

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

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



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

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

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

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

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

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

WARNING - Repetitive Motion Injuries

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

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

WARNING - Battery Leakage

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

To avoid battery leakage:

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





THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



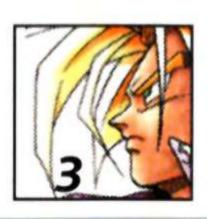
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

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

TABLE OF CONTENTS

Prologue
Getting Started
Game Controls
Saving and Loading
Options
Game Screen
The World
Character Status
Combat16
Character Information
Credits
Infogrames Web Sites
Technical Support
End-User License Agreement



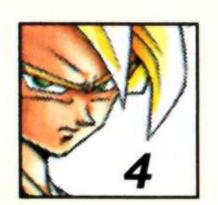
PROLOGUE

Several years into the future, the prospects for Earth look grim as two androids with unsurpassed power have wreaked havoc upon civilization. Gohan®, son of Goku®, is now a grown man and training the young Trunks® to assist in the battle against the androids. However, even Gohan's formidable strength is not enough to overcome these foes.

In the present day, it has been a year since Goku defeated Frieza® on the planet Namek, a confrontation that marked the end of *The Legacy of Goku* game. As Goku's friends and family eagerly await word of his whereabouts, they are confronted suddenly by a restored Frieza® and his father, King Cold™. Without Goku®, chances of defeating the two vengeful villains are slim.

Only the unexpected arrival of a mysterious teenager prevents Frieza® from destroying the Earth. This youth brings with him a startling revelation from the future. But unknown to him, there is another, more serious threat to the Earth — a threat so sinister that it makes the androids look insignificant in comparison.

Now you must face this new danger using the fighting powers of five Dragon Ball Z® Warriors: Gohan®, Piccolo™, Trunks®, Vegeta®, and Goku®.



GETTING STARTED

- 1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
- 2. Insert the *Dragon Ball Z*®: *The Legacy of Goku II*™ Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
- 3. Switch the Game Boy Advance ON. The Start-up screen should appear. If the Start-up screen fails to appear, begin again at step 1.
- 4. Press START or the A Button to proceed to the Main Menu.
- 5. Use the **+ Control Pad** to highlight either Start or Options and press the **A Button** to confirm that option. Select Start to begin a new game or continue a saved game (see Saving and Loading on page 8). Select Options to adjust the sound and music volume controls, adjust the text speed, access the game's Help system and view the credits (see Options on page 8).

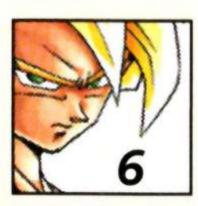


GAME CONTROLS



MENU NAVIGATION	
CONTROL	ACTION
+ Control Pad	Highlight menu selections or change to a new page of the folder being viewed
A Button	Confirm selection
B Button	Return to previous menu
L Button or R Button	Change to a new folder
START	Return to game

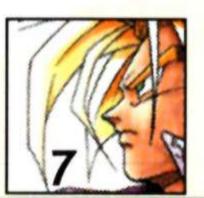
IN-GAME TEXT	IN-GAME TEXT MODE CONTROLS	
CONTROL	ACTION	
A Button	Advance Text — go to next dialog box	
L Button or R Button	Change position of dialog box	



GAME CONTROLS		
CONTROL	ACTION	
+ Control Pad	Walk	
+ Control Pad (double tap)	Sprint	
A Button	Melee Attack	
B Button	Energy Attack	
L Button	Cycle through Energy Attacks (when available)	
R Button	Use Scouter — will go directly to Mini-Map section of Scouter	
SELECT	Display Mini-Map on Scouter — will go directly to Scanning Mode of Scouter	
START	Display Status Screen	

Sleep Mode

If you wish to save battery life, but do not want to completely shut off your game, select Sleep Mode to turn off the Game Boy Advance screen. To return from Sleep Mode, press the L Button, the R Button, and SELECT simultaneously.



SAVING AND LOADING

You can save up to three games on your *Dragon Ball Z*®: *The Legacy of Goku II*™ Game Pak. Start a new game by selecting Start from the Main Menu and then selecting one of the three New Game slots.

To save your progress, you must find a Save Point in the game and press the A Button.

To load a game, select Start from the Main Menu and then select the game that you wish to load.

Deleting a Saved Game

To delete a saved game, use the **+ Control Pad** to highlight the game you wish to delete at the Select Game screen. Press the **R Button** to change the Select Game screen to the Delete Game screen. Press the **A Button** to select the game. A confirmation window will appear. Press the **A Button** again to delete the game, or press the **B Button** to cancel. Press the **L Button** to change the Delete Game screen back to the Select Game screen.

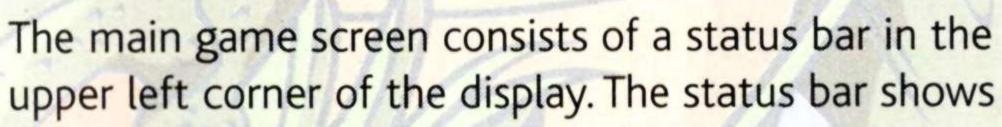
OPTIONS

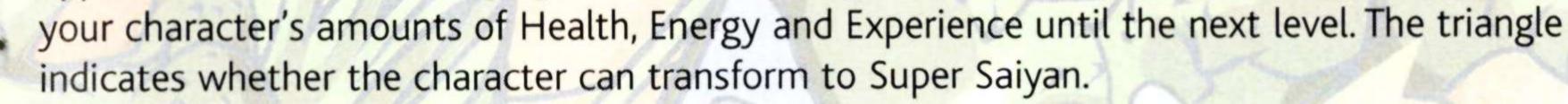
The Options Menu consists of three slider bars for adjusting the Text Speed, Sound FX volume and Music volume. Highlight an option by pressing the + Control Pad or , and

adjust the option by pressing the + Control Pad ◀ or ▶. Select Credits at the Options Menu to view the game's credits.

GAME SCREEN

After the Trunks[®] prologue, you start the game as Gohan[®], and as you advance through the game, you will also be able to take on the role of Piccolo[™], Vegeta[®], Trunks[®], and Goku[®]. You can switch between characters at Save/Character Change Circles (see page 10).



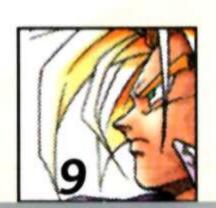


Your character earns experience, indicated by the Experience gauge, by winning battles. When the Experience gauge fills up, your character gains a level, and the gauge empties. With each new level, your character's Health, Energy and Attributes increase.

To talk to a character in the game, walk up next to them, face them, and press the A Button. Press the A Button again to advance to the next text window.

Also press the A Button to pick up objects and open certain doors and objects.





THE WORLD

Flight Circles

When used, the character will fly to a Flight Circle in a new location. This location can be on the same screen or on a completely new screen.





Save Points

Save/Character Change Circles are the only places in the game where you can save your progress. When you load a game, your character will appear in the last Save Points you used.

Character Barriers

Character Barriers are gates that only a specific character can open and pass through. Each Character Barrier has a level number associated with it, ranging

between 1 and 50. So, a Vegeta® Character Barrier with a level number of 40 can only be accessed by a level 40 (or higher) Vegeta®.



Obstacles

Obstacles are destructible objects, such as boulders, that are placed throughout areas of the game and sometimes provide health and energy power-ups when destroyed. You can destroy obstacles using melee attacks or energy attacks.





World Map Signs

Press the A Button while standing before a World Map sign to enter World Map Mode. Use the

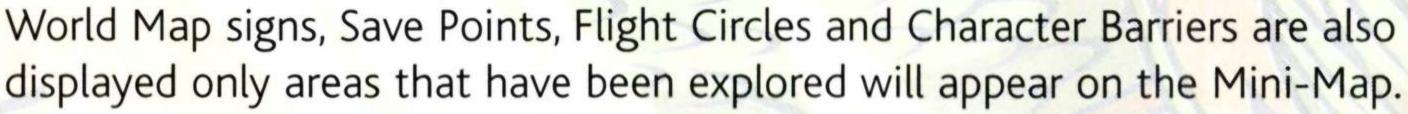
+ Control Pad to fly to any areas that you have unlocked and then press the A Button to land at the World Map sign for that area. (When appropriate, the area that you need to visit in your current main quest will be indicated by a star.)



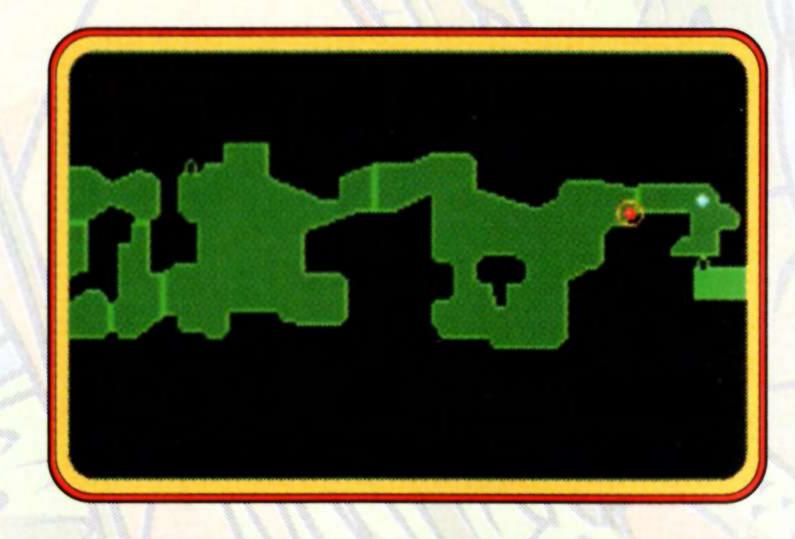
Mini-Map Mode

Press the **R Button** while playing to switch to Mini-Map Mode and to display a map representation of the current area. Above, below, and to either side of the map are arrows that point off screen. Use the **+ Control Pad** to scroll the map.

The Mini-Map is composed of a series of shapes representing different areas in the current zone. Your character is represented by a flashing dot. Icons for



You can upgrade your Scouter (see page 15) at some point in the game and it will show some unexplored areas. Once you obtain the Dragon Ball® Radar from Bulma™, the Dragon Balls will also appear on the map.



CHARACTER STATUS

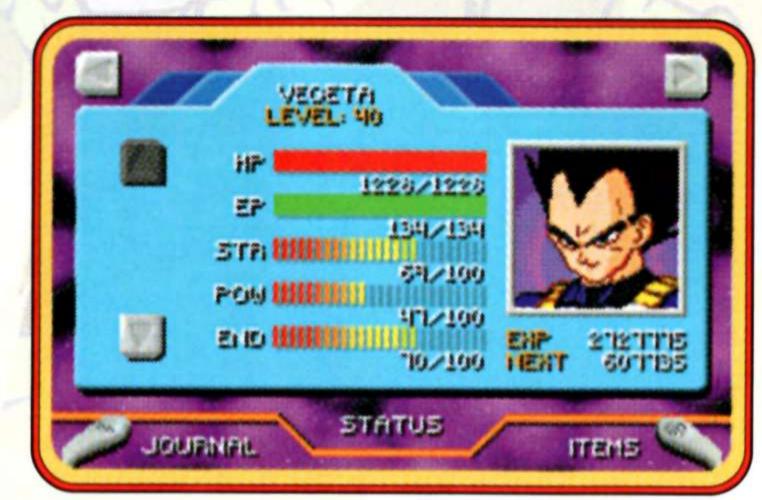
Status Screen

Press **START** while playing to bring up the Status Screen. The Status Screen displays your current character's status, including current/total Hit Points (HP), current/total Energy Points (EP), and current Strength (STR), Power (POW) and Endurance (END).

Strength determines the power of your character's melee attacks. Power determines the damage your character can inflict using energy attacks. Endurance determines how much

You will find various capsules throughout the game that will enable you to raise these abilities.

Under the character portrait is the current number of experience points (EXP), as well as the number of points your character needs to reach the next level (NEXT). Press the + Control Pad ◀ or ▶ to scroll through the available characters.



Press the L Button to display the Journal and press the R Button to display your Inventory. Press the B Button to close the Status screen.



Journal

While the Status screen is open, press the **L Button** to display the Journal, which contains current and completed quests. When you first open the Journal, it displays the Quests window, which lists the quests that your character has not yet completed. A gold star will appear next to the quest that you need to complete in order to move forward in the main narrative.





Press the + Control Pad ▲ and ▼ to scroll through the list of quests. Once you have completed a quest, it will be removed from the Quests section and that quest will be moved to the Finished section. Press the + Control Pad ▶ to display your finished quests. Press the B Button to close the Journal.

Inventory

While the Status screen is open, press the **R Button** to display your inventory. The Items screen lists your cur-

rently held items. Press the + Control Pad ▲ and ▼ to scroll through the list. To the right of the list is a large image of the currently selected item, along with a description of that item.



To use an inventory item, select it by pressing the **A Button**. A pop-up window will appear that asks, "Do you wish to use this item?" Press the **A Button** again to use the item, or press the **B Button** to cancel.

Press the **B Button** to close the Items screen.

Scouter

Once you have completed the quest given by Bulma, the Scouter will be added to your inventory. To activate the Scouter, press the **R Button** to enter Mini-Map Mode, or press **SELECT** to enter Scanning Mode. Scanning Mode will allow you to gather information on other characters and enemies. You can access this information later at Capsule Corporation.





COMBAT

Combat is divided into melee attacks and energy attacks. When a character is hit, he will turn red momentarily and a number representing the damage done will rise above his head.

Melee Attack

Melee attack range is limited to a short distance in front of your character and requires direct contact between your character and the enemy. The basic melee attack — punching or kicking your enemy — is done by tapping the **A Button** Melee attacks push the enemy backward when contact is made.

Energy Attack

Energy attacks let you battle from a distance, but also drain energy from your character's energy supply. The power of your character's energy attack increases as his Power attribute increases.

Tap the **B Button** to fire a basic energy blast. The basic energy blast is exactly the same for all characters — each tap uses a specific amount of energy and the energy blast travels until it hits an obstruction.





Special Melee Attack

A character receives a special melee attack after training with Master Roshi. You will be directed when to do this in the game.

Press and hold the **A Button** to launch a special melee attack, which causes more damage than a normal melee attack. "Charging up" the special melee attack takes time, and the amount depends on which character you are using. You must fully charge your special melee attack in order to use it. If your character is hit by an enemy while charging the special melee attack, then the attack will not work.

While you are charging up your special melee attack, your character will begin to flash white. When the attack is fully charged, release the **A Button** to launch the attack. Once you have begun charging your special melee attack, your character will not be able to move until the attack is released.

Special Energy Attack

Each character gains two special energy attacks at specific points during the game. Each special energy

attack is slightly different. Press the **L Button** to cycle between all of your character's energy attacks, including special energy attacks.

Note: See Character Information on pages 19-23 for more details about special melee attacks and special energy attacks.



Critical Hits

There will always be a chance that your character will land a critical hit when doing a basic melee attack. This chance will rise slightly as the player's Strength attribute increases. A critical hit will do twice as much damage as a normal melee attack.

Super Saiyan Mode

Each character will eventually gain the ability to enter Super Saiyan Mode (Piccolo™ transforms into a super Namek). During Super Saiyan Mode, the character will gain a significant boost to

stats and speed. Once a character has the ability to transform to Super Saiyan form, a Super Saiyan option will become permanently available in the Energy Attack list. However, you can use the Super Saiyan option only if the small triangle to the left of the health and energy meters is filled with yellow.

To transform to Super Saiyan, press the **L Button** to select Super Saiyan Mode from the Energy Attack list, and then press the **B Button** to activate it. During the Super Saiyan charge process, the character will be vulnerable to attack, so be careful when you use it.





As a Super Saiyan, your character's energy will slowly drain away. When the character has no energy left, he will revert back to his original form.

CHARACTER INFORMATION



Gohan®

Special Melee Attack – Super Kick: Gohan® performs a Super Kick, which does more damage than a normal melee attack.

First Special Energy Attack – Masenko Ha: Gohan® forms a ball of energy in his hand and hurls it. The Masenko Ha acts like a grenade, in that it only does damage once it reaches the end of its trajectory. Charging the attack longer will increase the range and power of the throw. When the

Masenko Ha hits the ground, it will produce damage in a small radius around the impact.

Second Special Energy Attack – Kamehameha: The Kamehameha is a powerful beam of energy concentrated on one opponent. The beam can be sustained by pressing and holding the **B Button**.





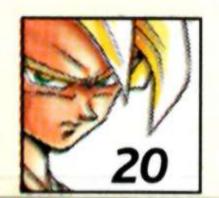
Piccolo™

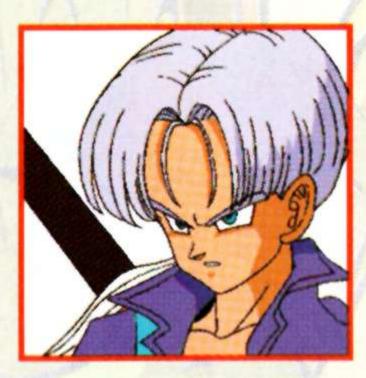
Unique Characteristic: Piccolo's "Super" mode is actually a Super Namek mode, which he can attain after merging with Kami™. Piccolo's stats will not rise as much as the stats of other characters in their "Super" modes, but he will regenerate health.

Special Melee Attack – Spin Punch: Piccolo™ will perform a 360-degree spin, which hits opponents in direct contact all around him.

First Special Energy Attack – Special Beam Cannon: This incredibly fast beam moves through enemies, but it is stopped by the environment. The beam will fire in one continuous stream while you hold down the **B Button**. The attack will stop when you release the **B Button** or run out of energy.

Second Special Energy Attack – **Scatter Shot:** Several Energy Blasts are emitted in a fan-like pattern that emanates from Piccolo™ and spreads out as it travels. Charging the Scatter Shot will increase the range. The Scatter Shot is stopped by obstructions.





Trunks[®]

Special Melee Attack – Sword Slash: Trunks® will perform a mighty Sword Slash attack that does a significant amount of melee damage.

First Special Energy Attack - Burning Attack: This energy attack will stun any enemy that it hits.

Second Special Energy Attack – Sword Blast: Press the B Button to swing Trunks' sword for melee damage, and also emit a damaging wave of energy. The energy wave will stop when it hits any obstruction.



Vegeta®

Special Melee Attack – **Two-Handed Smash:** Vegeta® clasps his hands, pulls his arms over and behind his head, and holds that position until you release the **A Button**. He then brings his hands down with a huge amount of force.

First Special Energy Attack – Big Bang Attack: Vegeta® will charge up a devastating blast of energy while you hold down the B Button. When you release the B Button, Vegeta® will release the blast, doing a significant amount of damage in a wide radius.

Second Special Energy Attack – Energy Punch: Press the B Button to make Vegeta® perform a seemingly normal melee attack, except that his melee attack is charged with energy and therefore does more damage. Each time you press the B Button to perform this attack, a small amount of energy is used.



Goku[®]

Special Melee Attack – **Flurry Punch**: Goku® executes a rapid succession of hits that stun the enemy. The enemy will not be pushed backward until the flurry is complete.

First Special Energy Attack – Kamehameha: The Kamehameha is a powerful beam of energy concentrated on one opponent. You can sustain the beam by holding down the **B Button**.



Second Special Energy Attack – Spirit Bomb: Press and hold the B Button and Goku® will raise his hand and a ball of energy will begin to form above his palm. The longer you hold the B Button, the larger the Spirit Bomb will become. Release the B Button to make Goku® throw the ball in the direction he is facing. The Spirit Bomb is slow moving, but when it makes contact with anything, it produces an extremely large explosion. This blast does a significant amount of damage to anything within the blast radius and stuns every enemy on the screen.



CREDITS

Special Thanks:

SHUEISHA Inc.

Toei Animation

Aaron Jay Isaacman

Akira Toriyama Original Author

FUNimation Productions, Ltd.

Gen Fukunaga President

Daniel Cocanougher Executive Vice-President

Cindy Brennan Fukunaga Vice-President, Marketing

Bob Brennan

Director of Licensing

Jeremy Snead

Licensing Account Manager

Webfoot Technologies, Inc.

Murray Kraft Project Lead, Design, Art

Jeffrey Lim
Game Programming,
Tools Programming

Gerry Swanson
Design, Art, Dialog

Andrew Myers Art, Design

Jim Grant Art, Additional Design

Mandi Paugh Character Art

Yannis Brown
Music, Sound Effects

Paul Carmody

Additional Music,

Additional Sound Effects

Adam Leggett

Additional Tools Programming

Kostandin Igor Ruiz Additional Art

Dana Dominiak President, Producer

Pascal Pochol

Director of Software Engineering

Debra Osborn Legal and Admin.

Ben Vittoff John Cline Testers



Infogrames, Inc.

Michael Cucchiarella Senior Producer

Chris Lundeen Amy Jordan Associate Producers

Matt Collins Senior Brand Manager

Peter Armstrong
Director of Product
Development

Roger Arias Product Acquisitions

Paul Rinde Sr. V.P. of Product Development

Wim Stocks Sr. V.P. of Sales

Steve Arthur Laura Campos Directors of Marketing Steve Martin

Director of Creative Services

Elizabeth Mackney
Director of Editorial &
Documentation Services

Morgan Tomaiolo Graphic Designer

Kurt Carlson

Documentation Specialist

Paul Collin Copywriter

Infogrames Q.A.

Michael Gilmartin

Director of Publishing Support

Michael Craighead

Director of Quality Assurance

Donny Clay
Chuck Nunez
Jeff Loney
Q.A. Supervisors

Mike Hathaway Q.A. Lead, Plymouth, MN

Arif Sinan Lead Tester

Stefan Nelson Assistant Lead

Jomokian Arbuckle
Howell Selburn
Helen Hinchcliffe
Michael Shamsid-Deen
Jeff Kelm
Sarah Cherlin
Lupe De Leon
Miguel Jauregui

Jorge Oseguera
David Degnan
Mark Florentino
Testers

Juan Sanchez



INFOGRAMES WEB SITES

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

www.dbzgamer.com

www.us.infogrames.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.infogrames.com/freebies

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

www.ina-community.com

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

Chat Messages: Infogrames 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 Infogrames web sites is subject to terms and conditions, which you can access at:

www.us.infogrames.com/terms_of_service.asp

For more information about Dragon Ball Z° visit the official DBZ web site:

www.dragonballz.com



TECHNICAL SUPPORT (UNITED STATES & CANADA)

Help Via the Internet

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

http://www.ina-support.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions if you do not find your answers within the FAQ.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Parental Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7110**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product will have automated support which will include information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support Access Number** when prompted to do so.



This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support Access Number is 22699**. When prompted by the Automated System, enter the product's Tech Support Access Number.

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

You may also fax your Technical Support questions or problems to: (425) 806-0480, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7110** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA#:

Warranty Policy in the United States & Canada

28

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), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

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 Infogrames, 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 call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. 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 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

- 1. 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.
- 3. 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 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.

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.

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

© 2003 BIRD STUDIO/SHUEISHA, Toei Animation. Licensed by FUNimation Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI Animation.

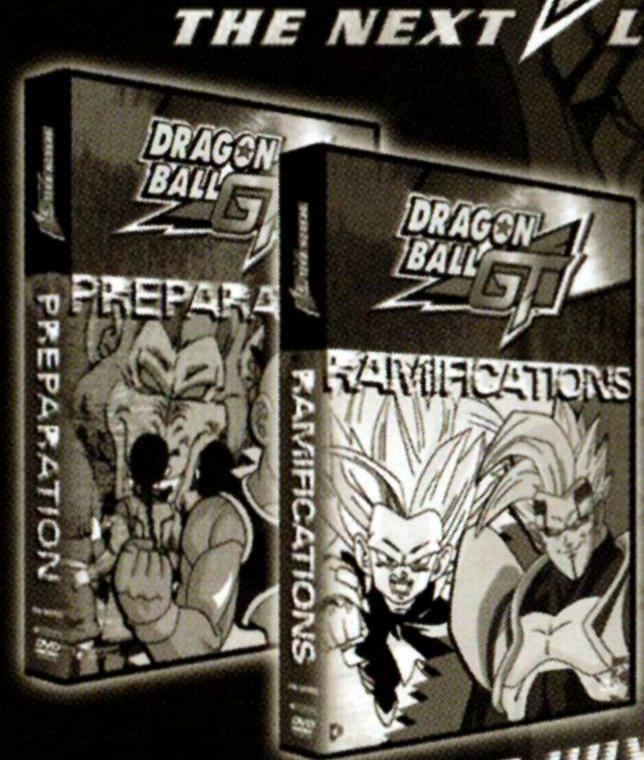
Marketed and distributed by Infogrames, Inc., New York, NY. All trademarks are the property of their respective owners.

04163

MORE POWER ... FASTER ACTION ... HIGHER LEVELS



AVAILABLE NOW



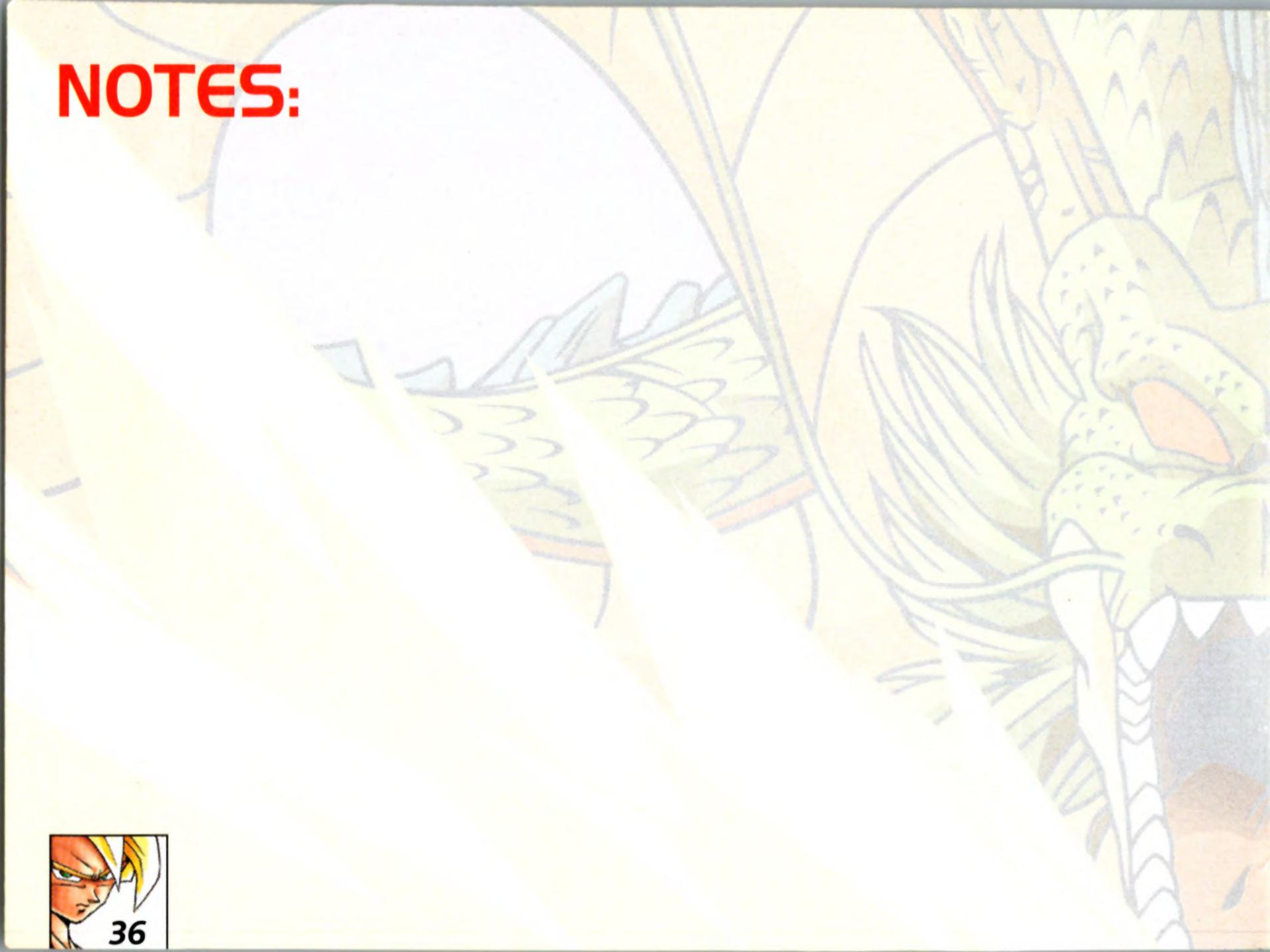
AVAILABLE JULY 15

www.dragonballgt.com

© 2003 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation ® Productions, Ltd. All Rights Reserved.













Register online today!

It's as simple as 1, 2, 3!

1. Go to www.gameregister.com 2. Enter your game's information 3. Select a great offer Receive exclusive game-related info or other special offers by registering online today! That's it.

Infogrames will not contact you without your express permission, and does not sell or share registration information.

For more information about our privacy policy, visit http://www.us.infogrames.com/privacy_policy.asp

© 2003 BIRD STUDIO/SHUEISHA, TOEI ANIMATION. Licensed by FUNimation Productions, Ltd. All Rights Reserved. Dragon Ball Z and all logos, character names and distinctive likenesses thereof are trademarks of TOEI ANIMATION. All other trademarks are the property of their respective owners. Marketed and distributed by Infogrames, Inc., New York, NY.

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

PRINTED IN USA.