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Dragon Ball Z: Infinite World
Moby Games

[Dragon Ball Z: Infinite World Hints \(PS2\)](#)

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Dragon Ball Z: Infinite World is a video game developed by Dimps and published by Namco Bandai. It was launched exclusively for the PlayStation 2 home gaming console from Sony. It was released in November 2008 in North America and in December in Europe and in Japan. The game is classed as an action and fighting title played from a third person perspective and borrows quite a lot from the anime and manga franchise it is based on.

Dragon Ball Z: Infinite World uses the same mechanics established in the previous titles in the series, with just a few elements coming in from Burst Limit. It includes a story mode, which is called Dragon Mission, where the player needs to move around an in game map listing mission objectives.

The battles fought are mostly taken from Dragon Ball Z and from Dragon Ball GT. Most of the fights are standard but endurance and timed ones are thrown into the mix. The release also offers a few mini games, like races to reach an item, searches, and even a section that looks like a shooting gallery.

As all the other games in the series, Dragon Ball Z: Infinite World has skill capsules. Using these, all characters can be customized to use special attacks and techniques. The more capsules a player has, the stronger he or she is.

Dragon Ball Z: Infinite World also features a mode called Fighter's Road, which includes battles on four maps from the story line. Basically, the story is eliminated so that more battles can be enjoyed.

GAMEPLAY HINTS

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Get knocked ringout with 18 when you are fighting Hercule in the Buu Saga the second time you play through Dragonmission. Under Z difficulty, it will give you 60,000 and 90,000 zeni with "We Got The Power" at maximum.

Here's a video:
