



NTSC U/C

PlayStation



SLUS-01436  
Item# 18004

# DIGIMON 3

DIGIMON WORLD™





### **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 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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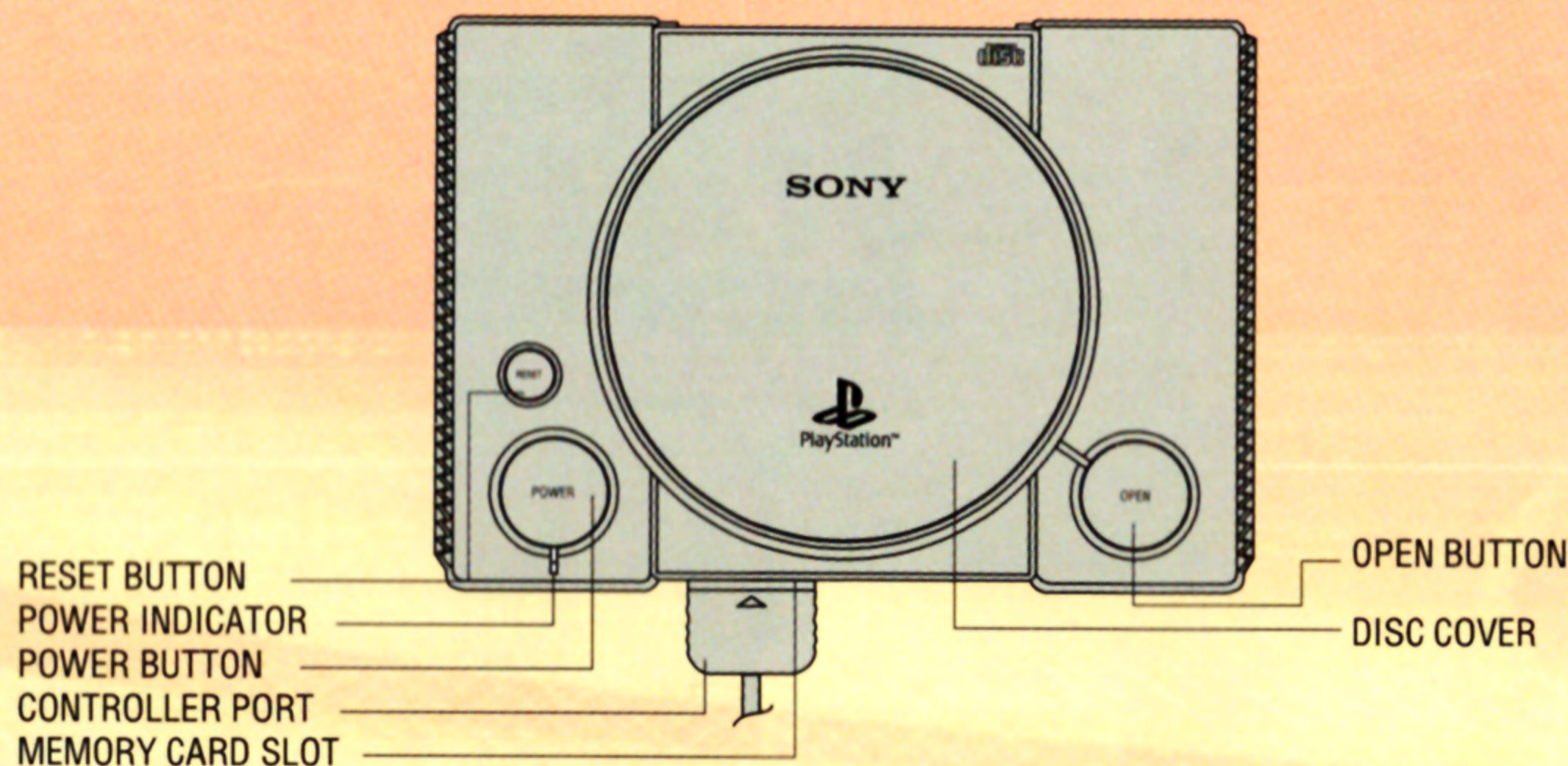
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## DIGIMON 3 DIGIMON WORLD





## STARTUP INFORMATION



### Starting the Game

Insert the *Digimon World 3* disk correctly into the PlayStation® game console and turn on the power. Press the START button in the Title Screen to open the Start Menu.

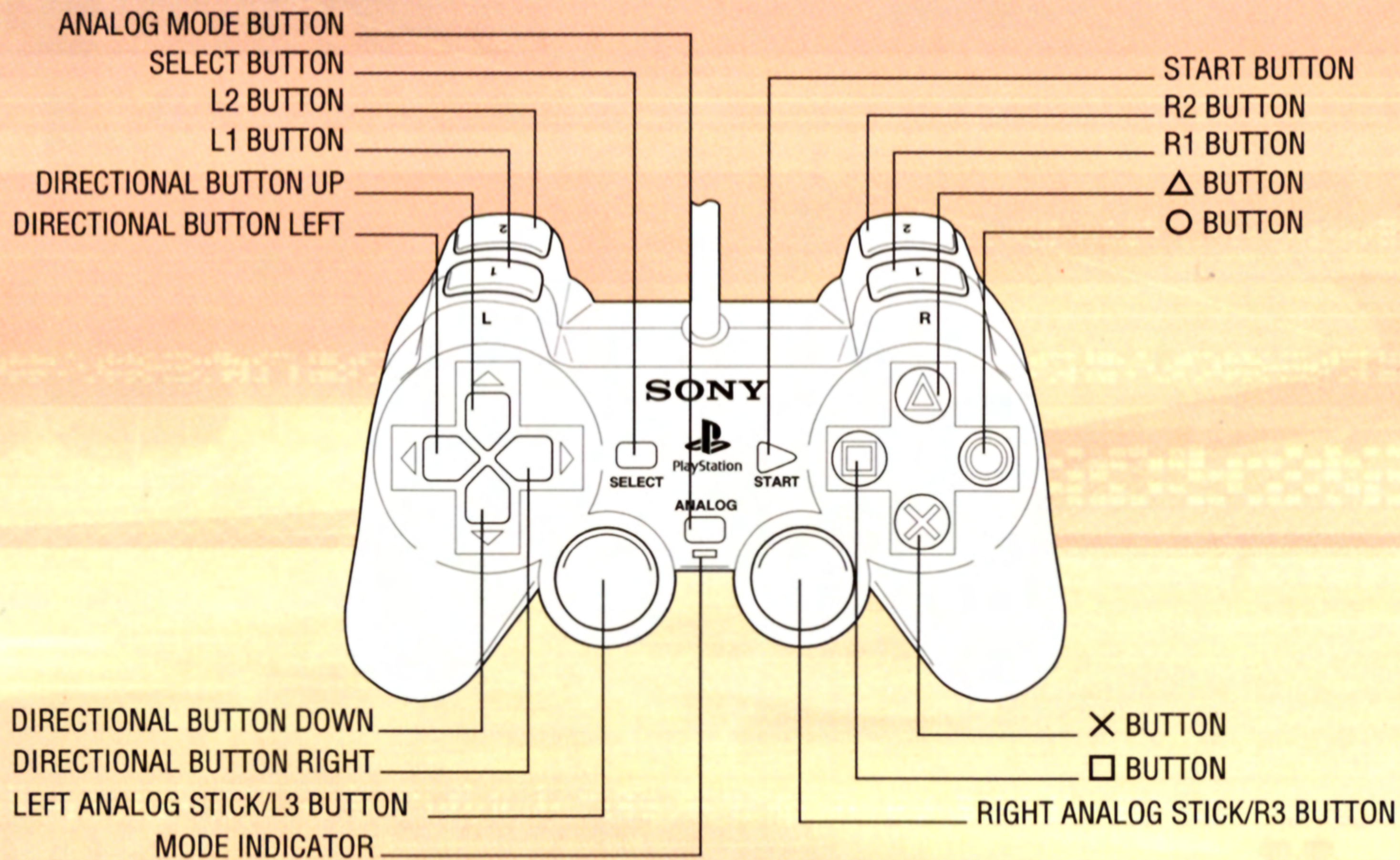
- **New Game**  
Select "Start" and press the (X) button to begin a new game.
- **Continue**  
Select "Continue" and press the (X) button to continue a saved game.

### How to Play

Progress through *Digimon World 3* by walking around fields and battling and talking to people you encounter. You need to power up your Digimon to fight strong opponents. You can increase a Digimon's parameters by equipping items and training. In addition, by collecting cards in various places, you can Card Battle with other people.



# DUALSHOCK<sup>®</sup> analog controller



## *Field Screen*

Movement, Cursor ..... Directional button  
 Open Status Menu ..... START button  
 Cancel ..... △ button  
 Talk, confirm, climb, jump down,  
 and other actions. .... × button

## *Battle Screen*

Menu Scroll ..... L1 button  
 Cursor ..... Direction button  
 Menu Scroll ..... R1 button  
 Cancel ..... △ button  
 Confirm ..... × button



The world of *Digimon Online* exists within cyberspace. The players' senses and thoughts are digitized and sent into cyberspace through the *Matrix Chamber System*. The system allows the player's consciousness to actually exist in cyberspace. Therefore, the player will have the same input as if he was in the Real World.

Players raise their Digimon by training and fighting in cyberspace, and go on adventures to achieve the title of "World Champ".

This world is divided into 4 "Sectors": North, South, East and West. Each "Sector" has a "Leader", and to become World Champ, the player must defeat them all. Aside from the "Leaders", there are Digimon that wander in the field and can attack the player.

Since this world is only a game, dangers here have no effect on the Real World. However...

### Explanation of Places

- **Asuka City**  
Players arrive here first. It is the center of the server, and the MAGAMI Administration Center is located here.
- **Kicking Forest**  
Many "kicking trees" grow here. They are called "kicking trees" because...
- **Tyranno Valley**  
A valley made of giant fossils. Rumor is there is something at the top.
- **Mobius Desert**  
A desert said to go on forever. What lies at the end?
- **Duel Island**  
A paradise for Card Battles said to be located somewhere in the Digital World.
- **Legendary Gym**  
A legendary gym that exists somewhere in the Digital World. Training here might make your Digimon invincible!



# MAIN CHARACTERS

## *Junior*

He is an energetic boy with a strong sense of justice. He loves Digimon, and won't let anyone get away with misusing Digimon for evil purposes. He also loves soccer.



## *Kumamon*

He can use martial arts related items.



## *Teddy*

A very calm boy who is very curious by nature. He must investigate anything he does not understand. Though he is not an athlete, he knows a lot about computers.



## *Kotemon*

He can fight with the sword.



## *Ivy*

She is a very reliable girl. She says what she thinks, but she has a kind heart. She is playing Digimon Online for an important personal reason.



## *Monmon*

He can use guns and other shooting weapons.





# FIELD EXPLANATION

## Field

There are Digimon and people in the field that you can talk to by pressing the  $\otimes$  button. There are various facilities that you can use in each city.



## Armory

Sells weapons and armor for Digimon. Digimon's parameters can be increased by equipping them.



## Inns

Spending the night will recover Digimon's HP and MP.



## Save

You can save the game by talking to Guardromon in the Inn.



You can save up to three game files. Choose the block to save to and press the  $\otimes$  button. If a game file already exists, it will ask you "Writing over previous data. Proceed?" To overwrite, select "Yes" and press the  $\otimes$  button.

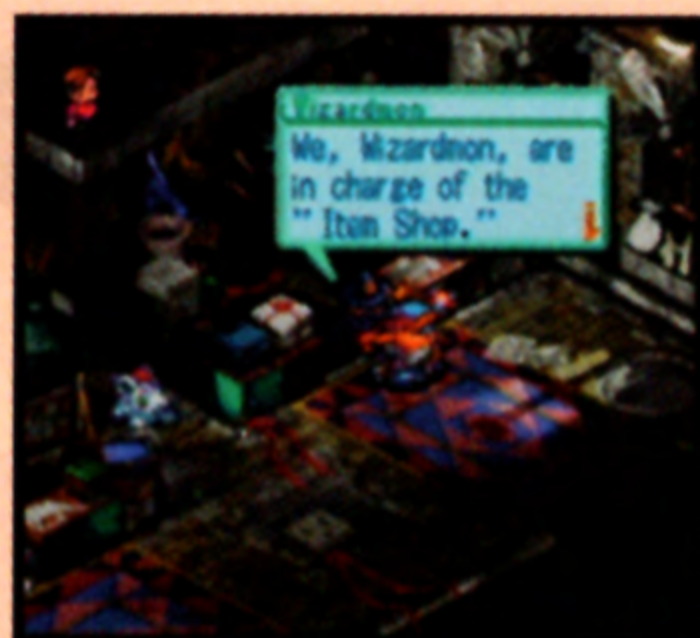


- To save you need 4 blocks of free space on your memory card.



## *Item Shop*

Buy items for use in battles.



## *Pawn Shop*

Buy accessories with different effects.



## *Yellow Cruiser*

Buy single cards and open your booster packs here as well.



## *Digimon Lab*

Change Digimon's technique, digivolve settings, and also switch with other Digimon.



- **Switching Digimon**  
Switch the Digimon in your group.
- **Digivolve**  
Select Digimon's "digivolution" that it has learned.
- **Digivolution Chart**  
Digimon digivolution path is displayed.





# DIGIMON BATTLE

## *Battle*

The Battle Screen will open when you encounter an enemy. Battles are fought one-on-one and you command your Digimon from the following list.

You win the battle when all of the Opponent Digimon's HP are 0. You lose the battle when all of your Digimon's HP are 0.

Fight.....Use a regular attack.

Technique ..Use a technique the Digimon learned.

Digivolve ..Use a digivolution the Digimon learned.

Tag.....Switch Digimon.

Item .....Use an Item.

Run .....Run away from the battle.



## *Fight and Technique*

### • **Fight**

Fight does not use MP. Attack power can be increased with the use of weapons and/or items with special effects.

### • **Techniques**

Techniques are special attacks that require MP. There are regular techniques and finishing techniques. Regular techniques can be loaded between digivolved forms of single Digimon. Finishing techniques can only be used by the digivolved Digimon that have learned it. To use a finishing technique, Digimon must digivolve to that form during battle.

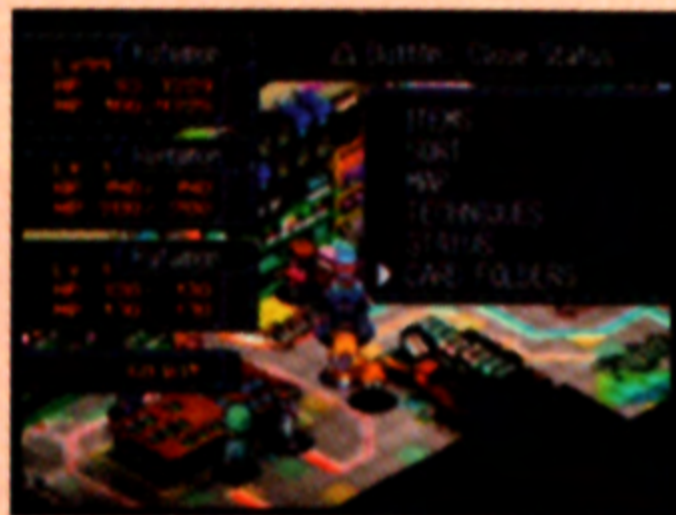




# STATUS SCREEN

## Status Screen

Pressing the START button in the Field Screen will access the Status Screen.



## • Techniques

Use techniques in the field. Select the Digimon to use the technique, and press the ⊗ button to display the technique list. Select the technique and then select a target.

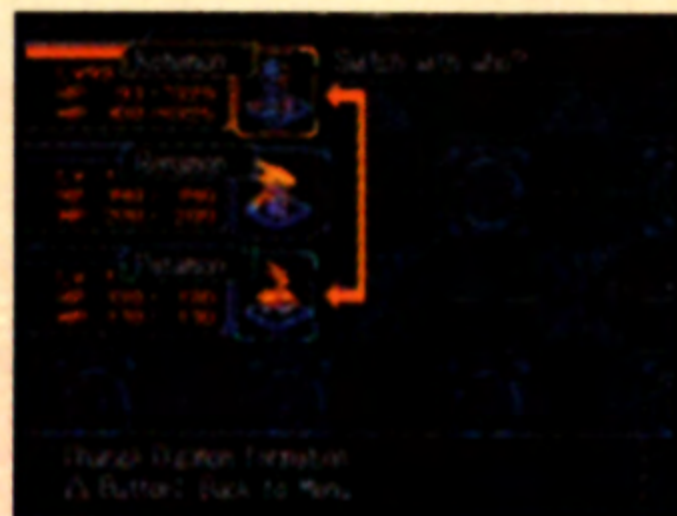
## Main Menu

### • Items

Examine your inventory of items, weapons, armor, and accessories.

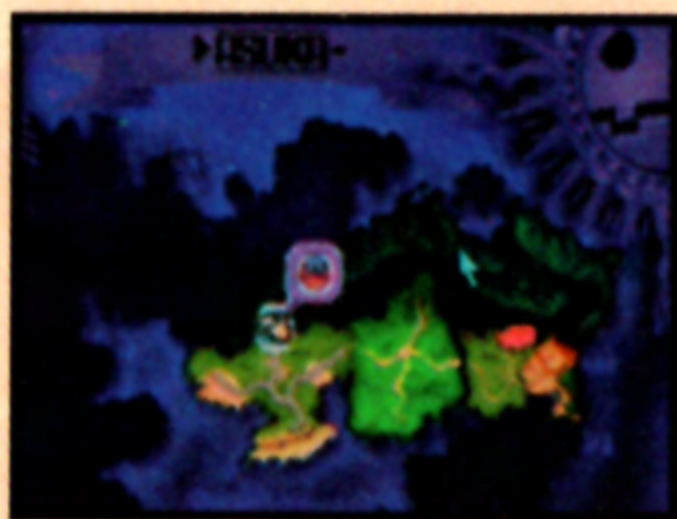
### • Sort

Change the order of your Digimon. The first in order is the first in battle.



### • Map

Display the world map. Your location is indicated by an icon.



## • Status

Check the parameters of your Digimon. (See pages 10-11 for more information)



## • Card Folders

View cards and create Card Folders (See page 20 for more information).



# STATUS

1 Patamon

2 LV 1

3 HP 130 / 130

4 MP 170 / 170

5 99 EXP

8		20		80
9		45		115
10		48		100
11		58		115
12		29		60
13		40		80
				130

6 ▶ See Digivolve  
See Equipment

7 Digivolve

Equip

- 14
- 15
- 16
- 17 Head
- 18 Body
- 19 Right
- 20 Left
- Accessory
- Accessory

21 TP 0



- ① **Name:** .....Digimon's name. It can be changed in a certain place.
- ② **Level:** .....Digimon's level of experience.
- ③ **HP:**.....Digimon's Hit Points. Digimon will be knocked out when it reaches 0.
- ④ **MP:** .....Digimon's Magic Points. Digimon will be unable to use techniques when it reaches 0.
- ⑤ **EXP:** .....Experience points gained by the Digimon.
- ⑥ **Digivolve:** .....Digivolution for battle. (See pages 12-13 for more information.)
- ⑦ **Equipment:** .....Equipped weapons, armor, and accessories.
- ⑧ **Strength:**.....The power of its physical attacks such as punches and kicks.
- ⑨ **Defense:** .....Amount of damage the Digimon can withstand.
- ⑩ **Spirit:** .....Strength of magic attacks.
- ⑪ **Wisdom:**.....Magic accuracy and ability to evade magic.
- ⑫ **Speed:** .....Speed of command during battle and ability to evade physical attacks.
- ⑬ **Charisma:**.....Some characters may not talk to you if Digimon's charisma is low.
- ⑭ **Fire Tolerance:** .....Tolerance to fire attribute attacks.
- ⑮ **Water Tolerance:** .....Tolerance to water attribute attacks.
- ⑯ **Ice Tolerance:** .....Tolerance to ice attribute attacks.
- ⑰ **Wind Tolerance:** .....Tolerance to wind attribute attacks.
- ⑱ **Thunder Tolerance:** .....Tolerance to thunder attribute attacks.
- ⑲ **Machine Tolerance:** .....Tolerance to machine attribute attacks.
- ⑳ **Dark Tolerance:** .....Tolerance to dark attribute attacks.
- ㉑ **TP:** .....Training Points. They are used to train at the training gym.



# DIGIVOLUTION

## *Digivolve*

Digimon can change into forms that are more powerful during battle by learning digivolution. By digivolving in battle, Digimon can use the finishing technique learned in that form. Usually, the newest digivolved form has the highest basic parameters. However, digivolution already learned may have useful techniques, so think before digivolving your Digimon. Analyze the battle and digivolve effectively.



## *Blast Digivolve*

By taking damage, the Digimon's Blast Gauge will increase. When it is full, the Digimon will digivolve automatically. What your Digimon digivolves into depends on the type of Digimon and the level it is at.

## *Battle Digivolve*

By turning Battle Digivolve on in the Status Menu, Digimon can start the battle in that digivolved form. However, when ambushed, Digimon will begin at Rookie level.





## DNA Digivolve

DNA digivolve is a special digivolve, where two Digimon combine into one. To perform, select "Switch" and then "DNA" from the menu. For example, if WarGreymon is in battle and MetalGarrumon is standing by, selecting DNA will allow Omnimon to appear and be used in that turn. Only a certain combination of set Digimon can DNA digivolve.

Requirements for DNA digivolve:

- In battle Digimon and standby Digimon (or their digivolved form) must be compatible for DNA digivolve.
- Both Digimon have the required MP.

The following will happen after DNA digivolve:

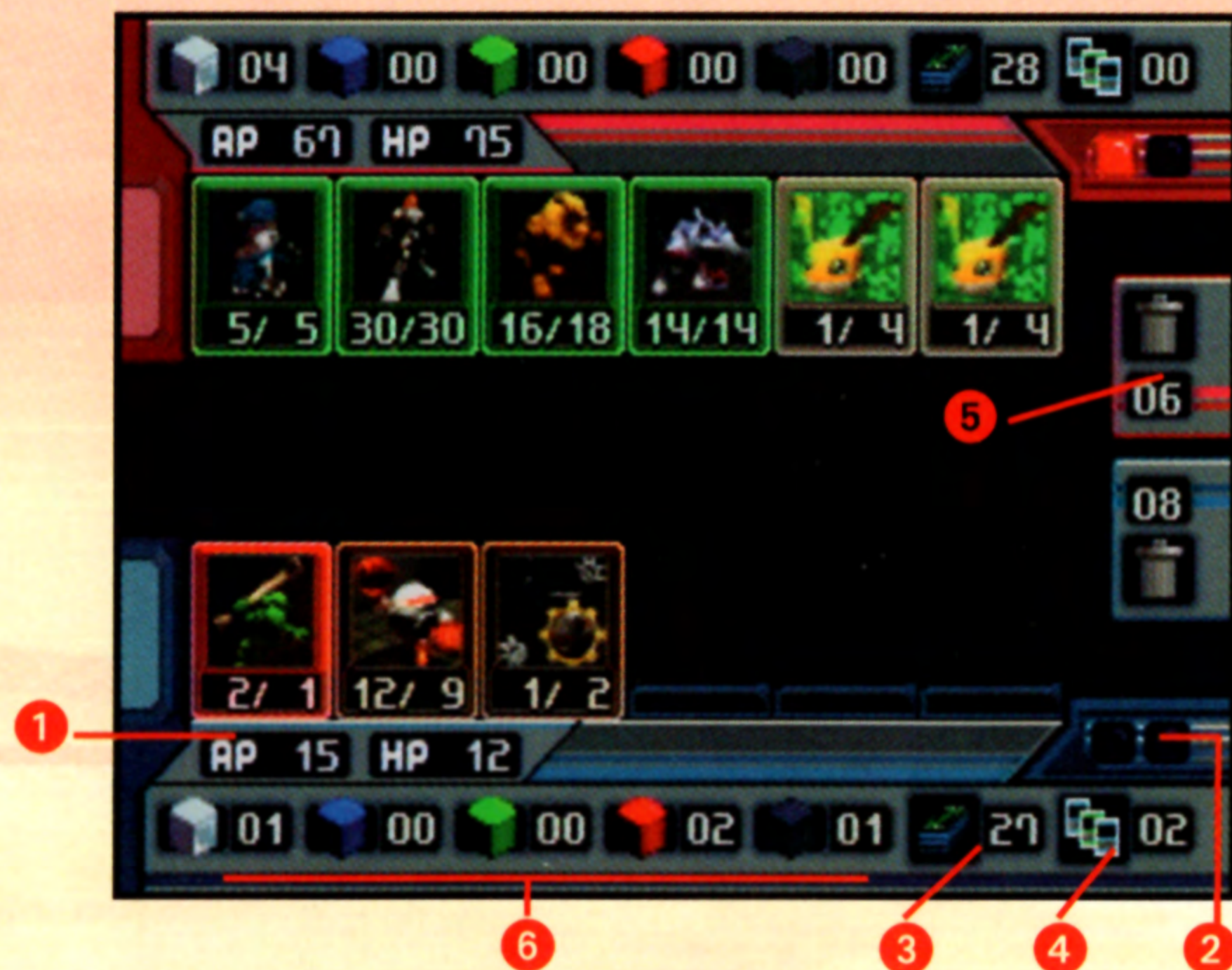
- DNA digivolved Digimon will appear depending on the combination, execute a certain technique and disappear.
- Both Digimon's MP will decrease.
- Both Digimon's Blast Gauges will reset.





# CARD BATTLE

Card Battle is a game that can be played by using the cards collected in each of the areas. First, choose the folder to use in the battle. A Card Folder consists of 40 trading cards. The battle is a three set match, and the first player to win two sets is the winner. One set is comprised of several phases, and each phase is played out.



## *Explanation of Battle Field*

- ① **Total AP & HP:** ..... Current total AP and HP.
- ② **Duel Record:** ..... Current number of wins and losses.
- ③ **Deck:** ..... Number of cards in the deck.
- ④ **Hand:** ..... Number of cards in the hand.
- ⑤ **Trash:** ..... Number of cards in the trash.
- ⑥ **Energy Boxes:** ..... Number of S-Energy available.

Displays attribute from the left: white, blue, green, red, and black.



## Card Explanation

There are two types of cards: Digimon Cards and Program Cards.

- **Digimon Card**

This is a card that can battle with your opponent.

**Name:** ..... Digimon's name.

**Attribute:** ..... The color of the card defines the Digimon's attribute. There are six types: white, blue, red, green, black, and brown.

**AP:** ..... Digimon's attack power.

**HP:** ..... Digimon's hit points.



- **Program Card**


These are cards that can change the abilities of the Digimon, change the number of cards in the hand, and other support effects.

**Name:** ..... Program Card's name.

**Attribute:** ..... The color on the card defines the Program's attribute. There are six types: white, blue, red, green, black, and brown.



## *Check Screen*

When you press the  button, a menu to check the current status is displayed. Select by using the directional buttons up and down. During your turn, you may display the check screen at any time.

## *Hand*

Check the hand. The screen will scroll according to the position of the cursor. Move the cursor with the directional button to see an explanation of your card.



## *Field*

The explanation of the card selected by the cursor will be displayed above and below the card.



## *Trash*

Only cards in your trash are shown. The explanation of the card selected by your cursor will be displayed above and below your card.

## *Cancel*

Returns you to Card Battle.

## *Surrender*

You may choose to leave Card Battle if you select this option. Your opponent will automatically win and you will return to the field.



## Phases

- **Start Phase**

Two cards will be displayed face down and you will choose one. If Calumon is on your card then you will go first. If Impmon is on the card, you will go after your opponent.



- **Draw Phase**

Six cards are drawn from your deck. If there are less than six cards in the deck, that player will lose the game. By drawing cards, the player will obtain Summon Energy (S-Energy) to summon Digimon. Five attributes of S-Energy are represented by the five colors of the cards. The sixth color, brown, has no S-Energy value. S-Energy will be stored in each of the Energy Boxes.

- **Load Phase**

If there is a Program Card that can be used, play it here. There are some cards that cannot be used in Load Phase, so please be careful. The card played later will have priority. When both players pass, the Load Phase is over.





- **Summon Phase**

Digimon are summoned. Select the Digimon Card to be played and press the ⊗ button. When you press the ⊗ button, the S-Energy needed to summon that Digimon will decrease.

When you have finished selecting Digimon, press the ⊞ button to summon. The opponent's Digimon will be placed as well and total AP and HP will be calculated.



- **Compile Phase**

Play Program Cards. Digimon Cards cannot be used in Compile Phase, so please be careful. The card played later will have priority. When both players pass, the Compile Phase is over.

- **Battle Phase**

Battle between your Digimon and the opponent's Digimon will take place. Your total AP will be subtracted from the opponent's total HP. Opponent's AP will be subtracted from your total HP as well. Each player's remaining total HP will be displayed.

### Combos

Depending on the combination of Digimon in the field, a new Digimon is summoned. That Digimon's status is added to the total AP and HP.





- **Set Win Phase**

The winner is decided.

When total HP is more than the opponent: You win.

When both players' total HP is 0: You lose.



- **Reset Phase**

The field is reset. All cards on the field will be sent to the trash. S-Energy left in the Energy Boxes will be stocked. All cards that remained in hand will return to the deck. However, cards in the trash will not return to the deck. Cards in the deck will be shuffled.

- **End of the Duel**

The first player to win two sets is the winner. If you win, you will receive a Booster Pack.



# CARD FOLDERS

## *Card Album*

Lists the number and type of cards you have collected out of a possible 314 cards.



## *Edit Folder*

Exchange cards in the folder with the cards from the Booster Pack. Select Cards and press the ⊗ button and then select a card to exchange and press the ⊗ button again.

\*You must open Booster Pack to select cards.





## WARRANTY INFO

### 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 check or money order for \$10.00 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 \$10.00 payment refunded.

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# DIGIMON

Digital Monsters

Cute,  
Cuddly,  
and  
Ready to Rumble!



Play as one of your favorite Digimon! Featuring a cast of characters from all 3 seasons of the popular "Digimon: Digital Monsters" TV series!



Surprising Mini Games Add to the Fun!



Classic Fighting Action for 1 or 2 Players!

# RUMBLE ARENA

Your favorite Digimon are back, and Ready to Rumble! Hours of fun for the entire family! Digimon Rumble Arena provides classic fighting action, for 1 or 2 players. Compete as one of your favorite Digimon characters in this exciting, exhilarating DIGIVOLVING BATTLE!

Bandai America Incorporated, 5551 Katella Avenue, Cypress, CA 90630

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Violence