XBOX 360
DRAGON BALL Z
ULTIMATE TENKAICHI
BANDAI

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

Important Health Warning About Playing Video Games

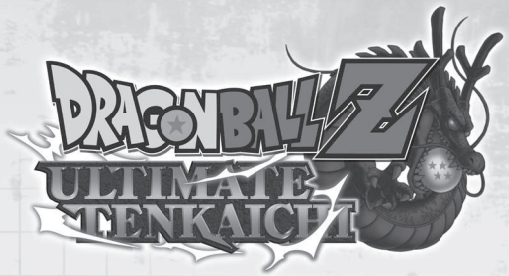
Photosensitive seizures

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 LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

GAME CONTROLS

Basic Controls

- LT Character Change Palette (during Team Battle)
- LB Descend (Blast Range)
- ◯ : Ki Charge
  ◯ : Strike Booster
  *Press when the Ki Gauge (p.6) is full.
- Normal movement
- BACK Advance to next lesson (during tutorial)
- START Pause Menu
- RT Taunt
- RB Ascend (Blast Range)
- Y Smash Attack (Melee Range)
  Smash Ki Blast (Blast Range)
- B Defense
- A Quick Breakaway Attack (Melee Range)
  Quick Approach Attack (Blast Range)
  *Press twice.
- X Rush Attack (Melee Range)
  Rush Blast (Blast Range)
  *Press 3 times.
- R + A : Super Attack 1
  B : Super Attack 2
  Press right stick button: Ultimate Attack
  *Super Attacks and Ultimate Attacks are fueled by your Spirit Gauge (p.6).

Menu Navigation

- Select an item
- B Back, leave (when in World Tournament Mode)
- A Next, confirm, begin (when in World Tournament Mode)
- X Remove (during skill customization), change display (during Super Attack customization)
- Y Reset (during hero creation), change skill set name (during skill customization), change medley name (during BGM medley custimization), reset to default settings (at Options menu)
- LB / RB Switch pages (when LB/RB'.icon is displayed), change BGM (at Capsule House)
- LT / RT Zoom in/out (at Character Encyclopedia)
- BACK Make random selection (during character selection), select storage device (when saving replays)
- START Skip movie (during a movie), switch (during button configuration)

World Map Screen Controls

Move: Left stick	Toggle display of Dragon Dash: RT button
Dragon Dash: A button, LB button	Capsule Case: X button
Control Camera: Right stick	Select Master: Y button (Hero Mode only)
Confirm: A button	

GETTING STARTED

Starting the Game

Press the START button at the title screen to proceed to the main menu.

Main Menu

Select the mode you wish to play from the menu below.

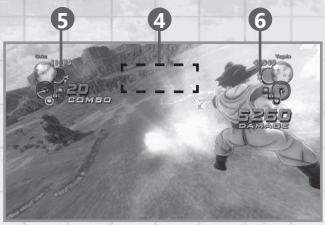
Story Mode	→10	Enjoy battles and events following the story of Dragon Ball.
Hero Mode	→12	Experience a parallel Dragon Ball world with your own character.
Battle Mode	→15	This competitive fighting mode lets you choose characters and stages for battle.
World Tournament Mode	→16	This mode lets you compete in a Tournament for up to 8 players.
Customize	→10	Change settings for Character skills, BGM, etc.
Online Battle	→12	This mode allows you to compete in battles online.
Capsule House	→15	View movies or listen to BGM.
Options	→16	This mode lets you change various in-game options.
Training	→17	Perform Battle Training or Tutorial.

Saving the Game

"Dragon Ball Z: Ultimate Tenkaichi" uses an Autosave and Autoload feature. At least **204KB** of free space is required to save your progress and an additional **448KB** to save replays.

GAME SCREEN

Parts of the Battle Screen



1 **Health Gauge** ---◆ This represents a character's Health. The number is the amount of remaining Health. The color of the gauge changes from blue to yellow to red as the character's condition worsens.

2 **Ki Gauge** ---------◆ This represents a character's Ki energy. You can build up Ki by charging and use it to perform a Quick Breakaway Attack or Defense Reaction.

3 **Spirit Gauge** -----◆ This represents a character's spirit energy. Spirit increases when certain attacks hit, and is consumed by using Super Attacks or Ultimate Attacks. The arrows on the gauge represent the amount that is required for the currently selected Super/Ultimate Attacks. The Ultimate Attack arrow is not displayed until you enter Spirit High.

4 **Time Limit** --------◆ If there is a time limit set for the battle, it will be displayed once the match has 60 seconds remaining.

5 **Combo Number** ---◆ The number of consecutive attacks landed.

6 **Damage** ----------◆ Displays the amount of damage taken.

Parts of the World Map Screen

1 **Dragon Radar** ----------◆
The locations of Dragon Balls are shown as flashing balls of light.
You can turn this on and off by pressing RT trigger.

2 **Destination** ----------◆
Approach a destination and press A button to enter.

HERO MODE

What is Hero Mode

In Hero Mode, you create your own character and use it to experience a parallel Dragon Ball world.

Hero Mode Game Flow

Creating a Hero
Select from 3 different types, then choose appearance and name to create your own original Hero.

Move on the World Map
As in Story Mode, you move on the World Map toward a destination. The movement controls are the same as those described on p.10.

Meet and fight an opponent
As in Story Mode, an event or battle will be triggered at your destination. Fight the enemies that appear one after another.

Win to get stronger
If you win the battle, you will get AP (Ability Points) to allocate to your character's status (p.14). When you are finished, you will return to the World Map.

Training

Press the Y button on the World Map screen to train. Select the Master and type of training you want. If you are successful, you can get new skills or Super Attacks.

Capsule Case

Press the X button on the World Map screen to select from the following items.

Mount/Dismount the Flying Nimbus	Select whether to ride the Flying Nimbus to travel on the World Map.
Customize Skills	Customize your character's skills. See below.
Customize Supers	Customize your Super Attacks. If you know multiple Super Attacks,you can also equip them here.
Status	Check your character's status (p.14).
Capsule House	Move to the Capsule House (p.24) to view movies or listen to BGM.

Customize Skills

After a battle you can learn skills that allow you to increase your max Health or attack power. Set a skill to activate its effects. When you select an available skill slot on the Customize Skills screen, a list of selectable skills will be displayed. Select the desired skill and then set it. (Master Skill is set automatically and cannot be intentionally removed.)

1 **Skill Set Name** ------◆	Up to 10 edited skills can be saved. The file name can be freely changed.
2 **Power Skill Slots** ----◆	You can select up to 3 Power Skills.
3 **Aura Skill Slot** -------◆	You can select one skill that affects the appearance of your character's aura.
4 **Action Skill** ----------◆	Your master. This character type is reflected in your hero's movements.
5 **Master Skill Information** ---------◆	A skill learned from your current master, plus its completion percentage. A Master Skill is automatically set and cannot be changed to another skill.

Status

Shows the level of the character's current abilities. Ranks range from H (lowest) to S (highest). The higher the rank, the more effective a particular ability is.

Health	**Affects the max value of the Health Gauge.**
Melee Attack	**Affects Melee Attack power.**
Ki Blast	**Affects Ki Blast power.**
Super Attack	**Affects Super Attack/Ultimate Attack power.**
Chain Effect	**Affects the power of Chain Effect collateral effects** (reducing the opponent's Ki Gauge, increasing your own Spirit Gauge).
Melee Defense	**Affects your defensive power against melee attacks.**
Ki Blast Defense	**Affects your defensive power against Ki Blast attacks.**
Super Attack Defense	**Affects your defensive power against Super Attacks.**

CUSTOMIZATION

What is Customization?

Select a character's skills and the music used during the battle. Skills and BGM medleys can be saved to a 10-page file, and the file name can be freely changed.

Customize Skills

Set or remove skills obtained in Hero Mode. Select the skill you want to set (or remove), and a list of the skills you currently have will be displayed. Select the skill you want to replace the current skill with, and it will appear in the slot.

Customize BGM Medley

Select the BGM played during battle. You can select from 3 types: "Introduction," "Battle BGM," and "Spirit BGM." Select the slot for the BGM type you want to change and a list of BGM will be displayed. Select the desired one and it will take the place of the current BGM.

Customize Character BGM

Select the BGM played when each character uses a Strike Booster. Select the character you want to change the BGM for and a list of BGM will be displayed. Choose the desired one and it will take the place of the current BGM.

ONLINE BATTLE

What is an Online Battle

Fight other players online on Xbox LIVE®.

Online Battle Game Flow

Select Match Menu

You can fight online battles with many different conditions. Choose the match menu you want.

Meet and fight an opponent

Search for players who meet certain conditions and battle the players you find.

Rankings change due to battle results

If you chose Ranked Match (p.20), your battle points will increase or decrease and yourranking will go up or down depending on whether you won or lost.

Match Menu

When you join an online battle, the following match menu will be displayed.

Ranked Match	Fight a one-on-one battle. Your battle points will increase or decrease depending on whether you win or lose.
Player Match	Fight a one-on-one battle. Your battle points will not change.
World Tournament	Hold a tournament with 2 to 8 players. Your battle points will not change.
Xbox LIVE party	Battle a friend in a room that they have invited you to. Your battle points will not change.
Leaderboards	View the rankings.
Battle Record	Check your own battle stats and change titles.

Match Type

When playing a Ranked Match, Player Match, or World Tournament, you must select the match type from the following:

Quick Match	Search for a room without specifying search conditions.
Custom Match	Search for a host's room that meets certain conditions
Create Match	Create a room that meets your own specifications and then wait for other players to join.

Creating a Room

If you cannot find an opponent that matches your search conditions, you can become a host yourself by creating a room. After selecting the room settings, you must wait for other players to join.

Battle Points

Battle points are obtained or lost at the end of ranked matches. You get points by winning a match and lose them by losing. When you save up a certain number of points, your rank will go up by one (however, if you subsequently lose points, you can go down in rank). Ranks range from G (the lowest) to S++ (the highest) and are displayed on the player information screen.

World Tournament

Play an online tournament. This is almost identical to offline World Tournament Mode, but the tournament format is locked at “World Tournament” and “Cell Games” cannot be selected.

Special Rules

Unlike the offline World Tournament, the online tournament uses some special rules.

- While other players are in a battle, you will be idle.
- There are no ties. The player with the most Health when the time limit elapses will be the winner. If both players’ Health reach 0 at the same time, the player farther to the left in the tournament will be the winner.
- If a player’s opponent is the CPU, the player will automatically win (there are no battles against the CPU).
- Battles between two CPU characters are not fought. The CPU character farther to the left in the tournament will automatically win.

Leaving partway through the tournament

If you want to leave partway through the tournament, press Ⓑ on the tournament screen. (If you leave before your character has been defeated, the CPU will take over you character.) Please note that once you leave a tournament, you cannot return.

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