

4 March 2009

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Digimon Rumble
Arena 2
Wikipedia

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

Defeat Veemon

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 are 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

Veemon: Easy win

When you are in a close area, use Vee Punch to get a 5-hit combo, then use a Vee Knock-Out, then repeatedly use Vee Headbutt.

Wargreymon: Easy win

When your opponent is big, use Great Tornado (right), then use Great Tornado again (up). If you can, use it again. If you use this technique twice, you can do a combo of about 18 hits. If your opponent is small, use Terra Force and if close, charge War Driver. If you are fighting in a stage such as Chaos Wasteland or Twisted Toytown, use Hyper Tornado to take out your opponent quickly.

Here's a video:

