

Get More Now!

Just register your game online at gameregister.com and receive a **free Atari Extra!**

Your privacy is assured. Learn more about our privacy policy at atari.com/us/privacy
Specific offers subject to change.

atari.com/dragonballz

© 2006 Atari, Inc. All rights reserved. © 2006 Bird Studio/SHUEISHA, TOEI Animation, Licensed by FUNimation Productions Ltd. All rights reserved. Dragon Ball, Dragon Ball Z, Dragon Ball GT, and all logos, character names and distinctive likenesses thereof are trademarks of TOEI Animation. Developed by NAMCO BANDAI Games Inc. Game © 2006 NAMCO BANDAI Games Inc. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. All other trademarks are the property of their respective owners. The ratings icon is a registered trademark of the Entertainment Software Association.

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

PRINTED IN USA.

Part # 27396M

ATARI



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.

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 **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, 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.

Product Return Procedures in the United States & Canada

In the event our technicians at www.atarisupport.com 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 Emails 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.

TABLE OF CONTENTS

Getting Started.....	2
Saving and Loading	2
Controls	3
Main Menu	4
Heads Up Display (HUD).....	5
Original Mode	6
Dragon Summoning.....	6
Z Survivor Mode.....	6
Customize	6
Versus	7
Training.....	7
Options	8
Credits	10
Atari Web Sites	12
End-User License Agreement	13
Technical Support	17

© 2006 Atari, Inc. All rights reserved.

© 2006 BIRD STUDIO/SHUEISHA, TOEI ANIMATION.

Licensed by FUNimation Productions, Ltd. All Rights Reserved.

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

Developed by NAMCO BANDAI Games Inc. GAME: © 2006 NAMCO BANDAI Games Inc. Marketed and distributed by Atari, Inc., New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc.

The rating icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

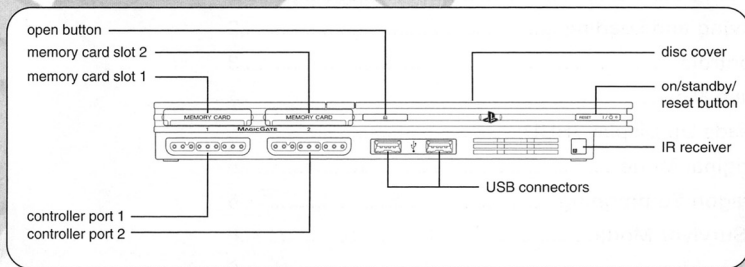
06146

Super
DRAGON

Super
DRAGON

超龍珠
龍

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 *Super Dragon Ball Z*® 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.

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.

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.

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

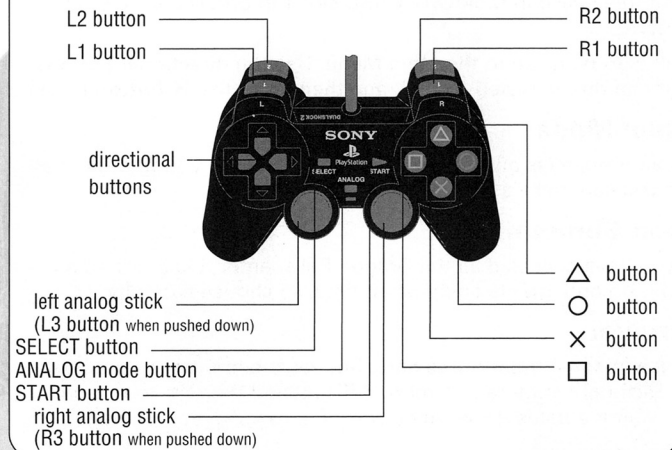
This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability,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

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

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

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

BATTLE CONTROLS

directional buttons / left analog stick	Move character
× button	Block
○ button	Jump (press again to fly once you are airborne)
□ button	Light Attack
△ button	Heavy Attack
□ button + △ button	Throw
R1 button	Light Dash Attack
R2 button	Heavy Dash Attack
L1 button	Throw
L2 button	Dash (no attack)
START button	Pause Menu

MAIN MENU

Press the **START button** on the Title Screen, and then you can start a new game or load a previously saved game. (See "Saving and Loading" on page 2.) You must have a memory card (8MB)(for PlayStation®2) with 110KB of free space in MEMORY CARD slot 1 in order to save your progress.

You will then be taken to the Main Menu. Use the **directional buttons** to highlight an option (listed below), and then press the **X button** to select it.

Original Mode

Defeat your enemies and collect the Dragon Balls! If you find them all, maybe you can make a wish...

Dragon Summoning

Once you have collected all the Dragon Balls, enter this mode to summon Shenron. He only grants one wish at a time, so choose carefully!

Z Survivor

You can win some great prizes here, but you'd better be ready to fight for them! Each fight is more and more difficult, and there is no normal health recovery after a battle. How many wins in a row can you manage?

Customize

Here you can create and edit your custom characters. Choose your new powers wisely, because there is no going back after you have made a decision...

Versus Mode

Challenge your friends to prove that you are the strongest warrior of them all!

Training Mode

Sharpen your fighting skills here. Having trouble executing a certain devastating special attack? This is the place for you to work on it.

Options

Change a number of game settings, including opponent strength, controller configuration and more. (See "Options Menu" on page 8.)

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 contact Customer Support at www.atarisupport.com.

You will be given a Return Merchandise Authorization number (RMA #). 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. 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.

ATARI WEB SITES

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

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

HUD (HEADS UP DISPLAY)



Most of *Super Dragon Ball Z* takes place on the battlefield. Information is presented via the HUD (Heads Up Display). The HUD has several components: Health Gauge, Ultimate Gauge, Action Bar, Time remaining, Dragon Radar, and Rounds Won.

Health Gauge

In each character's display, the top (yellow) bar displays the level of the character's current health. As the character suffers damage, the Gauge reduces. When the yellow bar disappears, the character is knocked out (K.O.) and loses the battle.

Ultimate Gauge

Directly below the Health Gauge is the Ultimate Gauge. This gauge builds up as you successfully land punches, kicks, and special attacks on opponents. Using super attacks and some other special moves will deplete your Ultimate Gauge supply.

Time

This is the battle's time limit. When the time reaches zero the battle will end, and the character with the most health will win. You can modify the time limit for Versus and Original battles in Game Options (see page 8).

Dragon Radar

The circle at the top of the screen is your Dragon Radar. The Dragon Radar will let you know how many Dragon Balls you have collected.

Rounds Won

Immediately below the Dragon Radar are the Rounds Won indicators. When you win a round, an indicator will fill up with a red light.

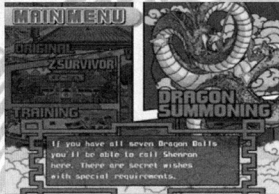
ORIGINAL MODE



Battle your way through seven increasingly difficult battles to gather up experience points and gain strength. You can also collect the seven Dragon Balls. Once you have collected the Dragon Balls, you can summon Shenron and make a wish. There are many different things to wish for, so see if you can discover them all!

DRAGON SUMMONING

Once you have collected the Dragon Balls, you can call forth the mighty Shenron. He grants many types of wishes, but only one at a time. Once you have made your wish, you must collect the Dragon Balls again in order to make another wish. Shenron can grant you new abilities, or even the abilities of your opponents! But, he has much more up his sleeve than just a few moves...maybe if you ask him nicely, he'll grant you access to new fighters to master!



Z SURVIVOR



This is an endurance battle in which you keep fighting opponents until you are defeated. The only catch is that you will not go back to full health before each fight, so you better be good if you want to get very far!

After you win a battle in Z Survivor mode, you can choose a prize from the Bonus Roulette Wheel.

Prizes vary from extra experience points and attack power to extra health or even a Dragon Ball. Time those button presses well, though, or you might not get exactly what you want!

CUSTOMIZE

Here you can customize characters, buy skills, or view your collection of acquired skills. **Note:** You must have a memory card (8MB)(for PlayStation²) in MEMORY CARD slot 1 in order to organize skills.

Select Customize from the Main Menu. At the first screen, choose **Character Customization** and select the custom character that you would like to edit. (You must have already created a custom character in order to choose this option – see next page for details on creating a character). You can also view which



FUNimation Productions, Ltd.

Gen Fukunaga
President

Daniel Conanougher
Executive Vice-President

Debra Kennedy
Vice-President, Marketing

Bob Brennan
Director of Licensing

Chris Lundeen
Licensing Account Manager

Mike Hathaway
Licensing Account Associate

Okatron 5000

Christopher Sabat
Producer/Voice Director

Andrew Rye
Project Manager

Rawly Pickens
SeñorAudio Engineer

Jeremiah Gray
Lead Editor

Cast

Chris Sabat
Cell, Piccolo, Vegeta

Sean Schemmel
Goku

Stephanie Nadolny
Kid Gohan

Kyle Herbert
Gohan (Ultimate)

Eric Vale
Trunks

Sonny Strait
Krillin

Linda Young
Freiza

Meredith McCoy
Android #18

Jeremy Inman
Android 16

Cynthia Cranz
Chi-Chi

Brad Jackson
Oolong

超龍珠龍

CREDITS

Atari

PRODUCT DEVELOPMENT

Donny Clay
Producer
Sara Hasson
Project Planning Coordinator

SALES, MARKETING AND COMMUNICATIONS

Emily Anadu
Product Manager
Matt Collins
Director of Marketing
Nique Fajors
Vice President of Marketing
Andrea Schneider
Director of Public Relations
Alissa Bell
PR Associate
Liz Fierro
Creative Services Manager
Saidia Simmons
Veronica Franklin-Smith
Traffic Managers
Wim Stocks
Executive Vice President, North American Sales
Ryan Barr
Vice President, Strategic Relationships
Christine Fromm
Director, Channel Marketing & Events
Tracy Swanson
Jason Hartnell
Internet Development Group
Matthew Labunka
Atari Forums Head Administrator
Bobby Tait
Customer Support Manager
Brennen Vega
Customer Support Representative

OPERATIONS

Robert Spellerberg
VP of Inventory & Operations Accounting
Shawn Johnson
Manager of Inventory Control
Lisa Leon
Lead Senior Buyer

Gardnor Wong
Senior Buyer
Tara Moretti
Buyer

BUSINESS AND LEGAL AFFAIRS

Evan Gsell
VP of Business Affairs

DESIGN AND PRODUCTION

Kurt Carlson, Red Sheet, LLP
Documentation Specialist and Copywriter
Morgan Tomaio, Red Sheet, LLP
Graphic Design and Layout

QUALITY ASSURANCE AND SUPPORT

Ezequiel "Chuck" Nunez
Manager of Publishing Support
Michael Vetsch
Manager of Technical Support
Jason Kausch
Q.A. Testing Supervisor
Mark Alibayan
Lead Tester
Jason Shields
Assistant Lead Tester
Dave Strang
Manager, Engineering Services and Compatibility Lab
Ken Edwards
Engineering Services Specialist
Randy Buchholz
Eugene Lai
Engineering Services Technicians
Joy Schneer
Director, Strategic Relations
Cecelia Hernandez
Sr. Manager, Strategic Relations
Arthur Long
Strategic Relations Specialist
Mohsen Gholampour
John Hockaday
Dennis Limmer
Alvaro Melara
Ray Nonato
Abby Suh
Dat Tu
Jeremiah Turner
Q.A. Test Team

skills you have in your list, and purchase new skills from your skill tree using your accumulated experience points.

Create Character Card

Select this option to create a custom character card. First select the memory card slot to which you wish to save the character. Then, choose the character you would like to customize. Once you choose your character and a name, you will be asked to save your data. Select Yes, and you can now access your custom character for battle!

Erase Character Card

You can only have 30 custom character cards per save, so at some point you may choose to delete an older character to make room for a new one. Choose this selection and choose the character card you wish to erase. Confirm your selection and the character will be erased.

VERSUS



Select this mode to fight it out with your friends. You can choose Custom or Regular fighters for these battles. Once you have chosen your fighter, you can select a handicap if you and your opponent are not equally matched and you wish to even the odds. Move the indicator to the left and your attacks will do less damage. Move it to the right and your

attacks will do more damage.

Whoever chooses their character first gives the other player the opportunity to choose the battle stage.

TRAINING



Select Training if you need to work on your moves, timing or if you want to practice against a certain opponent.

First, select the character you would like to train and then choose your opponent. Once you are on the fighting field, press the **START** button to display your parameter list and select the area that you would like to train. The

selections are as follows:

Command List – Brings up a list of special moves and combos for your character.

Data Reset – Resets the Attack and Total Attack records.

Opponent – Choose between a CPU-controlled or player-controlled opponent.

Opponent Status – Set AI behaviors. You can make your AI opponent stand there and take your abuse or fight back.

Display – Turn On or Off to show your button combinations at the bottom of the screen while fighting.

Ultimate Gauge – Set to On, Off or Infinite.

Action Gauge – Set to On, Off or Infinite.

Obstacle – Alter the terrain.

Controls – Change controller setting.

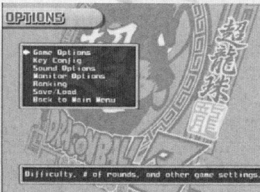
Character Change – Change character selections.

Main Menu – Exit and return to Main Menu.

Return to Game – Confirm selections and return to battle.

Press the **SELECT button** to reset the characters back to the start position.

OPTIONS MENU



Choose Options from the Main Menu to adjust various game settings. Use the **up** and **down directional buttons** to select an option, then press the **X button** to change it.

Game Options

Difficulty – Set the game difficulty from Easy to Very Hard.

Damage – Set the damage levels. Set to low for a longer battle or high for powerful attacks that will end a round quickly.

Rounds – Set the number of rounds per battle.

Time – Set the time limit for duels, from 60 seconds to infinite (no time limit).

Stage Select – Toggle stage selection On or Off.

Wallpaper – Set the wallpaper for Customize Mode.

Default – Return options to original settings.

Back – Accept changes and return to the Options Menu.

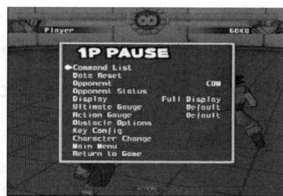
Controls

Controls – Set the controller buttons to match your style of play. Select which button function you would like to change and press the **directional buttons left** or **right** to choose which action you would like assigned to the button.

Vibration – Toggle the vibration function On or Off.

Default – Reset Controls to original settings.

Back – Accept changes and return to the Options Menu.



Sound Options

Speaker – Switch between Stereo and Mono sound.

Narration – Set the narration voice.

BGM Volume – Adjust the background music volume.

SE Volume – Adjust the volume of the in-game sound effects.

Voice Volume – Adjust the volume of the in-game voice-overs.

Default – Reset settings to original values.

Back – Accept changes and return to the Options Menu.

Screen Options

Screen Position – Press the **directional buttons** to move the screen. Press the **SELECT button** to reset to default. Press the **Δ button** to accept changes and return to the Monitor Options.

Layout – Set the HUD (heads up display) positions. Press and hold the **□ button** and press the **directional buttons up** or **down** to set the position of the Upper Indicator. Press and hold the **○ button** and press the **directional buttons up** or **down** to set the position of the Action Bar. Press the **SELECT button** to reset to default. Accept changes and return to Screen Options by pressing the **Δ button**.

Return – Accept changes and go back to the Options Menu.

Ranking

Display current Battle Power rankings. You earn Battle Power by winning matches with your custom characters.

Save/Load

Save – Save your current game progress to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.

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

Auto-Save – Turn the Auto-Save feature On or Off.

Back – Accept changes and return to the Options Menu.

Back to Main Menu

Return to the Main Menu.