

DRAGON BALL Z
BUDOKAI
3

EmuMovies

BAN
DAI

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS





DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

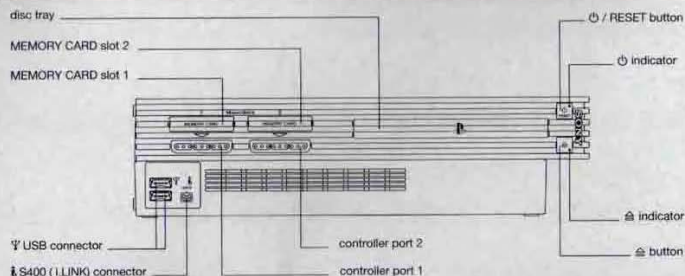
SLES-52730

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 110KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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GETTING STARTED



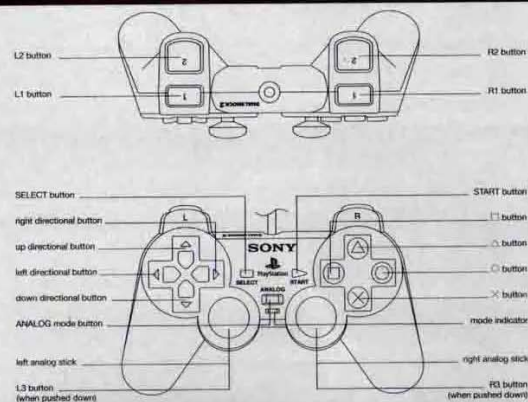
- Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
- Make sure the MAIN POWER switch (located on the back of the console) is turned OFF.
- Attach game controllers and other accessories as appropriate, before you switch your console ON.
- It is advised that you do not insert or remove accessories once the power is turned ON.
- Now turn the console ON at the MAIN POWER switch and press the **RESET button**.
- When the **indicator** lights up green, press the **button** and the disc tray will open.
- Place the *Dragon Ball Z® Budokai™ 3* disc on the disc tray with the label side facing up.
- Press the **button** again and the disc tray will close. Finally, press the **RESET button** again before commencing play.
- Follow on-screen instructions and refer to this manual for information on using the software.

Note:

- Select your preferred language from the Language Select screen, displayed immediately on boot up. Choose from English, French, German Italian and Spanish.
- Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game, create a new game or save a game. *Dragon Ball Z® Budokai™ 3* requires 110KB of free space to save your progress in the game.

Warning: This title uses an Autosave feature; Insertion of a memory card (8MB) (for PlayStation®2) after boot may result in data being overwritten.

CONTROLS



MENU CONTROLS

Directional buttons / left analog stick: Highlight a menu item / change the settings

button: Select menu item

button: Cancel

START button: Skip movie

SELECT button: Help

DRAGON UNIVERSE CONTROLS

Left analog stick: Move forward or backward

Right analog stick: Turn left/right or change the viewpoint up/down

button: Activate Dragon Radar/map (press multiple times to switch between modes)

button: Land at Points of Interest

L1 button + move the left analog stick down: Quick turnaround

L1 button + move the left analog stick up: Fly at super speeds

R1 button: Sense Ki Auras-

R1 button + button: Dash to the nearest location (not simultaneous)

START button: Pause Menu (Edit Skills/ Check Status/ Save/Quit)

BATTLE CONTROLS

Directional buttons / left analog stick: Move character

button: Guard

button: Kick

button: Ki Blast Wave

button: Punch

R1 button: Punch, Kick and Guard (simultaneous)

R2 button: Punch + Kick (simultaneous)

L1 button: Punch + Guard (simultaneous)

L2 button: Punch, Kick, Guard and Ki Blast Wave (simultaneous)

START button: Pause Menu

Note: You may customise any battle command button in the Options Menu. See "Options Menu" on page 7.

ADVANCED CONTROLS

Advanced Kick / Punch – If you press the **left** or **right directional button** towards or away from your opponent while pressing Punch (**Ⓢ button**) or Kick (**Ⓚ button**), you will unleash a new, more powerful attack. You can even tie combination attacks together.

Gather Ki – Press and hold Guard (**Ⓧ button**) and double-tap and hold the **left** or **right directional button** (away from your opponent) to generate Ki. You also generate Ki by landing attacks on your opponent.

Deflect / Return – If you press Guard (**Ⓧ button**) right before you are hit by a Ki Blast Wave, you can deflect it aside. If you time it just right, you can deflect it right back at your opponent!

Side step – Tap Guard (**Ⓧ button**) plus the **up** or **down directional button** to move in a circle around your opponent. This is especially helpful for getting away from the edge of the ring.

Dodging – Tap Guard (**Ⓧ button**) at the exact moment an attacker is going to land a physical attack (a punch or kick) and you will dodge the attack at the cost of 1/4 of a Ki gauge bar.

Roll – If you are knocked back tap **Ⓧ button** at the exact moment you hit the ground for a quicker recovery. This feature also works in the tournament. You can stop yourself from flying out of the ring with a well timed button press!

Teleport – Press the **left** or **right directional button** (towards your opponent) and the **Ⓧ button** to instantly teleport behind them.

Pursue – Press **Ⓞ button** as soon as you send your opponent flying back to follow them into the air and deliver an extra hit.

Dash – Double-tap and hold the **left** or **right directional button** to dash towards or away from your opponent at increased speed.

Free Flight – You can now fly in the air while dashing backwards! If you hold the **up directional button** while dashing away from your opponent, you will take to the skies! If you hold the **down directional button** while doing so, you will get closer to the ground.

Transform – You can increase your strength (for example, Goku **Ⓞ** can transform into Super Saiyan) by pressing Punch (**Ⓢ button**), Kick (**Ⓚ button**) and Guard (**Ⓧ button**) all at the same time, once you've met the skill conditions.

Grapple – Press Punch (**Ⓢ button**) and Guard (**Ⓧ button**) at the same time to grapple your opponent.

Charge Attack – Double-tap the **left** or **right directional button** (towards your opponent) and then throw a Punch (**Ⓢ button**) to break through their defences.

Guard Crash – Press **Ⓚ button** and **Ⓢ button** simultaneously to unleash a powerful punch that breaks through your opponent's defences. Press **Ⓚ button** and **Ⓧ button** along with the **left** or **right directional button** (towards your opponent) to perform an unblockable kick.

Use Item – If your custom character has an item among his skills, you can use this item once during a battle by pressing and holding the **Ⓧ button** and double-tapping **down** on the **directional button**.

Taunt – Press and hold the guard (**Ⓧ button**) and double-tap the **down directional button** to taunt your opponent. This will cause them to lose one full Ki bar of energy and is a great way to keep your opponents in check while they power up. This move can only be performed when you don't have any usable items in your skill tray.

Special Attacks

Some of the special attacks in Dragon Ball Z®:Budokai™ 3 require more than just landing an initial combination of buttons. For these attacks, you must input additional commands once the attack is launched. You will be prompted to do so by an onscreen graphic (see below).



Hyper Mode – Press the **Ⓚ button**, **Ⓢ button**, **Ⓞ button** and **Ⓧ button** simultaneously to enter Hyper Mode. While in this powerful mode, your character will glow and his or her energy will steadily decline. Once all energy is drained, your character will be momentarily weakened — spin the **left analog stick** or the **right analog stick** or push any button as quickly as you can to recover more quickly. You must be in Hyper Mode in order to launch a Dragon Rush or Ultimate Attack.



Dragon Rush – While in Hyper Mode, you can launch the Dragon Rush attack. To do this, press **L2 button** as soon as you knock your opponent back. The Dragon Rush attack plays out in three phases, and the defender gets a chance to block each phase. When you see this graphic at the bottom of the screen, both players must press either the **Ⓚ button**, **Ⓢ button**, **Ⓞ button**, **Ⓧ button** or press no button at all. If the defending player presses the same button as the attacker, then he avoids all or some of the damage from the Dragon Rush attack.



Ultimate Attack – When your opponent's Fatigue gauge is full and you are in Hyper Mode, your character can launch a devastating Ultimate Attack by simultaneously pressing the **Ⓚ button**, **Ⓢ button**, **Ⓞ button** and **Ⓧ button**. Even with all of these pieces in place, however, there's no guarantee the attack will do its worst. Once you launch an Ultimate Attack, a gauge appears at the bottom of the screen. Each player must try to press a button at the exact moment the gauge fills — the player

who comes closest "wins" that round. This happens three times, and the player who wins the most rounds succeeds. If it's the attacking player, the Ultimate Attack does its full damage. If it's the defending player, some of the damage is blocked.



Beam Struggles – If you or your opponent fire a large Ki blast attack at the same time, the beams will meet in the middle. You must then either rotate the **left analog stick** or the **right analog stick** or push any buttons as quickly as possible. Whoever is the slowest will get blasted.

SAVING AND LOADING

Once you start a new game, all progress — including unlocked story chapters and skills — is saved automatically.

Note: You can only save one game per memory card (8MB) (for PlayStation®2). If you have a memory card (8MB) (for PlayStation®2) 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 (8MB) (for PlayStation®2) 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 (8MB) (for PlayStation®2) with a saved game in MEMORY CARD slot 1 to load a previously saved game.

WELCOME TO DRAGON BALL Z® BUDOKAI™ 3!

The greatest warriors from Dragon Ball Z®, DBZ® movies and Dragon Ball GT® have assembled for the tournament of champions. Control them all with Rakurai Fighting system for even more explosive DBZ® combat. Focus your ferocity and, one-by-one, your opponents will fall.

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 6.) Warning: If you start a new game using a memory card (8MB) (for PlayStation®2) that contains a previously saved game, that game data will be overwritten.

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

Dragon Universe

Enter the Dragon Universe and become one with the characters from Dragon Ball Z® and Dragon Ball GT® as you explore the world, build your skills, fight legendary battles, and try to find the elusive Dragon Balls. (See "Dragon Universe" on page 9.)

"Warning! Budokai 3 will only save the progress of one story at a time. If you start a new story on a different character your progress will be lost and you must start the story over. All of your capsules and skill points will still be saved but you will need to start the story over if you change characters during Dragon Universe Mode".

Dueling

Choose a fighter — normal or customised — and battle against your friends or a computer (AI) opponent. (See "Dueling" on page 9.)

World Tournament

Select a warrior — normal or customised — and battle to become the champion. If you are the winner or runner-up, you will win prize money, which you can spend on new skill capsules! (See "World Tournament" on page 10.)

Practice

Select practice to try your fighting moves against a customisable computer opponent. Select Training to receive valuable lessons about specialised fighting techniques from some of the all-time great warriors. (See "Practice" on page 11.)

Skill editing

After you unlock skills in Dragon Universe, you can use them to customise characters. You can also buy skill capsules using any cash you have won in World Tournament. (See "Edit Skills" on page 13.)

Options

Change a number of game settings, including opponent strength, controller configuration and more. (See "Options Menu" on page 7.)

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 Very Easy to Very Hard. This determines the difficulty in Dragon Universe.

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

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.

Default — Set the default settings.

Save / Load

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

Load Game Data — Load a previously saved game from a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

Controller

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

You can customise the controller by configuring commands your favourite way. First, using the controller that you want to customise, and press the **up** or **down directional button** to highlight "Config." Press the **left** or **right directional button** to choose one of two preset configurations (A or B), or customise your own buttons (Cust.).

To set a custom configuration, highlight Cust., then press any controller button (except the directional buttons, or analog sticks). While holding that button down, use the left or right directional button to scroll between different moves. For example, you can assign the command Kick + Punch + Guard (transform, for many characters) to the **R2** button by holding down the **R2** button and then pressing the **left** or **right directional button** until the "P + K + G" symbol is displayed.

To exit the custom controller menu after you have made your selections you press the **up directional button** and then exit out with the **△** button. Press the **START** button to reset controls to default.

Screen

Brightness Control – Highlight 'Brightness Control' and press the **X** button to go to the Brightness Control screen. Use the **up** and **down directional button** to adjust the monitor brightness. Press the **START** button to reset to default. Press the **A** button to return to the Screen Menu.

Screen Adjust – Highlight "Screen Adjust" and press the **X** button to go to the Screen Adjust screen. Press and hold the **Y** button and use the **directional buttons** to move the top information panel. Press and hold the **Y** button and use the **directional buttons** to adjust the positioning of the entire screen. Press the **START** button to reset to defaults. Press the **A** button to keep your changes and return to the Screen Menu.

Sound

Speaker – Switch between Stereo and Mono.

Music Volume – Adjust the music volume.

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

Default – Set the default settings.

Language – You can choose a language from English, French, German, Italian or Spanish.

Exit – Save changes and return to the Main Menu.

THE BATTLE SCREEN



Most of *Dragon Ball Z® Budokai™ 3* takes place on the battlefield. The following information is displayed on screen during a fight:

Health Gauge

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

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 Guard and double-tapping the **left** or **right directional button** (away from your opponent). Using some special attacks and Ki Blast Waves depletes your Ki supply. Blocking and using certain skills can also drain your Ki.

Fatigue Gauge

A character gets worn out in a typical battle, especially if he or she is forced to withstand beam and Dragon Rush attacks. As your character's Fatigue gauge changes to yellow and then red, he or she will have much more trouble blocking Ultimate Attacks.

Wins (Duel Mode Only)

This shows the number of duels a character has won since you entered Duel Mode from the Main Menu.

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 Dueling, World Tournament and Dragon Arena battles Game Options (see page 7).

Capsules

These are the skills that the character possesses. You can select skills from the Edit Skills screen (see page 13).

DRAGON UNIVERSE

Select a character and fly around the earth to seek Dragon Balls®, so that you may be granted your wish. As your journey unfolds, you will travel to distant planets, unlock skills, encounter fierce warriors, and gain incredible strength. You can choose between six warriors at the beginning, and will unlock more as you successfully battle.

Story Events will be marked on the Map as a red circle. Land there to see what happens. But there are points of interest all over the map that are not marked. You will see a scroll appear on screen when you find one. If you land there you may find items, money, or even skills so search everywhere!

If you win a battle, you will earn experience points. When you have earned enough experience points, your character will level up, and you can spend any accumulated Z-points to improve the following stats:

Health – Increases the number of bars of health that your fighter has.

Ki – Reduces the amount of Ki it takes for your character to use special attacks.

Attack – Improves the damage your character deals in regular attacks.

Guard – Lessens the damage your character takes from attacks.

Arts – Increases the amount of damage your character deals using special attacks.

Ability – Makes equipped capsules and items more effective.

Com – This improves how well the computer controls your character when fighting against another opponent from around the world.

DUELING

Select your favourite 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. 2P – Human vs. Computer: Human player must use the controller plugged into controller port 2.

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

Character Selection

Next, press the **up** or **down directional button** to highlight a character portrait and then press the **X button** to choose that character.

After you select a character, press the **up** or **down directional button** to select Normal, Custom or Edit Skills. Choose Normal to use the standard character. Choose Custom to use a character that you have created using the Edit Skills feature. Choose Edit Skills to change the character's skills before the start of this battle (see "Edit Skills" on page 13). Press the **X button** to confirm your character selection.

Note: If you select a character by pressing the **left** or **right directional button**, that character will wear an alternate costume in battle.

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 choose 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 proceed to the Battle screen.

Dueling 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.

Refer to Skills – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills.

Reselect Characters – Return to the Select Characters screen.

Return to Main Menu – Exit the Dueling and Return to the Main Menu.

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

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, or the Skill Shop (see "Edit Skills" on page 13).

There are 4 World Tournament levels. Prize money and Tournament size increases with each successive tournament level.

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 more fierce 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 – All skills, including Fusions, are allowed in this no-holds-barred contest of champions. Do you have what it takes to be the last fighter standing?

Note: You must unlock the Adept, Advanced and Cell Games levels by winning the previous tournament level, and purchasing the proper capsule from the Skill Shop.

World Tournament Rules

To play World Tournament, choose it 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 (see page 10).

A tournament tree displays upcoming matches. After you see who your next opponent is, press the **X button** to proceed to the ring. The tournament is played in 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. Your choices are:

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

Refer to Skills – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills.

Return to Main Menu – Exit 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 (see "Character Selection" on page 10), a computer opponent and a stage, then you're ready to go.

You can also go through a rigorous training regime, which will prepare you for the awesome battles you will endure throughout the rest of the game. You will be instructed on all the various fighting techniques by some of the most powerful and famous Z warriors. So listen up!

Practice Mode

Practice mode is like a regular duel, except that neither opponent can get K.O.d, and you set the reaction level of your computer opponent.

The on-screen display in Practice mode contains a few extra lines of information to help you gauge your most effective attacks and refine your fighting strategies:

Max Hits – Displays the maximum number of successive hits you made in a single attack

Damage – Displays the damage of the last single attack. (This number only remains on screen briefly.)

Total Damage – Displays the damage of your last combination or special attack. (This number only remains on screen briefly.)

Max Damage – Displays the highest amount of damage you have dealt so far in a combination or special attack.

Attack – Displays the current Attack rating. This rating can be affected by creating a custom character using certain capsules, such as Rage.

Guard – Displays the current Guard rating. This rate can be affected by creating a custom character using certain capsules, such as Old-Style Armour.

Dodge - How many times you have dodged in a row

Max Dodge - Keeps track of the highest amount of dodges in a row you have done for that match

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.

Continue – 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 Action – Set how the computer opponent reacts. Choose Do Nothing to make the opponent simply stand there and take a beating. Choose Guard 1 to make the opponent block everything but unblockable attacks. Guard 2 makes your opponent guard most attacks. Match makes the opponent fight back, as if you were in a regular duel.

"Player controls" allows you control your opponent with the second controller.

Com Level – If you choose Match in Com Action, you can set the opponent's fighting level to Very Weak, Weak, Average, Strong or Very Strong.

Defend Ki Blast Wave – If you choose Do Nothing, Guard 1 or Guard 2 in the Com Action setting, you can set whether the computer opponent will Do Nothing, Deflect, or Deflect Back any Ki Blast Waves thrown at it.

Counterattack – If you choose Do Nothing, Guard 1 or Guard 2 in the Com Action setting, you can turn Counterattack ON or OFF. When Counterattack is ON, an on-screen indicator will display the word "Counter!!", letting you know that you've broken through your opponent's defences and can now land combination moves or special attacks.

Break-fall – Turn Break-fall ON or OFF. When Break-fall is ON, your opponent cannot be knocked down.

Display – Change the on-screen display. No display shows no extra on-screen information. Status displays data about your attacks and your opponent's attacks. Command displays on-screen button combinations for each character's attacks. Status and Command displays both Status and Command information on screen.

Reset Position – Start the practice session over from the initial position and Ki levels.

Skill List – Press the **⊗** button to display the list of skills that require button combinations. Press the **up** or **down directional button** to highlight a skill and press the **⊗** button to practice that skill. This will show the proper button combination in the Commands bar on screen. When you successfully press the proper button combination, a capsule will appear on screen, and then the skill will take effect.

Reselect Characters – Return to the Practice mode Character Selection screen.

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

Training Mode

You will learn how to execute the various fighting techniques and special moves in training mode. Your teachers will be various Z warriors. Listen carefully to their words, so that you can complete all the levels of your training. It won't be easy, but there may be a reward waiting for you at the end.

Even if you are a returning Dragon Ball Z®/Budokai® pro, it is recommended that you go through training to brush up on your old skills and learn how to effectively use all the new fighting techniques that Budokai 3 has to offer.

Note: the button combinations mentioned in the training section are valid for controller configuration A only. Please refer to the "Controller" section of the "Options" menu for a detailed description of configuration A.

SKILL EDITING

Here you can customise characters, buy skills, view your collection of acquired skills, and trade skills between memory cards (8MB) (for PlayStation®2). **Note:** You must have a memory card (8MB) (for PlayStation®2) in any MEMORY CARD slot in order to purchase or organize skills. You must have memory cards (8MB) (for PlayStation®2) in both MEMORY CARD slot 1 and MEMORY CARD slot 2 in order to trade skills.

Select Skill Editing from the Main Menu. At the first screen, use the **directional buttons** to select characters and skills on a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. MEMORY CARD slot 2, trade skills between two memory cards (8MB) (for PlayStation®2), or view a tutorial on editing skills. Press the **⊗** button to continue.



Edit Capsules

Select Edit Capsules to change skills for the characters that you have unlocked. Press the **up** or **down directional button** to choose a character and press the **⊗** button to edit that character's skills.

Press the **up** or **down directional button** to select a skill slot. Press the **⊙** button to remove a skill capsule from that slot. Press the **⊗** button to open the Skill Type window. Press the **left** or **right directional button** to choose among Ability, Equipment and Item capsules and press the **up** or **down directional button** to highlight a skill capsule. Press the **⊗** button to copy the highlighted skill to your character. Press the **△** button to go back one step.



Skill Shop

At the Skill Shop, you can purchase many kinds of capsules. Each capsule contains one skill. You can sort capsules by view Skills, Ability, Equipment, Item and System.

Reading the Skill Sheet

The Skill Sheet of a capsule contains information that is useful when deciding how to customise your ultimate warriors.

Rarity – The colour bar at the top of the Skill Sheet indicates a capsule's rarity. Basic blue is a common skill, turquoise is uncommon, green is rare, and all-gold is ultra-rare.

Skill Name – The name of the skill.

Effects – The skill's effects.

Usage – The conditions required to activate the skill.

Skill Icons

Can Increase – Skill increases when set repeatedly. Each successive use of that skill will be more powerful, up to a limit of three.

Cannot Trade – Indicates that you cannot trade this skill with other players.

Use Once Only – This skill can only be used once per battle.

Number of Slots – Indicates the number of slots this skill occupies in the Custom Tray.

What's a Skill?

Skills refer to the special abilities that each character possesses. Skills are found in capsules and can be obtained by finishing a Story chapter or by buying them at the Skill Shop.

There are three types of skills: Ability Skills, Equipment Skills, and Item Skills. Be sure to get a good handle on what each of these types of skills does!

Ability Skills – These are found in red capsules and include transformation and death-moves.

Equipment Skills – These are found in green capsules and include successive attack and throwing skills.

Item Skills – These are found in yellow capsules and include armour, medicines and other supplemental fighting aids.

Creating Custom Characters

Skills come in the form of capsules, which you can use to customize characters. To do this, select Edit Skills and then press the **up** or **down directional button** to browse available characters. Press the **X button** to edit a character.

When you first edit a character, that character's Custom Tray will be empty. There are seven empty slots — skills occupy from one to four slots. Some skills require a prerequisite skill before you can use them. Press the **X button** with an empty slot highlighted to add a skill to that slot. This will bring up a window displaying skill capsules that character can use. Press the **directional buttons** to highlight a capsule. Press the **□ button** to show more details about that capsule. Press the **X button** to add that capsule and return to the Custom Tray. Press the **△ button** to return to the Custom Tray without adding a skill.

To remove a skill from the Custom Tray, highlight that skill and then press the **○ button**. Press the **△ button** when you are finished editing a character. Press the **up** or **down directional button** to select another character, or press the **△ button** to return to the Edit Skills Menu.

Trading Skills

You can trade skill capsules between two memory cards (8MB) (for PlayStation®2), each with *Dragon Ball Z® Budokai™ 3* game data saved on it. Insert two memory card (8MB) (for PlayStation®2) having saved data into both the MEMORY CARD slot 1 and MEMORY CARD slot 2, then select Skill Editing from the Main menu, then choose the Trade Skills icon and press the **X button** to go to the Trading screen.

Press the **left** or **right directional button** to select a memory card (8MB) (for PlayStation®2), then press the **X button**. Choose up to four skills you want to trade from the Skill Case, and then press the **X button**, and then press the **△ button**. Select the other memory card (8MB) (for PlayStation®2), and choose skills to trade from that memory card (8MB) (for PlayStation®2), press the **X button**, and then press the **△ button**. When you are ready to trade, press the **START button**. YES/NO overlay appears, select YES in order to finalize the trade, or NO to make any changes. Press the **△ button** to go back one step. You cannot trade skills that your opponent already has. **Note:** Once you trade a skill capsule, it disappears from your memory card (8MB) (for PlayStation®2).

DRAGON ARENA

If you are very successful in Dragon Universe, you will unlock Dragon Arena. Here, you can continue to level up your characters in one-on-one battles against both computer-generated characters and characters customised by legions of other Dragon Ball Z: ® Budokai™ 3 players like yourself. Once you have unlocked Dragon Arena, it will appear on the Main Menu.



The controls in Dragon Arena are similar to Duel mode. First, select 1P vs. Com, 1P vs. 2P, or Com vs. Com. Next, select a character and edit skills if desired. Then choose one of two types of opponents.

Select a computer-generated opponent by pressing the **up** or **down directional button** to scroll through the list one character at a time or the **left** or **right directional button** to scroll through the list a page at a time. The

level of the character you choose as an opponent will determine how much experience you receive when you defeat that opponent. Press the **X button** to start the battle.

To choose a player-generated character, press the **L1 button** or the **R1 button**. Then, press the **START button** to enter a password. You will find passwords for other player's characters on the web at atari.com/budokai3. Check the web site for complete instructions on how to post and use character passwords.