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Super Saiyan
Broly!



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EmuMovies



INSTRUCTION BOOKLET



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

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

▲ WARNING - Seizures

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

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

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

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

▲ WARNING - Repetitive Motion Injuries and Eyestrain

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

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

▲ WARNING - Electric Shock

To avoid electric shock when you use this system:

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

▲ CAUTION - Motion Sickness

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

▲ CAUTION - Laser Device

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

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

CONTROLLER NEUTRAL POSITION RESET

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

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



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE OR TWO PLAYERS AND CONTROLLERS.



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

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Rev-D (L)



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TEEN
Animated Blood, Violence

LICENSED BY



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GETTING STARTED

1. Turn OFF the POWER Button on your Nintendo GameCube™.
WARNING: Never try to insert or remove a Nintendo GameCube Game Disc while the power is ON.
2. Make sure a Nintendo GameCube Controller is plugged into Nintendo GameCube Controller Socket 1 on the Nintendo GameCube.
3. If you're playing against a friend, plug another Controller into Nintendo GameCube Controller Socket 2.
4. Insert the Game Disc into the Nintendo GameCube Optical Disc Drive.
5. Turn the power ON and proceed to the title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the title screen, press **START/PAUSE** to advance to the Main Menu (see page 6).

With the Nintendo GameCube turned OFF, insert the Dragon Ball Z: Budokai™ Game Disc correctly, and close the Disc Cover. If you wish to save your game, insert a Nintendo GameCube Memory Card into the Nintendo GameCube Memory Card slot A. Turn the power ON and press **START/PAUSE** to proceed to the Main Menu.

CONTROLS

MENU CONTROLS



+Control Pad / Control Stick: Highlight a menu item / change the settings

A Button: Select menu item

B Button: Cancel

START/PAUSE: Skip movie

BATTLE CONTROLS

+Control Pad / Control Stick: Move character

B Button: Guard

Y Button: Kick

X Button: Ki Blast Wave

A Button: Punch

R Button: Punch + Kick (simultaneous)

L Button: Punch + Guard (simultaneous)

START/PAUSE: Pause menu

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



ADVANCED CONTROLS

You can do some very impressive moves by combining basic punches, kicks, blocks and movements. Learn the special combos in order to become a stronger, more able warrior.

Advanced Kick / Punch: If you press the **+Control Pad** or **Control Stick** Left or Right toward or away from your opponent while pressing **Punch (A Button)** or **Kick (Y Button)**, you will unleash a new, more powerful attack. You can even tie combination attacks together.

Gather Ki: Press and hold **Guard (B Button)** and double-tap and hold the **+Control Pad** or **Control Stick** Left or Right (away from your opponent) to generate Ki. You also generate Ki by landing attacks on your opponent.

Deflect / Return: If you press **Guard (B 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!

Dodge: Tap **Guard (B Button)** plus the **+Control Pad** or **Control Stick** Up or Down to move in a circle around your opponent. This is especially helpful for getting away from the edge of the ring.



MASTER ROSHI® SAYS

Take control of the situation.

Battles take place at such lightning speeds, that a single missed button can sometimes cause your demise. I recommend customizing the controls right away to suit your fighting style. (See "Options" on page 7.)

Dash: Double-tap the **+Control Pad** or **Control Stick** Left or Right (toward your opponent) to dash toward him at increased speed.

Transform: You can increase your strength (for example, Goku® can transform into Super Saiyan) by pressing **Punch (A Button)**, **Kick (Y Button)** and **Guard (B Button)** all at the same time, once you've met the skill conditions. You can customize your controller so that you can perform this move with a single button (see "Options" on page 7).

Grapple: Press **Punch (A Button)** and **Guard (B Button)** at the same time to grapple your opponent. Every normal character has a special move tied in with this command.

Energy Punch: Press **Punch (A Button)** and **Kick (Y Button)** at the same time to unleash an unblockable Energy Punch. The longer you hold down the buttons, the stronger your punch will be (up to a point).

HERCULE™ STRATEGY TIP

Think Fast!

When things go just right in a battle, and both fighters simultaneously connect with an Energy Punch, you enter the Burst Zone. You will know you are there by the speed at which both warriors are attacking and blocking. Spin the **Control Stick** as quickly as you can. If you are fastest, you will deliver a powerful knock-back attack on your opponent upon exiting the Burst Zone.



Power Kick: Press **Kick (Y Button)** and **Guard (B Button)** simultaneously to perform a powerful kick combination. This move varies according to the character you are using. With some characters, you can Power Kick and press the **+Control Pad** or **Control Stick** Left or Right for additional variations.

Taunt: Press all four battle buttons simultaneously to give your opponent a little something extra to think about, and possibly cause him to jump backwards.

SAVING AND LOADING

Once you start a new game, all progress — including unlocked story chapters and skills — is saved automatically. You must have a Memory Card in Slot A with 1 file and 2 blocks of free space in order to start a new game.

Note: You can only save one game per Memory Card. If you have a Memory Card in Slot A and you select New Game, the old game data will be overwritten.

Note: You cannot save your game progress onto a newly inserted memory card if you remove the original Memory Card from the Nintendo GameCube.

You can save your current progress to a Memory Card in Slot A 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, and between story chapters. 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 with a saved game in Slot A to load a previously saved game.

WELCOME TO DRAGON BALL Z® BUDOKAI™!

Prepare...

To face the most powerful Dragon Ball Z® heroes and villains. To unleash jaw-dropping combo moves. To experience DBZ® like never before!

With vivid 3D graphics specially enhanced for the Nintendo GameCube™ system, the most intense DBZ® battles await you. Are you up to the challenge?

Enter Dragon Ball Z® Budokai™ — a spectacular 3D world filled with the fiercest fighters the universe has ever known. Test your skills against the most powerful Dragon Ball Z® heroes and the most sinister villains. Every battle is more intense, more dangerous, and more epic than the one before. Will you be the last warrior standing?

MAIN MENU

After you press **START/PAUSE** at the Title Screen you can start a new game or load a previously saved game. (See "Saving and Loading" on page 5.) You must have a Memory Card in Slot A in order to save your progress.

Warning: If you start a new game using a Memory Card that contains a previously saved game, that game data will be erased.

You will then be taken to the Main Menu. Use the **+Control Pad** or **Control Stick** to highlight an option (listed below), and then press the **A Button** to select it.

STORY

Play out the story of Dragon Ball Z®. (See "Story" on page 10.)

DUEL

Choose a fighter — standard or customized — and battle against your friends or a computer (Com) opponent. (See "Duel" on page 11.)

WORLD TOURNAMENT

Select a warrior — standard or customized — 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 13.)

PRACTICE

Use a character — standard or customized — to practice your fighting moves against a customizable computer opponent. (See "Practice" on page 15)



EDIT SKILLS

After you unlock skills in Story mode, you can use them to customize characters. You can also buy skill capsules using any cash you have won in World Tournament mode. (See "Edit Skills" on page 17.)

OPTIONS

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

HERCULE™ STRATEGY TIP

You won't believe this!

I REALLY shouldn't spill the beans here, but this is so cool that I must tell someone! Once you win the World Tournament in Adept level, bring your prize winnings to Mr. Popo's Skill Shop and check out his Recommended capsule offerings. There should be a few new things for sale, including a seventh Dragon Ball® for the Main Menu. You didn't think we forgot to count, did you?!



OPTIONS

Choose Options from the Main Menu to adjust various game settings. Press the **+Control Pad** or **Control Stick Up** or **Down** to select an option. Press the **A 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 Story mode.

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.

Duel Time: Set the length of duels, from 30 seconds to no time limit.

Quick Start: Turn ON to shorten the World Tournament introductions.

SAVE / LOAD

Save Game Data: Save your current game progress to a Memory Card in Slot A.

Load Game Data: Load a previously saved game from a Memory Card in Slot A.

CONTROLLER CONFIGURATION

Customize the Controller by configuring commands your favorite way. First, using the Controller that you want to customize, press the **+Control Pad** Left or Right to choose one of two preset configurations (A or B), or customize your own Buttons (Cust.).

To set a custom configuration, highlight Cust., then press any controller Button (except the **+Control Pad** or **Control Stick**). While holding that button Down, press the **+Control Pad** or **Control Stick** to scroll between different moves. For example, you can assign the command Kick + Punch + Guard (transform, for many characters) to the **R Button** by holding down the **R Button** and then pressing the **+Control Pad** or **Control Stick** until the "P + K + G" symbol is displayed.

Press the **+Control Pad** Down to select Rumble Feature, and to toggle Rumble ON / OFF. Press the **Z Button** to reset controls to default. Press **START/PAUSE** to save your settings and return to the Options Menu.

SCREEN SETTINGS

Brightness Control: Adjust the monitor brightness.

Screen Adjust: Press the **A Button** to go to the Screen Adjust screen. Press and hold the **Y Button** and use the **+Control Pad** to move the top information panel. Press and hold the **B Button** and use the **+Control Pad** to adjust the positioning of the entire screen. Press and hold the **A Button** and use the **+Control Pad** to move the lower left (P1) information panel. Press and hold the **X Button** and use the **+Control Pad** to move the lower right (P2) information panel. Press the **Z Button** to reset to defaults. Press **START/PAUSE** to save your changes and return to the Options Menu.

SOUND SETTINGS

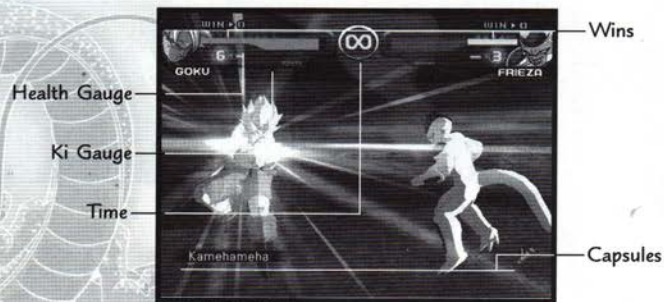
Speaker: Switch between Stereo and Mono.

Music Volume: Adjust the music volume.

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



THE BATTLE SCREEN



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

WINS (DUEL MODE ONLY)

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

HEALTH GAUGE

This is the character's current health. As a character suffers damage, the gauge will turn from green to yellow to orange. When the orange 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 **+Control Pad** or **Control Stick** 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.

CAPSULES

These are the skills that the character possesses. You can select skills from the Edit Skills screen (see page 17).

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 Duel and World Tournament battles in Game Options (see page 7).

STORY

When you select Story from the Main Menu, the game will begin, and you will become a participant as the Dragon Ball Z® story unfolds — from the arrival of Raditz™ on Earth on through the infamous and brutal Cell™ Games. As the story progresses, you must win battles to unlock new chapters, skills and characters.



HERCULE™ STRATEGY TIP

Be prepared!

An event occurs in each chapter. These events include battles where you must defeat enemies, or perform a difficult task. Be sure to read the advice that appears before entering each battle! No battle's too hard for me. What about you?

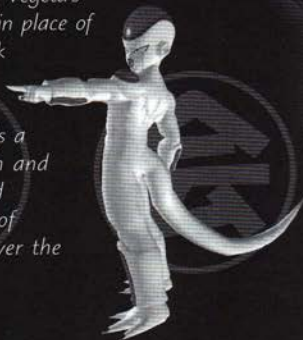
The story is broken into three main sagas:

SAIYAN SAGA

Goku® has finally defeated Piccolo™ at the World Match. After this hard-fought battle, he returns to the Kame House to be reunited with his friends and to introduce them to his son Gohan®. Just as Goku® thinks that he can settle down with his family and live in peace, a mysterious alien calling himself Raditz™ appears, claiming to be Goku's® elder brother. Raditz™ defeats Goku® with his incredible power and then kidnaps Gohan®. Goku® vows to find the alien and set things straight.

NAMEKIAN SAGA

Goku® and his friends have managed to stop Vegeta's® invasion. Krillin® heads off to Planet Namek in place of the injured Goku®, in order to use the Namek Dragon Balls™ to bring back his friends. In the meantime, Goku® eats a Senzu Bean and recovers from his injuries. He then boards a spaceship that Bulma's® father built for him and heads for Planet Namek, where Krillin® and Gohan® await. Can you stop the invasion of Namek and prevent Frieza® from taking over the universe?



ANDROID SAGA

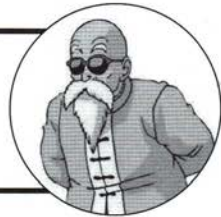
Trunks® claims to have come from the future, and states, "Goku® will die of heart disease one year from now, and in three years, androids will appear and destroy the earth." He gives Goku® some heart medicine and returns to the future. Three years later, the androids appear just as Trunks® predicted, and proceed to destroy everything in sight. But the worst is yet to come.

Your progress is saved after each chapter. After you complete a saga, you may return to the Load Game / New Game screen. Select New Game to start a new game. Select Load Game to load a saved game from a Memory Card in Slot A. Select Continue to return to the Main Menu. At the Main Menu you can select Story again to continue with the next chapter.



MASTER ROSHI® SAYS

There are (at least) two sides to every story... I really shouldn't need to tell you this, but just because it seems to end, doesn't mean it's over. With persistence you can uncover hidden secrets and elements and become the ultimate warrior.



DUEL

Select your favorite 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) Select Duel mode from the Main Menu, then choose one of the following:

1P vs. 2P – Human vs. Human: Each player must use a separate Controller.

1P vs. Com – Human vs. Computer: Human player must use the Controller plugged into Controller-Socket 1.

Com vs. 2P – Human vs. Computer: Human player must use the Controller plugged into Controller Socket 2.

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

CHARACTER SELECTION

Next, use the **+Control Pad** or **Control Stick** to highlight a character portrait and then press the **A Button** to choose that character. Choose **Random** to let the game choose a character for you.

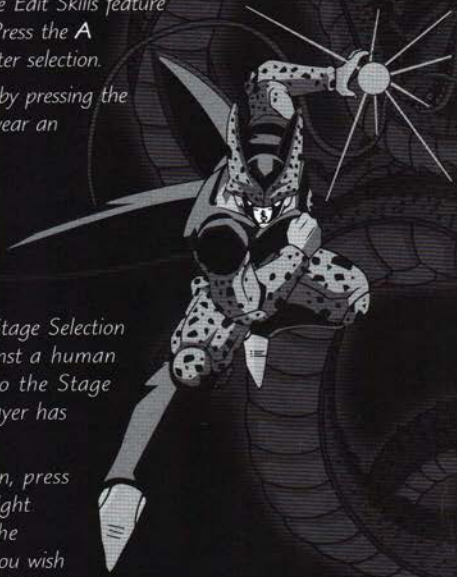
After you select a character, press the **+Control Pad** or **Control Stick** Up or Down to toggle between Normal and Custom. Choose Normal to use the standard character. Choose Custom to use a character that you have created using the Edit Skills feature (see "Edit Skills" on page 17). Press the **A Button** to confirm your character selection.

Note: If you select a character by pressing the **Y Button**, that character will wear an alternate costume in battle.

If you are dueling against a computer opponent, choose the computer-controlled character you wish to fight and press the

A Button to proceed to the Stage Selection screen. If you are dueling against a human opponent, you will proceed to the Stage Selection screen after each player has chosen a character.

At the Stage Selection screen, press the **+Control Pad** Left or Right to highlight a stage. Press the **A Button** to select the stage you wish to fight on and proceed to the Battle screen. You can press the **+Control Pad** Up or Down to select Random, and the game will choose a stage for you.



DUEL PAUSE MENU

Press **START/PAUSE** 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 **START/PAUSE** or the **B 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.

Character Select – Return to the Character Selection screen.

Main Menu – 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 coming in second place, will earn you money (Zenie), which you can use to buy capsules in Mr. Popo's[™] Skill Shop (see "Edit Skills" on page 17).

HERCULE[™] STRATEGY TIP

Observe your opponent before a battle.

Want to see what you're up against before you enter the ring at the World Tournament? Go to Options > Game Options and turn Com Level up to Very Strong. Then go to Duel mode and select Com vs. Com. Pick two opponents and watch how they deal with each other.

You can even choose one of your custom characters as a Com competitor, and see how well it performs at high levels.

If you're really tough — like I am! — you won't go back to Options and lower the Com Level after you're done!



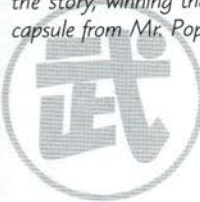
There are three World Tournament levels:

Novice – The Novice tournament consists of three battles, and is perfect for getting used to the game. First-place prize money is 10,000 Zenie. 5,000 Zenie is awarded to the runner-up.

Adept – There are four battles in an Adept tournament, and your opponents are stronger and more fierce than in a Novice tournament. First-place prize money is 30,000 Zenie, and the runner-up takes home 15,000.

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. First-place prize money is 50,000 Zenie, and the runner-up gets 25,000.

Note: You must unlock the Adept and Advanced levels by completing the story, winning the previous tournament, and purchasing the proper capsule from Mr. Popo.[™]



WORLD TOURNAMENT RULES

To play World Tournament, choose it from the Main Menu, then press the **+Control Pad** or **Control Stick Left** or **Right** to select a tournament level (locked levels will not be available). Then, choose a character just like you would in Duel mode (see page 11).

A tournament tree displays upcoming matches. After you see who your next opponent is, press the **A Button** to proceed to the ring. The tournament is played 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.



HERCULE™ STRATEGY TIP

Use the out-of-bounds area to your advantage!

Even though I'm an active player in the World Tournament, let me pull you aside and give you some secret advice on how to win. Trying to K.O. your opponent is not necessarily the best road to victory. What you can do is force your opponent to the edge of the ring and then dish out a final knock-back blow that will send your opponent flying out of the ring. (The best moves depend on the character you're using.) But, you need to be careful that you don't end up being the one thrown out! (Not that I have to worry about that!)

WORLD TOURNAMENT PAUSE MENU

Press the **START/PAUSE** 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 **START/PAUSE** or the **B 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.

Main Menu – Return to the Main Menu.



MASTER ROSHI® SAYS

Money is just part of the reward for a true champion.

Besides prize money, there are other things to gain from winning a World Tournament. I can make no promises — but you would be wise to check Mr. Popo's™ Skill Shop and re-examine the character roster after you have proven yourself worthy in a World Tournament.

PRACTICE

Here you can battle 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 opponents who fight back. Select a normal or a custom character for yourself (see "Character Selection" on page 12), a computer opponent and a stage, then you're ready to go.

SCREEN DISPLAY

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 Armor.

PRACTICE PAUSE MENU

At the Battle screen, press **START/PAUSE** to display the Pause Menu.

Press the **+Control Pad** or **Control Stick Up** or **Down** to highlight any of the following options:

Continue – Close the Pause Menu and return to the Battle screen. Pressing **START/PAUSE** or the **B Button** will also return you to the Battle screen.

Com Action – Press the **+Control Pad** or **Control Stick Left** or **Right** to 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.



Com Level – If you choose Match in Com Action, you can press the **+Control Pad Left** or **Right** to 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 press the **+Control Pad Left** or **Right** to 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 press the **+Control Pad Left** or **Right** to 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 defenses and can now land combination moves or special attacks.

Break-fall – Press the **+Control Pad Left** or **Right** to turn Break-fall ON or OFF. When Break-fall is ON, your opponent cannot be knocked down.

Display – Press the **+Control Pad Left** or **Right** to change the on-screen display. Nothing 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.



HERCULE™ STRATEGY TIP

Remember the commands!

For those of you who can't remember all the commands, today is your lucky day. The secret to success is to go to Practice Mode and watch the Commands on-screen (see "Practice Pause Menu" on page 15). That way, the commands for the skills you want to learn will be shown on the screen!

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

Skill List – Press the **A Button** to display the list of skills that require button combinations. Press the **+Control Pad Left** or **Right** to highlight a skill and press the **A 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, "O.K." will appear on screen, and then the skill will take effect.

Character Select – Return to the Practice mode Character Selection screen.

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

EDIT SKILLS

Here you can customize characters, buy skills, view your collection of acquired skills and Dragon Balls®, and trade skills between Memory Cards. **Note:** You must have a Memory Card in Slot A in order to purchase or organize skills.

Select Edit Skills from the Main Menu. At the first screen, press the **+Control Pad** or **Control Stick Left** or **Right** to edit skills for characters on a Memory Card in Slot A, Slot B, or trade skills between two Memory Cards. Then, press the **A button** to continue.



MASTER ROSHI® SAYS

The educated fighter has the edge.

If you are just starting out, you might be slightly confused about how skills work. If so, my advice is to take time to read the About Skills section of Edit Skills. (This section automatically opens up the first time you enter the Edit Skills area.) Press the **+Control Pad Left** or **Right** to page through information about the E.S.S. (Exciting Skills System) and hints about how to use skills.



SKILLS LIST

Select Skills List to view the skills you have unlocked or purchased. The Skills List is sorted into six categories:

Saiyan – These include those warriors with Saiyan blood, such as Goku®, Gohan® and Vegeta®.

Human – Few humans are powerful enough to hold their own in the Dragon Ball Z® battlefields. You'll find them here.

Alien – Characters like Piccolo™, Frieza® and Dodoria™ are definitely from somewhere other than Earth.

Android – The evil science genius Dr. Gero™ is responsible for this band of troublemakers.

Dragon Ball® – As you collect capsules, you might be lucky enough to stumble across a Dragon Ball®. When you've collected all seven, return here to collect your prize.

System – These capsules include all of the characters and tournament levels that you have unlocked.



Press the **+Control Pad** Left or Right to move between categories. Press the **A Button** to select a category. If the category contains characters, then press the **+Control Pad** Left or Right to highlight a character, and press the **A Button** to examine that character's skills. Use the **+Control Pad** to highlight a skill, and press the **Y Button** to get more detail about a skill. Press the **B Button** to go back one step.



WHAT IS 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 Mr. Popo's™ Skill Shop.

There are three types of skills: Special Skills, Physical Skills and Support 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.

Physical Skills: These are found in blue capsules and include successive attack and throwing skills.

Support Skills: These are found in green capsules and include armor, medicines and other supplemental fighting aids.

READING THE SKILL SHEET

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


Rarity – The color bar at the top of the Skill Sheet indicates how rare a capsule is. Basic blue is a common skill, blue with silver is uncommon, blue with gold 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.

 **Can Trade** – Indicates that you can trade this skill with other players.

 **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 (see "Customizing Characters" on the next page).



MASTER ROSHI® SAYS

1 + 1 + 1 = "Ouch!"

When customizing a character, you can use multiple instances (up to three) of certain skill capsules to increase the overall damage. For example, you can give Goku® three Kamehameha skill capsules and, with each successive use of the skill, the damage from that attack will increase dramatically. Look for the "Can Increase" icon on the Skill Sheet to see if you can multiply a skill.



CUSTOMIZING CHARACTERS

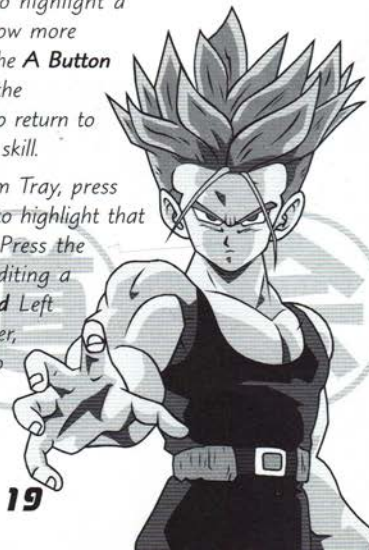
Skills come in the form of capsules, which you can use to customize characters. To do this, select Change Caps while in Edit Skills. Then, use the **+Control Pad** to browse available characters. Press the **A Button** to edit a character.



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. For example, in order to add the Kai Fist x10 skill to Goku®, you must already have added Kai Fist x2 and Kai Fist x5.

Press the **A 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. Use the **+Control Pad** to highlight a capsule. Press the **Y Button** to show more details about that capsule. Press the **A Button** to add that capsule and return to the Custom Tray. Press the **B Button** to return to the Custom Tray without adding a skill.

To remove a skill from the Custom Tray, press the **+Control Pad** Up or Down to highlight that skill and then press the **X Button**. Press the **B Button** when you are finished editing a character. Press the **+Control Pad** Left or Right to select another character, or press the **B Button** to return to the Edit Skills Menu.



SKILL SHOP

At the Skill Shop, you can purchase many kinds of capsules, sorted into five categories. Each capsule contains one skill.

Special Capsules – These contain transformation and death-moves. These skills are sold at random and have a fixed price of 2,000 Zenie.

Physical Capsules – These contain successive attack and throwing skills. These skills are sold at random and have a fixed price of 2,000 Zenie.

Support Capsules – These are skills that include armor, medicines and other supplemental fighting aids. These skills are sold at random and have a fixed price of 2,000 Zenie.

Gamble Capsules – What comes out is anybody's guess! These skills, obviously, are sold at random, and have a fixed price of 3,000 Zenie.

Recommended Capsules – These are Mr. Popo's™ Recommended capsules and are sold at various prices, depending on rarity. Press the **Y Button** to display the Skill Sheet for that capsule. The word "New" will appear if you don't yet have that particular skill.



MASTER ROSHI® SAYS

It pays to shop around.

Here's a bit of advice. The Recommended capsules change once you leave Mr. Popo's™ shop. If you don't like what he's selling, leave and come back. Good luck in finding the capsules you're after!

TRADING SKILLS

You can trade skill capsules between two Memory Cards, each with Dragon Ball Z® Budokai™ game data saved on it. Select Edit Skills at the Main menu, then choose the Trade Skills icon and press the **A Button** to go to the Trading screen.

Press the **+Control Pad Up** or **Down** to select a Memory Card, then press the **A Button**. Choose up to four skills you want to trade from the Skill Case, and then press the **B Button**. Select the other Memory Card, and choose skills to trade from that card. When you are ready to trade, press **START/PAUSE**. You cannot trade skills that your opponent already has.

Note: Once you trade a skill capsule, it disappears from your Memory Card.



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