

# Digimon Rumble Arena Renamon FAQ

by CNash

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Digimon Rumble Arena (aka Digimon Tamers Evolution Battle)

Character guide for Renamon

By CNash

Version 1.0

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USAGE GUIDE (the legal stuff)

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IMPORTANT NOTES ABOUT THIS FAQ

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All strategies were tested using CPU-controlled opponents on the game's Hard difficulty setting. If you play at a setting lower than this, you probably don't need this guide.

I will call all attacks by their confirmed American version names, and I expect you to be familiar with them. Consult a general FAQ if you want a simple move list and game explanation. I recommend Skoban's FAQ - although primarily for the Japanese version, most of the info is relevant to US users.

For your information, a GC attack is the one performed with the R1 button.

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INTRODUCTION

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Renamon is a digimon from "Digimon Tamers" (Digimon Season 3 in non-Japanese versions). She's partnered with a girl named Rika, who starts off as mean and uncaring, but mellows slightly as the season progresses. Renamon looks like a tall humanoid fox, with yin-yang symbols adorning her body and gloves. She (and her evolutions Kyubimon, Taomon and Sakuyamon) borrows many of her fighting techniques and styles from Chinese spiritual beliefs.

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MOVE LIST

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Attack: Kicking.

Standard attack which can be used to great effect in a corner. Simply block after each three-hit combo.

Air Attack: Aerial kick.

This is what you use after your aerial Diamond Storm. Not typically used if you're just brawling, as Renamon's jump is too high and the opponent will have a chance to move away from you.

Dash Attack: Flying kick.

If you want to knock an opponent down, (maybe to set up for a Diamond Storm), this is the one to use.

Throw: Heavy kick.

Useful for when you're in a corner and want to get the opponent away from you. The kick will send them flying across the stage, great for places like the Sanctuary and Glacier with off-the-edges potential.

Special 1 (Circle button): Diamond Storm.

Your standard projectile attack, with a difference. Like Impmon's Summon attack, it shoots many smaller projectiles across the screen. You'll really rack up the points if most of them connect; I've seen a twenty-hit combo before. The direction can be controlled using the pad or analog stick, but cannot go straight down or straight up. It can be blocked. The only downside to this attack is that it takes about a second to charge up. In this case, use Renamon's jumping prowess to your advantage and attack diagonally from the air.

Special 2 (Triangle button): Kohenkyo.

Simply speaking, you switch places with the opponent. Useful if they've just launched a projectile attack - just stand back and watch them hit themselves. Impmon is the exception to this strategy, as his Badda Boom moves too fast. Like Diamond Storm, Kohenkyo takes around a second to charge up, and you can be attacked while charging. Apart from attacking you, your opponent can do nothing to stop this.

I perfected a technique you can pull on the Sanctuary area. However, your opponent must be relatively slow. Place Renamon onto one of the falling platforms at the bottom of the stage, then switch with your opponent. Jump up to the top platform, where your opponent will appear, then launch a Diamond Storm. The opponent will be hit by most, if not all of the Diamond Storm, as well as taking damage from the fall.

GC Attack: Digivolve to Sakuyamon.

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SPECIFIC OPPONENT STRATEGIES

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Working from left to right and starting with the top row:

[Reapermon]

If you're fighting him on his Void stage, keep to the air as much as possible to avoid the Grim Slasher attack. Launch Diamond Storms from above, but direct them so they shoot backwards (i.e. if Reapermon is to the right, aim to the left) because more often than not he'll try to run underneath you and avoid the attack. Beware if he starts jumping around too - he's probably trying to get you with Bone Duster, which will dizzy you, leaving you easy prey for Grim Slasher and his GC attack Burning Tornado. To combat this, use aerial attacks to send him back to the ground, then get ready with Diamond Storm. If you see him launch into Burning Tornado, immediately jump and direct a Diamond Storm towards him. You can't be sucked in while aiming a Diamond Storm, so with any luck you'll make him waste his meter. Kohenkyo is comparatively useless on this stage, as you can't do it while jumping, and Reapermon's far too fast to perform it successfully on the ground.

If you're fighting him on any other stage, you can relax a little, as he'll need to be on the same level as you to connect with Grim Slasher. Sometimes he'll try to do Grim Slasher but end up missing and falling out of the stage - that's your cue to get to wherever he'll appear and aim a Diamond Storm. Beware of standing below him, though, as he can still get you with Bone Duster.

[BlackWarGreymon]

Black Tornado is slow and easy to dodge, but remember that he can direct it, so Diamond Storms from the air may not be your best strategy. Your main problem will be Dragon Crusher, as it can absorb most projectiles if they connect at the right moment, and has decent range so you could be damaged as well. So stay at close quarters and beat him down with normal attacks and throws. Aim to get him off of the stage if you can, or use Diamond Storm to throw bombs into him if they appear. Terra Destroyer can be circumvented by using Kohenkryo to make it hit him, or if you switch too early you'll mess up his aim anyway.

[Omnimon]

He'll use Garuru Cannon liberally, so try not to get in his line of sight. It's too fast to Kohenkryo from. Double Shot has limited range and can only travel in a straight line, so if he does decide to do that, stay the hell away. Jump above it or go to a lower platform, or you could try Kohenkryo'ing to avoid it and give him a taste. Transcendent Sword can be a royal pain, because it hits both above and below. Double jumping and launching Diamond Storms seems to be the best strategy.

[Impmon]

Badda Boom is fast and near-impossible to Kohenkryo away from, so simply jump as it can only travel straight. Summon isn't as much of a problem as it should be, as you can simply jump behind him to avoid being hit by the ice. He'll waste some time letting the ice fly, so you can set up a Diamond Storm. Impmon's jump rivals your own, so switch between ground and air offensives accordingly. If he digivolves, Beelzemon will try his GC attack Chaos Flare immediately after the digivolution (if he has less health than you when he digivolves) or use his normal strategies (if he has more).

[Beelzemon]

Dark Ringer, while not as fast as Badda Boom, is a better projectile attack as it doesn't dissipate after traveling for a while - it can go across the stage. Blocking this is quite effective. Darkness Claw is similarly blocked, although beware of being hit with this and then again and again as you fly through the air. Chaos Flare can be blocked, but don't let up after the 'barrier' dissipates, as the gunshot is the most damaging component of the attack. His jumping power isn't exceptional, so lead him around the level a little, then hit him with Diamond Storm. Kohenkryo can also be used to combat Dark Ringer.

[Imperialdramon Paladin Mode]

I'd advise staying away from him for most of this fight, so the long-distance Diamond Storm is ideal for taking him out. Beware of standing in front of him, or he might to Positron Laser. Splendour Blade has very short range, easy to dodge. And as for Omega Sword, just keep well away once you see his meter's charged - you do not want to be hit with those martial arts moves at close range.

[Gabumon]

Stick to the ground and avoid Horn Attack. Kohenkryo away from Blue Blaster, or simply jump away. Gabumon's too slow to pose any real threat, just don't rely on jumping attacks. Don't let yourself stand above him either.

[Agumon]

It's really the same sitch as Gabumon, but there you go. Agumon is slow, Pepper Breath is easily blocked or dodged, and Claw Attack is the same. He

usually ends up falling out of the level or into a trap with the last hit of Claw Attack. He's not a threat until he digivolves, so get the big hits in before he does, and then wipe out WarGreymon.

[Patamon]

Patamon can jump as high as you can. Avoid the ground because you'll be an easy target for Boom Bubble and Slamming Attack. Diagonal Diamond Storms are your friends. :)

[Terriermon]

Terrier Tornado can negate your Diamond Storm, and remember to double jump otherwise he'll get you as the attack takes him up. Bunny Blast is a typical projectile attack. Terriermon is slow and dumb, so get him with normal attacks to knock him down, and ready a Diamond Storm while he's floored.

[Guilmon]

This guy is a relentless attacker. Rock Breaker, while blockable, leaves him standing behind you, and able to unleash a Pyro Sphere. Other than that, it's a standard Kohenkyo situation. The CPU on 1-player mode tends to set you in either the Volcano or Revolution levels. A point to note: Revolution sucks as it messes up your Diamond Storm aim, and the fire traps in Volcano are quite harmful to Renamon (as a Nature digimon).

[Renamon]

If you see your opponent standing on the ground doing nothing, clearly in your line of fire, while you're up there aiming your Diamond Storm, it's a sure sign they're about to pull a Kohenkyo on you. Get ready to block, and return the favor. This soon turns into a contest of who can pull off the best Kohenkyo strategy, so be quick and merciless with normal attacks. Sometimes the computer will try a Diamond Storm while you're Diamond Storming, but that isn't a problem as yours will hit first and negate most of the attack.

[Wormmon]

His Sticky Net has extremely short range, so stay far away from him. Silk Thread can really put a downer on your jumping attacks as it's very quick and its large area makes it hard to dodge.

[Veemon]

Stay off the ground. Vee Punch cannot be used in midair, and Vee Headbutt will be auto-aimed diagonally down if it is used in the air. So use your superior jumping height to get far away, then launch those Diamond Storms.

[Gatomon]

Gatomon is a fast physical attacker. If you want to stay on the ground, just avoid close-range fighting, as both of her special moves have a short range. Diamond Storm from far away.

[MetalGarurumon]

Beware of getting in his line of sight. The Metal Wolfclaw beam moves in a straight line and does not dissipate. Same thing with the Garuru Tomahawk missile, although Diamond Storm can destroy it. Try not to get too close, as he's deadly in a corner.

[WarGreymon]

See strategy for BlackWarGreymon above, replacing the attack names as follows:

"Great Tornado" for "Black Tornado"

"Mega Claw" for "Dragon Crusher"

"Terra Force" for "Terra Destroyer".

[Seraphimon]

Don't get too close or he'll be able to hit you with Hallowed Ascension, his GC attack which does craploads of damage. He can thwart your standard diagonal Diamond Storm with Seven Heavens, and the Hallowed Knuckle travels straight. Keep moving to avoid his attacks, and get in some Diamond Storms from afar when you can.

[MegaGargomon]

When you see him power up for Mega Barrage, stay above or below him and block. Aim a Diamond Storm diagonally at him if you want, as this'll halt his attack and really piss off whoever's controlling him. Keep moving to avoid Gargo Missiles, as they have a homing capability. Stay away from him to stop him from using Mega Twister, but the AI hardly ever uses this anyway. He's slow as hell, so get in with the close range hits, then jump away and hit with Diamond Storm.

[Gallantmon]

Like Guilmon, he's a relentless attacker. Stay above or below him to avoid his GC, Elysion Blaster. But be warned - if you're above him, you'll be a target for Spiral Saver. Royal Joust doesn't have that much range, so pick him off from a distance.

[Sakuyamon]

When you hear her say "Dragon Helix", attack her. The dragons from this attack will do tons of damage, and even if you block you'll still receive 1/3 of it. Best to halt the attack before it begins. Stay out of the paralyzing field for Talisman Sphere, and you'll be fine. The bad thing about Fox Drive is that whether you're above or below her, she can still hit you with it. Try using Kohenkyo when Talisman Sphere is unleashed, or simply attack her while she's slamming her staff down.

[Stingmon]

Not as good as he's made out to be. Evil Antenna does have some power behind it, and restores his HP as well, but if he misses then it's really just target practice. For variety, you might want to try just beating him up with normal attacks.

[Imperialdramon (Fighter Mode)]

See strategy for Imperialdramon Paladin Mode above. His GC is slightly different - don't assume you're out of the woods just because he missed you with the martial arts, as the beam can still do damage.

[Magnadramon]

She's one hell of an annoyance, as she tends to shoot off her Fire Tornados at you even when you jump. Close-range isn't really her thing, so beat her up with normal attacks, and try not to give her an opening for Hermit Fog, which will paralyze you for a moment. Apocalypse, her GC, is easily negated, as long as you keep attacking.

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VOICE ACTOR INFORMATION

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Renamon: Mari Devon.

Ms. Devon is hardly a stranger to the world of Digimon, having voiced Arukenimon, Togemon and Mrs. Izumi (Izzy's mom) in previous seasons. She did not voice any other characters in Tamers, other than Renamon's evolutions.

Her Japanese voice actress is Yuka Imai.

Rika: Melissa Fahn

Ms. Fahn had not performed roles for the previous Digimon seasons prior to recording Rika in Tamers, however, the rest of her family have more than made up for that, with her brothers Tom and Jonathan, and Tom's wife Dorothy Elias-Fahn all voicing major and minor characters.

Her Japanese voice actress is Fumiko Orikasa.

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#### ACKNOWLEDGEMENTS

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Skoban - for the attack names.

Chris McFeely's Voice Actor List - for info on Renamon and Rika's English voice actors.

Chiaki Konaka - for the info on Renamon and Rika's Japanese voice actors.

End of the FAQ. Goodbye.

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