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RATING PENDING RP CONTENT RATED BY ESRB

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XBOX LIVE

BANDAI NAMCO Games

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Jump in.

XBOX 360

XBOX 360

XBOX LIVE

DRAGON BALL RAGING BLAST

TEEN T CONTENT RATED BY ESRB

BANDAI NAMCO Games

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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The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

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- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
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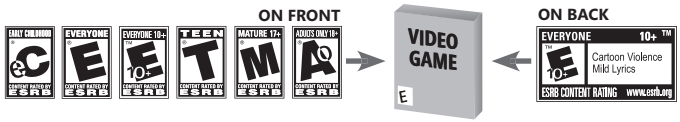

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OPTIONS

ABOUT OPTIONS

In Options, you can change various settings and manage your save data. Select the item you wish to change or manage using the left stick (or D-pad), then press the Ⓐ button to confirm your choice.

■ Screen

Here you can change the settings for Brightness, Gauges and Position, Captions, and Active Camera.

■ Sound

Change the volume for BGM, sound effects, and dialogue.

■ Controller

Change the functions for each of the controller's buttons. You can customize them however you like.

■ Save/Load

Save and load your data, and turn autosave on or off.

Greetings

Thank you for purchasing Dragon Ball®: Raging Blast for your Xbox 360. Before enjoying your new game, please be sure to read this instruction manual to receive instructions on the proper care and usage of the game. Keep the manual in a safe place when finished, so that you can use it for later reference.

Contents

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*The fighting moves and techniques shown in this game can be very dangerous if attempted in real life, and can possibly lead to accidents and/or injury. Please do not try to imitate them.

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XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. 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. 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**.

ABOUT THE MUSEUM

In the Museum, you can view the Character Encyclopedia, listen to the BGM collection, and watch replays of previous battles. Use the left stick (or D-pad) to choose the Museum menu, then press the Ⓐ button to confirm.

■ Character Encyclopedia

Select a character (see page 6) to see that character's model, Introduction and History, and to listen to their dialogue.

■ BGM Collection

In addition to listening to the BGM used throughout the game, you can also listen to the dialogue from the game's conversation scenes. BGM and dialogue will both be acquired as you play through Dragon Battle Collection.

■ Watch Replays

Here you can watch the saved replays of your previous battles.

Opponent Settings

Set how the computer-controlled character will behave during free Training.
Standing: Opponent will stand still without defending.
Defense: Opponent will defend like usual.
CPU Difficulty: Opponent will fight as usual. You can select from five levels of difficulty: Very Strong, Strong, Normal, Weak, and Very Weak.

Training Menu

Set your computer-controlled opponent's behavior to something appropriate for your desired training menu, then practice against them in a realistic training battle.
Sway: Opponent will come at you with Rush Attacks.
Vanishing/Melee Attack: Opponent will come at you with Charge Attack: Max.
Vanishing/Super Attack: Opponent will perform Ki-based Super Attacks.
Vanishing Reflect: Opponent will attack you with Charge Attacks, then use Vanishing themselves after you dodge their attack by Vanishing.
Counters: Opponent will come at you with Smash Attacks.
Throw Evasion: Opponent will attempt to throw you.
Ki Blast Reflect/Deflect: Opponent will attack you with Rush Blast and Charge Blast attacks.
Super Attack Deflect: Opponent will attack you with Ki-based Super Attacks.
*If the computer-controlled character does not possess this kind of Super Attack, the warning screen will be shown.

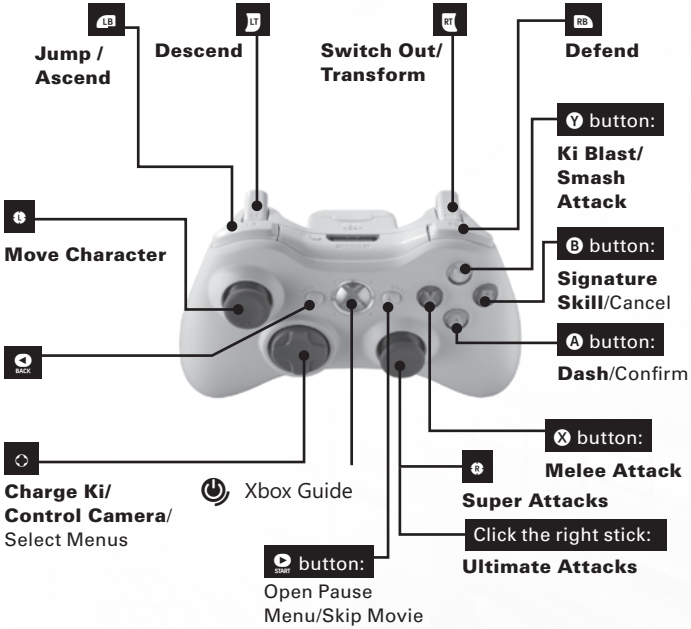
Feature Settings

Here, you can turn the following features on and off.
1P Automatic Health Recovery
2P Automatic Health Recovery
1P Automatic Ki Recovery
2P Automatic Ki Recovery

GAME CONTROLS

Xbox 360 Controller

These are the basic controls for maneuvering through the menu screens and controlling characters. You can change the settings for individual buttons by going to Options, then Controller (page 40).
Controls marked in **bold** represent battle commands.



*The above illustration indicates basic controls. When fighting battles, pressing buttons in combination, as well as the character's particular status at the time, may produce different actions than those listed above. For more information, please see pages 10-15.
*All of the controls listed in this manual assume that the character being controlled is facing right.

MENU CONTROLS

D-pad: Move Cursor, Select Menu Item

B button: Cancel
A button: Confirm, Skip Message
START button: Skip Movie

BATTLE CONTROLS

Left stick: Move Character

The further you move the left stick, the faster your character will move.

LB: Jump/Ascend
Press lightly while on the ground to jump. Press the button again to remain in the air.

Press and hold the button to ascend.

LT: Descend
Press while flying to descend.

D-pad:

↓ Charge Ki
← Move Camera to Left of Character
→ Move Camera to Right of Character

X button: Attack
Press rapidly to perform a Rush Attack.
Hold down to use a Charge Attacks.

Y button: Ki Blast/Smash Attack
Press rapidly to fire a Rush Blast.
Hold down to fire a Charge Ki Blast.
B button: Signature Skill
Use the character's Signature Skills.

A button: Dash
Hold down to dash. Press the button while using the left stick to dash in different directions.
*Use this without the left stick to perform a Homing Dash.

RB: Defend

RT: Switch Out/Transform
Hold down while pressing the X, Y, B, or A buttons to transform.
*Can only be used with characters capable of transforming.

Right stick:

↑ Super Attack 1
→ Super Attack 2
↓ Super Attack 3
← Super Attack 4
Click right stick: Ultimate Attack
START button: Pause Menu

ABOUT THE DOJO

In Training, you can set a computer-controlled character to behave how you would like them to act, and then fight against them in a practice battle. After choosing a character (see page 6) and a map (see page 8), Training will begin.

The Training Pause Menu

Skill List: View a list of the input commands for your chosen character's moves.
Opponent Settings: Set how your computer-controlled opponent will move and behave.
Training Menu: Set the computer-controlled character's battle behavior.
Feature Settings: Set whether or not 1P and/or 2P's Health and Ki will automatically recharge.
Restart: Start the training over from the beginning.
Select Character: End Training and return to the Character Selection screen.
Return to Main Menu: End the battle and return to the main menu.

DOJO

ABOUT THE DOJO

This mode is home to the Dojo, where you can undergo training to improve your battle skills, and Training, where you can practice battling as much as you want. Use the left stick (or the D-pad) to select the Dojo menu, then press the Ⓐ button to confirm.

Battle Dojo for Beginner: This will teach you the fundamentals of battles.
Battle Dojo (Basic): This will teach you basic battle techniques.
Battle Dojo (Advanced): This will teach you high-level battle techniques.
Training (Single Battle): Choose your opponent's settings, then practice battling to your heart's content.
Training (Team Battle): Choose your opponent team's settings, then practice battling to your heart's content.

BATTLE DOJO

In the Battle Dojo, you can receive explanations for the battle controls and practice them freely. In the Dojo menu, choose the topic you wish to practice with the left stick (or the D-pad), then press the Ⓐ button to confirm your choice. You can continue to practice the same topic as many times as you like, even after you have cleared it.

The Battle Dojo Pause Menu

Next Topic: As long as you have at least one exercise remaining, you can use this to proceed to it. If there are no more exercises remaining, this action will return you to the Dojo menu.
Redo Topic: Try to clear the last exercise again.
Return to Dojo Menu: Go back to the Dojo menu
Launching Moves: Turns on and off the control explanation icons.

BEGINNING THE GAME

GETTING STARTED

1. Follow the instructions in your Xbox 360™ instruction manual.
2. Once the opening movie finishes playing, the title screen will be displayed. Press the START button to access the main menu.

*You can also press the START button to skip the opening movie.
*Please be aware that if you remove the game disc while playing the game, the game will be forced to quit.

SAVING DATA

Dragon Ball®: Raging Blast can use autosave to save your data. While saving data, be very careful not to turn the power off while doing so.
* To save your data, you must have at least 568KB of free space available.

If autosave is turned on, a message will be displayed and your data will be saved every time you finish playing. Please do not turn off the power while saving.
*Autosave can be turned ON or OFF in Options (see page 40). It is turned on by default.

If autosave is turned off, you will need to save your game data manually. When you finish playing the game, select Options from the main menu (see page 40 for more), then go to Save/Load and choose Save to save your data.

MAIN MENU

Use the left stick (or D-pad) to select the mode you wish to play from the main menu, then press the Ⓐ button to begin.

■ **Dragon Battle Collection** ..... **Page 17**
Experience the original Dragon Ball story or try a variety of What-If stories.

■ **Super Battle Trial** ..... **Page 19**
A mode that lets you compete in ranked battles under a variety of rules.

■ **Versus** ..... **Page 22**
Fight against another player or the computer using your favorite characters and stages.

■ **World Tournament** ..... **Page 24**
A tournament mode that allows you compete with up to 16 players.

■ **Xbox LIVE Battle** ..... **Page 25**
Use Xbox LIVE to participate in online battles.

■ **Ultimate Customize** ..... **Page 32**
Here you can customize a character's Super Attacks and items.

■ **Dojo** ..... **Page 36**
Learn the fighting controls and practice your moves to your heart's content.

■ **Museum** ..... **Page 39**
View the Character Encyclopedia, watch replay data, and listen to in-game music.

■ **Options** ..... **Page 40**
Change various in-game settings.

CUSTOMIZE SUPER ATTACKS

■ **About Customizing Super Attacks**
Here, you can edit the Super Attacks used in battles. Customized Super Attacks can be used with character customizations and saved together.

■ **Customizing Super Attacks**

❶ Choose the Super Attack that is currently set and the one you want to exchange it for
Use the D-pad to select a Super Attack, and then press the Ⓐ button. At this time, you can choose to press the Ⓧ button to reset the attack to its default settings.

❷ Choose the Super Attack you want to use from the Super Attacks Obtained List
Select a Super Attack with the D-pad, then press the Ⓐ button to switch it with the currently set Super Attack.

❸ Save
Press the Ⓑ button at the Customize Super Attacks screen to finish customizing Super Attacks and bring up a window asking if you're sure if you want to quit. Choose Yes to save the customization. Once you do, a confirmation window will appear asking if you want the new customization to be used for a custom character. Select Yes or No as appropriate, after which Customize Super Attacks will quit.

LIST OF SUPER ATTACKS OBTAINED

■ **About the Super Attacks Obtained List**
Here, you can edit the Super This list will let you check a character's currently acquired Super Attacks. Press LB and RB to switch between characters.

Select an Item from the Item List and Place It in a Deck
Open the Item List and use the D-pad to select an item, then press the Ⓐ button to bring up the placement confirmation screen. Select Yes to place the item.

Perform a Search
When the results of an Item List search are displayed, press the Ⓧ button to open the Search window. Select the type you wish to search for, then press the Ⓐ button.

Rearrange Items
Open the Item List and press the Ⓧ button to open the Sort Items window. Select the option you wish, then press the Ⓐ button to change the order.

Acquire Items
Select an item from the Item List that you have not yet acquired, and you will be able to exchange D-Points to acquire it.

Search for Items that Match Empty Spaces
Place the cursor on an empty space in the deck and press the Ⓐ button to search for items that can fit in that space.

Editing Decks

Open the Menu
At the basic Customize Decks screen, press the BACK button to open the menu.
Deck List: Check the current effects.
Copy Deck: Copy the current deck.
Paste Deck: Paste a copied deck.
Reset Deck: Remove all items from the deck.
Auto-Place: Choose the kind of customization you want to have, then let the computer place items in the deck automatically for you.

CHARACTER AND MAP SELECTION

CHARACTER SELECTION

Choosing any of the below modes from the main menu will take you to the Select Character screen. Use the left stick (or D-pad) to select a character, then press the Ⓐ button to finalize your choice.
Modes That Use Select Character:
Super Battle Trial/Versus/Xbox LIVE Battle/World Dojo/Ultimate Customize/Museum

Selecting Characters

Choose the character you would like to use in battle. You can also press the BACK button to select a character randomly.
*The number of characters you can choose from will increase as you play through Dragon Battle Collection.

Selecting Transformed Characters

This lets you select a character in a transformed state. The number of different transformations available varies depending on the character.

Selecting Types

Select your chosen character's type.
Normal: The standard, non-customized version of the character.
Custom 1–3: Customized versions of the character created in Ultimate Customize (see page 32).

Costume Selection

Select the costume for your chosen character. The number and type of costumes available to choose from depend on the character.

MAP SELECTION

Selecting any of the below modes from the main menu will require you to pick a map after choosing your character. Use the left stick (or D-pad) to select a character, then press the Ⓐ button to finalize your choice.
Modes That Use Select Map:
Super Battle Trial/Versus/Xbox LIVE Battle

Selecting Maps
Super Battle Trial/Versus/Xbox LIVE Battle

Selecting BGM
Press LB or RB to pick the BGM (background music) that will play during the battle.
*The number of BGM you can choose from increases as you progress through Dragon Battle Collection.

CUSTOMIZE DECKS

About Customize Decks

Decks are made up of a variety of differently shaped items that fit together like a jigsaw puzzle. By combining these items, you can customize a character to your liking. A single character can have up to three customizations, each of which can be saved to Custom 1–3.
*Some items can be set to every character, and some items can only be used by certain characters.

Select, Move and Place Items

Grab Items
Grab an item placed in a deck. Use the D-pad to move the cursor to the item you wish to grab, and then press the Ⓐ button.

Move and Place Items
While grabbing the item, move the cursor to transport the item to a new location. Press the Ⓐ button again to place the item.

Rotate Items
While grabbing an item, pressing the Ⓧ button will rotate it 90 degrees each time you press it.

Remove an Item from a Deck
While grabbing an item, press the Ⓑ button to remove it from the deck.

Item List Controls

Open the Item List
Press the Ⓨ button at the basic Customize Deck screen when not grabbing an item to open the Item List.

ABOUT ULTIMATE CUSTOMIZE

About Ultimate Customize

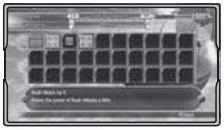
This options allows you to customize characters and change their Super Attack settings as well as other options. Use the left stick (or D-pad) to choose an Ultimate Customize menu option, and then press the Ⓐ button to confirm. You can use LB and RB in each menu to switch between characters, and you can also use LT and RT to switch between different customizations that you want to save to.

Customize Decks: Edit each custom deck.
Customize Super Attacks: Edit each custom Super Attack.
Item List: Check the items you have acquired.
Super Attack List: Check the Super Attacks you have acquired.

USING CUSTOMIZE

Select Character

Selecting either Customize Decks, Customize Super Attacks, or Super Attack List in the Ultimate Customize menu will take you to the Select Character menu (see page 7). Once you select a character, the Settings screen and Confirmation screen will appear.



Item List

Selecting Item List in the Ultimate Customize menu will take you to the Confirmation screen for your acquired items.

About Acquiring Items and Super Attacks

As you play through the game and win more and more battles, you will receive Items and Super Attacks as a reward. Items can also be acquired in Customize Decks in exchange for D-Points.

BATTLE

THE BATTLE SCREEN

1 Health Gauge
Displays the character's health, which decreases when the player is attacked. The gauge contains several icons called Health Stocks, which decrease by one every time the Health Gauge falls to zero.

2 Health Stock
Displays the remaining number of Health Stocks. If the number of stocks falls to zero and the final Health Gauge is fully depleted, the character will be knocked out and lose the battle.

3 Ki Gauge
Displays the character's Ki. Ki is depleted every time the character uses Ki Blasts, Dashes, and Super Attacks. The character's Ki can be recovered by charging or by successfully landing attacks. *Ki will also recover on its own up to a certain point if enough time passes.

4 Character Icon
This flashes red once the character's health is reduced to one gauge.

5 Timer
Displays the amount of time remaining for the battle. The timer will only be displayed once the remaining time begins to run out. When the time reaches 00:00, the battle ends, and the character with the greater amount of health remaining is declared the winner.

6 Combo Counter
Displays the number of hits in the current combo.

7 Damage Counter
Displays the amount of damage caused by attacking.

Input Commands used in this manual	Left stick ⬆ + Ⓑ indicates that the left stick should be moved up at the same time that the Ⓑ button is pressed. Three Ⓑ button commands indicates that the Ⓑ button should be pressed rapidly three times in a row.

BATTLE TECHNIQUES ~MOVEMENT~

Homing Dash – Ⓐ
Press the Ⓐ button without moving the left stick in any direction to perform a dash that will automatically zero in on your opponent. Press the Ⓐ button again to cancel the Homing Dash.

Super Dash – Ⓐ, Ⓐ during a Homing Dash
This lets you change direction and approach your opponent from behind at great speed.

Quick Ascend/Quick Descend – LB + Ⓐ/LT + Ⓐ
Allows you to ascend or descend much quicker than usual.

Super Rising – LB + LT
Ascend at extremely high speeds. You can also press the Ⓧ button while ascending to lead into a Super Dash or Super Attack.

About the Online World Tournament
The online World Tournament is very similar to the offline version.

Post-Results Tournament Screen
Whether you win or lose during the World Tournament, you will be taken back to the Tournament screen after viewing the results. To leave the tournament, press the Ⓑ button.

Post-Victory Tournament Screen
If you win the final match of the tournament, the word "Champion" will appear after the Results screen when shifting back to the Tournament screen.

Post-Tournament Results Screen
Once all of the tournament matches have been fought, the final results screen will be displayed. Press the Ⓐ button to return to the World Tournament battle room.

About the Xbox LIVE Battle Pause Menu
Unlike the normal in-game pause menu, the Xbox LIVE Battle pause menu will not stop the current battle.

GETTING STARTED WITH BATTLES

Select a Character (Page 7)

Once both 1P (the host) and 2P have confirmed their ready status at the battle room screen, you can proceed to the Select Character screen. Choose the character you wish to use in your battle before the time limit expires.

*If you select World Tournament at the Xbox LIVE Battle menu, the Tournament Screen will appear after selecting a character. You will not need to choose a map. Press the Ⓐ button to begin the battle.

Select a Map (Page 8)

After selecting your characters, you will move on to the Select Map screen. Player 1 (the host) will choose the map. Once a map has been chosen, the battle begins.

AFTER FINISHING A BATTLE

Results Screen

Once a battle has finished, the Results screen will appear. On this screen you can acquire battle points (but only for ranked matches) and D-Points. By fulfilling certain conditions, you can also acquire Titles. Press the Ⓐ button to leave the Results screen.

Rank Match: Return to the Ranked Match matching menu screen.
Player Match: Return to the player match battle room screen.
World Tournament: Return to the World Tournament screen (see page 31).

BATTLE TECHNIQUES ~ATTACK~

Rush Attack/Rush Blast

– Ⓧ Rapidly/Ⓨ Rapidly
Attack with lightning-fast speed. Press the buttons rapidly to unleash Rush Attacks and Rush Blasts. You can also press the Ⓨ button after rapidly pressing the Ⓧ button to unleash one of the derivative attacks listed below.
*Rush Blasts can also be used during Dashes, Homing Dashes, and Jumps.

Rush Attack Derivatives

Ⓧ, Ⓨ - Smash Attack: 1 /Reverses the opponent's direction

Ⓧ, Ⓧ, Ⓨ - Smash Attack: 2 /Breaks opponent's guard

Ⓧ, Ⓧ, Ⓧ, Ⓨ - Smash Attack: 3 /Performs a consecutive attack

Ⓧ, Ⓧ, Ⓧ, Ⓧ, Ⓨ - Smash Attack: 4 /Dizzies opponent with devastating attack

Move left stick slightly while performing a Rush Attack ... Step/ Step around your opponents to fake them out

Ⓐ while performing a Rush Attack ... Vanish /Teleport

Ⓨ + left stick ⬆ while performing a Rush Attack... Smash Attack: High /attack that knocks your opponent upward

Ⓨ + left stick ⬇ while performing a Rush Attack ... Smash Attack: Low /attack that sweeps your opponent's feet out from under him or her

Charge Attacks/Charge Ki Blasts –

Hold Ⓧ/Hold Ⓨ
Performs a powerful attack. The longer you hold down the attack button, the more power the attack will have once unleashed. While charging the attack, your character will begin to glow. If you release the attack button at that time, the resulting attack becomes even more powerful than usual.
*Charge Attacks can also be used during Dashes, Homing Dashes, and Jumps.

Throw Attacks/Crash Attacks
– RB + B near opponent
These will let you throw your opponent. Throws cannot be guarded or evaded, making them an invaluable combat technique. In addition, performing them near a boulder or building will let you crash your opponent into them.
*An icon will be displayed near things that will let you perform Crash Attacks.
*Some characters cannot use Crash Attacks.

Down Attack
– Left stick ↓, RB, and B near fallen opponent
Attack a fallen opponent. The type of attack varies depending on the character performing it.

Signature Skills – Press B
Use some Ki to perform your character's unique Signature Skill. Each Signature Skill varies depending on the character performing it.

Super Attacks – Move the right stick
Use Ki to perform one of four different Super Attacks by moving the right stick ↑, ↓, ←, or →.
*You can set which direction will perform which Super Attack by using Ultimate Customize (see page 32).

Ultimate Attacks – Click the right stick while in High Tension Unleash an Ultimate Attack that far surpasses the power of a Super Attack.

About High Tension
Charging your Ki and bringing your Ki Gauge up to its maximum capacity will turn the gauge blue. Continue to charge your Ki and build the blue gauge up to its maximum capacity to enter High Tension.

Create Match
Create a room of your own, become the host, and wait for opposing players to show up. Use the left stick (or D-pad) to change the battle room's settings, then press the A button to create the room. From there, you will go straight to the battle room screen, where you'll have to wait for an opponent player to show up. The information for any matching opponent players will be displayed when they appear. All further operations are identical to those for Quick Matches (see page 27).

Rank Match Preference	Player Match Preference	World Tournament Preference
● Rank ● Region ● Battle Type ● Custom Settings	● Region ● Battle Type ● Custom Settings ● Private Settings	● Region ● Participants ● Entry Requirements ● Custom Settings ● Private Settings

About Friend Invites
If you select Player Match or World Tournament in the Xbox LIVE Battle menu, you can choose to turn on your created room's private settings and only hold battles with your registered friends by sending them invites. Press the X button to send your friends an invite message.

About Titles
As you continue to fight online battles, you can receive a variety of different Titles by fulfilling certain conditions. You can set your Titles at the Battle Record screen.

Custom Match

Adjust the battle preference criteria and search for an opponent that meets them. Use the left stick (or D-pad) to change the settings, and when finished, press the Ⓐ button to confirm.

Rank Match Preference	Player Match Preference	World Tournament Preference
● Rank ● Region ● Battle Type ● Custom Settings	● Region ● Battle Type ● Custom Settings	● Region ● Participants ● Entry Requirements ● Custom Settings

Once matching has succeeded, you will be presented with a list of players that meet your criteria. Use the left stick ⬆ and ⬇ (or D-pad) to select a player, then press the Ⓐ button to go to their battle room screen. All further operations are identical to those for Quick Matches (see page 27).

About Connection Quality

You can check the quality of your opponent's connection using the icon that is shown on the battle room screen and search results screen.

Poor Connection

Normal Connection

Good Connection

■ **Air Combo** – After a Smash Attack: High, press Ⓐ, Ⓧ, Ⓧ, Ⓧ, Ⓧ while in midair Perform a Rush Attack in midair that slams your opponent into the ground.

■ **Follow-Up Attack –** Knock opponent back, Homing Dash, Ⓧ; Ⓧ right after knocking opponent back with a Charge Attack

Follow-Up Attack 1: Use a Homing Dash to track down your opponent after knocking them backwards, then perform a follow-up attack.

Follow-Up Attack 2: Catch up to opponent in an instant after knocking them back with a Charge Attack, then perform a follow-up attack.

■ **Blow Exchange/Shot Exchange**

– Rotate the left stick

If you and your opponent crash into each other when dashing, you will engage in a Blow Exchange; if two Ki Blasts crash into each other, you will engage in a Shot Exchange. The player that can rotate the left stick on his or her controller faster than his or her opponent will win the skirmish.

■ **Transformation and Switch-Out**

–RT + Ⓨ, Ⓑ, Ⓐ, or Ⓧ

Transformation: After selecting a character that can transform, press and hold RT during battle to bring up the Transformation Palette. While continuing to hold down RT, press a button that corresponds to a transformation to use Ki and transform.

Switch-Out: When fighting team battles, press and hold RT to bring up the Switch-Out Palette. While continuing to hold down RT, press a button that corresponds to the character with whom you would like to switch. If you choose a character whose icon is glowing, the switch will be made instantly and the new character can even pick up attacking and continue a combo without missing a beat.

*You cannot select a character whose icon in the palette is dark.

Fusion: If you have a character you can fuse with on your team while fighting a team battle, press and hold RT during the battle to bring up the Fusion Palette. While continuing to hold down RT, press a button that corresponds to the character with whom you would like to fuse with.

*To navigate between the Transformation, Switch-Out, and Fusion Palettes, use the D-pad ⬅ and ➡.

■ **High-Speed Blow Exchange**

– Press the buttons shown on the screen
The moment your opponent performs a Switch-Out, a button icon will be displayed on the screen. If you can press the corresponding button in time, you will engage in a High-Speed Blow Exchange. When another button icon appears, press it to knock back your opponent with a powerful attack immediately after they have switched. If you fail to press the correct button, you will miss your attack and get knocked back instead of your opponent.

*You will not be able to engage in High-Speed Blow Exchange when your opponent performs a quick Switch-Out.

BATTLE TECHNIQUES ~DEFENSE~

■ **Defense –** Hold down RB

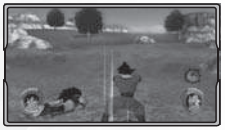
While holding down RB, you will block your opponent's attacks and reduce the damage you receive.

*Some attacks, such as Smash Attack: 2 and Super Attacks, cannot be blocked.

■ **Sway –** RB **+** X

Move your upper body left and right to evade your opponent's attacks. Press the X repeatedly to continue to sway.

■ **Vanishing –** RB **+** A



Teleport to evade an opponent's attacks. To warp in a particular direction, move and hold the left stick in the desired direction while performing the Vanishing manuver.

■ **Quick Match**

Battle Room Screen

Once an opponent has been found after conducting an automatic search, the Battle Room screen appears and you will be able to check the room's rules and your opponent's profile. To start the battle, press the A button, and to re-select your opponent, press the B button.

1 Current Match Selection
2 Player's Online ID
3 Connection Quality (page 28)
4 Player's Country
5 Battle Rules

LB: Go to Rules Screen.
Y: Open the Profile Screen.
A: Indicates that you are ready to begin the battle.

If You Don't Find an Opponent

This is the situation that occurs if no fitting opponents are found online. It's a smart idea to create a room in Create Match (page 29) and recruit would-be opponents that way.

About Battle Points and Ranks

When fighting ranked matches, your battle points will fluctuate depending on your skill. If you win, they will increase. However, if you lose, the points will decrease. The more battle points you possess, the higher your rank will be. Ranks range from H to A++ with all new players beginning at H.

About Hosts

The player that created the battle room is known as the host. In this game, the host will play as 1P most of the time. If the host leaves the room, the room will disappear. The only exception is for the World Tournament, where one of the remaining players will be made into the new host.

GETTING STARTED WITH XBOX LIVE BATTLE

Xbox LIVE Battle Menu

Use the left stick (or D-pad) to select the menu option you wish to select, and then press the Ⓐ button.

Ranked Match: Wage a battle against another player. Your battle points and ranking will change depending on the results.

Player Match: A match mode in which battle points or rankings will not change regardless of the results. When creating a room, you can choose to set the room as Private and only invite your friends.

World Tournament: A match mode where up to eight players can compete in a tournament. The results of battles in this mode have no effect on battle points or rankings.

Friend Match: Check on invitations from your friends. If you have received an invitation, you can go join the room they specify. The results of battles in this mode have no effect on battle points or rankings.

Xbox LIVE Party: Locate sessions containing members of your Xbox LIVE Party session.

Leaderboards: Lets you view any player's Ranked Match and Super Battle Trial score totals and specific place in the rankings.

Battle Record: Check your statistics and change your title.

*Ranking data is linked to your save data. If you ever choose to recreate your save data from scratch, please be aware that your ranking data will be replaced as well.

Select a Match Type

Select Ranked Match, Player Match, or World Tournament at the Xbox LIVE Battle menu to proceed to the Match Type selection screen. Use the left stick (or directional pad) to select the match type you wish to play, then press the Ⓐ button. wish to play, then press the Ⓧ button.

Quick Match: Automatically search for an opponent and start a battle regardless of criteria.

Custom Match: Search for an opponent that matches your given preferences.

Create Match: Create your own custom room and battle criteria, and let the opponent come to you.

Snap Vanishing – RB timed to match opponent's attack, activates quicker than normal defensive Vanishing, allowing you to evade almost any attack.

Counter – RB + Ⓨ when receiving opponent's attack

Press RB and Ⓨ button together to briefly assume the counter stance. If you receive an attack while in that stance, you will automatically teleport behind your opponent and attack him or her.

Throw Evasion – RB as soon as your opponent grabs you, knock away your opponent's hands to avoid being thrown.

Ki Blast Deflect – RB right before the Ki projectile hits you, avoid being hit with Ki blasts by deflecting them.

Super Attacks Deflect – Left stick ➡ or ⬅ directly before a Super Attack hits you. Avoid being hit with a Ki-based Super Attack by deflecting it.

Pause Menu

Pressing the ▶ button during a battle opens the pause menu. Use the left stick (or D-pad) to highlight an option and then press the Ⓐ button to confirm. The contents of the pause menu changes depending on the current mode.

*Opening the pause menu interrupts the current battle. The exception is when you are playing an Xbox LIVE battle. During these battles, the pause menu will open without interrupting the battle.

■ **Close**
Close the pause menu and return to the battle.

■ **Skill List**
Check the commands for your character's attacks and movements.

■ **Commentary**
Turn vocal Battle Commentary ON or OFF.

■ **Live Subtitle**
Turn subtitle Battle Commentary ON or OFF.

■ **Give Up**
Admit your defeat and end the battle through forfeit.

■ **Select Characters**
End the battle and return to the Select Character screen.

■ **Return to Main Menu**
End the battle and return to the main menu.

*For more on the Dojo's pause menu, please see page 36.

*There is no Skill List for the Punching Machine in Super Battle Trial.

Dragon Battle Collection; Super Battle Trial

Versus

Xbox LIVE battle

World Tournament

XBOX LIVE BATTLE

ABOUT XBOX LIVE BATTLE

In this mode, you can connect to Xbox LIVE and fight against other players anywhere in the world. You can also view a variety of battle-related rankings in this mode.

■ **About Online**
For more information on internet functionality, please refer to your Xbox 360™ instruction manual. When playing online, please be aware of the following points:

- While enjoying battles on Xbox LIVE, please behave politely and in accordance with the rules of society.
- Please do not disconnect the network connection during an Xbox LIVE battle.
- Please ensure that you have sufficient time before playing.
- Please refrain from playing in a way that may disturb your opponent, and try to adhere to good, clean fight standards.

*This software's network service is not quality guaranteed. Depending on your network environment, you may experience lag, disappearances, disconnects, and other unforseen problems. The network service does not guarantee that all players will always have the same, equal play experience.

WORLD TOURNAMENT

About the World Tournament

Here you can enjoy tournament battles. Use the left stick or D-pad to select the World Tournament menu, then press the Ⓐ button to confirm. 4, 8, or 16 players can compete in the tournament. *If you take part in the tournament alone, you can receive prizes for becoming a champion.

World Tournament: Fight in a tournament until a champion is crowned. If you win the tournament using only one character, you will receive a prize.
Cell Games: Fight in a tournament until a champion is crowned. Your energy will not be refilled between battles. If you win the tournament using a single character, you will receive a prize.
Tournament Options: Change the maximum number of participants, the difficulty level, and the entry requirements for tournament.

STARTING THE TOURNAMENT

■ **Select Character**
After you have selected a character, you will proceed to the Tournament screen, and then the tournament will begin. If there is more than one player participating in the tournament, please have all players choose their character in turn, starting with 1P. If you do not have enough participants, you can press the Ⓨ button to have the remaining slots be filled with randomly chosen CPU characters before beginning the tournament.

About the Tournament Options

Move up and down with the left stick (or D-pad) to select an option you wish to change, then move left and right with the left stick (or D-pad) to adjust the option. *If you choose to set specific entry requirements, any characters that do not fit those criteria will not be selectable during the Select Character screen.

DRAGON BATTLE COLLECTION

In this mode, you select the saga and battles you wish to play. Use the left stick (or D-pad) to make your selections, then press the Ⓐ button to confirm. After clearing every saga's battle, you will receive a reward.

ENJOYING DRAGON BATTLE COLLECTION

■ **Select a Saga**
Choose the saga you wish to play.

■ **Select a Battle**
Choose which battle in the saga you would like to play.

■ **Select a Battle Menu**
Set up battle options you wish to execute.
Start Battle: Proceed to the difficulty selection menu.
Story Recap: Read the story behind your chosen battle.
Clear Conditions: Review the conditions for winning your chosen battle.

■ **Select Difficulty**
Select one of three difficulty levels and enter the battle.

ABOUT DRAGON BATTLE COLLECTION BATTLES

Conversation Scenes
Battles are comprised of conversation scenes and fights. During a conversation, you can press the Ⓐ button to skip a page and the START button to skip the entire scene.

Perfect Action
During the fight, Perfect Action commands will be displayed if you can manage to meet certain criteria. Pressing the corresponding buttons before time runs out will activate the Perfect Action.

Battle Event
During the fight, a variety of battle events such as two simultaneous Super Attacks, clashing Rush Attacks, Transformations, Switch-Outs, and others may occur.

ENDING A BATTLE

Once a battle ends, the Battle Results screen appears. Here you receive D-Points based on your score, as well as unlock new characters, BGM that can be listened to in the Museum, conversation scenes, and more. Press the Ⓐ button to display the Quit menu.

Upon Clearing a Battle...
Once you have cleared a battle, you can select it again to see that battle's score ranking displayed in the Battle Options menu. In addition, new battles will be added to the saga, the details of which can be checked at any time. Cleared battles will have a <CLEARED> displayed next to them.

ENDING A VERSUS BATTLE

Quit Menu
When a Versus battle ends, the Quit menu will be displayed. Select the menu option you wish to execute, and then press the Ⓐ button to confirm.

Fight Again: Hold a rematch using the same characters.
Select Characters: Return to the Select Character screen.
Return to Main Menu: Quit the battle and return to the main menu.
View Replay: Watch a replay of the battle.
Save Replay: Save the replay of the battle.

About Replays

Playback Controls
Ⓨ... Changes the camera every time it's pressed.
Ⓧ... Switches between "Health Gauge ON", "Replay OFF + Health Gauge OFF", and "Health Gauge OFF".

Saving Replays
Select Save Replay at the Quit menu to bring up the Save Replay screen. Select the file and then press the Ⓐ button to save it. If there is already a save file in the slot chosen, it will be overwritten with the new data. You can save up to 16 data files.

ABOUT VERSUS OPTIONS

Versus Options Menu
Time Limit
Choose from 30, 60, 120, 180, 300, and "Infinite".
CPU Strength
Choose from Very Strong, Strong, Normal, Weak, and Very Weak.

VERSUS

About Versus

This competitive fighting mode lets you choose characters and stages for battle. Versus mode has three gameplay options: Single Battle, Team Battle and Power Battle. Use the left stick or D-pad to make a selection and press the Ⓐ button to confirm.

Single Battle: A one-on-one battle.
Team Battle: Battle in teams of up to five players.
Power Battle: A special battle mode where balanced teams are formed based on the strength (power levels) of its members. Each team can be comprised of up to five players. Select either from 1P vs. CPU, 1P vs. 2P, or Watch (CPU vs. CPU) to observe a computer-controlled battle.
Options: Change the time limit, CPU strength or reset all settings to default.

GETTING STARTED WITH VERSUS BATTLES

■ **Power Level Settings (Power Battles only)**
Selecting Power Battle from the Versus menu will bring up the Power Level settings window. Select the total power level restrictions for your entire team in increments of 20, and then press the Ⓐ button to confirm.

■ **Battle Type Selection**
Choose the battle type you wish to play, and then press the Ⓐ button.

■ **Select Character (Page 7) and Map Selection (Page 8)**
Select each character you wish to use. When playing a Power Battle, please make sure that each character's total power level does not add up to surpass the limit for the entire team. From there, select a map and press the Ⓐ button to start the battle.

SUPER BATTLE TRIAL

ABOUT SUPER BATTLE TRIAL

Super Battle Trial is a mode where you can enjoy battling under the rules of your choice. Use the left stick (or D-pad) to choose a mode type from the Super Battle Trial menu, then press the Ⓐ button to confirm the selection. Not all modes are available right away. Meet specific conditions within available modes to unlock more.

■ **Arcade** .....**Page 19**
Battle your way through 10 different stages and compete for high scores.
■ **Survival**.....**Page 20**
Keep fighting until your Health Gauge falls to zero.
■ **Time Attack**.....**Page 20**
Defeat five opponents as quickly as possible.
■ **Score Attack** .....**Page 21**
Compete for the highest score possible against an invincible enemy.
■ **KO Attack** .....**Page 21**
Compete for the most KOs possible within a set timeframe while you are invincible.

ARCADE

Rules

Arcade Results Screen

*Challenge all 10 stages and compete for the highest total score.
*Each stage has a time limit of 180 seconds. If time runs out, the character with the most health remaining will win.
*If you lose a battle, the game will end. If you tie, the battle will end.

■ **Starting Arcade**

Press the Ⓐ button at the Arcade menu to proceed to Select Character.
Select Character (Page 7)
After selecting the character you wish to use, the battle begins.

SURVIVAL

Rules

*Challenge 50 consecutive opponents to see how many of them you can defeat.
*The battle ends when the player's Health Gauge has fallen to zero, or when the character knocks out all 50 opponents..
*This mode has a time limit of 180 seconds.

Survival Results Screen

■ Starting Survival

Press the Ⓐ button on the Survival menu to proceed to Select Character.
Select Character (Page 7)
After selecting the character you wish to use, you will proceed to Map Selection.
Map Selection (Page 8)
Once you have chosen a map, the battle will begin.
*Although the BGM is displayed, you will not be able to change it.

TIME ATTACK

Rules

*Challenge the clock and defeat five opponents as quickly as you can.
*The game will end once all opponents have been knocked out, or when the 15-minute time limit expires.
*The battle will continue even if the player's Health Gauge falls to zero. However, this will also cause your opponent's Health Gauge to recover slightly.

Time Attack Results Screen

■ Starting Time Attack

Press the Ⓐ button at the Arcade menu to proceed to Select Character.
Select Character (Page 7)
After selecting the character you wish to use, you will proceed to Map Selection.
Map Selection (Page 8)
Once you have chosen a map, the battle will begin.
*Although the BGM is displayed, you will not be able to change it.

SCORE ATTACK

Rules

*Fight against a single opponent to achieve the highest ranked attack score.
*The battle will end when the time limit (300 seconds) reaches zero, or when the player's Health Gauge falls to zero.
*Your opponent will recover health even if his or her gauge falls to zero.

Score Attack Results Screen

■ KO Attack Results Screen

Press the Ⓐ button on the Score Attack menu to proceed to Select Character.
Select Character (Page 7)
After selecting the character you wish to use, you will proceed to Map Selection.
Map Selection (Page 8)
Once you have chosen a map, the battle will begin.

KO ATTACK

Rules

*You are invincible. See how many opponents you can defeat before time runs out.
*The fight ends when the 180-second time limit expires.
*The player's Health Gauge and Ki Gauge will be automatically replenished during the battle.

Score Attack Results Screen

■ Starting KO Attack

Press the Ⓐ button on the KO Attack menu to proceed to Select Character.
Select Character (Page 7)
After selecting the character you wish to use, you will proceed to Map Selection.
Map Selection (Page 8)
Once you have chosen a map, the battle will begin.
*Although the BGM is displayed, you will not be able to change it.