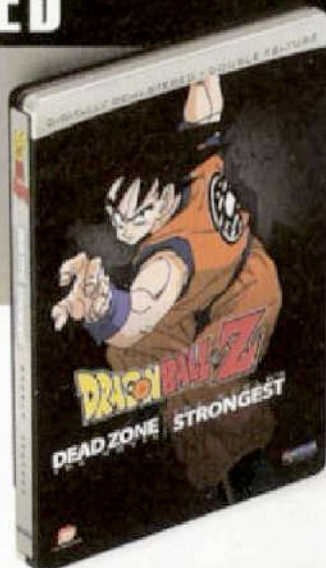


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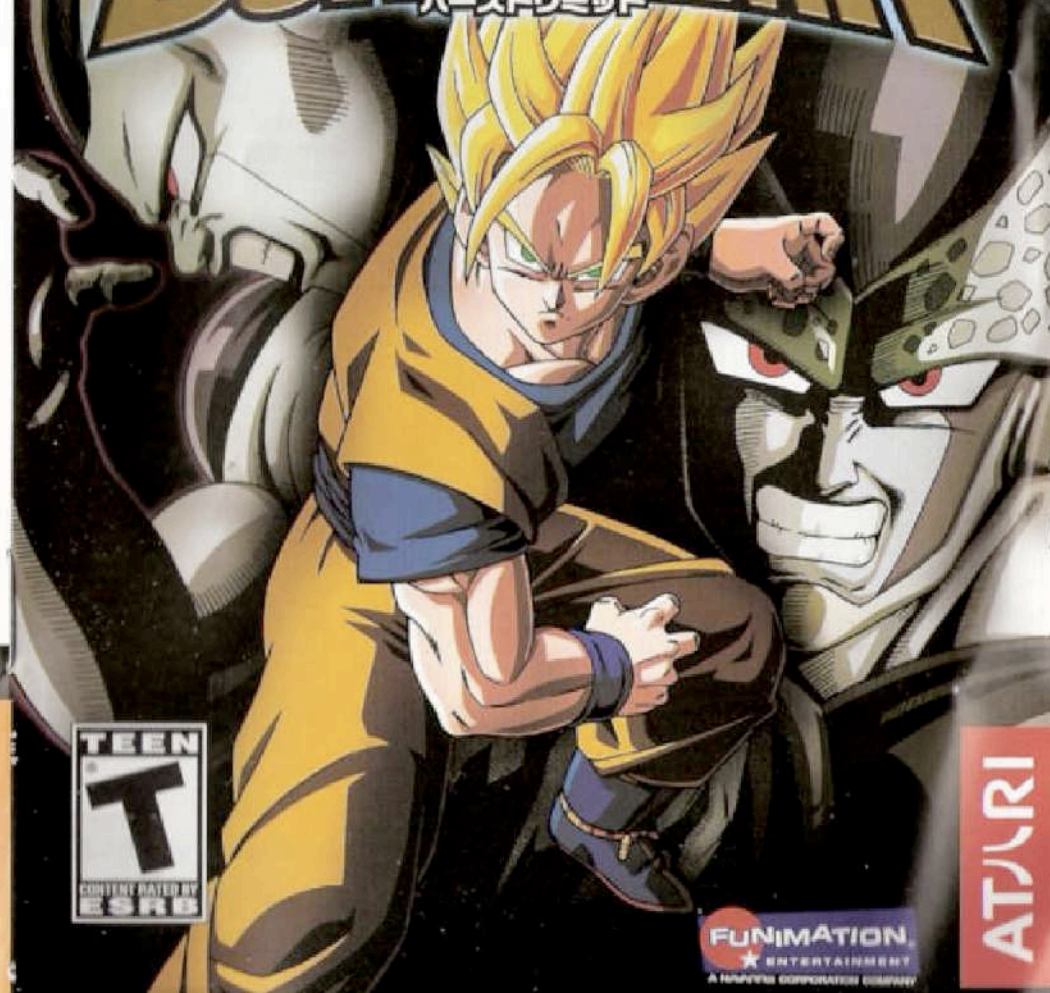
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 **XBOX 360**

DRAGON BALL Z
ドラゴンボール
BURSTLIMIT
バーストリミット



**TEEN
T**
CONTENT RATED BY
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ATARI

⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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XBOX 360[®] CONTROLLER



BASIC BATTLE CONTROLS

D-pad / left stick	Move character
D-pad (double-tap and hold) / left stick	Dash
A	Guard
B	Ki Blast
X	Rush Attack
Y	Smash Attack
A + X	Grab
A + Y	Taunt
left bumper	Aura Spark / Grab
right bumper	Transform / Grab
left trigger	Blow-Away Attack
right trigger	Pursuit / Ultimate Guard
START	Pause Menu

SPECIAL MOVES

For detailed information about special attacks, check out the Tutorial, which can be found at the Main Menu. For a list of combos and attacks specific to each character, press **START** while playing and select View Command List.

Defense



You know what they say about a good defense! There are several ways you can avoid incoming attacks and reduce the damage your opponent

is dealing to you. To perform a simple block, press **A**. To dodge a melee attack, press **A** the moment that attack hits.

To perform a roll, press **A**, **B**, **X** or **Y** when you are knocked down.

To Ready Stance teleport behind your opponent, press the **D-pad** or **left stick** away from them and **A** as soon as you are hit by an attack. Keep in mind that the Ready Stance/Ready Stance Attack, blocked and evaded attacks fill up your Fatigue meter, so don't overuse these.

Ki Attacks

You can perform a basic Ki blast at any time by pressing **B**. You can also charge up the Ki blast so it deals more damage by holding **B** down. To deflect a basic incoming Ki blast attack, press **A** the moment it hits. If you time it right, you can bounce the attack back at your opponent.



Grabs

To grapple, press **A** + **X** when you are close to your opponent. You can also use the **left bumper** and **right bumper** when there are no transformations (Aura Spark, Super Saiyan® etc.) available or Ki gauge is not full.

Super Attacks



To perform Super Attacks, like Goku's® Kamehameha, press **B** and the **D-pad** or **left stick** left or right. The longer you hold it down, the more powerful the attack becomes.

Ultimate Attacks

When your Ki Gauge is full, you can perform an Ultimate Attack by pressing **B** + **D-pad** or **left stick** up. These are highly damaging attacks, but they also drain all of your Ki, so use them wisely.

Transformations

If your character can transform, for example to Super Saiyan® form, then you can do this by pressing the **right bumper** when your Ki Gauge is full. A transformation will boost some abilities and reduce others, so consider it carefully.

Aura Actions

Aura Actions are powerful moves that require one bar of Ki energy to perform. To hit your opponent with a Heavy Smash attack, press the **right trigger** + **Y**.

The Mega Crush move surrounds you with a ball of energy that can knock your opponent back. Press the **right trigger** and **B** to launch a Mega Crush.

When you knock your opponent back with an attack, press the **right trigger** to launch a Pursuit Attack. You can link

Pursuit Attacks together for combos by pressing the **right trigger** and forward or backward with the **D-pad** or **left stick** more than once..

Press and hold the **right trigger** and press the **D-pad** or **left stick** left or right plus **B** to launch an EX Super Attack. These attacks have power similar to a charged Super Attack, but don't require you to charge up your energy.

Aura Spark



When your Ki Gauge is full, you can launch a number of very powerful attacks, called Aura Spark attacks. To enter Aura Spark mode, press the **left bumper** when your Ki Gauge is full. Aura

Spark mode only lasts a short time, and drains your Ki Gauge when it's over, so use it wisely.

Vanishing Move

Enter Aura Spark mode, then press the **left bumper** and the **D-pad** or **left stick** right or left to teleport behind your opponent.

Vanishing Attack

Enter Aura Spark mode, then press the **left bumper** to teleport and attack your opponent.

Ultimate Attack

While in Aura Spark mode, launch your opponent into the air and then hold the **left trigger** to execute your Ultimate Attack!

Drama Pieces

You can call on a friend when times get tough in battle. To do this, you must equip a Drama Piece before the fight.

There are many ways a Drama Piece can help you in a fight, including





health recovery and extra defense. See which ones you can unlock that help your playing style the most!

MAIN MENU



Use the **D-pad** or **left stick** to highlight an option (listed below), and then press **A** to select it.

Z Chronicles

Relive some of the greatest battles

from the Dragon Ball Z® universe and join your friends to defeat a seemingly unstoppable force of enemies. (See "Z Chronicles" on page 14.)

Versus

Watch CPU vs. CPU fights, challenge friends or CPU opponents, and compete against players from around the world via Xbox LIVE® (See "Versus" on page 15).

Trial

Tackle special-themed challenges and compete against other players' scores for the best rank. (See page 17.)

Tutorial

Join seasoned fighters Piccolo, Krillin® and Goku® for valuable training lessons.

Training

Practice fighting techniques without worrying about winning or losing. (See "Training" on page 18.)

Options

Adjust game settings and view player data.

OPTIONS MENU



Choose Options from the Main Menu to adjust game settings. Use the **D-pad** or **left stick** to select an option. Press **A** to go to that option sub-menu.

Controller

Select Player 1 or Player 2 and press **A** to set the controller settings for that controller. Press the **D-pad** or **left stick** left or right to choose A Type, B Type or Custom.

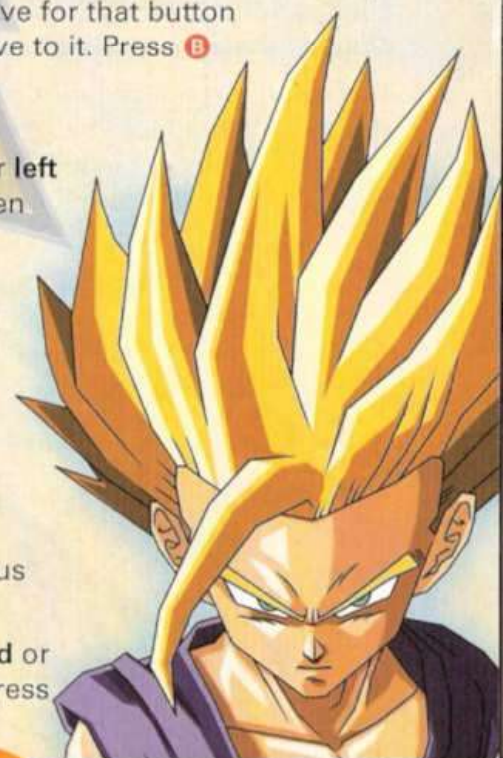
To set a custom configuration, press the **D-pad** or **left stick** up or down to highlight a button, press the **D-pad** or **left stick** left or right to select a move for that button and press **A** to assign that move to it. Press **B** to accept your changes.

Screen Settings

Brightness – Press the **D-pad** or **left stick** left or right to adjust screen brightness. Press **Y** to reset to default brightness. Press **B** to return to the previous menu.

Gauge Placement – Use the **D-pad** or **left stick** to select a HUD element and then press and hold **A** and use the **D-pad** or **left stick** to move it. Press **Y** to reset to default positions. Press **B** to return to the previous menu.

Screen Position – Use the **D-pad** or **left stick** to move the screen. Press **Y** to reset to default position.



Press **B** to return to the previous menu.

Subtitles – Turn subtitles ON or OFF.

Active Camera – Turn the active camera ON or OFF. The active camera will change to different angles throughout the fight.

Default Settings – Reset all options to default settings.

Sound Settings

BGM – Adjust the background music volume.

Sound Effects – Adjust the sound effects volume.

Voices – Adjust the voice volume.

Voice Language – Select English or Japanese character voices.

Default Settings – Press **A** to reset all options to default settings.

Player Information

Status – View information about the current player profile.

Achievements – View a list of achievements by the current player profile. Press **Y** to change the sort order of the list. Select an achievement and press **A** to view more detailed information. Press **B** to return to the previous menu.

Data Management

Select Storage Device – Press **A** to select the storage device for saving/loading games.

Save – Save your current game progress to selected storage device.

Load – Load a previously saved game from selected storage device.

Autosave – Toggle autosave option ON / OFF.



THE BATTLE SCREEN



1 – Health Gauge

This is your character's current health. As you suffer damage, the gauge depletes. With each full depletion, you lose one white gauge counter. When you have lost all gauge counters, you have one health gauge left before you are knocked out (K.O.) and lose the battle.

2 – Drama Pieces

You can unlock new Drama Pieces by successfully completing challenges. Drama Pieces activate in mid fight to help your character, such as increasing your attack power or damage. When the Drama Piece is activated, your friend of choice will come to help.

3 – Fatigue Gauge

This gauge fills as you take damage, block or evade attacks. It also fills when you are using the Ready Stance or Ready Stance Attack. If it fills, your character will be temporarily unable to move and highly vulnerable to enemy attacks.

4 – Ki Gauge

This gauge builds up automatically. Ki is necessary for special attacks – use it wisely!

5 – Time

This is the battle's time limit. When the time reaches zero the battle will end, and the character with the most health wins.



Z CHRONICLES



Relive some of the greatest adventures the Z fighters have ever seen! There are many different scenarios you can choose from once you have unlocked them. There will also be many unique battles you can choose. If you do well enough here perhaps you will discover some new characters!

Choose Z Chronicles from the Main Menu to start. Choose New to start a new adventure or Continue to keep playing your current story. Use the **D-pad** or **left stick** to choose an unlocked scenario and press **A** to begin. Press the **left bumper** or the **right bumper** to zoom in and out. Select

Saga Summary to see your progress at each difficulty level. Select Drama Piece Overview to see which Drama Pieces you have unlocked. Press the **left trigger** or **right trigger** to switch Sagas.

Once you have chosen a scenario, select a difficulty level and then press **A** to start.



Relive some of the greatest adventures the Z fighters have ever seen! There are many different scenarios you can choose from once you have

VERSUS



Select your favorite character and go head-to-head against your rival on any battle stage. The best part about Versus mode is that you can face off against your

friends! (It's also fun to watch two CPU opponents battle it out!) Select Versus from the Main Menu to proceed to the Versus screen, then choose one of the following:

Player vs. CPU – Human vs. Computer: Human player must use the controller in port 1.

Player 1 vs. Player 2 – Human vs. Human: Each player must use a separate controller.

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

Online Battle – Human vs. Human: Destiny is about to be decided! Take the battle online and challenge your skills against opponents from around the world. Beat them all and secure your place on the leaderboards. You must have an Xbox LIVE account in order to play this mode (see page 17).

Character Selection

First, each player must select a character. If you are playing Player vs. CPU or CPU vs. CPU, you must choose the CPU player. Press the **D-pad** or the **left stick** up or down to choose a character. If you want to change the color of the character's outfit, press **Y**. Press **A** to continue. Note: Only a few characters will be available to



play at first – you must unlock the others by playing in Z Chronicles mode.

Next, you must choose an Ultimate Attack for each character. Each character starts with at least one Ultimate Attack, and you can unlock more by playing in Z Chronicles mode. The numbers next to the Ultimate Attack indicate the size of the Ki Gauge required to perform that attack. Press **A** to continue.

Next, select a partner from the list and press **A**. Partners will help you throughout the battle. Once you select a partner, choose up to three Drama Pieces from the list and then press **A** to continue.

Next, select a Stage and press **A** to continue. You can change the colors of the selected stage by pressing the **right trigger** + **A** once they have been unlocked in Z Chronicles.

Battle Settings

Next, you can adjust the following settings before beginning the match:

Health – Set the number of Health bars for each player.

Attack – Set the attack strength of each player.

Defense – Set the defense level of each player.

Time Limit – Choose 60, 90, 120, 180 or no time limit.

Rounds – Select the number of rounds (1-5) required to win.

Opening/Ending cut-scene – Turn ON or OFF the opening and ending cinematics.

CPU Level – Set strength of computer fighters (CPU match only).



XBOX LIVE[®]

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

TRIAL

Think you're tough enough to face a real challenge? Enter Trial mode and put your battle skills to the test. Here, you will face three different challenging modes:

Survival Mode

Keep fighting CPU opponents for as long as your health lasts. You must play the Default Drama mode once before you unlock other modes. Select a character, Ultimate Attack, partner and Drama Pieces, just like in Versus mode. Then get ready to battle one tough opponent after another.



Time Attack Mode

Fight a series of opponents with the goal of defeating them all as quickly as possible. This mode can be unlocked by playing Survival Mode once.

Battle Point Mode

Fight a series of opponents with the goal of earning as many points as possible. This mode can be unlocked by playing Time Attack Mode once.

TRAINING



Here you can practice to your heart's content with the character of your choice, with no worries about K.O.s, or, if you so choose, even an opponent who

fights back. Select a character for yourself, a computer opponent and a stage, then you're ready to go.

The training battle starts with the CPU opponent unable to fight back. To change this and other settings press Start and select Training Settings from the Pause Menu:

CPU Settings

CPU Behavior – Do Nothing, Guard Type 1, Guard Type 2, Attack Type 1, Attack Type 2 and Battle.

CPU Level – The strength at which your opponent fights.

Ki Blast Reaction – Do Nothing, Deflect, Reflect

Counter – Toggle ON / OFF to make your opponent attempt counter moves.

Roll – Toggle ON / OFF to make your opponent attempt roll moves.

Offensive Behavior – Select a Combination, Ki Blast Only, Special Attack 1 or Special Attack 2 to control what type of action your opponent will take when in Attack Type 1 or Attack Type 2 behavior mode.

Defensive Behavior – Select Guard, Dodge, Ready Stance, Shift Move or Ultimate Guard to change how your opponent will react to your attacks while in Guard Type 1 or Guard Type 2 behavior mode.

Ultimate Attack – Choose your character's Ultimate Attack.

Display – Choose Status to display information such as Total Damage and Max Damage, choose Commands to display your combo moves on screen, choose Status and Commands to display both, or choose Display Off to disable all on-screen training indicators.

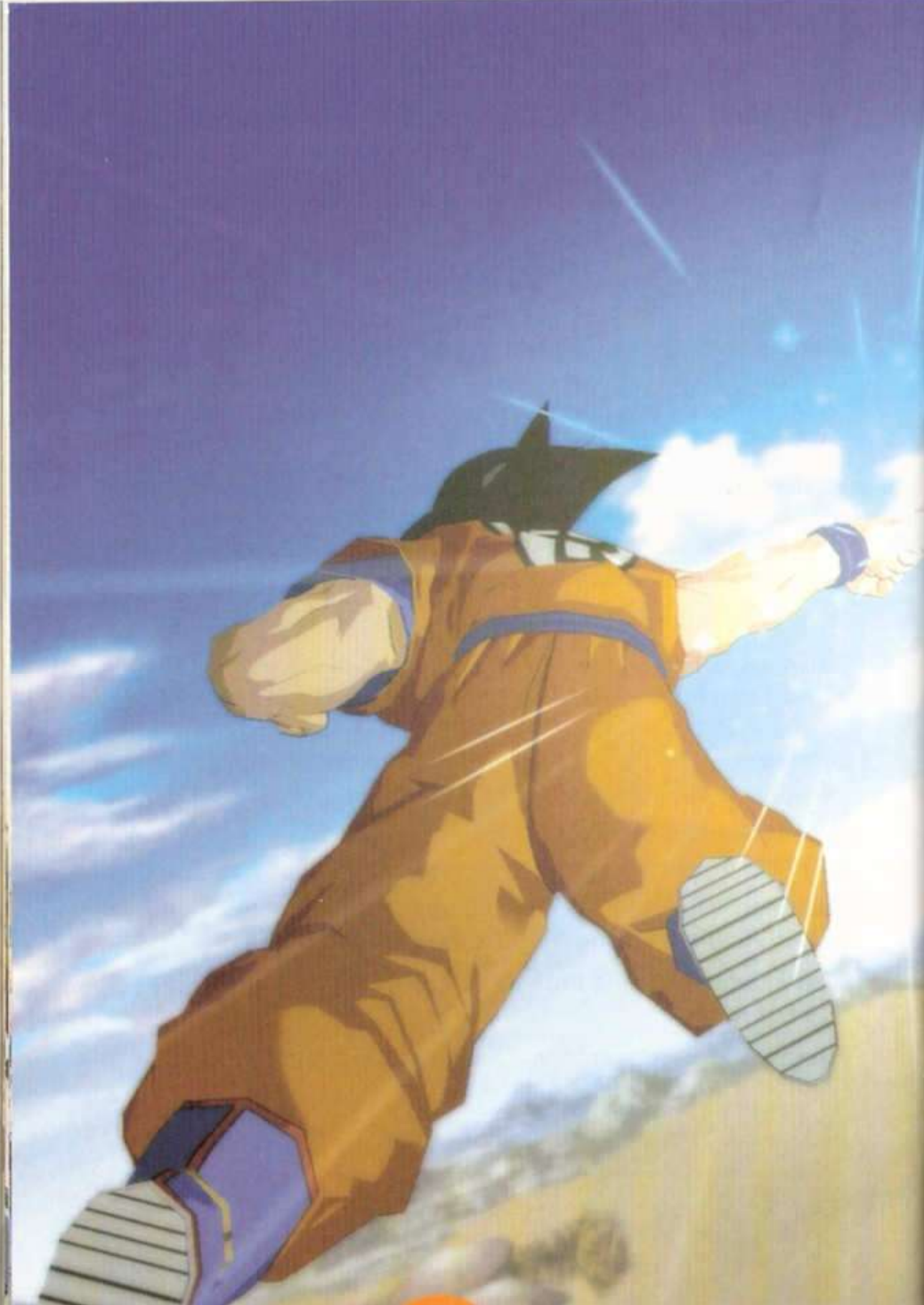
Reset Standing Position – Resets fighters to starting positions.

Damage – Toggle ON / OFF the damage when hitting or being hit by the opponent.

Time Limit – Set the time limit, as in Versus mode.

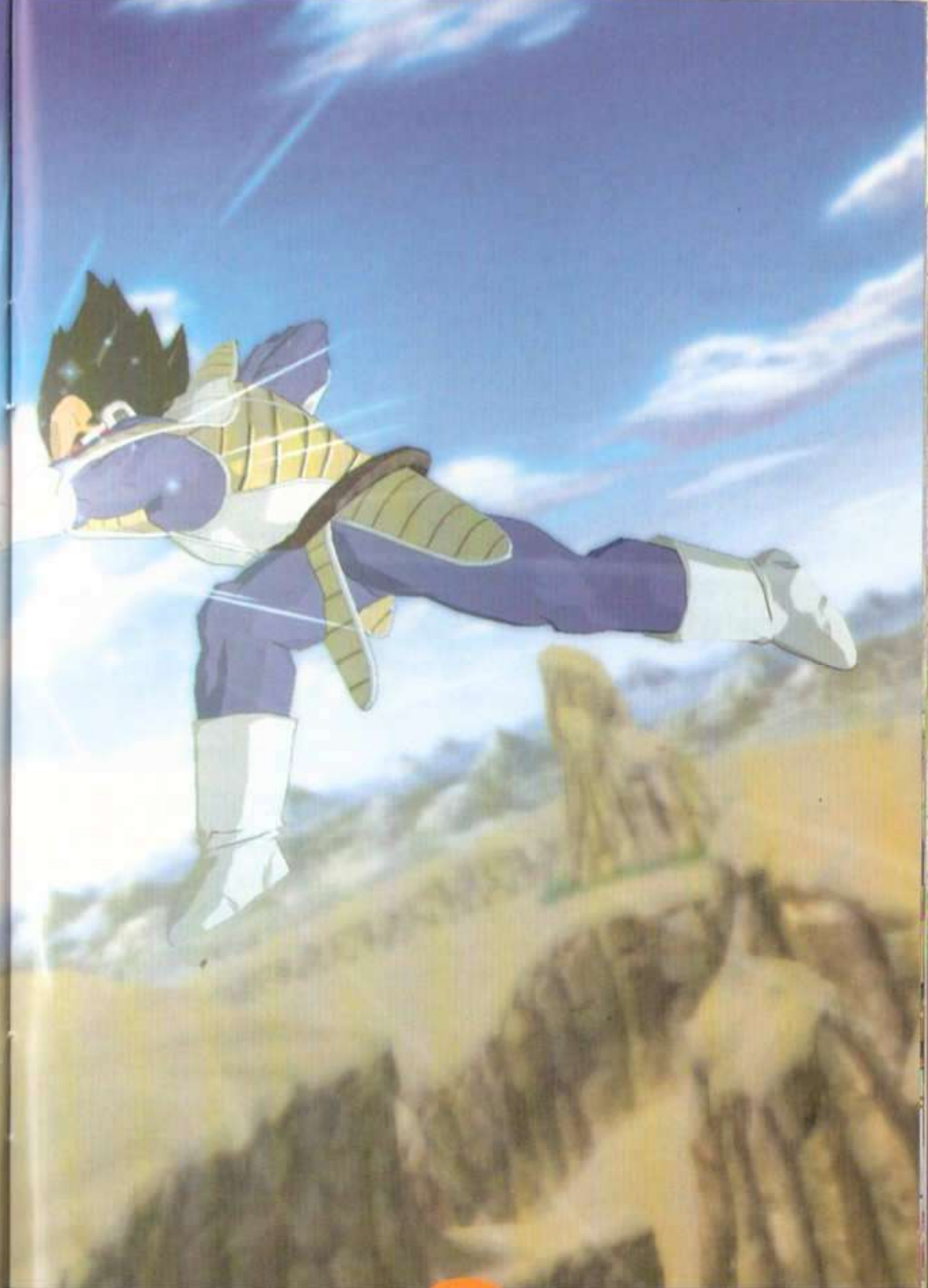
Drama Piece Appearance – Set whether or not drama pieces are allowed for the fight.





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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 **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.

Note: In the event we must send you an FAQ document, patch or update 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.

Product Return Procedures in the United States & Canada

Please first contact Atari Customer Support at atarisupport.com to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

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.

WARRANTY POLICY (U.S. & 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.

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