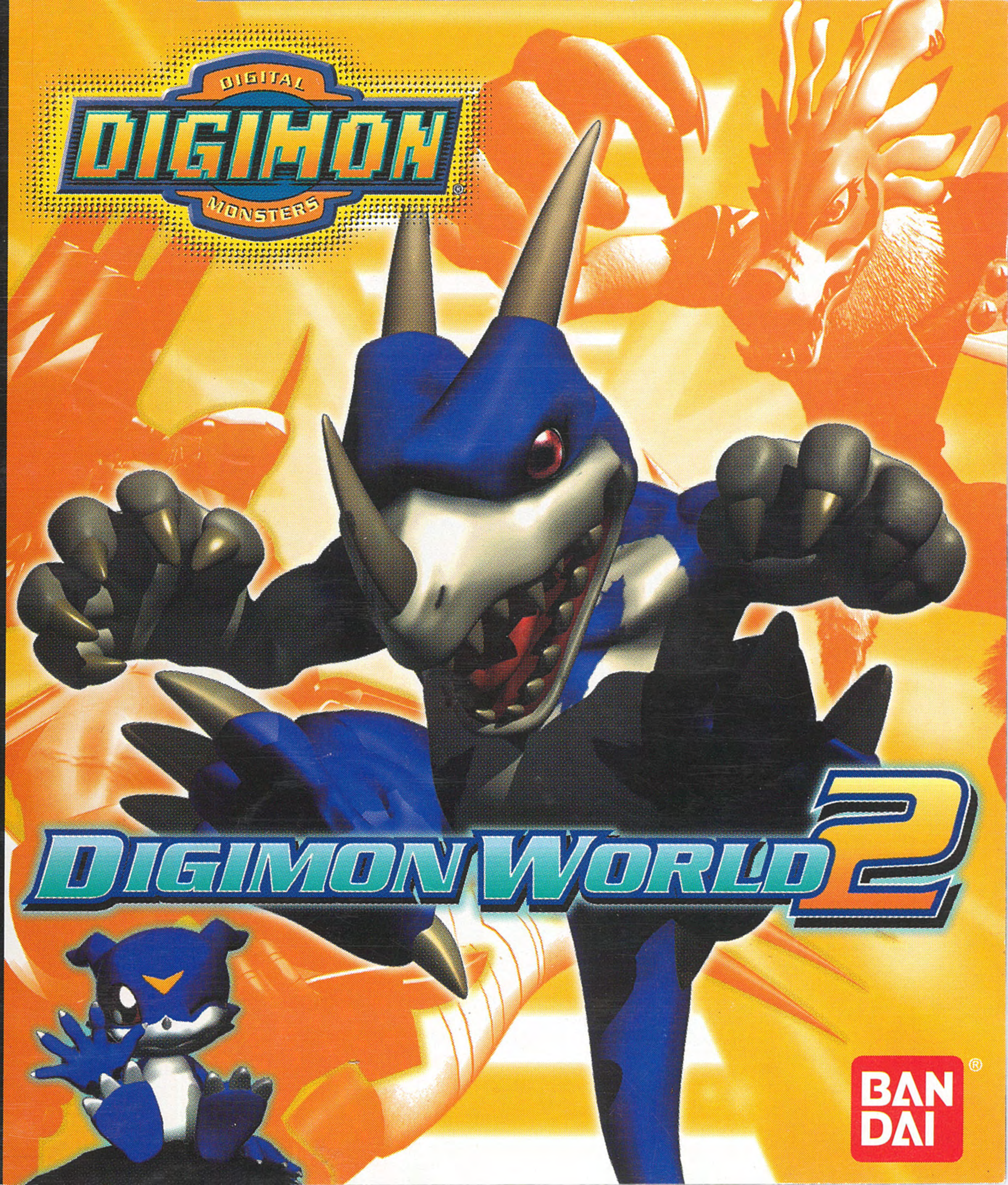




NTSC U/C

PLAYSTATION

DIGITAL DIGIMON MONSTERS



DIGIMON WORLD 2



SLUS-01193 8884



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.

HANDLING YOUR PLAYSTATION FORMAT 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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DIGITAL DIGIMON MONSTERS DIGIMON WORLD 2



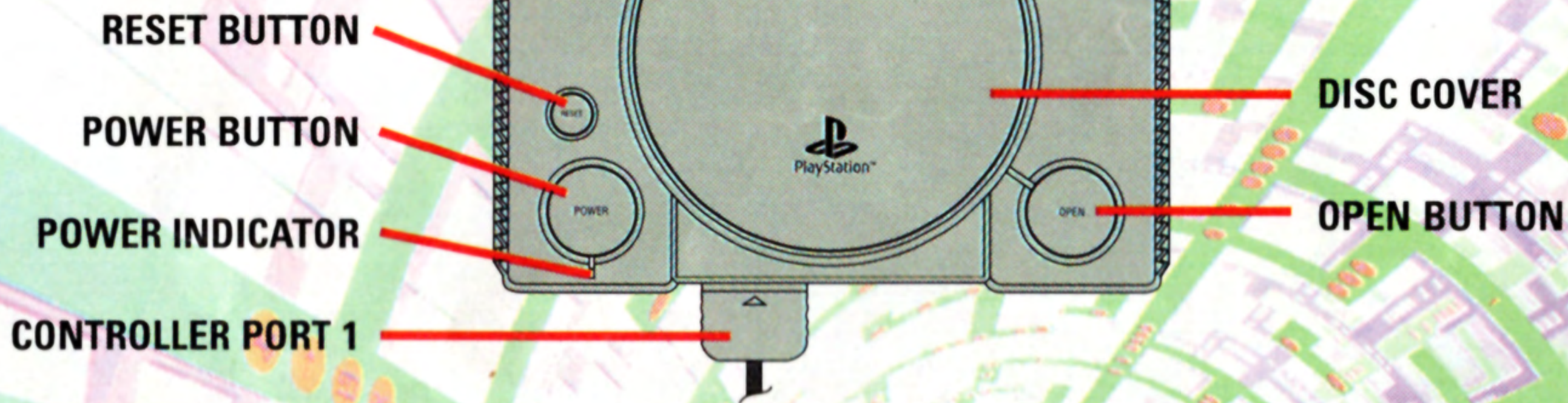
The Digimon live peacefully on Directory Continent. Recently, however, wild Digimon have begun to attack the city. The player (you) lives in Digital City and joins a Guard Team that is charged with protecting the peace and security of the region. You're just in the nick of time...



SYSTEM

PLAYSTATION GAME CONSOLE

(Top View)



(Front View)



Press the OPEN button on the console to open the cover, then place the CD-ROM into the drive. Turn the unit ON. You will see an opening demo, then a TITLE screen.

On the TITLE screen you will be offered four modes to choose from. Use the Directional Buttons Up/Down to select, then press START button to confirm.

TO START A NEW GAME: Select "NEW GAME," press START button to confirm.

TO CONTINUE A GAME: Select "CONTINUE GAME," press START button to confirm.

TO DELETE AN ADVENTURE: Please consult your PlayStation game console manual for instructions on HOW TO DELETE A FILE, or simply save over your previous game.

TO BATTLE AGAINST YOUR FRIEND: Select "BATTLE MODE" and press START button to confirm.

Don't forget to insert a MEMORY CARD. If you don't use a MEMORY CARD, you will not be able to save your game. Do not attempt to remove a MEMORY CARD from the console during a game.

CONTROLS



FIELD OR DOMAIN SCREEN

- L1 Button** In Domain, Enables Diagonal Move
- L2 Button** Not Used
- Directional Buttons**
Character Movement
Command Selection
- SELECT** Switches Map Display
- START** Brings Map Screen to Front
- R1 Button** In Domain, Enables Pivoting
- R2 Button** Not Used
- Circle Button** Status
Menu Display
- Triangle Button** Cancel Command
In Field Walk
- X Button** Execute, Choose, Send Command
- Square Button** In Domain, See Enemy's Status

BATTLE SCREEN

- L1 Button** Not Used
- L2 Button** Not Used
- Directional Buttons**
Select Command
- SELECT** Not Used
- START** Not Used
- R1 Button** Not Used
- R2 Button** Not Used
- Circle Button** Not Used
- Triangle Button** Cancel Command
- X Button** Execute Command
- Square Button** Not Used



Place the disk correctly into the PlayStation game console and push the POWER button. By pressing the START button on the Title Screen, the Menu Screen will appear. Select from the Menu with the Directional Buttons and press the START button.

You can save a game in progress onto a MEMORY CARD. When you want to save a game, insert the MEMORY CARD into MEMORY CARD slot 1 or 2. **Remember:** You cannot make a record of your adventure without a MEMORY CARD.



STORY MODE

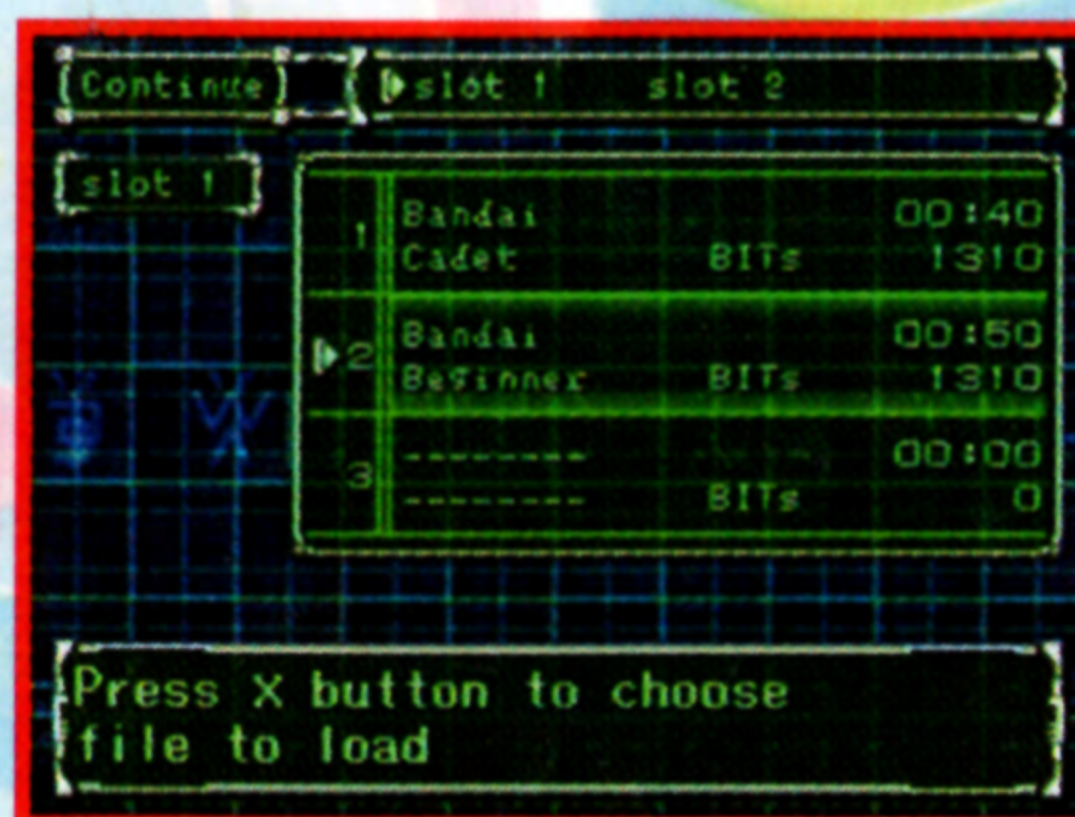
Start Game

You start from the Story Mode. You will start out by creating a file on your MEMORY CARD, so please place your MEMORY CARD into MEMORY CARD slot 1 or 2.



Continue Game

This continues the game from the point of your last save. First, choose the slot that you have your MEMORY CARD plugged into, MEMORY CARD slot 1 or 2. Next, choose which file you wish to play from.



Versus Battle Mode

To battle with a friend, select Battle Mode. (See p. 22)

Playing on PlayStation® 2

When playing on the PlayStation® 2 computer entertainment system, use the MEMORY CARD for PlayStation.

CHARACTERS

Player (You)

A young child who lives in Digital City has dreams of becoming the best Digimon Tamer and joins a "Guard Team." You adventure around to protect the peace of Digimon World!!



Veemon

A newly discovered type of Digimon, the survivor of a species that once flourished at the time of the genesis of Digimon World. He is quite naughty and he likes to play tricks, but he also has a strong sense of justice.



Veedramon

Gets his name from the "V" shape on his chest. Otherwise, his background is a mystery.



Rookie Digimon

Agumon

A Reptile Digimon who's evolved to be able to walk on 2 legs, he is aggressive.



Champion Digimon

Greymon

A Dinosaur species Digimon with a head similar to a beetle's shell, he is a highly aggressive monster with sharp claws and huge horns.



Digi-Beetle

By compressing Digimon into data form, it has become possible to transport many Digimon at one time in Digi-Beetle vehicles. By upgrading its various Parts, it's possible to boost your Digi-Beetle's abilities.



Ultimate Digimon

MetalGreymon

Mostly cyborg, he is super aggressive with the destructive power of a nuclear bomb.

Mega Digimon

WarGreymon

He is the strongest Dragon Digimon, clad in a supermetal "Clone-Digizoid" armor, and he's risen to the highest Level of Digivolution of the Greymon species. His speed and power are so great that he will not fall prey to the typical attack of an Ultimate Level Digimon.

Mega Digimon

MetalGarurumon

He is almost totally clad in metal, so his power is boosted greatly. This is the highest Digivolution Level of the Garurumon species. Even though he's metalized, he hasn't lost his natural street smarts. He destroys his enemies with the countless weapons hidden on his body.

DIGIMON DIGIVOLUTION

MEGA

ULTIMATE

CHAMPION

ROOKIE

IN-TRAINING

With the passage of time, Digimon will age and DIGIVOLVE®. Based on how the player raises a Digimon, its Digivolution will vary.

GAME PLAY



Field

Digital City

After your training session, you will listen to each Guard Leader in Digital City and choose which Guard Team you want to join. After listening to instructions from various people, a Guard Team Leader will ask whether you want to join his team or not. Once you become an official member of a Guard Team, you will be given your mission.

World Map

Select Digital City or a Domain with the Directional Buttons and press  button to enter.



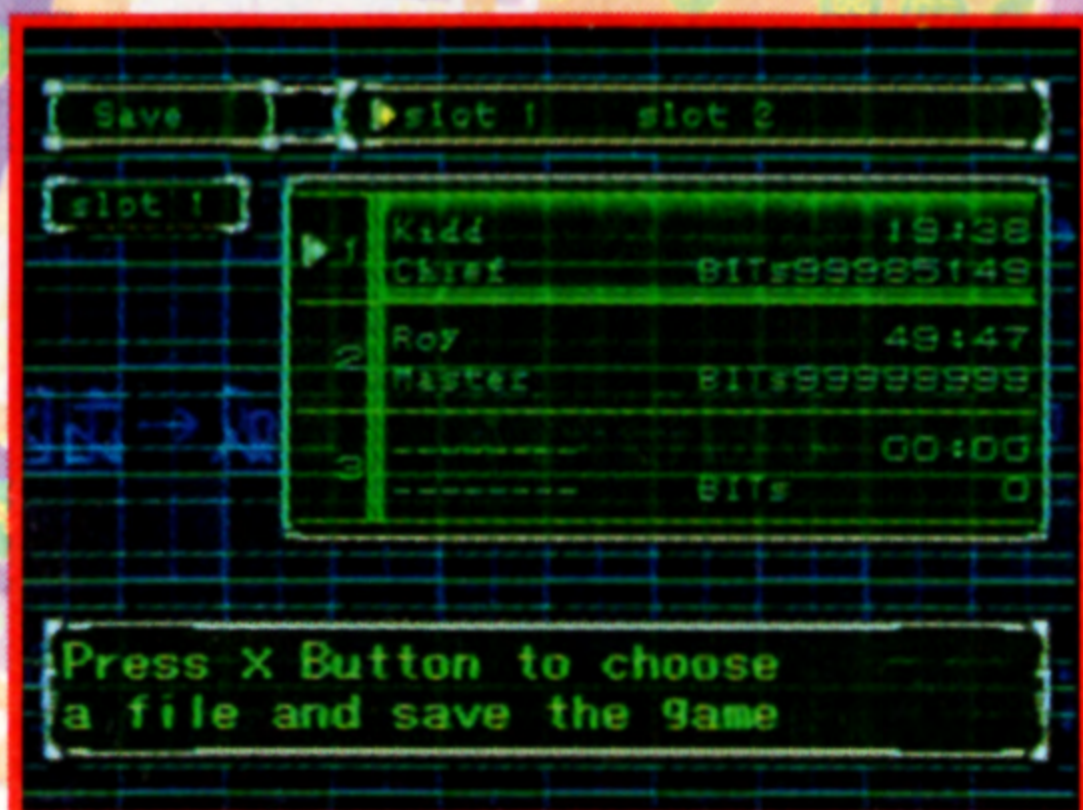
Domain

This is a Domain, where Digimon live. You go here with a Digi-Beetle. Due to a strange force, a Domain will change in form each time you enter.



Domain Clear

At the end of each Domain, there is a Domain Boss. If you battle and defeat the boss, you will clear that Domain.



Save Method

When you press the **○** button in Digital City, a status menu will appear. If you select "Save" here, the game you've played up to that point will be saved onto a MEMORY CARD.

DIGITAL CITY

The first place the player will journey to is "Digital City." This will become the center of your adventure.

Black Sword

This is a Virus Type Digimon Team that values strength. This possible Partner Guard Team is good at raising strong Digimon.

Digimon Center

This is a place where you can exchange Digimon that are on your own server with Digimon that were donated to the Guard by other Tamers.

Coliseum

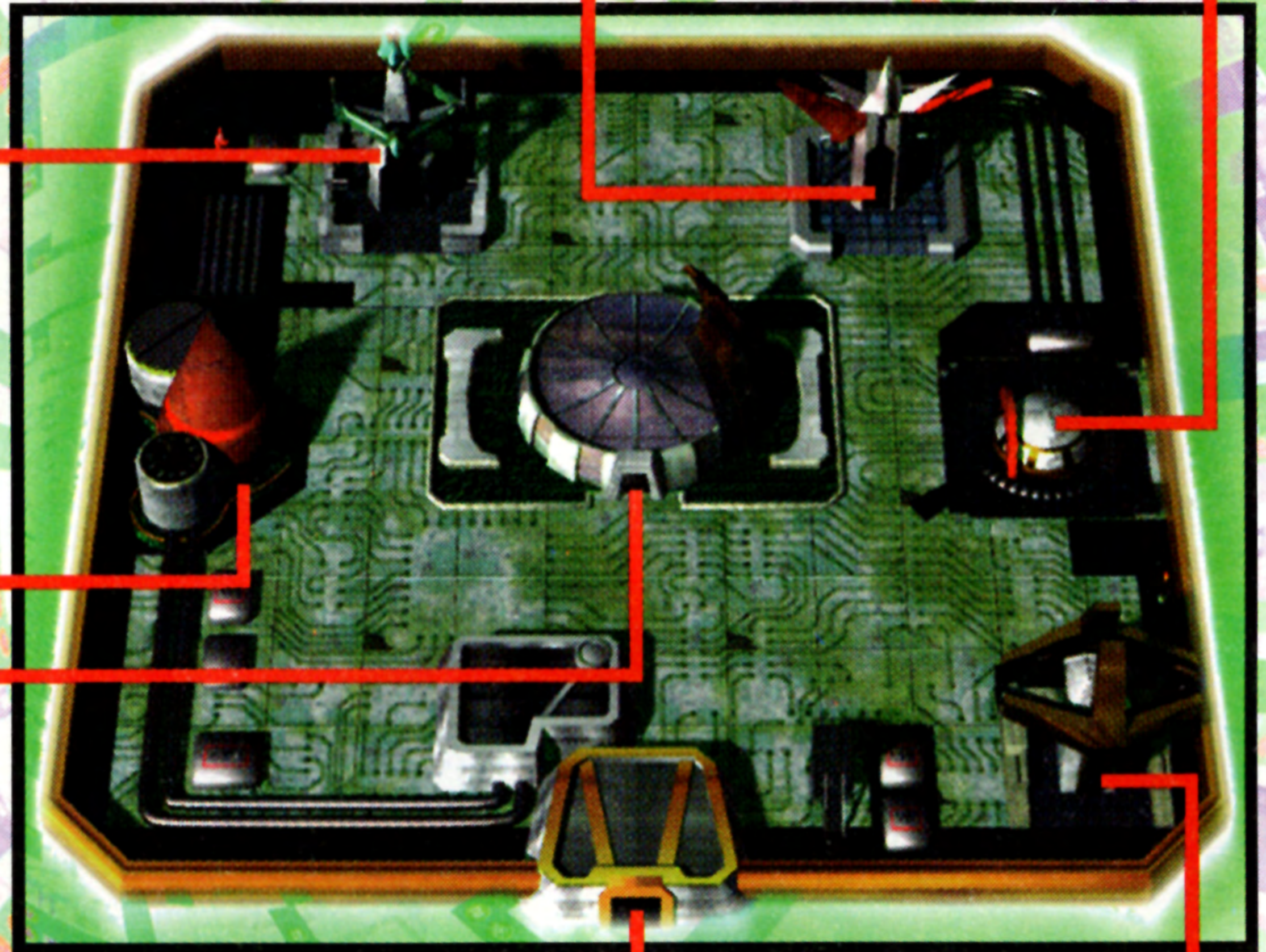
This is an Arena to battle Digimon on other Guard Teams.

Blue Falcon

This is a Data Type Digimon Team that values peace and harmony. This possible Partner Guard Team is good at raising peaceful Digimon.

Tamer's Club

Tamers from each Guard Team are gathered here. You can get various information here.



Main Gate

When you go out to adventure, you will speak to Mission Chief Carol.

Gold Hawk

This Guard Team values righteousness and honor. They are developing Items that will help Vaccine Type Digimon.

WORLD MAP & DOMAINS




World Map

This is the world map of Directory Continent. As the story progresses, the number of Domains you can go to will increase.


Auto Pilot



By pressing the  button, a menu will be displayed allowing you to choose "Auto Pilot." By using the Auto Pilot, you will be able to go from any Domain back to Digital City at once.


Domains

Inside a Domain

You go to various Domains in your Digi-Beetle. There are many wild Digimon groups in each Domain, but only the strongest Digimon will be displayed on screen. By pressing the  button, you will be able to see which Digimon are in that group. When your Digi-Beetle's Health Level (HP: Hit Points) or Energy Level (EP: Energy Points) goes to zero, you will be returned to Digital City.

Treasure Boxes



If you press the  button in front of any Treasure Box in the Domains, they will open. Beware, they may be booby-trapped.



WORLD MAP & DOMAINS

(continued)

Traps

There are many traps set in the Domains. If your Digi-Beetle gets damaged by the traps and your Health (HP: Hit Point) level goes to zero, you will go into the Emergency Escape Mode and be returned to Digital City.

1. Land Mines: There are many levels of Land Mine power. Yellow < Green < Blue < Purple < Red. Yellow is the weakest and Red the strongest. The higher the level, the harder it is to see and the more damage it will cause. Land Mines can be detected with Mine Sweeps and can be disabled with the proper Arm Parts. (See p. 21)

2. Acid Swamps: If you go into an Acid Swamp, your Digi-Beetle's HP (Hit Points) will go down. The Acid Swamp's color shows its power. Yellow < Green < Blue < Purple < Red. Yellow is the weakest and Red the strongest.

3. Electro-Spores: An Electro-Spore is an invisible energy field. If you hit one, your Digi-Beetle will be damaged and you won't be able to move. After you hit one, or after you buy a Mine Sweep, they will become visible. Their level of strength is color coded. Yellow < Green < Blue < Purple < Red. Again, the higher the level, the harder it is to see and the more damage it will cause. You can destroy these with Magnetic Missiles.



4. Bug Nests: Bugs hide in Nests. If you run over a Bug Nest, a Bug will come down and stick to your Digi-Beetle. Bugs can be seen with a "Bug Sweep." When you find a Bug Nest, depending on its level, you can destroy it by shooting a "Bug Zap" into it.

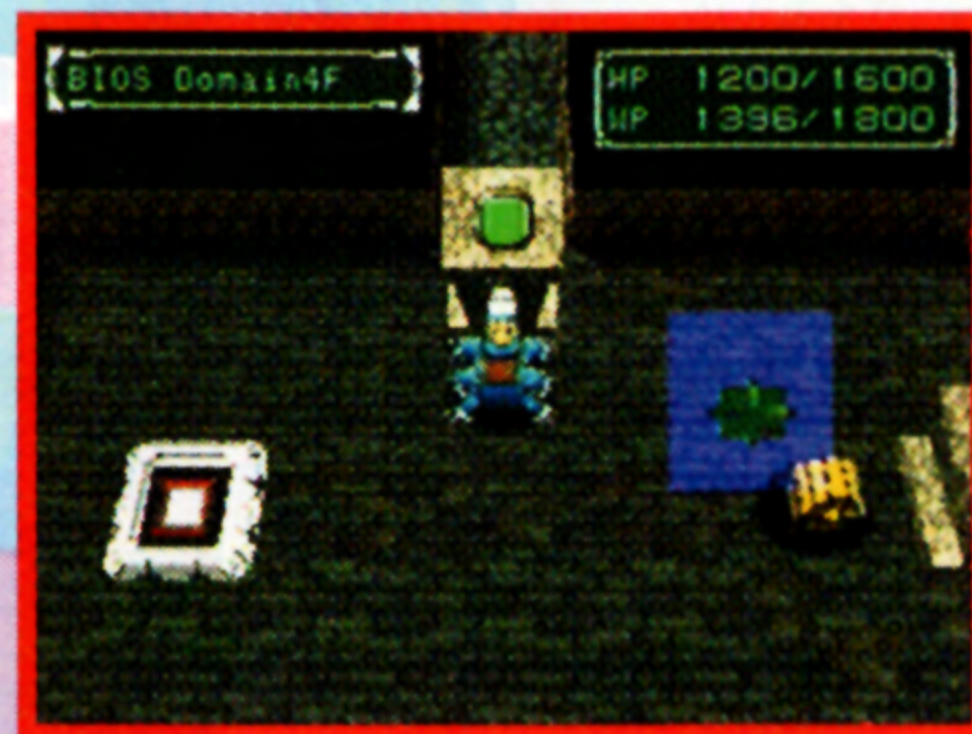
Bit Bug: If this Bug gets into your Digi-Beetle, you will lose Bit money with every move. When your Bit money level goes too low, your Digi-Beetle's equipment will fall apart.

Energy Bug: If this Bug gets into your Digi-Beetle, your Energy (EP: Energy Point) level will go down with every move.

Return Bug: If this Bug gets into your Digi-Beetle, your allied Digimon will be returned to Digital City with every move. However, Digimon who are unconscious will not be returned.

Memory Bug: If this Bug gets into your Digi-Beetle, it will occupy one Digimon's memory space in your Digi-Beetle.

5. Big Rocks: These obstacles get in the way. They don't cause damage, but you won't be able to get around them. They can be destroyed with Drill Missiles. Hardness levels are color coded: Yellow < Green < Blue < Purple < Red. The harder the Rock, the higher the level of the Drill Missile needed to destroy it.



Floor Type

There are 5 different types of Floors. If your Digimon is of the same Specialty as the floor he is battling on, the power of his Offensive and Defensive Techniques will increase along with his overall attack power.



BATTLE INSTRUCTIONS

Player Commands

Give Orders: Give orders to your Digimon.

Battle: Choose your Battle Technique.
(See section below for details.)

Guard: Your Digimon defend themselves.

Battle Techniques

Attack Technique: This is the regular attack Technique. Your Digimon will attack the enemy Digimon you select.

Interrupt Technique: This lets you interrupt an enemy's Technique and attack him. This lowers the power of your enemy's attack. When you choose the Interrupt Technique, you cannot choose which Enemy Digimon to target. When an enemy Digimon is about to use his Technique, a menu will appear letting you choose whether or not to use the Interrupt Technique.

Cannon: Choose an Item. The Item is fired out of your Digi-Beetle's Cannon.

Run Away: Flee from battle. (Sometimes you can't.)

Counter Technique: This allows you to counterattack when an enemy attacks you. Your counterattack will be toward the enemy Digimon who attacked you. When you are not under attack, you can use this Technique to attack any enemy Digimon, but there will be times when the power of this Technique is weak or will not have any special effect.

Assist Technique: This Technique provides battle support to allies. You can help support them by raising their Parameters or recovering HP (Hit Points) for them.





Winning a Battle:

If you win a battle, your Experience (EXP) Points and Bits won will be displayed.

Losing a Battle: If you lose in battle, the Game is over.



Making Digimon Friends

If you have "Gift" Items, you can give them to an enemy Digimon. Before battle, you can target an enemy Digimon and select him with the  button, then push the  button, and you can deliver a Gift with your Digi-Beetle's Cannon.

When the enemy Digimon gets this Gift, his friendliness level will go up (as indicated by the size of the pink heart) and the possibility of him becoming a friend gets better. Digimon will only accept certain Gifts and ignore the rest. Also, the more Gifts you send, the friendlier the Digimon will become.

Remember that only the last Digimon you knock down can become your friend. Choose the Digimon you want as a friend and knock him down last. However, if the memory of your Digi-Beetle is full, you cannot pick him up as your friend.




Digimon Transfer

If your Digi-Beetle is equipped with a Digimon Transfer, you can transfer your Digimon to the Digital City "Digimon Server." However, if the Digimon Transfer is broken or if the Server is full, you cannot make any transfer.





By pressing the  button, the Menu Screen will open.

Status



Condition: This will display the condition of the Player, the Digi-Beetle and the top 3 Digimon that will battle.

Digi-Beetle: This displays the Parts, Equipment, and Cannons the Digi-Beetle is equipped with.

Important: All the important Items you have collected.

Items



A list of all the Items you have in your Digi-Beetle. You can use or discard Items.

Note: The Items you buy will be sent to your **Server**. To use them, you must transfer these Items to your Digi-Beetle, before going to the Domains.

Digimon



This displays all your Digimon partners.

Digi-Beetle: This displays a list of all Digimon in your Digi-Beetle.

Server: This displays a list of all Digimon on the Server.



Digi-Line Battle Team

You choose which Digimon will be on your Digi-Line Battle Team. The first 3 Digimon will join in battle.



Transfer

With this, you can transfer Digimon and Items between the Server and your Digi-Beetle.

Donate to a Guard Team: You can donate Digimon who are no longer useful in your group to a Guard Team.



Save

You can save a game here. However, gameplay cannot be saved inside a Domain.



Auto Pilot

By using Auto Pilot you can go instantly from a Domain to Digital City (See p. 11). **Note:** "Save" will switch automatically to "Auto Pilot" when in a Domain.

RAISING DIGIMON

Increase Your Digimon's Level

Your Digimon's Experience Level (EL) will increase with battle. As this level increases, your Digimon will be able to digivolve. Only Digimon that enter battle will have their Experience Level go up. For battle, always choose a Digimon whose Experience Level you want to increase.

Digimon Digivolution

When your Digimon's Experience Level increases, he will be able to digivolve. Digivolution will take place with the Guard Team you belong to. As your digivolved Digimon further increases its Experience Level, it will be able to learn its "Special Technique."



DNA Digivolution

There is a limit to the growth of your Digimon. Once Digimon reach a certain level, they cannot go further. Through the DNA Digivolution process of combining your Digimon, it is possible to create a higher potential superior Digimon. In order to have DNA Digivolution, you need more than two Digimon in your group. Also, your Digimon must be at Champion Level or above. During DNA Digivolution, two Ultimate Digimon would drop to Champion Level, and two Champion Digimon would drop to Rookie Level. An Ultimate and Champion Digimon DNA digivolve would result in a Rookie Level Digimon. By increasing your Digimon's Experience Level they'll be able to digivolve again. Digimon who have DNA digivolved can DNA digivolve again later. If you want to raise a super strong Digimon, repeat this DNA Digivolution process.



Inheriting Finishing Techniques

A Digimon born of a DNA Digivolution combination will inherit the Techniques of his parents. This does not mean that he will be able to use all these Techniques at first. As his Experience Level increases, he will gradually be able to use them all. It is possible to learn up to 12 Techniques.





You can power up your Digi-Beetle by buying high quality Parts from the Digi-Beetle factory in Digital City and get a tune up.



1. Body: As you progress in the game, your Digi-Beetle's Body will be modified. With each modification, you will be able to load bigger Engines. You will also be able to carry more Cannons.



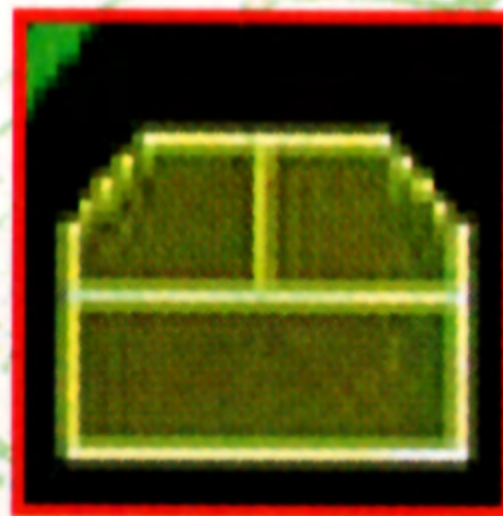
2. Engine Parts: With a bigger Engine your Digi-Beetle's endurance (HP: Hit Points) will increase. With more HP's, you will be able to continue your quest even if you get damaged slightly by a Domain Trap.



3. Battery Parts: If you load a high capacity Battery, your EP (Energy Points) will increase and the distance your Digi-Beetle can travel will increase.



4. Memory Parts: If you load high capacity RAM, the number of Digimon your Digi-Beetle can carry will increase.



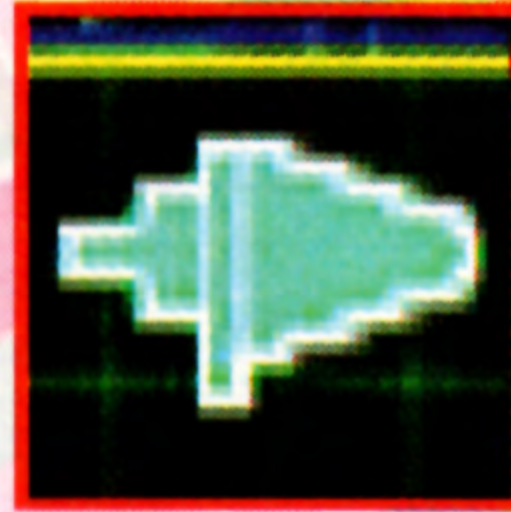
5. Tool Boxes: If you load a high capacity Tool Box, the number of Items your Digi-Beetle can carry will increase.



6. Tire Parts: These are Parts that strengthen the Tires of the Digi-Beetle. With high performance Tires, you will be able to go through Acid Swamps without damage. In order to be able to withstand super strong Acid Swamps, you will need stronger Tire Parts.



7. Arm Parts: These are arm-shaped Parts that will remove Land Mines. The higher the grade of Arm Parts you load on your Digi-Beetle, the higher the level of Land Mines you can remove.



8. Hand Parts: These are manipulators that will disarm Treasure Box Booby Traps. The higher the grade of Hand Parts you load on your Digi-Beetle, the higher the level of Booby Traps you can disarm.



9. Mine Sweeps: These will detect hidden Land Mines and Electro-Spores. The higher the grade of MINE SWEEPS you load on your Digi-Beetle, the higher the level of Land Mines and Electro-Spores you can detect.



10. Bug Sweeps: This will detect hidden Bug Nests. The higher the grade of BUG SWEEPS you load on your Digi-Beetle, the higher the level of Bug Nests you can detect.

11. Digimon Transfer: If you get a Digimon to become your friend, you will not be able to take him with you if your Digi-Beetle's Memory is full. With this device you can transmit your new Digimon friend into Digital City's Digimon Server, even if your Digi-Beetle's Memory is full.

12. Cannons: Your Digi-Beetle supports your Digimon Team by firing different Ammunition from its Cannons. The type of Ammunition you can fire depends on the Cannon type. Before you purchase Cannons, study them carefully.



Part Modifications

Digi-Beetle Parts can be replaced or upgraded. Upgrading Parts is cheaper than replacing them, but once upgraded to their maximum level, their performance cannot be improved further.

VERSUS BATTLE MODE

Battle with Friends!!

In Versus Battle Mode, using the Digimon World 2 data you saved onto your memory card, you can have your Digimon do battle with your friends' Digimon.



Tech Gauge: Lists the Techniques learned by your Digimon. Raise the gauge to select your attack by rapidly pressing the \times button.

HP Gauge: This shows the HP (Hit Points) level of each Digimon. Digimon will attack in the order of the numbers on the side.

Versus Battle Technique Selection

During Versus Battle, when you rapidly press the \times button, the Tech Gauge (see p. 22) will rise and you will be able to select a Technique. You have 10 seconds to reach the level needed for selecting a Technique. If you press too much or too little, you will “over boost” or “miss” accordingly, and your attack will fail.

After 3 turns, Versus Battle ends. Whoever destroys the enemy or has the most HP (Hit Points) wins.



Battle Hints

The Techniques your Digimon has learned are shown in the Tech Gauge. Just because a Digimon has learned a lot of powerful Techniques, it doesn't always mean he will be strong in Versus Battle. The more Techniques of differing strengths you have, the better your chances of not “overdoing” or “underdoing” the Tech Gauge.



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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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