

Nintendo

GAME BOY COLOR

DRAGON BALL Z

LEGENDARY
SUPER WARRIORS™

CGB-BBZE-USA

INSTRUCTION BOOKLET



INFOGRAMES™

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



EVERYONE
Mild Violence

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998, 2001 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR AND GAME BOY® ADVANCE VIDEO GAME SYSTEMS.

TABLE OF CONTENTS

Introduction.....	4	Battling an Opponent	14
Getting Started.....	4	Attacking.....	14
Main Menu.....	4	Defending	15
Controls.....	5	Increasing Card Cost Points	16
Card Types	6	Position on the Battle Screen.....	17
Character Cards	6	Using Command Cards	17
Ability Cards.....	7	Using Support Cards.....	19
System Menu	9	Leveling Up.....	20
Playing the Game.....	10	Building Your Deck.....	21
Story Mode	10	Limited Ability Cards.....	22
Multiplayer Mode	11	Hints.....	23
Battle Mode	11	Technical Support	25
Battle Screen	12	License Agreement	28
		Credits	30

INTRODUCTION

Dragon Ball Z® Legendary Super Warriors™ lets you experience the exciting Dragon Ball Z® universe by fighting as your favorite characters against the evil warlords and tyrants who want to destroy the Earth! Follow the adventures of Goku®, Gohan®, Vegeta®, and others through the entire Dragon Ball Z® saga in Story Mode! Fight random battles against Frieza®, Cell™, the Ginyu Force™, and others in Battle Mode! Trade cards with your friends and compete against them in Multiplayer Mode!

GETTING STARTED

1. Make sure that your Nintendo® Game Boy® Color System is turned OFF.
2. Insert the *Dragon Ball Z® Legendary Super Warriors™* Game Pak as described in your Game Boy® Color instruction manual.
3. Turn the POWER switch ON.

MAIN MENU

After turning on your Game Boy® Color, the history of the Dragon Balls® is presented. Press **START** to bring up the Main Menu. The first time you start the game, the only option will be New Game. As you proceed through the Story Mode, additional options will be added:



New Game – Starts the Story Mode from the beginning. Selecting this option when you have a game in progress restarts the game, but the data from the original game is saved.

Continue – Allows you to continue a previously saved game. This option becomes available once you have saved a game from the System Menu.

Multiplayer – Allows you to battle against friends or trade cards. This option becomes available after you defeat Frieza® in the 10th chapter of Story Mode.

Battle – Allows you to repeatedly battle randomly selected characters. This option becomes available after you have saved the game after completing the Story Mode.

CONTROLS



Control Pad

Use to select a menu or a command, or to move the characters around the Map.

START

Use to start the game, and to view card details in the System Screen.

A Button

Use to enter commands, send messages, and proceed to other screens.

B Button

Use to cancel commands. At the System Screen, use to return to the previous screen.

SELECT

This button is not used in this game.

CARD TYPES

There are two types of cards in *Dragon Ball Z® Legendary Super Warriors™*: **Character Cards** and **Ability Cards**. Character Cards represent the characters that can be used in battle. Ability Cards determine the characters' actions during battle.

Character Cards

Character Cards represent the characters that can be used in battle. To view a Character Card, select Status from the System Menu. A listing of all of the available characters appears. Scroll through the listing using the **Control Pad**. Press the **A Button** and select Detail from the pop-up menu to view a card.

The top half of each card displays the card number, the character's portrait and name, and the number of Limited Ability card slots filled/number of Limited Ability card slots available. The bottom half of each card displays the character's following Parameters:

Level (Lvl) – The character's current level. Characters can reach up to level 5.

Life (Life) – The character's health. If a character's Life reaches 0, the character can no longer fight.

Strength (Str) – The power of the character's Damage Attack Ability.



Ki (Ki) – The power of the character's Beam Attack Ability.

Speed (Spd) – Affects accuracy and avoidance rates.

Experience (Exp) – Experience Points. When you reach the set number of points for the next level, the character goes up a level.

Ability Cards

Ability Cards determine the characters' actions during battle. There are five types of Ability Cards:

Command (Comm) – Command cards are used to build up Card Cost points. When you use a Command Card, you must enter from 3 to 6 commands within the time limit to carry out the attack. The time limit varies on the number of commands required and on how close you are to your opponent.

Damage Attack (Damg) – Damage Attack cards are used for attacks such as punching and kicking.

Beam Attack (Beam) – Beam Attack cards are used for Ki (Energy) attacks such as the Kamehameha.

Defense – Defense cards are used to defend against enemy attacks.

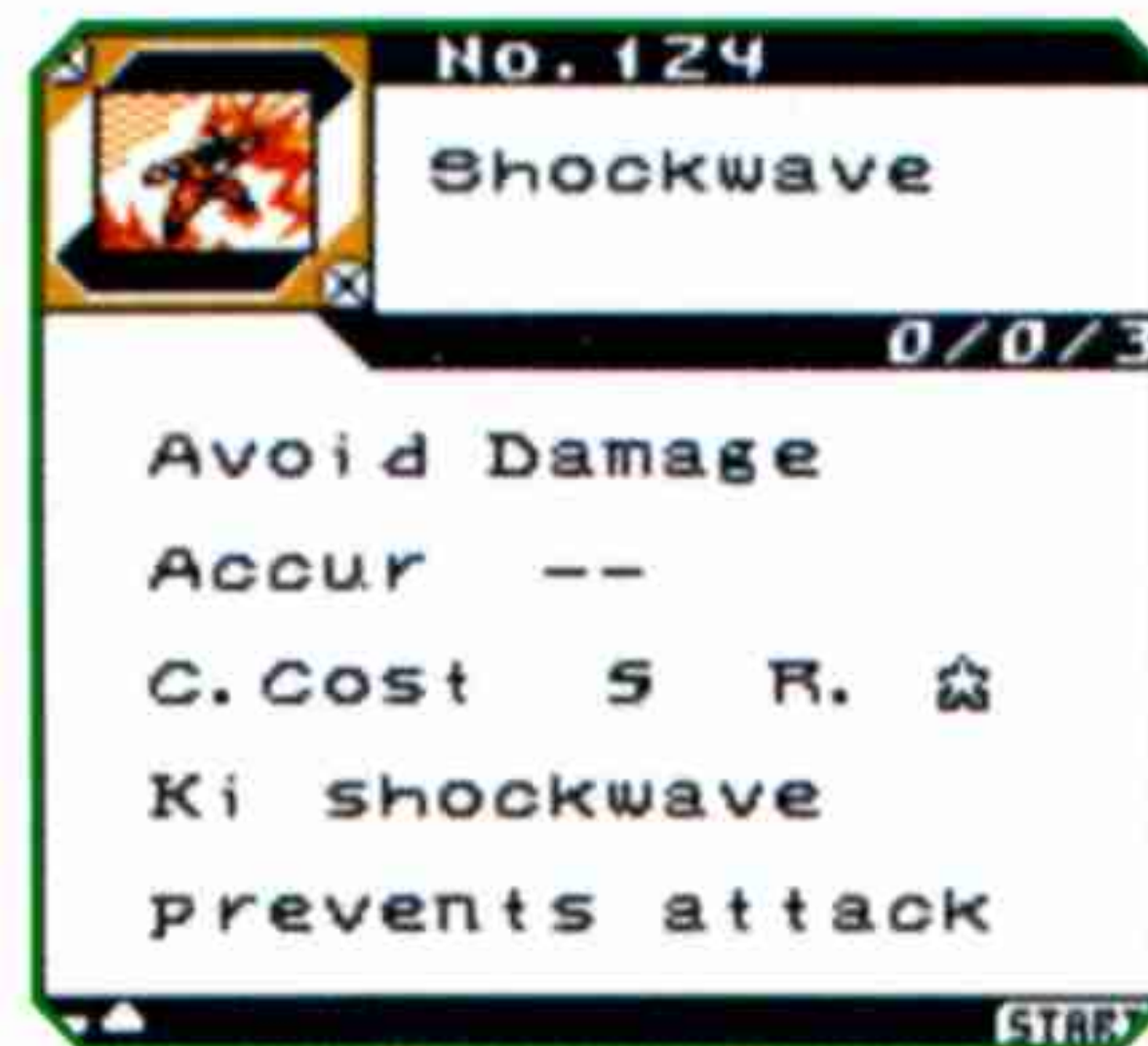
Support – Support cards are used for temporary enhancements, such as Parameter Up.

To view an Ability Card, select List from the System Menu. A listing of all of the available Ability Cards appears. The listing displays the card number, card title, and the number of

cards available/total number of cards in your collection. There are a total of 125 different Ability Cards in the game. Scroll through the listing using the **Control Pad**. Press the **A Button** to select and view a card.

Important Note: Some Ability Cards are restricted as to which characters can use them. To view which characters can use a card, press **START** while viewing the card. Any character on the User Screen listed in black can use the card. If a character is listed in gray, they cannot use it.

The top half of each card displays the card number, its title and icon, and the number of cards used in Limited Ability card slots/used in your deck/total in your collection. The bottom half of each card displays the following information:



Card Type – Beam Attack and Damage Attack cards will display the attack power (Power) of the card and the specific type of card. The attack power of Command Cards is based on the number of correctly entered commands, so a number is not listed. Defense and Support Cards will display their particular effect.

Accuracy (Accur) – The accuracy of the card. **Note:** Defense cards do not have an Accuracy value.

Card Cost (C Cost) – The number of Card Cost points required to use the card. If the Card Cost of the card exceeds your current total of Card Cost points, you cannot use the card.

Note: Command Cards do not have a Card Cost value.

Rarity (R) – The rarity of the card. One star indicates a common card, two stars indicate an uncommon card, and three stars indicates a rare card.

Effect – A brief description of the attack or effect.

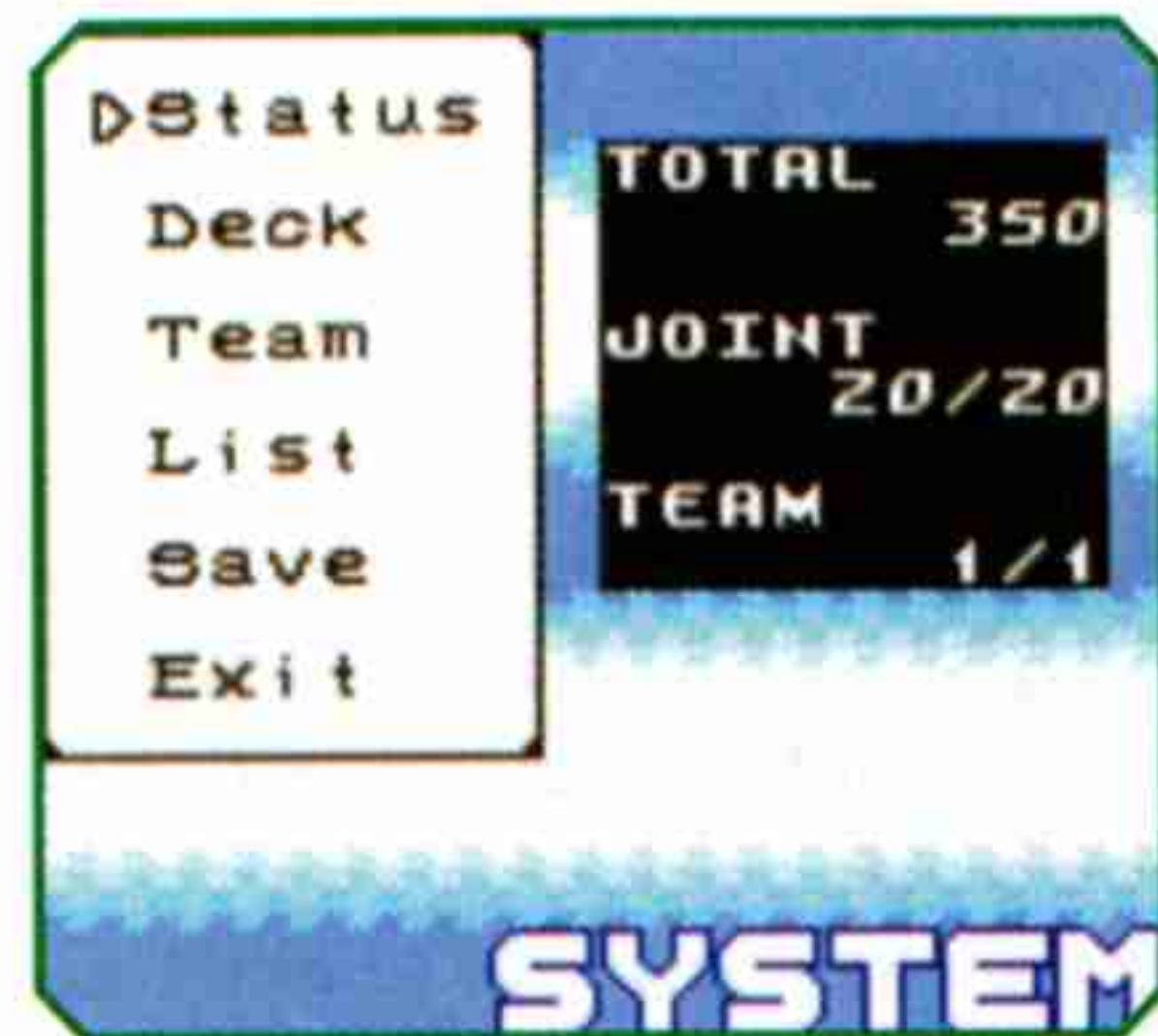
SYSTEM MENU

The System Menu allows you to view the Character and Ability Cards you currently have in your collection. It also allows you to customize your playing deck, select which character to use, and save your game. The specific menu items are as follows:

Status – Select Status to display the Character Card listing. All currently available characters will be displayed. Selecting a character will open a pop-up window. Select Limit to view the Limited Ability window. Select Detail to view the Character Card.

Deck – Select Deck to view your current playing deck. As you progress through the game, you add cards to your collection. Use this option to add them to your deck.

Team – Some battles allow you to have a teammate to combat a pair of villains. Select this option to add another character to your team. Characters listed in black can be selected as teammates. Characters listed in gray are unavailable for selection for that battle.



List – Select List to view the listing of all of the Ability Cards in your collection. Use the **Control Pad** to scroll through the screens.

Save – Select Save to save your current game. You will be asked to confirm saving the game.

Exit – Selecting Exit closes the System Menu and continues the game.

PLAYING THE GAME

Story Mode

This mode combines game play with telling of the story of Dragon Ball Z®, and is the primary mode of this game. The story is divided into chapters that advance with each victory. Each chapter starts out with narration and dialog between the characters. In certain scenarios, a map screen may appear, followed by additional narration. Use the **Control Pad** to move your character around the map. Interact with other characters and discover objects that can earn you additional cards.

Once you have finished the narration, the System Menu appears. After you have finished using the System Menu, you are taken to the Battle Screen. If you succeed in defeating your opponent, an additional narration is shown and you then proceed to the next chapter. If you are defeated, you are given the option to try again or quit.

Multiplayer Mode

Once you've completed the tenth fight in Story Mode, Multiplayer Mode becomes available for your selection. There are two options in Multiplayer Mode: **VS** and **Trade**.

VS Mode – This allows you to battle against your friends. Once selected, the System Screen appears so you can arrange your deck and characters. The player who defeats all of his or her opponent's characters first wins. Additional cards and experience points are not awarded in this mode.

Trade Mode – This mode is for trading cards. Select the cards you wish to trade. The trade is completed once both players agree to the displayed selections.

Battle Mode

Once you save a game after clearing Story Mode, Battle Mode becomes available. A variety of characters from the story are available for you to use in battle, providing loads of fun even after you have completed the game. Selecting Battle Mode brings up the System Screen. Arrange your characters and deck as in the regular game. Enemy characters are randomly chosen for each battle. If you win a battle, you will go back to the System Screen. If you lose, you will return to the Title Screen. Additional cards and experience points are awarded with each victory.

BATTLE SCREEN

All battles take place on the Battle Screen. The character with the highest Speed is the first attacker. After their attack is completed, they become the defender. A round consists of one attack and one defense by each character. The battle continues until one character's life bar reaches zero. Some battles allow you to have a teammate. When the life bar of the first character reaches zero, the second character takes over the battle automatically.

The Battle Screen is divided into three parts. The top part displays the names of the combatants, their life bars and which character is attacking and which is defending. The middle of the screen is the battlefield. Both characters are shown on the battlefield, in one of four positions. The bottom of the screen is the Battle Menu. The Battle Menu has an icon viewer on the left side, an icon bar across the top, a description window in the middle and the Card Cost meter on the bottom.



The following options are always available whether you are the attacker or the defender:

OPTION	ICON	ICON NAME	DESCRIPTION
Sel. limited	L	Limit	Allows you to select a Limited Ability. Depending on the Ability, it may or may not reduce your Card Cost total.
Sel. a card	J	Joint	Allows you to select an Ability Card. Depending on the Ability, it may or may not reduce your Card Cost total.
Sel. basic	B	Basic	Allows you to select a basic action with no Card Cost.

An additional option is available when you are the attacker:

Sel. chara.	C	Chara	Allows you to view your Character Card. In battles where you have two characters, this allows you to switch characters.
--------------------	---	-------	---

Sel. limited – A Limited Ability is an Ability Card that you can use as many times as you want during a battle. It is referred to as a Limited Ability because you must power up (selecting the Basic option Gather Power) before you can use it. Press **START** to view the Ability Card. Once you have powered up, you have two turns to use the Limited Ability before you must power up again.

Sel. a card – You can select one of the Ability Cards currently displayed. When a battle starts, there are three cards initially displayed. Each time you are the attacker, an additional card is drawn from your deck. Press **START** to view the Ability Card. At the end of your attack, you must discard a card if more than 5 cards are displayed.

Sel. basic – Your choices of Basic actions depend on whether you are attacking or defending. If you are the attacker, your choices are 3 stage atk (using the Command Card 3 Stage

Attack) or Gather Power. Command Cards are used to increase your Card Cost total, and the 3 Stage Attack is always available. Gather Power is used to enable you to use a Limited Ability card. In addition, during the two turns you are powered up, the 3 Stage Attack Basic option increases to 4 Stage Attack.

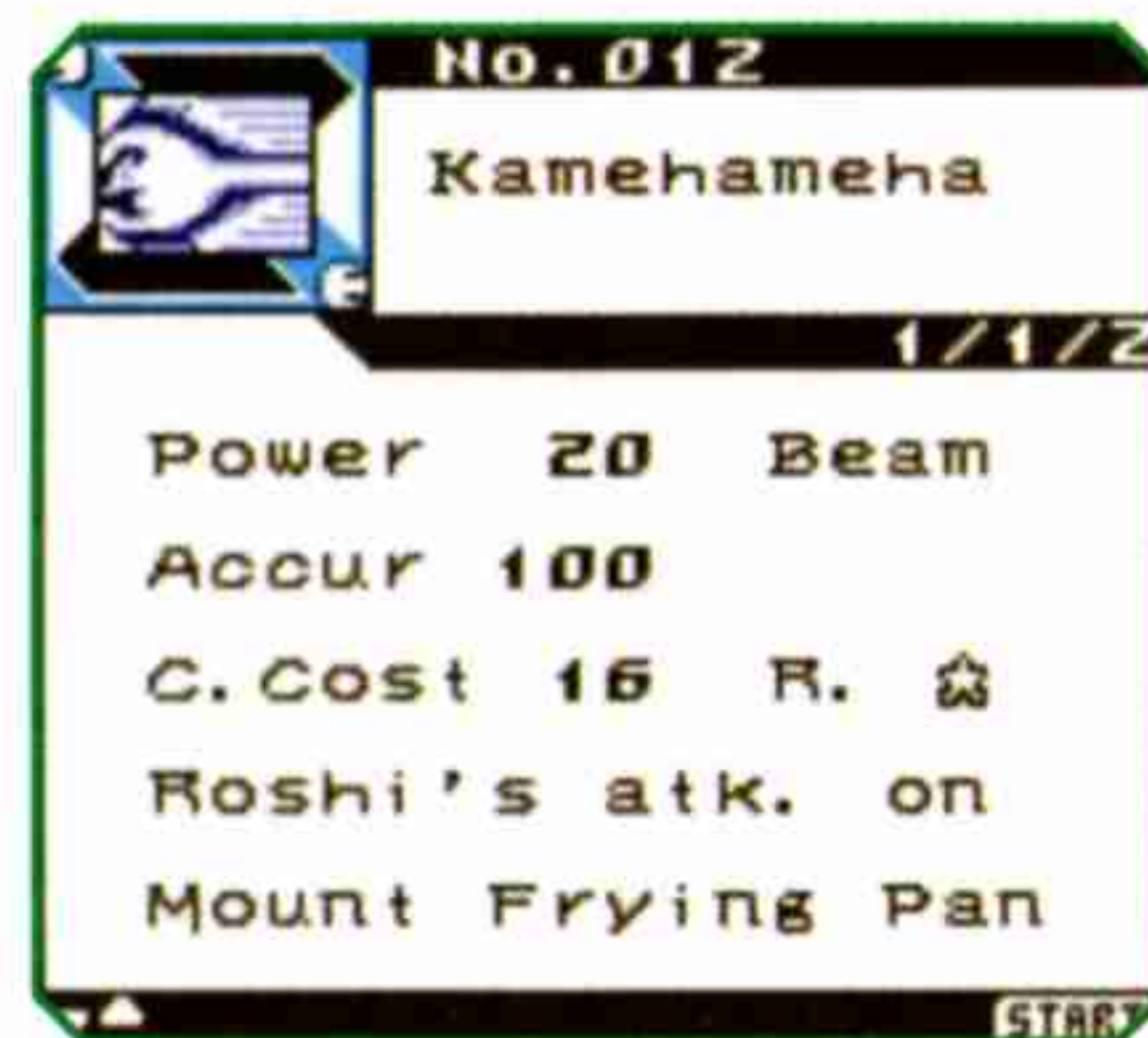
If you are the defender, your options are Guard and Movement. Selecting Guard can reduce the amount of damage you receive from the enemy's attack. Selecting Movement allows you to reposition your character to any of the four positions on the battlefield.

Sel. chara. – This option allows you to view your Character Card during the battle. When you select it, your character name and icon are displayed, as well as how much Life you have remaining. Press **START** to view the Character Card. If you have the use of a second character, this option allows you to switch characters.

BATTLING AN OPPONENT

Attacking

When you are the attacker, your attack options are to use a Limited Ability Card, an Ability Card (Command, Damage, Beam, or Support Cards), or perform a Basic Action. After you have made your selection, an animation shows the resulting combat action.



Limited Ability Card – Use one of up to three Limited Ability Cards. You must first power up to use one of these cards. You may only use Command, Damage, Beam, and Support Cards as the attacker. If the card you wish to use has a Card Cost, you must have enough Card Cost points to use the card. If you have six Ability Cards displayed on the Battle Menu, you must discard one of them before you can continue.

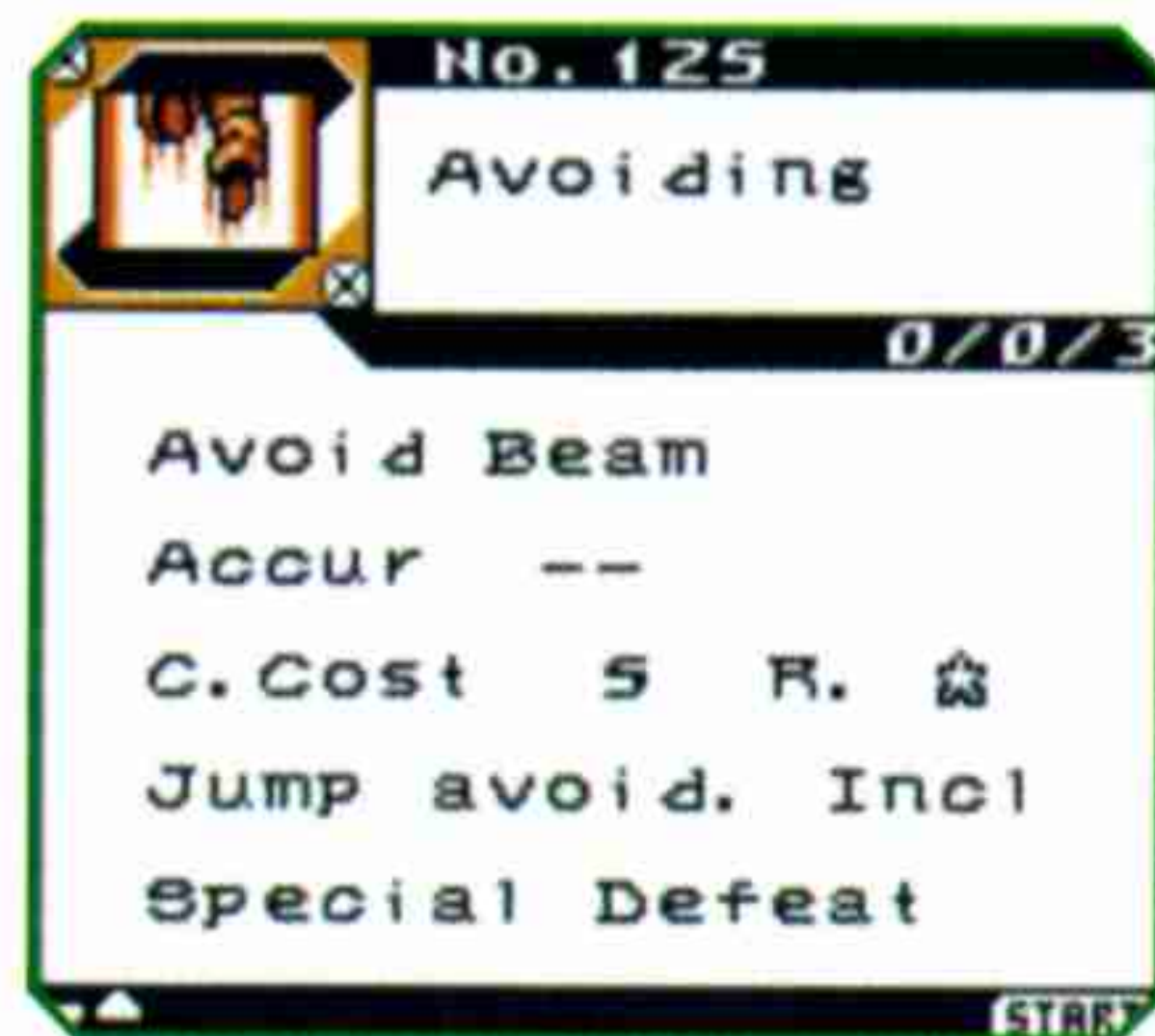
Ability Card – Use one of the Ability Cards currently displayed on the Battle Menu. You may only use Command, Damage, Beam, and Support Cards as the attacker. Any Defense cards displayed on the Battle Menu will have their icons dimmed to show that they are unavailable for use.

Basic Action – Use the 3 Stage Attack Command Card or Gather Power. If you have six Ability Cards displayed on the Battle Menu, you must discard one of them before you can continue.

Defending

When you are the defender, your options are to use a Limited Ability Card, an Ability Card (Defense or Support Cards), or perform a Basic Action. After you have made your selection, an animation shows the resulting combat action.

Limited Ability Card – Use one of up to three Limited Ability Cards. You must first power up to use one of these cards. If the card you wish to use has a Card Cost, you must have enough Card Cost points to use the card.



Ability Card – Use one of the Ability Cards currently displayed on the Battle Menu. You may only use Defense and Support Cards as the defender. Any Command, Damage, or Beam Cards displayed on the Battle Menu will have their icons dimmed to show that they are unavailable for use.

Basic Action – Select either Guard or Movement.

Increasing Card Cost Points

In order to use your more powerful Damage and Beam Cards, you need to increase your Card Cost total. You accomplish this by the following methods:

- Each time you are the attacker, you receive 3 Card Cost points.
- Each time you successfully enter a Command Card command, you receive 1 Card Cost point for each command.
- Each time your Life is substantially decreased, you receive 2 Card Cost points.
- Additional Card Cost points are awarded if you are struck with a Beam Attack while in the air, or if you are struck by a Damage Attack while on the ground. The amount will vary depending on whether you and your opponent are in the front or back of the Battle Screen.

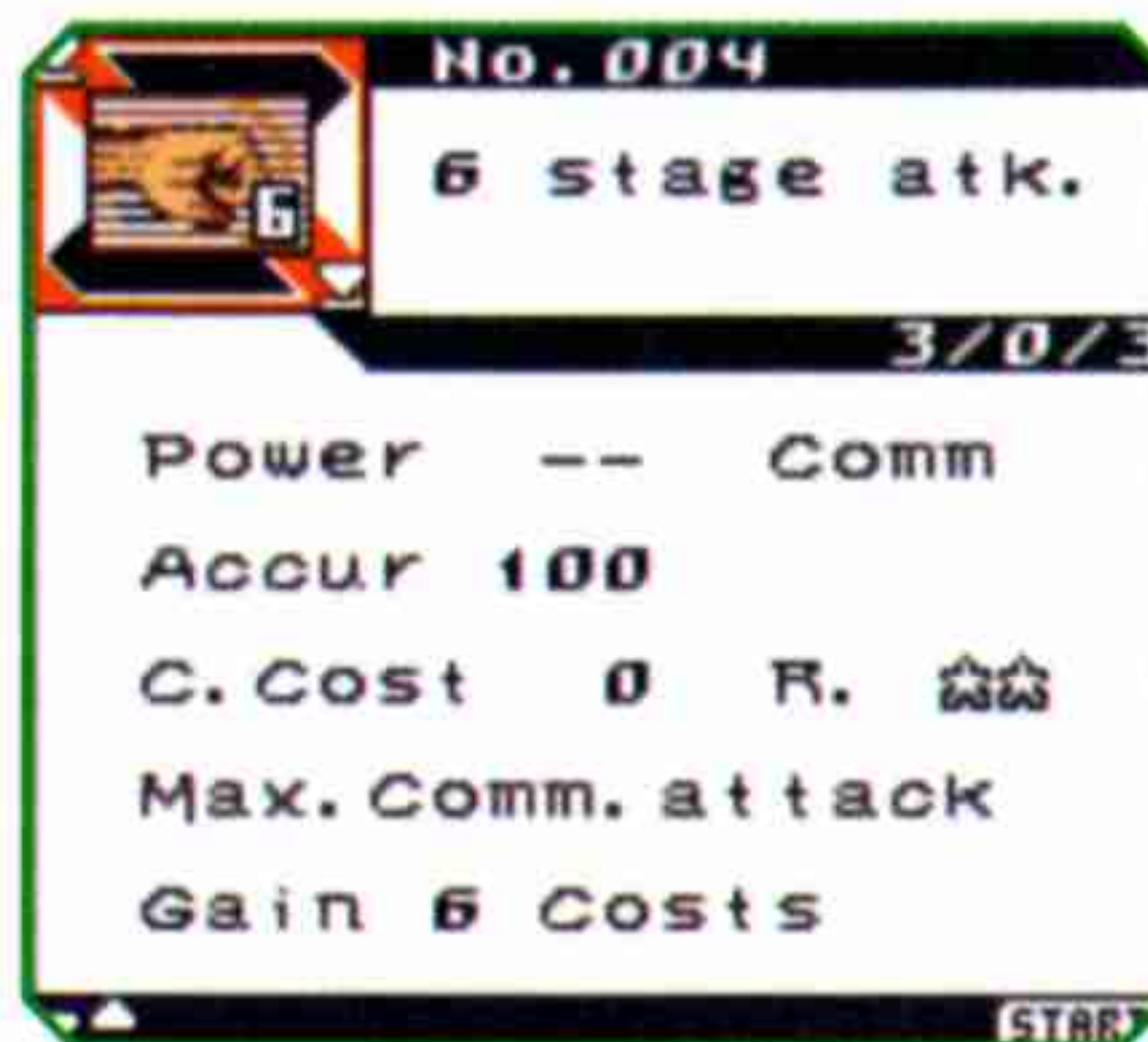
Position on the Battle Screen

A character can be positioned in one of four positions on the Battle Screen, either in the air or on the ground, and in the front or the back of the screen. The results of each attack and defense will vary depending on what position you are occupying:

POSITION	BACK OF SCREEN	FRONT OF SCREEN
In the Air	Susceptible to Beam Attacks Attack Power Decreased Defense Ability Increased	Susceptible to Beam Attacks Attack Power Increased Defense Ability Decreased
On the Ground	Susceptible to Damage Attacks Attack Power Decreased Defense Ability Increased	Susceptible to Damage Attacks Attack Power Increased Defense Ability Decreased

Using Command Cards

When you use a Command Card (as a Limited Ability Card, Ability Card or Basic action), you will have to enter a series of commands within a time limit. The number of commands required is the same as the name of the Command Card. For example, the 5 Stage Attack requires 5 commands.



The time limit to enter the commands depends on the position of you and your opponent on the Battle Screen:

YOUR POSITION	OPPONENT IN THE REAR	OPPONENT IN THE FRONT	OPPONENT IN THE REAR	OPPONENT IN THE FRONT
Player in the Rear	1.2 seconds			
Player in the Rear		1.7 seconds		
Player in the Front			2.4 seconds	
Player in the Front				2.9 seconds

If you make a mistake entering a command, or do not enter all of the commands within the time limit, your opponent has the opportunity to counterattack. You can prevent this by pressing either the **A Button** or the **B Button** during the battle animation when the Enter Command icon appears at the top of the screen. Pressing the **A Button** will defend against the counterattack. Pressing the **B Button** allows you to continue the attack.

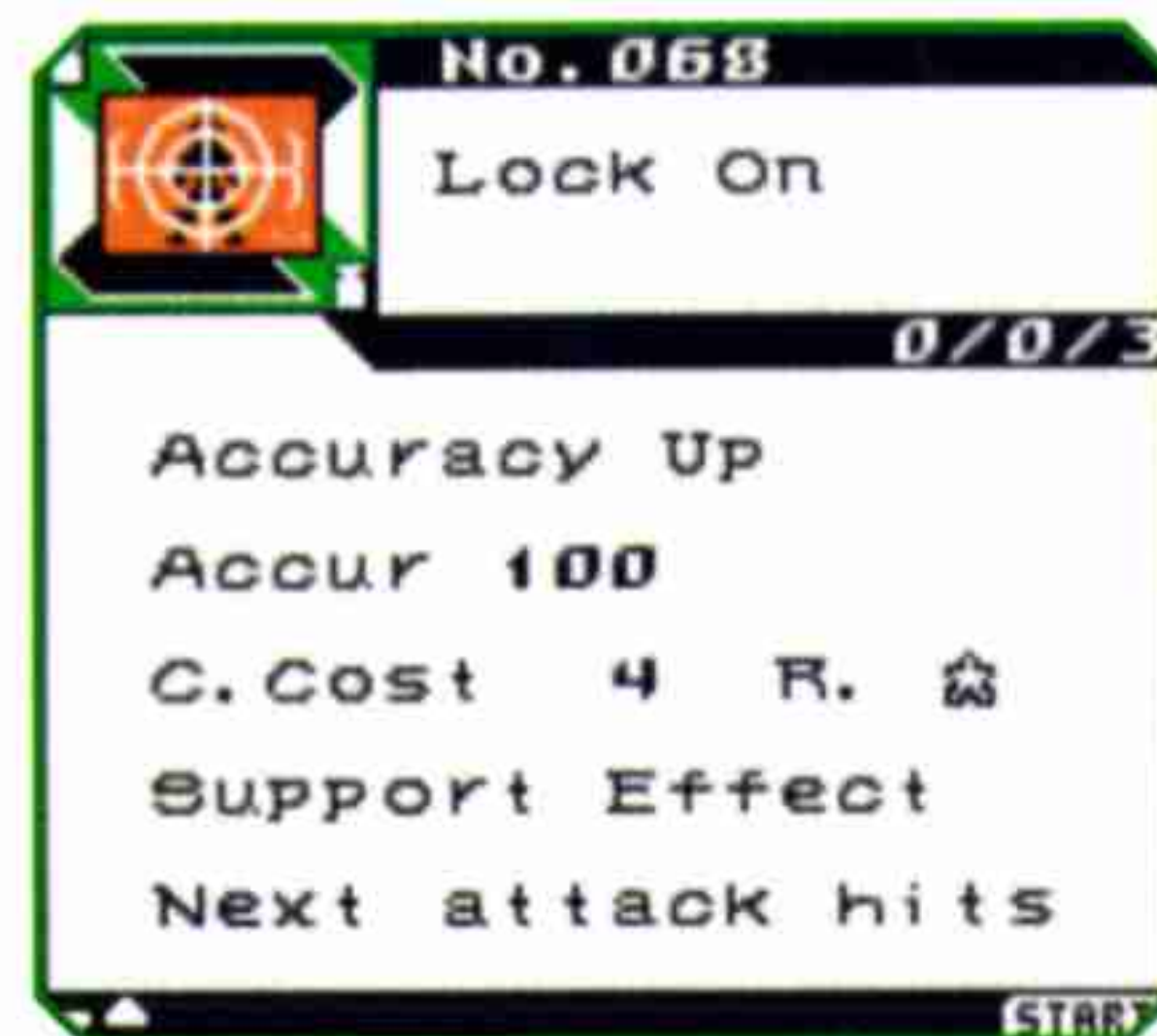
To successfully defend or continue the attack, you must time the pressing of the button with the appearance of the Enter Command icon exactly. If you are successful pressing the **A Button**, you will receive 1 Card Cost point for each command entered correctly and take no damage from the counterattack. If you are successful pressing the **B Button**, you will receive 1 Card Cost point for each command entered correctly.

Using Support Cards

Support Cards can be used in both the Attack and Defend phases of your turn. Support Cards have one of the following effects:

- Prevents an attack. For example, Kibito (Card 92) prevents a Beam Attack. Only one type of Attack Fail card may be used at a time, i.e., you cannot have both a Beam Attack Fail and a Damage Attack Fail in play at the same time.
- Increases one of your abilities. For example, Full Spirit (Card 117) increases your Ki.
- Lowers one of your opponent's abilities. For example, Gravity Dev. (Card 101) decreases your opponent's Speed.
- Prevents your opponent from lowering one of your abilities. For example, Medical Mac. (Card 100) prevents your opponent from lowering your power.
- Cancels the effect of your opponent's Support Card. For example, Sand Glass (Card 115) cancels a Support Effect.

When you use a Support Card, an icon appears at the top of the Battle Screen. Some Support Card Effects last for the remainder of the battle, while others last only until the end of the next turn.



A Support Card raises or lowers an ability score a maximum of 3. The effects of Support Cards do not stack. For example, using 2 Full Spirit cards will not increase your Ki by 6.

Leveling Up

As each character wins battles, they gain experience. Eventually they will have enough experience to gain a new level (up to Level 5). When a character advances to the next level, a window stating so will appear after the battle. Advancing in levels allows you to add 5 points to one of your abilities.

- Increasing Life allows you to survive longer in battle.
- Increasing Strength increases the damage you do with Command and Damage Cards.
- Increasing Ki increases the damage you do with Beam Cards.
- Increasing Speed increases Accuracy and Avoidance. Speed also determines which character goes first.

BUILDING YOUR DECK

Play Deck

When you first start the game, you are given a choice of starting with either a Beam Deck or a Damage Deck. The two decks contain the following card types:

CARD TYPE	BEAM DECK	DAMAGE DECK
Command	3	2
Beam	5	4
Damage	3	4
Support	5	6
Guard	4	4

Each time you defeat an opponent in Story Mode, you will get to choose 1 of 3 cards to add to your list. As your list grows, you can replace the cards in your original deck with the new ones.

To view the cards in your deck, select Deck from the System Menu. Use the **Control Pad** to scroll through the four screens that list all the cards in your deck. To view a card, move the green arrow to the card you wish to view, then press **START**. Select Detail from the pop-up menu to view the card. Press **START** to view which characters can use that card. If the character's name is black, they can use the card. If the name is in gray, they cannot use it.

You can sort your deck in numeric order by pressing **START** with any card selected. Select Sort from the pop-up menu to sort the cards in ascending order.

There are two ways to replace a card in your deck. The first way is to move the green arrow to the card you wish to remove, press **START**, then select Remove from the pop-up menu. Press the **A Button** to display your list of available cards. The numbers on the right side of the list indicate the number of each card available to be added to your deck/total number of each card in your deck. You may have up to 3 copies of a card in your deck. Move the green arrow to the card you wish to add to your deck, and then press the **A Button**.

The other method of replacing a card is to move the green arrow to the card you wish to replace, and then press the **A Button**. Move the green arrow to the new card, and then press the **A Button**. Be sure to select Save from the System Menu before you select Exit to save your deck.

Note: You must have 20 cards in your deck; you cannot remove a card and then not replace it. If you select Exit from the System Menu, a message will display telling you there are not enough cards in your deck and will not let you continue until you add the missing cards.

Limited Ability Cards

The Limited Ability Card allows you to use a card as many times as you like in a battle. You do not have to draw the card from your deck; it is always available. Before you can use it, however, you must first power up by selecting Gather Power as your attack. You may then use the Limited Ability Card in each of the next two rounds before having to power up again.

Every character may have up to 3 Limited Ability Cards, except for Androids 19 and 20, who may have up to 2 Limited Ability Cards. Both the Beam and Damage starter decks have one Beam and one Damage card as Limited Ability Cards. Limited Ability Cards are in addition to the cards in your Play Deck, and are counted separately. For example, if you have 2 copies of Masenko, and you use one as a Limited Ability Card, you only have one available to have in your Play Deck.

To assign an Ability Card as a Limited Ability Card, select Status from the System Menu. Move the green arrow to the character you want to use, and then press either the **A Button** or **START**. Select limit from the pop-up menu. Scroll through your list of card, and press the **A Button** to select a card. Be sure to select Save from the System Menu before you select Exit to save your selections.

HINTS

Take advantage of positioning on the Battle Screen. Move to the back to minimize the damage you receive. Move to the front to maximize the damage you inflict on your opponent. Use a Beam Attack when your opponent is in the air, and a Damage Attack when he is on the ground.

Use Command Cards to build up your Card Cost points. You gain one point for each successfully entered command. Move to the front of the Battle Screen to gain more time to enter the commands. Remember that the 3 Stage Attack becomes a 4 Stage Attack during the 2 rounds after you use the Gather Power option.

Study the attack patterns of your opponents. The computer will only use regular attacks against you until it has enough Ki to use a Limited Attack. The first attack is generally a Command Card. The second one will usually be a Beam Attack unless you are battling Androids, who use more Damage Attacks.

Take advantage of the various Support Cards. Experiment using different cards to increase your abilities, reduce your opponent's abilities, and reduce or even avoid taking damage.

TECHNICAL SUPPORT (UNITED STATES & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames, Inc. products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.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 **E-Mail** 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 E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Parental Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at (425) 951-7110. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product will have automated support which will include 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 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 **Tech Support Access Number** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support Access Number is 24244**. When prompted by the Automated System, enter the product's Tech Support Access Number. Live support is generally available Monday through Friday, 8:00 a.m. until 6:00 p.m. (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7110** 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. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA#:

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), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

END USER LICENSE AGREEMENT

PLEASE READ CAREFULLY. BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS END-USER LICENSE AGREEMENT ("LICENSE"). IF YOU DO NOT AGREE TO THESE TERMS, DO NOT USE THE SOFTWARE AND PROMPTLY RETURN THE DISC OR CARTRIDGE IN ITS ORIGINAL PACKAGING TO THE PLACE OF PURCHASE.

1. Grant of License. The software accompanying this license and related documentation (the "Software") is licensed to you, not sold, by Infogrames, Inc. ("Infogrames"), and its use is subject to this license. Infogrames grants to you a limited, personal, non-exclusive right to use the Software in the manner described in the user documentation. If the Software is configured for loading onto a hard drive, you may load the Software only onto the hard drive of a single machine and run the Software from only that hard drive. You may permanently transfer all rights Infogrames grants to you in this license, 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 license. Infogrames reserves all rights not expressly granted to you by this Agreement.

2. Restrictions. Infogrames or its suppliers own the title, copyright, and other intellectual property rights in the Software. The Software contains copyrighted material, trade secrets and other proprietary material. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software. You may not copy, rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer, console or other platform to another or over a network. Any attempt to transfer any of the rights, duties or obligations hereunder is void.

3. Termination. This License is effective until terminated. You may terminate this License at any time by destroying the Software. This License will terminate immediately without notice from Infogrames if you fail to comply with any provision of this license. Upon termination, you must destroy the Software.

4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software and the media are provided "AS IS." Unless otherwise provided by applicable law, Infogrames warrants to the original purchaser of this product that the Software storage medium will be free from defects of materials and workmanship for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. INFOGRAMES EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. INFOGRAMES DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY INFOGRAMES OR ANY INFOGRAMES-AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL INFOGRAMES BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH THE SOFTWARE, INCLUDING THOSE THAT RESULT FROM THE USE OF OR INABILITY TO USE THE SOFTWARE, EVEN IF INFOGRAMES HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. IN NO EVENT SHALL INFOGRAMES' TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES AND CAUSES OF ACTION (WHETHER IN CONTRACT, TORT OR OTHERWISE) EXCEED THE AMOUNT PAID BY YOU FOR THE SOFTWARE. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

6. Miscellaneous. This license shall be governed by and construed in accordance with the laws of the State of New York, USA, exclusive of its choice of law and/or conflicts of law jurisprudence; and, in respect of any dispute which may arise hereunder, you consent to the jurisdiction of the federal and state courts of New York County, New York. If any provision of this license is unenforceable, the rest of it shall remain in effect. This license (including any addendum or amendment to this license which is included with the Software) constitutes the entire agreement between you and Infogrames with respect to the use of the Software and the support services (if any) and they supersede all prior or contemporaneous oral or written communications and representations with respect to the Software or any other subject matter covered by this license.

CREDITS

THANKS TO:

SHUEISHA Inc.
Toei Animation
Brian Smolik
Sue Bogo
Aaron Jay Isaacman
Original Author
Akira Toriyama

FUNIMATION PRODUCTIONS, LTD.

Gen Fukunaga
President
Daniel Cocanougher
Vice-President
Cindy Brennan Fukunaga
Vice-President
Bob Brennan
Director of Licensing
Jeremy Snead
Licensing Account Manager

INFOGRAMES, INC.

Paul Rinde
Senior VP of Production
Wim Stocks
Senior VP of Sales
Tracy Magnuson
VP of Marketing
Peter Armstrong
Director of Production
Michael Cucchiarella
Producer
Amy Harbin
Associate Producer
Cindy Swanson
Senior Marketing Manager
Cherrie Julkowski
Senior Print Production Manager
Roger Arias
Product Acquisitions

Keith Anderson
Creative Director
Chris Odegard
Senior Graphics Designer
Donny Clay
QA Supervisor
Eric Alberson
Lead Tester
Juan L. Sanchez
Tester

Special Thanks to David Degnan
for his hard work and help in
producing this manual.

© 2002 INFOGRAMES, INC. ALL RIGHTS RESERVED.
ALL TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

© 2002 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 OR REGISTERED TRADEMARKS
ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

08282

NOTES

NOTES

NOTES

www.zstore.com

FOR THE LATEST DRAGON BALL Z[®] PRODUCTS!

**VHS OR DVD
FEATURE PACK
AVAILABLE 10-15**

**GOKU IN SPACE SUIT -
DRAGON BALL Z[®]
MOVIE COLLECTION 2
AVAILABLE SEPTEMBER**



www.funimation.com

**for Information on Dragon Ball Z
& Other Hot Anime Properties
From FUNimation!**

PROTOTYPE SHOWN.
ACTUAL PRODUCT MAY VARY.

 **FUNimation[®]**
Productions, Ltd.



Also Available!



INFOGRAMES

TM

INFOGRAMES, INC.
417 FIFTH AVENUE
NEW YORK, NY 10016

PRINTED IN JAPAN

PART # 24244JCB