode, the Digimon Selection screen will appear. Pick your Digimon with the  button. At the start of the game only 9 Digimon are available.



This mark indicates Digimon that can be unlocked by clearing stages or inputting passwords in Options Menu. Bottom row cannot be unlocked in 1 Player Mode.



Handicaps: In both “2 Player” and “VS Computer” modes, handicaps can be set. Decrease Life Gauge levels by lowering  squares with the \leftarrow \rightarrow directional buttons or left analog stick.

DIGIMON SPECIALTIES

Each Digimon has its own Specialty. “Fire” Digimon are strong against “Nature,” “Nature” Digimon are strong against “Water” and “Water” Digimon are strong against “Fire.” Use your Digimon’s specialties and battle strategically against your opponents.

Certain stages have a Specialty associated with it. A Digimon caught in its own Specialty trap won’t get too much damage, but if for example, a “Nature” Digimon gets caught in a “Fire” trap, watch out!



FIGHTING MOVES

○ button	Finish Tech. 1
△ button	Finish Tech. 2
□ button	Attack (Ground)
	Attack (Mid-air)
	Throw (Close)
	Dash Attack



○ button	Finish Tech. 1
△ button	Finish Tech. 2
R1 button	Special Finish
□ button	Attack (Ground)
	Attack (Mid-air)
	Throw (Close)
	Dash Attack

BALANCED GUARD AND ATTACK: THE ALMIGHTY DIGIMON!



Agumon

Pepper Breath
Claw Attack
Punch, Rapid Punch
Punch, Kick
Table Turn Slam
Screw Turn Kick

STRONG GUARD AND QUICK DIGIOLVE!



Gabumon

Blue Blaster
Horn Attack
Punch, Rapid Punch
Rap, Punch, Head Slam
Thunder Throw
Dash Punch



WarGreymon

Mega Claw
Great Tornado
Terra Force
Claw, Rapid Claw
Punch, Kick
Slam Down
Screw Turn Punch



MetalGarurumon

Metal Wolf Claw
Garuru Tomahawk
G Cross Freezer
Claw, Rapid Claw
Turn Kick
Snap Slam
Bum Rush

**a HIGH JUMPING
and LIGHT-WEIGHT
DIGIMON!**



Patamon



Boom Bubble

Slamming Attack

Ear Attack, Rapid Ear

Wing Attack, Head Butt

Rap Attack

Head Slam

**a HIGH JUMPIN
and SPEEDY
DIGIMON!**



Gatomon

Cat's Eye Hypnotism

Lightning Paw

Punch, Rapid Punch

Punch, Head Slam, Kick

Rumble Ram

Dash Punch

**WITH HIGH
attack POWER,
HE CAN FIGHT NO
matter HOW
FAR!**



Veemon

Vee Head Butt

Vee Punch

Punch, Rapid Punch

Head Slam, Kick

Wind Up Punch

Veemon Head Spear



Seraphimon



Hallowed Knuckle

Seven Heavens

Hallowed Ascension

Kick, Rapid Attack

Kick

Slam Down

Knee Kick



Magnadramon

Fire Tornado

Hermit Fog

Apocalypse

Head Slam, Rapid Slam

Head Slam

Head Slam

Rotating Head Slam



Imperialdramon

Positron Laser

Splendor Blade

Mega Crusher

Punch, Rapid Attack

Kick, Rapid Attack

Front Kick

Rap Attack

FIGHTING MOVES

-  button Finish Tech. 1
-  button Finish Tech. 2
-  button Attack (Ground)
- Attack (Mid-air)
- Throw (Close)
- Dash Attack



-  button Finish Tech. 1
-  button Finish Tech. 2
-  button Special Finish
-  button Attack (Ground)
- Attack (Mid-air)
- Throw (Close)
- Dash Attack

STRONG AIRBORN attacks. SPEEDY DIGIOLVE!



Wormmon

- Sticky Net
- Silk Thread
- Head Slam, Rapid Head
- Rotating Head Slam
- Body Slam
- Rotating Tail Attack

TOUGH WITH HIGH attack power. HEAVY POWERFUL DIGIMON!



Guilmon

- Pyro Sphere
- Rock Breaker
- Claw, Rapid Claw
- Claw Attack, Kick
- Slam Attack
- Head Slam



Stingmon

- Moon Shooter
- Spiking Strike
- Evil Antenna
- Kick, Rapid Attack
- Kick
- Summersault Kick
- Roundhouse Kick



Gallantmon

- Royal Joust
- Spiral Saver
- ElySION Blaster
- Spear & Rapid Attack
- Kick, Slash, Bum Rush
- Shish Kebab
- Shield Bum Rush

**SUPER GUARD
POWER. WAIT AND
COUNTERATTACK!**



Terriermon



Bunny Blaster

Terrier Torpedo

Ear Attack, Rapid Ear

Turn Ear Attack, Head Slam

Knockdown

Head Slam

**HIGH SPEED AND
POWERFUL! RAPID
attacks WILL
RULE!**



Renamon

Diamond Storm

Kohenkyo

Kick, Rapid Kick

Kick

Kick

Flying Kick

**HIGH SPEED AND
STRONG attacks!
SPEED IS YOUR
KEY!**



Impmon

Baddaboom

Summon

Punch, Rapid Punch

Punch, Kick, Hip Attack

Destroyer

Hip Attack



MegaGargomon



Gargo Missile

Mega Twister

Mega Barrage

Punch, Rapid Punch

Spin, Bum Rush

Knuckle Knockdown

Bum Rush



Sakuyamon

Dragon Helix

Fox Drive

Talisman Sphere

Sceptor, Rapid Sceptor

Kick, Sceptor

Sceptor

Sceptor Dash



Beelzemon

Dark Ringer

Darkness Claw

Chaos Flare

Kick, Rapid Attack

Punch, Kick

Destroyer (From Behind)

Dash Punch

STAGE SELECTION

Select your Stage!

After selecting your Digimon, the Stage Selection screen will appear. Select a stage by moving the ← → directional buttons or left analog stick. Press the ⊗ button to begin battle! There is no Stage Selection in the “1 Player” mode.



STAGES



■ Sanctuary / No Specialty

Lightning bolts will strike regularly from the hovering cube and center altar.



■ Wilderness / Specialty : Nature

Small and large boulders will roll out from the cave entrance. If your Digimon gets hit, he will be damaged. Small boulders can be deflected with an attack technique.





■ Garbage Recycling Center / No Specialty

At centerstage is a “compactor” that will open from time to time. Overhead is a crane that will drop containers. If your Digimon falls in or gets hit, he will be damaged.

■ Revolution / No Specialty

Digimon fall and get turned up side down when the whole stage revolves. Blocks will explode and damage your Digimon.



■ Glacier / Specialty : Water

The icicles will fall when hit and the edges will crumble when there is too much weight. Mega Level Digimon are heavier, so watch out!

■ Volcano / Specialty : Fire

The volcano will erupt with pillars of fire at the bottom of the stage. The rock face will light up to signal when the volcano will erupt.



BATTLE SCREEN

The Battle Screen

BATTLE SCREEN INFORMATION

Combo Mark

Displays number of hits in a combo.

DIGI! Mark

Your Digimon is ready to digivolve!

Life Gauge

When this goes to 0, you lose!

Time Remaining

Time is up at 00. Whoever has the higher Life Gauge wins!

Points

What's your high score!

Number of Wins

When you win one battle, this will light up. The best two of three battles wins!

Digivolve Gauge

When this is full, your Digimon will be able to digivolve!



■ Movement

Movement

Move with directional buttons or left analog stick.


Dash

Press directional buttons or left analog stick twice.




■ Jump • Duck

Jump

Press  button

2 Level Jump

Press  button twice

Duck


Press directional button or left analog stick down

■ Regular Attacks

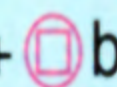
Punch • Kick

Press  button

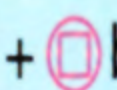
Combos

Press  button continuously


Upper Level Attack

Press directional buttons or left analog stick up +  button


Lower Level Attack

Press directional buttons or left analog stick down +  button

Dash Attack

Press  button while Dashing

Throw Attack

Press directional buttons or left analog stick toward opponent +  button



■ Finishing Techniques

Finish Tech. 1

Press  button

Finish Tech. 2

Press  button



■ Digivolve

When the Digivolve Gauge maxes out, press the R1 button to digivolve your Digimon to its Mega Level.



■ Special Finish Technique

If you press the R1 button for your Mega Level Digimon, you can activate the Special Finish Technique. After using the Special Finish Technique, your Digimon will return to its Rookie Level.



■ Continue Screen

If you lose, the “CONTINUE?” screen will appear. If you wish to play again, press the START button to continue.



■ Items

Items and Cards with various effects will appear in the game.



Food Items:

Recover Life Gauge.



Card Items:

There are various effects. Some are negative.

Main Items



Digi Plus : The Digivolve Gauge will increase.



Digi Minus : The Digivolve Gauge will decrease.



Max Digivolve : Digivolve Gauge will max out.



Power Down : The Attack Power for Digimon will decrease.



Queen Device : Attack Power will be increased for a set time.



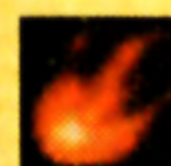
Evil Ring : Digimon will become wild and uncontrollable for a set time.



Evil Spiral : Digimon will become wild and uncontrollable for a set time (Longer than for Evil Ring).



Bomb : Explodes after a set time. Digimon in close proximity will be damaged.



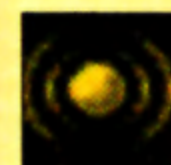
Fire Attack : Use one Fire Attack regardless of your Digimon's Specialty.



Water Attack : Use one Water Attack regardless of your Digimon's Specialty.



Wind Attack : Use one Wind Attack regardless of your Digimon's Specialty.



Forced Digivolve : Force digivolve a Rookie Level Digimon whose Digivolve Gauge is maxed out.


Items that lower a Digimon's Digivolve Gauge or Attack Power also void his normal attacks and make him vulnerable to attacks.

Mini Games

How to Play

If you clear the "1 Player" mode, you'll be able to play the Mini Games.



Press the  button to pump up the Gauge and let go to shoot! Whoever gets the most points wins!


TARGET GAMES



▲ Pump up the Gauge!




DIGI EVOLVE RACE

Push the  button to hit the punch ball. Whoever fills up the Gauge first wins!



BASKETBALL GAME

Press the  button to pump up the Gauge and let go to shoot! First to 10 shots wins!



90-DAY LIMITED WARRANTY

Bandai America Incorporated (Bandai) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak 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 PAK, and return your PAK 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 PAK 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 PAK 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 PAK and return the defective PAK freight prepaid to Bandai, enclosing a money order for \$15.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$15.00 payment refunded.

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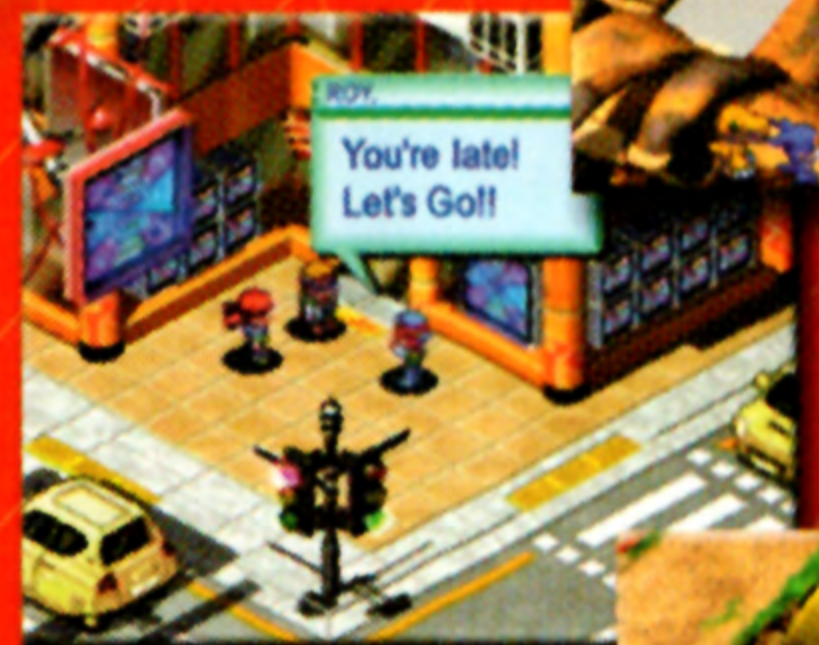
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**Hackers have cracked into Digimon Online!
Can you stop their plans for
world domination and save
all of mankind?**

DIGIMON

Digital Monsters

DIGIMON WORLD 3



- Introducing over 20 New Digimon, brought to life just for Digimon World 3!
- Watch your Digimon grow as you train them in the Digital World.
- New Code Digivolving: input special codes to get rare items and to Code Digivolve!
- Customize your Digimon troops, and choose when to digivolve during battles for strategic superiority!

**Coming to the PlayStation®
game console this Summer!**

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**BAN
DAI**

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