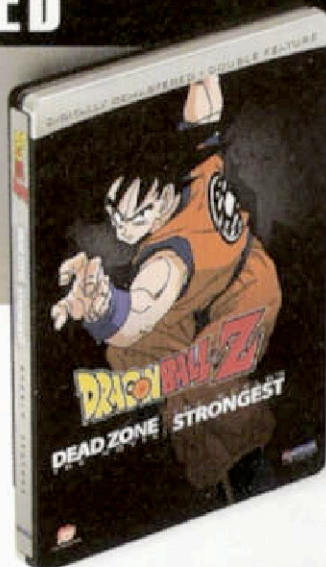


DRAGON BALL Z REMASTERED

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

**DEAD ZONE
THE MOVIE
AND
THE WORLD'S
STRONGEST
DOUBLE FEATURE**



AVAILABLE ON
DVD



**SEASON
FIVE**

AVAILABLE ON
DVD

Atari, Inc.
417 Fifth Avenue
New York, NY 10016 USA

PRINTED IN USA.

- 26 ACTION PACKED UNCUT EPISODES ON SIX DISCS
- INCLUDES THE ENTIRE INCOMPLETE CELL AND COMPLETE CELL SAGAS
- NEWLY REVISED ENGLISH DIALOGUE WITH JAPANESE AUDIO
- MARATHON PLAY SPECIAL FEATURE

www.dragonballz.com

AVAILABLE **NOW ON DVD**



Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

XBOX 360

DRAGON BALL Z
ドラゴンボール
BURST LIMIT
バーストリミット

Part # 27626M

ATARI



FUNIMATION
ENTERTAINMENT
A FUNIMEDIA CORPORATION COMPANY

ATARI

⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

Xbox 360® Controller	2
Special Moves	3
Main Menu	8
Options Menu	9
The Battle Screen	11
Z Chronicles	14
Versus	15
Xbox LIVE®	17
Trial	17
Training	18
Credits	22
Web Sites	25
End-User License Agreement	26
Technical Support (U.S. & Canada)	29
Warranty Policy (U.S. & Canada)	29



XBOX 360[®] CONTROLLER



BASIC BATTLE CONTROLS

D-pad / left stick	Move character
D-pad (double-tap and hold) / left stick	Dash
A	Guard
B	Ki Blast
X	Rush Attack
Y	Smash Attack
A + X	Grab
A + Y	Taunt
left bumper	Aura Spark / Grab
right bumper	Transform / Grab
left trigger	Blow-Away Attack
right trigger	Pursuit / Ultimate Guard
START	Pause Menu

SPECIAL MOVES

For detailed information about special attacks, check out the Tutorial, which can be found at the Main Menu. For a list of combos and attacks specific to each character, press **START** while playing and select View Command List.

Defense



You know what they say about a good defense! There are several ways you can avoid incoming attacks and reduce the damage your opponent

is dealing to you. To perform a simple block, press **A**. To dodge a melee attack, press **A** the moment that attack hits.

To perform a roll, press **A**, **B**, **X** or **Y** when you are knocked down.

To Ready Stance teleport behind your opponent, press the **D-pad** or **left stick** away from them and **A** as soon as you are hit by an attack. Keep in mind that the Ready Stance/Ready Stance Attack, blocked and evaded attacks fill up your Fatigue meter, so don't overuse these.

Ki Attacks

You can perform a basic Ki blast at any time by pressing **B**. You can also charge up the Ki blast so it deals more damage by holding **B** down. To deflect a basic incoming Ki blast attack, press **A** the moment it hits. If you time it right, you can bounce the attack back at your opponent.



Grabs

To grapple, press **A** + **X** when you are close to your opponent. You can also use the **left bumper** and **right bumper** when there are no transformations (Aura Spark, Super Saiyan® etc.) available or Ki gauge is not full.

Super Attacks



To perform Super Attacks, like Goku's® Kamehameha, press **B** and the **D-pad** or **left stick** left or right. The longer you hold it down, the more powerful the attack becomes.

Ultimate Attacks

When your Ki Gauge is full, you can perform an Ultimate Attack by pressing **B** + **D-pad** or **left stick** up. These are highly damaging attacks, but they also drain all of your Ki, so use them wisely.

Transformations

If your character can transform, for example to Super Saiyan® form, then you can do this by pressing the **right bumper** when your Ki Gauge is full. A transformation will boost some abilities and reduce others, so consider it carefully.

Aura Actions

Aura Actions are powerful moves that require one bar of Ki energy to perform. To hit your opponent with a Heavy Smash attack, press the **right trigger** + **Y**.

The Mega Crush move surrounds you with a ball of energy that can knock your opponent back. Press the **right trigger** and **B** to launch a Mega Crush.

When you knock your opponent back with an attack, press the **right trigger** to launch a Pursuit Attack. You can link

Pursuit Attacks together for combos by pressing the **right trigger** and forward or backward with the **D-pad** or **left stick** more than once..

Press and hold the **right trigger** and press the **D-pad** or **left stick** left or right plus **B** to launch an EX Super Attack. These attacks have power similar to a charged Super Attack, but don't require you to charge up your energy.

Aura Spark



When your Ki Gauge is full, you can launch a number of very powerful attacks, called Aura Spark attacks. To enter Aura Spark mode, press the **left bumper** when your Ki Gauge is full. Aura

Spark mode only lasts a short time, and drains your Ki Gauge when it's over, so use it wisely.

Vanishing Move

Enter Aura Spark mode, then press the **left bumper** and the **D-pad** or **left stick** right or left to teleport behind your opponent.

Vanishing Attack

Enter Aura Spark mode, then press the **left bumper** to teleport and attack your opponent.

Ultimate Attack

While in Aura Spark mode, launch your opponent into the air and then hold the **left trigger** to execute your Ultimate Attack!

Drama Pieces

You can call on a friend when times get tough in battle. To do this, you must equip a Drama Piece before the fight.

There are many ways a Drama Piece can help you in a fight, including





health recovery and extra defense. See which ones you can unlock that help your playing style the most!

MAIN MENU



Use the **D-pad** or **left stick** to highlight an option (listed below), and then press **A** to select it.

Z Chronicles

Relive some of the greatest battles

from the Dragon Ball Z® universe and join your friends to defeat a seemingly unstoppable force of enemies. (See "Z Chronicles" on page 14.)

Versus

Watch CPU vs. CPU fights, challenge friends or CPU opponents, and compete against players from around the world via Xbox LIVE® (See "Versus" on page 15).

Trial

Tackle special-themed challenges and compete against other players' scores for the best rank. (See page 17.)

Tutorial

Join seasoned fighters Piccolo, Krillin® and Goku® for valuable training lessons.

Training

Practice fighting techniques without worrying about winning or losing. (See "Training" on page 18.)

Options

Adjust game settings and view player data.

OPTIONS MENU



Choose Options from the Main Menu to adjust game settings. Use the **D-pad** or **left stick** to select an option. Press **A** to go to that option sub-menu.

Controller

Select Player 1 or Player 2 and press **A** to set the controller settings for that controller. Press the **D-pad** or **left stick** left or right to choose A Type, B Type or Custom.

To set a custom configuration, press the **D-pad** or **left stick** up or down to highlight a button, press the **D-pad** or **left stick** left or right to select a move for that button and press **A** to assign that move to it. Press **B** to accept your changes.

Screen Settings

Brightness – Press the **D-pad** or **left stick** left or right to adjust screen brightness. Press **Y** to reset to default brightness. Press **B** to return to the previous menu.

Gauge Placement – Use the **D-pad** or **left stick** to select a HUD element and then press and hold **A** and use the **D-pad** or **left stick** to move it. Press **Y** to reset to default positions. Press **B** to return to the previous menu.

Screen Position – Use the **D-pad** or **left stick** to move the screen. Press **Y** to reset to default position.



Press **B** to return to the previous menu.

Subtitles – Turn subtitles ON or OFF.

Active Camera – Turn the active camera ON or OFF. The active camera will change to different angles throughout the fight.

Default Settings – Reset all options to default settings.

Sound Settings

BGM – Adjust the background music volume.

Sound Effects – Adjust the sound effects volume.

Voices – Adjust the voice volume.

Voice Language – Select English or Japanese character voices.

Default Settings – Press **A** to reset all options to default settings.

Player Information

Status – View information about the current player profile.

Achievements – View a list of achievements by the current player profile. Press **Y** to change the sort order of the list. Select an achievement and press **A** to view more detailed information. Press **B** to return to the previous menu.

Data Management

Select Storage Device – Press **A** to select the storage device for saving/loading games.

Save – Save your current game progress to selected storage device.

Load – Load a previously saved game from selected storage device.

Autosave – Toggle autosave option ON / OFF.

THE BATTLE SCREEN



1 – Health Gauge

This is your character's current health. As you suffer damage, the gauge depletes. With each full depletion, you lose one white gauge counter. When you have lost all gauge counters, you have one health gauge left before you are knocked out (K.O.) and lose the battle.

2 – Drama Pieces

You can unlock new Drama Pieces by successfully completing challenges. Drama Pieces activate in mid fight to help your character, such as increasing your attack power or damage. When the Drama Piece is activated, your friend of choice will come to help.

3 – Fatigue Gauge

This gauge fills as you take damage, block or evade attacks. It also fills when you are using the Ready Stance or Ready Stance Attack. If it fills, your character will be temporarily unable to move and highly vulnerable to enemy attacks.

4 – Ki Gauge

This gauge builds up automatically. Ki is necessary for special attacks – use it wisely!

5 – 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.





Z CHRONICLES



Relive some of the greatest adventures the Z fighters have ever seen! There are many different scenarios you can choose from once you have unlocked them. There will also be many unique battles you can choose. If you do well enough here perhaps you will discover some new characters!

Choose Z Chronicles from the Main Menu to start. Choose New to start a new adventure or Continue to keep playing your current story. Use the **D-pad** or **left stick** to choose an unlocked scenario and press **A** to begin. Press the **left bumper** or the **right bumper** to zoom in and out. Select

Saga Summary to see your progress at each difficulty level. Select Drama Piece Overview to see which Drama Pieces you have unlocked. Press the **left trigger** or **right trigger** to switch Sagas.

Once you have chosen a scenario, select a difficulty level and then press **A** to start.



Relive some of the greatest adventures the Z fighters have ever seen! There are many different scenarios you can choose from once you have

VERSUS



Select your favorite character and go head-to-head against your rival on any battle stage. The best part about Versus mode is that you can face off against your

friends! (It's also fun to watch two CPU opponents battle it out!) Select Versus from the Main Menu to proceed to the Versus screen, then choose one of the following:

Player vs. CPU – Human vs. Computer: Human player must use the controller in port 1.

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

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

Online Battle – Human vs. Human: Destiny is about to be decided! Take the battle online and challenge your skills against opponents from around the world. Beat them all and secure your place on the leaderboards. You must have an Xbox LIVE account in order to play this mode (see page 17).

Character Selection

First, each player must select a character. If you are playing Player vs. CPU or CPU vs. CPU, you must choose the CPU player. Press the **D-pad** or the **left stick** up or down to choose a character. If you want to change the color of the character's outfit, press **Y**. Press **A** to continue. Note: Only a few characters will be available to



play at first – you must unlock the others by playing in Z Chronicles mode.

Next, you must choose an Ultimate Attack for each character. Each character starts with at least one Ultimate Attack, and you can unlock more by playing in Z Chronicles mode. The numbers next to the Ultimate Attack indicate the size of the Ki Gauge required to perform that attack. Press **A** to continue.

Next, select a partner from the list and press **A**. Partners will help you throughout the battle. Once you select a partner, choose up to three Drama Pieces from the list and then press **A** to continue.

Next, select a Stage and press **A** to continue. You can change the colors of the selected stage by pressing the **right trigger** + **A** once they have been unlocked in Z Chronicles.

Battle Settings

Next, you can adjust the following settings before beginning the match:

Health – Set the number of Health bars for each player.

Attack – Set the attack strength of each player.

Defense – Set the defense level of each player.

Time Limit – Choose 60, 90, 120, 180 or no time limit.

Rounds – Select the number of rounds (1-5) required to win.

Opening/Ending cut-scene – Turn ON or OFF the opening and ending cinematics.

CPU Level – Set strength of computer fighters (CPU match only).



XBOX LIVE[®]

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

TRIAL

Think you're tough enough to face a real challenge? Enter Trial mode and put your battle skills to the test. Here, you will face three different challenging modes:

Survival Mode

Keep fighting CPU opponents for as long as your health lasts. You must play the Default Drama mode once before you unlock other modes. Select a character, Ultimate Attack, partner and Drama Pieces, just like in Versus mode. Then get ready to battle one tough opponent after another.



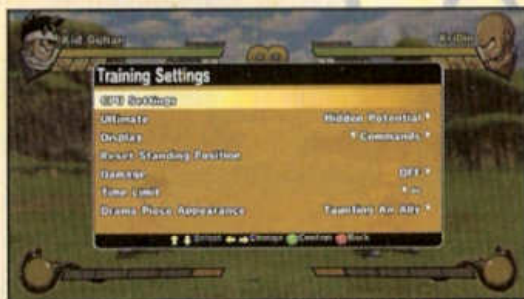
Time Attack Mode

Fight a series of opponents with the goal of defeating them all as quickly as possible. This mode can be unlocked by playing Survival Mode once.

Battle Point Mode

Fight a series of opponents with the goal of earning as many points as possible. This mode can be unlocked by playing Time Attack Mode once.

TRAINING



Here you can practice to your heart's content with the character of your choice, with no worries about K.O.s, or, if you so choose, even an opponent who

fights back. Select a character for yourself, a computer opponent and a stage, then you're ready to go.

The training battle starts with the CPU opponent unable to fight back. To change this and other settings press Start and select Training Settings from the Pause Menu:

CPU Settings

CPU Behavior – Do Nothing, Guard Type 1, Guard Type 2, Attack Type 1, Attack Type 2 and Battle.

CPU Level – The strength at which your opponent fights.

Ki Blast Reaction – Do Nothing, Deflect, Reflect

Counter – Toggle ON / OFF to make your opponent attempt counter moves.

Roll – Toggle ON / OFF to make your opponent attempt roll moves.

Offensive Behavior – Select a Combination, Ki Blast Only, Special Attack 1 or Special Attack 2 to control what type of action your opponent will take when in Attack Type 1 or Attack Type 2 behavior mode.

Defensive Behavior – Select Guard, Dodge, Ready Stance, Shift Move or Ultimate Guard to change how your opponent will react to your attacks while in Guard Type 1 or Guard Type 2 behavior mode.

Ultimate Attack – Choose your character's Ultimate Attack.

Display – Choose Status to display information such as Total Damage and Max Damage, choose Commands to display your combo moves on screen, choose Status and Commands to display both, or choose Display Off to disable all on-screen training indicators.

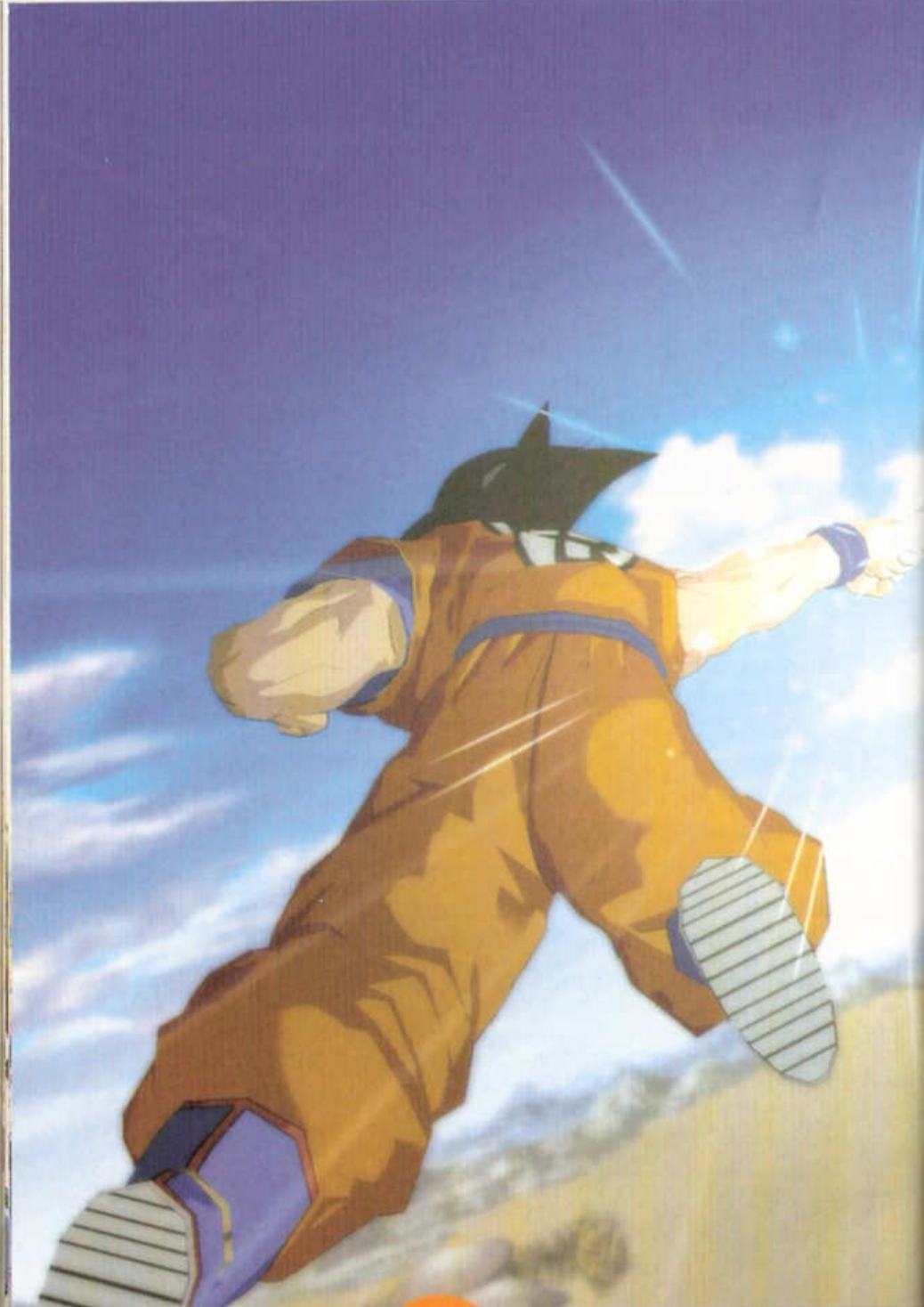
Reset Standing Position – Resets fighters to starting positions.

Damage – Toggle ON / OFF the damage when hitting or being hit by the opponent.

Time Limit – Set the time limit, as in Versus mode.

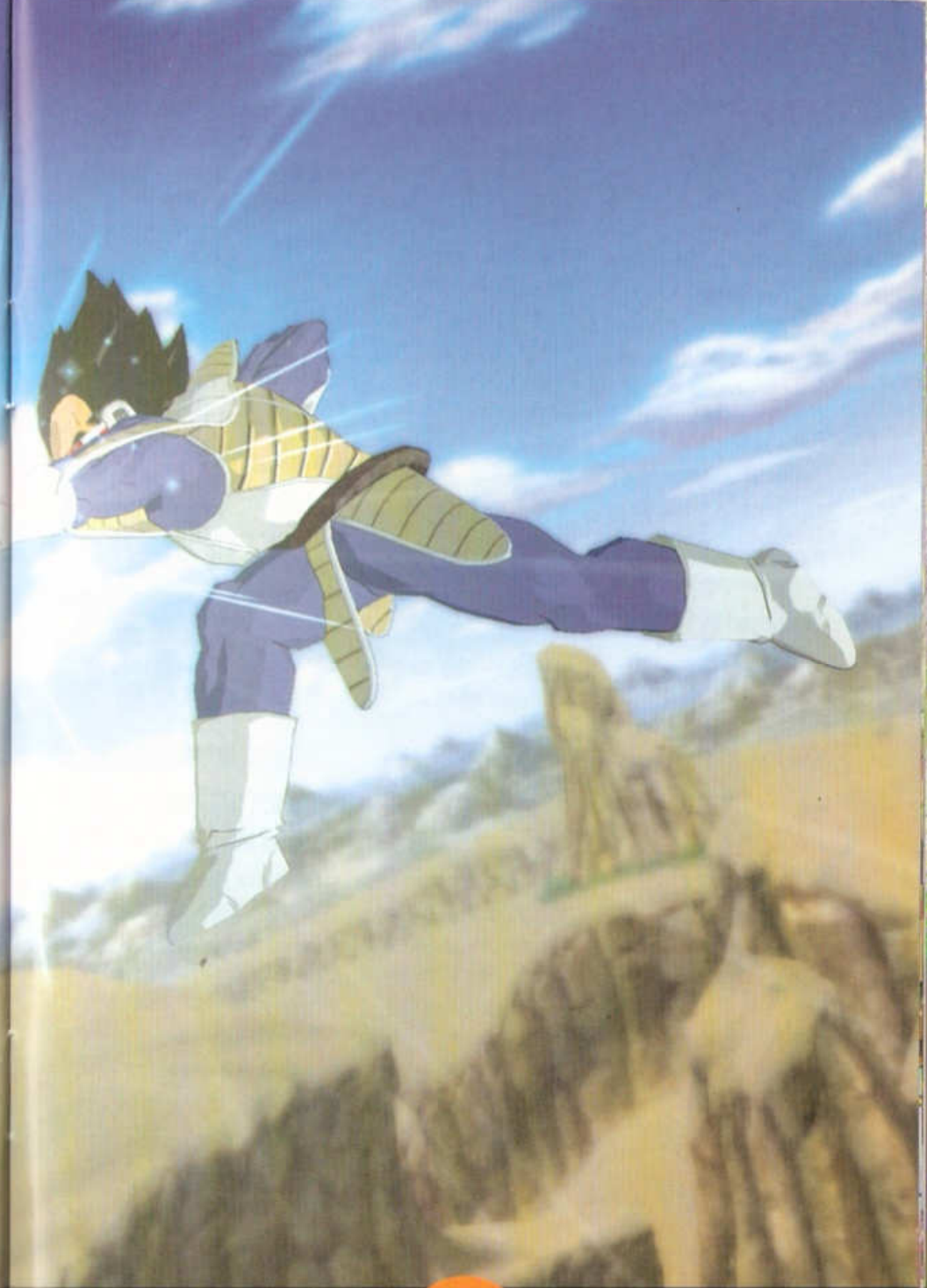
Drama Piece Appearance – Set whether or not drama pieces are allowed for the fight.





ataricomunity.com

20



atari.com/dbz

21

CREDITS

Original Author

Akira Toriyama
Funimation
Productions, Ltd.

President/CEO
Gen Fukunaga

Chief Operating Officer
Gary Ross

Director of Licensing
Bob Brennan

Senior Brand Manager
Gene Ary

Licensing Associate
Aaron Ethridge

Developed by DIMPS

Voice Over Production OkraTron 5000

Producer/Director
Christopher Sabat

Associate Producer/
Talent Coordinator
Andrew Rye

Senior Audio Engineer
Rawly Pickens

Audio Editor
Jimmy Jam Barker

Writer
John Burgmeier

Translator
Ewen Cluney

Additional Translation
Cassandra Louie
Takako Tanabe

US Audio Integration
Robert "Kidko"
Arlauskas
Jay Staton

VOICE CAST

Captain Ginyu™
Brice Armstrong

Piccolo™, Yamcha®,
Vegeta®, Recoome™
Christopher Sabat

Android #17™
Chuck Huber

Cell®
Dameon Clarke

Trunks®
Eric Vale

Android #16™
Jeremy Inman

Tien®, Saibamen™
John Burgmeier

Raditz™
Justin Cook

Frieza®
Linda Young

Android #18™
Meredith McCoy

Nappa™
Phil Parsons

Goku®
Sean Schemmel

Krillin®, Bardock™
Sonny Strait

Kid Gohan™, Teen
Gohan™
Stephanie Nadolny

Broly™
Vic Mignogna

Roundcall
Mike McFarland

NAMCO BANDAI Games Inc.

Executive Producer
Shin Unozawa

Executive Producer
Takashi Shoji

Chief Producer
Tomoaki Imanishi

Producer
Ryo Mito

Assistant Producer
Takashi Namima

QA Test Leader
Ryo Sakamoto

INTERNATIONAL PRODUCTION SECTION

International
Marketing/Business
Development
Yasu Nishimura

Senior Localization
Manager
Seiko Fujisawa

Localization Manager
Lindsay Gray

Localization Specialists
Eddie Nagura
Tomohiro Saito

Atari, Inc.

PRODUCT DEVELOPMENT

Executive Producer
Donny Clay

VP of Product
Development
Hudson Piehl

Director of Production
Support & QA
Samuel Gatté

VP of Business
Development & 3rd
Party

Robert Stevenson

Director of Business
Development
Roger F. A. Arias

Business Development
Coordinator
Nicholas Aronis

MARKETING AND SALES

Senior Product
Manager
David Kim

Marketing Coordinator
Ifeoma Obi

Manager of Customer
Relationship
Management
Brennen Vega

Customer Support
Representative
James Giambrone

Manager of Channel
Marketing
Joanna Negron

Public Relations
Manager
Alissa Bell

Marketing Finance
Director
Jennifer Langton

Operations Finance
Analyst
Therese Lizardo

Digital Media Specialist
George Kokoris
Paul Boren

SALES

Director of Sales
John Monroe

Sales Managers
Stephanie Ponce
Charity Lombardi

Gordon Mitchell
Richard Snyder
Jason Ross
David Goldfarb
Sales Analysts
John DeRentis
Evette Gonzalez

ONLINE

ENTERTAINMENT

Vice President, Online
Nizzi Renaud

Director, Online Content
Pheroze Karai

Web Designer
John Kauderer

Creative Services
Manager
Kate Crotty



Director, Web Design
and Technology
Tracy Swanson

OPERATIONS

VP of Inventory &
Operations Accounting
Robert Spellerberg

Lead Senior Buyer
Lisa Leon

LEGAL

VP & General Counsel
Kristina Pappa

Senior Director of Legal
and Business Affairs
Kristen Keller

Contract Administrator
Kimberly Ingersoll
Licensing and Branding

STRATEGIC RELATIONS

Sr. Manager Strategic
Relations
Cecelia Munoz

QUALITY ASSURANCE AND SUPPORT

Manager of Publishing
Support
Ezequiel "Chuck"
Nunez

Q.A. Project Lead
Jon Hockaday

Manager, Compatibility
and Engineering
Services
Dave Strang

Engineering Services
Technicians
Eugene Lai

Compatibility Analyst
Patricia-Jean Cody
Sr. Compatibility Analyst
Chris McQuinn

SPECIAL THNX

RED SHEET
Morg and Kurt
Yaz and Lindz
AGENT 16
Scott, Josh, Chuck,
Lucky Luciano
Allscope
Curt
Rob
Alecks
Veronica Franklin
Emily Anadu

Enzyme Testing Labs

Studio Director
Carolljo Maher

Project Managers
Philippe Emond
Francois Berthiaume

Lead-Testers
Jean-Fréderyk Taché
Kyle Davis

Testers
Michael Applebee
Alexandre Côté Malo
Maxime Boulet
Rodolfo Martignago
Francis Godard
Jean-Christophe
Comeau
Sandra Malenfant
Guillaume St-Jean
Paul-Andre Renaud
Daniel Lheureux
David Boulerice
Jazen Paradis

WEB SITES

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

atari.com/dragonballz

For Dragon Ball Z Blu-ray Disc and DVD, please refer to:

www.funimation.com

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



ataricomunity.com

atari.com/dbz

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 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.

TECHNICAL SUPPORT (U.S. & 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 (U.S. & 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.

Dragon Ball Z®: Burst Limit © 2008 Atari, Inc. All Rights Reserved. © 2008 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation® Productions, Ltd. All Rights Reserved. Dragon Ball Z, Dragon Ball GT and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. Marketed and distributed by Atari, Inc., New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. Developed by NAMCO BANDAI Games Inc. © 2008 NAMCO BANDAI Games Inc. All other trademarks are the property of their respective owners.

05018