



DRAGON BALL Z SAGAS



EmuMovies

ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

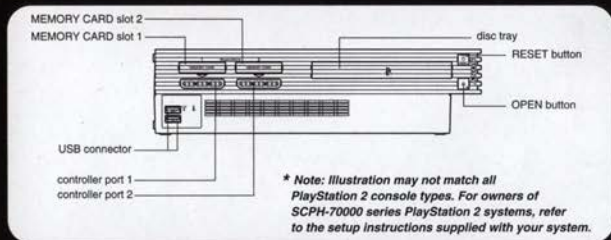
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

TABLE OF CONTENTS

Getting Started	2
Saving & Loading	2
Controls	3
Prologue	4
Main Menu	4
Options Menu	5
Pause Menu	5
Playing the Game	6
Upgrading Your Z-Team	9
Co-op Mode	9
Credits	10
Atari Web Sites	14
Technical Support	14
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 *Dragon Ball Z™: Sagas™* 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.

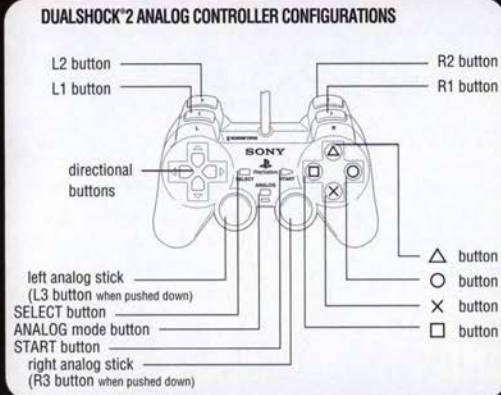
Press the **START** button at the *Dragon Ball Z™: Sagas™* title screen to go to the Pick a Game screen. To start a new game, select an empty game slot and press the **X** button. To continue a saved game, select that game from the list and press the **X** button. This will take you to the Main Menu (see "Main Menu" on page 4).

SAVING & LOADING

To save game settings and progress, insert a memory card (BMB) (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 (BMB) (for PlayStation®2) containing previously saved games.

Dragon Ball Z™: Sagas™ prompts you to save your game at the end of each level. When starting the game, choose a saved game at the Pick a Saved Game screen to load that game or choose New Game or an empty slot to start a new game. When at the Main Menu, choose Load Game to load a different saved game. You need 88 KB of memory free to save a *Dragon Ball Z™: Sagas™* game.

CONTROLS



Use the **left analog stick** or the **directional buttons** to highlight menu items. Press the **X** button to select an item. Press the **Δ** button to cancel a selection and move back one screen.

Control	Action
left analog stick	Move
□ button	Punch
Δ button	Kick
○ button	Ki attack (press and hold for Special Move)
× button	Jump
× button X 2	Fly (press again to land)
R1 button	Block
R1 button + × button	Charge Ki Energy
L1 button + left analog stick	Target lock
L2 button	Show pick-ups
R2 button	Teleport (unlockable)
R1 button + ○ button	Throw (unlockable)
R1 button + Δ button	Roundhouse kick (unlockable)
R1 button + □ button	Uppercut (unlockable)
R3 button	Toggle Map/Radar
R1 button + R3 button	Hide Map/Radar
START button	Pause Menu

PROLOGUE

Before *Dragon Ball GT*, before Super Saiyan 4, before the epic struggle with the Shenrons™, Goku™ was just beginning to discover his true power — and destiny. After many years of protecting Earth from evil tyrants, including the Red Ribbon Army and the alien King Piccolo™, Goku™ is now grown up. He and his wife Chichi™ have a young boy, Gohan™. One day, Goku™ and Gohan™ are at Kame House with old friends Master Roshi™, Krillin™ and Bulma™, when suddenly Goku™ feels a strong presence — energy from another world approaching at an alarming speed.

From out of the sky drops the great Saiyan warrior Raditz™, who has traveled from a distant galaxy to check on the progress of his brother Goku™'s mission — to exterminate the Earth. Fortunately for the Earth, Goku™ is afflicted with amnesia — he doesn't even remember his original name Kakarot™ or his wicked mission. The evil Raditz grabs little Gohan™ and flies off, threatening to kill the child unless Kakarot™ (Goku™) completes his original task and exterminates all of the people of Earth.

So Goku™ and the Z Warriors set out on an adventure to save Gohan™ and protect Earth from a new race of enemies determined to destroy it!

MAIN MENU

Play Sagas

Select Play Sagas and press the **X** button to start a new game or continue a previously saved game. Choose One Player to play a solo game or Two Players to play in Co-op mode.

At the Select Saga screen, press the directional buttons to choose the chapter you want to play and press the **X** button to continue [only chapters you have unlocked will be available]. Depending on the chapter you select, you will automatically play as one of the following Z-Warriors: Goku™, Gohan™, Piccolo™, Vegeta™ or Trunks™.

Note: If you are playing Co-op mode, at the Select Character screen Player 2 must press the **START** button on the DUALSHOCK®2 analog controller in controller port 2 in order to join the game.

Once you unlock the Pendulum Room, you can play the game using additional characters [see "Pendulum" below].

Tutorial

Select Tutorial and press the **X** button to get a quick lesson on how to play *Dragon Ball Z™: Sagas™*.

Pendulum

The Pendulum Room allows you to replay the entire game, or your favorite chapters, as any of the original five Z Warriors [with any costumes] or five new characters [Broly™, Bardock™, Tien™, Krillin™ or Yamcha™]. To unlock the Pendulum Room you must complete all chapters in Play Sagas mode.

As in Play Sagas mode, first choose One Player or Two Players, then choose a chapter. Next, press the **left** and **right** directional buttons to select the character you want to use.



Options

Change game options [see "Options Menu" below].

Load Game

Return to the Load Game screen, where you can choose an empty game slot to start a new game or select a previously saved game.

Extras

Play any movie you have unlocked.

OPTIONS MENU

SFX Vol: Press the **left** and **right** directional buttons to lower or raise the volume of the in-game sound effects.

Music Vol: Press the **left** and **right** directional buttons to lower or raise the volume of the music.

Dialogue Vol: Press the **left** and **right** directional buttons to lower or raise the volume of the dialog.

Vibration: Turn the DUALSHOCK®2 analog controller vibration function ON for player 1, player 2 or both.

Friendly Fire: With this option turned ON, you will take damage when hit by your teammate in Co-op mode. Enemies can damage each other in all modes.

Difficulty: Set game difficulty level: Easy [all enemies have less health and do less damage]; Normal [all enemies have normal health and do normal damage]; Hard [all enemies have extra health and do more damage].

Set Options: Save settings and return to the previous menu.

PAUSE MENU

Press the **START** button while playing to pause the game and select from the following options:

Resume: Return to the game.

Controller: Display a diagram of game controls.

Upgrades: View your current upgrades. **Note:** You can only view upgrades here, to buy upgrades you must visit an Upgrade Station [see "Upgrading Your Z-Team" on page 9].

Options: Change game options [see above]. **Note:** You cannot change game difficulty settings from this menu.

Quit: Return to the Main Menu without saving your current level progress.

You can see your Mission Summary at the right side of the Pause Menu, as well as a list of all of the pick-ups in the current level.



PLAYING THE GAME

Play all 19 chapters by traveling through the many environments and battling enemies along the way. You must complete many quests and defeat all the bosses to win the game.

Your path through the game will require a lot of combat. You will be fighting against groups of enemies or bosses. Each enemy may require you to try various combat techniques, such as using the upgrades purchased at Upgrade Stations [see "Upgrading Your Z-Team" on page 9].

The Battle Screen

The Heads-Up Display [HUD] provides information on your character and the game.



Health Meter: Shows your health. If this bar empties, you die.

Ki Meter: Shows how much Ki Energy you have. You need Ki Energy to fire Ki Blasts and perform Special Move attacks. Your Ki Energy depletes as you use energy attacks. Press and hold the **R1 button** and **X button** to recharge your character's Ki Energy.

Super Saiyan/Namek Meter: Shows your amount of Super Saiyan/Namek Energy. Fighting in melee combat causes this meter to rise. The more combos you perform, the faster it rises. Once it reaches its full potential, the meter will flash. You can now charge up by pressing the **R1 button** and **X button**. You will then turn Super Saiyan (or, in Piccolo™'s case, Super Namek!) **Note:** The Super Saiyan ability is not available until Chapter 8.

Sensu Bean: You will find Sensu Beans located in most environments and you can hold up to three Sensu Beans. If you have a Sensu Bean and your Health runs out, the Sensu Bean will automatically revive you. You can also give your Sensu Bean to your partner in Co-op mode if he needs it.

Dragon Radar: Shows where you are on the level. You can upgrade your Dragon Radar to show the position of enemies and the placement of different pick-ups. If you don't know which way to go, refer to the arrow on the Dragon Radar, which will point you in the right direction. Press the **R3 button** to toggle the three different modes on the Dragon Radar: Yellow [show Dragon Balls]; Red [show enemies - Ki Sense upgrade]; and Purple [show pickups - Lucky upgrade].

Help Panel: Often during the game, a help panel will appear on-screen with important information about the game. The type of information may include mission objectives, hints about how to play, or other game info.

Pick-ups: Press the **L2 button** to view the number of capsules and other pick-ups you have collected in the current level [see "Pick-ups" on page 8].

Combat

There are two types of combat: Melee and Range attacks.

Melee Attacks:

△ button: Kick

□ button: Punch

Use combinations of the **△ button** and the **□ button** for combo attacks. Basic combos include five punch and five kick attacks.

Range Attacks:

Press the **○ button** to fire a Ki blast.

Press and hold the **○ button** to use your Special Move attack.

Each of the playable characters has a special move:

Goku: Kamehameha

Gohan: Masenko

Piccolo™: Special Beam Cannon

Vegeta: Galick Gun

Trunks: Burning Attack

Broly: Green Ball

Bardock™: Orb

Krillin: Destructo Disk

Tien™: Tri-Beam

Yamcha: Kamehameha

Boss Characters

There are many enemies from the Saiyan Saga through the Cell Games Saga: Raditz™, Nappa™, Vegeta™, Recoome™, Burter™ & Jeice™, Captain Ginyu™, Frieza™, Android 17™, Android 18™, Android 19™, Android 20™, Imperfect Cell™ and Perfect Cell™.

Targeting

Targeting allows you to lock on to a specific enemy and move more freely while in combat. To target an enemy close to the direction in which your character is facing, press and hold the **L1 button**. To choose among multiple enemies, tap and hold the **L1 button** until the desired enemy is highlighted, and then continue to hold the **L1 button**. A blue arrow will appear over the targeted character's head. If the enemy moves off screen, his portrait will be displayed along the edge of the screen indicating his general location. **Note:** Both the blue arrow and the portrait indicate the enemy's health.



While an enemy is targeted, the control scheme changes:

Dash: Move the **left analog stick** toward the targeted enemy.

Strafe: Move the **left analog stick** left and right of the direction your character is facing.

Back flip: Move the **left analog stick** away from the targeted enemy.

Exploring

Fully explore all of the levels to take full advantage of the upgrades, find health and find other pick-ups.



Pick-ups

Many items are scattered throughout all of the levels. Search far and wide for all of these pick-ups, they will help you finish the game. Often, a pick-up is hidden inside a destructible object, such as a rock. Try blowing up different things you encounter in the levels to find more pick-ups.



Capsules: There are two types of capsules: red capsules restore health; yellow capsules restore Ki Energy. For every 10 Red capsules you collect, your Health Bar will increase in length. For every 10 Yellow capsules you collect, your Ki Energy meter will increase in length.



Z-Coins: Collect Z-Coins to upgrade your Z-Team with new abilities. Once you have collected enough Z-Coins, you can purchase upgrades from the upgrade screen. See "Upgrading Your Z-Team" on page 9 for details.

Other Pick-ups: Some specific missions require you to find other types of collectibles. For example, you may need to find Dragon Balls or parts to a Time Machine in a particular level.

Flying

You can fly at any time by pressing the **X button** twice. Press the **X button** once to jump, and a second time to stay in the air at the desired height. You can also jump off ledges found in some envi-

ronments to fly higher. Some pick-ups will require you to find a high point from which to jump and fly.

You can also purchase the Flight Speed upgrade, which will allow you to fly very quickly back through a level if you missed an important pick-up.

UPGRADING YOUR Z-TEAM

Upgrading your Z-Team is the key to success in *Dragon Ball Z: Sagas*. Collect Z-coins to spend on upgrades. You can only purchase upgrades from an Upgrade Station, found in most chapters.

To view your current upgrades, press the **START Button** to display the Pause Menu and then choose Upgrades. Upgrades are divided into three categories:



Ki Attack

Special Move
Rapid Fire
Quick Recovery
Teleport
Flight Speed
Turbo Ki Charge
Ki Sense
Lucky

Combo Attacks [see below]

Chikara-Dageki
Chudan-Dageki
Chikara-Kobushi
Tatsumaki
Kiai-Dageki
Sokuryu-Dageki

Melee Attacks

Uppercut
Roundhouse
Smash
Unblockable Finishers
Combo Breaker
Throw

Combo Attacks:

Chikara-Dageki [Power Strike]: The 6-strike combination will stun lesser enemies

Chudan-Dageki [Middle Strike]: This 7-strike combination will stun average enemies

Chikara-Kobushi [Power Fist]: This 8-strike combination will bring down more difficult enemies

Tatsumaki [Tornado]: This 9-strike rain of heavy blows will stun the most difficult of enemies

Kiai-Dageki [Henchmen Destroyer]: This 10-strike combination will eliminate any henchman

Sokuryu-Dageki [Quick Destruction]: This will unleash a devastating chain of hyper-quick blows

CO-OP MODE

Dragon Ball Z: Sagas includes two-player cooperative mode. To play in Co-op mode, choose Play Sagas or Pendulum mode, select Two Player, select the desired chapter, and have player 2 press the **START button** on the DUALSHOCK®2 analog controller in controller port 2. Co-op mode is similar to single-player, except the difficulty level is higher.

CREDITS

Atari

Dan DeOreo
Producer

Hudson Piehl
Executive Producer

Donny Clay
Associate Producer

Paul Hellier
Director of Technology

Matt Collins
Director of Marketing

Chris Munson
Licensing Specialist - Strategic Marketing

Steve Martin
Director of Creative Services

Liz Mackney
Director of Editorial & Documentation Services

Charlie Rizzo
Art Director

Morgan Tomaiolo
Senior Graphic Designer

Chris Dawley
Documentation Specialist

Paul Collin
Copywriter

Michael Gilmartin
Director of Publishing Support

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Ezequiel "Chuck" Nunez
Bill Carroll
QA Managers

Jason Kausch
QA Testing Supervisor

Michael Greenler
Adrian Escultura
Howell Selburn
Henry Yei
Lead Testers

Randy Alfonso
Mark Alibayan
Jason Anderson
Matthew Bautista
Elree Carpio
Ray Cicero
Philip Dickerson
Aaron Duke
John Fernandes
Max Fitzmaurice
Enrico Granados
Carrie Greenler
Ron Hanson
Eric Heine
Aaron Ichiyasu
Dae Kim
Anwar Malimban
Sam Mansour
Alvaro Melara
Geoff Nappo
Randy Nguyen
Mark Nonato
Eric Pacho
Glad Papellero
Jung Park
Jason Randall
Nessie Riveria
Juan Rodriguez
Dan Schneider
Pravin Singh
Peter Soddinow
Jesse Thurman
Dat Tu
James Walton
Michael Yim
Testers

Dave Streng
*Manager, Engineering Services
and Compatibility Lab*

Ken Edwards
Engineering Services Specialist

Dan Burkhead
Eugene Lai
Engineering Services Technicians

Joy Schmeer
Director, Strategic Relations

Cecelia Hernandez
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 Pike
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

Special Thanks

James Boone
The Staff and Testers from Focus on Boston

Avalanche

Aaron Walker
Adam Ford
Al Mecklenburg
Alex Olmos
Berry Zundel
Benson Yee
Brent Critchfield
Brian Lefler
Cheri Hawley
Dallin Haws
Dave McClellan
Del Campbell
Gabe Avila
Jeff Oxborrow
Jim Henn
Joe Barnes
Jon Bray
Jon Warner
Justin Kunz
Kristen Yee
Lauriann Wakefield
Marcus Fisher
Matt Parrish
Mike Olmos
Nate Robins
Rodney Olmos
Scott Stoddard
Scott Yoho
Todd Blackburn
Tyler Colbert
Game

Adam Clayton
Andy Matsukawa
Bill VanDoverbeck
Bryant Collier
Camila Ebert
Chris Shen
Dan Silver
David Ross
Hyrum Osmond
Jeff Bunker
Jeff Gosztyla
John Blackburn
Ned Martin
Rob Nelson
Support

Andrew Kite
John Day
Nate Fuller
Testing

Special Thanks

Alberto's Mexican Food
Clahan Tran & Taison Yosida
Devan Sorensen
Heather, Amanda, Shelby, Jalyynn, Ty & Larisa
Campbell
John Tran
Koko Kitchen Japanese Cafe
Maki Chan & Hideaki Kun
Melanie, Hernan, Nader, Christian & Oscar
Mookie, Crunky & Stinky
Nyoka Morris
Phuong Tran, Ryan & Alana Wong
Wayne Tyler
Yesslie, Zuriel & Cnlta

FUNimation Productions, Ltd.

Gen Fukunaga
President
Daniel Cocanougher
Executive Vice-President
Cindy Brennan Fukunaga
Vice-President, Marketing
Bob Brennan
Director of Licensing
Chris Lundeen
Jeremy Snead
Licensing Account Managers

Toei Animation

Kenji Ebato
Senior Manager, Business Development
Mekiko Adachi
Assistant Manager, International Dept.
Hideaki Udagawa
International Dept.

Shueisha Inc.

Kenji Okamoto
Rights Manager, International Division
Masahiko Saito
Editor of the Monthly V Jump

Akira Toriyama
Original Creator

Voice Talent

Bill Townsley
Henchman/Guldo
Brice Armstrong
Captain Ginyu
Christopher Sabat
Vegeta, Piccolo, Yamcha
Chuck Huber
Android 17
Dameon Clarke
Cell, Cell Jr.
Duncan Brannan
Red Ribbon Army
Eric Vale
Trunks
John Burgmeier
Tien/Saiyamen
Justin Cook
Cell Jr
Kent Williams
Dr. Gero
Kyle Hebert
Narrator/Gohan
Laura Bailey
Dende
Linda Young
Frieza
Meredith McCoy
Android 18
Mike McFarland
Master Roshi
Phil Parsons
Nappa
Phillip Wilburn
Android 19
Sean Schemmel
Goku/King Kai
Sonny Strait
Krillin/Bardock
Stephanie Nadolny
Gohan
Tiffany Vollmer
Bulma
Vic Mignogna
Brahy

Okratron 5000

Christopher Sabat
Producer/Voice Director
Andrew Rye
Associate Producer
Rawly Pickens
Señor Audio Mixer
Matt Chainsaw
Assistant Editor
Roy Machado
Studio Coordinator
René Coronado
Lead Editor
Carlos Gonzalez
Audio Editor

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:

ataricomunity.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 **Email** 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 Email, 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 gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels [if these type 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 8:00 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 Ultimate Uncut Special Edition

ON APRIL 12TH DBZ HISTORY WILL BE MADE!

NOTES

NOTES



Vegeta Saga I

DRAGONBALL Z

ドラゴンボールZ

Saiyan Showdown

www.dragonballz.com



**THE ULTIMATE
UNCUTS**

Original Uncut Japanese Footage

5.1 Surround Sound

Goku vs. Vegeta Featurette

Follow the Nimbus Cloud

DBZ Trivia

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.

© 2005 Atari, Inc. All Rights Reserved.

© 2005 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation® Productions, LTD. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. All other trademarks are the property of their respective owners.

Uses Bink Video Technology. Copyright © 1997-2005 by RAD Game Tools, Inc.

02015



Get More Now!

Just register your game online
at gameregister.com
and receive a free Atari Extra!
Your privacy is assured. Learn more about
our privacy policy at atari.com/us/privacy.
Specific offers subject to change.

atari.com/dragonballz



Uses Bink Video. Copyright © 1997-2005
by RAD Game Tools, Inc.

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

ATARI