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Part # 25631M



DRAGONBALL Z SAGAS



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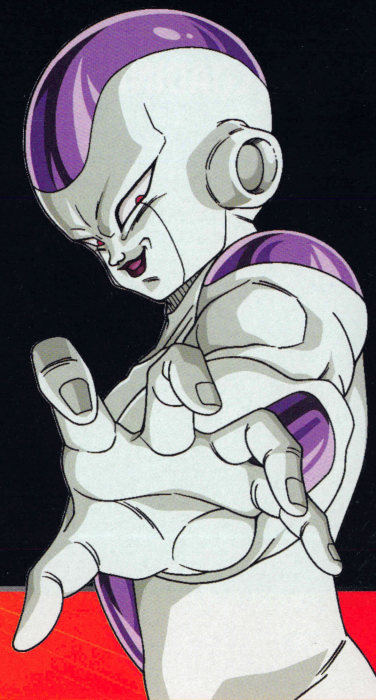
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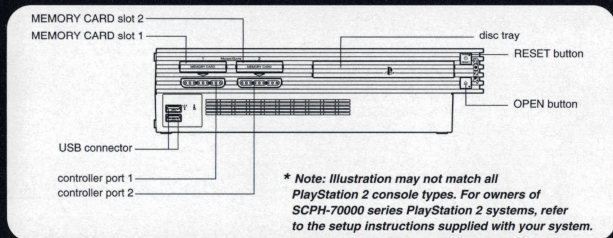
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Dragon Ball Z™: Sagas™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Press the **START button** at the *Dragon Ball Z™: Sagas™* title screen to go to the Pick a Game screen. To start a new game, select an empty game slot and press the **X button**. To continue a saved game, select that game from the list and press the **X button**. This will take you to the Main Menu (see "Main Menu" on page 4).

SAVING & LOADING

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Dragon Ball Z™: Sagas™ prompts you to save your game at the end of each level. When starting the game, choose a saved game at the Pick a Saved Game screen to load that game or choose New Game or an empty slot to start a new game. When at the Main Menu, choose Load Game to load a different saved game. You need 88 KB of memory free to save a *Dragon Ball Z™: Sagas™* game.

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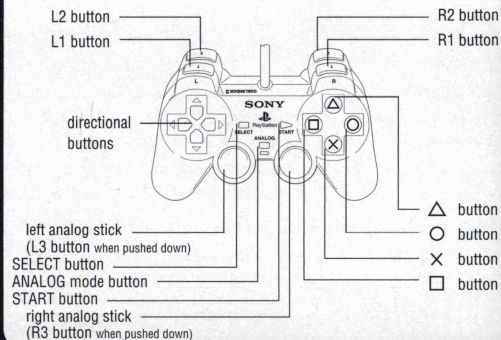
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CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Use the **left analog stick** or the **directional buttons** to highlight menu items. Press the **X button** to select an item. Press the **triangle button** to cancel a selection and move back one screen.

Control	Action
left analog stick	Move
square button	Punch
triangle button	Kick
circle button	Ki attack [press and hold for Special Move]
X button	Jump
X button X 2	Fly [press again to land]
R1 button	Block
R1 button + X button	Charge Ki Energy
L1 button + left analog stick	Target lock
L2 button	Show pick-ups
R2 button	Teleport [unlockable]
R1 button + circle button	Throw [unlockable]
R1 button + triangle button	Roundhouse kick [unlockable]
R1 button + square button	Uppercut [unlockable]
R3 button	Toggle Map/Radar
R1 button + R3 button	Hide Map/Radar
START button	Pause Menu

PROLOGUE

Before *Dragon Ball GT*, before Super Saiyan 4, before the epic struggle with the Shenrons™, Goku® was just beginning to discover his true power — and destiny. After many years of protecting Earth from evil tyrants, including the Red Ribbon Army and the alien King Piccolo™, Goku® is now grown up. He and his wife Chichi™ have a young boy, Gohan®. One day, Goku® and Gohan® are at Kame House with old friends Master Roshi™, Krillin® and Bulma™, when suddenly Goku® feels a strong presence — energy from another world approaching at an alarming speed.

From out of the sky drops the great Saiyan warrior Raditz™, who has traveled from a distant galaxy to check on the progress of his brother Goku®'s mission — to exterminate the Earth. Fortunately for the Earth, Goku® is afflicted with amnesia — he doesn't even remember his original name Kakarot™ or his wicked mission. The evil Raditz grabs little Gohan® and flies off, threatening to kill the child unless Kakarot™ (Goku®) completes his original task and exterminates all of the people of Earth.

So Goku® and the Z Warriors set out on an adventure to save Gohan® and protect Earth from a new race of enemies determined to destroy it!

MAIN MENU

Play Sagas

Select Play Sagas and press the **X button** to start a new game or continue a previously saved game. Choose One Player to play a solo game or Two Players to play in Co-op mode.

At the Select Saga screen, press the directional buttons to choose the chapter you want to play and press the **X button** to continue (only chapters you have unlocked will be available). Depending on the chapter you select, you will automatically play as one of the following Z-Warriors: Goku®, Gohan®, Piccolo™, Vegeta® or Trunks®.

Note: If you are playing Co-op mode, at the Select Character screen Player 2 must press the **START button** on the DUALSHOCK®2 analog controller in controller port 2 in order to join the game.

Once you unlock the Pendulum Room, you can play the game using additional characters (see "Pendulum" below).

Tutorial

Select Tutorial and press the **X button** to get a quick lesson on how to play *Dragon Ball Z™: Sagas™*.

Pendulum

The Pendulum Room allows you to replay the entire game, or your favorite chapters, as any of the original five Z Warriors (with any costumes) or five new characters (Broly®, Bardock™, Tien™, Krillin® or Yamcha®). To unlock the Pendulum Room you must complete all chapters in Play Sagas mode.

As in Play Sagas mode, first choose One Player or Two Players, then choose a chapter. Next, press the **left** and **right directional buttons** to select the character you want to use.



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Vegeta Saga I

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DBZ Trivia

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Options

Change game options (see "Options Menu" below).

Load Game

Return to the Load Game screen, where you can choose an empty game slot to start a new game or select a previously saved game.

Extras

Play any movie you have unlocked.

OPTIONS MENU

SFX Vol: Press the **left** and **right directional buttons** to lower or raise the volume of the in-game sound effects.

Music Vol: Press the **left** and **right directional buttons** to lower or raise the volume of the music.

Dialogue Vol: Press the **left** and **right directional buttons** to lower or raise the volume of the dialog.

Vibration: Turn the DUALSHOCK®2 analog controller vibration function ON for player 1, player 2 or both.

Friendly Fire: With this option turned ON, you will take damage when hit by your teammate in Co-op mode. Enemies can damage each other in all modes.

Difficulty: Set game difficulty level: Easy [all enemies have less health and do less damage]; Normal [all enemies have normal health and do normal damage]; Hard [all enemies have extra health and do more damage].

Set Options: Save settings and return to the previous menu.

PAUSE MENU

Press the **START** button while playing to pause the game and select from the following options:

Resume: Return to the game.

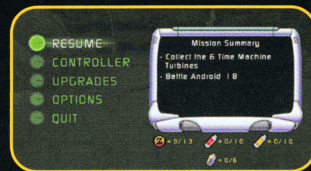
Controller: Display a diagram of game controls.

Upgrades: View your current upgrades. **Note:** You can only view upgrades here, to buy upgrades you must visit an Upgrade Station (see "Upgrading Your Z-Team" on page 9).

Options: Change game options (see above). **Note:** You cannot change game difficulty settings from this menu.

Quit: Return to the Main Menu without saving your current level progress.

You can see your Mission Summary at the right side of the Pause Menu, as well as a list of all of the pick-ups in the current level.



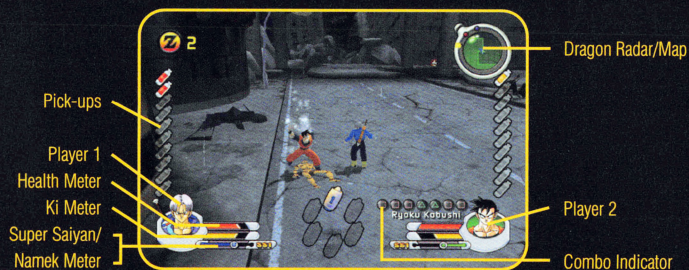
PLAYING THE GAME

Play all 18 chapters by traveling through the many environments and battling enemies along the way. You must complete many quests and defeat all the bosses to win the game.

Your path through the game will require a lot of combat. You will be fighting against groups of enemies or bosses. Each enemy may require you to try various combat techniques, such as using the upgrades purchased at Upgrade Stations [see "Upgrading Your Z-Team" on page 9].

The Battle Screen

The Heads-Up Display [HUD] provides information on your character and the game.



Health Meter: Shows your health. If this bar empties, you die.

Ki Meter: Shows how much Ki Energy you have. You need Ki Energy to fire Ki Blasts and perform Special Move attacks. Your Ki Energy depletes as you use energy attacks. Press and hold the **R1 button** and **X button** to recharge your character's Ki Energy.

Super Saiyan/Namek Meter: Shows your amount of Super Saiyan/Namek Energy. Fighting in melee combat causes this meter to rise. The more combos you perform, the faster it rises. Once it reaches its full potential, the meter will flash. You can now charge up by pressing the **R1 button** and **X button**. You will then turn Super Saiyan [or, in Piccolo™'s case, Super Namek] **Note:** The Super Saiyan ability is not available until Chapter 8.

Sensu Bean: You will find Sensu Beans located in most environments and you can hold up to three Sensu Beans. If you have a Sensu Bean and your Health runs out, the Sensu Bean will automatically revive you. You can also give your Sensu Bean to your partner in Co-op mode if he needs it.

Dragon Radar: Shows where you are on the level. You can upgrade your Dragon Radar to show the position of enemies and the placement of different pick-ups. If you don't know which way to go, refer to the arrow on the Dragon Radar, which will point you in the right direction. Press the **R3 button** to toggle the three different modes on the Dragon Radar: Yellow [show Dragon Balls]; Red [show enemies - Ki Sense upgrade]; and Purple [show pickups - Lucky upgrade].

Help Panel: Often during the game, a help panel will appear on-screen with important information about the game. The type of information may include mission objectives, hints about how to play, or other game info.

Automated System, enter the **last five digits** of your product's Part #. [For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.] **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

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This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels [if these type of items exist and are made available for this particular product].

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places [on the CD label, Game Pak, package and/or plastic disc case, if applicable] and is usually identified by a number such as **04-12345**. When prompted by the

Pick-ups: Press the **L2 button** to view the number of capsules and other pick-ups you have collected in the current level [see "Pick-ups" on page 8].

Combat

There are two types of combat: Melee and Range attacks.

Melee Attacks:

△ button: Kick

□ button: Punch

Use combinations of the **△ button** and the **□ button** for combo attacks. Basic combos include five punch and five kick attacks.

Range Attacks:

Press the **○ button** to fire a Ki blast.

Press and hold the **○ button** to use your Special Move attack.

Each of the playable characters has a special move:

Goku: Kamehameha

Gohan: Masenko

Piccolo: Special Beam Cannon

Vegeta: Galick Gun

Trunks: Burning Attack

Broly: Green Ball

Bardock: Orb

Krillin: Destructo Disk

Tien: Tri-Beam

Yamcha: Kamehameha

Boss Characters

There are many enemies from the Saiyan Saga through the Cell Games Saga: Raditz™, Nappa™, Vegeta™, Recoome™, Burter™ & Jeice™, Captain Ginyu™, Frieza™, Android 17™, Android 18™, Android 19™, Android 20™, Imperfect Cell™ and Perfect Cell™.

Targeting

Targeting allows you to lock on to a specific enemy and move more freely while in combat. To target an enemy close to the direction in which your character is facing, press and hold the **L1 button**. To choose among multiple enemies, tap and hold the **L1 button** until the desired enemy is highlighted, and then continue to hold the **L1 button**. A blue arrow will appear over the targeted character's head. If the enemy moves off screen, his portrait will be displayed along the edge of the screen indicating his general location. **Note:** Both the blue arrow and the portrait indicate the enemy's health.



While an enemy is targeted, the control scheme changes:

Dash: Move the **left analog stick** toward the targeted enemy.

Strafe: Move the **left analog stick** left and right of the direction your character is facing.

Back flip: Move the **left analog stick** away from the targeted enemy.

Exploring

Fully explore all of the levels to take full advantage of the upgrades, find health and find other pick-ups.



Pick-ups

Many items are scattered throughout all of the levels. Search far and wide for all of these pick-ups, they will help you finish the game. Often, a pick-up is hidden inside a destructible object, such as a rock. Try blowing up different things you encounter in the levels to find more pick-ups.



Capsules: There are two types of capsules: red capsules restore health; yellow capsules restore Ki Energy. For every 10 Red capsules you collect, your Health Bar will increase in length. For every 10 Yellow capsules you collect, your Ki Energy meter will increase in length.



Z-Coins: Collect Z-Coins to upgrade your Z-Team with new abilities. Once you have collected enough Z-Coins, you can purchase upgrades from the upgrade screen. See "Upgrading Your Z-Team" on page 9 for details.

Other Pick-ups: Some specific missions require you to find other types of collectibles. For example, you may need to find Dragon Balls or parts to a Time Machine in a particular level.

Flying

You can fly at any time by pressing the **X button** twice. Press the **X button** once to jump, and a second time to stay in the air at the desired height. You can also jump off ledges found in some envi-

Voice Talent

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Henchman/Guldo
Brice Armstrong
Captain Binyu
Christopher Sabat
Vegeta, Piccola, Yamcha
Chuck Huber
Android 17
Dameon Clarke
Cell, Cell Jr.
Duncan Brannan
Red Ribbon Army
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Original Creator

ronments to fly higher. Some pick-ups will require you to find a high point from which to jump and fly. You can also purchase the Flight Speed upgrade, which will allow you to fly very quickly back through a level if you missed an important pick-up.

UPGRADING YOUR Z-TEAM

Upgrading your Z-Team is the key to success in *Dragon Ball Z: Sagas*. Collect Z-coins to spend on upgrades. You can only purchase upgrades from an Upgrade Station, found in most chapters.

To view your current upgrades, press the **START Button** to display the Pause Menu and then choose Upgrades. Upgrades are divided into three categories:



Ki Attack	Combo Attacks (see below)	Melee Attacks
Special Move	Chikara-Dageki	Uppercut
Rapid Fire	Chudan-Dageki	Roundhouse
Quick Recovery	Chikara-Kobushi	Smash
Teleport	Tatsumaki	Unblockable Finishers
Flight Speed	Kiai-Dageki	Combo Breaker
Turbo Ki Charge	Sokuryu-Dageki	Throw
Ki Sense		
Lucky		

Combo Attacks:

- Chikara-Dageki (Power Strike):** The 6-strike combination will stun lesser enemies
- Chudan-Dageki (Middle Strike):** This 7-strike combination will stun average enemies
- Chikara-Kobushi (Power Fist):** This 8-strike combination will bring down more difficult enemies
- Tatsumaki (Tornado):** This 9-strike rain of heavy blows will stun the most difficult of enemies
- Kiai-Dageki (Henchmen Destroyer):** This 10-strike combination will eliminate any henchman
- Sokuryu-Dageki (Quick Destruction):** This will unleash a devastating chain of hyper-quick blows

CO-OP MODE

Dragon Ball Z: Sagas includes two-player cooperative mode. To play in Co-op mode, choose Play Sagas or Pendulum mode, select Two Player, select the desired chapter, and have player 2 press the **START button** on the DUALSHOCK®2 analog controller in controller port 2. Co-op mode is similar to single-player, except the difficulty level is higher.

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