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HOLIDAY 2004

PlayStation®2

TEEN T CONTENT RATED BY ESRB — Violence

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Part # 25629M

ATARI

DRAGON BALL Z® BUDOKAI™ 3

TEEN T CONTENT RATED BY ESRB

FUNimation® Productions, Ltd.

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

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- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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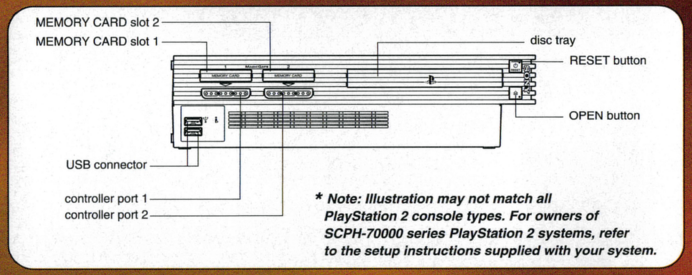
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Dragon Ball Z® Budokai™ 3* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game, create a new game or save a game. *Dragon Ball Z® Budokai™ 3* requires 110 KB of free space to save your progress in the game.

If you insert an unformatted memory card after the initial memory card check, you can still format the memory card by selecting Options from the Main Menu. Select Save/Load, then select Save Game Data.

To copy a saved game from one memory card to another, you must use the PlayStation®2 Browser, which you can access by removing the game disc from the disc tray and pressing the RESET button. Place the memory card that you want to copy saved game data from in one MEMORY CARD slot, and place the memory card that you want to copy data to in the other MEMORY CARD slot.

Select Browser and press the ✕ **button**, then select the memory card with saved game data on it and press the ✕ **button**. Select the *Dragon Ball Z® Budokai™ 3* saved game and press the ✕ **button**, then select Copy and press the ✕ **button** to copy the saved game data.

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DRAGON BALL Z SAGAS EVOLUTION

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An Adventure of
Saiyan Proportions

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atari.com/dbzsagas

RATING PENDING RP CONTENT RATED BY ESRB Visit www.esrb.org for updated rating information.

PlayStation®2

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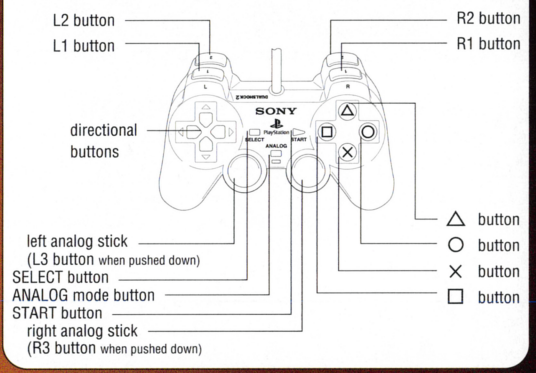
CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Directional buttons / left analog stick: Highlight a menu item / change the settings
× button: Select menu item
△ button: Cancel
START button: Skip movie

DRAGON UNIVERSE CONTROL

Left analog stick: Move forward or backward
Right analog stick: Turn left or right
△ button: Activate Dragon Radar / Map (press multiple times to switch between modes)
× button: Land at points of interest
L1 button + left analog stick: Quick turnaround
L1 button: Fly at super speed
R1 button: Sense Ki Auras
START button: Pause Menu (Edit skills / Status / Save / Quit)

BATTLE CONTROLS

Directional buttons / left analog stick: Move character
× button: Guard
△ button: Kick
○ button: Ki Blast Wave
□ button: Punch
R1 button: Punch + Kick (simultaneous)
R2 button: Punch + Guard (simultaneous)
START button: Pause Menu

Note: You may customize any battle command button in the Options Menu. See "Options Menu" on page 7.

ADVANCED CONTROLS

Advanced Kick / Punch – If you press the **left** or **right directional buttons** toward or away from your opponent while pressing Punch (□ **button**) or Kick (△ **button**), you will unleash a new, more powerful attack. You can even tie combination attacks together.

Gather Ki – Press and hold Guard (✕ **button**) and double-tap and hold the **left** or **right directional button** (away from your opponent) to generate Ki. You also generate Ki by landing attacks on your opponent.

Deflect / Return – If you press Guard (✕ **button**) right before you are hit by a Ki Blast Wave, you can deflect it aside. If you time it just right, you can deflect it right back at your opponent!

Sidstep – Tap Guard (✕ **button**) plus the **up** or **down directional button** to move in a circle around your opponent. This is especially helpful for getting away from the edge of the ring.

Dodging – Tap Guard (✕ **button**) at the exact moment an attacker is going to land a phsyical attack (a punch or kick) and you will dodge the attack at the cost of one half a Ki gauge bar.

Roll – If you are knocked back, tap Guard (✕ **button**) at the exact moment you hit the ground for a quicker recovery. This move can also stop you from flying out of the tournament ring if you time it right!

Teleport – Press the **left** or **right directional button** (toward your opponent) and the Guard (✕ **button**) to instantly teleport behind them.

Pursue – Press the Energy button (○ **button**) as soon as you send your opponent flying back to follow them into the air and deliver an extra hit.

Dash – Double-tap and hold the **left** or **right directional button** to dash toward or away from your opponent at increased speed.

Transform – You can increase your strength (for example, Goku® can transform into Super Saiyan) by pressing Punch (□ **button**), Kick (△ **button**) and Guard (✕ **button**) simultaneously, once you've met the skill conditions.

Grapple – Press Punch (□ **button**) and Guard (✕ **button**) simultaneously perform a special grapple move.

Charge Attack – Double-tap the **left** or **right directional button** (toward your opponent) and then throw a Punch (□ **button**) to break through their defenses.

Guard Crash – Press Kick (△ **button**) and Punch (□ **button**) simultaneously to unleash a powerful punch that breaks through your opponent's defenses. Press Kick (△ **button**) and Guard (✕ **button**) along with the **left** or **right directional button** (toward your opponent) to perform an unblockable kick.

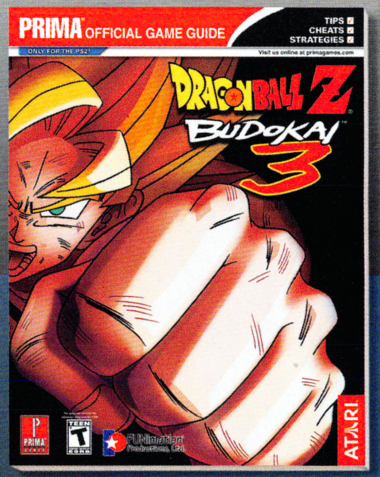
Use Item – If your custom character has an item among his skills, you can use this item once during a battle by pressing and holding the guard (✕ **button**) an double-tapping down on the **directional button**.

Taunt – Press and hold the guard (✕ **button**) an double-tap down on the **directional button** to taunt your opponent. This will cause them to lose one full Ki bar of energy and is a great way to keep you opponents in check while they power up. This move can only be performed when you don't have any usuable items in your skill tray.

YOU'VE GOT THE GAME, NOW GET THE GUIDE!

DRAGON BALL Z BUDOKAI 3

PRIMA OFFICIAL GAME GUIDE



- Complete moves list for every hero and villian
- Breakable areas detailed for each stage
- Capsule compendium covers all 500 capsules!
- Full coverage of each game mode, including World Tournament

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THE LEGACY CONTINUES...

DRAGON BALL GT™

A HERO'S LEGACY
THE MOVIE AVAILABLE ON DVD AND VHS NOVEMBER 16

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Special Attacks

Some of the special attacks in *Dragon Ball Z® Budokai™ 3* require more than just landing an initial combination of buttons. For these attacks, you must input additional commands once the attack is launched. You will be prompted to do so by an onscreen graphic (see below).

Hyper Mode – Press the △ **button**, □ **button**, ○ **button** and ✕ **button** simultaneously to enter Hyper Mode. While in this powerful mode, your character will glow and his or her energy will steadily decline. Once all energy is drained, your character will be momentarily weakened — spin the **left analog stick** or the **right analog stick** or push any button as quickly as you can to recover more quickly. You must be in Hyper Mode in order to launch a Dragon Rush or Ultimate Attack.

Dragon Rush – While in Hyper Mode, you can launch the Dragon Rush attack. To do this, press Energy (○ **button**) as soon as you knock your opponent back. The Dragon Rush attack plays out in three phases, and the defender gets a chance to block each phase. When you see this graphic at the bottom of the screen, both players must press either the △ **button**, □ **button**, ○ **button**, ✕ **button** or press no button at all. If the defending player presses the same button as the attacker, then he avoids all or some of the damage from the Dragon Rush attack.

Ultimate Attack – When your opponent's Fatigue gauge is full and you are in Hyper Mode, your character can launch a devastating Ultimate Attack by simultaneously pressing the △ **button**, □ **button**, ○ **button** and ✕ **button**. Even with all of these pieces in place, however, there's no guarantee the attack will do its worst. Once you launch an Ultimate Attack, a gauge appears at the bottom of the screen. Each player must try to press a button at the exact moment the gauge fills — the player who comes closest "wins" that round. This happens three times, and the player who wins the most rounds succeeds. If it's the attacking player, the Ultimate Attack does its full damage. If it's the defending player, some of the damage is blocked.

Beam Struggles – If you and your opponent fire a large Ki blast attack at the same time, the beams will meet in the middle. You must then either rotate the **left analog stick** or the **right analog stick** or push any buttons as quickly as possible. Whoever is the slowest will get blasted.

SAVING AND LOADING

Once you start a new game, all progress — including unlocked story chapters and skills — is saved automatically. You must have a memory card with 110 KB of free space in MEMORY CARD slot 1 in order to start a new game. **Note:** You can only save one game per memory card. If you have a memory card in MEMORY CARD slot 1 and you select New Game, the old game data will be overwritten.

You can save your current progress to a memory card in MEMORY CARD slot 1 by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Save Game Data.

To load a saved game, select Load Game at the Load Game / New Game screen, which is displayed after the game starts. You can also load a previously saved game by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Load Game Data. You must have a memory card with a saved game in MEMORY CARD slot 1 to load a previously saved game.

WELCOME TO DRAGON *DRAGON BALL Z® BUDOKAI™ 3*!

The greatest warriors from Dragon Ball Z®, DBZ® movies and Dragon Ball GT® have assembled for the tournament of champions. Control them all with the Rakurai Fighting system for even more explosive DBZ® combat. Focus your ferocity and, one-by-one, your opponents will fall.

MAIN MENU

After you press the **START button** at the Title Screen, you can start a new game or load a previously saved game. You must have a memory card with 110 KB of free space in MEMORY CARD slot 1 in order to save your progress. **Warning:** If you start a new game using a memory card that contains a previously saved game, that game data will be erased.

You will then be taken to the Main Menu. Use the **directional buttons** or **left analog stick** to highlight an option, and then press the ✕ **button** to select it.

Dragon Universe

Enter the Dragon Universe and become one with the characters from Dragon Ball Z® and Dragon Ball GT® as you explore the world, build your skills, fight legendary battles, and try to find the elusive Dragon Balls. (See "Dragon Universe" on page 9.)

Duel

Choose a fighter — standard or customized — and battle against your friends or a computer (AI) opponent. (See "Duel" on page 9.)

World Tournament

Select a warrior — standard or customized — and battle to become the champion. If you are the winner or runner-up, you will win prize money, which you can spend on new skill capsules! (See "World Tournament" on page 10.)

Practice

Select Practice to try your fighting moves against a customizable computer opponent. Select Training to receive valuable lessons about specialized fighting techniques from some of the all-time great warriors. (See "Training" on page 11.)

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This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Edit Skills

After you unlock skills in Dragon Universe, you can use them to customize characters. You can also buy skill capsules using any cash you have won in World Tournament. (See "Edit Skills" on page 13.)

Options

Change a number of game settings, including opponent strength, controller configuration and more. (See "Options Menu" below.)

Dragon Arena

Pit the characters you've enhanced in Dragon Universe against custom characters from around the world. (See "Dragon Arena" on page 15.)

OPTIONS MENU

Choose Options from the Main Menu to adjust various game settings. Use the **up** and **down directional buttons** to select an option. Press the ✕ **button** to go to that option sub-menu.

Game Options

Game Difficulty – Set the game difficulty, from Very Easy to Very Hard. This determines the difficulty in Dragon Universe.

Duel Time – Set the length of duels, from 60 seconds to no time limit.

Com Level – Set the strength of your computer opponents, from Very Weak to Very Strong. This determines how well computer-controlled characters attack and block in Duel Mode.

Exit – Return to the Options Menu.

Save / Load

Save Game Data – Save your current progress to the memory card in MEMORY CARD slot 1.

Load Game Data – Load a saved game from the memory card in MEMORY CARD slot 1.

Controller

To customize controls, first use the DUALSHOCK®2 analog controller that you want to change and press the **up** or **down directional button** to highlight "Config" Press the **left** or **right directional button** to choose one of two preset configurations (A or B), or customize your own buttons (Cust.). To set a custom configuration, highlight Cust., then press any controller button (except the **directional buttons**, or **analog sticks**). While holding that button down, use the **left** or **right directional button** to scroll between different moves. For example, you can assign the command Kick + Punch + Guard (transform, for many characters) to the **R2 button** by holding down the **R2 button** and then pressing the **left** or **right directional button** until the "P + K + G" symbol is displayed.

Press the **START button** to reset controls to default.

Press the **up** or **down directional button** to highlight "Vibration." Press the **left** or **right directional button** to toggle vibration ON / OFF for that controller.

Press the △ **button** to return to the previous menu.

Screen

Brightness Control – Press the **up** and **down directional button** to adjust the monitor brightness. Press the △ **button** to return to the Screen Menu.

Screen Adjust – Press and hold the ○ **button** and use the **directional buttons** to move the top information panel. Press and hold the □ **button** and use the **directional buttons** to adjust the positioning of the entire screen. Press the **START button** to reset to defaults. Press the △ **button** to return to the Screen Menu.

Sound

Speaker – Switch between Stereo and Mono.

Music Volume – Adjust the music volume.

Voice / SFX Volume – Adjust the volume of the in-game voices and sound effects.

THE BATTLE SCREEN

Most of *Dragon Ball Z® Budokai™ 3* takes place on the battlefield. The following information is displayed on screen during a fight:

Health Gauge

This is the character's current health. As a character suffers damage, the gauge will turn from green to yellow to orange, and then red. When the red bar disappears, that character is knocked out (K.O.) and loses the battle.

Ki Gauge

This gauge builds up as you successfully land punches, kicks and special attacks on opponents. You can also build up Ki by pressing and holding Guard and double-tapping the **left** or **right directional button** (away from your opponent). Using some special attacks and Ki Blast Waves depletes your Ki supply. Blocking and using certain skills can also drain your Ki.

Fatigue Gauge

A character gets worn out in a typical battle, especially if he or she is forced to withstand beam and Dragon Rush attacks. As your character's Fatigue gauge changes to yellow and then red, he or she will have much more trouble blocking Ultimate Attacks, and will be unable to stay in Hyper Mode for long.

Wins (Duel Mode Only)

This shows the number of duels a character has won since starting Duel Mode.

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Time

This is the battle's time limit. When the time reaches zero the battle will end, and the character with the most health wins. You can modify the time limit for Duel and World Tournament battles in the Options Menu (see page 7).

Capsules

These are the skills and items that the character possesses. You can customize a character's skills at the Edit Skills screen (see page 13).

DRAGON UNIVERSE

Select a character and fly around the earth to seek Dragon Balls®, so that you may be granted your wish. As your journey unfolds, you will travel to distant planets, unlock skills, encounter fierce warriors, and gain incredible strength. You can choose between six warriors at the beginning, and will unlock more as you successfully battle.

Story Events will be marked on the Map as a red circle land there to see what happens. But there are points of interest all over the map that are not marked. You will see a scroll appear on screen when you find one. If you land there you may find items, money, or even skills so search everywhere! If you win a battle, you earn experience points and eventually level up. You can spend any accumulated Z-points to improve the following stats:

Health – Increases the number of bars of health that your fighter has.

Ki – Reduces the amount of Ki it takes for your character to use special attacks.

Attack – Improves the damage your character deals in regular attacks.

Guard – Lessens the damage your character takes from attacks.

Arts – Increases the amount of damage your character deals using special attacks.

Ability – Makes equipped capsules and items more effective.

Com – This improves how well the computer controls your character when fighting against another opponent from around the world.

Warning! The game will only save one story at a time. If you start a new story using a different character, your capsules and skill points will still be saved, but all story progress will be lost.

DUEL

Select your favorite character and go head-to-head against your rival on any battle stage. The best part about Duel mode is that you can face off against your friends! (It's also fun to watch two computer opponents battle it out!) Select Dueling from the Main Menu to proceed to the Battle Mode screen, then choose one of the following:

1P vs. Com – Human vs. Computer: Human player must use the controller plugged into controller port 1.

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

Com vs. 2P – Human vs. Computer: Human player must use the controller plugged into controller port 2.

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

Character Selection

Next, press the **up** or **down directional button** to highlight a character portrait and then press the ✕ **button** to choose that character.

After you select a character, press the **up** or **down directional button** to select Normal, Custom or Edit Skills. Choose Normal to use the standard character. Choose Custom to use a character that you have created using the Edit Skills feature. Choose Edit Skills to change the characters skills before the start of this battle (see "Edit Skills" on page 13). Press the ✕ **button** to confirm your character selection. **Note:** If you select a character by pressing the **left** or **right directional button**, that character will wear an alternate costume in battle.

If you are dueling against a computer opponent, you must choose the computer-controlled character before proceeding to the Stage Selection screen. If you are dueling against a human opponent, each player must a character before proceeding to the Stage Selection screen.

At the Stage Selection screen, use the **left** or **right directional button** to highlight a stage and press the ✕ **button** to proceed to the Battle screen.

Duel Pause Menu

Press the **START button** while in Duel mode to display the Pause Menu. Your choices are:

Continue Battle – Close the Pause Menu and return to the duel in progress. Pressing the **START button** or the △ **button** will also Continue Battle.

Refer to Skills – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills.

Reselect Character – Return to the Battle Mode screen.

Main Menu – Return to the Main Menu.

Note: You cannot Refer to Skills during a Com vs. Com duel.

WORLD TOURNAMENT

Select World Tournament from the Main Menu to enter a 3-, 4- or 5-round competition against the finest collection of Dragon Ball Z® warriors. Winning a World Tournament, or coming in second place, will earn you money (Zenie), which you can use to buy capsules in the Skill Shop (see "Edit Skills" on page 13).

There are four World Tournament levels. Prize money and tournament size increases with each successive tournament level.

Novice – The Novice tournament consists of three battles, and is perfect for getting used to the game.

Adept – There are four battles in an Adept tournament, and your opponents are stronger and more fierce than in a Novice tournament.

Advanced – You'll have to fight with everything you've got in this five-battle tourney against your strongest, most advanced opponents yet — all determined to toss you off the stage.

Cell Game Rules – All skills, including Fusions, are allowed in this no-holds-barred contest of champions. Do you have what it takes to be the last fighter standing?

Note: You must unlock the Adept, Advanced and Cell Game Rules levels by winning the previous tournament level, and purchasing the proper capsule from the Skill Shop.

DRAGON ARENA

If you are very successful in Dragon Universe, you will unlock Dragon Arena. Here, you can continue to level up your characters in one-on-one battles against both computer-generated characters and characters customized by legions of other *Dragon Ball Z:® Budokai™ 3* players like yourself. Once you have unlocked Dragon Arena, it will appear on the Main Menu.

The controls in Dragon Arena are similar to Duel mode. First, select 1P vs. Com, 1P vs. 2P, or Com vs. Com. Next, select a character and edit skills if desired. Then choose one of two types of opponents.

Select a computer-generated opponent by pressing the **up** or **down directional button** to scroll through the list one character at a time or the **left** or **right directional buttons** to scroll through the list a page at a time. The level of the character you choose as an opponent will determine how much experience you receive when you defeat that opponent. Press the ✕ **button** to start the battle.

To choose a player-generated character, press the **L1 button** or the **R1 button**. Then, press the **START button** to enter a password. You will find passwords for other player's characters on the web at **atari.com/budokai3/passwords**. Check the web site for complete instructions on how to post and use character passwords.

What's a Skill?

Skills refer to the special abilities that each character possesses. Skills are found in capsules and can be obtained by finishing a Story chapter or by buying them at the Skill Shop.

There are three types of skills: Ability Skills, Equipment Skills, and Item Skills. Be sure to get a good handle on what each of these types of skills does!

Ability Skills – These are found in red capsules and include all special battle moves.

Equipment Skills – These are found in green capsules and include gear that raises attack and defense values, helps you deflect Ki attacks, and more.

Item Skills – These are found in yellow capsules and include items that provide health boosts, Ki boosts and more. You can only use an Item Skill once during a battle.

Creating Custom Characters

Skills come in the form of capsules, which you can use to customize characters. To do this, select Edit Skills and then press the **up** and **down directional buttons** to browse available characters. Press the ✕ **button** to edit a character.

When you first edit a character, that character's Custom Tray will be empty. There are seven empty slots — skills occupy from one to four slots. Some skills require a prerequisite skill before you can use them.

Press the ✕ **button** with an empty slot highlighted to add a skill to that slot. This will bring up a window displaying skill capsules that character can use. Press the **directional buttons** to highlight a capsule. Press the □ **button** to show more details about that capsule. Press the ✕ **button** to add that capsule and return to the Custom Tray. Press the △ **button** to return to the Custom Tray without adding a skill.

To remove a skill from the Custom Tray, highlight that skill and then press the ○ **button**. Press the △ **button** when you are finished editing a character. Press the **left** or **right directional button** to select another character, or press the △ **button** to return to the Edit Skills Menu.

Trading Skills

You can trade skill capsules between two memory cards, each with *Dragon Ball Z® Budokai™ 3* game data saved on it. Select Edit Skills at the Main menu, then choose the Trade Skills icon and press the ✕ **button** to go to the Trading screen.

Press the **left** or **right directional button** to select a memory card, then press the ✕ **button**. Choose up to four skills you want to trade from the Skill Case, and then press the ✕ **button**. Select the other memory card, and choose skills to trade from that card. When you are ready to trade, press the **START button**. Both players must press the ✕ **button** in order to finalize the trade. You cannot trade skills that your opponent already has. **Note:** Once you trade a skill capsule, it disappears from your memory card.

World Tournament Rules

To play World Tournament, choose it from the Main Menu, then use the **up** or **down directional button** to select a tournament level (locked levels will not be available). Then, choose the number of human competitors that will compete in the tournament. Next, choose a character for each of the human competitors, just like you would in Duel mode.

A tournament tree displays upcoming matches. After you see who your next opponent is, press the ✕ **button** to proceed to the ring. The tournament is played elimination-style, so losing one fight means you're out. If you win, you move up the tournament tree. Battles continue until a fighter is K.O.d or thrown out of the ring.

World Tournament Pause Menu

Press the **START button** during a World Tournament battle to display the Pause Menu. Your choices are:

Continue Battle – Close the Pause Menu and return to the fight. Pressing the **START button** or the △ **button** will also Continue Battle.

Refer to Skills – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills.

Main Menu – Quit the tournament and return to the Main Menu.

PRACTICE

Here you can practice with any character and no worries about Ring-Outs, K.O.s, or, if you choose, even an opponent who fights back. Select a normal or a custom character for yourself, a computer opponent and a stage, then you're ready to go.

You can also go through a rigorous training regime hosted by some of the most powerful and famous warriors. So listen up!

Practice Mode

Practice mode is like a regular duel, except that neither opponent can get K.O.d, and you set your opponent's reaction level. The on-screen display in Practice mode contains extra lines of information to help you gauge your most effective attacks and refine your fighting strategies:

Max Hits – Displays the maximum number of successive hits you made in a single attack.

Damage – Displays the damage of the last single attack. (This number only remains on screen briefly.)

Total Damage – Displays the damage of your last combination or special attack. (This number only remains on screen briefly.)

Max Damage – Displays the highest amount of damage you have dealt so far in a combination or special attack.

Attack – Displays the current Attack rating. This rating can be affected by creating a custom character using certain capsules, such as Rage.

Guard – Displays the current Guard rating. This rate can be affected by creating a custom character using certain capsules, such as Old-Style Armor.

Dodge – Displays how many times your character has dodged in a row.

Max Dodge – Displays the highest Dodge number during the current match.

Practice Pause Menu

At the Battle screen, press the **START button** to display the Pause Menu. Press the **up** and **down directional buttons** to highlight an option and press the **left** or **right directional button** to change the option.

Continue – Close the Pause Menu and return to the Battle screen. Pressing the **START button** or the △ **button** will also return you to the Battle screen.

Com Action – Set how the computer opponent reacts. Choose Do Nothing to make the opponent simply stand there and take a beating. Choose Guard 1 to make the opponent block everything but unblockable attacks. Guard 2 makes your opponent guard most attacks. Match makes the opponent fight back, as if you were in a regular duel. Player Controls allows you to control your opponent with the DUALSHOCK®2 analog controller in controller port 2.

Com Level – If you choose Match in Com Action, you can set the opponent's fighting level to Very Weak, Weak, Average, Strong or Very Strong.

Defend Ki Blast Wave – If you choose Do Nothing, Guard 1 or Guard 2 in the Com Action setting, you can set whether the computer opponent will Do Nothing, Deflect, or Deflect Back any Ki Blast Waves thrown at it.

Counterattack – If you choose Do Nothing, Guard 1 or Guard 2 in the Com Action setting, you can turn Counterattack ON or OFF. When Counterattack is ON, an on-screen indicator will display the word "Counter," letting you know that you've broken through your opponent's defenses and can now land combination moves or special attacks.

Break-fall – Turn Break-fall ON or OFF. When Break-fall is ON, your opponent cannot be knocked down.

Display – Change the on-screen display. Nothing shows no extra on-screen information. Status displays data about your attacks and your opponent's attacks (see Status, above). Command displays on-screen button combinations for each character's attacks. Status and Command displays both Status and Command information on screen.

Reset Position – Start the practice session over from the initial position and Ki levels.

Skill List – Press the ✕ **button** to display the list of skills that require button combinations. Press the **up** or **down directional button** to highlight a skill and press the ✕ **button** to practice that skill. This will show the proper button combination in the Commands bar on screen. When you successfully press the proper button combination, a capsule will appear on screen, and then the skill will take effect.

Reselect Characters – Return to the Practice mode Character Selection screen.

Return to Main Menu – Exit Training mode and return to the Main Menu.

Training Mode

You will learn how to execute the various fighting techniques and special moves in Training mode from a host of legendary fighters. Listen carefully to their words. Even if you are a returning *Dragon Ball Z:® Budokai™* master, it is recommended that you go through Training to brush up on your old skills and learn how to effectively use all the new fighting techniques that *Dragon Ball Z:® Budokai™ 3* has to offer.

Note: The button combinations mentioned in Training mode are valid for controller configuration A only. See "Options Menu" on page 7 for more information.

EDIT SKILLS

Here you can customize characters, buy skills, view your collection of acquired skills and Dragon Balls®, and trade skills between memory cards. **Note:** You must have a memory card in MEMORY CARD slot 1 in order to purchase or organize skills. You must have memory cards in both MEMORY CARD slot 1 and MEMORY CARD slot 2 in order to trade skills.

Select Edit Skills from the Main Menu. At the first screen, press the **up** or **down directional button** to select characters and skills on a memory card in MEMORY CARD slot 1, MEMORY CARD slot 2, trade skills between two memory cards, or view a tutorial on editing skills. Press the ✕ **button** to continue.

Edit Capsules

Select Edit Capsules to change skills for the characters that you have unlocked. Press the **up** or **down directional button** to choose a character and press the ✕ **button** to edit that character's skills.

Press the **up** or **down directional button** to select a skill slot. Press the ○ **button** to remove a skill capsule from that slot. Press the ✕ **button** to open the Skill Type window. Press the **left** or **right directional button** to choose among Ability, Equipment and Item capsules and press the **up** or **down directional button** to highlight a skill capsule. Press the ✕ **button** to copy the highlighted skill to your character. Press the △ **button** to go back one step.

Skill Shop

At the Skill Shop, you can purchase many kinds of capsules. Each capsule contains one skill. You can sort capsules by All, Ability, Equipment, Item and System.

Reading the Skill Sheet

The Skill Sheet of a capsule contains information that is useful when deciding how to customize your ultimate warriors.

Rarity – The color bar at the top of the Skill Sheet indicates a capsule's rarity. Basic blue is a common skill, turquoise is uncommon, green is rare, and all-gold is ultra-rare.

Skill Name – The name of the skill.

Effects – The skill's effects.

Usage – The conditions required to activate the skill.

Skill Icons

Can Increase – Skill increases when set repeatedly. Each successive use of that skill will be more powerful, up to a limit of three.

Can Trade – Indicates that you can trade this skill with other players.

Cannot Trade – Indicates that you cannot trade this skill with other players.

Use Once Only – This skill can only be used once per battle.

Number of Slots – Indicates the number of slots this skill occupies in the Custom Tray.