

YU YU HAKUSHO
GHOST FILES

DARK TOURNAMENT
暗黒武術会



FUNimation
Productions, Ltd.

AT&T

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:

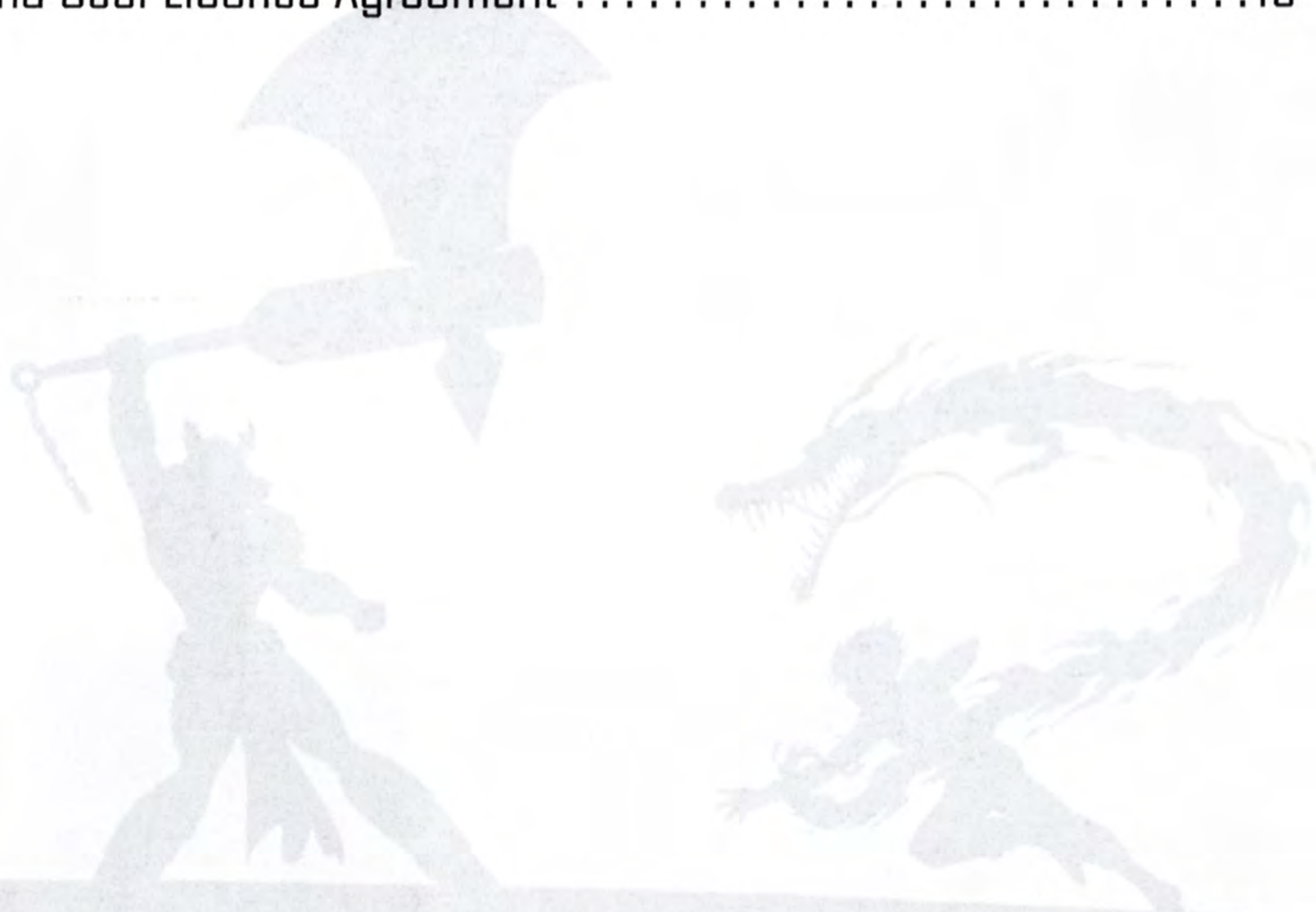
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

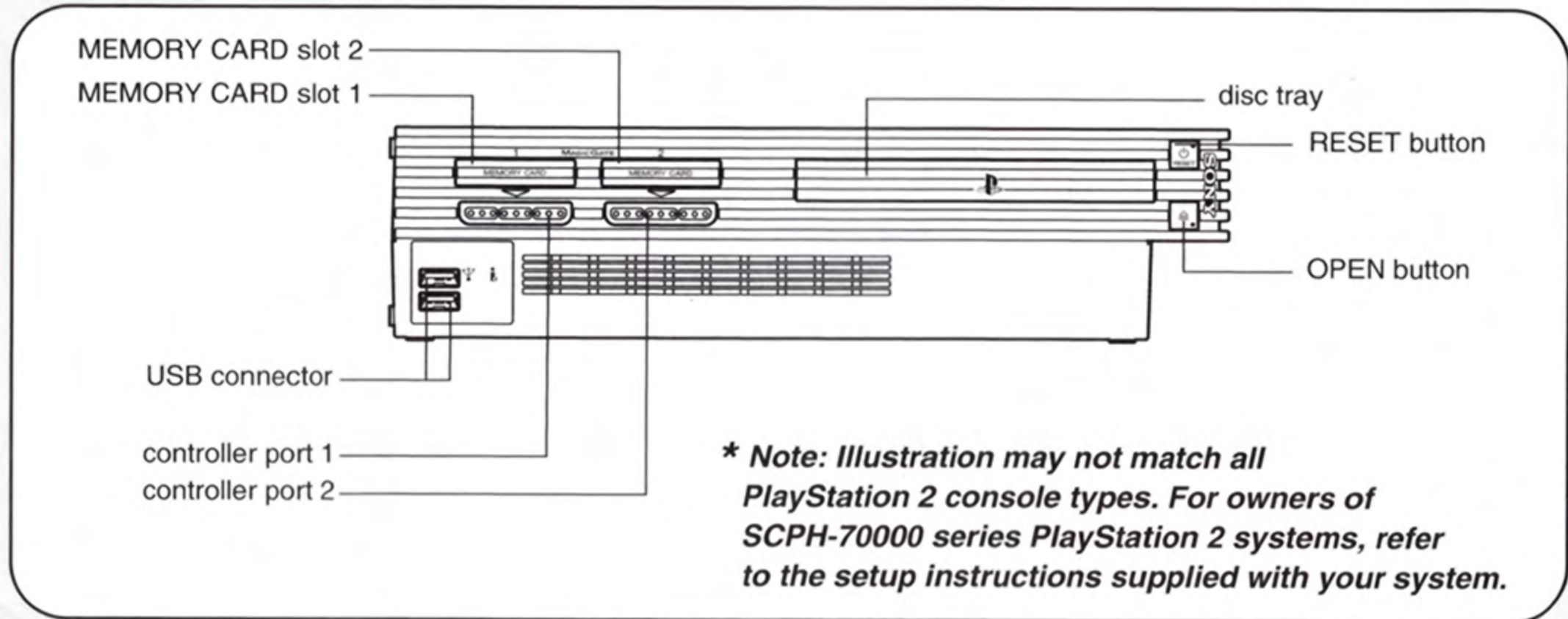
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

Table of Contents

Getting Started	2
Controls	3
Welcome to <i>Yu Yu Hakusho: Dark Tournament</i> [™]	5
Saving and Loading	5
Main Menu	5
Options	7
Pause Menu	7
Battle Screen	8
Token Game	8
Characters	10
Credits	14
Atari Web Sites	16
Technical Support	17
End-User License Agreement	19



Getting Started



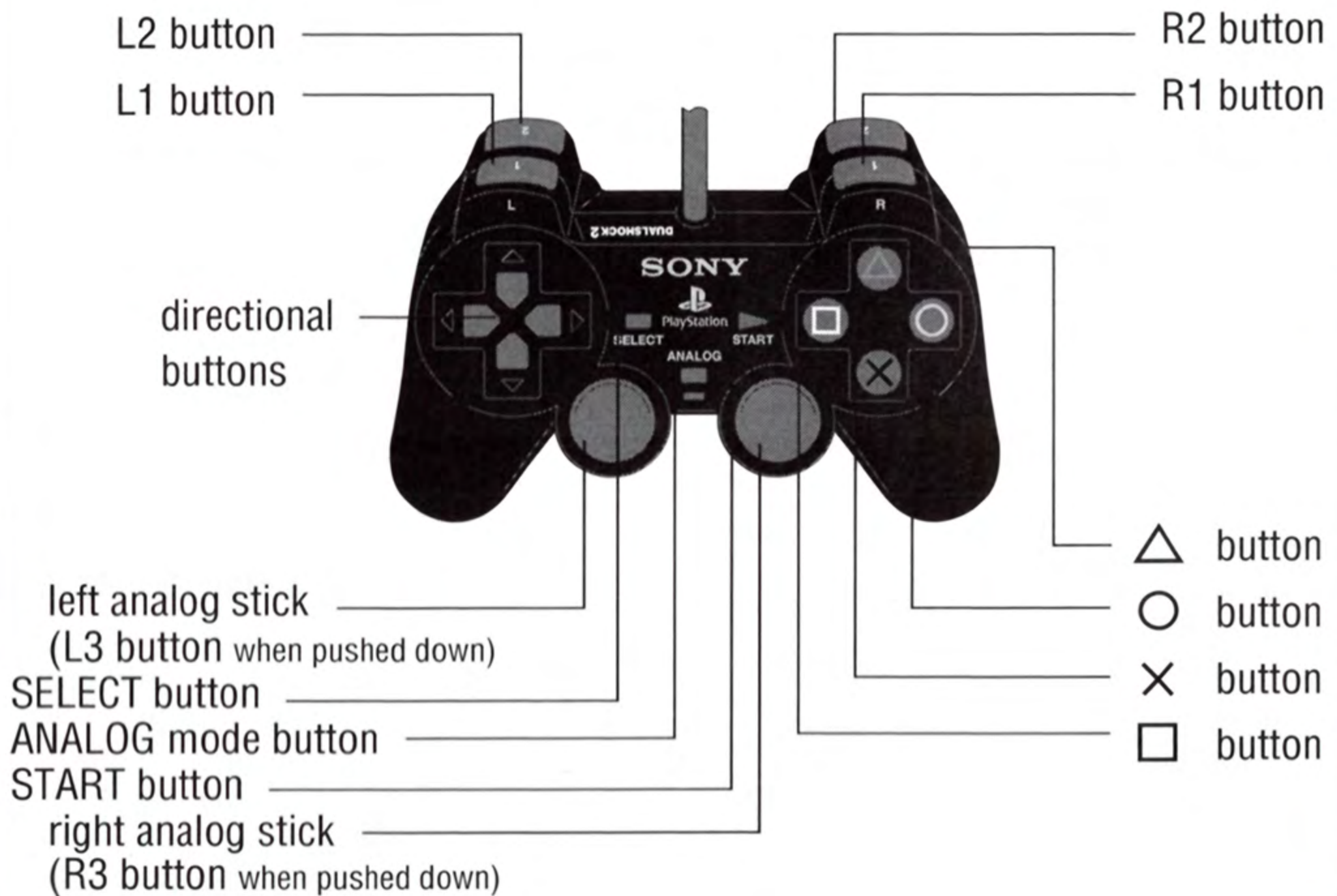
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will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

Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

directional buttons	Move highlight
left analog stick	Move highlight
× button	Accept
▲ button	Back

Fighting Controls

left / right directional buttons	Move forward / backward
left analog stick (left / right)	Move forward / backward
× button	Block
down directional button + × button	Crouch
up directional button + × button	Jump
■ button	Jab [quickest attack, least damage]
■ button (while airborne)	Jump Attack
▲ button	Punch [standard attack]
▲ button (while crouched)	Uppercut [slow attack, maximum damage]
● button	Kick [added range to attacks]

▲ button or ● button	Attack while in the air
R3 button	Switch fighter in tag team match
▲ button + ● button	Throw
directional button (away from opponent) + ● button	Spin Kick
directional button (away from opponent) + ● button (while crouched)	Sweep Kick
START button	Pause Menu

Note: L1 button, L2 button, R1 button and R2 button are used for Spirit Energy moves, but actual button use varies, depending on the character.

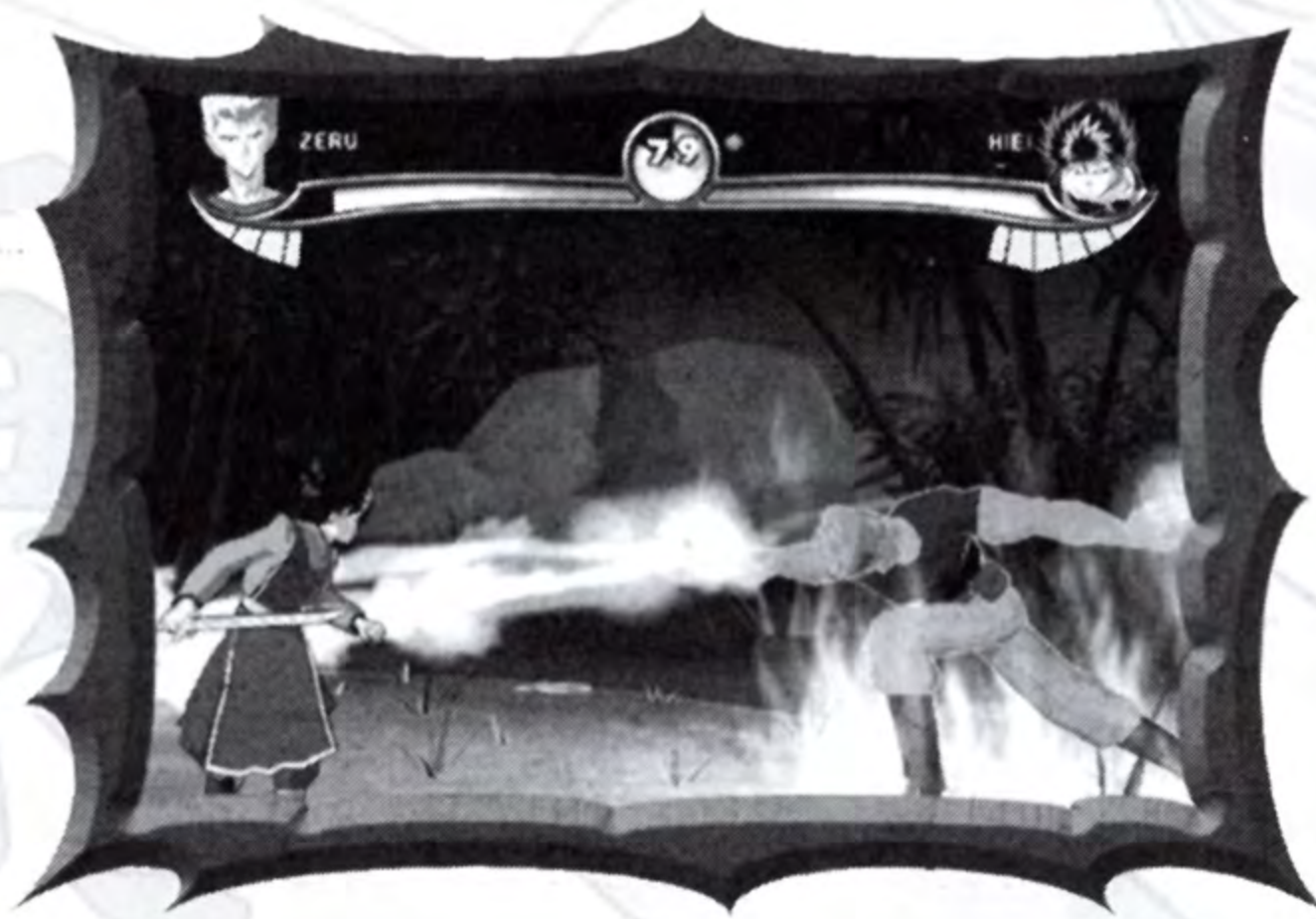
Note: You can select alternate control configurations at the "Options" menu (see page 7).

Special Attacks

Each fighter has unique attacks such as Slides, Elbow Strikes, Hammers and Headbutts. You can access a character's complete Move List by pressing the **START button** while playing with that character.

Spirit Moves

Spirit Moves are spectacular special energy moves that require a specific amount of Spirit Energy to cast. You can access a character's complete Move List by pressing the **START button** while playing with that character.



Combos

Combos are a predetermined sequence of blows that you can execute by pressing only a few buttons. You can branch combos into other combos by pressing additional buttons after you enter the first combo. This allows you to create even longer and more damaging attacks.

You can access a character's complete Move List by pressing the **START button** while playing with that character.

WELCOME TO *YU YU HAKUSHO:*

DARK TOURNAMENT[™]

Fourteen-year-old Yusuke Urameshi is having a typical day. He's cutting class at school, having arguments with his teachers, and getting into fistfights with his rival Kuwabara. Hey — when you're the toughest kid in town, you have a reputation to maintain! But then Yusuke does something that betrays his killer rep. He dives in front of a speeding car to push a little boy out of harm's way! Yusuke makes the ultimate sacrifice for the sake of another, but is it really time for this brash young man's life to come to an end?

Led by the sprightly, pink-robed Botan after saving the boy, Yusuke enters a realm that is not quite normal — Spirit World. There, Yusuke meets Koenma, a 700 year-old ruler with the body of a toddler, pacifier and all! But there's no room for laughs, as Koenma gives Yusuke an ordeal to restore his life. Hatching a Spirit Beast!

By completing a series of tasks, Yusuke has reclaimed his life, but has only one day to be revived by someone's kiss—and that someone might be Kuwabara! Back in the flesh, Yusuke finds he can see supernatural creatures hiding in the living world and quickly hunts down a demon criminal. With this move, he learns his adventure is only beginning. Yusuke is a Spirit Detective.

Life for these teens refuses to settle down, as Spirit World makes a chilling discovery. The Toguro Brothers faked defeat during Yusuke's last case, in an elaborate plan by the trillionaire Sakyo. Now Toguro will hit Yusuke with a terrible threat. Enter a vile competition run by the criminal world or watch everyone he knows be hunted down and destroyed!

After two months of urgent training, Yusuke, Kuwabara, Kurama, Hiei, and a mysterious Masked Fighter board a rickety boat to Hanging-Neck Island, home of the Dark Tournament. The competition attracts the most dangerous demon fighters and double-crossing human gamblers that the world has ever seen.

SAVING AND LOADING

Your progress is automatically saved to the memory card in MEMORY CARD slot 1 whenever you complete a battle. If you have a memory card in MEMORY CARD slot 1 when you start the game, your progress is automatically loaded.

MAIN MENU

Use the **up / down directional buttons** to highlight one of the below options. Press the **✕ button** to select that option.

Dark Tournament

Play with your favorite heroes! Earn your passage to the Dark Tournament Island to help Yusuke and his friends train and fight. In this tournament you will face off against Team Rokuyukai, Team Ichigaki, Team Mashoutsukai, Team Uraotogi and finally Team Toguro. Select a chapter and press the **✕ button** to begin.

Throughout the matches, Koto may give you tips on how to improve your odds or how to use your Spirit Moves.

Arcade

Fight a mini tournament in which you test your skills against 10 fighters. You choose your final opponent out of the 25 fighters in the game. Each time you beat the new final opponent, you unlock a special prize.

Use the **left analog stick** or the **directional buttons** to highlight the character you want to use and press the **X button** to select that character. Then, select who you want to be your final opponent and press the **X button** to begin.

Skirmish

Play a simple match against a friend or the CPU. Use the **left / right directional buttons** to select either Normal Fight or Tag Team Fight (must be unlocked in Dark Tournament mode). Normal Fight is a one-on-one battle. Tag Team can be up to five fighters — when one character runs low on health, another steps in for him.

Use the **left analog stick** or the **directional buttons** to highlight a character and press the **X button** to add that character to your team. When you have completed your team, highlight the checkmark and press the **X button**. Then, your opponent chooses his team. (If you are playing against the computer, you choose those five teammates.)

Next, use the **up / down directional buttons** to choose an arena and press the **X button** to begin the match. Press the **right analog stick** in a tag team match to bring in the next fighter.

Training

Learn and practice each character's unique moves, combos and Spirit Moves. Use the **left analog stick** or the **directional buttons** to highlight the character you want to use and press the **X button** to select that character. Then, select an opponent and press the **X button** to begin.

A move and its button combo is shown at the bottom of the screen. If you successfully perform the move, a checkmark is displayed. Use the **right analog stick** to select a different move and press the required button combo to practice that move. Press the **START button** and select Quit to return to the Main Menu.

DT Token Game

Use tokens that you collect in Dark Tournament mode to play a strategy game. See "DT Token Game" on page 8 for more information.

Survival

See if you can defeat nine fighters in a row. Use the **left analog stick** or the **directional buttons** to highlight the character you want to use and press the **X button** to start the contest. Get a precious token if you succeed.

Dark Tournament Plus

This enhanced version of the Dark Tournament includes additional cinematic sequences and token fights. Win bonus items you won't find in the regular Dark Tournament Mode. (You must unlock Dark Tournament Plus in Dark Tournament mode.)

Select a chapter and press the **X button** to begin.

Knife-Edge Deathmatch

This Dark Tournament chapter includes a Knife-Edge Deathmatch challenge. In this chapter, you may use only three attacks:

- Your Punch (■ **button**) wins over your opponent's Hook
- Your Hook (▲ **button**) wins over your opponent's Uppercut
- Your Uppercut (● **button**) wins over your opponent's Punch

Options

Change game options. See "Options" below for more information.

Credits

See a list of people who helped create this game.

OPTIONS

From the Main Menu, select Options to change the following game settings:

Controller Options: Choose between two different controller configurations for the DUALSHOCK®2 analog controller in controller port 1 or controller port 2.

Game Options: Set your **Round Time**, turn ON/OFF **Koto's comments**, turn ON/OFF **Koto's subtitles**, turn ON/OFF winning a fight with **Ring Out**, change the **AI Level** to increase the difficulty, turn the **Vibration** feature ON/OFF.

Sound Options: Change the volume level for: Music, SFX, Arena Environmental Sounds, Speech.

Cheats: As you progress through the different game modes in *Yu Yu Hakusho: Dark Tournament*™, you will unlock a variety of special features, such as additional game modes, arenas, skins, tokens and more, which you can access here.

PAUSE MENU

Press the **START button** while battling to display the Pause Menu, which contains the following options:

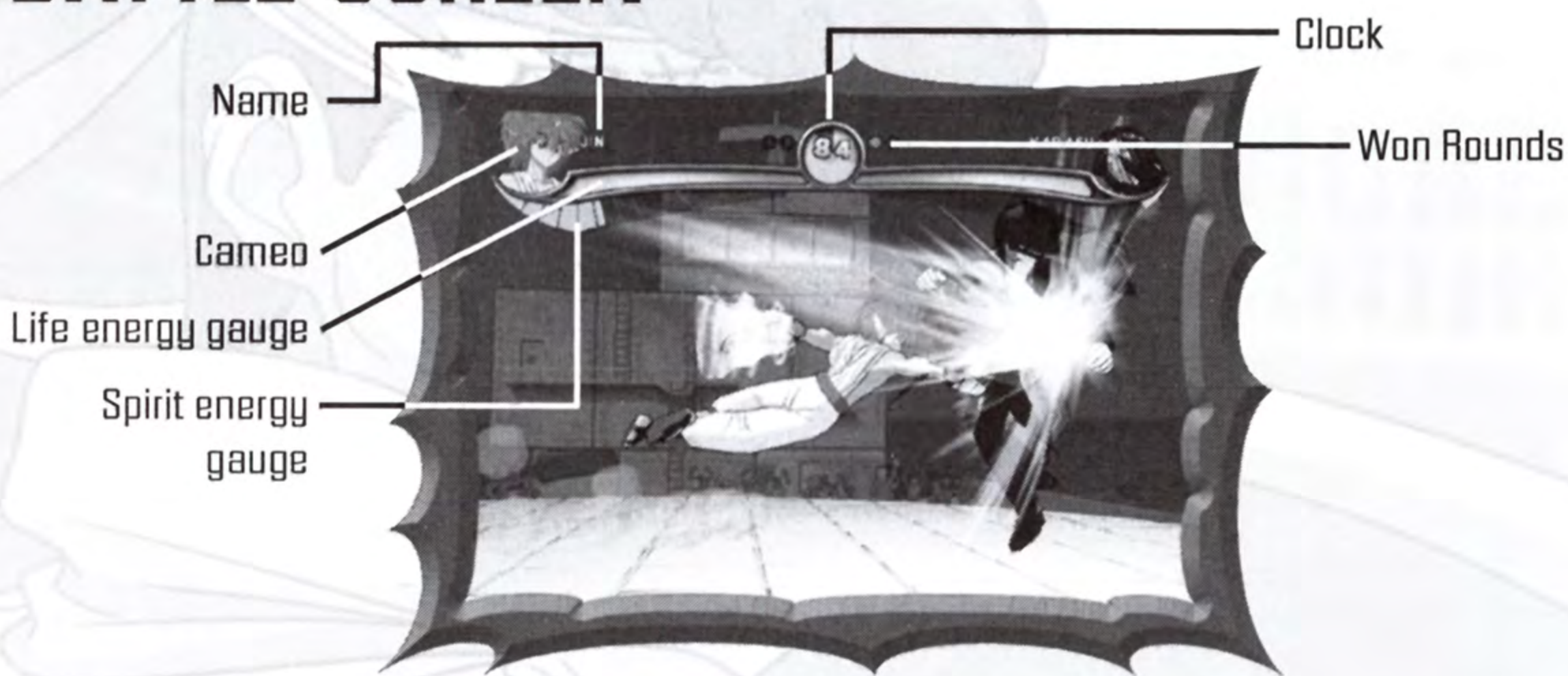
Resume: Resume combat.

Move List: Displays a list of special moves for the selected character. If you are in two player mode, the move list of the player who pressed the **START button** is displayed.

Options: Displays the Options Menu [see "Options" above]. Not all options listed above are accessible in the Pause Menu.

Quit: Quit the battle and return to the Main Menu.

BATTLE SCREEN



Cameo of each fighter: Shows a portrait of the fighter next to his gauges.

Life Energy Gauge: Shows how much energy a fighter has.

Spirit Energy Gauge: Shows how much spirit energy a fighter has.

Won Rounds: Indicates how many rounds have been won by each character.

Clock: This counts down, and is not shown in all fights.

Next Fighter in Tag Team: In a tag team match, the next fighter is shown at the bottom of the screen.

TOKEN GAME

The token game can be played by using your collection of tokens earned during the fighting game. The goal of the game is to score as many spirit energy points as possible by engaging your tokens into battles. You do this by placing tokens in a hexagonal combat zone ringed with Fans. Fans are blocks of spectators that support one of the two characters being played. The Fans determine if a player's token can be placed adjacent to them.



During the game, a running score is displayed at the top of the screen until the last token is placed, thus ending the game. The winner gets to pick one of the tokens in his opponent's deck that he played and add it to his own deck. There are over 150 different tokens that can be won.

Token



1. Fan Requirement: Indicates the number of friendly Fans required to play the token.

2. Spirit Energy: Indicates the number of points that will be awarded. An attack from the opponent's tokens will modify this amount of spirit energy.

3. Attack: Indicates the number of points that will affect the Spirit Energy of adjacent tokens.

Ability Icons

These icons indicate the special abilities found on tokens:



Swap: A token with this ability swaps the contents of the token's two adjacent spaces. The swapping occurs only once, at the moment you place the token on the board.



Berserk: A token with this ability will attack every adjacent token, even friendly ones! This is a permanent effect.



Projectiles: A token with this ability will attack the token across the board instead of the adjacent one. This is a permanent effect.



Jump: A token with this ability will jump in the space across the board. The content of that space is thus swapped into the token's initial space. The jump occurs only once, at the moment you place the token on the board.

Rules

The token game was designed to gradually introduce you to the rules. Start learning the basic rules in the Token Game Tutorial. Have fun!

CHARACTERS

Team Urameshi

Yusuke



Yusuke has the reputation of being the toughest kid in town. But despite his killer rep, he is misunderstood. His home life is troubled. He is constantly hounded by his teachers, by his mother, and by fellow students gunning for him. As such, Yusuke is generally pretty miserable. Only after being assigned the job of Spirit Detective does Yusuke truly begin to find his place in life.

Spirit Energy Moves: Spirit Gun, Spirit Gun Double, Spirit Shotgun, Jumping Spirit Gun, Spirit Cuffs.

Kuwabara



Kuwabara is Yusuke's chief rival at Sarayashiki Junior High. Like Yusuke, he isn't the greatest student, but he is an excellent fighter. Next to Yusuke he is a formidable adversary. Kuwabara is driven by an unwavering desire to be the best. Adding comic relief to Yu Yu Hakusho, Kuwabara has an affinity for kittens.

Spirit Energy Moves: Spirit Sword, Sword Get Longer, Shrapnel Sword, Power of Love.

Kurama / Yoko Kurama



Not actually a human, Kurama has lived for over 300 years and possesses the wisdom and knowledge one would expect of someone his age. He is generally soft-spoken, almost eerily calm, even in the face of great adversity. But this calm exterior belies Kurama's incredible strength. He is a powerful, ruthless warrior, with wisdom and experience. As such, he is a formidable opponent to all he battles.

Kurama Spirit Energy Moves: Rose Whip, Rose Rain, Rose Darts, Seed of the Death Plant

Yoko Kurama Spirit Energy Moves: Death Tree, Death Ray

Hiei



Hiei is a fire apparition whose true origins are unknown. He is a master swordsman, and his strength and speed are incredible. Typically kept concealed behind a bandanna on his forehead is the Jagan, a mysterious third eye that possesses magical properties. With it he can control weak-minded humans, send telepathic messages, and move objects telekinetically. Although he generally cares little for human life, and views others as mere obstacles in the pursuit of his own goals, Hiei strictly adheres to his own unique code of honor. As such, he helps those who help him, and is fiercely loyal to those who have managed to earn his respect.

Spirit Energy Moves: Fist of the Mortal Flame, Dragon of the Darkness Flame, Teleport

Genkai



Genkai, aging master of the Reidoha (or Spirit Wave) fighting technique, wishes to pass her knowledge to one worthy pupil before she dies. Yusuke is chosen to be that pupil, and he soon discovers Genkai's training to be the most difficult ordeal of his life. Despite her advanced years, Genkai constantly amazes Yusuke with her ability to perform superhuman feats of strength and agility. Impossible to intimidate, she stares unflinchingly into the face of danger, ready to meet even the most daunting of challenges.

Spirit Energy Moves: Spirit Gun, Spirit Shotgun, Jumping Spirit Gun, Spirit Reflection Blast, Spirit Wave Orb, Regenerate.

Team Rokuyukai

Rinku



Team Rokuyukai's first fighter, Rinku is small in stature and playful by nature. He is master of the Serpent Yo-Yo, an attack that transfers his spirit energy into the strings of the yo-yo causing them to act as if they are extensions of his own body.

Spirit Energy Moves: Yoyo Serpent, Devil Yoyos, Around the World, Regenerate.

Roto



A member of Team Rokoyukai, Roto's greatest skill is the ability to locate an opponent's weakness and exploit it. He devises an evil scheme involving Kurama's mother; if Kurama will not allow himself to be beaten, a demon will destroy her!

Spirit Energy Move: Soul Assassin.

Zeru



A powerful fighter with a nasty reputation, Zeru is the apparent leader of Team Rokoyukai. Zeru has the ability to control fire and incorporate it into various dangerous attacks. Hiei respects Zeru's abilities to such a level that he is compelled to attempt his own most dangerous technique in order to defeat the fire controlling demon.

Spirit Energy Moves: Fire Aura, Fire Bolt.

Chu



The true leader of Team Rokuyukai, Chu enters the ring as a replacement fighter after destroying the remaining members of his team for being cowards! He is a master Boxer and loves the thrill of the Knife-Edge Deathmatch, a dangerous form of combat which he has never lost.

Spirit Energy Moves: Devil Drink, Ogre Killer, Ogre Boulder, Teleport.

Team Ichigaki

Dr. Ichigaki



Dr. Ichigaki is a demon scientist who took advantage of a group of fighters in order to use them for his own terrifying experiments. Dr. Ichigaki calculates his team's chances of winning to nearly 100%, bringing him closer to his ultimate goal of taking control of Yusuke's body!

Spirit Energy Moves: Mind Control, Stretching Arms.

M1, M2, M3



In order to save their teacher, these three unfortunate former humans sacrifice themselves to the twisted experiments of Dr. Ichigaki. Cold and emotionless, each team member possesses a unique spiritual weapon. Their only reason for being is to

bow before Ichigaki's every command.

M1 Spirit Energy Moves: Angel Blades, Angel Blast, Angel Throw.

M2 Spirit Energy Moves: Spirit Sword, Light Javelin.

M3 Spirit Energy Moves: Grizzly Blast, Grizzly Claw, Mine.

Team Mashoutsukai (Ninjas)

Gama



Gama is the ultimate master of disguise. That is, he uses a powerful concoction of make-up in order to defeat his unsuspecting opponents. His most powerful weapon is the Make-up of the Seal, which binds an opponent's spirit energy within their body.

Spirit Energy Moves: Make-up of Chains, Make-up of Seal, Make-up of Invisibility.

Touya



Considered the greatest ice master in the world, Touya is one of the most powerful members of Team Masho. Able to fashion weapons out of ice, Touya's Shards of Winter, an array of sharp blades of ice, is enough to subdue even the most powerful opponents.

Spirit Energy Moves: Ice Sword, Shards of Winter, Deep Freeze, Ice Mirror.

Jin



Of all the people Yusuke has ever met, Jin is the closest to a kindred spirit. Like Yusuke, Jin enjoys a good time and a good fight. But don't let his amicable nature fool you. This Wind Master has the capability to destroy anyone in his path including his new "friend."

Spirit Energy Moves: Tornado Fist, Wind Barrier.

Risho



The Earth Master, Risho, is the leader of Team Masho. Risho doesn't mind taking a victory dishonestly, which is why he and his team are on the payroll of the vile Butajiri. He considers results the ultimate victory, no matter the price.

Spirit Energy Moves: Armor of Clay, Spiked Armor of Clay, Earth Tornado, Earthquake, Stalagmite.

Team Uraotogi

Makintaro



Makintaro is a large demon with the ability to mutate his arm into a large ax-like weapon called the Ax Blade Fist. Makintaro is a bit slow and dim-witted, making him the perfect pawn to someone else's evil plan. But Makintaro lacks nothing in the way of confidence and believes that his superior strength and size is enough to beat any opponent. With his size, power, and bad attitude, this simple weapon is all Makintaro needs to be a terrible threat.

Spirit Energy Moves: Regenerate.

Kuro Momotaro



Kuro Momotaro's body has the amazing ability to memorize any attack made against it causing him to be nearly indestructible. He also carries strange orbs called Steaming Spheres. When he breaks one of the spheres, his body becomes covered in armor. And with a plethora of spheres at his side, Kuro Momotaro is sure to only become tougher and tougher.

Spirit Energy Moves: Armor of the Ape, Armor of the Phoenix, Armor of the Wolf.

Shishi Wakamaru



Much of Shishi Wakamaru's power is generated from his mystical sword, the Banshee Shriek, which has the ability to summon lost souls. This diabolical demon planned on sacrificing some members of his team in the hopes that they would soften Team Urameshi up before he ever stepped foot in the ring.

Spirit Energy Moves: Chorus of a Thousand Skulls, Shriek Call of the Reaper, Banshee Shriek.

Suzuka



Onji first appears as an old man who looks past his prime as a fighter. He reveals that he personally assembled Team Uraotogi and taught them special techniques that he could exploit on the way to the semi-finals and beyond. But when the wise Genkai discovers Onji's deception, his true form is revealed. The Beautiful Suzuka, as he demands to be addressed, is a master of disguise and trickery. He loves life in the spotlight and plans on using the fame and power from winning the Dark Tournament to rule the world.

Spirit Energy Moves: Energy Blast, Rainbow Cyclone, Black Ball, Disguise.

Team Toguro

Karasu



Although a member of the Toguro team, Karasu was defeated, yet spared by Toguro. Since that time he has pledged service to the Toguro Brothers and follows their orders without question. Karasu is a master at using bombs to his advantage, and he can send his energy directly into an opponent's body before igniting it and destroying his target.

Spirit Energy Moves: Trace-Eye Bombs, Skull Grenade, Spirit Mine, Chamber of Ammunition, Teleport Kick.

Bui



Bui shrouds his entire body with powerful armor, which holds back his profound strength. He also carries a large axe that he uses to pummel his opponents, and is able to shoot intense energy blasts powerful enough to destroy nearly anything in its path.

Spirit Energy Moves: Axe Throw Horizontal, Axe Throw Vertical, Ki Wave.

Older Toguro



If his younger brother has the brawn, the older, smaller Toguro certainly has the brains. He has the amazing ability to shift his internal organs around inside his body, allowing him to survive even the most powerful assaults. As long as his vital parts remain intact, this Toguro brother is virtually unbeatable.

Spirit Energy Moves: Hand Blade, Finger Spine, Finger Spine Floor, Regeneration.

Younger Toguro



The younger Toguro possesses the ability to increase his already considerable size at will, multiplying his strength by a hundredfold or more. He is a man of few words, but his contempt for humanity is apparent in the scowl that dominates his stone-like exterior. Though he often uses his powers in the service of evil, Toguro is not without honor. He does not destroy without reason.

Spirit Energy Moves: Increase Strength, Earth Slash, Ki Blast, Finger Flip Bullets.

CREDITS

Atari

Mark Flitman
Senior Producer

Matt Collins
Senior Brand Manager

Jim Boone, Peter Armstrong
Executive Producers

Paul Hellier
Director of Technology

Tom Nichols
Director of Marketing

Chris Munson
Licensing Specialist

Steve Martin
Director of Creative Services

Elizabeth Mackney
Director of Editorial & Documentation Services

Kristine Meier
Art Director

Kelly Wolnik
Graphic Designer

Kurt Carlson
Documentation Specialist

Paul Collin
Copywriter

Michael Gilmartin
Director of Publishing Support

Bill Carroll
Q.A. Manager

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Dave Strang
Q.A. Testing Supervisor

John Seefurth
Arif Sinan

Lead Testers

Jason Anderson
Sam Mansour
Assistant Lead Testers

Ceasar Estrada
Rommy Wiraran

Mike Pierce
Eddie Barraff

Leonard Sayers
Joe Taylor

Ray Cicero
Eric Pacho

Josh Neumeister
Adam Caldwell

Earl Amores
Testers

Ken Edwards
Engineering Services Specialist

Eugene Lai
Engineering Services Technician

Cecelia Hernandez
Sr. Manager Strategic Relations

Joy Schneer
Sr. Manager Strategic Relations

Arthur Long
Strategic Relations Specialist

Jon Nelson
Director, Global Web Services

Scott Lynch
Producer, Online

Gerald "Monkey" Burns
Senior Programmer, Online

Richard Leighton
Senior Web Designer, Online

Sarah Horton
Online Marketing Manager

Todd Curtis
Vice President, Operations

Eddie Pritchard
Director of Manufacturing

Lisa Leon
Lead Senior Buyer

Gardnor Wong
Senior Buyer

Tara Moretti
Buyer

Janet Sieler
Materials Planner

Nichole Mackey
Process Planner

FUNimation

Jeremy Snead
Interactive Licensing Manager

Chris Lundeen
Interactive Licensing Coordinator

Bob Brennan
Licensing Director

Cindy Fukunaga
V.P. Marketing

Barry Watson
V.P. Production (Voice Recordings)

Justin Cook
ADR Manager (Voice Recordings)

Fuji Creative & Studio Pierrot

Mikio Igarashi

Emiko Iijima

Yoshiko Ishida

Shigehiko Sato

Tokiko Okawa

Original Illustrations

Hitomi Ozaki
Botan Kirishima
Mieko Takai

Hitomi Ozaki
Packaging Design

Original Video Animation

Motosuke Takahashi
Original Illustration

Onishi Masayuki
Illustration Director

Noriyuki Abe
Executive Director

Ken Hagino
Executive Producer

Produced by: PIERROT CO., LTD. & FUNimation
Productions, Ltd.

Voice Actors

Yusuke Urameshi & Kuromomotaro &

Ogres: Justin Cook

Kazuma Kuwabara & Gama: Christopher R. Sabat

Hiei: Chuck Huber

Kurama & Yoko Kurama: John Burgmeier

Zeru: Jeremy Loris

M-1: Chris Cason

M-2 & Karasu: Kyle Hebert

M-3 & Risho: Mike McFarland

Touya: Daniel Katsük

Jin: Jerry Jewell

Koto: Amber Cotton

Genkai: Linda Young

Suzuka: Jeremy Inman

Younger Brother Toguro: Dameon Clarke

Older Brother Toguro: Bill Townsley

Dr. Ichagaki: James Fields

Bui: Vic Mignogna

Roto: Sean Schemmel

Shishiwakamaru: Christopher Bevins

Makintaro: Shane Ray

Rinku: Kimberly Grant

Chu: Kent Williams

Digital Fiction

David Vincent
Lead Game Designer

Nick Ahern
Producer

Martin Dubeau
Art Director

Philippe Gagnon
Lead Programmer

Michael Triffon
Executive Producer

Martin Lizée
Head of Studio

Robert Lizée

Head of Technology

Rodrigue Cloutier
Darren Pegg
Senior Programmers

Philippe Beaudoin
Cedric Decelle
Randall Foster
Chaouky Garram
Romerik Rousseau
Philippe Turcotte
Vincent Van Eeckhout
Programmers

Dominie Fleury
Game Designer

Remi Breton
Assistant Producer

Bryan Theberge
Senior 3D Animator

Pierre-Francis Lafleur
3D Animator / Game Designer

Anne Gibeault
Etienne Jauvin
Sebastien Lang
Judith Lavoie
Mike Mennillo
Nicolas Pinet
3D Animators

Stephen Angelini
Lead Music / Sound Designer

Rober Mayer
Sound Assistant

Patrick Menard
Senior 3D Modeler / Special Effect Artist

Stephane Joncas
Senior 3D Modeler

Erick Bilodeau
Martin Fontaine
3D modelers

Michel Chassagne
2D Artist / Concept Art

Genevieve Lizée
Administration Director

Chris Polewczuck
MIS

Francois-Dominic Laramée
AI Programmer

Brent Bradford
Writer

David Michaels
Tester

Enzyme Testing Labs Inc.
Frederick Brown Althot
Nathalie Dubois
Additional Testing

Michele C. Estime
Administrative Assistant

ATARI WEB SITES

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

atari.com/us

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

ataricommunity.com

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

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

atari.com/us/tos

TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

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

atarisupport.com

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. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as game-play tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

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

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

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), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

THE DARK TOURNAMENT IS ON!

**Catch Every Epic Battle, Loss
and Victory on Home Video**

**ENHANCE YOUR INTERACTIVE GAMING
EXPERIENCE WITH VIDEOS FROM
THE DARK TOURNAMENT SAGA**



- VOLUME 8: THE DARK TOURNAMENT BEGINS
- VOLUME 9: DEATHMATCH
- VOLUME 10: THE EVIL DR. ICHIGAKI
- VOLUME 11: FAIRPLAY
- VOLUME 12: THE RISING STORM
- VOLUME 13: GENKAI'S TEST
- VOLUME 14: NO RETURN
- VOLUME 15: SETTLE THE SCORE
- VOLUME 16: YOKO KURAMA
- VOLUME 17: SWORD AND DRAGON
- VOLUME 18: DEADLY TOGURO
- VOLUME 19: TOURNAMENT'S END

AVAILABLE NOW AT YOUR LOCAL RETAILER



www.funimation.com

www.yuyuhakusho.com

© 2004 YOSHIHIRO TOGASHI/SHUEISHA • FUJI TV • PIERROT. Licensed by FUNimation © Productions, Ltd. All Rights Reserved.

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 Atari, 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.

© 2004 YOSHIHIRO TOGASHI/SHUEISHA • FUJI TV • PIERROT.

Licensed by FUNimation® Productions, Ltd. © 2004 Atari, Inc. All rights reserved.

Game engine used under license from Digital Fiction Inc. DIGITAL FICTION & LOGO is a trademark owned by Digital Fiction Inc. used under license. All other trademarks are the property of their respective owners.

08134

AVAILABLE NOW!



Violence

© 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.

PlayStation®2



"PlayStation" and the "PS" Family logo are registered trademarks
of Sony Computer Entertainment Inc.

Register Online Today! It's as simple as 1, 2, 3!

1. Go to www.gameregister.com
2. Enter your game's info
3. Select a great offer.

Receive exclusive game-related info and other
special offers by registering online today! That's it.

Atari will not contact you without your express permission.

For more information about our privacy policy,
visit http://www.us.atari.com/privacy_policy.asp

www.yuyuhakusho.com

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

MADE IN THE USA.

© 2004 Atari, Inc. All Rights Reserved.

© 2004 YOSHIHIRO TOGASHI/SHUEISHA • FUJI TV • PIERROT.

Licensed by FUNimation® Productions, Ltd. All other trademarks are the property of their respective owners.

Part # 25099M

ATARI