GAME BOY ADVANCE

AGB-BDBE-USA

DRAGON BALL Z

TAIKETSU™

対決

INSTRUCTION BOOKLET

ATARI

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

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

TEEN

CARTOON VIOLENCE

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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PROLOGUE

Some of the mightiest Dragon Ball Z® warriors of all-time have come together in the first-ever DBZ® fighting game for the Game Boy® Advance. So get ready to experience unfathomable fighting power – your battle is about to begin.

Battle as Goku®, Gohan®, Krillin®, Piccolo™, Android 16™, Android 18™, Cell™, Frieza®, Vegeta®, Broly™ (the Legendary Super Saiyan), Buu™, Nappa™, Gotenks™, Raditz™ and Trunks®. Choose from a variety of melee and energy attacks. Learn high-powered combo moves, and charge up to execute Super Moves. For a break in the battle, enter Sky Battle mode and button mash your way to victory. Play against the computer, or match wits with a friend via the Nintendo Game Boy® Advance Game Link® cable.

Dragon Ball Z®: Taiketsu™ features one-player and multiplayer fighting modes, including Tournament, Endurance, Time Challenge, Sparring and Versus modes. There are additional secret modes that can be unlocked only after earning enough Z Points.

Earn Z Points to unlock character portraits, biographies, music for the jukebox, special bonus settings and more! You accumulate Z Points by fighting your way through battles. Unlock all features of the game faster than your friends to really show off!

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.

2. Insert the *Dragon Ball Z: Taiketsu* Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.

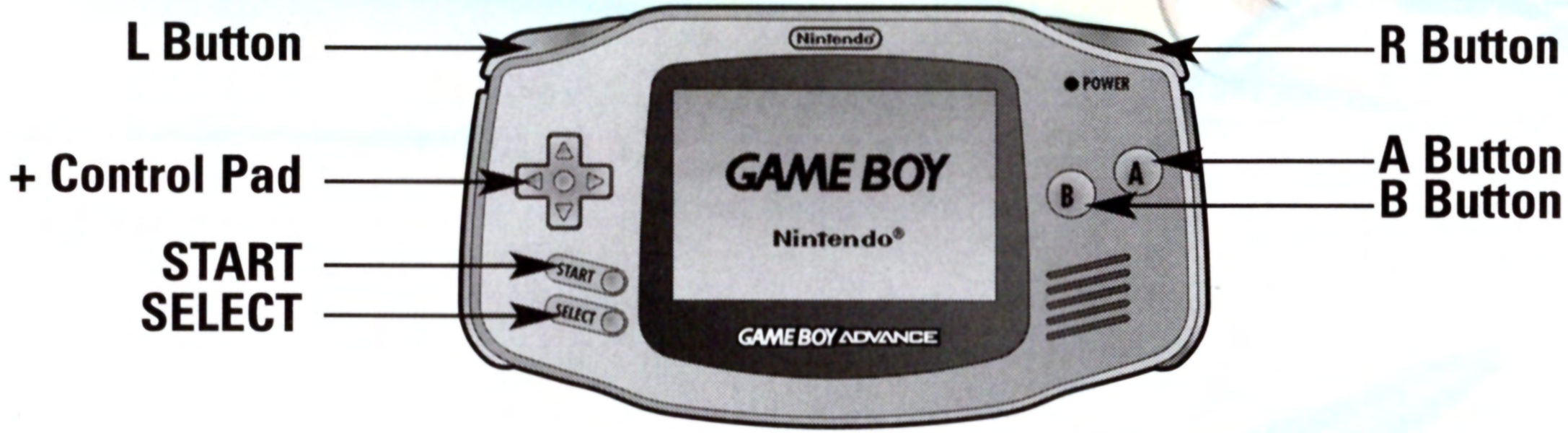
3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.

4. At the title screen, press **START** to begin the game. Next, make a selection from the Main Menu by using the **+Control Pad** to move the cursor up or down and press the **A Button** to select. Press the **B Button** to return to the previous menu.

Note: For multiplayer games, link two Game Boy Advance systems (each with a *Dragon Ball Z: Taiketsu* Game Pak) via a Game Boy® Advance Game Link® cable. See "Two-player Game" on page 17 for details.

GAME CONTROLS

Use the **+Control Pad** to move Left and Right, jump up or crouch down. Press the **+Control Pad** away from your opponent to block and the **L Button + R Button** to build up Ki. Standard moves are listed on the next page.



Control	Action
A Button	Light Kick
B Button	Light Punch
+Control Pad ◀	Move left/Block
+Control Pad ▶	Move right
+Control Pad ▲	Jump
+Control Pad ▼	Crouch
L Button	Heavy Punch
R Button	Heavy Kick
START	Pause
SELECT	Taunt
L Button + R Button	Build up Ki

Basic Fighting Moves

Control	Action
+Control Pad ▼, +Control Pad ▼+ ▶, +Control Pad ▶+ B Button	Ki Blast
+Control Pad ▼ +B Button	Low Punch
+Control Pad toward opponent **+ B Button**	Chop
+Control Pad ▼+ B Button	Uppercut
+Control Pad away from opponent **+ L Button**	Back hand Punch
+Control Pad away from opponent **+ A Button**	Roundhouse Kick
+Control Pad ▼+ A Button	Leg Sweep
+Control Pad away from opponent (when opponent is being aggressive)	Block

Control	Action
+Control Pad ▼ +◀	Low Block
L Button + **+Control Pad** toward opponent (when close)	Throw
B Button (in air)	Jump Punch
A Button (in air)	Jump Kick
L Button + R Button	Recharge
+Control Pad away from opponent **+ B Button** (when close)	Unique Melee Attack
+Control Pad ▼, +Control Pad ▼ **+Control Pad ▲ + B Button**	Sky Battle

Combos

Each character has numerous powerful combo moves, but the exact sequence must be memorized and executed precisely. The list of combo moves is unique to each character. You won't find the combo moves listed in the manual; you've got to figure them out for yourself by playing the game.

Sky Battle

A Sky Battle begins when one player uses the Sky Battle move. When a player tries to initiate Sky Battle mode, he will fly up onto the air, off the screen. An arrow appears showing the player's location in the air. The player can then try to align himself above the opponent by pressing the **+Control Pad** ◀ and ▶. After a few seconds, the player crashes back down on to the screen. If he hits the opponent, the opponent takes damage.

If the opponent also initiates Sky Battle mode while the player is still in the air, Sky Battle mode begins. Both players must mash all the buttons as fast as possible. The first person to fill their side of the meter wins, knocking the loser back to the ground.

MAIN MENU

One Player

Begin a one-player game. See "One-player Game" on page 16 for details.

Multiplayer

Begin a multiplayer game. See "Multiplayer Game" on page 17 for details.

Options

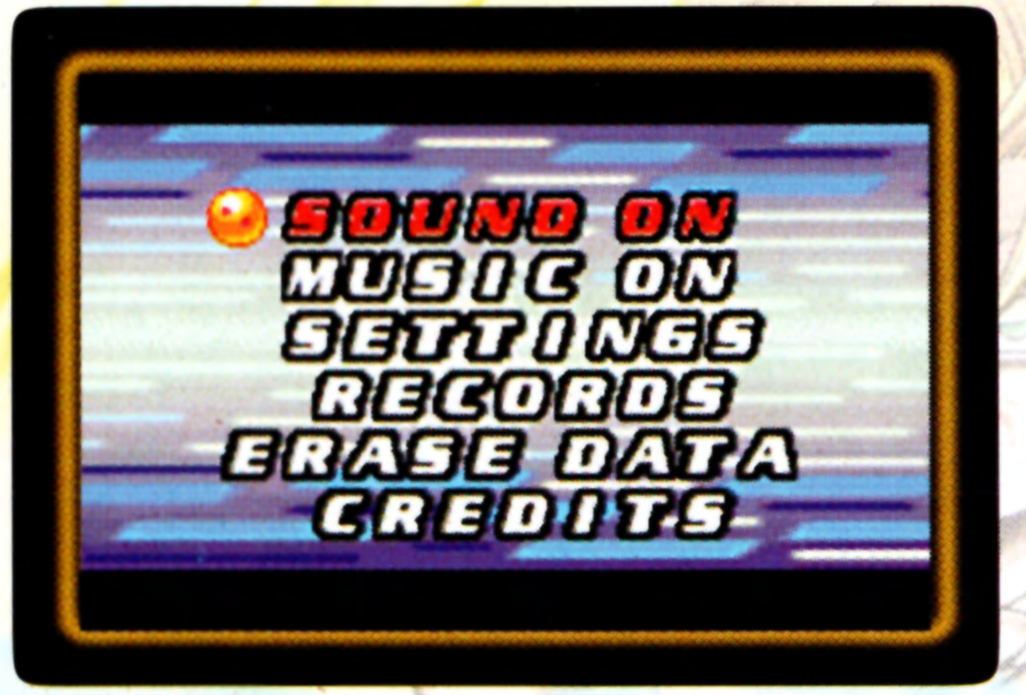
Adjust gameplay settings. See "Options"on page 12 for details.

Z-Store

Buy upgrades or goodies with Z Points earned during the game. See "Z-Store" on page 13 for details.

OPTIONS

The game options allow you to customize certain settings. You can toggle the sound and music ON / OFF. The game data can be erased. (**WARNING:** All saved games, high scores, Z Points and saved options will be erased!). The Settings menu, high-score records and Credits are also accessed from the Options menu.



Settings

You can adjust several gameplay settings in the game's Settings menu. The more difficult settings allow you to earn Z Points more quickly. The Game Settings appear below:

Diff: Choose from Easy, Medium or Hard difficulty levels.

Time: Choose a 30-, 60-, 99-second, infinte match.

Health: Choose whether players start with 50 or 100 Health points.

Blocks: Turn Block ON/OFF.

Rounds: Choose 1, 3, 5 or 7 rounds per match.

Default: Sets all settings back to their original presets.

Z-STORE

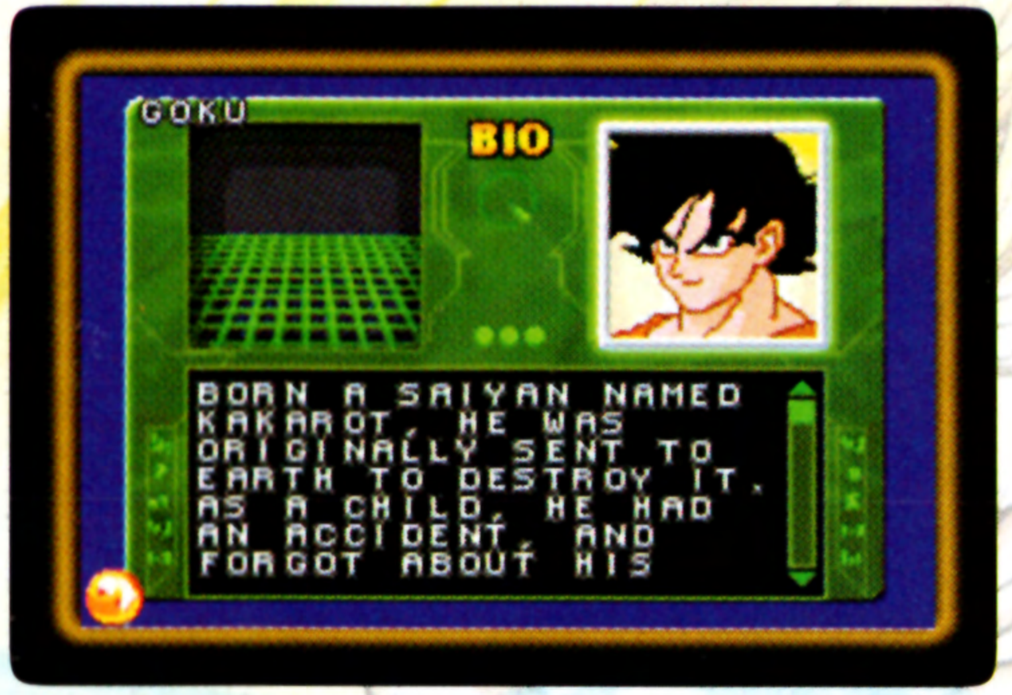
Z Points — the currency of the game — can be gained by playing the game. All game modes will earn you Z Points. In multiplayer mode, the same amount of Z Points is given to both players. The number of Z Points awarded is determined by taking into account how far you progress through the game, how many Super Moves you performed, and the level of difficulty (in Tournament mode).

Buy

Z Points can be used at the Z-Store within the game. Use your Z Points to unlock these extras:

Bios

Once you accumulate enough Z Points, you can buy biographies for each of the playable characters. Each bio includes facts and a portrait of the character.



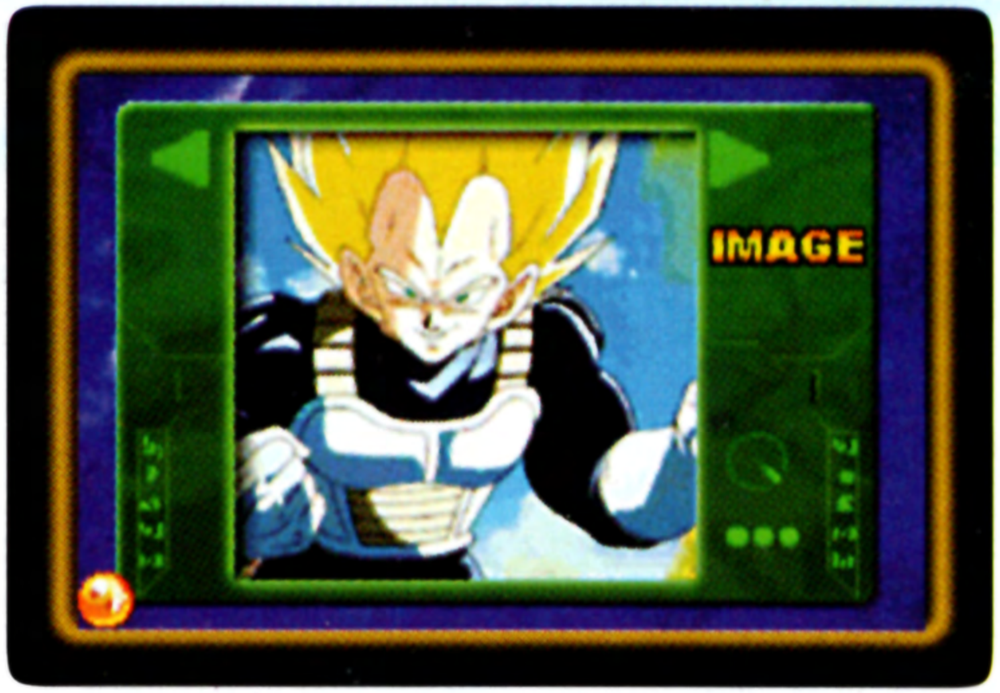


Image Gallery

Unlock all of the images from the series and access them here in the Image Gallery.

Jukebox

Songs from the game can be played from the Jukebox screen.

Bonus Settings

The Bonus settings can be unlocked with Z Points at the Z-Store. Bonus settings allow for finer control over game difficulty levels, allowing you to earn Z Points even faster, or allowing for extremely challenging fighting matches.

Bonus Modes

Several special Bonus modes can be unlocked with Z Points at the Z-Store. Bonus modes are added into the one-player and two-player menus, and once unlocked, can be accessed like normal game modes

ONE-PLAYER GAME

There are four normal one-player fighting modes, and a secret unlockable playing mode. The normal one-player fighting modes are:

Tournament

Fight through six rounds, the sub-boss and the final boss to beat the game. Each successive round is more difficult than the last. Completing a tournament can unlock additional characters.

Endurance

An extreme challenge, the goal is to make it through as many opponents as possible. Fight a random sequence of characters one after another. In Endurance mode, you don't gain back any health lost during the last battle. At the end of the game, the number of opponents survived will be recorded, along with your initials. A chart will show all previous attempts in a list, ordered with the best attempt at the top.

Time Challenge

Fight through six rounds, the sub-boss, and the final boss in an attempt to beat the game as fast as possible. A chart will show all previous times and will save your initials.

Sparring

Practice moves, combos, frenzy fighting and Super Moves against any unlocked character.

MULTIPLAYER GAME

LINKING GAME BOY ADVANCE SYSTEMS

Switch OFF both Game Boy Advance systems before connecting the Game Boy Advance Game Link cable. Link the Game Link cable to each of the systems. Insert a *Dragon Ball Z: Taiketsu* Game Pak into both systems. Switch both systems ON.

Versus Tournament

Two players link up their Game Boy Advance systems, both with a copy of the game, and battle each other. Players can fight in any arena unlocked by either player. While in Versus mode, a scoreboard shows each player's wins.

There is also an additional secret unlockable fighting mode.

CHARACTER SELECTION SCREEN

Once you have chosen a game mode, the character selection appears. Use the **+Control Pad** to highlight the desired character. The currently highlighted character will appear on the side of the screen. Press the **B Button** to select the character.

STATUS BAR

The status bar is located on the top of the display and shows the status of each fighter.

The top red bar indicates player health. When health is depleted, the round is lost. The amount of health depleted from a blow depends on how powerful the move is. More powerful attacks cause the health of the opponent to decrease more rapidly.

The center yellow bar indicates the block meter. A player may block opponent attacks, but only for a few seconds. Once the block meter runs out, the block defense is no longer available. The block meter will recharge slowly over time so that the block move will become available a few moments later.

The bottom bar indicates charge level. The Super Move available to your character is based on the charge level.

SAVING AND LOADING

Your game will be saved automatically. Loading previously saved games happens automatically. Before the character selection screen, a load screen will appear. Move the **+Control Pad** to highlight a previously saved game, and you will be taken back to the last match you won. To erase a previously saved game, choose "New Game" to the right of the previously saved game. You can then choose a character to begin the tournament. Games can also be stored in empty slots by scrolling down to the next available empty slot.

HINTS AND TIPS

Keep an eye on the block meter. Once the block meter has run out, you will lose your best defense against attack.

Super Moves are more powerful than regular melee attacks. Try charging up to the next level whenever possible.

Be cautious while charging; you are vulnerable to attack.

When choosing not to enter Sky Fighting mode, keep an eye out so the enemy doesn't come crashing down on you.

Chi-Chi™ reminds you not to neglect your studies and to eat your vegetables.

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Help Via the Internet

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

http://www.atarisupport.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. Consent Forms are available at the web site listed above.

Help Via the Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support at (425) 951-7110**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as game-play 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.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

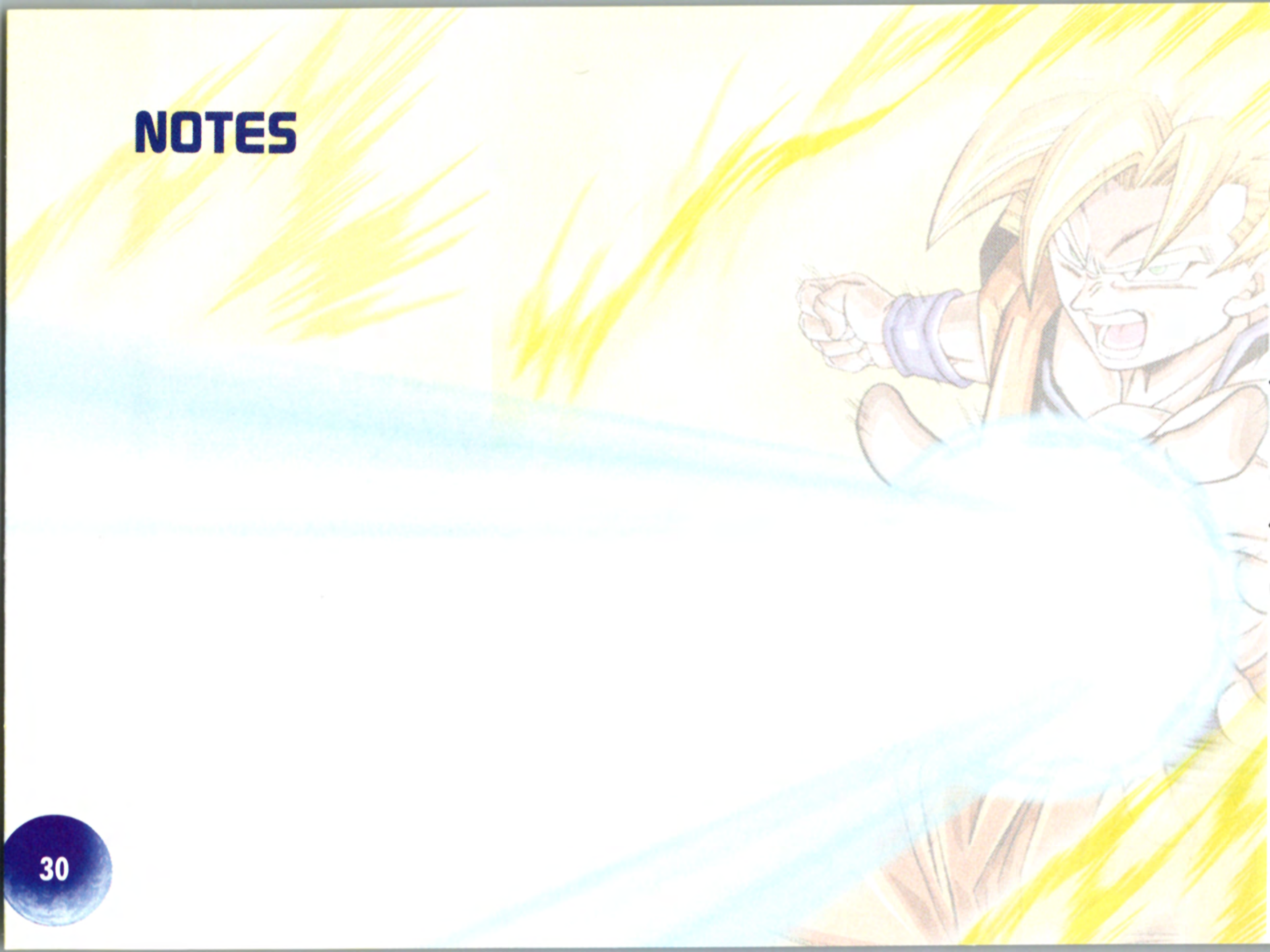
In the event our technicians at **(425) 951-7110** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make

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. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

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), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

NOTES



THE BATTLE OF THE BUUS BEGINS

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First appearance of Evil Buu, All-New Majin Buu and Super Buu
Over 420 minutes of action packed Fusion excitement

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