

DRAGON BALL Z

BUDOKAI

TENKAICHI

3



FUNIMATION
★ ENTERTAINMENT
A VIZ MEDIA COMPANY

ATARI

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

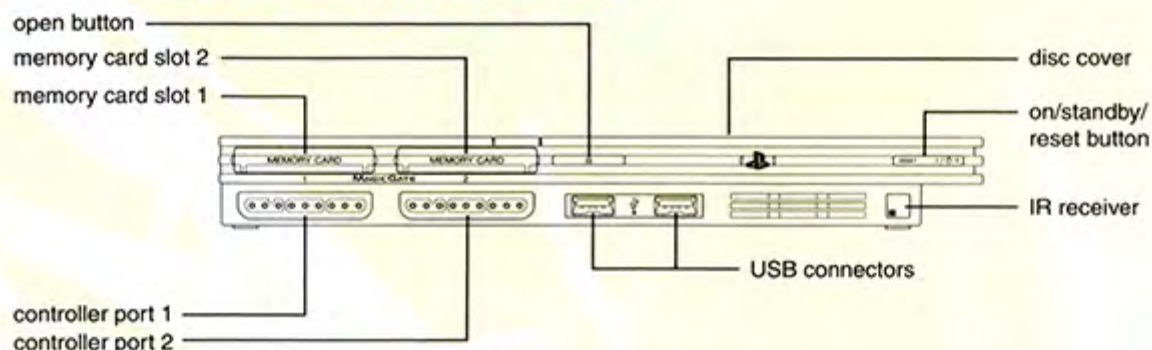
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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 supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Dragon Ball® Z: Budokai Tenkaichi™ 3* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

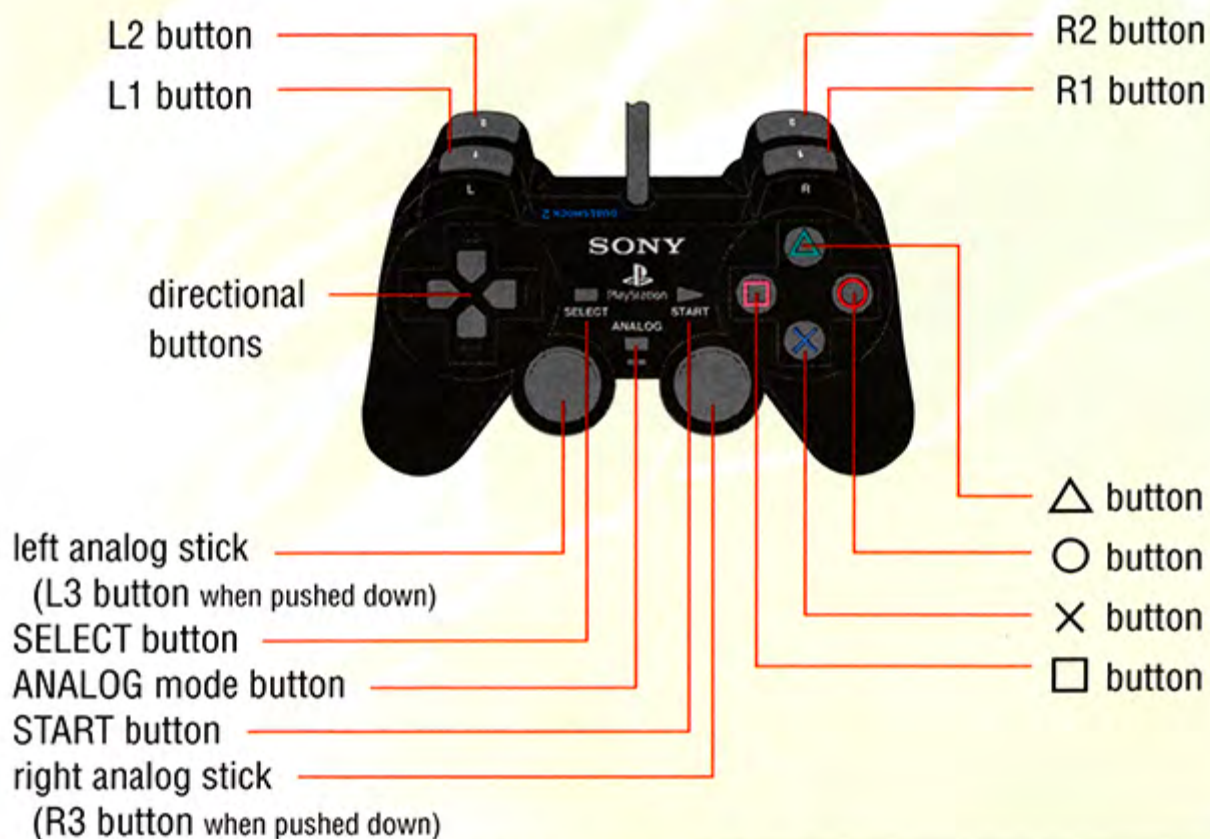
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

directional buttons	Highlight a menu item / Change the settings
× button	Select menu item
Δ button	Cancel
START button	Skip movie



BATTLE CONTROLS

directional buttons	Move character
left analog stick	Move character
X button	Dash
△ button	Ki Blast (energy attack)
○ button	Block
□ button	Melee Attacks
R1 button	Fly up
R2 button	Fly down
R3 button	Transform / Free Look
L1 button	Lock On
L2 button	Ki Charge
SELECT button	Zoom In / Out
START button	Pause Menu

ADVANCED CONTROLS

Be sure to check out the Tutorials in the Practice Menu to get detailed instructions about how to perform the following and other important fighting moves.

Flying

Press Jump (**R1 button**) once to jump and twice to fly. Once you are flying, press the **R1 button** to ascend and the **R2 button** to descend.

Dragon Dash

Press the **X button** and your character will dash in the direction he or she is facing.

Press the **L2 button** and the **X button** simultaneously to perform a Dragon Dash. Be aware that the Dragon Dash consumes Ki energy, so use it wisely. Press the **X button** again to stop the Dragon Dash.



Teleport

Press Guard (**O button**) and the **left** or **right directional button** just as your opponent's attack is about to land to teleport out of the way.

Ki-Based Attacks

If you have enough Ki, you can launch an energy attack (for example, Goku®'s Kamehameha). While locked-on to your opponent, press and hold the Special Move button (**L2 button**) and then press the **Δ button** to fire the energy attack in the direction of your opponent.

Knockback Attack

Press and hold the **□ button** and the **up directional button** while you are near your opponent to launch a quick and powerful combination attack that will send your opponent flying.

Guarding and Evasive Actions

To perform the basic guard move, press and hold the Guard button (**O button**). Press the **X button** and the **left** or **right directional button** to evade incoming attacks.

Free Look

If you are not locked onto your opponent, press the **R3 button** to switch to Free Look mode. Press the **directional buttons** or move the **left analog stick** to look around.

Blast 1 Attacks

Some special attacks require more than just one button to activate them. They are normally initiated by pressing the **L2 button** + the **Δ button** when you have enough Ki to fire off the attack. They can also be modified by pressing a **directional button** as well (For instance, **directional button down** + **L2 button** + the **Δ button** will fire off Goku's spirit bomb attack)



MAIN MENU



After you press the **START button** at the Title Screen, you can start a new game or load a saved game. You must have a memory card (8MB) (for PlayStation®2) with 61 KB of free space in MEMORY CARD slot 1 in order to save your progress.

(**Note:** Replay feature requires 159 KB of free space per fight

sequence saved, and you can save up to seven fight sequences.)

Warning: If you start a new game using a memory card that contains a previously saved game, the old game data will be erased.

At the Main Menu, press the **directional buttons** to highlight a menu option, and then press the **X button** to select it.

Dragon History

Relive the most exciting DBZ adventures and join with your friends to defeat a seemingly unstoppable force of enemies. (See "Dragon History" on page 11.)

Ultimate Battle

This is a survival mode. Can you defeat everyone?

Duel

Choose a fighter — standard or customized — and battle against your friends or a computer (AI) opponent. (See "Duel" on page 13.)

Ultimate Training

This mode will teach how to become an even stronger fighter. (See "Ultimate Training" on page 16)

Evolution Z

After you unlock skills and items in Dragon World Tour or any of the other modes, you can use them to customize characters. (See "Evolution Z" on page 15.)

Item Shop

Visit Launch's shop to buy and sell Z Items. (See "Item Shop" on page 15.)

Data Center

Input codes here to fight against your friend's custom characters. (See "Data Center" on page 17.)

Character Reference

You can view all kinds of information about the characters you've unlocked. (See "Character Reference" on page 17.)

Options

Change game settings, including opponent strength, controller configuration and more. (See "Options Menu" on page 8.)

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 **X button** to go to that option sub-menu.

Save / Load

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

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

Screen

Camera Type – Press the **X button** to go to the Camera Type screen. Use the **left** and **right directional button** to adjust the camera (A is midrange, B is close up and C is the farthest out). Press the **Δ button** to return to the Screen Menu.



Screen Shake – Press the **X button** to go to the Screen Adjust screen. Select Screen shake on or off using the **left** and **right directional button** . Press the **Δ button** to accept your selection and back out to the Screen menu.

Screen Adjust – Press the **directional buttons** to adjust the screen position or Press the **START button** to return to the default setting.

Sound

Speaker – Switch between Stereo and Mono.

Volume – Adjust the Music and Voice volume.

BGM Test – Listen to background music.

Change Voice – Switch the dialog between English and Japanese.

Controller

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.

You can customize the controller by configuring commands your favorite way. First, select the controller that you want to customize (1P or 2P), and press the **down directional button** to highlight “Normal” or “Custom.” To set a custom configuration, highlight Cust., then press the **X button**. Select the button you would like to customize and press the **X button**. While holding the the **X button** down, use the **left** or **right directional button** to scroll between different moves you can assign. Press the **Δ button** to accept your changes and back out of the Controller screen.



BATTLE SCREEN

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



1. Health Gauge

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

2. 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 the **L2 button**. Using some special attacks and Ki Blast Waves depletes your Ki supply.

3. Blast Stock

This gauge fills automatically during a battle. Once it fills, the blue number beside the bubble will increase by one, to show the number of stored bubbles, and it will start filling again. These stored bubbles allow you to launch Blast 1 attacks. Some of the most powerful Blast 1 attacks, such as Solar Flare, consume two full bubbles. All Blast 1 attacks require a combination of holding down the **L2 button** and the **O button**. Try pressing different directions to discover new moves as well.



4. 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 Game Options.

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 (8MB) (for PlayStation®2) with 61 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.

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 the game starts. You can also load a game by selecting Options at the Main Menu, then selecting Save / Load, then Load Game Data. You must have a memory card with a saved game in MEMORY CARD slot 1 to load a previously saved game.

DRAGON HISTORY



Relive the greatest adventures the Z fighters have ever seen! Fly around the earth looking for Dragon Balls®, Potara earrings and opponents. As your adventure unfolds, you will travel to distant planets, unlock skills, encounter fierce warriors, and gain incredible strength.

Choose Dragon History from the Main Menu to start. Choose Select Scenario and play any scenario you have unlocked. You can also select the difficulty of your opponents here, so choose wisely!

ULTIMATE BATTLE



Compete in the ultimate battle as you take on the best in a series of ladder-style challenges. The higher-ranked you become, the more skills you unlock. Choose Ultimate Battle and then press the **left** and **right directional buttons** to choose a challenge path.

Sim Dragon is a battle simulator

which will help you train and get stronger to face powerful enemies. Your score will increase as you win battles and experience events. You have 10 Days to train. Commands and events will cause time to pass. Once the 10 days are up the battle begins. Hope you spend your time wisely!

Mission 100 is a ladder-based tournament with various conditions for winning. When you win you can receive points you can spend in Evolution Z mode to obtain new items and powers!

After the battle, you will see a summary of results, including life remaining, max damage dealt, your total rank, the battle bonus, and the total number of points you earned. Select Battle Record at the Ultimate Battle Menu to view your achievements on all courses at all difficulty levels.

DISC FUSION

If you have the *Dragon Ball Z: Budokai Tenkaichi* or *Dragon Ball Z: Budokai Tenkaichi 2* games, select this mode to unlock exclusive adventures!



DRAGON WORLD TOUR

World Tournament – This is the Budokai Tenkaichi tournament! Defeat your enemies in the ring and win prizes! There are three modes of difficulty that will unlock only if you beat the previous difficulty level. Can you beat them all?

World Martial Arts Big Tournament – This tournament can take place anywhere not just in a ring. Do you have what it takes to win a street brawl?

Cell Games – This tournament isn't for the faint of heart! Set on the cell stage. There are no rules, just beat your opponent any way you can.

Otherworld Tournament – The greatest fighters from all over the universe compete in this tournament!

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

You can choose **Single battle** for one on one fighting, **Team battle** for 2v2 or **DP Battle** for up to 5 fighters on your team!



Battle Settings

Adjust the following battle options before you begin your match:

- **Duel Time** – Choose 60, 90, 120 or 180 seconds, or no time limit.
- **COM Level** – Set strength of computer fighters.
- **Referee** – Select the referee for the match.
- **Transformation Available** – Turn transformations OFF if you want to limit COM characters to their natural forms in battle.
- **Map setting** – Turn this ON to make the environment destructable or OFF if you don't want to destroy the planet!
- **Default** – Revert to original settings.

Character Selection



Press the **directional buttons** to highlight a character, and then press the **X button** to choose that character.

After you select a character, press the **up or down directional button** to select Normal or Custom 1, 2, or 3. Choose Normal to use the standard character. Choose any of the Customs to use

a character that you have created using the Evolution Z feature. Hit right on the directional button to Edit Skills to change the characters skills before the start of this battle. Press the **X button** to confirm your character selection.

Note: 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 **directional buttons** to highlight a stage and press the **X button** to proceed to the Battle screen.



EVOLUTION Z



Here you can customize your characters and buy new skills or items!

Character Customization – Choose this option to customize your characters. Once you choose which character you would like to customize, you can select **Equip Item** to add any items to your

character you may have picked up along the way if you think it will help you in battle.

Choose **Password** to generate a password you can give to your friends so they can battle against your custom creations!

Distribute Z Points- Here you can spend any Z points you have earned to add to your custom character's battle stats! You can modify several different things, such as attack power or defense. There are many ways to improve yourself. Can you make the best fighter of all time?

ITEM SHOP



Visit Launch's shop and spend that hard earned Zenie on all kinds of new and powerful things.

Select **Item Exchange** to see what you can buy or select **Item list** to check what things you already have so you don't waste money.



ULTIMATE TRAINING



Select a character and practice here until your heart's content. No need to worry about Ring-Outs or K.O.s, and you can even choose an opponent who fights back. Select a character (Normal or Custom), a computer opponent, and a stage, then you're ready to go.

You can also go through a rigorous

Training regime which will prepare you for the awesome battles you will endure throughout the rest of the game. You will be instructed on all the various fighting techniques by some of the most powerful and famous Z warriors. So listen up!

Training

Training mode is like a regular duel, except that neither opponent can get KO'd, and you set the reaction level of your computer opponent.

The on-screen display in Practice mode contains a few extra lines of information to help you gauge your most effective attacks and refine your fighting strategies:

Training 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 the **left** or **right directional buttons** to change the option.

Continue Battle – 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 – Set how the computer opponent reacts. Choose Stand to make the opponent simply stand there and take a beating. Choose level 1–5 make your opponents attack you like normal. 1 is the easiest and 5 is the hardest

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



Look at Skill List – Press the **X button** to display the list of skills that require button combinations. Press the **up** or **down directional button** to highlight a skill to see how its done!

Return to Character Select – Return to the Training mode Character Selection screen.

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

Battle Training

You will learn how to execute the various fighting techniques and special moves in training mode. Your teachers will be various different Z fighters who specialize in what they teach. Listen carefully to their words so you can complete all the levels of your training. It won't be easy!

DATA CENTER

Here you can input custom character codes, view fighters or view your collection of battle replays.

Password Input Screen

If you have a custom character code you can input it here.

Fighter Catalog

View the custom characters you have available to battle.

Replay

If you have any fights recorded on your memory card you'd like to watch again...this is the place to do it!

CHARACTER REFERENCE

Learn all about the characters you've seen on your adventures here! You can choose any character and read their biography, listen to their voice or even see what Chi-Chi thinks about them!



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F Section

Composed by Hiromi Mizutani,

Kenji Fujisawa
Guitar Played by Kenji
Fujisawa
Mixed by Kunihiko Aoto (Free
Market)
Assistant Engineered Jun
Shoji (Free Market)
Mixed at Studio A-tone
Musician Coordinated by
Minako Hashimoto (Free
Market)

W Section

Composed by Hideyuki
Fukasawa
ERHU Played by JIA
PENG FANG
DIZI Played by WANG
MINGJUN
Mixed by Hideyuki Fukasawa
Recorded by Hideyuki
Fukasawa, Hisae Yahagi
(STUDIO Z'd)
Assistant Engineered
Masahiro Nishida (WEST SIDE
STUDIO)
Mixed at WEST SIDE STUDIO
Production Coordinated by
Sei Sato (Office Without)
Musician Coordinated by
Noriko Sekiya (FACE MUSIC)

B Section

Composed by Tak Arima,
Tadayoshi Makino
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Tadayoshi Makino
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