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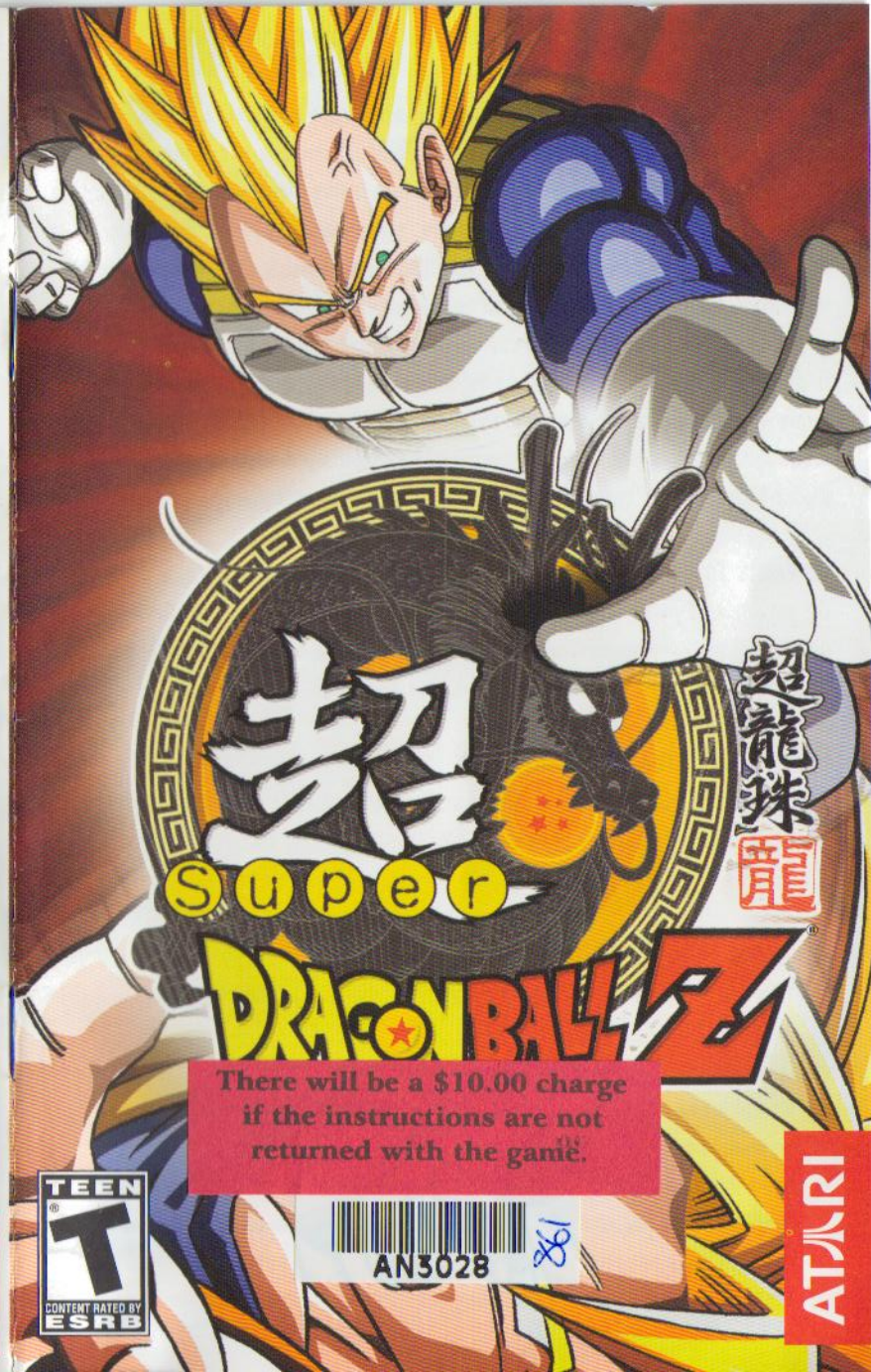

There will be a $10.00 charge if the instructions are not returned with the game.

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CONTENT RATED BY ESRB

AN3028

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.

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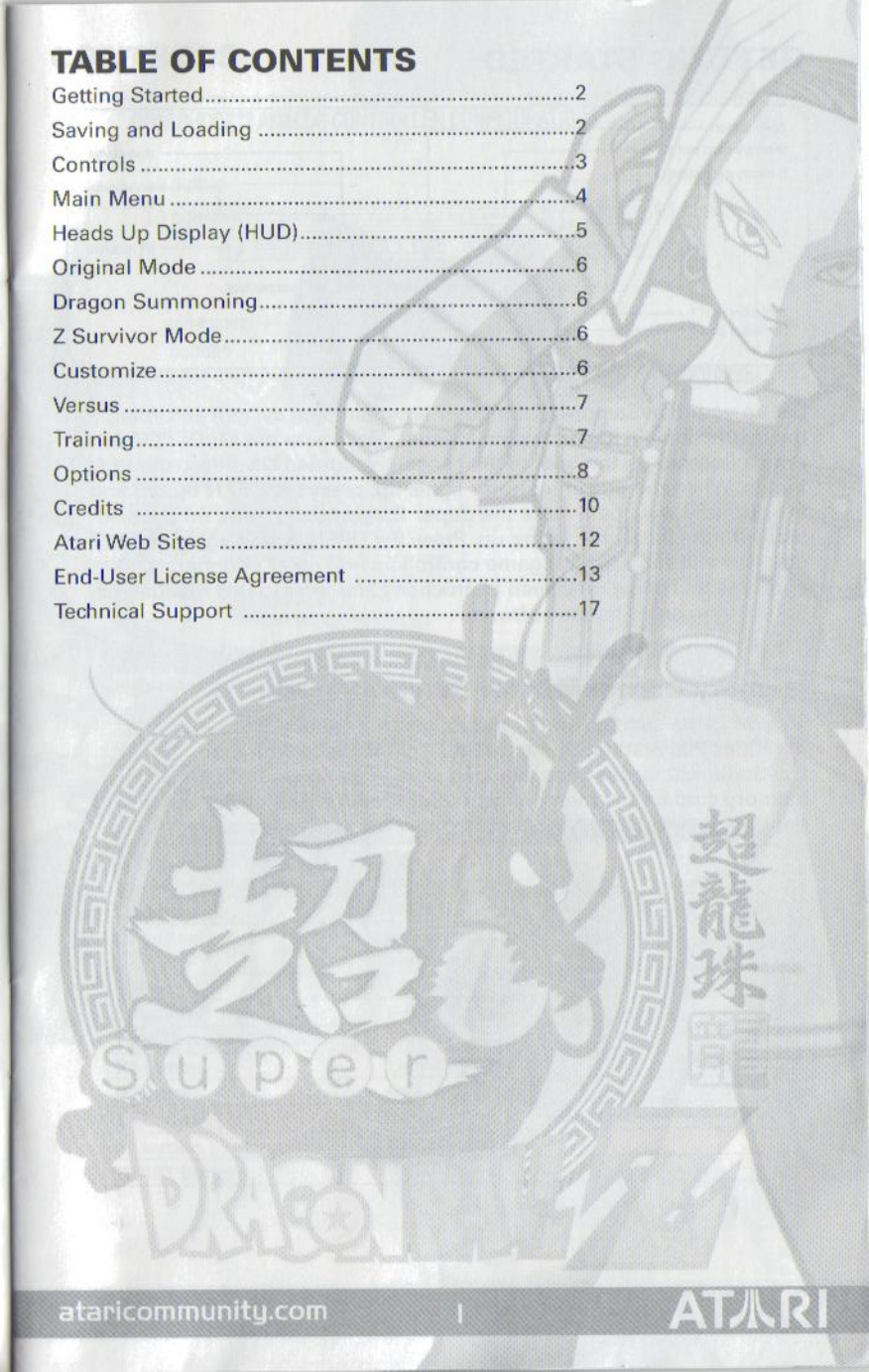
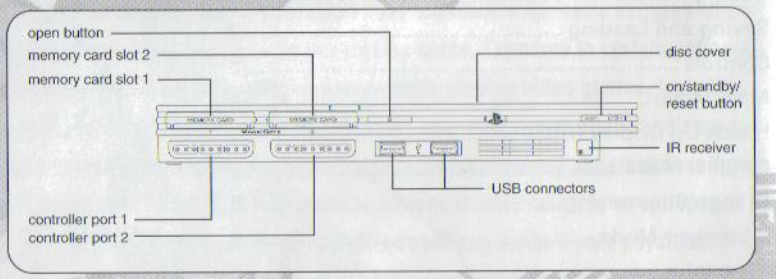


GETTING STARTED



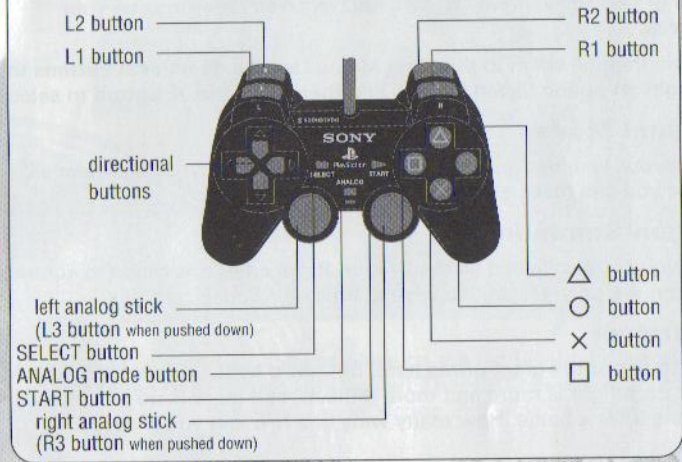
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *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.

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 ✕ **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 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.)

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!

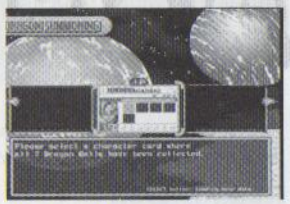
Z SURVIVOR

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 PlayStation®2) 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 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 ✕ **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 △ **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 △ **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.