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Digimon Rumble  
Arena 2  
Wikipedia

## [Digimon Rumble Arena 2 Hints V \(PS2\)](#)

### *Defeat Blackwargreymon*

Digimon Rumble Arena 2 is a videogame developed by Black Ship Games and published by Namco Bandai Ltd. The game was created for the PlayStation 2 console from Sony, the original Xbox from Microsoft and the GameCube. It was published in July, 2004 and it is classed as an action title played from a third person perspective, with a lot of platforming elements. It is inspired by a very popular anime series and uses a lot of the characters and locations showed in it.

As a sequel, the game builds on the same gameplay techniques introduced in the original title. The action is very similar to that of Nintendo's Super Smash Bros. Melee, except for the addition of a health meter that makes it easier to monitor the combat situation your characters are in. There is a variety of special moves you can learn and perform to become the most powerful Digimon.

You can play as characters you might have seen in the first four seasons of the anime: Digimon Adventure, Digimon Adventure 02, Digimon Tamers and Digimon Frontier. There are a couple of hidden characters that can be unlocked. The game includes a Championship mode, which sees the players progress in arenas of ever increasing difficulty, and a versus mode, in which players can fight with their friends in matches supporting up to four players.

The game was well received on launch although most reviewers pointed to its lack of innovation over other arena fighting games.

### GAMEPLAY HINTS

#### **Blackwargreymon: Easy win**

If your opponent is at long distance, use Gaia Destroyer. Charge War Blaster for one second and shoot immediately. If you are lucky, you can shoot two balls. If you are fighting in short distances, use Black Tornado like Wargreymon to get spheres quickly and use Super Tornado (Ultra).

Charge up your charge attack and hit an enemy. Then, get closer to them and use Black Tornado sideways to hit up in the air. Then, use the Black Tornado upwards. When they hit the ground, you should have enough orbs (about 60% of the time) to use your finisher.

Here's a video: