

DRAGON BALL Z

ドラゴンボール

INFINITE WORLD

イフイニットワールド



TEEN
T
CONTENT RATED BY
ESRB

FUNIMATION
★ ENTERTAINMENT

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.

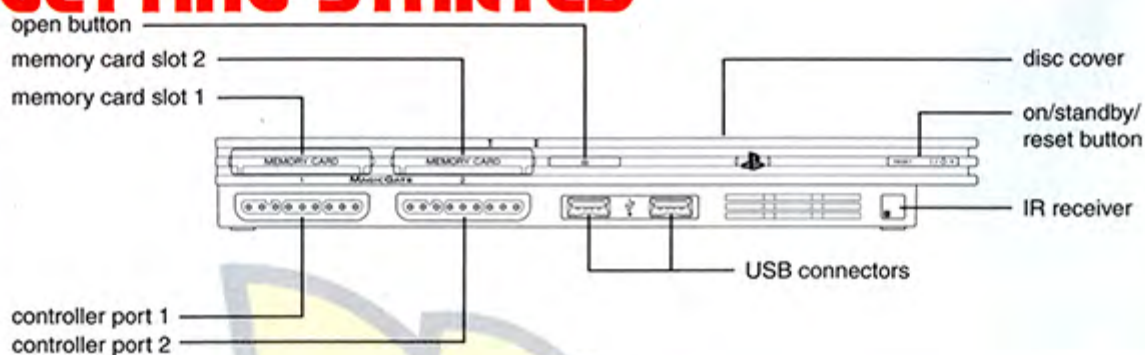
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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.

CONTENTS

GETTING STARTED	2
STARTING UP	3
MAIN MENU	4
DRAGON MISSION	4
DRAGON DUEL.....	5
Character Select.....	6
WARRIOR'S TRAINING.....	6
WARRIOR'S ROOM	7
Skill Edit.....	7
Shop	8
Skills Acquired	8
OPTIONS.....	9
Controller.....	9
Screen	9
Sound.....	9
FIGHTER'S ROAD.....	10
CREDITS.....	11
NOTES.....	13
ATARI WEB SITES	14
TECHNICAL SUPPORT (U.S. AND CANADA).....	15
END-USER LICENSE AGREEMENT	16

GETTING STARTED



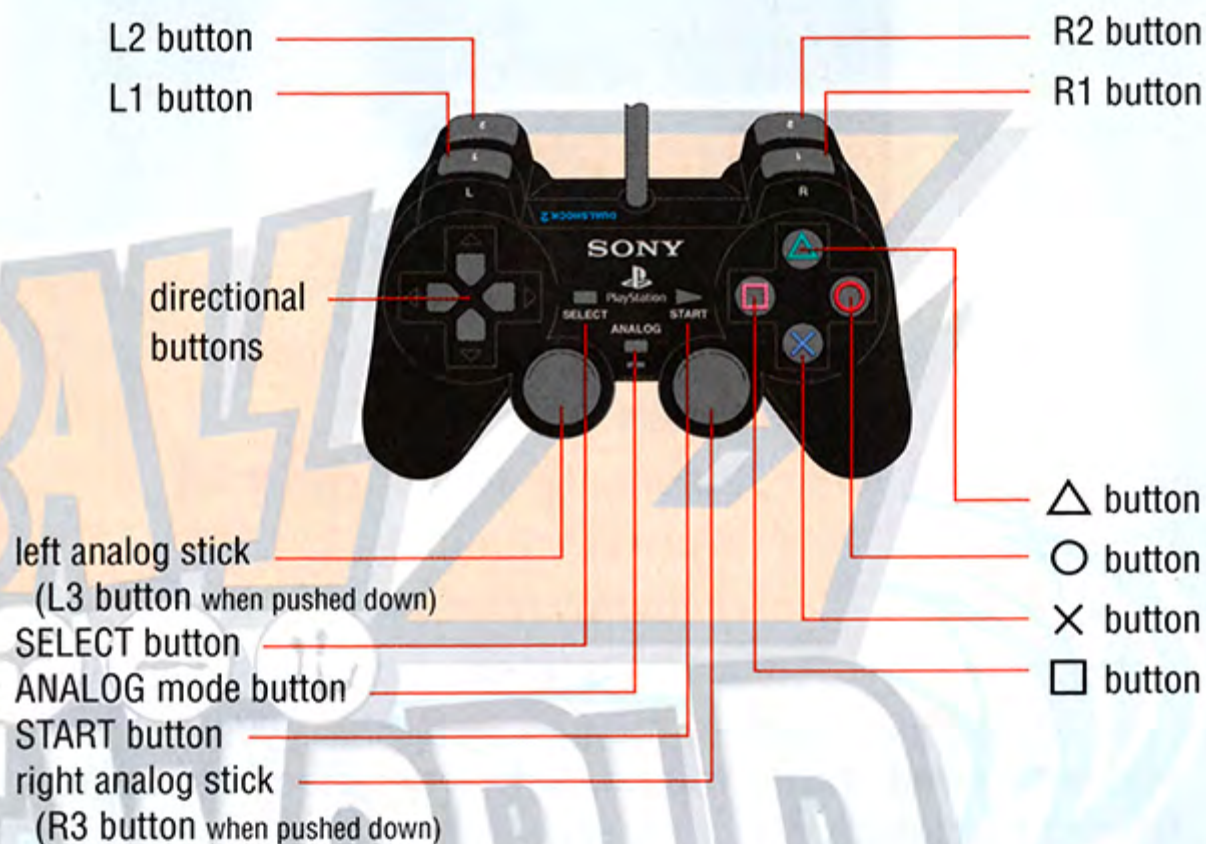
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Dragon Ball Z®: Infinite World* disc in the system with the label side facing up. Attach game controllers 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC BATTLE CONTROLS

Move character	directional buttons / left stick
Dash	directional buttons (double-tap and hold) / left stick
Guard	× button
Ki Blast	⊙ button
Punch	⊙ button
Kick	△ button
Grab	× button + ⊙ button
Taunt	× button (press and hold) + double-tap directional button / left stick down
Gather Ki	L1 button
Rush Attack	R1 button
Ki Burn	L2 button
Attack Through	R2 button
Pause Menu	START
Guide	SELECT

MAIN MENU



On this screen you will be able to do the following:

1. Start the story mode in **Dragon Mission**
2. Challenge a friend or CPU opponent in **Dragon Duel**
3. Practice your moves in **Warrior's Training**
4. Purchase skills or items in the **Warrior's Room**
5. Change the game settings in **Options**
6. Earn Zeni fighting as many tough opponents as you wish in **Fighter's Road** (**Note:** You can unlock this mode by playing Dragon Mission.)

DRAGON MISSION



Welcome to Dragon Mission! This is where the DBZ adventure for Goku begins. Select **New Story** to begin or **Continue** to continue previously saved progress.

The question mark icons on the map show locations to unlock as you advance in the storyline. A blue crystal ball will replay a cinematic you have seen to enjoy again, and locations with people's faces and the word "VS" next to them are missions for you to explore. To begin, move Goku over the pink and purple house and press the **X button**.

Note: On missions where you use the Dragon Radar, be on the lookout for a Dragon Ball to collect. Collect all 7 Dragon Balls to summon the powerful dragon Shenron, and make a wish!

DRAGON MISSION MAP CONTROLS	
directional buttons	Move Goku around the Map
directional buttons + □ button	Make Goku run on the Map
X button	Select a mission or cinematic to watch.
△ button	Return to the Main Menu screen
L1 button or R1 button	Move forward or backward through all the Sagas
SELECT button	Display the controls for the Map. Press again to leave the controls screen.

DRAGON DUEL



Challenge your friends or a CPU opponent to a duel. Choose 1P vs CPU, 1P vs 2P, CPU vs 2P, or CPU vs CPU to continue to the Select Characters screen.

CHARACTER SELECT



Highlight your character by pressing the **directional buttons** up or down. Once your character is highlighted, press the **directional buttons** right or left to cycle through any costumes purchased from the shop.

Press the **X button** to choose **Normal** (normal set of skills chosen by the computer), **Custom** (skills and items you choose from the option Skill Edit in the Warrior's Room), or **Skill Edit** (you choose from items and skills purchased in the shop). Other options include Health Bars, Time Limit, or CPU level.

WARRIOR'S TRAINING



Take all the moves you learned from Dragon Mission and Dragon Duel and refine them into a killer combo set against any opponent. Choose a character and an opponent. Once the training begins, you will see the results of all actions you perform displayed live as you battle your opponent. Press the **START button** to modify any of these options.

Note: Press the **SELECT button** to fill up your Ki.

WARRIOR'S ROOM

You will need a memory card in MEMORY CARD slot 1 or MEMORY CARD slot 2 to progress into the Warrior's Room. The first screen that appears shows **1P** (to buy skills and items for only 1P), **2P** (to buy skills and items for only 2P), and **Skill Guide** (This will tell you all about the Exciting Skill System and how to use it).

Select 1P or 2P to see the following options:

SKILL EDIT



Assign the skills you have purchased in the shop to a character. Characters that you customize here are the ones used when you choose the **Custom** option on the Character Select screen.

Choose a character and press the **X** button to edit his or her skills. Press the **directional buttons** up or down to highlight a slot in the Skill Tray and press the **X** button to see a list of moves, items, or abilities that you can assign to that slot.

Highlight a skill and press the **□** button to see more information about it. Press the **○** button to remove a selection. Select "OK" and press the **X** button to finish customizing the character.

SHOP



As you advance through the storyline in Dragon Mission, you will unlock skills to buy in the following categories: All, Move, Ability, Item, and System. Check back to the shop frequently to see what new skills are available.

When you highlight an item in the shop, you can press the **Ⓢ button** to display a card with details about it. Press the **Ⓢ button** one more time to view additional information on the back of the card. Press the **Ⓢ button** to stop viewing the card.

Press the **Ⓢ button** to purchase an item. This will display the information card and ask you to confirm that you really want to buy it.

SKILLS ACQUIRED



This screen keeps track of all purchases you have made in the shop, sorted by character. "Item" and "System" skills are displayed next to a picture for Item and System.

OPTIONS

SAVE/LOAD

This is where you can save your progress or load a previously saved game. Only one save file is created for this game, so when you choose the Save option, you will be asked to confirm that you want to overwrite your previous saved game.

CONTROLLER



Choose a controller configuration for 1P and 2P. There are two standard configurations, A and B, or select Custom to choose what each button does.

You can also turn Vibration ON or OFF at this menu.

Press the **START button** to reset everything to default settings.

SCREEN

Brightness – Increase and decrease the brightness

Screen Display Mode – Adjust the position for the entire screen or the Portraits/Health & Ki Bars for both characters

No Flicker Mode – Toggle OFF/ON to improve any flickering in the game

SOUND

Speaker – Stereo or Mono sound

Music Volume – Increase or decrease

Voice/SFX Volume – Increase or decrease

Voice Language – Select English or Japanese voices

FIGHTER'S ROAD



Congratulations on unlocking Fighter's Road!

There is a massive amount of fighters (more than 100) waiting to accept your challenge. There are a total of four maps to explore (press the **R1 button** or **L1 button**) as you win each fight.

This mode allows you to unlock new opponents as you win each fight, so cycle through each map to see where the new fighters are located. The reward for each victory is a large amount of Zeni to use in the shop.

Press the **△ button** to leave the Fighter's Road map. You will see the overall total Zeni you earned for all of your fights.

Good luck to you in your quest to be the top fighter in Fighter's Road!

CREDITS

NAMCO BANDAI GAMES INC.

EXECUTIVE PRODUCER
Shin Unozawa

EXECUTIVE PRODUCER
Takashi Shoji

CHIEF PRODUCER
Tomoaki Imanishi

PRODUCER
Ryo Mito

ASSISTANT PRODUCER
Masayuki Hirano

INTERNATIONAL BUSINESS DEVELOPMENT

*SENIOR LOCALIZATION
MANAGER*
Seiko Fujisawa

LOCALIZATION MANAGERS
Lindsay Gray

*ASSOCIATE LOCALIZATION
PRODUCER*
Shoko Doi

LOCALIZATION SPECIALISTS
Keisuke Onishi
Mikio Nagura

*INTERNATIONAL MARKETING
SUPPORT*
Ryuichi Enomoto

ATARI INC

EXECUTIVE PRODUCER
Hudson Piehl

PRODUCER
Donny Clay

VICE PRESIDENT MARKETING
Jeff Reese

QA TEST LEAD
Jason Cordero

CERTIFICATION
Cecelia Munoz

ENGINEERING MANAGER
Dave Strang

ENZYME TESTING LABS

PROJECT MANAGER
Jean-François Gagné

LEAD TESTER
Nicolas Lefebvre

TESTERS
Gaetano Salerno
Jens Kolberg
Ugo Rodriguez
Vincent Régimbald
Patrick Doucet
Danilele Rossi
Éric Prawit
Sébastien Cartin
Marco Trovato

*PRE-CERTIFICATION PROJECT
MANAGER*
François Berthiaume

*PRE-CERTIFICATION LEAD
TESTER*
Maxim Lacasse

PRE-CERTIFICATION TESTERS
Daniel L'heureux
Éric Faucher

FUNIMATION PRODUCTIONS, LTD.

PRESIDENT/CEO
Gen Fukunaga

CHIEF OPERATING OFFICER
Gary Ross

SENIOR BRAND MANAGER
Gene Ary

*DIRECTOR OF ACQUISITIONS &
LICENSING*
Adam Zehner

LICENSING ASSOCIATE
Aaron Ethridge

VOICE OVER PRODUCTION OKRATRON 5000

PRODUCER/DIRECTOR
Christopher Sabat

*ASSOCIATE PRODUCER/TALENT
COORDINATOR*
Andrew Rye

SENIOR AUDIO ENGINEER
Rawly Don Pickens

AUDIO EDITOR
Rawly Don Pickens

WRITER
John Burgmeier

TRANSLATOR
Ewen Cluney

ADDITIONAL TRANSLATION
US Audio Integration

ENGLISH VOICE CAST

*PICCOLO™, YAMCHA®,
VEGETA®, OMEGA SHENRON™*
Christopher Sabat

CELL®
Dameon Clarke

TRUNKS®
Eric Vale

ANDROID #16™
Jeremy Inman

TIEN®
John Burgmeier

*RADITZ™, DENDE
(ADOLESCENT)™*
Justin Cook

FRIEZA®
Linda Young

NAPPA™
Phil Parsons

GOKU®, KING KAI™
Sean Schemmel

KRILLIN®, GIRU™
Sonny Strait

*KID GOHAN™, TEEN GOHAN™,
GOKU (GT)®*
Stephanie Nadolny

KID TRUNKS™, KID DENDE™
Laura Bailey

SHENRON™
Christopher Sabat

SUPREME COMMANDER RED™
Josh Martin

GOHAN (ADOLESCENT)®
Kyle Hebert

GOTEN®, VIDEL™
Kara Edwards

MAJIN BUU™
Josh Martin

KID BUU™
Josh Martin

HERCULE™
Chris Rager

KING YEMMA™
Chris Rager

BULMA®
Tiffany Vollmer

BUBBLES™
Christopher Sabat

KAMI™
Christopher Sabat

PORUNGA™
Christopher Sabat

SUPER BABY 2™
Mike McFarland

SUPER #17™
Chuck Huber

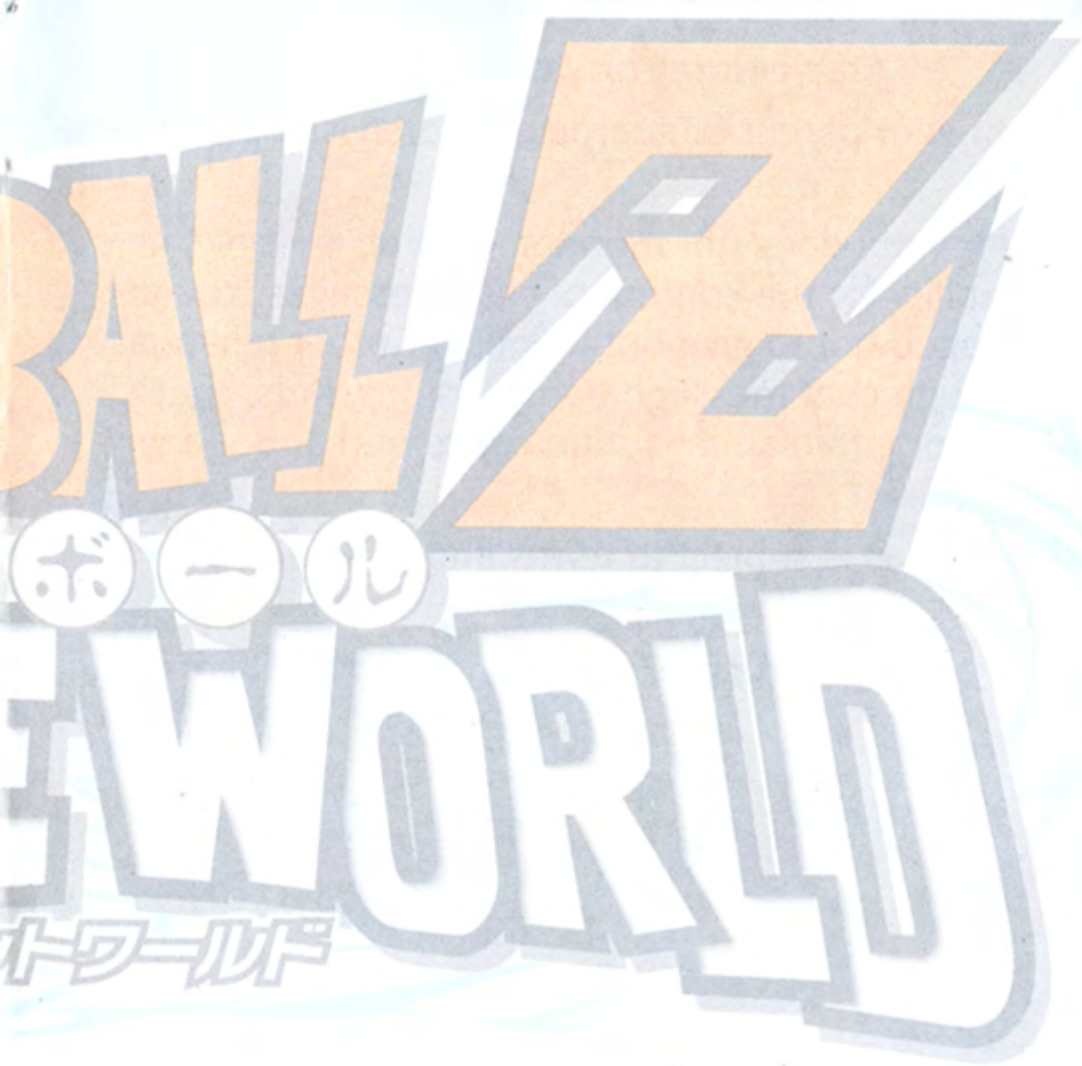
JANEMBA™
Jim Foronda

PIKKON™
Kyle Hebert

PAN™
Elise Baughman

GREAT SAIYAMAN 2™
Kyle Hebert

NOTES



ATARI WEB SITES

To get the most out of your new game, visit us at:

www.atari.com/dragonballz

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

TECHNICAL SUPPORT (U.S. AND CANADA)

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:

atarisupport.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an Email area where you can get help and ask questions if you do not find your answers within the FAQ.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, 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.

PRODUCT RETURN PROCEDURES IN THE UNITED STATES & CANADA

Please first contact Atari Customer Support at atarisupport.com to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

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.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must contact Customer Support at atarisupport.com.

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software and any results or proceeds created by you using the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, 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 EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of

this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

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 media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

THIRD-PARTY LICENSORS

You acknowledge that the Software contains software and/ or materials of third party licensors. You will comply with all requirements imposed upon the Company by third party licensors. You acknowledge and agree that you are not a third party beneficiary of any agreements between the Company and its third party licensors. You acknowledge and agree that the Company's third party licensors are and shall be a third party beneficiary of this EULA.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA. You agree to adhere to all applicable laws, regulations and rules relating to the export of technical data and shall not export or re-export any technical data, the Software, or the direct product of such technical data to any proscribed country listed in such applicable laws, regulations and rules unless properly authorized.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

© 2008 Atari, Inc. All rights reserved. © 2008 Bird Studio/SHUEISHA, TOEI Animation, Licensed by FUNimation Productions Ltd. All rights reserved. Dragon Ball, Dragon Ball Z, Dragon Ball GT, and all logos, character names and distinctive likenesses thereof are trademarks of TOEI Animation. Developed by NAMCO BANDAI Games Inc. © 2008 NAMCO BANDAI Games Inc. Marketed and distributed by Atari, Inc., New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. The ESRB rating icons are registered trademarks of the Entertainment Software Association. All other trademarks are the property of their respective owners.

DRAGON BALL Z

REMASTERED



AVAILABLE **NOV 11TH 2008**

SEASON SEVEN

- 25 ACTION PACKED UNCUT EPISODES ON 6 DISCS
- INCLUDES THE ENTIRE GREAT SAIYAMAN AND WORLD TOURNAMENT SAGAS
- NEWLY REVISED ENGLISH DIALOGUE WITH JAPANESE AUDIO
- MARATHON PLAY SPECIAL FEATURES

AVAILABLE ON DVD

AVAILABLE **NOV 11TH 2008**

- INCLUDES TWO UNCUT MOVIES IN ONE SET ON DVD
- STUNNING 5.1 SURROUND SOUND WITH ORIGINAL JAPANESE AUDIO
- DIGITALLY REMASTERED FROM THE ORIGINAL 35MM FILM
- COLLECTIBLE METAL TIN

COOLER'S REVENGE AND THE RETURN OF COOLER

DOUBLE FEATURE



AVAILABLE ON DVD

Part # 27715M



DRAGON BALL GT COMING TO DVD **DEC. 9TH 2008**
SEASON ONE DIGITALLY REMASTERED

ATARI

SPY Hastings FLYING ZOOM amazon.com frys MACYS fye

find out more at www.dragonballz.com

© 2008 Atari, Inc. All rights reserved. © 2008 Bird Studio/SHUEISHA, TOEI Animation, Licensed by FUNimation Productions Ltd. All rights reserved. Dragon Ball, Dragon Ball Z, Dragon Ball GT, and all logos, character names and distinctive likenesses thereof are trademarks of TOEI Animation. Developed by NAMCO BANDAI Games Inc. © 2008 NAMCO BANDAI Games Inc. Marketed and distributed by Atari, Inc., New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. The ESRB rating icons are registered trademarks of the Entertainment Software Association. All other trademarks are the property of their respective owners.

