

DRAGON BALL Z KAKAROT: THE CANONICAL GAME



② サブストーリーが楽しめる!

「仲間たちの危険なパーティー」

メインストーリーの間にあった、知られざるストーリーノ時は悟空がナメック星の爆発から無事に生還した後。地球に帰ってきた悟空を祝って、みんなでパーティーを開催! 何が起こるかは楽しみ……!!

② Enjoyable Substories!

"A Dangerous Party with Friends"

During the unknown Story in between the main story, Goku safely returns to Earth after surviving the explosion of Planet Namek. To celebrate Goku's return, everyone holds a party! It's a surprise what will happen...!!

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This text describes an aspect of a story or game where subplots or side stories can be enjoyed. In this specific case, it mentions a "Dangerous Party with Friends" that takes place between the main storyline moments.

"In between" or "between" refers to the temporal or narrative space that exists between two events or moments. It implies that there is a gap or interval separating one significant event from another.

In the context of the text "in between the main story" suggests that there are periods or moments within the overarching main storyline where additional, side stories or subplots occur. These subplots can provide additional depth, development, or entertainment alongside the primary narrative.

Furthermore, In the context of Akira Toriyama's statement about the Dragon Ball universe, "deep dive" suggests that the game provides a thorough and immersive exploration of the Dragon Ball world. It implies that players will have the opportunity to delve deeply into the details, lore, and various aspects of the Dragon Ball universe within the game.

By using the term "deep dive," Toriyama is expressing the idea that the game offers a comprehensive and rich experience, allowing fans to thoroughly engage with the intricacies of the Dragon Ball universe. This could include exploring different locations, encountering various characters, and uncovering additional details about the Dragon Ball lore that may not have been as prominently featured in other media.

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<https://www.merriam-webster.com/dictionary/deep%20dive>

ゲーム、「ドラゴンボールZ KAKAROT」はアクションRPGです。ドラゴンボールの世界観がすべて詰まっていて、連載当時に語られなかった裏設定まで入っており、ドップリとワールドに浸ることができるはず。サイヤ人であり、カカロットという名を持っていたことも知りさらに激しい戦いに巻き込まれていく悟空を最新のゲーム映像で体験するのは新鮮な驚きだと思います。ぜひ楽しんでください!

The game "Dragon Ball Z KAKAROT" is an action RPG. It's packed with all the worldviews of Dragon Ball, including behind-the-scenes settings that weren't talked about at the time of the series, so you'll be able to completely immerse yourself in the world. I think it will be a refreshing surprise to experience Goku in the latest game footage as he learns that he is a Saiyan and has the name Kakarot, and becomes embroiled in an even more intense battle. Please enjoy!

Different translation

The game "Dragon Ball Z KAKAROT" is an action RPG. It encapsulates the entire world of Dragon Ball, including background settings not revealed during the original serialization. You should be able to immerse yourself deeply in the world, exploring even the untold details. Experiencing Goku, who is a Saiyan and was once known as Kakarot, getting involved in intense battles through the latest game visuals should be a fresh and enjoyable surprise. Please, enjoy!

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https://youtu.be/k07zAYj8sOk?si=XdbQjJ_l8Gl80xcr

Kakarot hews closer to the original manga than the anime adaptation, which weighs in at a hefty 291 episodes spanning nine seasons. Either way, it's a lot of ground to cover. Hara says cutting down all that material to make it accessible for newbies was a monumental task.

"This may seem obvious, but the amount of volume we had to cover was huge, so this was quite a challenge," he says. "But we felt that it was necessary to cover the story in one complete package to truly deliver the appeal of the Dragon Ball Z story, especially for players who know little about the anime."

"Not only do we focus on detailed moments from the original story, but we also show scenes and settings that will be told for the very first time. Some settings were even shared with us from the author, Akira Toriyama,"

Hara says. "So, I'm sure that even the most hardcore Dragon Ball fans will have something new to discover in this game."

Hara says the team was careful to avoid making any changes that the manga legend might not like. While some DBZ storylines get short shrift in Kakarot, Easter eggs and references to those minor plots are scattered throughout the nooks and crannies of the world.

"We had the chance to send a batch of questions to Toriyama-sensei," the producer says of the team's dialogue with the Dragon Ball creator. "Based on the answers we received, we implemented them into the game as sub-quests and conversations between characters."

Kakarot's calmer moments are captivating, too. You can zip from beneath the surface of a lake and crack through the clouds in the blink of an eye. But don't let all those opportunities to explore fool you: Kakarot isn't an open-world game. This was a deliberate choice the team made in order to remain as faithful as possible to the source material.

"Our goal was to be true to the original story," Hara says. "And being able to go anywhere at any time would not be faithful to the show. So, it was quite intentional that we didn't make the game into an open-world game."

<https://www.inverse.com/gaming/dragon-ball-z-kakarot-producer-interview-ryosuke-hara>

Dragon Ball Z: Kakarot's environments have been praised for looking strikingly similar to the show at times. How did you approach recreating the backdrop of the game?

Hara: The game was mainly designed based on the anime, however, we made sure to take references from the manga as well. For example, the in-game world map was created based on very detailed information that appeared in the original works.

<https://www.unrealengine.com/en-US/developer-interviews/cyberconnect2-shares-how-its-arts-faithfully-recreated-the-dragon-ball-z-universe-in-3d>

The team behind Dragon Ball Z: Kakarot promises that the single-player RPG will not let fans of the anime and manga down.

J: Is this a title that you plan on supporting with additional storylines, episodes, whatever you'd like to call out? Do you want to keep building this game even after its release? Can you give us any hints on DLC, costumes, episodes that you might want to take on?

HR: Our DLC plans as of right now are very fuzzy and I can't really comment too much on what that'll entail. In terms of, since you mentioned costumes, what I can highlight is that our intent with the experience was first a faithful recreation of the Dragon Ball Z experience, the extent of the costume changer is going to follow the storyline very closely. We really tried to lift the anime and drop that experience into the game. There isn't a plan to have a fully customizable or wide range of costumes.

<https://www.dualshockers.com/dragon-ball-z-kakarot-interview-e3-2019/>

原作では描かれなかったエピソードが「DBZK」のサブストーリーで楽しめる! 鳥山明先生による新設定に注目だ!!

"Enjoy the Substories of Dragon Ball Z Kakarot that depict episodes not shown in the original work! Pay attention to the new settings by Akira Toriyama-sensei!"

Different translation: "You can enjoy episodes that were not portrayed in the original work in the "DBZK" sub-stories! Check out Akira Toriyama's new settings!!"

『Z』の知られざる物語が紡がれるサブストーリーを楽しみつくせ!

「DBZ」の物語を追体験できる本作。ストーリーを忠実に再現するだけでなく、原作では謎であった設定や空白の時間がされるのだ! 全ての物語のパーフェクトなクリアを目指そう!

"Experience and fully enjoy the untold stories of 'Z' in the subplots! In this game, not only is the main story faithfully reproduced, but also unrevealed settings and gaps in time from the original work are revealed! Aim for a perfect clear of all the stories!"

Enjoy the sub-plot where an unknown Z story is told _Relive the history of DBZ in this "title" (here "title" speaks of the game itself). Not only does it faithfully reproduce the story, *it also reveals scenarios and gaps in time that were a mystery in the original story*... With the aim of completing the entire story, without exception!

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Explanation:

In the text, it is mentioned that the game Dragon Ball Z Kakarot offers the opportunity to experience additional episodes or stories that were not portrayed in the original manga or anime ("原作では描かれなかったエピソード"). These additional episodes are referred to as "substories" ("サブストーリー").

The text suggests that the "DBZK" sub-story provides a platform for enjoying episodes that were not depicted in the original work ("原作" or "Gensaku" in Japanese refers to the original work or canon).

The term 原作 (gensaku) consists of two Kanji characters:

1. 原 (gen):
 - Meaning: Origin or source.
2. 作 (saku):
 - Meaning: Work, creation, or production.

Combining these, 原作 (gensaku) translates to "original work" or "source material." In the context of anime, manga, or other media, 原作 typically refers to the original work that serves as the basis for adaptations. It is often used to denote the source material from which other derivative works, such as anime or movies, are created.

While 原作 itself doesn't directly mean "canon," it is closely related. The original work, whether it's a manga or a novel, is generally considered the primary and authoritative source for the storyline and characters. In this sense, the term 原作 is often associated with the

canon because it represents the authentic and official creation from which other interpretations or adaptations are derived.

Besides the game adding settings not portrayed in the manga with the intention to explain the same, It also highlights the addition of new settings ("新設定") created by Akira Toriyama, the creator of Dragon Ball, emphasizing the importance and significance of these additions and indicating an expansion of the canonical Dragon Ball universe.

The mention of "Zの知られざる物語" (unknown stories of Z) implies that the sub-story delves into narratives and events that were not explored in the main "Z" storyline, contributing to a broader understanding of the Dragon Ball world. The text also emphasizes the faithful reproduction of the "DBZ" story while incorporating new elements, including resolving mysteries and filling in gaps from the original canon.

The game faithfully produces the story and REVEALS scenarios and gaps in time that were a mystery in the original story (i.e. these stories are within the manga timeline, but they were just a mystery, but these mysteries and gaps in time will be revealed in the game) and it is said that these stories have the purpose of completing the entire story, without exception, showing that the side quests and the game itself are canonical

Interestingly, in the top part of the text, we can see the "title" tell us to pay attention to the New Settings from Akira which didn't appeared in the manga, when we look to text in red and translate what it says, The text talks about how the game itself explains the manga and Etc, This text, being below of the first one which is used as a title of the page to show the involvement of Akira in the game, implies the game itself had the whole involvement of Akira, with the same stories created across the whole game being canonical or/and containing official information about the verse (original work)

Since the game is official and authorized by the creator, with the same being implied to have involvement in the whole game, it suggests that these additional stories are considered part of the Dragon Ball universe.

Furthermore, this interpretation is confirmed in a interview about Dbz kakarot, where it's stated that all the settings came from Akira toriyama himself, showing the whole game contains official canonical information about the Dragon ball verse.

原:実はそれも含めてすべて鳥山先生から出てきた設定で、私たちは何も手を加えていないんです。ですから、これは先生公式の設定で、『ドラゴンボールZ』の新たな正史と言ってもいいと思っています。最初に上がってきたときは、本当に衝撃的でした。

Hara: Actually, all of the settings, including that, came from Toriyama-sensei, and we didn't make any changes to them. Therefore, this is the teacher's official setting, and I think it can be said to be a new canonical history of Dragon BALL Z. When it first came up, it was a real shock.

Different translation+added parts:

Hirota: It's also possible to experience the charm of the relationship with companion characters in the sub-stories. It starts with detailed elements of the original world, but it also has parts that weren't depicted in the TV Anime, so it might be fun to discover new elements. There are also new characters and side stories that were made from new settings we got from Akira Toriyama-sensei.

Interviewer: In this work, there's a new character that was in Toriyama-sensei's concept but didn't appear in the original manga; the debut of Bonyu has become a topic of discussion.

Hirota: About Bonyu, when we asked Toriyama-sensei "Please, tell us the secret story about the formation of the Ginyu Force", he replied "As a matter of fact, there were originally six of them", which led to this character appearing in the game. Sensei was also in charge of the character design. As a matter of fact, everything that was included was the settings given by Toriyama-sensei's answers, and we didn't add anything to it. Therefore, since this is sensei's official setting, you could say this is the new official history of "Dragon Ball Z." I was really shocked, and I first stopped to consider that.

<https://funfare.bandainamcoent.co.jp/3813/>

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Which is, again repeated in another Interview:

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<https://fb.watch/jeVuieGKSR/?mibextid=NnVzG8>

Comparing this statement with the previous evidence, this statement provides a clear assertion that the settings in Dragon Ball Z: Kakarot, including those that address gaps and mysteries, originated from Akira Toriyama himself. The statement emphasizes the content is presented as Toriyama-sensei's official setting.

This direct involvement of the original creator and the endorsement of the content as the "new official/canonical history of Dragon Ball Z" strengthen the argument for considering the game as part of the canon. It aligns with the intent to expand the Dragon Ball universe while maintaining consistency with Toriyama's vision and storytelling.

To support/confirm this argument, we have the addition of a character from Dragon Ball Z: Kakarot, such as Vomi, one of the settings specifically made for the game, into the broader Dragon Ball manga and anime universe indicates a level of integration between the game and the established canon. When a character introduced in a game becomes part of the official Dragon Ball universe, it implies that the creators and those overseeing the canon have acknowledged and incorporated elements from the game.

(Note: as proved above, all the new elements of DBZ Kakarot are from Akira himself, as implied in an interview, which basically means everything is for specifically the game, which includes Vomi)

Giuseppe: Let's talk about the newly-announced character, Bonyu. Can you give some background about what led to her introduction?

Ryosuke Hara: Among the new elements created by Akira Toriyama himself specifically for this game there is a new character, Bonyu

<https://twinfinite.net/features/dragon-ball-z-kakarot-interview-2/>

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<https://comick.app/comic/dragon-ball-super-super-hero/exv5PbzA-chapter-1-en>

Going even beyond that, in the movie Dragon Ball Super Hero, the inclusion of a scene from Dragon Ball Z: Kakarot during Magenta's explanation of the past of the Dragon Ball universe serves as a direct reference. This incorporation of game content into a movie associated with the main Dragon Ball series strongly suggests that the events and lore presented in Dragon Ball Z: Kakarot are considered relevant and consistent with the broader canon.

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In summary, the integration of a game character into the manga and anime, coupled with scenes from the game being referenced in official movie material, provides substantial evidence supporting the canonicity of Dragon Ball Z: Kakarot within the Dragon Ball universe. It signifies a deliberate effort to expand and enrich the canonical narrative with elements originating from the game.

Besides the game being canonical to the manga, It also is canon for the TV anime DBZ.

The first text emphasizes the inclusion of original stories (subplots) in the game, providing players with additional content beyond the TV anime. These sub-stories are designed to be enjoyable and immersive, complementing the main narrative.

The second text specifically mentions the game allowing players to "超体験" (chō taiken), meaning "super experience" or "experience in a super way," the world of Dragon Ball. Players get to immerse themselves in the DBZ universe, essentially becoming a part of the iconic TV anime "DBZ" world.

The third text highlights the expansive nature of the game, encouraging players to embark on a grand adventure within a vast field. The quests and battles presented in the game align with the TV anime's storyline, providing players with an interactive experience that mirrors the events of Dragon Ball Z.

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名場面から細かなシーン、中には初めて語られるストーリーも含めて「ドラゴンボールZ」がアクションRPGとして蘇る。自らが孫悟空となって物語を辿る、究極の「悟空体験」。

"Dragon Ball Z" is revived as an action RPG, from famous scenes to detailed scenes, including stories told for the first time. The ultimate "Goku experience" where you become Son Goku and follow the story.

アニメさながらのハイスピードバトル。悟空の体験してきた真の死を再現。

A high-speed battle just like the anime. Reenacting the true death that Goku has experienced.



Another great addition to the game that some of the filler episodes from the TV anime series Dragonball Z will also be in the game. Obviously, not all the filler episode will be in the game due to sheer amount of filler episodes inside the anime itself. For me, it is good enough that some made it to the game. Makes me feel the nostalgia all over again. Sadly, we can't change the characters clothing nor changing the skin of the character. The developers wanted to stay true to the lore so the skins or the clothing will stick to the characters as the same as the original clothing.

<https://www.gamerbraves.com/gamescom-2019-dragonball-z-kakarot-interview-with-the-producer-of-dragonball-z-kakarot-ryosuke-hara-and-our-thought-on-the-hands-on-of-the-game/>

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<https://youtu.be/BHgrJMDK9JE?si=KAj9hIVrflwrjvkb>

Wir haben mit den Jahren bereits einige Dragonball-Spiele miterlebt.

Was macht Dragonball Z: Kakarot anders?

Die Besonderheiten lassen sich grob in drei Punkten zusammenfassen.

Einmal hat es als Rollenspiel ein größeres Volumen, es bietet also deutlich mehr Inhalte, als andere Spiele des Franchise.

Die bisherigen Spiele haben nur Szenen aus vereinzelt Episoden gezeigt. Diesmal wird wirklich die komplette Story erzählt.

Und außerdem wird in diesem Spiel das erste mal auch der Humor von Dragon Ball-Schöpfer Akira Toriyama zu spüren sein.

Also haben wir im Prinzip das gesamte Dragon Ball-Universum in diesem Spiel.

Zweitens ist Dragon Ball Z: Kakarot ein Action-RPG, weshalb es natürlich einige Kampfszenen geben wird.

Bisher waren die Kampfsysteme in Dragon Ball-Spielen eher auf Player vs. Player ausgelegt und dementsprechend ausbalanciert.

In einem Action-RPG wie diesem haben wir aber auch NPCs und so kann es vorkommen, dass Kämpfe nicht immer ganz fair sind.

We've seen a few Dragon Ball games over the years.

What makes Dragon Ball Z: Kakarot different?

The special features can be roughly summarized in three points.

Firstly, as a role-playing game it has a larger volume, so it offers significantly more content than other games in the franchise.

The previous games have only shown scenes from isolated episodes. This time the complete story is really told.

And what's more, Dragon Ball creator Akira Toriyama's sense of humor will be felt for the first time in this game.

So we basically have the entire Dragon Ball universe in this game.

Secondly, Dragon Ball Z: Kakarot is an action RPG, so of course there will be some fight scenes.

Until now, the combat systems in Dragon Ball games have been more player vs. player based and balanced accordingly.

In an action RPG like this we also have NPCs and so it can happen that fights are not always entirely fair.

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https://media.discordapp.net/attachments/1133197713803067542/1183163701390491698/Screenshot_20231209-182805.png?ex=65875610&is=6574e110&hm=96528de4b2a7a12805321491ff13cad7936e90b2db2fbd5ad8dbf7d267257dd0&

Zum Beispiel gibt es NPCs, die in manchen Szenen viel stärker sind als die Hauptfigur, so wie es auch in der Originalstory im Anime erzählt wurde.

Wir haben uns sehr bemüht, dem Quellmaterial so treu wie möglich zu bleiben.

Manche Charaktere feuern zum Beispiel viele Ki-Blasts und andere beeindruckende Attacken ab, wodurch es zu riesigen Explosionen kommt.

For example, there are NPCs who are much stronger than the main character in some scenes, just like it was told in the original story in the anime.

We tried very hard to stay as faithful to the source material as possible.

For example, some characters fire lots of Ki blasts and other impressive attacks, causing huge explosions.

Bestimmte Bossgegner sind dabei viel stärker als man selbst, was die Kämpfe spannender gestaltet.

Und diese Spannung, die wir aus dem Anime kennen, wollten wir in den Kampfszenen so originalgetreu wie möglich wiederbeleben.

Welche Zeiträume des Anime deckt das Spiel denn ab?

Von wann bis wann spielt die Handlung?

Certain bosses are much stronger than you, which makes the fights more exciting.

And we wanted to revive this tension that we know from the anime in the fight scenes as faithfully as possible.

Which periods of the anime does the game cover?

From when to when does the action take place?

Ja, ich kann leider nur das sagen, was auch bereits öffentlich gemacht wurde.

Die Handlung beginnt, wie ihr sicher wisst, an dem Punkt, an dem der Saiyajin Radditz auf die Erde kommt.

Und wie wir vor kurzem bekanntgemacht haben, wird die Handlung bis zur Cell-Saga gehen.

Yes, unfortunately I can only say what has already been made public.

The plot, as you probably know, begins at the point where the Saiyan Raditz comes to Earth.

And as we recently announced, the plot will continue up to the Cell saga.

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https://youtu.be/wbfbO9ImDYA?si=uy_P13BZLmCcTq5b

But what is the point of the interview?

Simple: The game is said to be different from previous games, as they only showed scenes from isolated episodes, this time the story will actually be told, and that Akira's "sense of humor" will be felt in the game, And From this,

The conclusion is that "we will have the entire Dragon Ball universe in this game" indicating credibility to the franchise. In addition to what is said, he also explains that "there are NPCs who are stronger than the main character, just as was told in the anime's story" Indicating that the game is made to follow the story of the anime and that "the entire Dragon Ball universe" that is in the game is the anime, while emphasizing Akira's participation in the game. And that "we try to remain as faithful as possible to the original material" And with that, they wanted to "revive" this tension that we know from Anime as faithfully as possible,

And that the game covers the history of the anime (Cell saga and Raditz for example, since at the time the interview came out it could only be said about information that had already been leaked to the public)

The Game "DBZ Kakarot" also aims to create a unified canon by incorporating elements from both the Dragon Ball Z anime and the original manga. By introducing sub-stories that fill in gaps and provide additional context to the manga narrative along with the TV anime, the game effectively integrates aspects of the manga storyline that might not have been explicitly covered in the TV anime and vice versa.

In doing so, "DBZ Kakarot" serves as a comprehensive experience, offering fans a cohesive and enriched understanding of the Dragon Ball Z universe. The game works to harmonize them (manga and anime) into a single narrative, making events from both sources relevant and interconnected within the game's canon.

The game also canonizes Dragon Ball XenoVerse

"DBZ Kakarot" stories are explicitly stated to come from Akira Toriyama himself and are intended to fill gaps in the canon by showing scenes not seen before, it suggests a level of endorsement and involvement from the original creator. In this context, if Towa and Mira are part of these officially sub-stories (from which they are) it means that they are considered part of the Dragon Ball canon within the scope of the game, via the whole context showed above