

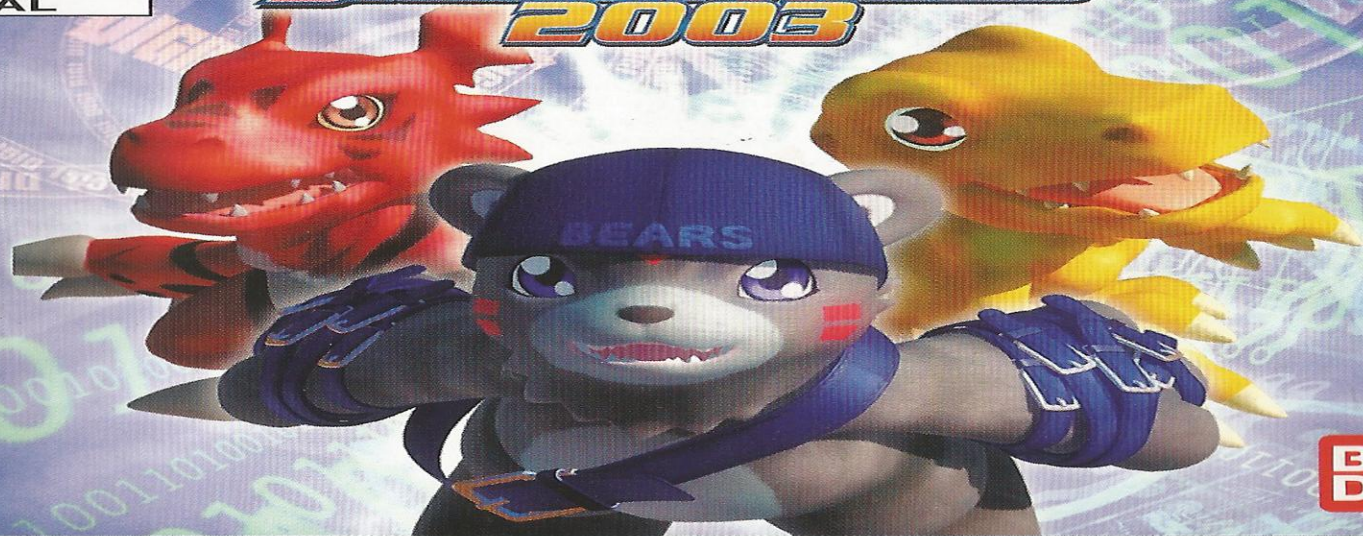


PAL

DIGIMON

DIGIMON WORLD

2003



BAN
DAI

PlayStation®

Precautions

● This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. ● This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. ● Read the PlayStation® Instruction Manual carefully to ensure correct usage. ● When inserting this disc in the PlayStation®, always place it label side up. ● When handling the disc, do not touch the surface. Hold it by the edge. ● Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. ● Do not leave the disc near heat sources or in direct sunlight or excessive moisture. ● Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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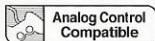
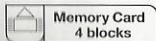
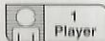
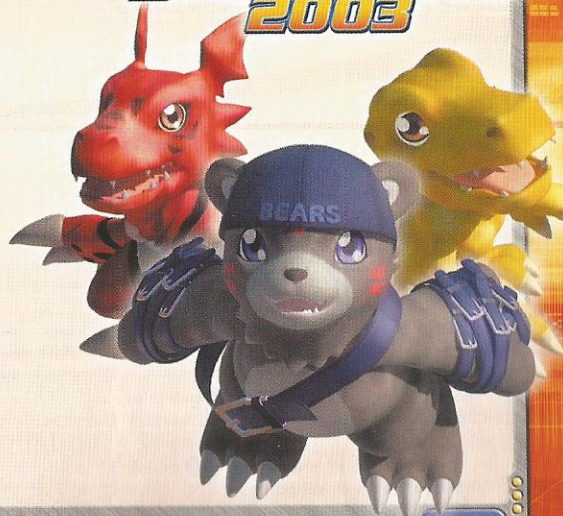


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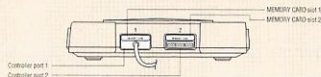
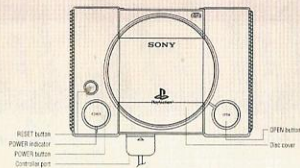
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DIGIMON

DIGIMON WORLD 2003



START UP INFORMATION



Starting the Game

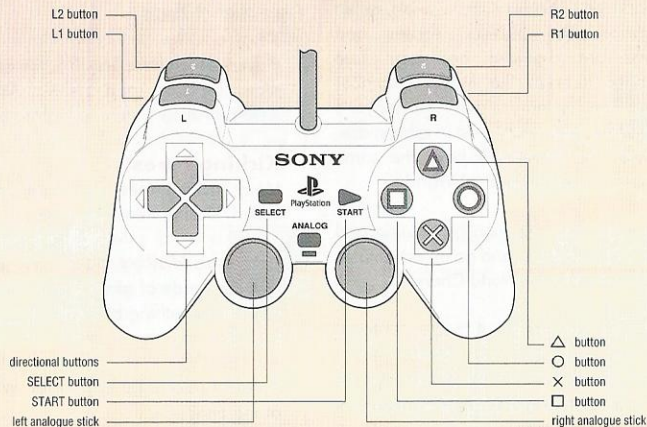
- Set up your console following the instructions in the instruction manual.
- Ensure that your console is switched off before inserting or removing a disc.
- Insert the disc Digimon World 2003 and close the disc cover.
- Press the POWER button. When the language selection screen appears, highlight your language using the directional buttons and press $\times$ button to continue. Press the START button in the Title Screen to open the Start Menu.
- **New Game**
Select "Start" and press the $\times$ button to begin a new game.
- **Continue**
Select "Continue" and press the $\times$ button to continue a saved game.

Note: It is advisable not to insert or remove any peripherals or MEMORY CARDS while the console is switched on.

How to Play

Progress through Digimon World 2003 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.

CONTROLLER



Field Screen

Movement, Cursor	directional button
Open Status Menu	START button
Cancel	Δ button
Talk, confirm, climb, jump down and other actions	$\times$ button

Battle Screen

Menu Scroll	L1 button
Cursor	directional button
Menu Scroll	R1 button
Cancel	Δ button
Confirm	$\times$ button

DIGIMON ONLINE

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 centre of the server, and the MAGAMI Administration Centre is located here.

- **Kicking Forest**

Many "kicking trees" grow here. They are called "kicking trees" because...

- **Tyranno Valley**

A valley made of giant fossils. Rumour 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.



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.



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.



Kumamon

He can use martial arts related items.



Kotemon

He can fight with the sword.



Monmon

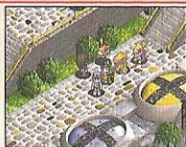
He can use guns and other shooting weapons.



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.



Armoury

Sells weapons and armour 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.
TagSwitch Digimon.
ItemUse an Item.
RunRun 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.



Main Menu

• Items

Examine your inventory of items, weapons, armour, 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.



• Techniques

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

• 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 110 / 110

5 99 EXP

6 See Digivolve

7 See Equipment

8 Digivolve

9 Equip

10 Head

11 Body

12 Right

13 Left

14 Accessory

15 Accessory

16 TP 0

17 20

18 80

19 45

20 115

21 48

22 100

23 58

24 115

25 29

26 60

27 40

28 80

29 130

- 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, armour, 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.

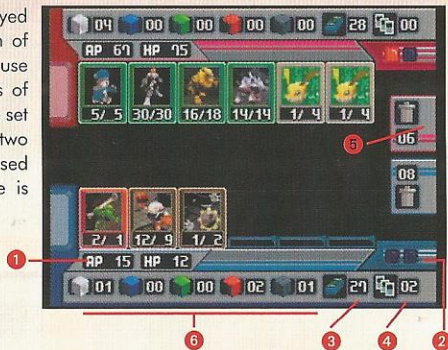
The following will happen after DNA digivolve:

- 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 colour 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 colour 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 button 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 colours of the cards. The sixth colour, 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 **X** button. When you press the **X** 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.

• 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 **X** button and then select a card to exchange and press the **X** button again.

*You must open Booster Pack to select cards.



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OPSTART

SÅDAN KOMMER DU I GANG

- Indstil din konsol i henhold til instruktionerne i manualen.
- Kontrollér, at din konsol er slukket, før du isætter eller fjerner en disc.
- Sæt disken Digimon World 2003 i, og luk disclåget.
- Tænd for konsollen. Tryk på START tasten på Titelskærmen for at åbne Startmenuen.

Nyt spil

Vælg "Start" og tryk på tasten for at starte et nyt spil.

Fortsæt

Vælg "Continue" og tryk på tasten for at fortsætte et gemt spil.

Bemærk: Det frarådes at isætte eller fjerne eksterne enheder eller MEMORY CARDS, når konsollen er tændt.

Sådan spiller du

Du kommer i gang med Digimon World 2003 ved at gå omkring i de forskellige områder og kæmpe og snakke med dem, du møder på vejen. Du skal styrke din Digimon, hvis du vil kæmpe mod stærkere modstandere. Din Digimons kampegenskaber forbedres gennem erhvervelse af udstyr og træning. Derudover kan du ved at opsamle kort forskellige steder på vejen udfordre andre til en Kortkamp.



Områdeskærmen

Bevæg, Cursor
Åbn Statusmenu
Annuller
Snak, bekræft, kravl op,
hop ned, m.m.

retningstast
START tast
 tast
 tast

Kampskærmen

Se menu
Cursor
Se menu
Annuller
Bekræft

L1 tast
retningstast
R1 tast
 tast
 tast

SÅDAN GEMMER DU

Når du vil gemme et spil, skal du snakke med Guardromon, der opholder sig på kroen. Du kan gemme op til 3 spilfiler. Vælg den blok hvortil spillet skal gemmes, og tryk på tast. Hvis der allerede er en spilfil, vises følgende besked: "Writing over previous data. Proceed?" (Eksisterende data overskrives. Vil du fortsætte?) For at overskrive, vælger du "Yes" (Ja) og trykker på tast.

- Der skal være 4 ledige blokke på dit MEMORY CARD, for at du kan gemme et spil.



ALOITUSTIETOJA

Pelin aloittaminen

- Aseta konsoli käyttöohjeen neuvojen mukaisesti.
- Varmista, että konsolista on sammutettu virta ennen kuin laitat levyn tai poistat sen.
- Laita levy Digimon World 2003 ja sulje levykansi.
- Kytke konsoliin virta. Avaa aloitusvalikko painamalla START-näppäintä (aloitus) otsikkoruudussa.

• New Game (Uusi peli)

Valitse "Start (Aloita)" ja paina -näppäintä, jos haluat aloittaa uuden pelin.

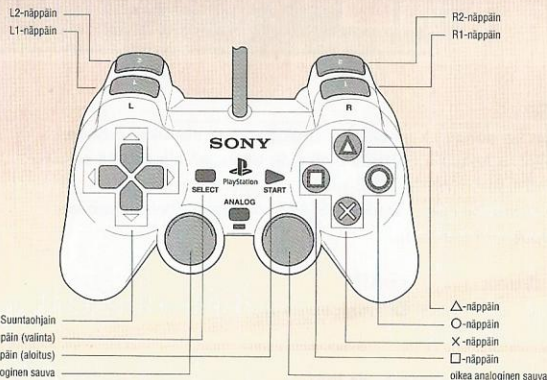
• Continue (Jatka)

Valitse "Continue (Jatka)" ja paina -näppäintä, jos haluat jatkaa tallennettua peliä.

Huomaa: Ei ole suositeltavaa asentaa tai poistaa mitään lisälaitteita tai muistikortteja (MEMORY CARD) kun konsolissa on virta.

Pelaaminen

Voit edetä Digimon World 2003 -pelissä kävelemällä kentillä ja taistelemalla tai keskustelemalla tapaamiesi ihmisten kanssa. Digimoniin on ladattava voimaa, jotta voit taistella vahvojen vastustajien kanssa. Voit kasvattaa Digimonin parametreja varustamalla ja kouluttamalla. Lisäksi voit taistella korteilla toisten ihmisten kanssa, kun keräät kortteja eri paikoista.



Kenttäruutu

Liikkuminen, kohdistin	suuntaohjain
Avaa tilavalikko	START-näppäin (aloitus)
Peruuta	-näppäin
Puhu, vahvista, kiipeä, hyppää	-näppäin
alas ja muut toiminnot	

Taisteluruutu

Selaa valikkoo	L1-näppäin
Kohdistin	suuntaohjain
Selaa valikkoo	R1-näppäin
Peruuta	-näppäin
Vahvista	-näppäin

TALLENNA

Voit tallentaa pelin puhumalla Guardromonille majatalossa. Voit tallentaa enintään kolme pelitiedostoa. Valitse tallennettava lohko ja paina -näppäintä. Jos pelitiedosto on jo olemassa, sinulta kysytään "Writing over previous data. Proceed?" (Vanhat tiedot korvataan. Jatketaanko?) Jos haluat korvata vanhan tiedoston, valitse "Yes (Kyllä)" ja paina -näppäintä.

- Tallentaaksesi tarvitset 4 lohkoa vapaata tilaa MEMORY CARD -muistikortilla.



OPPSTARTSINFORMASJON

Starte spillet

- Sett opp konsollen i henhold til instruksjonene i instruksjonsboken.
- Kontroller at konsollen er slått av før du setter inn eller tar ut en plate.
- Sett inn Digimon World 2003-platen, og lukk platedekslet.
- Slå på strømtilførselen. Trykk på START-knappen i tittelskjermbildet for å åpne startmenyen.

• New Game (Nytt spill)

Velg Start, og trykk på -knappen for å starte et nytt spill.

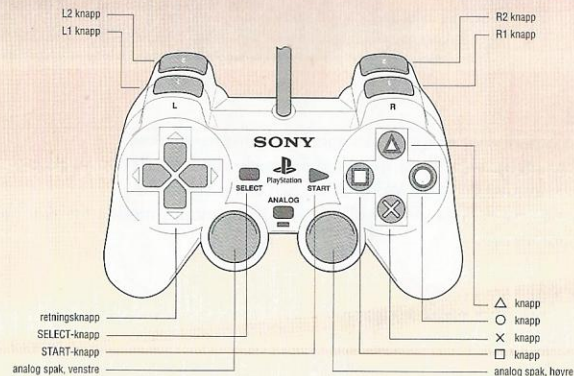
• Continue (Fortsett)

Velg Continue, og trykk på -knappen for å fortsette et lagret spill.

Obs! Det anbefales å ikke sette inn eller fjerne utstyr eller Memory Cards (Minnekortet) mens konsollen er slått på.

Slik spiller du

Beveg deg gjennom Digimon World 2003 ved å gå rundt på feltene og kjemp med og snakk til folk du møter. Du må samle opp styrke (power up) til Digimons for å bekjempe sterke motstandere. Du kan øke en Digimons parametere ved å tilføre utstyr og å trene. I tillegg kan du, ved å samle kort på ulike steder, utkjemp kortkamp med andre.



Feltskjermbile

Bevegelse, markør

Åpne statusmeny

Avbryt

Snakk, bekreft, klatre, hoppe

ned og andre handlinger

retningsknapp

START-knapp

-knapp

-knapp

Kampskjermbile

Rull meny

Markør

Rull meny

Avbryt

Bekreft

L1-knapp

retningsknapp

R1-knapp

-knapp

-knapp

LAGRE

Du kan lagre spillet ved å snakke til Guardromon i vertshuset. Opptil tre spillfiler kan lagres. Velg blokken du vil lagre til, og trykk på -knappen. Hvis det finnes en spillfil fra før, får du spørsmålet "Writing over previous data. Proceed?" (Skriver over tidligere data. Fortsett?). Velg Yes (Ja), og trykk på -knappen for å skrive over.

- Du må ha fire ledige blokker på Memory Card (minnekortet) for å kunne lagre.



START INFORMATION

Starta spelet

- Installera basenheten enligt anvisningarna i instruktionsboken.
- Kontrollera att basenheten är avstängd innan du sätter in eller tar ut skivor.
- Sätt in skivan med Digimon World 2003 och stäng skivfacket.
- Sätt på strömmen. Tryck på START-knappen (startknapp) medan titelskärmen visas, så öppnas startmenyn.

• New Game (Nytt spel)

Välj "Start" och tryck på -knappen när du vill börja ett nytt spel.

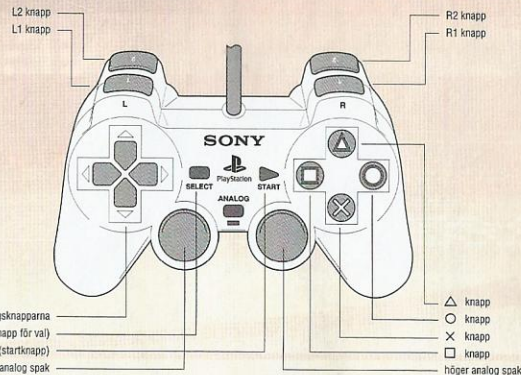
• Continue (Fortsätt)

Välj "Continue" (Fortsätt) och tryck på -knappen när du vill fortsätta ett sparat spel.

Obs! Du bör inte sätta in eller ta ut kringutrustning eller MEMORY CARDS (Minneskort) medan basenheten är på.

Så här spelar du

Du tar dig fram genom Digimon World 2003 genom att gå runt på fält och strida och prata med folk som du träffar på. Du måste ladda upp din Digimon för att kunna slåss mot starka motståndare. Du kan höja en Digimons parametrar genom att utrusta föremål och träna. Dessutom kan du kortstrida mot andra genom att samla in kort på olika platser.



Fältskärmen

Rörelse, markör	riktningssknapparna
Öppna statusmenyn	START-knappen
Avbryt	-knappen
Prata, bekräfta, klättra, hoppa ned och andra handlingar	-knappen

Stridsskärmen

Menyrullning	L1-knappen
Markör	riktningssknapparna
Menyrullning	R1-knappen
Avbryt	-knappen
Bekräfta	-knappen

SPARA

Du kan spara spelet genom att prata med Guardromon på världshuset. Du kan spara upp till tre spelfiler. Välj det block där du vill spara och tryck på -knappen. Om det redan finns en spelfil, får du frågan "Writing over previous data. Proceed?" (Tidigare data skrivs över. Fortsätt?) Om du vill skriva över, väljer du "Yes" (Ja) och trycker på -knappen.

- För att kunna spara behöver du 4 block med ledigt utrymme på ditt MEMORY CARD (Minneskort).



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