PlayStation®

NTSC | U/C

PlayStation®

DRAGON BALL Z®

アルティメット バトル

Ultimate Battle 22™

TEEN

T

CONTENT RATED BY ESRB

SLUS-01550

FUNimation® Productions, Ltd.

INFOGRAMES™

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE.

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® game 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® game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

HANDLING YOUR PlayStation® FORMAT DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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.

TABLE OF CONTENTS

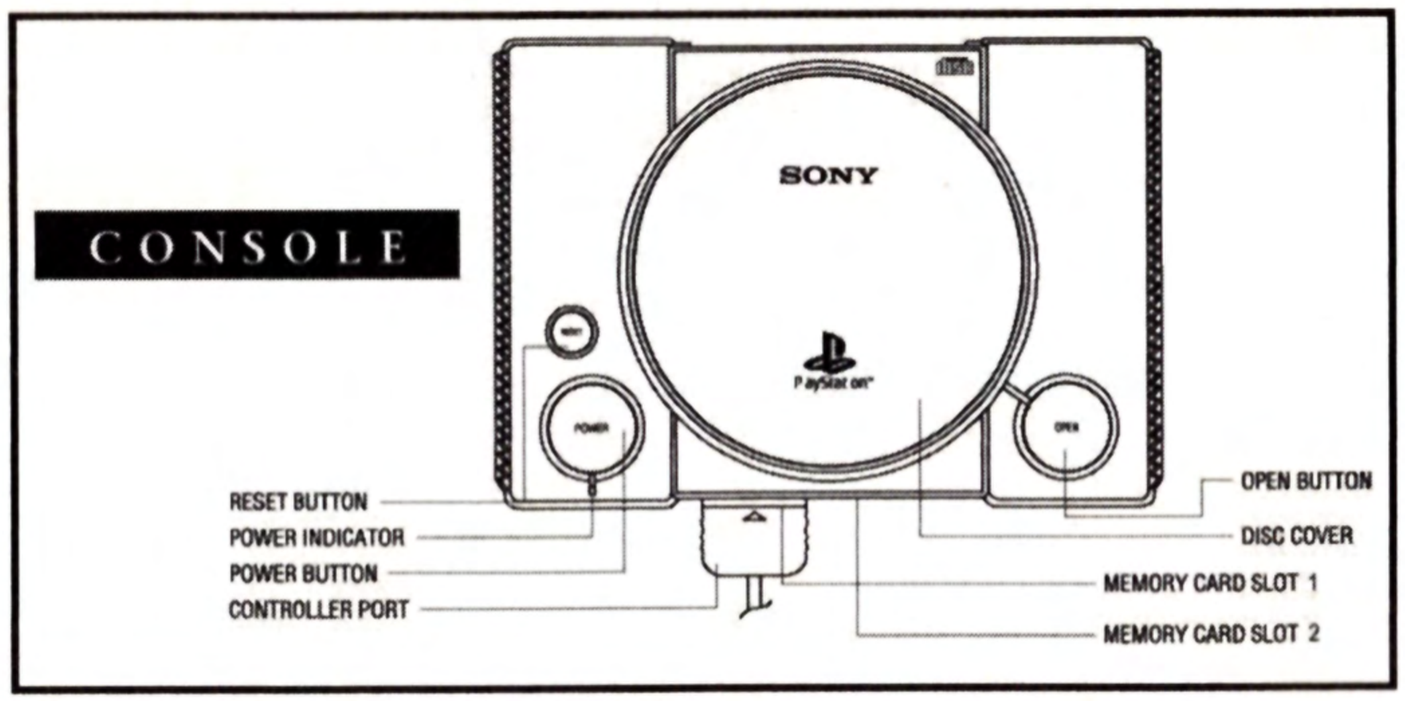
Getting Started 4
Saving and Loading 4
Controls 5
Main Menu 6
Developing Your Characters 7
Mastering Character Movements 8
- *Goku®* 9
- *Gohan®* 9
- *Goten™* 10
- *Kid Trunks®* 10
- *Gotenks™* 11
- *Trunks®* 11
- *Piccolo™* 12
- *Krillin®* 12
- *Tien™* 13
- *Great Saiyaman™* 13
- *Supreme Kai™* 14
- *Vegeta®* 14
- *Zarbon™* 15
- *Recoome™* 15
- *Captain Ginyu™* 16
- *Frieza®* 16
- *Android 18™* 17
- *Android 16™* 17
- *Cell™* 18
- *Dabura™* 18
- *Majin Buu™* 19
- *Super Buu™* 19

Ultimate Battle 22™ + 5 20
Credits 23
Technical Support 24
Infogrames Web Sites 26
End-User License Agreement 29

GETTING STARTED

Important! Do not insert or remove peripherals or MEMORY CARDs once power is turned on. You will need a MEMORY CARD to save your games.

1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Dragon Ball Z® Ultimate Battle 22™* disc and close the disc cover.
4. Insert the game Controllers (and MEMORY CARD if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. Press any button to skip this sequence and go directly to the Welcome screen. Press the START button at the Welcome screen to proceed to the Main Menu (see page 6).



SAVING AND LOADING

You cannot save a character that you have improved in BUILD UP mode (see page 7) if you do not use a MEMORY CARD. Each saved character requires one free block on your MEMORY CARD. You can save up to 15 characters on one MEMORY CARD.

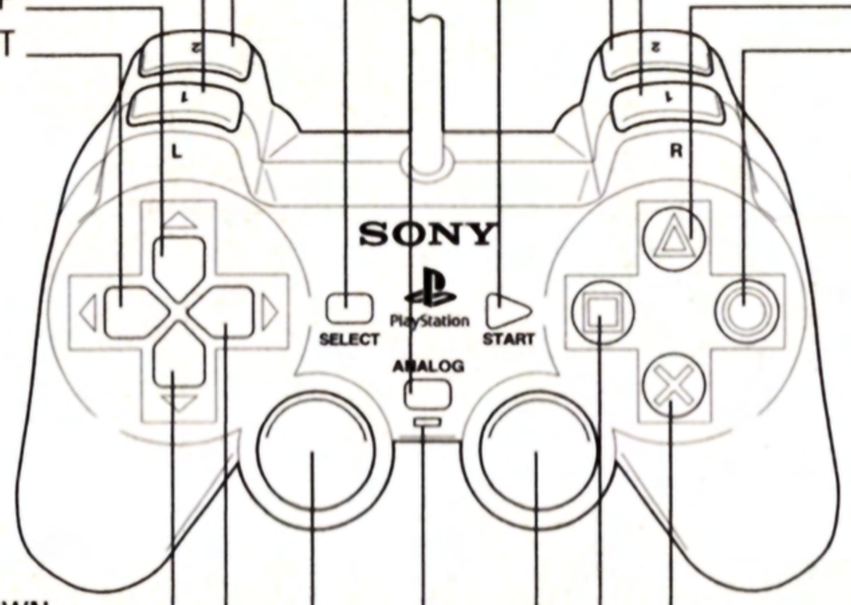
Two players with saved game data on separate MEMORY CARDs can battle each other (see page 7).

To load a saved character, select BUILD UP from the Main Menu and select a character that you have already built up.

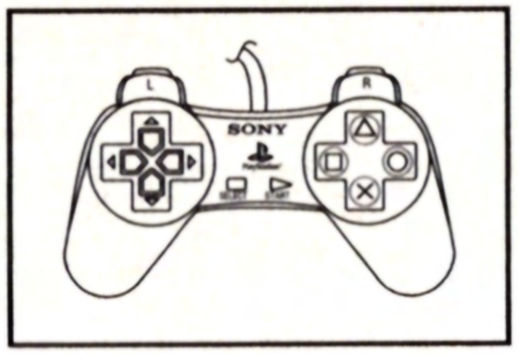
CONTROLS

DUALSHOCK® analog controller

ANALOG MODE BUTTON
SELECT BUTTON
L2 BUTTON
L1 BUTTON
DIRECTIONAL BUTTON UP
DIRECTIONAL BUTTON LEFT
START BUTTON
R2 BUTTON
R1 BUTTON
△ BUTTON
○ BUTTON



DIRECTIONAL BUTTON DOWN
DIRECTIONAL BUTTON RIGHT
LEFT ANALOG STICK/L3 BUTTON
MODE INDICATOR
✕ BUTTON
□ BUTTON
RIGHT ANALOG STICK/R3 BUTTON



Compatible only in Digital mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

GAME MENUS

Directional buttons	Highlight character / Menu item
✖ button	Select
▲ button	Back / Cancel
START button	Choose character and game mode

BATTLE CONTROLS

Directional buttons	Move character
✖ button	Kick
● button	Throw Energy Ball
▲ button	Fly
■ button	Punch
■ button + left or right directional button	Grab
L1 button	Run left
R1 button	Run right
START button	Pause

MAIN MENU

The Main Menu contains the following choices:

1P VERSUS COM

Play against the computer and try to beat all 22 enemies.

1P VERSUS 2P

Play against a friend. **Note:** Two controllers are required to play a 1P vs. 2P game.

CHAMPIONSHIP

Sixteen enemies fight against one another in a one-on-one tournament setting. Play on your own (controlling eight of the 16 fighters) or with up to seven friends.

Note: As you progress through the tournament, you may be required to participate in a fight using a controller in either port A or contoller port B.

BUILD UP / BUILD UP BATTLE

Develop your characters with more skills and abilities. See next page.

OPTIONS

Select this to display the Options Menu, which contains the following options:

AUDIO: Mono or stereo

DIFFICULTY: Computer difficulty level

HP & STRENGTH: Toggle on-screen life point display ON / OFF.

DEVELOPING YOUR CHARACTERS

BUILD UP

Develop the strength of your favorite characters!

The more you fight, the more your character learns: not only will his attack strength and defenses improve, but also his resistance and fight techniques! You will gain all the experience you need to make your character the most powerful fighter of all.

Before playing, select BUILD UP mode. Choose the character that you want to improve and let the fighting begin!

You fight against a character controlled by the console. Depending on the way you fight, different aspects of your character's personality will develop.

It doesn't matter whether you win or lose — your character learns and gains experience. So take care to save your fighter's new personality (see Saving and Loading on page 4).

BUILD UP BATTLE

Put your character's new skills to the test! The character you trained in BUILD UP mode can now fight with his new skills. A friend who has also built up characters can meet you in a duel! To do this, each player must insert a MEMORY CARD containing saved character data into the console. The fight will now be even more exciting! Player 1's data will be on the MEMORY CARD in MEMORY CARD slot 1, and Player 2's data will be on the MEMORY CARD in MEMORY CARD slot 2.

Note: Either player can press the L2 button during a BUILD UP battle to make the computer take over for the rest of the duel.

MASTERING CHARACTER MOVEMENTS

Below are the movements that are common to all characters. The special move combinations for each character are explained on the following pages.

ATTACKS

NORMAL ATTACKS

To punch, press the ■ button. To kick, press the ✖ button. To throw energy balls, press the ● button.

CONCENTRATING ENERGY

By keeping your finger on the ■ button, the ● button, and the ✖ button simultaneously, you will build up the energy that you may have lost throwing an energy ball or using a special move. You cannot move and concentrate energy at the same time!

CLOSE-UP FIGHTING

When you move near the other player, pressing either the right directional button or the left directional button with the ■ button allows you to make close-up hits.

MOVEMENTS

RUNNING

Run left with the **L1** button and run right with the **R1** button.

JUMPING

The up directional button makes you jump in the air. Press up and left or up and right at the same time (i.e., diagonally) to jump forward or backward.

LEVITATING

Press the ▲ button to levitate and press the ▲ button again to return to earth.

READING COMBINATIONS

✥ → ◉ .....→↘↓↙←→→◉

Forward, diagonal forward / down, down, diagonal back / down, back, forward, then ◉

✥ (HOLD) ✥ → ◉ ...←(HOLD)→ → ◉

Quick back then forward then ◉

WITHDRAW

Press the directional button away from your opponent twice to withdraw quickly. Use withdraw to foil your enemy's approach and launch an immediate counterattack!

DEFENSES

NORMAL DEFENSES

By pressing the directional button away from your opponent, you can block an attack. Block and press the down directional button simultaneously to keep your guard low and protect the lower body.

EXTINGUISHING AN ENERGY BALL

When an energy ball is shot at you, press the ▲ button and ● buttons simultaneously to put it out.

SUPER ELBOW SMASH	✤ → □
SUPER TURTLE SWEEP	✤ → ✤ → ✤ → ⊗
SHIRIOU KICK	✤ → ⊗
TAIYOKEN	✤ → ✤ → ◎
RENZOKU ENERGY DAN	✤ → ◎
ENERGY CONCENTRATION	✤ (HOLD) ✤ → ◎
KAMEHAMEHA	✤ → ◎
ULTRA KAMAHAMEHA	✤ → ◎

GOKU®

What can your enemies do? They are too slow for you!

Nobody has overcome the supreme limits of the power of the super-warriors like you! More agile, and mastering the very smallest parts of your body, your punches and kicks are super-powerful. But you are strongest in close combat: You are master of the block. And because you can launch the KAMEHAMEHA, or even the ULTRA KAMEHAMEHA at any given moment, it's true to say that you are the total warrior, and you know how to make the most of any situation!

GOHAN®

Small? Perhaps! But with oversized courage and strength! All you have to do is go for it!

First child of GOKU and CHI CHI, you had PICCOLO as a sensei: You have great respect for him. However, you are kind and timid like a little gentleman! But within, you hide a power that is capable of making such terrifying enemies as FRIEZA and VEGETA tremble with fear! Even though you are small and your fighting technique is nothing special, your special moves such as your KAMEHAMEHA or MASENKO are very powerful.

SUPER-JET UPPERCUT	✤ → □
HALO STOMP	(JUMP) ✤ → ✤ → ⊗
SLINGSHOT SWEEP	✤ → ⊗
FURIOUS DOUBLE HAMMER	✤ → ⊗
RENZOKU ENERGY DAN	✤ → ◎
ENERGY CONCENTRATION	✤ (HOLD) ✤ → ◎
MASENKO	✤ → ◎
KAMEHAMEHA	✤ → ◎

GOTEN™

A true double of the child super Goku, happy, lively and dynamic...you really are full of energy!

Second son of GOKU and CHI CHI, you are much younger than your big brother but you have already become a Super Saiyan, much like TRUNKS who is about the same age as you — true proof of your skills! Of course, you are not that experienced, so your attacks seem a little repetitive, but they are so effective. You know the technique of the KAMEHAMEHA but you are best at close combat!

SKY X ATTACK	(HOLD) ✥ → ✥ → □
JUMPING SPARK	✥ → ⊗
FLYING POWER KICK	✥ → ✥ → ⊗
HURRICANE SWEEP	✥ → ⊗
RENZOKU ENERGY DAN	✥ → ◎
ENERGY CONCENTRATION	✥ (HOLD) ✥ → ◎
KAMEKAME HA	✥ → ◎
ULTRA KAMEKAME HA	✥ → ◎

SUPER ELBOW SMASH	✥ → □
REVERSE TORNADO	✥ → ⊗
POINTED CHARGE	✥ → ⊗
LIGHTNING KICK	✥ (HOLD) ✥ → ⊗
RENZOKU ENERGY DAN	✥ → ◎
BUSTER CANNON	(JUMP) ✥ → ✥ → ◎
UNFOLDING BEAM	✥ → ◎
FINISH BUSTER	✥ → ◎

KID TRUNKS®

You will never be beaten by an adult! So hit them, hit them, and hit again!

VEGETA's blood runs through your veins. You have inherited your father's temper. You may only still be a child, but you fight with the same pride and self-confidence as he! You are not afraid of those larger than you — on the contrary! You swoop down on your enemies, whatever their size, and floor them with your SUPER ELBOW SMASH or LIGHTNING KICK!

GOTENKS™

A fusion of two super warriors, you would be invincible — if only you didn't let it go to your head so much!

KID TRUNKS and GOTEN can merge using a secret technique given to them by the inhabitants of Metamole. And the result is a super fighter who has KID TRUNK's attack strength and GOTEN's technique. You are so proud that you like to show off during combat and the names that you have given to your special moves prove how much you value them! They may seem extravagant, but with good reason: Each one is very powerful. Block your opponent's movements and try to use the SHINE SHINE MISSILE!

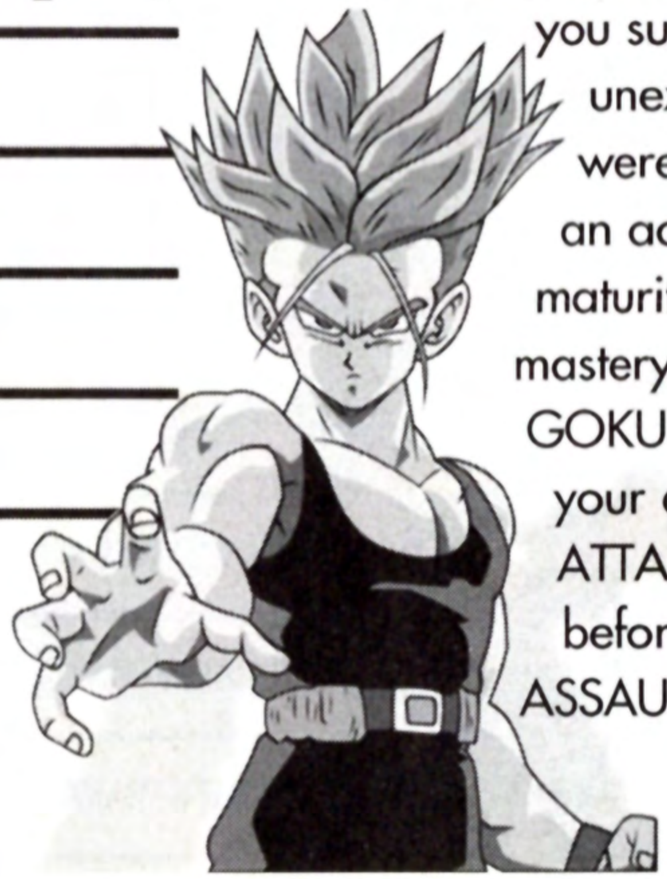
BOAR ATTACK	(JUMP) ✤ → ✤ → □
PRODIGAL SUPER PUNCH	✤ (HOLD) ✤ → □
YOU'RE DEAD KICK	✤ → ⊗
SUPER BRILLIANT KICK	✤ → ✤ → ⊗
JURY'S VERDICT	✤ → ◎
CLEAN SLATE	✤ → ◎
SHINE SHINE MISSILE	✤ → ◎

BLAST ATTACK	✤ → ⊗
FALLING KNEE CRUSH	✤ → ⊗
STEP LADDER	✤ → ✤ → ✤ → ⊗
ENERGY FOG	✤ → ◎
ENERGY JET	✤ → ◎
TERMINAL ASSAULT	✤ → ◎
BURNING ATTACK	✤ → ◎

TRUNKS®

You charge, you hit! Terrify your opponents — they have nowhere to hide!

When FRIEZA and his father came to earth to seek vengeance, you suddenly appeared to destroy them with unexpected ease. When you were small, you were aggressive and foolish, but now that you are an adolescent, you seem to have reached a certain maturity. You have endurance in combat and great mastery of movement that is not unlike that of GOKU. At mid-distance, you are very powerful with your energy balls: An ENERGY JET or BURNING ATTACK inflicts serious damage on your opponent before you finish them off with a TERMINAL ASSAULT.



MYSTICAL JET	(HOLD) ✤ → □
HALO STOMP	(JUMP) ✤ → ✤ → ⊗
SUPERSONIC KICK	✤ → ✤ → ✤ → ⊗
KNEE UPPERCUT	✤ → ✤ → ⊗
RENZOKU ENERGY DAN	✤ → ◎
UNFOLDING MYSTERY	✤ → ✤ → ◎
SPECIAL BEAM CANNON	✤ → ◎
DEATH JET	✤ → ◎

PICCOLO™

Destabilize your opponent! Launch surprise attacks from a distance!

Great rival of GOKU and sensei of GOHAN, you are the greatest living Namekian fighter. Your relative slowness forces you to keep your distance and avoid close combat, but the power you can put into an assault is phenomenal. As hand-to-hand is not your specialty, you have developed a personal technique that allows you to keep your opponent at mid-distance and take them by surprise using your MYSTICAL JET or immobilize them using your UNFOLDING MYSTERY. You are master of several energy ball techniques. Do not hesitate to use your SPECIAL BEAM CANNON or your DEATH JET!

SENKOUKEN	✤ → □
SHOCKWAVE KICK	✤ → ✤ → ✤ → ⊗
GARIOU KICK	✤ → ⊗
DIVING KICK	(JUMP) ✤ → ✤ → ⊗
RENZOKU ENERGY DAN	✤ → ◎
REVERSE KAMEHAMEHA	✤ → ◎
TAIYOKEN	✤ → ✤ → ◎
KAMEHAMEHA	✤ → ◎
DESTRUCTO DISK	✤ → ◎

KRILLIN®

You attack and withdraw without giving your opponents the chance to react!

Your strength and defense have a few weak points, and close combat is not your preferred method of battle. Thanks to your quick movements and technique, you always manage to keep your distance. Your continual coming and going eventually wears your opponents out. Annoy them! Then you can finish them off with a DESTRUCTO DISK!

DRAGON'S MOUTH	▢ (RAPID)
HAMMERHEAD	✥ → ✥ → ✥ → ▢
SUPER KNEE UPPERCUT	✥ → ⊗
RENZOKU ENERGY DAN	✥ → ◎
MYSTERY RAY	✥ → ✥ → ◎
TAIYOKEN	✥ → ✥ → ◎
DODONPA	✥ → ◎
CONVERGING BEAM	✥ → ◎

TIEN™

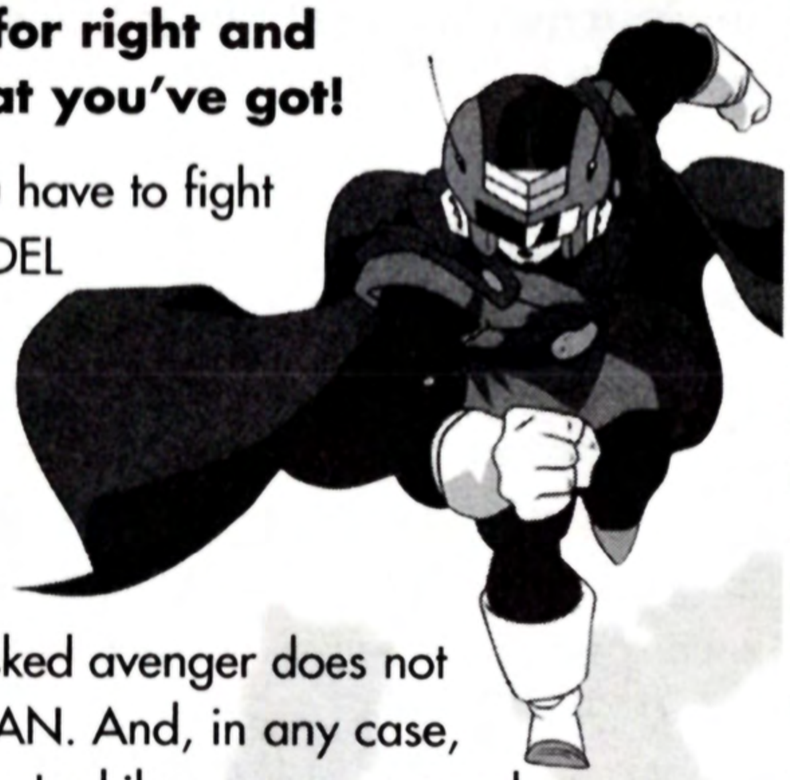
You have an excellent defense and a highly tuned technique. Do not give your opponent the chance to get through. Attack!

With training, you have reached a very high level of defense. This is because you know very well that the strength of your normal attack is not very great. In close combat, this is even more important. Effectively block the attack of your opponent and keep your distance with a MYSTERY RAY or TAIYOKEN: You can then jump in with some powerful techniques such as the DODONPA or the CONVERGING BEAM. Make the most of your solid defenses to make some decisive blows against your enemy—surprise them with your counterattacks!

VICTORY UPPERCUT	✥ → ▢
SUPER-HERO PUNCH	✥ → ✥ → ✥ → ▢
JUSTICE KICK	(JUMP) ✥ → ✥ → ⊗
DOUBLE AVENGER KICK	✥ → ⊗
ENERGY DIRECT	✥ → ◎
INTERGALACTIC CANNON	✥ (HOLD) ✥ → ◎
KAMEHAMEHA	✥ → ◎
ULTRA KAMEHAMEHA	✥ → ◎

GREAT SAIYAMAN™

Be a super hero! Fight for right and justice! Show them what you've got!

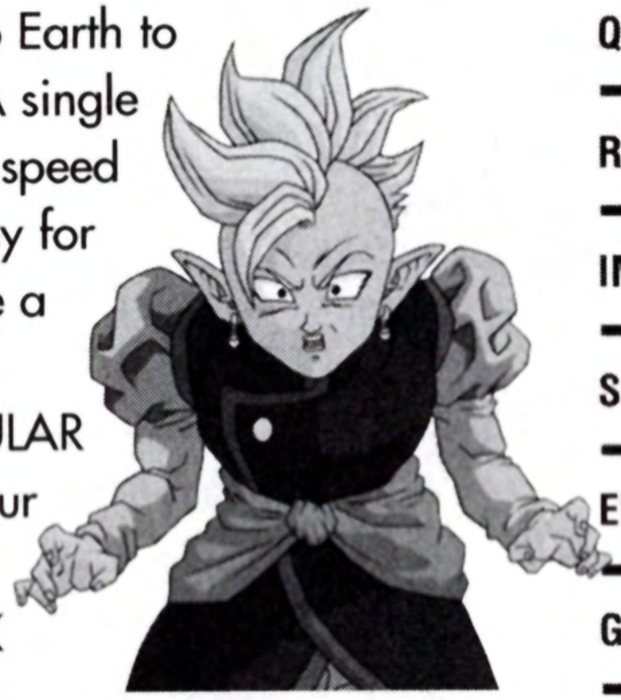


You are still in school, so you have to fight behind this mask: Neither VIDEL nor the others must know... But above all, you love wearing this get-up! With varied techniques of a good level, GOHAN is not very strong in the attack. Our masked avenger does not have the experience of GOHAN. And, in any case, not in the manga or TV series. Luckily, you are a good potential GOHAN. So forward, avenger!

SUPREME KAI™

Your movements are super-fast— make the most of them to follow one attack with another!

Ruler of the Kais, you have come down to Earth to prevent the resurrection of MAJIN BUU. A single attack of yours is nothing special, but the speed and lightness of your legwork make it easy for you to run rings round your opponent like a butterfly and sting like a wasp. You sense danger? Stop the assault with your CIRCULAR DISENGAGEMENT! Block attacks with your IMMOBILIZATOR, then finish off your opponent with a QUADRUPLE GOD KICK or CRAZED ASSAULT!



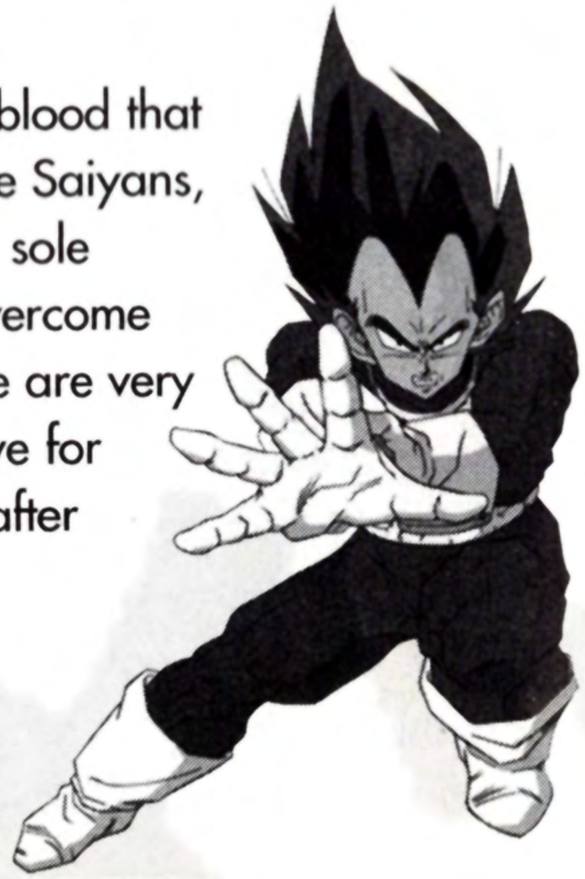
CIRCULAR DISENGAGEMENT	✤ → ✤ → ✤ → ◻
CRAZED ASSAULT	✤ (HOLD) ✤ → ◻
QUADRUPLE GOD KICK	✤ → ⊗
RENZOKU ENERGY DAN	✤ → ◎
IMMOBILIZATOR	✤ (HOLD) ✤ → ◎
SHOCKWAVE	✤ → ◎
ENERGY PUSH	✤ → ◎
GODS ASSAULT	✤ → ◎

SUPER ELBOW SMASH	✤ → ◻
HAMMER OF VEGETA	✤ → ✤ → ✤ → ◻
DIVE SLASH	(JUMP) ✤ → ✤ → ⊗
KICK SLASH	✤ → ✤ → ⊗
EXPLOSIVE BREAKER	✤ → ✤ → ◎
GALICK GUN	✤ → ◎
BIG BANG ATTACK	✤ → ◎
FINAL FLASH	✤ → ◎

VEGETA®

Your wide-ranging technique gives you enormous destructive power! They are all worms compared to you!

With the honor and pride of the royal blood that runs through your veins as prince of the Saiyans, you have multiplied your training for a sole purpose: To gain a strength that will overcome GOKU! The various techniques you use are very powerful and few opponents will survive for long if you are allowed to inflict blow after super-powerful blow! Hit with the HAMMER OF VEGETA or the KICK SLASH, then punch and punch with hand-to-hand fury!



ZARBON™

You live for the beauty of the fight... yours! You are devoted to the art of combat— your own!

FRIEZA'S right-hand man, you are of a size to rival VEGETA but, proud of your beauty, you cannot stand the idea of being hit in the face. Your special moves are all aimed toward this vain obsession: Powerful and magnificent, they are nonetheless limited if you rely on them alone. Use a clever mixture of normal techniques and close combat to achieve the beauty of an efficient fight!

PURPLE CIRCLE	✤ → ✤ → ⊗
SUPER FOOTSLIDE	✤ → ⊗
COSMIC ENERGY FLASH	✤ → ◎
PINKEYE BREAKER	✤ → ◎
STAR HAIL	✤ → ◎
DESTRUCTIVE SPHERE	✤ → ◎

CATAPULT	(READY) ✤ → ▢
RECOOME MAHHA ATTACK	(READY) ✤ → ▢
RECOOME HIGH KICK	✤ → ✤ → ⊗
RECOOME KICK	✤ → ⊗
SUPER-PRESSURE KICK	(JUMP) ✤ → ✤ → ⊗
BOMB AGGRESSION	✤ → ◎
ERASER CANNON	✤ → ◎

RECOOME™

Your attacks are extremely deadly. Nothing can stop them!

You are the strongest member of the GINYU FORCE! Although you have energy ball techniques, such as your ERASER CANNON, you only show your true strength in close combat. Get near your opponent and grab them, then finish them off with a MAHHA ATTACK or a CATAPULT!

DYNAMITE PUNCH	✤ → □
CROSS-HIT SUPRISE TACKLE	✤ → □
PROCESSED POWER CRUSH	✤ → ✤ → ✤ → ⊗
PARMESAN SHOWER	✤ → ◎
MILKY CANNON	✤ → ◎
PAINFUL AWAKENING	✤ → ◎
GINYU DYNAMITE BLAST	✤ → ◎

CAPTAIN GINYU™

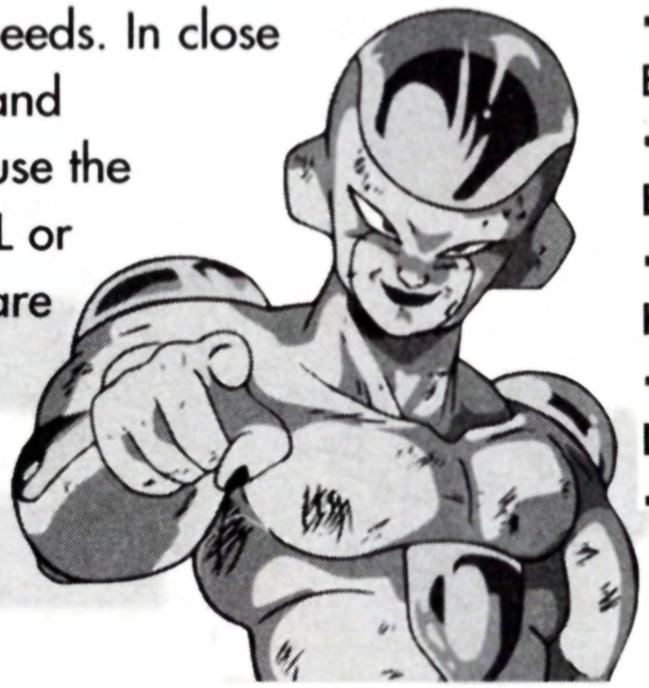
Confuse your opponent with your eccentric poses! They will not have the time to realize your true power!

You are leader of the force that carries your name and it is the most powerful unit in FRIEZA's army. You have an extraordinary capacity to exchange bodies with anyone who looks you in the eye. And although you spend your time adopting extravagant postures, your combat technique is more orthodox. A good fighter, you know how to combine hits, blocks and energy jets and you have no special fighting distance, making anybody a suitable opponent!

FRIEZA®

Distance no object! Near or far, your opponent has no chance!

A natural born killer, you want to overcome the entire universe. You have a slim body and you are so good at manipulating your tail like a whip that you can kill with one hit. You are also capable of attacking at terrifying speeds. In close combat, use your INFERNAL DIVE and TAIL SMASH. While at a distance, use the destructive power of the KILLER BALL or the DEATH BALL! In any case, you are not disadvantaged at a distance! Your opponent will never have the chance to react!



FRIEZA HEAD BREAKER	✤ → ✤ → ✤ → □
INFERNAL DIVE	(JUMP) ✤ → ✤ → □
TAIL SMASH	✤ → ⊗
DEATH BEAM	✤ → ◎
ENERGY CONCENTRATION	✤ (HOLD) ✤ → ◎
EXPLOSIVE BREAKER	✤ → ◎
KILLER BALL	✤ → ◎
DEATH BALL	✤ → ◎

FLYING HEAD GRAB	✥ → ✥ → ✥ → ▢
GRACEFUL REVOLUTION	✥ → ⊗
GRACEFUL ORBIT	✥ → ✥ → ✥ → ⊗
POWER FALLING STAR	✥ → ◎
ENERGY JET	✥ → ◎
ENERGY BALL	✥ → ◎
POWER BLITZ	✥ → ◎

ANDROID 18™

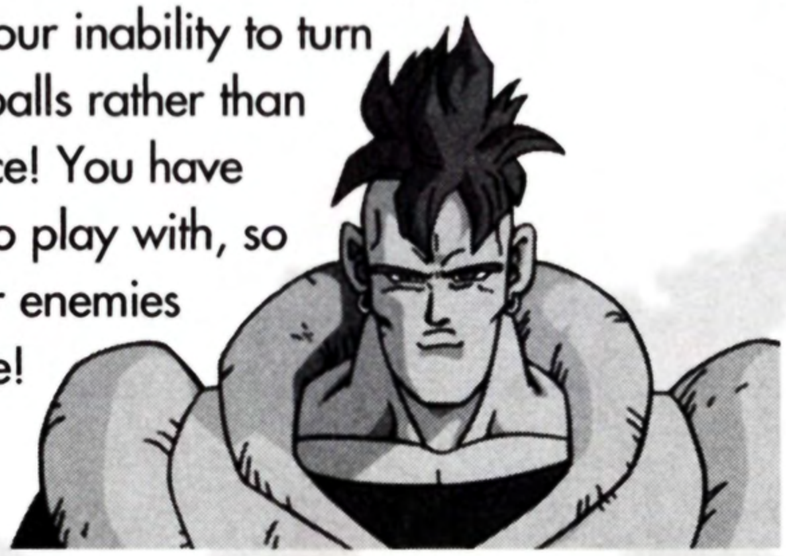
You are the Goddess of Destruction! You launch one attack after the other without stopping!

An android designed by the mad DR. GERO, you live only to kill and destroy. Using your light weight to your advantage, you know how to efficiently make numerous attacks one after the other. At close range, you disarm your opponent with a number of kicking techniques. If a gap appears between you, however, just aim at your opponent's legs with your ENERGY JET to knock them over. Use your speed and your opponent will be beaten before he knows it.

ANDROID 16™

Your entire body is made of revolutionary technology!

The 16th android designed by DR. GERO, you are different from ANDROIDS 17 and 18 in that you are only made of pure mechanics. Little attacks here and there make no mark on your hard exterior. You are an excellent attacker thanks to your strength. These advantages are somewhat compromised by a slight slowness of movement and your inability to turn around quickly. Use energy balls rather than hits: You are best at a distance! You have many energy jet techniques to play with, so keep your distance from your enemies and you will be most effective!



SUPER-POWER DIRECT ATTACK	✥ → ▢
DESTRUCTIVE TACKLE	✥ → ▢
ROCKET PUNCH	✥ → ▢
HYPER CANNON	✥ → ◎
LASER EYES	✥ → ✥ → ◎
ENERGY CONCENTRATION	✥ (HOLD) ✥ → ◎
MEGA ENERGY BOMB	✥ → ◎
HELL FLASH	✥ → ◎

CELL™

Your name spells fear! You have reached perfection: You are the embodiment of evil and destruction!

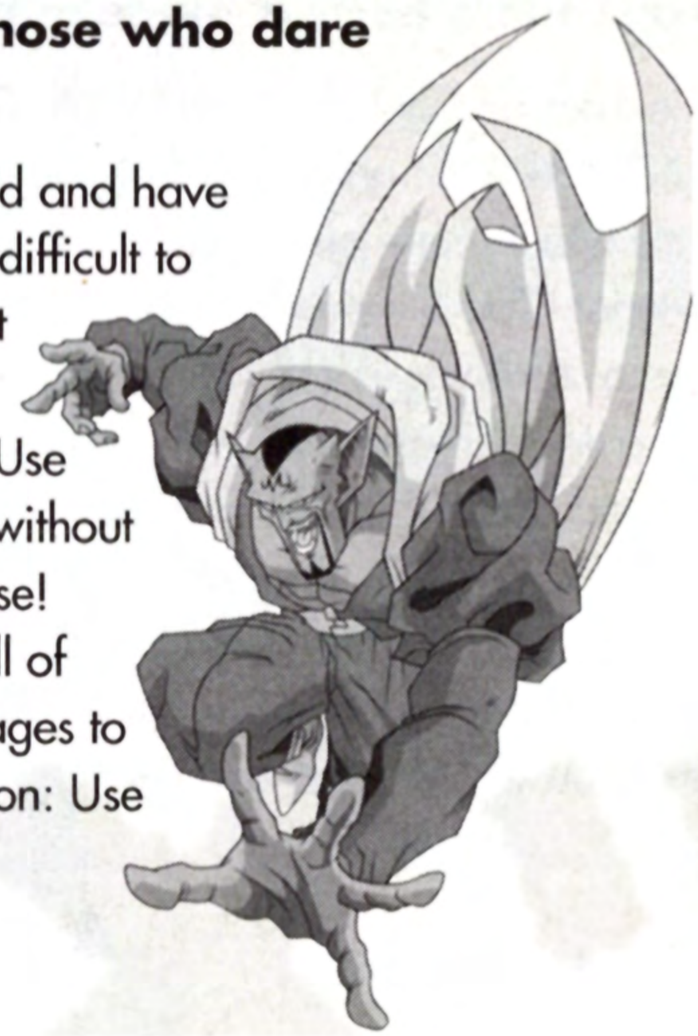
A perfect android created from GOKU'S DNA, you also contain cells from PICCOLO and VEGETA, making you even more powerful. Cells from ANDROIDS 17 and 18 complete this picture of perfection... You have the perfect fighting body! You can use the five energy balls and jets at your discretion, making it easy to prevent any attack. But you are just as powerful in close combat with your height, as you tower over most of your opponents.

BATTERING RAM	✤ → ✤ → ✤ → □
ROCKSLIDE TACKLE	✤ → ✤ → ✤ → ⊗
CLIMBING ATTACK	✤ → ✤ → ⊗
NEGATIVE POWER RAIN	✤ → ◎
ENERGY CONCENTRATION	✤ ✤ → ◎
DEATH BEAM	✤ → ✤ → ◎
KIENZAN	✤ → ◎
KAMEHAMEHA	✤ → ◎

FURY BLADE	✤ → □
DOUBLE FURY	✤ → ⊗
SARAIBA BREATH	✤ (HOLD) ✤ → ◎
DEMONIC SPEAR	✤ → ✤ → ◎
ENERGY BREATH	✤ → ◎
HAPPY BOMB	✤ → ◎
FLAMES OF PAIN	✤ → ◎

DABURA™

With your evil sword and the Flames of Death as your allies, consume all those who dare resist you!

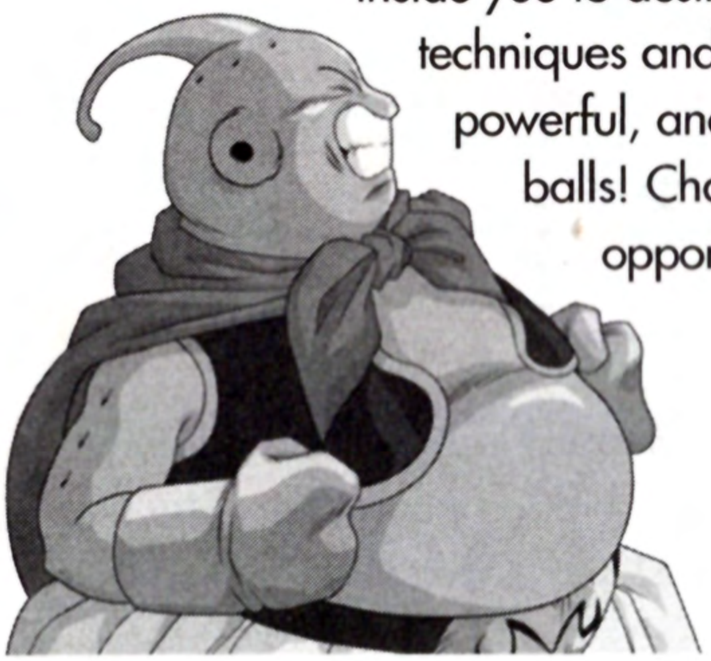


You are master of the Underworld and have come with BABIDI. You are very difficult to reach and stand well above most of the other warriors. And furthermore, you have a sword. Use it as a special weapon— attack without letting your opponent get too close! You can then use energy balls full of devilish flames! But beware! Your size becomes a problem if your opponent manages to get right up to you and make for your legs! In that case, you only have one solution: Use combinations of normal buttons for close combat.

MAJIN BUU™

Your misleading appearance hides an incredible giga-power! You are invincible at close range!

Evil has been done — BABIDI has revived you! And although you look inoffensive, comical even, you have enough power inside you to destroy the entire world! Your normal techniques and special moves are incredibly powerful, and you have many types of energy balls! Charge forward and finish off your opponent with a DESTROYER RAY.



BURNER	(READY) ✥ OR ✥ → ⊡
FAT HEADACHE	✥ → ✥ → ⊡
SUPER FAT HEADACHE	✥ → ✥ → ✥ → ⊡
MAJIN BUU JUMPKICK	(JUMP) ✥ → ✥ → ⊗
MAJIN BUU LOW KICK	✥ → ⊗
ENERGY SPLITTER	✥ → ◎
HUNGRY MISSILE	✥ (HOLD) ✥ → ◎
DESTROYER RAY	✥ → ◎
MAJIN BREATH	✥ → ◎

ELASTIC TENTACLE	✥ → ✥ → ⊡
CRAZED ELBOW HIT	✥ → ⊡
SUPER ENERGY SPLIT	✥ → ◎
SUPER DESTROYER RAY	✥ → ◎
EVIL BREATH	✥ → ◎

SUPER BUU™

The purest and greatest incarnation of evil and power, you leave a trail of terror and destruction behind you!

You are evil personified — created from the very worst parts of MAJIN BUU, you cannot walk straight; you stagger as if drunk. But all to surprise your opponent! Your attacks are unpredictable and their power defies belief! You have very few special moves, but no matter! Each one is incredibly powerful! You are master of attacking, defending and speed: An all-round winner and the most monstrous power in the Universe!

DRAGON BALL Z ULTIMATE BATTLE 22 • 5

MASTER ROSHI® • KID GOKU® • SUPER SAIYAN 3 GOKU® • VEGETO™ • HERCULE SATAN™

In addition to the 22 normal characters in the game, there are five extra characters: KID GOKU, MASTER ROSHI, HERCULE SATAN, SUPER SAIYAN 3 GOKU and VEGETO. You can unlock these characters by pressing the following combination of buttons at the title screen:

✚ → △ → ✚ → ✕ → ✚ → L1 → ✚ → R1

After having entered the above code, you will hear a tone indicating that you have pressed the buttons correctly and that you can use the characters. The sound will be followed by a film showing the hidden characters. The title screen will then read Ultimate Battle 27. You must enter the unlock code each time you start the game.

MASTER ROSHI®

MASTER ROSHI, master of all tortoises, knows all sorts of special attacks. When he unleashes his ELEPHANT PUNCH from behind, followed by a DRUNKEN TURTLE PUNCH, you must be very lucky to survive! He also uses various long-distance attacks, such as the MAXI KAMEHAMEHA and the MEGA DISCHARGE!

TWO-LEVEL KNEE HIT	✚ → ✚ → ✚ → ✕
DRUNKEN TURTLE PUNCH	✚ → □
DRUNKEN TURTLE KICK	✚ → ✕
ELEPHANT PUNCH	✚ → □
TELEPORT	✚ → ✚ → ✚ → □
KAMEHAMEHA	✚ → ○
MEGA DISCHARGE	✚ → ○
MAXI KAMEHAMEHA	✚ → ○

FISTS OF FURY	✤ → □
MAGIC STICK	✤ (HOLD) ✤ → □
FLYING KAMEHAMEHA	(JUMP) ✤ → ✤ → □
ROCK	✤ → ✤ → □
PAPER	✤ → ✤ → ⊗
SCISSORS	✤ → ✤ → ◎
KAMEHAMEHA	✤ → ◎
DIRECTED KAMEHAMEHA	✤ → ◎

KID GOKU®

The various attack techniques of GOKU have very nice names linked with the attack techniques that he used when he was young and innocent but, like SUPER SAIYAN 3 GOKU himself, these attacks are ferocious! GOKU's specialty is close combat, so attack your opponent with the FLYING KAMEHAMEHA while approaching them, then finish them with the FIST OF FURY! GOKU also uses the MAGIC STICK attack.

SUPER SAIYAN 3 GOKU®

The third transformation, the final and strongest form ever taken on by GOKU has devastating kicking attacks. His DOUBLE FORWARD FLIP attack is almost unbeatable! SUPER SAIYAN 3 GOKU is one of the strongest warriors with some of the fastest special attacks!

HYPER ELBOW SMASH	✤ → □
DOUBLE HALO STOMP	(JUMP) ✤ → ✤ → ⊗
FORWARD FLIP	✤ → ⊗
BACKFLIP	✤ → ⊗
DOUBLE FORWARD FLIP	✤ → ⊗
ENERGY CONCENTRATION	✤ (HOLD) ✤ → ◎
KAMEHAMEHA	✤ → ◎
ULTRA KAMEHAMEHA	✤ → ◎

VEGETO SUPER KICK	(READY) ✥ → ⊗
PERFORATING SPINNER	✥ → ✥ → ✥ → ⊗
HALO SMASH	(JUMP) → ✥ → ✥ → ⊗
CONVERGING BREATH	✥ (HOLD) ✥ → ◎
TELEPORT	L1 → ✥ → □, ◎ OR ⊗
GALACTIC DONUTS	✥ → ◎
CHOU KAMEHAMEHA	✥ → ◎

VEGETO™

VEGETO is really the strongest of all the warriors — GOKU and VEGETA rolled into one! His attacks, from TELEPORT to energy discharges such as the FINAL CHOU KAMEHAMEHA, are irresistible! If you cannot beat VEGETO, keep training...

MR. SATAN™

HERCULE SATAN seems like an ineffective champion, as he can neither fly nor charge, but don't be fooled. HERCULE is the strongest and most feared of the long-distance fighters and he unleashes a devastating rain of grenades, mortars and missiles!

ROLLING ATTACK	✥ → □
VOLCANIC STING	✥ → □
FEARFUL FIST	✥ → □
DYNAMITE KICK	✥ → ⊗
SPECIAL GRENADE	◎
SPECIAL BAZOOKA	✥ → ◎
MEGATRON SPECIAL MORTAR	✥ → ◎
MEGATRON SPECIAL MORTAR MISFIRE	✥ → ✥ → ◎
FOUR MISSILE LAUNCH	✥ → ◎

CREDITS

THANKS TO:

SHUEISHA Inc.

Toei Animation
Brian Smolik
Sue Bogo
Aaron Jay Isaacman

Original Author
Akira Toriyama

FUNIMATION PRODUCTIONS, LTD.

Gen Fukunaga
President

Daniel Cocanougher
Executive Vice-President

Cindy Brennan Fukunaga
Vice-President, Marketing

Bob Brennan
Director of Licensing

Jeremy Snead
Licensing Account Manager

INFOGRAMES, INC.

Michael Cucchiarella
Senior Producer

Amy Jordan
Chris Lundeen
Associate Producers

Matt Collins
Senior Brand Manager

Peter Armstrong
Director of Production

Paul Hellier
Director of Technology

Roger Arias
Product Acquisitions

Paul Rinde
Sr. V.P. of Product Development

Wim Stocks
Sr. V.P. of Sales

Steve Arthur
Director of Marketing

Steve Martin
Director of Creative Services

Elizabeth Mackney
Director of Editorial & Documentation Services

Morgan Tomaiolo
Graphic Designer

Kurt Carlson
Documentation Specialist

Paul Collin
Copywriter

INFOGRAMES Q.A.

Bob Foscolo
V.P Quality Assurance & Technical Support

Michael Gilmartin
Director of Publishing Support Services

Michael Craighead
Director of Quality Assurance, North America

Donny Clay
Chuck Nunez
Jeff Loney
Q.A. Supervisors

Dan Burkhead
Lead Tester

Carl Vogel
Assistant Lead

Howell Selburn
Helen Hinchcliffe
Michael Shamsid-Deen
Jeff Kelm
Sarah Cherlin
Lupe De Leon
Miguel Jauregui
Juan Sanchez
Jorge Oseguera
Mark Florentino
Testers

TECHNICAL SUPPORT (UNITED STATES & CANADA)

Help Via the Internet

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

http://www.ina-support.com

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

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

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7110**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product will have automated support which will include 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 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 **Tech Support Access Number** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support Access Number is 24663**. When prompted by the Automated System, enter the product's Tech Support Access Number.

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

You may also fax your Technical Support questions or problems to: (425) 806-0480, or write to the address on the next page.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7110** 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. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA#:

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), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

INFOGRAMES WEB SITES

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

http://www.us.infogrames.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.infogrames.com/freebies

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

www.ina-community.com

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

Chat Messages: Infogrames 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 Infogrames web sites is subject to terms and conditions, which you can access at:

www.us.infogrames.com/terms_of_service.asp

NOTES

NOTES

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 Infogrames, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

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

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

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

COPYRIGHT

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

GRANT OF LICENSE

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

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.

2. 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.

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

RESTRICTIONS

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

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

3. 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.

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

5. 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 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.

Manufactured and marketed by Infogrames, Inc., New York, NY. All trademarks are the property of their respective owners.

© 2003 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. All other trademarks are the property of their respective owners.

03053

Now available!

Dragon Ball Z® Budokai™

for the PlayStation®2 computer entertainment system

TEEN
T
CONTENT RATED BY ESRB

Animated Blood Violence

Part # 24663JCB

Manufactured and marketed by Infogrames, Inc., New York, NY. All trademarks are the property of their respective owners.

© 2003 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. All other trademarks are the property of their respective owners.

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

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

INFOGRAMES™