



GET MORE NOW!

Register online today at
<http://www.gameregister.com>
to receive special offers and the inside scoop
about Atari products!

Your privacy is assured. For more information about our
privacy policy, visit <http://www.atari.com/us/privacy>.

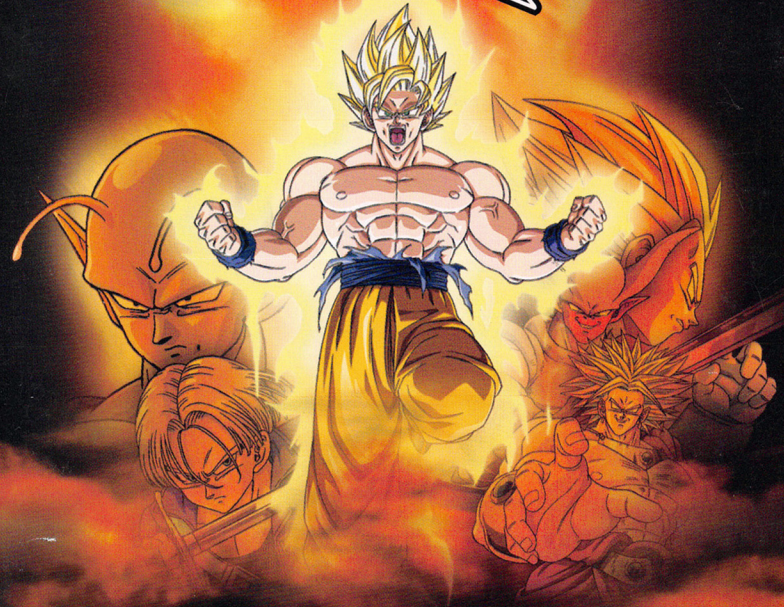
Atari, Inc.
417 Fifth Avenue
New York, NY 10016 USA

PRINTED IN USA.

ATARI

Part # 26643M

DRAGON BALL Z BUDOKAI TENKAICHI



TEEN
T
CONTENT RATED BY
ESRB

ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

© 2005 Atari, Inc. All Rights Reserved.

© 2005 BIRD STUDIO/SHUEISHA, TOEI ANIMATION.

Licensed by FUNimation® Productions, Ltd. All Rights Reserved.

Dragon Ball Z, Dragon Ball GT and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION.

All other trademarks are the property of their respective owners.

Developed by Bandai. GAME: © 2005 BANDAI CO., LTD.

09125

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

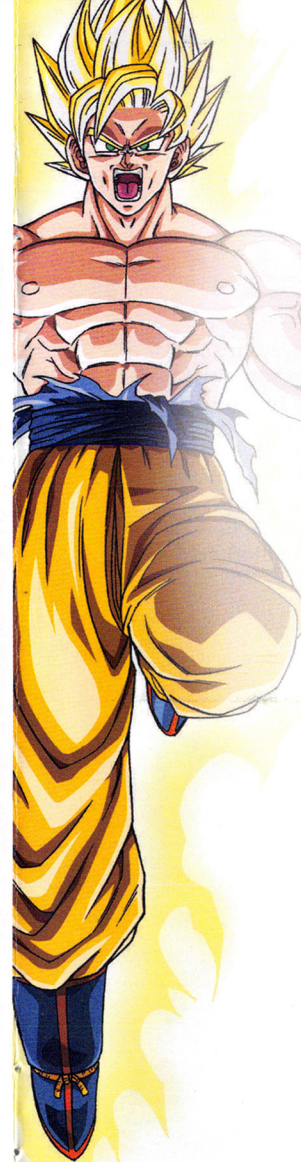
LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

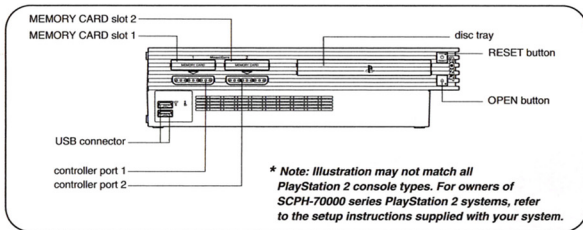
IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

TABLE OF CONTENTS

Getting Started	2
Controls	3
Advanced Controls	4
Main Menu	6
Options Menu	7
The Battle Screen	10
Saving and Loading	11
Z Battle Gate	11
Dueling	12
World Tournament	14
Practice	15
Evolution Z	16
Ultimate Battle	17
Credits	18
Atari Web Sites	21
Technical Support	22
End-User License Agreement	26



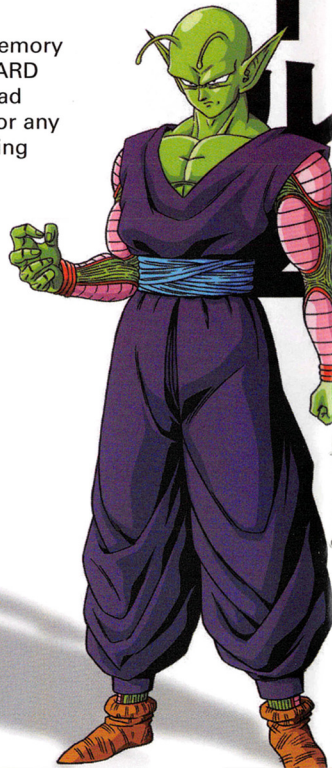
GETTING STARTED



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® Budokai: Tenkaichi™* 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.

Memory Card (8MB)(for PlayStation®2)

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.



You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.

You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.

You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.



END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the “Manual”). Select the Automated Phone System’s Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

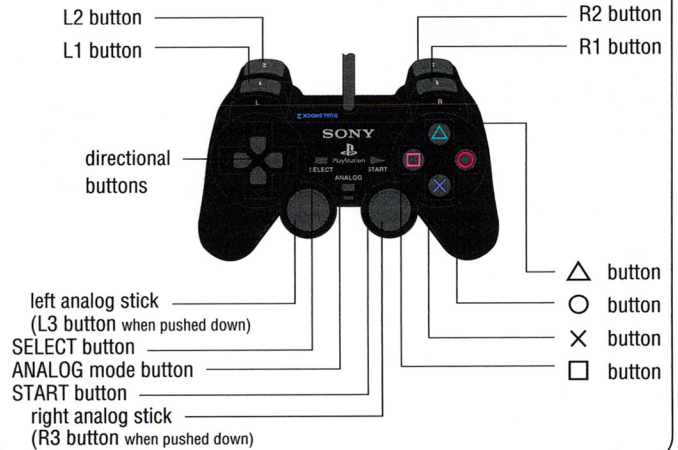
The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

directional buttons	Highlight a menu item / Change the settings
× button	Select menu item
△ button	Cancel
START button	Skip movie

BATTLE CONTROLS

directional buttons	Move character
left analog stick	Move character
× button	Dash
△ button	Ki Blast
○ button	Block
□ button	Attack
R1 button	Jump / Ascend
R2 button	Descend
R3 button	Adjust camera / Taunt (while locked on)
L1 button	Z Search / Lock On
L2 button	Special Move / Ki Charge
SELECT button	Radar ON / OFF
START button	Pause Menu

ADVANCED CONTROLS

Be sure to check out the Tutorials in the Practice Menu to get a detailed rundown of these and other important fighting moves.



Flying

You can take to the skies anytime you choose in Tenkaichi! Flying adds new strategic possibilities to your battles – a wounded character can zip away into the skies and hide long enough to prepare a finishing

move, for example. Press Jump (**R1 button**) once to jump and twice to fly. Once you are flying, press the **R1 button** to ascend and the **R2 button** to descend.

Z Search

If your opponent is not in view, you can press the **L1 button** to perform a Z Search. Your character will pause and scan the battlefield. If the opponent is nearby, your character will turn in that direction and a solid purple triangle will appear on your radar indicating the opponent's location and the direction they are facing.

Note: In order to launch energy attacks at an opponent, you must first lock onto him by either getting close enough to automatically lock on, or by using Z Search, which allows you to lock on from farther away.

Dragon Dash

Press the **X button** and your character will dash in the direction he or she is facing.

Press the **L2 button** and the **X button** simultaneously to perform a Dragon Dash. You can also combine this with flying controls (**R1 button** and **R2 button**) for hard-to-target aerial maneuvers.

Be aware that the Dragon Dash consumes Ki energy, so use it wisely. Press the **X button** again to stop the Dragon Dash.

Teleport

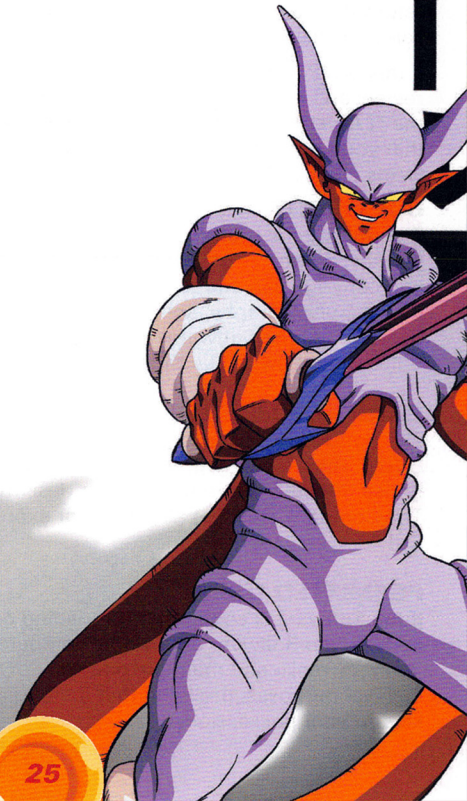
Press Guard (**O button**) and the **left or right directional button** right when your opponent's attack is about to land to teleport out of the way.

BROLY

Broly, the legendary Super Saiyan, hits a little bit harder but a little bit slower. His massive body makes him very durable but very slow. He's so big he's easy to spot, but once you find him you better watch out!



NOTES



NOTES



Ki-Based Attacks

If you have enough Ki, you can launch an energy attack (for example, Goku's Kamehameha). While already locked onto your opponent, press and hold the Special Move button (**R2 button**) and then press the **Δ button** to fire the energy attack in the direction of your opponent.



Knockback Attack

Press the **× button** and the **up directional button** while you are near your opponent to launch a quick and powerful combination attack that will send your opponent flying.

If your opponent hits you with a knockback attack, you can minimize the damage by correctly pressing the button combination that flashes at the bottom of the screen.

Guarding and Evasive Actions

To perform the basic guard move press and hold the Guard button (**○ button**). Press the **× button** and the **left** or **right directional button** to evade incoming attacks.

Taunt

Press the **R3 button** while you are locked onto your opponent to perform a humiliating taunt.

Free Look

If you are not locked onto your opponent, press the **R3 button** to switch to Free Look mode. Press the **directional buttons** or move the **left analog stick** to look around. Press the **R3 button** again to exit Free Look mode.



Favorite Techniques

In order to perform a Favorite Technique you must have 1, 2, or all 3 energy balls stored up. All Favorite Techniques require a combination of the **L2 button**, the **○ button** and the **up directional button**. Check your character's Skill List (from the Pause Menu) for details.

Finishing Moves

Finishing Moves require a specific amount of Ki per move and character. To perform a Finishing Move press the **L2 button** and the **Δ button**. For the Super Finishing Move you must charge up your Ki bar (**L2 button**) until you reach MAX POWER! Mode. MAX POWER! Mode changes your Ki bar from yellow to blue. To perform a Super Finishing Move press the **L2 button**, the **Δ button** and the **down directional button**.



MAIN MENU



After you press the **START** button at the Title Screen, you can start a new game or load a previously saved game. (See "Saving and Loading" on page 11.) You must have a memory card (8MB) (for PlayStation®2) with 71 KB of free space in MEMORY CARD slot 1 in order to save your progress.

Warning: If you start a new game

using a memory card that contains a previously saved game, the old game data will be erased.

GOKU®

Goku® may not hit as hard as some of the other opponents you'll face, but his energy attacks are devastating. Nothing gets an opponent's attention better than a good old-fashioned Kamehameha to the face.

At the Main Menu, press the **directional buttons** to highlight a menu option (listed below), and then press the **X** button to select it.

Z Battle Gate

Relive your favorite Dragon Ball Z and Dragon Ball GT stories through the eyes of the heroes and villains involved. (See "Z Battle Gate" on page 11.)

Ultimate Battle

Rise up through the ranks to become the ultimate fighter (See "Ultimate Battle" on page 17.)

Dueling

Choose a fighter — standard or customized — and battle against your friends or a computer (AI) opponent. (See "Dueling" on page 12.)

World Tournament

Select a warrior and battle to become the champion. Up to 8 human players can compete. If you win, you can unlock new Z Items! (See "World Tournament" on page 14.)



number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at (425) 951-7108 determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law),

Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

ドラゴンボール

ドラゴンボール

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the FAQ.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at (425) 951-7108. Our Interactive Voice Response system is generally available 24/7, providing automated support solutions immediately.

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 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



VEGETA®

Even with a somewhat weak five-hit average, Vegeta makes a powerful opponent. His lack of punching speed doesn't seem like much of a handicap when you consider that he can shoot 10 Ki blasts in 2.6 seconds.

Practice

Practice any character's fighting moves against a customizable computer opponent. (See "Training" on page 15.)

Z Evolution

After you unlock Z Items, you can use them to customize your characters. You can also combine some items to try and create even more powerful skills. (See "Z Evolution" on page 16.)

Options

Change game settings, including opponent strength, controller configuration and more. (See "Options Menu" below.)

OPTIONS MENU



Choose Options from the Main Menu to adjust various game settings. Use the **up** and **down directional buttons** to select an option. Press the **X button** to go to that option sub-menu.

Game Options

Game Difficulty – Set the game difficulty, from Easy to Hard. This determines the difficulty in Z Battle Gate.

Com Level – Set the strength of your computer opponents, from Very Weak to Very Strong. This determines how well computer-controlled characters attack and block in Duel Mode.



PERFECT CELL™

Cell's strength is tremendous. His hits deal 280 damage each and he can dish out five in a row before he has to rest. His Super Finishing Move — Spirit Bomb — does 30,000 damage, and he can take a serious beating before getting KO'ed.





Duel Time – Set the length of duels, from 60 seconds to no time limit.

Default – Reset Options to original default settings.

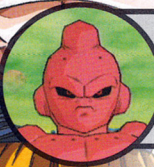
Press the **△ button** to accept any changes you have made and return to the Options Menu.

Save / Load

Save Game Data – Save your current game progress to a memory card in MEMORY CARD slot 1.

KID BUU™

Kid Buu™ is fast but he doesn't break any records. His healing factor is tough to get around, though. Once you start beating on Kid Buu™, you better finish him, or he will just regenerate and come back for more.



Load Game Data – Load a previously saved game from a memory card in MEMORY CARD slot 1.

Controller

Press the **up** or **down directional button** to highlight "Vibration." Press the **left** or **right directional button** to toggle vibration ON / OFF for that controller.

You can customize the controller by configuring commands your favorite way. First, using the controller that you want to customize, and press the **up** or **down directional button** to highlight "Type." Press the **left** or **right directional button** to choose one of five preset configurations (A,B,C,D or E), or customize your own buttons (Custom.).

To set a custom configuration, highlight Custom., then press a controller button. While holding that button down, use the **left** or **right directional button** to scroll between different moves. For example, you can assign the command Ki Blast to the **R2 button** by holding down the **R2 button** and then pressing the **left** or **right directional button** until the "Ki Blast" symbol is displayed.

Press the **△ button** to accept your selections and return to the Options Menu.

GOTENKS

Gotenks is more likely to get hurt choking on food than fighting. He passes human endurance with energy to spare. Maybe this has something to do with the fact that he's a fusion of two Super Saiyan kids.



ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com/budokai3

atari.com/us

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

ドラゴンボール



OPERATIONS

Todd Curtis
Vice President, Operations
Eddie Pritchard
Director of Manufacturing

Gardnor Wong
Senior Buyer

Venus Francois
Senior Buyer

Lisa Leon
Lead Senior Buyer

Tara Moretti
Manufacturing Buyer

Veronica Franklin-Smith (OR)
Traffic Manager

Kurt Carlson, RedSheet, LLP
Documentation Specialist and Copywriter

Morgan Tomaiolo, RedSheet, LLP
Graphic Design and Layout

QUALITY ASSURANCE AND SUPPORT

Ezequiel "Chuck" Nunez
Manager of Publishing Support

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Mike O'Shea
Q.A. Testing Supervisor

Feisal Maroof
Lead Tester

Abby Suh
Assistant Lead Tester

Tomm Aftowicz
Mark Alibayan

Jo Aragones
Marshall Clevesy

Phil Dickerson
Chad Eatinger
Michael Gutierrez

Adam Hix
Joshua Lanada
Brian Lerias
Anthony Ma
Anwar Malimban
Alvaro Melara
Quang Nguyen

Glad Papellero
Jason Randall
Tom Reposo
Robert Tibbets
Kenneth Tran
Dat Tu

Randall Wetmore
Jesse Woodward
Michael Yim
Testers

Dave Strang
Manager, Engineering Services and Compatibility Lab

Ken Edwards
Engineering Services Specialist

Dan Burkhead
Eugene Lai
Engineering Services Technicians

Joy Schmeer
Director, Strategic Relations

Cecelia Hernandez
Sr. Manager, Strategic Relations

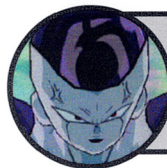
Arthur Long
Strategic Relations Specialist

LEGAL AND BUSINESS AFFAIRS

Jeff Kempler
Senior Vice President, Legal and Business Affairs

Evan Gsell
Vice President, Legal and Business Affairs

Special Thanks
Tanner McKay



FRIEZA®

Frieza® may not seem as strong as other opponents, but don't let him get off any energy attacks. His Death Beam packs a powerful punch, and his Death Ball will leave a seriously sore bruise (if you're still alive to feel it).

Screen

Camera Type:

A: Camera set to medium distance from characters (default setting).

B: Camera will be farthest from the characters. This will give the largest view of the surrounding environment.

C: Camera will be close to the characters. This will display the best detail.

Camera Shake- Toggle Camera Shake ON or OFF. With Camera Shake ON, the screen will shake slightly when environmental objects are destroyed.

Screen Adjust – Press the **X button** to go to the Screen Adjust screen. Use the **directional buttons** to move the screen panel.

Press the **START button** to reset to default settings. Press the **X button** to accept your changes and return to the Screen Menu.

Sound

Speaker – Switch between Stereo and Mono.

Music Volume – Adjust the music volume.



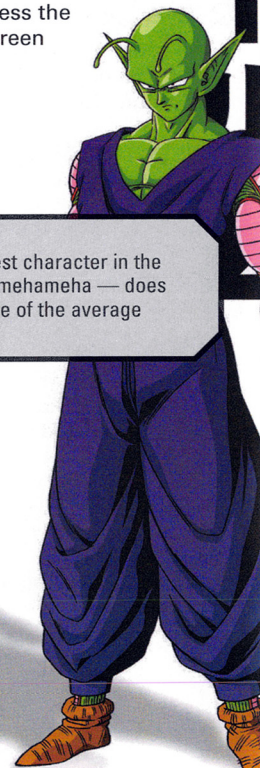
SUPER SAIYAN 4 GOGETA®

Super Saiyan 4 Gogeta® is possibly the strongest character in the game. His finishing move — x100 Big Bang Kamehameha — does 34,000 damage! That's almost twice the damage of the average finishing move!

Voice / SFX Volume – Adjust the volume of the in-game voices and sound effects.

Japanese Voices – You can change the voices in the game to the Japanese voice-overs.

Default- Return to the original settings.



THE BATTLE SCREEN

Most of *Dragon Ball Z™ Tenkaichi™* takes place on the battlefield. The following information is displayed on screen during a fight:



1. Health Gauge

This is the character's health. As a character is damaged, the gauge will turn from green to yellow, and then red. When the red bar disappears, that character is knocked out (K.O.) and loses the battle.

2. Ki Gauge

This gauge builds up as you successfully land punches, kicks and special attacks on opponents. You can also build up Ki by pressing and holding the **R2 button**. Some special attacks and Ki Blast Waves deplete your Ki supply.

3. Energy Gauge

This gauge fills automatically during a battle. Once it fills, a blue bubble will appear next to it and it will start filling again. These stored bubbles allow you to launch Favorite Techniques attacks — the most powerful Favorite Techniques, such as Solar Flare, consume two full bubbles. All Favorite Techniques require a combination of the **L2 button** and the **O button**. Check your character's Skill List (from the Pause Menu) for details.

4. Time

This is the battle's time limit. When the time reaches zero the battle will end, and the character with the most health wins. You can modify the time limit for Duel and World Tournament battles in Game Options (see page 7).

5. Radar

Use your radar to help you zero in on your opponents. The solid yellow triangle in the middle indicates your character's position and the direction he or she is facing. The circles indicate the edges of the battlefield. The solid purple triangle indicates your opponent's location and the direction they are facing. If your opponent doesn't appear on the radar, try using Z Search (**L1 button**) to find them.

Monika Antonelli
Chioatzu

Phil Parsons
Nappa™

Phillip Wilburn
Android 19

Rick Robertson
Dabura

Sean Schemmel
Goku®, Gogeta®, King Kai, Vegito®

Shane Ray
Great Ape

Sonny Strait
Bardock, Krillin®

Stephanie Nadolny
Kid Goku®, Kid Gohan®

Tiffany Vollmer
Bulma™

Vic Mignogna
Broly

OkraTron 5000

Christopher Sabat
Producer/Voice Director

Andrew Rye
Project Manager/Script Supervisor

Rawly Pickens
Señor Audio Engineer

Jeremiah Gray
Editor

Jim E. Jim
Editor

John Burgmeier
Writer

Eric Vale
Writer

Steven Simmons
Translator

Atari

PRODUCT DEVELOPMENT

Donny Clay
Producer

Hudson Piehl
Executive Producer

Tim Perry
Director of Technology

Sara Hasson
Project Planning Coordinator

MARKETING

Matt Collins
*Director of Global
Brand Management*

Nique Fajors
*Vice President of Global
Brand Management*

Marc Metis
Senior Vice President Marketing

Andrea Schneider
Director of Public Relations

Martin Currie
*Vice President of
Marketing Services*

Maleea Barnett
Vice President, Sales

Wim Stocks
*Executive Vice President, North
American Sales*

Ryan Barr
*Vice President, Corporate
Communication*

Christine Fromm
*National Channel Marketing
Manager*

David Leitner
Director of Media

Don Vu
Senior Web and CRM Manager

Ken Ford
Director of IT and Web Strategy

Jason Hartnell
Internet Development Group

CREDITS

Thanks To

SHUEISHA Inc.
Toei Animation
Brian Smolik
Sue Bogo
Aaron Jay Isaacman

Original Author

Akira Toriyama

Funimation Productions, Ltd.

Gen Fukunaga
President
Daniel Cocanougher
Executive Vice-President
Cindy Brennan Fukunaga
Vice-President, Marketing
Bob Brennan
Director of Licensing
Chris Lundeen
Licensing Account Manager
Mike Hathaway
Licensing Account Associate

Barry Watson
Vice-President, Production

Chris Sabat
Voice Director

Scott Saiger
ADR Engineer

Evan Jones
Mix Engineer

Daniel Mancilla
Sr. Editor

Jeremy Jimenez
Asst. Editor

Patti Ringler
Talent Coordinator

Jesse Mancilla
Production Assistant

CAST

Andy Chandler
Cooler® Final Form

Bill Townsley
Guldo

Bob Carter
Bojack

Brice Armstrong
Captain Ginyu™

Chris Forbis
Dodoria

Chris Rager
Hercule™

Christopher Sabat
Burter, Cell®, Gogeta®, Jeice, Piccolo™, Mr. Popo, Porunga, Shenron, Vegeta®, Vegito®, Yamcha®, Zarbon

Chuck Huber
Android 17

Eric Vale
Announcer, Trunks®

Jeremy Inman
Android 16

John Burgmeier
Tien™, Saibaman

Josh Martin
Majin Buu™

Justin Cook
Cell™ Jr, Majin Buu™ (Gohan®, Gotenks absorbed), Radditz™

Kara Edwards
Goten®, Gotenks, Videl

Kent Williams
Android 20, Old Kai, Supreme Kai, Tao

Kyle Hebert
Gohan®, Great Saiyaman™, Ox King

Laura Bailey
Kid Trunks®, Gotenks

Linda Young
Frieza®

Meredith McCoy
Android 18

Mike McFarland
Baby Vegeta®, Master Roshi™

SAVING AND LOADING

You must have a memory card (8MB)(for PlayStation® 2) with 71 KB of free space in MEMORY CARD slot 1 in order to save game progress. **Note:** You can only save one game per memory card. If you have a memory card in MEMORY CARD slot 1 and you select New Game, the old game data will be overwritten.

You can save your current progress to a memory card in MEMORY CARD slot 1 by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Save Game Data.

To load a saved game, select Load Game at the Load Game / New Game screen, which is displayed after the game starts. You can also load a previously saved game by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Load Game Data. You must have a memory card with a saved game in MEMORY CARD slot 1 to load a previously saved game.



#17

One great thing about 17 is that he starts the match with a full bar of Ki energy, which allows him to do his 5-hit energy blast — Full Power Energy Blast Volley — multiple times. That can seriously come in handy, since the attack is almost impossible to dodge.

Z BATTLE GATE



This story mode allows you to relive Shenron's memories of the greatest Dragon Ball Z® battles, including some all-new conflicts! Choose Z

Battle Gate at the Main Menu to start. Initially, most gates will be locked. If you beat your opponent in an unlocked episode, you will clear that episode and can play the next one. Winning these epic battles will also earn you new Z Items!



PICCOLO™

If you think Piccolo's Namekian heritage puts him at a disadvantage, you'd be wrong. He manages to blast up to 26,000 damage with his brutal Hellzone Grenade attack. He doesn't have a healing factor, but he hardly needs one given his durability.

DUELING



Select your favorite character and go head-to-head against your rival on any battle stage. The best part about Duel Mode is that you can face off against your friends! (It's also fun to watch two computer opponents battle it out!) Select Dueling from the Main Menu to proceed to the Battle Mode screen, then choose one of the following:

1P vs. Com – Human vs. Computer: Human player must use the controller plugged into controller port 1.

1P vs. 2P – Human vs. Human: Each player must use a separate controller.

Com vs. Com – Computer vs. Computer: Select two fighters and watch them battle it out.

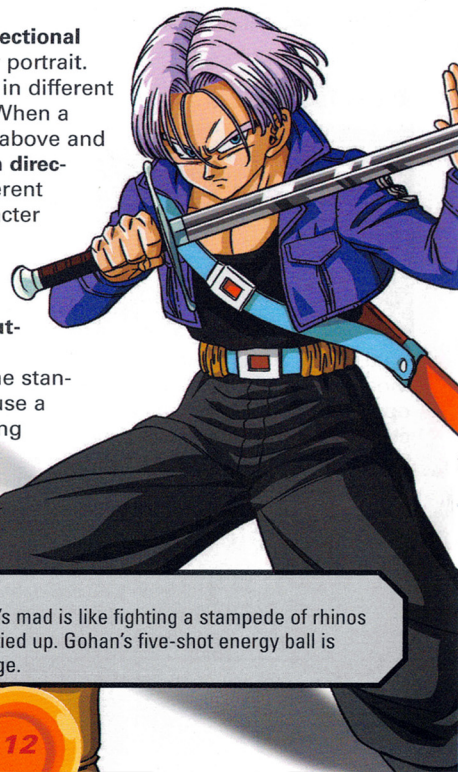
Character Selection

Next, press the **left** or **right directional button** to highlight a character portrait. Some characters are available in different forms, such as Super Saiyan. When a selected character has arrows above and below it, press the **up** or **down directional buttons** to select a different form. When your chosen character is highlighted, press the **X button** to continue.

After you select a character, press the **up** or **down directional button** to select Normal, Custom or Z Evolution. Choose Normal to use the standard character. Choose Custom to use a character that you have created using the Z Evolution feature. Choose Z Evolution to change the characters skills before the start of this battle (see "Z evolution"

GOHAN®

Fighting Gohan® when he's mad is like fighting a stampede of rhinos with your arms and legs tied up. Gohan's five-shot energy ball is almost impossible to dodge.



X button to copy the highlighted skill to your character. Press the **Δ button** to go back one step. You can also view the effect of Z Items by pressing the **□ button**.

What's a Z Item?

Z Items are the special objects and abilities that each character possesses. Z Items are rewarded when you finish a Z Battle Gate episode or win a tournament or Ultimate Battle competition.

There are two types of Z Items: Ability, and Support Skills. Be sure to get a good handle on what each of these types of skills does!

Ability Skills – These will make you character stronger by improving things like how much Ki you start with or how powerful your attacks or defense skills are.

Support Skills – These will give new or improved abilities such as a further lock-on distance. Choosing the right support skills could be the difference between winning and losing, so choose carefully.

ULTIMATE BATTLE



You can challenge 100 fighters in this mode. The higher-ranked you are, the more skills you can unlock. Choose a character and select a Normal or Custom Setting. Then

you are ready to enter the battle!

If you win a battle against a ranked opponent, you will receive winning points for certain things that happened during the battle. These parameters include winning by a Perfect or defeating your opponent in under one minute. The more of these categories you succeed in, the more winning points you receive. You may also unlock new skills the further up the ranking ladder you can climb.

However, if you lose a battle, you will have winning points deducted. If you drop below one point, you will lose the Ultimate Battle and will need to start all over!



Continue Practicing – Close the Pause Menu and return to the Battle screen. Pressing the **START** button or the **△** button will also return you to the Battle screen.

Com State – Set how the computer opponent reacts. Choose Stand to make the opponent simply stand there and take a beating. Choose COM to make the opponent act as they normally would in battle.

Choose Different Characters – Choose new characters to control and fight.

Look at Skill List – Check which skills are available.

Return to Main Menu – Exit Training mode and return to the Main Menu.

EVOLUTION Z



Here you can customize characters, buy Z Items, view your collection of acquired skills and even try to combine known skills into new combinations! **Note:** You must have a memory card in MEMORY CARD slot 1 in order to organize skills.

Select Z Evolution from the Main Menu. Choose

Edit Z Items to change Z Items for any unlocked character. Select Z Item List to view all of the Z Items you have collected. Z Item Fusion lets you combine Z Items to create more powerful ones!

Edit Z Items

Select Edit Z items to change Z Items for the characters that you have unlocked. Press the **left** or **right** directional button to choose a character and press the **X** button to edit that character's skills.

Press the **up** or **down** directional button to select a skill slot. Press the **O** button to remove a Z Item capsule from that slot. Press the **X** button to open the Skill Type window. Press the **left** or **right** directional button to choose among Ability, and Support capsules and press the **up** or **down** directional button to highlight a Z Item. Press the



MAJIN BUU™

Majin Buu™ is about as safe to be around as an unstable nuclear bomb. Even with his tremendous size, he still gets in five punches before resting. He doesn't run very fast and doesn't jump so high, but that's never stopped him from bringing a big hurt before.

on page 16). Press the **X** button to confirm your character selection.

If you are dueling against a computer opponent, you must choose the computer-controlled character before proceeding to the Stage Selection screen. If you are dueling against a human opponent, each player must a character before proceeding to the Stage Selection screen.

At the Stage Selection screen, use the **left** or **right** directional button to highlight a stage and press the **X** button to start the battle.

Duel Pause Menu

Press the **START** button while in Duel mode to display the Pause Menu. Your choices are:

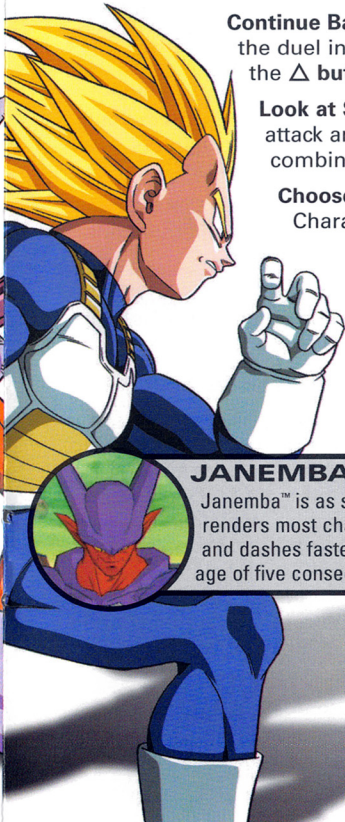
Continue Battle – Close the Pause Menu and return to the duel in progress. Pressing the **START** button or the **△** button will also Continue Battle.

Look at Skill List – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills.

Choose Different Characters – Return to the Character screen.

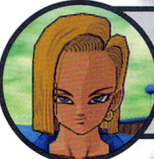
Main Menu – Return to the Main Menu.

Note: You cannot Refer to Skills during a Com vs. Com duel.



JANEMBA™

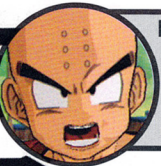
Janemba™ is as strong as he is mean and his master swordplay renders most characters defenseless. Janemba™ shoots a fast Ki blast and dashes faster than most, but in combat he doesn't break the average of five consecutive hits.



18

#18 won't stop fighting until she wins. Her Super Finishing Move, Sadistic 18, is a combination of slapping, punching and kicking and shooting deadly Ki blasts. Try to stay on her good side (if she has one).





KRILLIN®

Krillin® is as average as can be except when it comes to his Super Finishing Move, which deals 17,000 damage when used properly. Krillin® hasn't perfected the Kamehameha, so it doesn't do as much damage as when Goku® uses it, but it is still a mean attack.

WORLD TOURNAMENT



Select World Tournament from the Main Menu to enter a 3-, 4- or 5-round competition against the finest collection of Dragon Ball Z® warriors. Winning a World Tournament, will earn you new skills.

Novice – The Novice tournament consists of three battles, and is perfect for getting used to the game.

Adept – There are four battles in an Adept tournament, and your opponents are stronger and fiercer than in a Novice tournament.

Advanced – You'll have to fight with everything you've got in this five-battle tourney. Here you'll face the strongest, most advanced fighters – all determined to toss you off the stage.

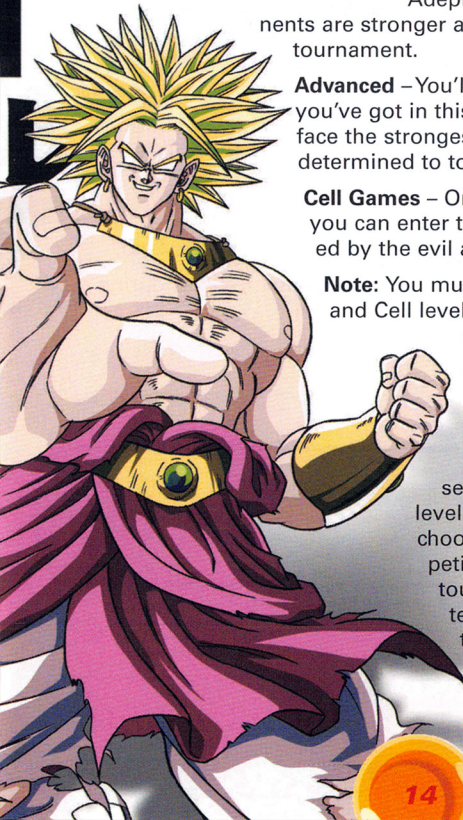
Cell Games – Once you unlock the Cell Games, you can enter this five-round competition hosted by the evil android himself.

Note: You must unlock the Adept, Advanced and Cell levels by winning the previous tournament levels.

World Tournament Rules

Choose World Tournament from the Main Menu, then use the **up** or **down directional button** to select a tournament level (locked levels will not be available). Then, choose the number of human competitors that will compete in the tournament. Next, choose a character for each of the human competitors, just like you would in Duel mode.

A tournament tree displays upcoming matches. Take a look at your next opponent and then



press the **X button** to proceed to the ring. The tournament is played elimination-style, so losing one fight means you're out. If you win, you move up the tournament tree. Battles continue until a fighter is K.O.'d or thrown out of the ring.

World Tournament Pause Menu

Press the **START button** during a World Tournament battle to display the Pause Menu.

Continue Battle – Close the Pause Menu and return to the fight. Pressing the **START button** or the **Δ button** will also Continue Battle.

Look at Skill List – Display a list of your character's attack and transformation skills, and the required button combinations.

Surrender – Resign current character from tournament.

Main Menu – Quit the tournament and return to the Main Menu.



PRACTICE

Here you can practice to your heart's content with the character of your choice, with no worries about Ring-Outs, K.O.s, or, if you so choose, even an opponent who fights back. Select a normal or a custom character for yourself, a computer opponent and a stage, then you're ready to go.

You can also go through a rigorous training regimen (Tutorials), which will prepare you for the awesome battles you will endure though the rest of the game. You will be instructed on all of the various fighting techniques by Piccolo™. So listen up!

Practice Pause Menu

At the Battle screen, press the **START button** to display the Pause Menu. Press the **up** and **down directional buttons** to highlight an option and press the **left** or **right directional button** to change the option.



COOLER®

Cooler®, Frieza's brother, is tall, powerful, and has five very effective weapons of mass destruction: his two arms, two legs and his tail. If you know what's good for you, you won't get in between Cooler® and whatever it is he wants.