

XBOX 360

DRAGONBALL Z BUDOKAI

HD COLLECTION



DRAGONBALL Z
BUDOKAI 武道会



DRAGONBALL Z
BUDOKAI
3

BAN
DAI



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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WELCOME TO DRAGON BALL Z® BUDOKAI™!

Goku finally defeated Piccolo, the Demon King, at the World Tournament. After the match, he returned to Kame House to be reunited with his friends. Just as Goku was ready to settle down with his family and live in peace, a mysterious alien calling himself Raditz appeared. After quickly defeating Goku, Raditz kidnapped Goku's son, Gohan, causing Goku to vow to face the alien in yet another fierce battle.

MAIN MENU

Before proceeding to the Main Menu, you must decide to either begin a new game from scratch or load your previously saved game. Loading a game allows you to continue your previously saved progress.

STORY

Begin a new story in *Dragon Ball Z Budokai!* Take control of Goku as he fights Raditz, and then experience the unbelievable power of the rest of the cast of the series as you progress through the original story of *Dragon Ball Z!*

DUEL

Go head-to-head against your rival! Play against friends, fight the computer, or watch two computer-controlled characters duke it out. As you unlock characters in Story mode, they become available in Duel mode. In addition, you can play as customized versions of your favorite characters after editing their Skills in Edit Skills mode.

WORLD TOURNAMENT

Choose a fighter, select whether they are Normal or Custom, and battle to become the Champion. If you are the winner or runner-up, you win prize money that you can spend on new Skill Capsules!

PRACTICE

Use Practice to test out your fighting moves against a customizable computer opponent. There is no time limit and neither character can be defeated, so train until you master your chosen character.

EDIT SKILLS

The Exciting Skill System (E.S.S.) allows you to edit a character's Skills. Editing Skills lets you turn a hardened warrior into a customized fighting machine. You acquire Skills by gathering Capsules in Story mode or buying Skills from Mr. Popo's Skill Shop.

OPTIONS

Change various game settings, including Game Difficulty, Controller Configuration, and more.

LEGEND OF HERCULE

Winning the World Tournament is a great honor, but winning the tournament on higher difficulty levels reveals an all-new hidden mode: The Legend of Hercule. What lies behind the seventh *Dragon Ball*? There's only one way to find out. Show your supremacy and get ready for action.

COMBAT CONTROLS

DEFAULT CONTROLS

Kick.....	Y
Ki Blast Wave.....	B
Guard.....	A
Deflect/Return.....	A [when attacked by Ki Blast Wave]
Roll.....	A [when hitting the ground]
Punch.....	X
Throw.....	RT / A + X
Guard Crush.....	RB / Y + X
Transform.....	Y + X + A [when available]

ADVANCED CONTROLS

ADVANCED KICK/PUNCH

If you press Punch or Kick while moving away from your opponent, your character performs a more powerful attack. You can even tie these attacks together into a combo.

CHARGE ATTACK

Double-tap left or right on the D-pad, whichever direction is toward your opponent, and then press Punch or Kick to break through their defense.

DASH

Double-tap and hold left or right on the D-pad to dash toward or away from your opponent at increased speed.

DEFLECT/RETURN

If you press Guard right before a Ki Blast Wave hits you, you can deflect it aside. If you time it just right, you can deflect it right back at your opponent!

GATHER KI

Press and hold Guard and double-tap and hold left or right on the D-pad, away from your opponent, to generate Ki. You also generate Ki by landing attacks on your opponent.

ITEMS

Equip your character with an Item for a quick advantage in battle. Press and hold Guard and then press down on the D-pad twice to activate the Item.

ROLL

If you are knocked back, tap Guard at the exact moment you hit the ground for a quicker recovery. This works in the World Tournament, as well, so you can stop yourself from flying out of the ring with a well-timed button press.

TAUNT

Press and hold Guard and press down on the

D-pad twice to taunt your opponent. Upon completion, your opponent loses one full Ki bar of energy. This move can only be performed when you don't have any usable Items in your Skill Tray.

GAME SCREEN

HEALTH GAUGES

This gauge displays each player's Health. When a player's Health Gauge reaches zero, that character is knocked out.

KI GAUGES

The Ki Gauge shows your current Ki level. Charge your Ki to unleash powerful special attacks and counter your opponent's special attacks.

TIME

Keep track of the timer while you battle. If the clock runs out before a winner is declared, the player with the most Health wins the match.

COMBO COUNTER

Your current combo count is displayed on your

WELCOME TO DRAGON BALL Z® BUDOKAI™ 3!

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

MAIN MENU

After progressing past the Title Screen, you can start a new game or load a previously saved game. After creating a new game or loading a previously saved one, you proceed to the Main Menu. The Main Menu contains a list of game modes for *Dragon Ball Z Budokai 3*.

DRAGON UNIVERSE

Enter the Dragon Universe and become one with the characters from *Dragon Ball Z* and *Dragon Ball GT* as you explore the world, build your skills, fight legendary battles, and try to find the elusive Dragon Balls.

However, keep in mind that *Budokai 3* only saves the progress of one story at a time. If you start a new story on a different character, your progress will be lost and you must start the story over. All of your Capsules and Skill Points will still be saved, but you will need to start the story over if you change characters during Dragon Universe mode.

DUELING

side of the screen. It charts the number of consecutive hits you have landed. The counter increases with each uninterrupted hit you land.

CAPSULES

Capsules are mid-match power ups and Skills that can give you a leg up on your opponent. As you utilize Capsules, they flash and their title appears on-screen.

VICTORY COUNTER

Just above your health bar is the Victory Counter. As you win matches in Duel mode, the counter increases. The Victory Counter only appears during Duel mode.

Choose a fighter, select whether they are Normal or Custom, and battle against your friends or a computer-controlled opponent.

WORLD TOURNAMENT

Select a warrior, either Normal or Custom, and battle to become the Champion. If you are the winner or runner-up, you win prize money that you can spend on new Skill Capsules!

PRACTICE

Use Practice to test out your fighting moves against a customizable computer opponent. Select Training to receive valuable lessons about specialized fighting techniques from some of the greatest warriors of all time.

SKILL EDITING

COMBAT CONTROLS

DEFAULT CONTROLS

Kick.....	Y
Ki Blast Wave.....	B
Guard.....	A
Deflect/Return.....	A [when attacked by Ki Blast Wave]
Roll.....	A [when hitting the ground]
Punch.....	X
Throw.....	LB / A + X
Hyper Mode.....	LT / Y + X + B + A
Guard Crash (Punch).....	RT / Y + X
Guard Crash (Kick).....	Y + A + D-pad
Transform.....	RB / Y + X + A (when available)
Pursue.....	B [after knocking an enemy back]

ADVANCED CONTROLS

ADVANCED KICK/PUNCH

If you press Punch or Kick while moving away from your opponent, your character performs a more powerful attack. You can even tie these attacks together into a combo.

CHARGE ATTACK

Double-tap left or right on the D-pad, whichever direction is toward your opponent, and then press Punch to break through their defense.

DASH

Double-tap and hold left or right on the D-pad to dash toward or away from your opponent at increased speed.

DEFLECT/RETURN

If you press Guard right before a Ki Blast Wave hits you, you can deflect it aside. If you time it just right, you can deflect it right back at your opponent!

DODGING

Tap Guard at the exact moment before a physical attack lands to dodge the attack. This costs one half of a single Ki gauge bar.

FREE FLIGHT

Hold up on the D-pad while dashing away from your opponent to begin flying. Hold down on the D-pad instead to lower yourself to the ground.

GATHER KI

Press and hold Guard and double-tap and hold left or right on the D-pad, away from your opponent, to generate Ki. You also generate Ki by landing attacks on your opponent.

ITEMS

Equip your character with an Item for a quick advantage in battle. Press and hold Guard and then press down on the D-pad twice to activate the Item.

ROLL

If you are knocked back, tap Guard at the exact moment you hit the ground for a quicker recovery. This works in the World Tournament, as well, so you can stop yourself from flying out of the ring with a well-timed button press.

SPECIAL ATTACKS

Some of the special attacks in *Dragon Ball Z Budokai 3* require more than just completing a specific combination of buttons. For these attacks, you must input additional commands once the attack is launched. You will be prompted to do so by an onscreen graphic.

BEAM STRUGGLES

If you and your opponent fire a large Ki blast attack at the same time, the beams collide and you must complete a Beam Struggle. You must rotate the left stick or the right stick or push any buttons as quickly as possible. Whoever is the slowest loses the encounter.

HYPER MODE

Press Guard, Punch, Kick, and Ki Blast Wave simultaneously to enter Hyper Mode. While in this powerful mode, your character glows with an aura and his or her Ki energy steadily declines. Once all their Ki energy is drained, your character

SIDESTEP

Press Guard and up or down on the D-pad to move in a circle around your opponent. This is especially helpful for getting away from the edge of the ring.

TAUNT

Press and hold Guard and press down on the D-pad twice to taunt your opponent. Upon completion, your opponent loses one full Ki bar of energy. This move can only be performed when you don't have any usable items in your Skill Tray.

TELEPORT

Press left or right on the D-pad and Guard to instantly teleport behind your opponent.

is momentarily vulnerable. Spin the left stick or the right stick or push any button as quickly as you can to recover faster.

DRAGON RUSH

While in Hyper Mode, you can launch the Dragon Rush attack. As soon as you knock your opponent back, press Punch, Guard, Kick, and Ki Blast Wave simultaneously. The Dragon Rush attack plays out in three phases, and the defender gets a chance to block each phase. When you see this graphic at the bottom of the screen, both players must press Punch, Guard, Kick, Ki Blast Wave, or no button at all. If the defending player presses the same button as the attacker, then all or some of the damage from the Dragon Rush attack is nullified.

ULTIMATE ATTACK

When your opponent's Fatigue gauge is full and you are in Hyper Mode, your character

can launch a devastating Ultimate Attack by simultaneously pressing Punch, Kick, Guard, and Ki Blast Wave. Once you launch an Ultimate Attack, a gauge appears at the bottom of the screen. Each player must try to press a button at the exact moment the gauge fills. The player who performs the best wins that conflict. There are three chances to win, and the player who wins two or more chances wins. If the attacking player wins, the Ultimate Attack does its full damage. If the defending player wins, some of the damage

is blocked.

GAME SCREEN

HEALTH GAUGES

This gauge displays each player's Health. When a player's Health Gauge reaches zero, that character is knocked out.

KI GAUGES

The Ki Gauge shows your current Ki level. Charge your Ki to unleash powerful special attacks and counter your opponent's special attacks.

TIME

Keep track of the timer while you battle. If the clock runs out before a winner is declared, the player with the most Health wins the match.

COMBO/DAMAGE COUNTER

Your current combo and damage count is displayed on your side of the screen. It charts the number of consecutive hits you have landed and the damage you have done. Both counters increase with each uninterrupted hit you land.

VICTORY COUNTER

Just above your health bar is the Victory Counter. As you win matches in Dueling mode, the counter increases.

NOTE: SWITCHING BETWEEN GAMES

Select the Dragon Ball Z Budokai game you want to play on the game select screen that displays after starting the game. To play the other Dragon Ball Z Budokai game, quit and then restart the game, and select it from the game select screen.

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