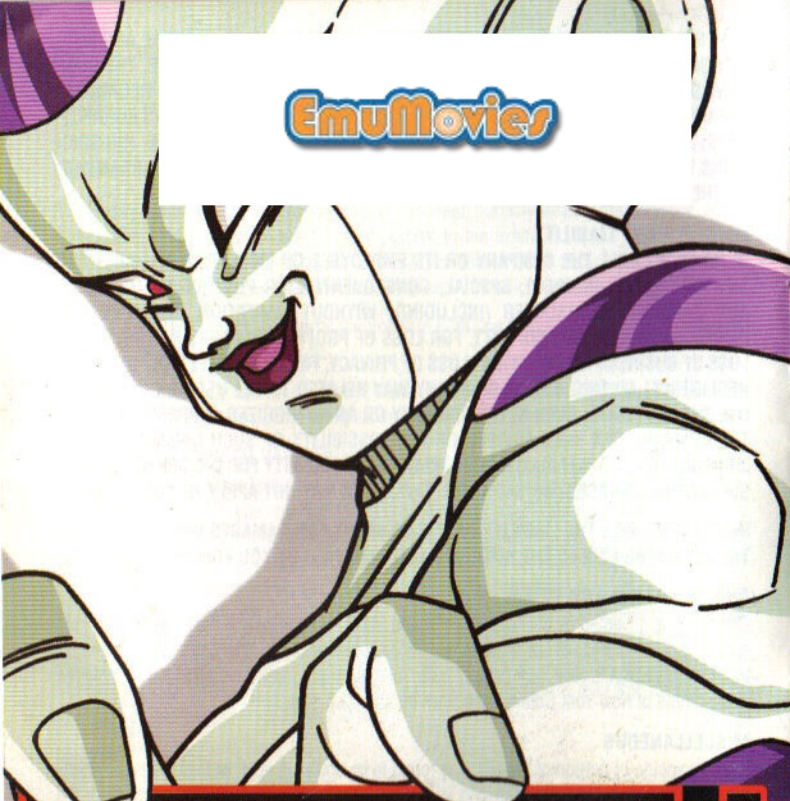


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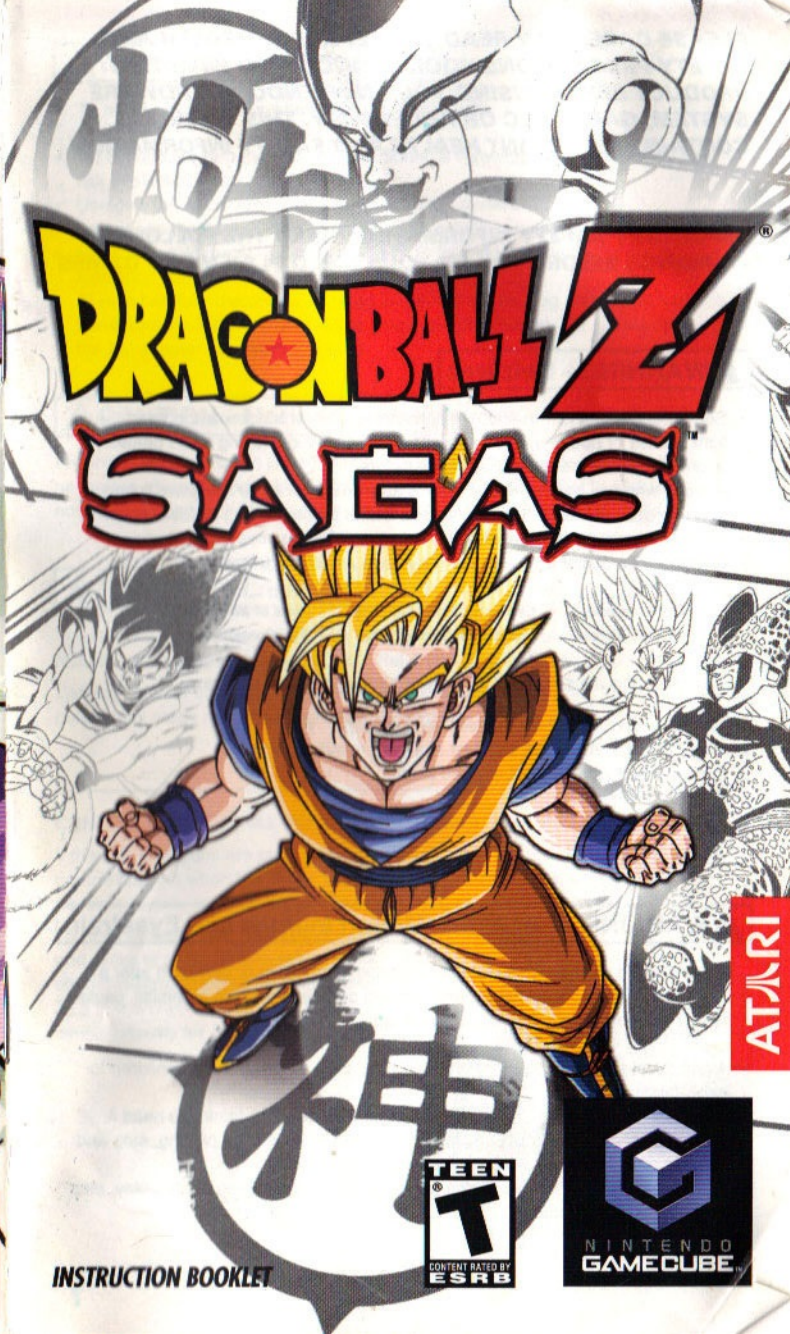
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[atari.com/dragonballz](http://atari.com/dragonballz)

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# DRAGON BALL Z SAGAS

ATARI



INSTRUCTION BOOKLET



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**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

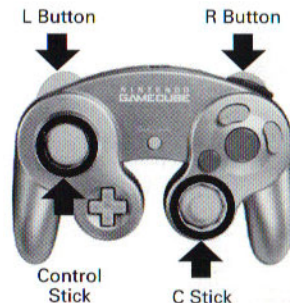
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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SIMULTANEOUS GAME PLAY  
WITH TWO PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**

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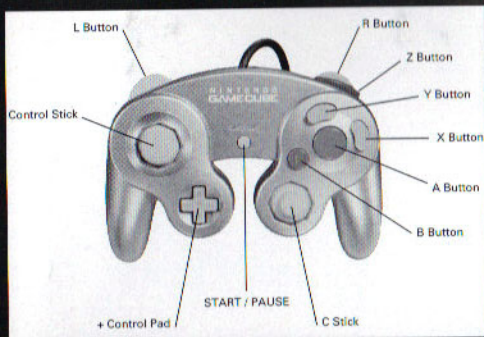


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## TABLE OF CONTENTS

Game Controls .....	4
Prologue .....	5
Main Menu .....	6
Options Menu .....	7
Pause Menu .....	7
Saving & Loading .....	7
Playing the Game .....	8
Upgrading Your Z-Team .....	11
Co-op Mode .....	12
Credits .....	13
Atari Web Sites .....	18
Technical Support .....	18
End-User License Agreement .....	19

## Game Controls



## Menu Controls

Use the **+Control Pad** or the **Control Stick** to highlight menu items. Press the **A Button** to select an item. Press the **B Button** to cancel a selection and move back one screen.

## Game Controls

Control	Action
Control Stick	Move
B Button	Punch
Y Button	Kick
X Button	Ki attack (press and hold for Special Move)
A Button	Jump
A Button X 2	Fly (press again to land)
R Button	Block
R Button + A Button	Charge Ki Energy
L Button	Target lock (press again to switch targets)
+Control Pad Left/Right	Show pick-ups
Z Button	Teleport (unlockable)
R Button + X Button	Throw (unlockable)
R Button + Y Button	Roundhouse kick (unlockable)
R Button + B Button	Uppercut (unlockable)
+Control Pad Up/Down	Toggle Map/Radar
R Button + +Control Pad Up/Down	Hide Map/Radar
START/PAUSE	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 **A 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 **+Control Pad** to choose the chapter you want to play and press the **A 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 **START/PAUSE** on the Nintendo GameCube™ Controller in Controller Socket 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 **A 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 **+Control Pad left** and **right** to select the character you want to use.

### 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 unlocked movie.



## OPTIONS MENU

**SFX Vol:** Press the **+Control Pad Left/Right** to lower or raise the volume of the in-game sound effects.

**Music Vol:** Press the **+Control Pad Left/Right** to lower or raise the volume of the in-game music.

**Dialogue Vol:** Press the **+Control Pad Left/Right** to lower or raise the volume of the in-game dialog.

**Audio Channels:** Select Stereo or Mono.

**Rumble Feature:** Turn the Nintendo GameCube Controller Rumble Feature 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 **START/PAUSE** 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 8).

**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.



## SAVING & LOADING

*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 3 Blocks free to save one *Dragon Ball Z™: Sagas™* game.

## 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 11].

## 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 **R Button + A 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 **R Button + A 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 **+Control Pad Up/Down** 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.

**Pick-ups:** Press the **+Control Pad Left/Right** to view the number of capsules and other pick-ups you have collected in the current level [see "Pick-ups" on page 10].

## Combat

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

### Melee Attacks:

**Y Button:** Kick

**B Button:** Punch

Use combinations of the **Y Button** and the **B Button** for combo attacks. Basic combos include five punch and five kick attacks.

### Range Attacks:

Press the **X Button** to fire a Ki blast.

Press and hold the **X 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™:** Drib

**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 **L Button**. To choose among multiple enemies, tap and hold the **L Button** until the desired enemy is highlighted, and then continue to hold the **L 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 **Control Stick** toward the targeted enemy.

**Strafe:** Move the **Control Stick** left and right of the direction your character is facing.

**Back flip:** Move the **Control 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 **A Button** twice. Press the **A 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 environments 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 **START/PAUSE** 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 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 **START/PAUSE** on the Controller in Controller Socket 2. Co-op mode is similar to single-player, except the difficulty level is higher.



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## ATARI WEB SITES

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

[atari.com/us](http://atari.com/us)

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

[ataricomunity.com](http://ataricomunity.com)

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## 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](http://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 **Email** 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 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.

## 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 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 8:00 PM (Pacific Time).

**Note:** We may be closed on major holidays.

## Product Return Procedures in the United States & Canada

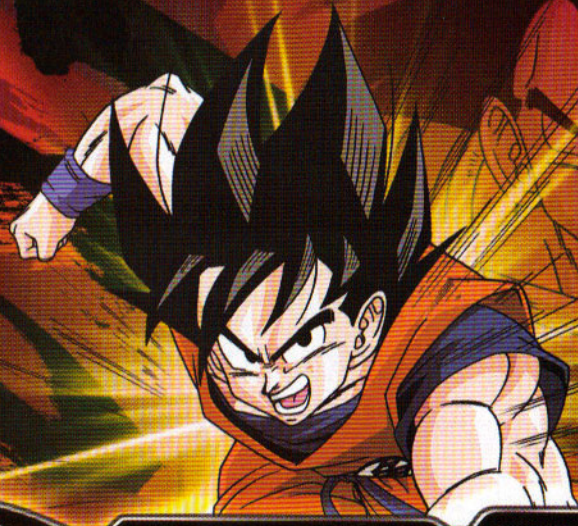
In the event our technicians at **[425] 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone 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.

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