

DRAGON BALL Z REMASTERED



AVAILABLE **NOV 11TH 2008**

SEASON SEVEN

- 25 ACTION PACKED UN-cut EPISODES ON 6 DISCS
- INCLUDES THE ENTIRE GREAT SAIYAMAN AND WORLD TOURNAMENT SAGAS
- NEWLY REVISED ENGLISH DIALOGUE WITH JAPANESE AUDIO
- MARATHON PLAY SPECIAL FEATURES

AVAILABLE ON
DVD

AVAILABLE **NOV 11TH 2008**

- INCLUDES TWO UN-cut MOVIES IN ONE SET ON DVD
- STUNNING 5.1 SURROUND SOUND WITH ORIGINAL JAPANESE AUDIO
- DIGITALLY REMASTERED FROM THE ORIGINAL 35MM FILM
- COLLECTIBLE METAL TIN

COOLER'S REVENGE AND THE RETURN OF COOLER DOUBLE FEATURE



AVAILABLE ON
DVD
Blu-ray

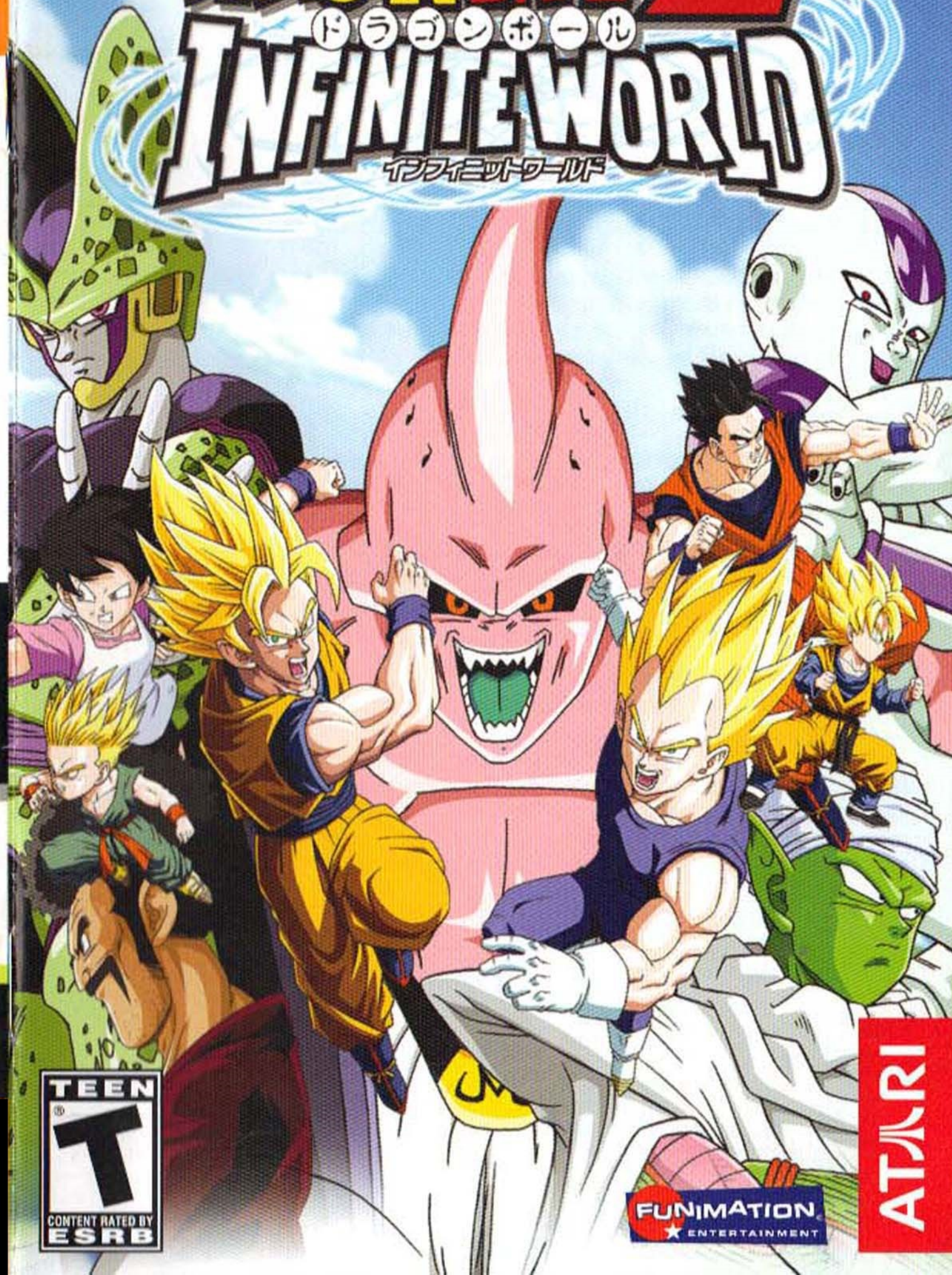
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DRAGON BALL GT COMING TO DVD
DEC. 9TH 2008
SEASON ONE DIGITALLY REMASTERED

AT&T

DRAGON BALL Z ドラゴンボール INFINITE WORLD イッパイトワールド



FUNIMATION
★ ENTERTAINMENT

AT&T

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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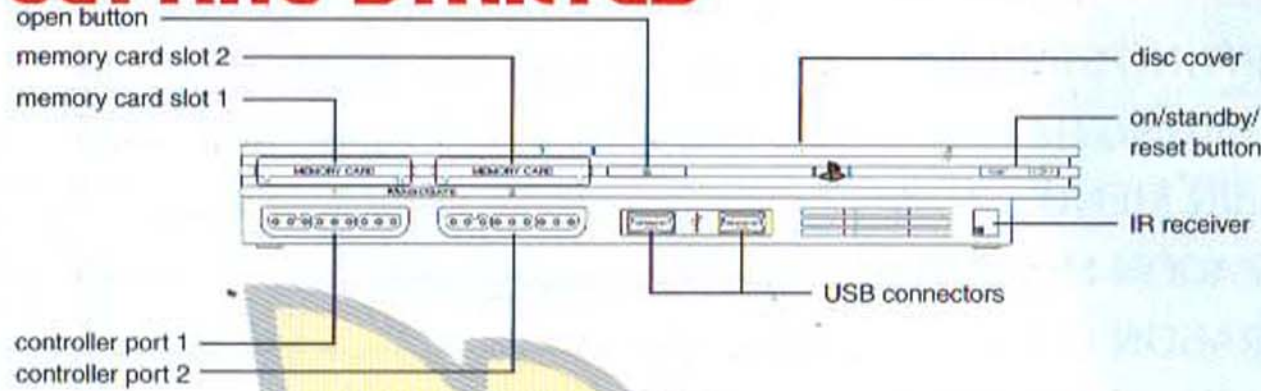
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GETTING STARTED



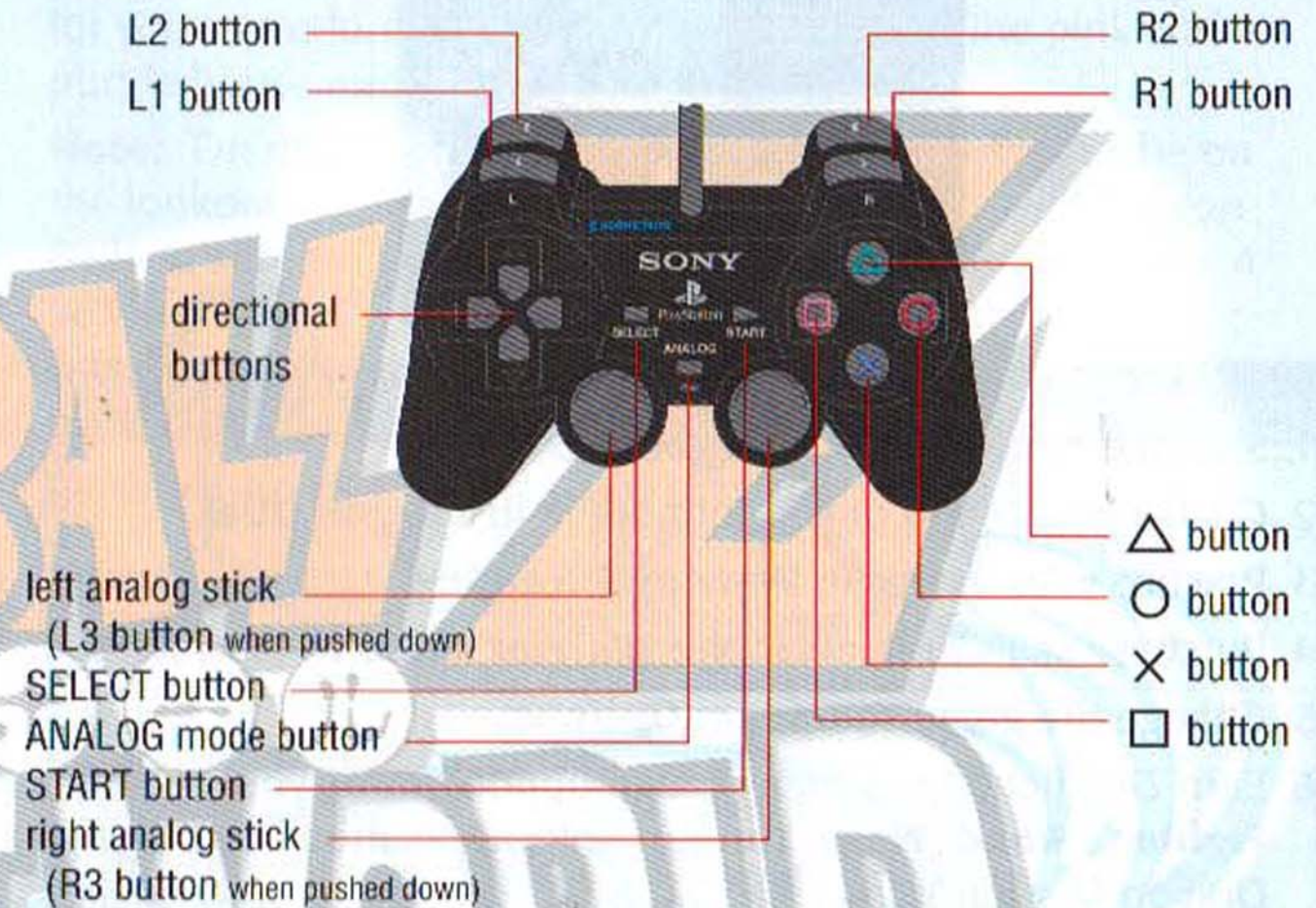
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Dragon Ball Z®: Infinite World* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC BATTLE CONTROLS

Move character	directional buttons / left stick
Dash	directional buttons (double-tap and hold) / left stick
Guard	× button
Ki Blast	⊙ button
Punch	Ⓜ button
Kick	△ button
Grab	× button + Ⓜ button
Taunt	× button (press and hold) + double-tap directional button / left stick down
Gather Ki	L1 button
Rush Attack	R1 button
Ki Burn	L2 button
Attack Through	R2 button
Pause Menu	START
Guide	SELECT

MAIN MENU



On this screen you will be able to do the following:

1. Start the story mode in **Dragon Mission**
2. Challenge a friend or CPU opponent in **Dragon Duel**
3. Practice your moves in **Warrior's Training**
4. Purchase skills or items in the **Warrior's Room**
5. Change the game settings in **Options**
6. Earn Zeni fighting as many tough opponents as you wish in **Fighter's Road** (**Note:** You can unlock this mode by playing Dragon Mission.)

DRAGON MISSION



Welcome to Dragon Mission! This is where the DBZ adventure for Goku begins. Select **New Story** to begin or **Continue** to continue previously saved progress.

The question mark icons on the map show locations to unlock as you advance in the storyline. A blue crystal ball will replay a cinematic you have seen to enjoy again, and locations with people's faces and the word "VS" next to them are missions for you to explore. To begin, move Goku over the pink and purple house and press the **X** button.

Note: On missions where you use the Dragon Radar, be on the lookout for a Dragon Ball to collect. Collect all 7 Dragon Balls to summon the powerful dragon Shenron, and make a wish!

DRAGON MISSION MAP CONTROLS

directional buttons	Move Goku around the Map
directional buttons + □ button	Make Goku run on the Map
X button	Select a mission or cinematic to watch.
△ button	Return to the Main Menu screen
L1 button or R1 button	Move forward or backward through all the Sagas
SELECT button	Display the controls for the Map. Press again to leave the controls screen.

DRAGON DUEL



Challenge your friends or a CPU opponent to a duel. Choose 1P vs CPU, 1P vs 2P, CPU vs 2P, or CPU vs CPU to continue to the Select Characters screen.

CHARACTER SELECT



Highlight your character by pressing the **directional buttons** up or down. Once your character is highlighted, press the **directional buttons** right or left to cycle through any costumes purchased from the shop.

Press the **X button** to choose **Normal** (normal set of skills chosen by the computer), **Custom** (skills and items you choose from the option Skill Edit in the Warrior's Room), or **Skill Edit** (you choose from items and skills purchased in the shop). Other options include Heath Bars, Time Limit, or CPU level.

WARRIOR'S TRAINING



Take all the moves you learned from Dragon Mission and Dragon Duel and refine them into a killer combo set against any opponent. Choose a character and an opponent. Once the training begins, you will see the results of all actions you perform displayed live as you battle your opponent. Press the **START button** to modify any of these options.

Note: Press the **SELECT button** to fill up your Ki.

WARRIOR'S ROOM

You will need a memory card in MEMORY CARD slot 1 or MEMORY CARD slot 2 to progress into the Warrior's Room. The first screen that appears shows **1P** (to buy skills and items for only 1P), **2P** (to buy skills and items for only 2P), and **Skill Guide** (This will tell you all about the Exciting Skill System and how to use it).

Select 1P or 2P to see the following options:

SKILL EDIT



Assign the skills you have purchased in the shop to a character. Characters that you customize here are the ones used when you choose the **Custom** option on the Character Select screen.

Choose a character and press the **X button** to edit his or her skills. Press the **directional buttons** up or down to highlight a slot in the Skill Tray and press the **X button** to see a list of moves, items, or abilities that you can assign to that slot.

Highlight a skill and press the **□ button** to see more information about it. Press the **○ button** to remove a selection. Select "OK" and press the **X button** to finish customizing the character.

SHOP



As you advance through the storyline in Dragon Mission, you will unlock skills to buy in the following categories: All, Move, Ability, Item, and System. Check back to the shop frequently to see what new skills are available.

When you highlight an item in the shop, you can press the **□ button** to display a card with details about it. Press the **□ button** one more time to view additional information on the back of the card. Press the **△ button** to stop viewing the card.

Press the **× button** to purchase an item. This will display the information card and ask you to confirm that you really want to buy it.

SKILLS ACQUIRED



This screen keeps track of all purchases you have made in the shop, sorted by character. "Item" and "System" skills are displayed next to a picture for Item and System.

OPTIONS

SAVE/LOAD

This is where you can save your progress or load a previously saved game. Only one save file is created for this game, so when you choose the Save option, you will be asked to confirm that you want to overwrite your previous saved game.

CONTROLLER



Choose a controller configuration for 1P and 2P. There are two standard configurations, A and B, or select Custom to choose what each button does.

You can also turn Vibration ON or OFF at this menu.

Press the **START button** to reset everything to default settings.

SCREEN

Brightness – Increase and decrease the brightness

Screen Display Mode – Adjust the position for the entire screen or the Portraits/Health & Ki Bars for both characters

No Flicker Mode – Toggle OFF/ON to improve any flickering in the game

SOUND

Speaker – Stereo or Mono sound

Music Volume – Increase or decrease

Voice/SFX Volume – Increase or decrease

Voice Language – Select English or Japanese voices

FIGHTER'S ROAD



Congratulations on unlocking Fighter's Road!

There is a massive amount of fighters (more than 100) waiting to accept your challenge. There are a total of four maps to explore (press the **R1 button** or **L1 button**) as you win each fight.

This mode allows you to unlock new opponents as you win each fight, so cycle through each map to see where the new fighters are located. The reward for each victory is a large amount of Zeni to use in the shop.

Press the **△ button** to leave the Fighter's Road map. You will see the overall total Zeni you earned for all of your fights.

Good luck to you in your quest to be the top fighter in Fighter's Road!

CREDITS

NAMCO BANDAI GAMES INC.

EXECUTIVE PRODUCER
Shin Unozawa

EXECUTIVE PRODUCER
Takashi Shoji

CHIEF PRODUCER
Tomoaki Imanishi

PRODUCER
Ryo Mito

ASSISTANT PRODUCER
Masayuki Hirano

INTERNATIONAL BUSINESS DEVELOPMENT

SENIOR LOCALIZATION MANAGER
Seiko Fujisawa

LOCALIZATION MANAGERS
Lindsay Gray

ASSOCIATE LOCALIZATION PRODUCER
Shoko Doi

LOCALIZATION SPECIALISTS
Keisuke Onishi
Mikio Nagura

INTERNATIONAL MARKETING SUPPORT
Ryuichi Enomoto

ATARI INC

EXECUTIVE PRODUCER
Hudson Piehl

PRODUCER
Donny Clay

VICE PRESIDENT MARKETING
Jeff Reese

QA TEST LEAD
Jason Cordero

CERTIFICATION
Cecelia Munoz

ENGINEERING MANAGER
Dave Strang

ENZYMES TESTING LABS

PROJECT MANAGER
Jean-François Gagné

LEAD TESTER
Nicolas Lefebvre

TESTERS
Gaetano Salerno
Jens Kolberg
Ugo Rodriguez
Vincent Régimbald
Patrick Doucet
Daniele Rossi
Éric Prawit
Sébastien Cartin
Marco Trovato

PRE-CERTIFICATION PROJECT MANAGER
François Berthiaume

PRE-CERTIFICATION LEAD TESTER
Maxim Lacasse

PRE-CERTIFICATION TESTERS
Daniel L'heureux
Éric Faucher

FUNIMATION PRODUCTIONS, LTD.

PRESIDENT/CEO
Gen Fukunaga

CHIEF OPERATING OFFICER
Gary Ross

SENIOR BRAND MANAGER
Gene Ary

DIRECTOR OF ACQUISITIONS & LICENSING
Adam Zehner

LICENSING ASSOCIATE
Aaron Ethridge

VOICE OVER PRODUCTION OKRATRON 5000

PRODUCER/DIRECTOR
Christopher Sabat

ASSOCIATE PRODUCER/TALENT COORDINATOR
Andrew Rye

SENIOR AUDIO ENGINEER
Rawly Don Pickens

AUDIO EDITOR
Rawly Don Pickens

WRITER
John Burgmeier

TRANSLATOR
Ewen Cluney

ADDITIONAL TRANSLATION
US Audio Integration

ENGLISH VOICE CAST

*PICCOLO™, YAMCHA™,
VEGETA™, OMEGA SHENRON™*
Christopher Sabat

CELL™
Dameon Clarke

TRUNKS™
Eric Vafe

ANDROID #16™
Jeremy Inman

TIEN™
John Burgmeier

*RADITZ™, DENDE
(ADOLESCENT)™*
Justin Cook

FRIEZA™
Linda Young

NAPPA™
Phil Parsons

GOKU™, KING KAI™
Sean Schemmel

KRILLIN™, GIRU™
Sonny Strait

*KID GOHAN™, TEEN GOHAN™,
GOKU (GT)™*
Stephanie Nadolny

KID TRUNKS™, KID DENDE™
Laura Bailey

SHENRON™
Christopher Sabat

SUPREME COMMANDER RED™
Josh Martin

GOHAN (ADOLESCENT)™
Kyle Hebert

GOTEN™, VIDEL™
Kara Edwards

MAJIN BUU™
Josh Martin

KID BUU™
Josh Martin

HERCULE™
Chris Rager

KING YEMMA™
Chris Rager

BULMA™
Tiffany Vollmer

BUBBLES™
Christopher Sabat

KAMI™
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PORUNGA™
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SUPER BABY 2™
Mike McFarland

SUPER #17™
Chuck Huber

JANEMBA™
Jim Foronda

PIKKON™
Kyle Hebert

PAN™
Elise Baughman

GREAT SAIYAMAN 2™
Kyle Hebert

NOTES



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www.atari.com/dragonballz

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ataricommunity.com

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atarisupport.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an Email area where you can get help and ask questions if you do not find your answers within the FAQ.

All customer support requests are handled via Email. No telephone support requests will be accepted.

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In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

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