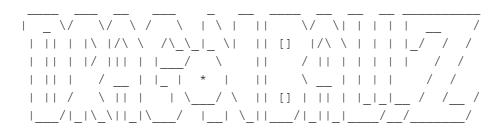
# **Dragon Ball Z: Buu's Fury** FAQ/Walkthrough

by SOng

Updated to v1.0 on Jan 22, 2007



\*\* Buu's Fury \*\*

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Dragon Ball Z: Buu's Fury

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For Gameboy Advance Released date: 17JUL2005 Last Update: Version: 17JUL2005 Author:

Scott Ong 1.0

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This FAQ is best viewed using Microsoft Wordpad or Notepad.

# -[Revision History]-

V1.0 First release of the FAQ (completed!) Size: 447 KB

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# Author's Note

It has been a while since I have been making new FAQs. This is my 3rd FAQ for a game that is being associated with Dragon Ball Z. This FAQ will cover almost everything that you need to know about the game.

(Hopefully that I don't make that much silly mistakes that I have done

for my previous FAQs ^ ^;)

If you want to contact me, please check out Section 10.0 and read it before dropping an e-mail.

-[Scott]-

#### 1.0 Controls

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The controls are really simple and below are the buttons and what they do:

	MENU	TERRAIN
C-PAD	Toggle between options	Moves your character
A	Select	Normal Attack
В	Cancel	Use special attacks
L	Cycle menu page left	Toggle between modes
-	0 1	D1 1

R Cycle menu page right Block
START No use Activate the menu

SELECT No use Activates the scouter

#### 2.0 Basics

If you are new to the series of Legacy of Goku, I suggest that you do some reading on this section. This section provides you the essentials on how to play this game and some tips.

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# 2.1 Knowing the Status Bar

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When you are on the terrain, you will see a status bar similar to the ASCII below on the top left corner of the screen.

_ Charge Meter				
Mode _				
_     /		-	ΗP	(Hit Points gauge)
_  /		-	ΕP	(Energy Points gauge
=======================================	== .	_	EXP	(Experience gauge)

# -[HP]-

The red bar (top-most) represents the character's HP. Once it is fully depleted, it will be an automatically game over unless you have Lazarus Crystal in your inventory (more details will be cover in the Supplies Bestiary). To restore HP, you can do this in 2 methods. The first method is to gain levels and the second method is use a Food item on your character.

## -[EP]-

The green bar (middle) reprsents the character's EP. Whenever you use the character's special attacks (i.e. energy blast, kamehameha, etc), you will use EP. EP will restore gradually as you move along terrain. You cannot use special attacks when your character's EP is fully depleted. To restore EP, there are basically 3 methods. The first method is to wait (but it will waste your time...). The second method is gain levels. The last method is use a Drink item on your character.

#### -[Mode]-

Basically, all playable characters have Energy Blast mode, Super Saiyan

and 2 attacks modes. For details on all available modes, please refer to Section 3 for more details. You can toggle between modes by press the L button. Different abilities requires different methods to activate.

#### -[Transform]-

To change to a Super Saiyan, the charge meter must be full. It is a yellow triangle found between the HP/EP meters and the Mode icon. When you activate Super Saiyan, the charge meter will be used up. Of course the mode selected must to be Super Saiyan (indicated by a Z symbol)

When your character transform in a Super Saiyan (power-up mode), EP meter changes its color to yellow. The yellow EP meter will gradually decrease and eventually used up. When it is fully depleted, your character will reverts back to plain Saiyan. To transform again, you need to wait for the charge meter to be filled up again and have Super Saiyan (Z icon) as your mode.

By the way, in transformed mode, your character can deal higher damage!

#### -[EXP]-

The experience bar is located on the lowest of the 3 bars. It is an empty bar at the beginning. As you defeated enemies, you will be awarded EXP automatically which will be indicate by blue bars filling up the EXP bar. Once the bar is fully filled, your character gains a level. When a character gains a level, his HP & EP will be restored back to full!

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#### 2.2 Scouter

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The scouter is a special menu that can be activated by pressing the L button. When in scouter mode, everything will freezes temporarily (i.e. enemies won't be able to attack and you won't be able to attack them either).

As you activate the scouter for the first time, you will be in the Map Radar mode. To switch to Scouter mode, hit L button again. To switch to World Map Radar, hit R. In short, the process can be summarised in the diagram below:

Scouter <- Press L - Map Radar - press R -> World Map Radar

# -[Map Radar]-

The Map radar will be "bigger" if you explore most of the areas. The exits are indicated by red markers and grey dots represents key objects such as Save Circle, Flight Circle, or even your destination location.

#### -[Scouter]-

You will see your character and any scoutable objects on the green and black environment. Select the object and you will get the object's avatar, pic (if any), attribtues [strength (STR), power (POW), endurance (END)] along with a description. All this data will be available at the computer accessible at Capsule corporation. Some scoutable objects are missable like King Kai's pets when you first meet them on the Snake Way. You can also scout for appearances. Like for Goku, you can have Super Saiyan and Saiyan mode. For your convenience, I have listed the scoutable objects in the Computer Bestiary based on the order that you get to see them.

#### -[World Map Radar]-

You will see red dots on a giantic world map. A blinking bracket on the red dot is the location of the current dungeon/city on the world map. This isn't accessible when Goku is at the Other World (or Chapter 1)

At Chapter 9, the Scouter will be upgraded and you will be able to see areas on your Scouter Map that you haven't been to yet. Such areas are being indicated in gray.

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# 2.3 Items, Key Items and Zenie

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#### [Items

Items can be obtained in 4 ways - buy from Z-Marts and shops in cities, find it in treasure chests, find it breakable objects such as boulders or barrels or pick it from enemies that drop them. Enemies could drop supplies items often and sometimes they could even drop equipment. To retrieve the item, just move your character over it and hit A. If you leave the item on the ground for too long, it will be disappear and you will miss the item!

## [Key Items]

Locations of most key items such as Dragon Balls, Exhibits (Z-Fighter or Hercule) are fixed. They are listed as key items as they are uncommon. Some of them have a dramatic impact on the story. Some of key items requires more methods to get them...

#### [Zenie]

Zenie can only be obtained in one way. (Or 2 ways if you considered selling items and equipment as one) You need to defeat enemies. Once an enemy is defeated, it will drop coins (ranging small gray coins to large Z coins). Z coins worth the most. So do not miss them!

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# 2.4 Save, Flight & World Map Circles

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#### [Save Circle]

The location of these save circles are fixed. To save your game, just have your character walk over and hit A to save your game. After you have Trunks as a playable character in Chapter 3, you can switch between characters by selecting the 2nd option. Certain characters are selectable for certain chapters. For more details, please refer to Section 3.

#### [Flight Circle]

The special circle allows you to move from places to place within that dungeon/city. An example is the one found at Kami's Lookout, which allows you to move from Kami's Lookout to Korin's Tower.

# [World Map Circle]

The world map circle will allows you to enter World Map or depart from that location. In the world map, you can fly around cities.

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#### 2.5 World Map & Dragon Radar

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The world is huge and below are the controls while your character is in the world map.

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Button	What it does
C-Pad A B START	Move forward, backward or turn left or right Descend (Fly lower) Assend (Fly higher) Activates Menu

If an area is accessible, you will find the status bar indicate the name for area. For example, fly over West City and you should see a status bar on the lower part of the screen with "WEST CITY" on it.

When flying around the world, you will not encounter any enemies unless you have enter into dungeons or cities. However, if you spot either one of the following:

Description	Place
A white airship flying in the skies	Stolen Airship
A blue submarine in the sea	Rogue Submarine

Make contact with it and there will be two possibilites. You will be fighting enemies (the enemies will varies depends on your character's levels) or the place is loaded with zenie and chests! Some of the key items can be obtained here like the Bandana...

# [Dragon Radar]

At the Chapter 6 after you have visit Bulma at West City, you will be given the Dragon Radar. The Dragon Radar will give you hints on the possible location of the Dragon Balls. As Dragon Balls can only be uncovered in dungeons, I found the radar a bit useless in the game... When you saw one of the 4 arrows starts to blink purple, fly towards that direction. Once it hits red, make a landfall to access the area.

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# 2.6 Character Gates & Levelling Up

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# [Character Gates]

During Chapter 2, you will be able to access all the accessible areas but they will be blocked off due to character gates. Character Gates are entry gates that can be destroyed only when a specific character has reached a certain level. The specific case will be apply based on the character's colour coding.

Character	Colour
Goku	Orange
Gohan	Green
Goten	Teal
Trunks	Purple
Vegeta	Blue
Gotenks	Gray

#### [Levelling Up]

When your character gains a level, his HP/EP will be fully restored and you will see a yellow triangle appear next the status bar. Access the menu when your character gains a level. You will be able to assign 3 attribute points to any of the attribute parameters - STR, POW, END.

If you reach the 25th level barrier (i.e. level 75, 100, 125, 150), the character's special abilities will gain level up too!

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#### 2.7 Main Menu

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To access the main menu, just hit the START button. You will start off with the status screen. You can switch between pages by tapping L or R. Basically, it works like a ring as shown in the diagram below.

L \_\_\_\_\_[Status]\_\_\_\_ R
|
|
[Journal]-[Options]-[Equipment]-[Items]

## [Status]

You will see the list of playable characters tab on the top with the current character that you are using as the being first shown up as you activate the menu. If your character level up, you will be able to use A button to assign to 3 attributes (per level) to any 3 of the following attributes:

Abbr.	Meaning	 What it does	?	
STR	Strength	Affects your	character's	normal attacks
POW	Power	Affects your	character's	EP attacks
END	Endurance	Affects your	character's	defense

Hit Down on the C-Pad and you will see the list of available modes and hit A on the them to view on how to execute them...

# [Journal]

The game progressed in a way by completing journal entries. To progress to next stage of the game, you need to fulfilled the required journal entry. There are optional entries which leads to sidequests, etc. You can keep track of the entries by tap L when you access the menu. The Journal is categorized in Goals and Completed Goals. Use the left or right button to toggle between the tabs

#### [Options]

You can change the text speed, sound FX volume, music volume, put the game into sleep mode ro view the credits.

# [Equipment]

You will see 4 body icons available and they are Body, Hand, Foot and Accessory. Different equipment can be equipped on different parts. Some equipment provide boosts to the core attributes END, STR, POW and some helps in other scenarios (for example, the Snorkel helps you to catch better fish). Weighted equipments like 1 Ton Armbands and 1 Ton Boots increases the amount of EXP gained and thus allowing your characters to level up fast but these equipment will reduce the

characters' speed.

#### [Items]

You will see the 2 tabs - Supplies and Key Items. Supplies refer to usable items such as food and drinks (you can use them from the menu by selecting them and hit A twice. Key Items refer to the rare items such as Exhibits, event items (e.g. 2402 Capsule), etc.

# 3.0 Playable Characters

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There are a total of 5 playable characters for this game. They are Goku, Gohan, Trunks, Vegeta and Goten. Certain characters are playable at certain chapters only. As the story goes on, you will get new skills for certain characters and some changes in character's outfit.

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#### 3.1 Goku

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Begin: At the Snake Way of the Other World (Chapter 1)

# -[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

# (Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

#### (Instant Transmission)

Hold the B button to bring up the curosr. Use the +Control Pad to select an item, enemy or switch. Release the B button to teleport there and back.

Level	How to Obtain?
1	Begins with it
2	Have Goku reached Level 75
3	Have Goku reached Level 125

You can switch between levels by selecting the skill and press left and right on the C-Pad to toggle the levels. The levels are indicated by the red number. At level 1, Goku can teleport one target. At level 2, Goku can target 2 targets. At level 3 Goku can teleport three targets! Please note that instant transmission will only works when there are targetable targets like chests, enemies, switches, save circles, world map circles or transmission circles. The more targets you use, the more EP is required.

## (Kamehameha)

Hold the B button to emit a long beam of energy.

Level	How to Obtain?
1	Begins with it
2	Have Goku reached Level 100
3	Have Goku reached Level 150

What will be a DBZ game without Goku's most famous trademark finisher? Just hold down the B button and Goku will fire a beam of energy towards where he is facing. The longer you hold, the more EP is required. The higher level, the more damaging Kamehameha becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits.

# (Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Goku will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Goku is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Goku will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

# -[Bonus Skills]-

# (Super Saiyan 3)

This skill will be only be available after you have defeated Majin Buu. To transformed to Super Saiyan 3, Goku must be in Super Saiyan mode. After you are in Super Saiyan mode, switch the icon to Super Saiyan 3 (indicated by Z3), hit B to power up again. The EP bar will change to orange. Once EP drops to yellow/green, Goku will revert back to normal Saiyan mode. The principles of a Super Saiyan will also apply to Super Saiyan 3.

#### (Fusion)

This mode will allow Goku and Vegeta to fuse into Gogeta. Refer to Gogeta for more details. It will only be available only if you have obtained all 15 Z-Fighter Exhibits and 25 Hercule Exhibits (of course, you need to submit them to the respective museums)

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# 3.2 Gohan

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Begin: Goku's House at East District 439 (Chapter 2)

# -[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

#### (Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

# (Masenkoha)

Hold the B Button to make a cursor appear in front of the player. Upon releasing the B button, a large ball of energy will be thrown at the cursor's location.

Level	How to Obtain?
1	Begins with it
2	Have Gohan reached Level 75
3	Have Gohan reached Level 127

As you hold the B button, a cursor will be moving back and fro in front of Gohan. Just release B when the cursor reaches your desired location. The higher level Masenkoha, the slower the cursor is. In fact, you can position the cursor where you like when it is at level 3. It will damage the enemy that is in the area.

#### (Electric Kamehameha)

Hold the B Button to emit a long beam of energy. Enemies hit by this beam can be electrically charged.

Level	How t	0	Obtai	ln?
1	Begin	S	with	it

2 Have Gohan reached Level 100 3 Have Gohan reached Level 150

Just hold down the B button & Gohan will fire a beam of energy towards where he is facing. The longer you hold, the more EP is required. The higher level, the more damaging Electric Kamehameha becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits.

# (Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Gohan will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Gohan is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Gohan will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up. Once the Old Kai has released Gohan's innate powers, Gohan would not be able to transform anymore. But his normal mode will have the same powers of a Super Saiyan without any conditions.

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# 3.3 Vegeta

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Begin: During the course where you need to search for Babidi's Spaceship in Chapter 4.

## -[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

# (Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

# (Big Bang)

Press the B Button and release to emit a large ball of energy that explodes on contact. Hold the B button longer to make the attack stronger.

Level How to Obtain?

Begins with it
Begins with it
Have Vegeta reached Level 125

As you hold down the B button, a ball of energy will be generated at Vegeta's hands, release it and the ball will be released towards the direction that Vegeta is facing. The longer you hold, the bigger the ball becomes (this does not consume more EP!). The higher the level, the more damaging the energy ball does (this will consume MORE EP though...). You need to wait for the energy ball to explode before you can use it another time.

#### (Final Flash)

Hold the B button to emit a long of energy which travels across land instantly.

Level	How to Obtain?
1	Begins with it
2	Have Vegeta reached Level 100
3	Have Vegeta reached Level 150

Just hold down the B button & Vegeta will fire a beam of energy towards where he is facing. The longer you hold, the more EP is required. The higher level, the more damaging Final Flash becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits.

## (Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Vegeta will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Vegeta is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Vegeta will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

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# 3.4 Trunks

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Begin: You will be able to play him after you have finished training with Vegeta to the Gravity Chamber where you need to go for training for the World Tournament.

# -[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

#### (Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

(Burning Attack)

Press the B Button to shoot a spiked ball fo chrono-energy which stuns enemies on contact. Hold the B button longer to increase stun time.

Level	How to Obtain?
1	Begins with it
2	Have Trunks reached level 75
3	Have Trunks reached Level 125

It works like a normal energy blasts except it could temporarily stuns an enemy that it hits.

## (Flame Kamehameha)

Hold the B button to emit a chain of energy flames. While holding the B button, press the +Control Pad to move the flames like a whip.

Level	How to Obtain?	
1	Begins with it	
2	Have Trunks reached Level	100
3	Have Trunks reached Level	150

Just hold down the B button & Trunks will fire flames of energy towards where he is facing. The longer you hold, the more EP is required. The higher level, the more damaging Flame Kamehameha becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits. Despite it has the shortest range among all "beam type" attacks, you can move the flames like a whip using the C-Pad, which makes it extremely useful when Trunks is being trapped.

## (Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Trunks will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Trunks is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Trunks will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

# -[Bonus Skills]-

## (Fusion)

This mode will allow Trunks and Goten to fuse into Gotenks. Refer to Gotenks for more details. It will only be available only after you successfully complete the fusion for the first time.

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# 3.5 Goten

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Begin: You will be able to play him after you have received orders from Goku to collect the Dragon Radar from Bulma and the dragon balls.

#### -[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki),

so make sure you have sufficient EP to use it.

# (Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

## (Energy Punch)

Press the B Button to throw a mighty punch, enhanced with energy

Level	How to	Obtain?
1	Begins	with it
2	Begins	with it.

3 Have Goten reached Level 125

In my opinion, this is probably the weakest special ability of all usable abilities. To use this, you need to get Goten near an opponent as you are using the normal attacks (punch and fists) yet you need to use EP. The higher the level, the damage it does and the more EP it will consume...

## (Kamehameha)

Hold the B button to emit a long beam of energy.

Level	How to Obtain?
1	Begins with it
2	Have Goten reached Level 100
3	Have Goten reached Level 150

Just hold down the B button and Goten will fire a beam of energy towards where he is facing. The longer you hold, the more EP is required. The higher level, the more damaging Kamehameha becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits. Well, it is a miniature version of Goku's Kamehameha.

# (Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Goten will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Goten is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Goten will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

# -[Bonus Skills]-

# (Fusion)

This mode will allow Goten and Trunks to fuse into Gotenks. Refer to Gotenks for more details. It will only be available only after you successfully complete the fusion for the first time.

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#### 3.6 Vegito

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Begin:

After Goku and Vegeta wears the Potara Earrings before they battle against Super Buu (with Gohan, Gotenks and Piccolo absorbed)

## -[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

#### (Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts.

#### (Super Saiyan)

Press the B button to transform into a Super Saiyan

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Vegito will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Vegito is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Vegito will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

#### (Banshee Blast)

Hold the B button to emit 5 thin powerful beams of energy, one from each finger.

Just hold down the B button and Vegito will fire a 5 thin powerful beams towards where he is facing. The longer you hold, the more EP is required. You will hit any targets that are in line of the energy for multiple hits. It is quicker version of Kamehameha and it is very useful to use in the battle against Buu and his ghosts.

#### (Energy Sword)

Hold the B button to create a glowing sword of energy. When fully charge, continue hold the B button to spin around, and press the +Control Pad to move.

Not as useful as compared to the way Vegito uses it against Buu in the manga. First of all, you need to hold the B button for the sword to "generate" before you can swing it to use it for attacking. It works like Trunks' Burning Attack but you will probably hardly have the time to use it against Buu...

## -[Additional Notes]-

The battle against Super Buu is the only time that you can use Vegito. So enjoy using him for that short period of time. When Vegito levels up, both Goku or Vegeta could gain levels.

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#### 3.7 Gotenks

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#### -[Activate]-

Just toggle your icon as "Fusion". Hit B to initate the fusion dance. Hit the 5 sequence buttons (it show on-screen) correctly and you will

get Gotenks in Saiyan mode. Fusion could only last for 5 minutes. Once 5 minutes is up, you will be reverted back to Goten or Trunks (depending who you have used to initate the fusion.)

#### -[Commands]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

#### - Energy Blast

Press the B button to shoot out a concentrated missile of internal energy. Press the B Button multiple times to shoot out many blasts.

#### (Super Saiyan)

Press the B button to transform into a Super Saiyan

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Gotenks will only be able to transform into Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, it will failed. Once Gotenks is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Gotenks will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

## (Super Kamikaze Ghost Attack)

Hold the B Button to create small ghost replicas. Let go of the B Button to release the ghosts which, attack the closest enemy and explode on contact

You can only released up to a maximum of 3 ghosts at one time. After you have released the B button, the ghost(s) will search for targets. If there is no targets in the region, the ghost(s) will just explode. If the enemy is close to Gotenks, there is a high possibility of Gotenks receiving damage from the explosion!

# (Ultra Volleyball Attack)

Press the B Button to emit a beam that turns enemies into giant volleyballs.

This attack is fun to use! Any enemy hit by these energy will be transformed into a volleyball where you can attack those "volleyballs" like dummies!

## -[Additional Skills]-

## (Super Saiyan 3)

This skill will be only be available after you have defeated Super Buu at the Hyperbolic Time Chamber. To transformed to Super Saiyan 3, Gotenks must be in Super Saiyan mode. Once in Super Saiyan mode, just switch the icon to Super Saiyan 3 (indicated by Z3), hit B to power up again. The EP bar will change to orange. Once EP drops to yellow/green, Gotenks will revert back to normal Saiyan mode. The principles of a Super Saiyan will also apply to Super Saiyan 3.

## -[Additional Notes]-

- You cannot equip anything on Gotenks. But you can...
- When Gotenks level up, it means either Goten or Trunks level up

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#### 3.8 Gogeta

# -[Activate]-

Just toggle your icon as "Fusion". Hit B to initate the fusion dance. Hit the 5 sequence buttons (it show on-screen) correctly and you will get Gogeta in Super Saiyan mode. Fusion could only last for 5 minutes. Once 5 minutes is up, you will be reverted back to Goku or Vegeta (depending who you have used to initate the fusion.)

#### -[Commands]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

#### - Energy Blast

Press the B button to shoot out a concentrated missile of internal energy. Press the B Button multiple times to shoot out many blasts.

#### - Big Bang Kamehameha

Hold the B button to create a large ball of energy, followed by a long beam.

The Big Bang Kamehameha will create a large ball in front of Gogeta when you are holding the B button. Once you released it, it will released a large beam of enemy towards the direction that Gogeta is facing. Typically, it is a combination of Kamehameha and Big Bang.

# - Dragon Fist Explosion

Hold the B Button to create a giant dragon of pure energy. Use the +Control Pad to control the dragon's head. Release the B button to make the dragon bite.

You will released a giant golden dragon of energy. Use the C-Pad where you can twirl it like a whip. Release the B button and the dragon head will bite its target!

- -[Additional Notes]-
- You will be able to play as him during Chapter 8 when you fight against Janemba.
- When Gogeta levels up, it means either Goku or Vegeta will also gains a level.
- You cannot equip anything on Gogeta. But you can...
- When in fusion, Gogeta will automatically be in Super Saiyan form.
- In order to use Gogeta after Chapter 11, you need to get all the Z-Fighter Exhibits (15) and Hercule Exhibits (25). Upon sending in the last exhibit, a prompt will appear and indicate Gogeta as playable!

# 4.0 Walkthrough

This walkthrough will cover all the possible quests to get all possible items and secrets in the game. As it is indepth, there are bound to be a lot of spoilers. So read in your own danger.

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#### Chapter 1 The Other World

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The game starts off with the ending of Cell saga and a forecast of the future events...

#### -[Snake Way]-

Goku and King Kai (along with his pets) are on the Snake Way and they are going to meet King Yenma, who oversees the stuff in the underworld. You will be told by King Kai that you have take a plane called "The Higher Plane" and it is docked next to King Yemma's Castle at the end of Snake Way. By the way, you started off the game with 1002.

Journal #1 - Go to King Yemma's Castle

Move Goku towards the right side of the screen and a tip will pop up. Just double tap the the control and you will be able to make Goku run. By the way, below is Goku's starting stats and you can view them by pressing Start button.

Goku	LV 60		Abilities
HP:	135/135	STR: 27	Energy Blast
EP:	90/90	POW: 27	Electric Kamehameha Lv1
XP:	2200	END: 26	Instant Transmission Lv1
NXT LVI	<b>:</b> 675	SPD: 50	

# -[King Yemma's Castle]-

Once you reached the next screen, you will see a gigantic snake head and make your way up the stairs. You will find a couple of clouds (they are souls of the dead people) and two of Yemma's assistant. Examine the "wall", which is actually the table of King Yemma.

Go to the door that is at the northwest corner of the screen. Talk the guard and you will be allowed to pass. There are two planes in the next area. The white one leads to Heaven and you will need to take the Higher Plane (green plane) which is on the other dock. You will be heading for Grand Kai's planet.

# -[Grand Kai's Mansion]-

There will be some cutscenes between Goku and King Kai. There is a large circle and that is the Save Circle where you can save your game. Now head south, since you are unable to enter mansion...

# -[Grand Kai's Planet]-

You will meet Olibu. You will need to converse with the fighters to learn a thing or two.

Journal Entry #2 - Train with Other World fighters

Training Tutorial #1 - Basics

This will be nothing new for those who have played Legacy of Goku II before. For those who are new to this game, just read on...

- Punch and Kick with A button. The B button will allow Goku to

execute special technquies like a ki blast or something else based on the "mode" that Goku is in.

- Press and hold down R button to block
- The red bar is your health meter while the green one is your energy meter. The bar below the two bars is the experience meter which shows how much experience you have gained from battles.
- To perform an energy block, hold down the R button first and then hold the B button. A glow of energy will surround Goku but your energy will be depleted. Energy will be recovered as you walk on the battlefield.
- When you defeat an enemy, sometimes they will drop items and zenie coins on the ground. To pick up the items, you have to walk up next to the item and press A button but you can pick up coins just by walking over them.
- Before you talk to the pink-faced guy with green hair, check the chests and you will learn on how to equip things. First of activate the menu. Tap the R button unitl you see the Equip menu. Your characters can equip up to 4 types of different equipment.

Body: Shirts, Gi(s) and different types of armors. These items help to increase the endurance but might also have different effects.

Hand: Knuckles, Wrist Bands
These items can increase attack strength or increase the amount of experience you gain in battle.

Feet: Shoes, Boots, Sandals
These items affect your character's speed but might also have different effects.

Accessories: Belts, Amulets, Pocket-like items
These items may have many effects, but useful and strange!

At the southeast corner of the area, there is a couple of chests where you find a 1 Ton Armbands & 1 Ton Boots. Equip them. But these items will reduce Goku's Speed but speed up the levelling process. Once you are done with the tutorials. Talk to Olibu who is the lower right hand corner of the map (heck, he is only yellow hair colour...) Choose "Yes" (top option) and you will be allow to pass..

-[Battlefield Royale]-

Enemies: Fighter

You will find 2 fighters and you will be forced to fight them. Just attack with A button or execute Goku's special technique with B.

Training Tutorial #2 - Modes

Notice that there is an icon found next to Goku's HP and EP meter. That reflects the current mode that Goku is in. When you are in different mode, hitting the B button will allow Goku to do a different thing. To switch between modes, just tap L button

What it does? Icon

Energy Blast Allows Goku to execute a Ki Blast

stats points where you can assign to Goku's attributes.

(yellow)

Ins. Trans Allows Goku to execute a teleport (more details will

be covered later) (dash)

Kamehameha Allows Goku to execute Kamehameha. Hold B for a split

second and release. (blue)

Stick with the yellow ki mode for the time being. Once you are done, pick up the zenies by walking over them. Now proceed to the next area. The exit is located on the northeast corner of the area. Now Goku will be confronted by 3 more fighters. Just kick their butts! When you gain a level, you will see a icon and a status note that Goku has gained a level and Goku's HP/EP will be restored to the max. You will gain 3

## Training Tutorial #3 - Levelling Up

As Goku gains a level, you will be given a prompt and a yellow triangle will appear on the right of the HP. Goku's HP/EP will be restored back to the max as well. You will also be awarded 3 status points where you can assign to Goku's STR, POW or END. It takes a status point to raise an attribute by one. Hence distribute them wisely. Unused stats points will be remained and be brought over. To use the stats points, just activate the main menu and hit A and you will be able to assign them.

Once you done with the enemies here, move southeast and you will find 4 more enemies. Defeat them and reach the next screen, you will meet Olibu there and you have to fight him...

Boss: Olibu HP: 565 STR 13 POW: 0 END: 21

Olibu's attacks are around 10+ each while yours are 50+. This should be much a difficulty as Olibu cannot use projectiles as he is unable to use ki blasts. Just wait for him to attack and pounce... By the way, he is quite slow...

He will left the area and enter a door that is marked with 65. This is a character gate and the number is level requirement. Hence, make your way back to the previous area and fight more enemies to gain more exp. You will find enemies to drop items randomly where you can pick up a Miso Soup or Milk... Once Goku is level 65, return back to the character gate. Hit the gate with A button and you will end up in the Cave of The Ancients

# -[Cave of The Ancients]-

You will meet Olibu and he will tell you that there is an ancient artifact hidden inside. Switch the blue ki mode. Have Goku facing the door and hold B and release... Once the door is open, you will end in antoher area. There is a treasure chest that is surrounded by a wall made of Katchin. You cannot blow up the wall with your Kamehameha. Switch Teleport mode. Hold down B and move the cursor to inside the area and you will get a Cotton Gi from the chest!

-[Grand Kai's Mansion]-

There will be arguement between King Kai and West Kai on which region has the strongest warrior. There will be some scenes and you will have another journal entry...

----- J#3 -----

Journal Entry #3 - Go to the Other World Tournament in the Grand Kai's house.

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From this point onwards, you can have Goku heading back to the forest to do some more training or earning zenie and items. Once you are done with your preparations, make your way inside the mansion.

# -[Other World Stadium]-

There will be cutscenes of fights and eventually it is down to the last 2... Pikkon and Goku.

Just on attacking Prikkon. Your attack points will do more damage if you have used the status points on Goku's ATK. Midway through the battle, there will be a cutscene of Pikkon's HP restoring back to full. And Goku will transform in Super Saiyan! From now onwards, you can transform to Super Saiyan but selecting the Super Saiyan (Z) as your mode. Hit B to activate. In Super Saiyan mode, you will get temporarily power up! Just attack Pikkon till his HP is fully depleted...

There will be few more laughable events and the match will end as a draw. It is time to proceed to the next chapter!

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# Chapter 2 Great Saiyaman

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There will be a few prologues and you will be control Gohan, who has grown up from Cell saga and is now a teenager studying in the Orange High School. Here is Gohan's stats:

Gohan	LV 55		Usable Icons
HP:	85/85	STR: 20	Energy Blast
EP:	85/85	POW: 29	Super Saiyan
XP:	350	END: 16	Electric Kamehameha Lv1
NXT LVL:	210	SPD: 52	Masenkoha Lv1

## -[Goku's House : East District 439]-

You will be in the kitchen with Gohan's kins - Chi Chi (mother) and his younger brother (Goten). Exit the kitchen and make your way upstairs (the stairs is located the northeast corner. On the next floor, examine the brown door. You will end up in Gohan's and Goten's Room. Examine the purple crate that is located on the right side of the bed for a Z-Fighter Exhibit 3. Head south from the door and you will end up in Chi Chi's room. Search the chest on the right and you will get a Lazarus Crystal. You can also transfer equipment from Goku to Gohan if you want. Exit the house and there is a Save Circle on the lower left corner of garden.

Attempt to exit the house and cross the bridge. Chic Chi will come and stop you. She will give a Rice Ball & Milk. Take note that food items like the Rice Ball can be used to refill your health while drink items like Milk can be used to refill your energy. Gohan will call for Nimbus.

You can proceed to the next area by going towards Nimbus or do some training by moving across the bridge.

Items: Reflective Tunic, Hercule Exhibit 15 Enemies: Criminal, Gunman, Bomber, Mercenary

Prepare to do some fighting, hence don't let your guard down. You fight two criminals here. In the next area, you will find a Gunman and a Bomber. Bombers could hurdle bombs at you, so take note of it. Take the path on the right. In the next area, you will fight 2 Bombers & 2 criminals. The 2 Bombers are on the cliff while 2 criminal are on the lower end. You can attack the Bombers on the cliff by going up via the back of the cliff or use your energy blasts. Just be careful the bombs that are being hurdled to you. Get out of the way before it hits as they could deal 18 to 20 HP damage!

If Gohan is at lvl 65, head north and you will find a level 65 door. Break and it leads to an empty area...  $(\#@\sim!\#)$ 

Head to the right area and you will face 2 criminals charging at you and 1 more gunman that is in a distance. Defeat them and head southeast. In the next screen, exit via the southeast exit.

In the next area, move your way northeast (there is a Save Circle here) and you will find a mercenary and a criminal nearby. Head south from there and there is another criminal down here. Defeat it. Proceed towards left to reach the next area.

You will find 2 bombers on the cliff and they could throw bombs at you. Just attack them with energy blasts. Head south from that area. You should find 3 more criminals and a tree stump in the region. Defeat the enemies and continue to head south. In next area you will find another gunman. Defeat him and continue to head west. In the next open area, you will find a criminal and a mercenary. Head northwest a bit & you will fight a bomber along with a criminal. Search the right side of the tree with blue fruits and you will get a Hercule Exhibit 15! Defeat them and take the northwest exit.

You will find another mercenary near the tree stump. Head south and you will find 3 bombers (one is behind the chest) and 2 criminals. Examine the chest and you will get Reflective Tunic for your efforts.

Retrace your way back to the area where you find 2 bombers firing bombs over cliff. Head right. The southeast path from that area leads to a door, which requires Gohan to be at level 140! There is nothing much to do except for returning back home and board Nimbus for school...

To board Nimbus, just move over the yellow cloud and you will be on your way to school.

## -[Hercule City]-

Once you are arrived at the city, there will be another journal entry.

Journal Entry #4 - Go to your class at Orange Star High School

There is a Save Circle and a Z-Mart where you can purchase some items.

Z-Mart (Hercule City)

Items	Туре	Restores	Cost
Miso Soup	Food	20 HP	100Z
Rice Ball	Food	40 HP	200Z
Chicken Leg	Food	80 HP	400Z
Hamburger	Food	120 HP	600Z
Milk	Drink	20 EP	50Z
Tea	Drink	40 EP	100Z
Soda	Drink	80 EP	200Z
Vanilla Soda		125 EP	350Z
Equipment		Status Effect	Cost
Cotton Gi	Body	END +1, RqLV: 51	100Z
Wool Sweater	Body	END +3, RqLV: 52	300Z
Leather Jacket	Body	END +5, RqLV: 55	495Z
Wooden Armor	Body	END +6, RqLV: 63	850Z
Cotton Gloves	Hand	END +1, STR +1, RqLV: 50	50Z
Wool Mittens	Hand	END +3, STR +2, RqLV: 55	500Z
Cotton Tabi	Foot	END +1, SPD +1, RqLV: 50	50Z
Woolen Shoes	Foot	END +3, SPD +2, RqLV: 55	475Z
Leather Moccasi	ns Foot	END +4, SPD +3, RqLV: 65	820Z
Wool Cap	Accesso	ery END +4, RqLV: 54	350Z
Stone Men-po	Accesso	ery END +5, RqLV: 59	600Z
Topaz Amulet	Accesso	ery POW +5, RqLV: 60	840Z
Lucky Charm	Accesso	ery END +1, Raises Luck, RqLV: 58	45002

Get some items as your priority. I know you won't be able to get all equipment as Chi Chi did not give so much money #\_# and you can rob a bank as someone else have already done so. You will find 2 robbers outside the bank which is on the right of Z-Mart...

Gohan will transform to Super Saiyan. Just defeat the thugs here and Gohan will fly away the moment he spots the civilian. (Hey, playing a hero is tough right?). I would consider this a boss fight but since it is a compulsory fight. I will list down their attributes for you...

In the next city area, you will end up in a T-junction and there is a

poster of Hercule on the wall. That pathway leads to Hercule's mansion. So make a trip there...

# -[Hercule's Mansion]-

Enter the building. Proceed to the room (the entrance is located in southwest corner). Inside the room, there is a chest containing a Hercule Exhibit 13. Now leave the room and exit the building.

# -[Hercule's Cafe]-

The building on the left of the T-junction is Hercule's Cafe. If you have found any exhibits, it will be handled to them. There is nothing of interest here. Hence exit.

Head to the left side of the city. The left pathway leads to the Musaka Circus, where isn't much thing that you can do now either. Take the path towards north that is along the TV station. You will find an another civilian along with 2 kids playing tag. The path in the southeast leads to the previous area that you can come from. Head north and you have finally reach school - Orange Star High School!

# -[Orange Star High School]-

There is another save circle here. Save your game. There are a row of lockers and a black board and door at the rear. That door leads to the stadium and the blackboard take notes of the competition. Those 4 door walls actually leads to new areas. Take the one on the left and you has finally reach your class... This is following some cheesy conversation and Gohan will meet his classmates: Videl, Erasa & Sharpner (heh, someone's parents named their son after a stationery ^ ^)

Now there is nothing much to do except for heading home? Once you exit school, you will be at the entrance of the city and Gohan think of visiting Bulma, who resides in West City...

Journal Entry #5 - Fly to West City and talk to

Bulma

Training Tutorial #4 - World Map & Flight

To enter the world map, you need to use a World Map Circle to fly onto the world map. In the world map, it allows you to fly areas to areas.

While in the flight, use the B button to fly upwards while the A button to descend and land. A star will appear on the mini-map to designate key areas. Other areas you will have to find on your own by exploring.

When you saw a cloud-like structure in the skies, make contact with it and you will go onboard the stolen airship where you face a group of enemies! (Mercenary, Criminal x2, Thug, Bomber). You will need to defeat all of them so that the World Map Circle will show up and that allows you to exit that mini-quest. Ocassionally, it will be an empty ship with some chests...

Move over to the World Circle and hit the A button. You are in the world map with Gohan in the flight mode. Now make your way to the star that is marked on the map. It is located west off Hercule City. Just

hit A to land with Gohan being position directly above the city marker. (Note: It is not that yellow capsule house, instead it is another city marker like the one that you have seen for Hercule City). Hit A to descend.

Once in the city, you will end near another World Map Circle. Northwest off the circle, you will find antoher Z Mart.

Z-Mart (West City)

Items	Type	Restores	Cost
Rice Ball	Food	40 HP	200Z
Chicken Leg	Food	80 HP	400Z
Hamburger	Food	120 HP	600Z
Onigiri	Food	200 HP	1000Z
Tea	Drink	40 EP	100Z
Soda	Drink	80 EP	200Z
Vanilla Soda	Drink	125 EP	350Z
Cherry Soda			575Z
Equipment	Туре	Status Effect	Cost
		END +3, RqLV: 52	300Z
Leather Jacket	Body	END +5, RqLV: 55	495Z
Wooden Armor	Body	END +6, RqLV: 63	850Z
Stone O-Yoroi	Body	END +8, SPD-12, RqLV: 72	1480Z
Cotton Gloves	Hand	END +1, STR +1, RqLV: 50	50Z
Wool Mittens	Hand	END +3, STR +2, RqLV: 55	500Z
Leather Gloves	Hand	END +6, STR +4, RqLV: 72	1250Z
Woolen Shoes	Foot	END +3, SPD +2, RqLV: 55	475Z
Leather Moccasi	ns Foot	END +4, SPD +3, RqLV: 65	820Z
Wooden Geta	Foot	END +6, SPD +15, RqLV: 84	2050Z
Stone Men-po	Access	ory END +5, RqLV: 59	600Z
Topaz Amulet	Access	ory POW +5, RqLV: 60	840Z
Red Belt	Access	ory END +9, RqLV: 75	1925Z
Lucky Charm	Access	ory END +1, Raises Luck, RqLV: 58	4500Z

In the northern part of the town, next to the building at the northend most of the city, you will find an old man offering you a Lazarus Crystal for 5500 zenie (He is directly behind the Z-Mart) There is also a chest that is being blocked a series of bushes (you will need Goku for this...)

In between the grassy area where you find a guy promoting the Silver Spider album, you can find another Save Circle there. Now move across the World Map marker and head right and you will end in a path that leads to new area.

# -[Capsule Corporation]-

You will find Mrs Brief doing her laundry at the washing area and she will give you a Cookie if you talk to her. You can get endless amount of cookies. But they only restore a mere 5 HP...

Now make your way the smaller building and that's Bulma's House. Inside the house, you will find Bulma there. Talk to her. You need to go to the supply room and retrieve a 2402 capsule... Head for the Lab.

At the lobby, talk to receptionist and she will give you instructions on getting to the supply room. Before heading, it is time to do some

exploration. Head west and you will reach Mr. Brief's Lab. Talk to his assistant at the southwest corner and you will get Z-Fighter Exhibit 7! The walkway leads to the Computer Room where you can find information of the enemies that you have encounter. Unfortunately the database is currently empty...

The right path leads to the place where you will hand over all the Z Exhibits that you have found through the course of the game. Now make your way north off the Lobby. At the Atrium, there is a fountain and the pathway will split into 2. The left path leads to the Gravity Chamber while the right one leads to the Supply Room. In the supply room, look for a capsule, which should be located in between the 2 shelves closest to northeast. You will received #2402 Capsule! Exit the labortory building and head for Bulma's home. Give the capsule to Bulma and you will receive the Great Saiyanman Watch! You will get an new journal entry...

Journal Entry #6 - Use your new disguise to fight crime in Hercule City!

There will be a prompt from Bulma regarding the Scouter. You can get information about many things and people by just pressing SELECT button to pause the game. Press L button to switch to Scouter View. Use the +Control Pad to select a character or enemy and then press the A Button.

Now with your gear, it is time to rock n' roll. Make your way to the World Map Circle and make your way back to Hercule City!

# -[Hercule City]-

Just make a move slightly forward & there will be a cutscene. Gohan will transform himself in Great Saiyaman. Defeat the bandit and now it is time to make your way back back to school and it is time to do some crime-busting!

There will be 2 mercenaries and 2 gunmans. Head for the Musaka Circus. Take the left path and you will find 4 criminals. In the next screen, you will find a bomber, a criminal, a mercenary & a gunman. In the northern area, there are 3 thugs (which has around 340+ HP each!). Head southeast from there. You will find 2 criminals and 2 gunmen there. Defeat them and head south. On the next screen, there is another bomber and a gunman for you to handle. Behind the crates, is a mercenary and another criminal. Just kick their butts and "clean the house"!

Move towards the area in front of Orange Star High School. You will find 4 criminals down there and Gohan says that he is going to be late for school! At class, there are funny jokes regarding the town's new superhero... Videl will get a call and it states the mayor has been kidnapped by the Red Shark Gang... Gohan will rush and chase after Videl. To the bathroom (^ ^)

Journal Entry #7 - Help Videl defeat the Red
Shark Gang and save the Mayor!

Exit the school and there will be a cutscene that is nearby... Make your way towards the crime scene and Gohan will transform into the Great Saiyanman. It's time to fight crime! You will need to fight

a thug, 2 gunmen, a bomber and a mercenary...

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Boss:	Gunman x2	HP:	130	STR:	12	POW:	13	END:	19
	Thug	HP:	340	STR:	24	POW:	0	END:	25
	Mercenary	HP:	160	STR:	0	POW:	21	END:	20
	Bomber	HP:	125	STR:	9	POW:	14	END:	18

If you have been neglecting your training, you will be in deep trouble. The Thug looks tough but he is harmless when you are a distance away from him. Use your energy blast or even electric Kamehameha. However, you get to take down the other enemies who are all capable of damaging Gohan from far range. Avoid getting hit from the thug as he could inflict heavy damage of around 30 to 40+!

Once you are done, Great Saiyaman will be interrupted by Videl. But Gohan make a fool of himself by saying...

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"Uh... I gotta go... See ya later, Videl!"
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Now you will be back on the streets of Hercule with a group of people gathering at the south corner.

Sharpner: Track and Field - Break the School Record!

If you are interested, you can go back to school and you will find Sharpner at the stadium where you can try to break the school record... You need to run 3 laps without going off the track. If you completed the track under 17 seconds, you will receive the Hercule Exhibit 19

Now back at the town outside Musaka Circus, there will be another cutscene. A baby pterodactyl is being caught inside a cage. You will get another journal entry.

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----- Ј#8 ------
 Journal Entry #8 - Save Chobi from the circus
_____
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# -[Musaka Circus]-

Upgrade your gear as you have earn quite hefty from your crime busting activites. From these point onwards, you will fight enemies outside Hercule Cafe. It is an ideal way to train as you can make use of Gohan's Super Saiyan. Try to get Gohan level up so that his HP/EP will be restored to the max...

Once your preparations are done, head for the circus. The enemies you have encountered the first time and you should know the easier path right? Transform to Super Saiyan before moving forward... Head for the area that is the north.. Defeat the 3 thugs there and retrieve the cage. Gohan will transform into Great Saiyaman. Try to gain another level as it will allow you to have Gohan's HP/EP restored back to the max.

Exit the circus and Gohan will be stopped by the owner and it is a boss fight...

It will start to fire from its cannon. Hence dodge towards lower right or you will get hit by 30+ HP damage! Just move away from the tank and move away its barrel's firing line (since its turret cannot turn). You can attack safely from far with your energy blasts.

Once the tank explodes, you will be forced to face 2 bombers and 2 criminals. They should be quite easy...

Now make your escape, not not make your way back up the circus or you be force to fight the tank again! Make your way to Hercule Cafe and you will find another boss...

Well, it is another tank except it is surrounded a bomber ( or the group of 2 bombers and 2 mercenaries that guard this area) Just attack the bomber first and keep firing your energy blast at the tank till it explode or your EP runs out. If you runs out, make a run so that you can approach the tank from the bank. You should be able wipe it. Once the tank explodes, you will fight...

Just be careful of falling bombs and remember there are more enemies until you reach the entrance of the city... So heal up if your HP is low.

At the entrance of the town, Gohan will be confronted by Videl. He freed Chiobi but end up exposed his identity... You can now make your way to World Map Circle to continue with the story or you can return back to the Musaka Circle where you see the tank parking there. This means that the Musaka Circle has been a dungeon where you can go there to earn EXP or earn zenie...

Go the World Map Circle and Goku will prompt you (!). Goku is going to participate in the world tournment too!

Journal Entry #9 - Tell your family and friends that Goku is returning!

Back on the world map, you will saw 3 dots and a star. The dots are optional but you will get visit more friends and get more data for your computer database at the Capusle corporation. But to proceed on with the story, you need to inform Chi-Chi and Goten about Goku's return.

#### -[Roshi's Island]-

Head for the red dot that is southeast off Goku's house. There is a Save Circle where you can save your game. You will find Krillin,

Android #18, Master Roshi and Marron there. Talk to everyone. Board the world map circle and head for West City. Watch out for any blue submarines (Rogue Submarine) while flying across the sea. If you landed there, you will encounter tougher enemies or get more treasure!

#### -[Kami's Lookout]-

It is a giantic bowl like object that is floating in the sky. Just make contact with it and you will be able to access it. You will meet Mr. Popo, Dende and Piccolo (heh, he made a good comment over Gohan's super hero outfit...) If you visit one of the rooms, you can exit Kami's Lookout via its window!

# -[West City]-

Go to Bulma's house and you will find Bulma's family there. Talk to Trunks and Vegeta. If you have a Dirty Shirt, talk to Mrs. Brief for a wash... If you come after a while (just exit the city and reenter it) and you will be collect the Dirty Shirt as a Clean Shirt!

#### -[Goku's House]-

Enter your house and you will meet Chi-Chi and Goten who is watching TV. Goten offer his help to assist his brother in training...

### -[Yemma's Office]-

The scene now switches to the Other World where Goku is meeting King Yemma with Baba. There will be a cutscene of Yemma's assistant arguing with the Tank-Boy and some bad things happen...

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Chapter 3 World Tournament

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There will be a meeting at the entrance between the brothers and you will be given this journal:

Journal Entry #10 - Meet Goten in the eastern forest to train.

\_\_\_\_\_

Make your way to the forest. You have been here if you done the optional quest area. Just proceed to the screen where you see 2 cliffs that is arranged a line. Proceed the area on the north. It is a Level 65 door. If Gohan hasn't reach level 65, go and defeat more enemeies to gain levels. Just break the door and you will find Goten. Talk to him.

Just dodge them by moving Gohan left and right or even going near or moving away from the zone area (!) But Goten will still be able to hit you if you stay in an area too long. Just dodge his throws ten times.

Goten will transform into Super Saiyan much to Gohan's disbelief and you will have to spare with him...

Goten HP: 1050 STR: 10 POW: 7 END: 20

If you are just slight above level 65, be ready for a tough fight as

he got a lot of HP. However, if you have training to gain levels, this battle should be relatively easy. Just block and counter works well.

#### -[Gravity Chamber]-

The scene will switch to Trunks training with his dad at the Gravity Chamber. Trunks morph himself in Super Saiyan. Trunks will be questioned by Vegeta and there will be an objective... You need to hit Vegeta once.

Trunks	LV 60		Usable Icons
HP:	136/136	STR: 30	Energy Blast
EP:	90/90	POW: 25	Super Saiyan
XP:	2200	END: 25	Burning Attack Lvl1
NXT LVL:	675	SPD: 55	Flame Kamehameha Lvl1

Vegeta HP: 5 STR: 37 POW: 22 END: 36

Well, Vegeta has only 5 HP. You just need to hit him once and victory is yours. Your Super Saiyan won't last long as due to impact of Gravity Chamber. The objective is like playing except you will need to hit him. Energy blast won't worked and your objective is throw a punch. Once Trunks get revert back Saiyan, just wait for a while and he transform back Super Saiyan automatically. You need to keep close to him and hit him once you got the chance. If you got him cornered, he could hop over you to the other direction.

You will be back at the city where you can find the Save Circle. Vegeta will inform you that you can use Save Circles to change your character and there is another journal entry.

Jewin Journal Entry #11 - Train for the World Tournament. Meet Bulma at Capsule Corp when you are finished!

From this time onwards, you can switch between Gohan and Trunks as your playable characters. You can go to East District 439 (Goku's house) to train, Hercule City (be careful of the Thugs as Trunks' current level might insufficient) or hitch a ride on any blue submarines (Rogue Submarine) or airships (Stolen Airships) etc. I would advise you to get Trunks to at least Level 70 before proceeding on.

Once you are done, using either Gohan or Trunks, make your way back to Capsule Corporation and you will find Bulma there. Talk to here and you will be given a prompt whether you are ready to take part for the World Tournament. Choose "Yes" to continue.

There will be some cutscene and the group will eventually arrived at Papaya Island where the Tournament will be held. Shortly, you will meet Goku. In the next area, you will find a couple of stalls and here is the shopping list:

Drinks Stall

Items	Type	Restores	Cost
Milk	Drink	20 EP	50Z
Tea	Drink	40 EP	100Z
Soda	Drink	80 EP	200Z
Vanilla Soda	Drink	125 EP	350Z
Cherry Soda	Drink	175 EP	575Z
Root Beer	Drink	250 EP	950Z

#### Food Stall

Items	Туре	Restores	Cost
Miso Soup	Food	20 HP	100Z
Rice Ball	Food	40 HP	200Z
Chicken Leg	Food	80 HP	400Z
Hamburger	Food	120 HP	600Z
Onigiri	Food	200 HP	1000Z

#### Gifts Stall

Equipment	Type	Status Effect	Cost
Leather Gloves	Hand	END +6, STR +4, RqLV: 72	1250Z
Brass Knuckles	Hand	END +6, STR +9, RqLV: 85	2210Z
Leather Moccasins	Foot	END +4, SPD +3, RqLV: 65	820Z
Wooden Geta	Foot	END +6, SPD +15, RqLV: 84	2050Z
Lucky Charm	Accessory	END +1, Raises Luck, RqLV: 58	4500Z
Red Belt	Accessory	END +9, RqLV: 75	1925Z
Topaz Amulet	Accessory	POW +3, RqLV: 60	840Z
Blue Belt	Accessory	END +15, RqLV: 116	4450Z
Hercule Exhibit 24	Key Item	-For Hercule Cafe	25000Z
Hercule Exhibit 25	Key Item	-For Hercule Cafe	50000Z

Head further north and you will find Yamcha and Puar. On the left side you will meet Krillin's family along with Ox King. In the next area, you will find more familiar faces along with Oolong. Talk to everyone. Talk to the assistant or lady at the desk for registration. Once you are done, return back to the Save Circle and switch the other character. Talk to the female assistant for registration. You will be allow to pass and you will be switch to Gohan automatically.

You meet Videl there (with her new haircut) along your friends. Talk to Announcer who is standing next to Hercule and there will be some speeches between him, Goku and Piccolo. Talk to the Monk on the right of Hercule to start the challenge.

Hercule will start off the challenge by knocking 137 on the machine. A bar will appear on the screen. The moving marker will determines the power of your punch. Press the A button to punch. Timing is the key! The bar ranges from red to orange. Just stop the marker when it is at the back (i.e the green zone). Do not worry about delivering a weak punch. You will be given another chance (\*phew\*)

You will be switched to play as Trunks and your objective is defeat ten fighters to win the tournament!

#1 to #4 Human

HP: 850 STR: 11 POW: 0 END: 25

The first four opponents are awefully weak kids. Just hold down the R button to block and hit A after they have hit Trunks. You will be able do a great deal amount of damage.

Upon the fifth fight, you will fighting Idasa...

#5 Idasa HP: 1320 STR: 13 POW: 0 END: 28 He has a lot of HP and a bit stronger than other kids. But since his mother is such a nuisance, kick his butt hard!

#6 to #9 Human HP: 850 STR: 11 POW: 0 END: 25 After the 5th fighter, you will fight more kids and eventually...

#10 Goten HP: 1050 STR: 10 POW: 7 END: 20 His attacks are weak but he can launches ki blast at you. Likewise, just guard and counter works extremely well. When Goten's HP is fully depleted, he transform in Super Saiyan (despite this, he will have the same stats as you face earlier). Trunks will also transform into Super Saiyan too... So it is still an easy fight.

You will be in the fighters' resting room where you will get to see some of your future competitors. Save your game. Among them are some weirdos... Talk to the man and you will be able to proceed. After a series of strange events and you will be controlling Videl to fight against Spopovich.

Once the fight begins, just rush towards Spopovich and attack! You will be knock him down in no time. Once Spopovich's HP has been fully depleted, you will have a cutscene and you will be forced to fight him again. This time round, Videl has the remaining HP from the previous fight. Just block and counter. Once he starts to move backwards, just unleash a flurry of punches and when his HP is depleted to 50%, Videl will think what it takes to defeat this opponent. The remaining of the battle are automatic. In other words, your objective is have Videl to survive 2 battles against Spopovich.

Videl is badly beaten up by Spopovich and being sent to the infirmary with Hercule and Gohan. Gohan thought of getting a Senzu Bean and Goku offers to take it for his son. You will be regained control of Goku and there is another journal entry:

Journal Entry #12 - Go to Kami's Lookout and get a Senzu Bean from Korrin.

#### -[West City]-

Head for the World Map Circle and choose flight. Before heading to Kami's Lookout head for West City. Use Instant Transmission to get the chest located at northwest corner of the city. You will get a Hercule Exhibit 22 from the chest. Now exit the city and head Kami's Lookout. At this point of time, it is also highly advisble to train up Goku to at least level 75 so that you could upgrade his instant transmission. Otherwise, you may have problems in the subsequent events.

Once you are done, make your way to Kami's Lookout is indicated by the star on the world map.

# -[Kami's Lookout]-

Once you reached, you will meet Popo and Dende at the lookout. Look an emblem that is engraved on the left hand side of the floor. Examine it and hit A. Goku will fly towards the Korin's Tower and he will meet old friends - Yajirobe and Korin. Talk Yajirobe and you will get a Senzu Bean. Talk to him for 2 more times to get 2 more Senzu Beans! Before leaving, make Yajirobe's head turn, by walking around him anticlockwise thrice (3 times). There will be a cutscene of Yajirobe drowing an Z Exhibit in the Southwest Forest! Now exit and head to the flight marker to teleport back to Kami's Lookout. Now make your way back to Papaya Island.

## -[Papaya Island]-

Back at Papaya Island, make your way to Gohan and give a Senzu Bean to him. Gohan will feed Videl with the Senzu Bean. Gohan will go for his match against Kibito.

Well, you have Super Saiyan 2 this time now. So let Gohan strut his stuff. He will be able to deal TWICE as much as damage as he is in Super Saiyan.

These is follow by some events and Gohan got his energy sucked... You will get a short recap of an upcoming evil named Majin Buu...

Chapter 4 Dabidi

# Chapter 4 Babidi

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Everyone will make a landfall at the Southwest Forest and you will be given the following journal entry.

Journal Entry #13- Find Babidi's space ship.

From this point onwards, Goku and Vegeta are playable characters. Below is Vegeta's stats. Use the save circle and you will be able to switch your characters. By the way, feel free to break those rock boulders for some cold hard zenie. I would recommend you to have all your characters above level 70 so that you will be able to access the next area.

Vegeta LV 75 Usable Icons

HP:	335/335	STR: 47	Energy Blast
EP:	165/165	POW: 32	Super Saiyan
XP:	40325	END: 46	Final Flash Lv1
NXT LVL:	6075	SPD: 45	Big Bang Level Lv2

I would opt for Goku at this point of time. Because you will need him for most of the future battles. In next screen, move all the way to the north and you will find Level 70 Goku Character Gate. Break it.

In the next screen, there is a Majin Fighter. Head further west a bit and you will find another Majin Fighter. At southwest corner, there are 2 more Majin Fighter. By the way, you can break those white boulders to uncover some zenie. If hit SELECT, you will be able to activate the scouter and the same time the radar map for the area. The red indicators are the exits. Go through the one that's on the left.

In the next area, there is a Majin Fighter and a Majin Soldier. The Majin Soldier is a long-range based attacker. So get close to him or he will be able to fire laser beams at you! After finished tossing the two, you will find another Majin Fighter in the next area. Defeat him as well. Head west. In the next area, there will be 2 more Majin Fighters. Defeat them. Head southwards and you will find 2 Majin Soldiers awaiting for you. There is a treasure chest and 2 rock boulders, where you can smash for zenie. Open up the chest to retrieve the Tailsman of Light.

Make your way back to the first area. Take the north exit. There will be 3 Majin Fighters there. Head north again. You will end in a dead end and the path splits to 2. The right leads to a level 120 door which can be access by Vegeta. You will find a Majin Fighter and Majin Solider there. Ignore the door and head towards left. You will find another Majin Fighter with a Majin Soldier. Defeat them and follow the path to the next area.

In the next area, you will find 3 Majin Fighters there. Defeat them and continue to the next area. In the next area, you will find a human along with a Majin Fighter. If you walk around Yajirobe anticlockwise thrice earlier, there will be a Z-Fighter Exhibit 12 next to the human. On the cliff path, you will find 2 Majin Fighters and 2 Majin Soldiers. Defeat them. On top of the cliff, there is 2 more Majin Fighters. Take the north path and you will find an enemy spraying fire!

It will launches a flamethrower on its left and hence stay on its right and you will be able to defeat it quite easily. Just use punches or uses Goku's Kamehameha. Or you can try to corner him to next area and it will be very vulnerable...

In the next cliffy area, you will find 2 Majin Solider and 2 Majin Fighter. Defeat them. Destroy those 3 rock boulders for some cash. Proceed onto the right to the next area. You will find a Save Circle. I would recommend you to train all characters to level 85. (Trust me, it would not take too long for these characters to reach level 85). Once you are done with your training, switch to Goku and take the north path.

In next area, you will have a cutscene of the energy be passed to the evil magician, Babidi. Kibito is being killed and both Piccolo and Krillin has been turned into stone.

Journal Entry #14- Enter Babidi's ship to defeat Dabura

Examine the flight pad on the right to head for the spaceship. It is similar to the one that you have seen at Kami's Lookout. At Babidi's Spaceship, you will see a character gate of level 85 for Gohan. Ignore it for the time being, smash up the 4 rock boulders surrounding the spaceship and head for the northeast corner. Have Goku use Instant Transmission and you will find a Z-Fighter Exhibit 1 from the chest! Board the flight circle and make your way back to the Save Circle, switch to Gohan (hope you did get him to level 85 as I have told you earlier) and break the character gate. Head inside the spaceship...

-[Babidi's Spaceship - Stage 1]Once in the spaceship, you will find a save circle and 2 blue barrels.
Like the rock boulders earlier, you can destroy them for cash or items. Feel to use the Save Circle to switch between characters.

In the next area, you will find a giantic red ruby and 2 Majin Fighters. Watch out the 2 Laser Turrets which could hide underground and fire lasers at you! Take the path to the east and you will find a machine. Examine the red button and it should turn green.

In the next area, you can find a barrel at northwest corner along with 2 Majin Fighters and 2 Majin Soldiers. In the next area, you will find 4 slits at the corners (these are the openways for the Laser Turrets!) on the sides of the giantic red ruby. To handle the turrets, just run towards and make a quick side step to avoid the laser and manhandle the machines with your punches. There are 3 exits. Take the one on the right.

You will find 2 Majin Fighters & 2 Majin Soldiers in that area. Defeat them and continue to head east and you will find a large object in the middle. Examine the red button. It should turn green.

Now re-track and make your way back to the 3-junction area. Take the west path and you will find another object. Examine the red button. Examine it. The gate should be opened.

Return back to the previous area and take the south path. There is a barrel and a Save Circle. Save your game. In the next area, there will be some cutscenes. You will meet Pui Pui and you will be controlling Vegeta to fight him...

Puipui HP: 50 STR: 15 POW: 15 END: 10

Pulpul HP: 50 STR: 15 POW: 15 END: 10

Don't bother to transform as this enemy is awefully weak. In fact, you can hit with your ki blast. Or just give him a a punch for KO.

After you have defeated PuiPui, it is the end of Stage 1. There is another save circle. It is time to move...

-[Babidi's Spaceship - Stage 2]-Switch to Goku and the next fight will be his turn. Head south to the next area, you will find 2 Laser Turrets & 2 Majin Soldiers.

Head west and there is another machine for you activate it. Basically the stages works like the one that you have experienced in the 1st stage. Return to the previous area and head south. You will fight 4 more Majin Soldiers. Return fire with your energy blasts!

In the next area, it is a 4-way junction with a giant ruby in the middle. You will encounter a new enemy called Majin Shield Soldier. There are 2 of them. Take the left path.

You will find 2 Majin Fighters, 2 Majin Soldiers and a Laser Turret in your pathway. So wipe them out and head left. In next area, there are 2 Majin Shield Soldier and 2 barrels. Take them out too and head south. Goku should be able to reach level 90+ very easily. There is another machine. Examine it to activate it. Make your way back to the area where you find the giant red ruby. Take the east path.

In front of your way, you will find a Majin Fighter along with 4 Laser Turrets. Continue to head east to the next area. Return back to the area and have Goku to gain a level so that his HP/EP will be restored back to the max. Take the south path. You will find a Save Circle here. Save your game and head south. You will controlling Goku and you will be forced to fight Yakon on Yakon's Planet.

Yakon HP: 1725 STR: 20 POW: 68 END: 41 HP: 850 STR: 20 POW: 16 END: 38

He has the ability to absorb energy blast and transform to its HP. Just attack him with your fists unitl it adopts a defensive stance. Just for a while that it starts to move, then attack again. He could use a breath weapon and when it retreats back to the cave, he could launch Mini-Yakons! You need to defeat all five before Yakon returns. When Yakon takes a breath (its stomach will become large), it is about to use its breath weapon. So just heal when Goku's HP is low & you will be fine.

You will be at the end of stage 2 and there is another Save Circle. Use it and switch to Gohan (I guess you should have guess who you will be using by now...)

-[Babidi's Spaceship - Stage 3]The dungeons gets more tougher as you move on. Hence, save your game before proceeding. Head south once you are ready.

There is another giant ruby in the middle and you will be sandwiched by a Majin Fighter and Majin Soldier as you enter the area. There are a total of 3 Majin Fighters and 3 Majin Soldiers (one of it is being trapped in the barrels). Take the south path.

You will fight 5 Majin Fighters. In the next area, you will find another giant ruby in the middle and there is 2 Majin Fighters and 2 Majin Shield Soldiers in the lower area. Take the west path and you will fight another Destroyer along with 2 Majin Shield Soldier. Continue to head west again. You will find a door guarded by 2 Majin Soldier and a

Majin Shield Soldier. Defeat them.

Take the left path and you will fight another 2 Majin Fighter and 2 Majin Shield Soldier. Head west against and you will fight another Destroyer. Ignore the door to the north. Head west instead. Fight 2 more Majin Soldier and 2 Majin Shield Soldier. Head west again. It will be an empty area with 3 red panels. Activate the one on the left.

Make your way back to the area where you find the Destroyer with the door. Use the door in north this time round. There are 4 Majin Fighter. Defeat them. Enter the unlocked door. You will find a switch in the middle. Pick it up. Make your way back to the panels room and activate the middle panel.

Since the subsequent areas has became more complex, I have created a small ASCII map to assist you.

```
SC
              M1-[14]-[R13]-[15]-[16]
      S2
      [3]
                    [12]
                              M2
      [P]-[1]-[2]-[4]-[5]-[10]-[R11]-[17]-M3
             s3
            [6]
                     SC2
      [9]-[8]-[7]
```

[1] 2x MS, 2x MSS [R11] 2x MF, 2x MSS
[2] 1x DR [12] 5x MF
[3] 4x MF [R13] 3x MF, 3x MS
[4] 2x MSS, 2x MF [14] 2x MF, 2x MSS
[5] 2x MS, 1x MSS [15] 2x LT, 1x DR
[6] 4x LT [16] 2x MSS, 2x MS
[7] 2x MS, 1x MSS [17] 2x MF, 2x LT
[8] 2x MF, 1x DR
[9] 2x MSS

## Legend:

[10]2x MSS, 1x DR

MS - Majin Soldie	er S1 -	Switch	#1	M2 -	-	Machine	#2
MSS - Majin Shield	d Soldier S2 -	Switch	#2	мз -	-	Machine	# 3
MF - Majin Fighte	er S3 -	Switch	#3	SC -	-	Save Ci	rcle
LT - Laser Turret	P -	· Panel B	Room	SC2 -	-	Exit	
DR - Destroyer	M1 -	Machine	e #1				

Make your way to [5] and you should fight 2 Majin Soldier and a Majin Shield Soldier along with the unlocked door and you will find Switch #2 in the middle. Make your way back to the Panel Room and activate the panel on the right.

Make your way to the door where you collect Switch #2 and take the south path. You will find 4 Laser Turrets arrange in a zig-zag path. Defeat them and head south. You will fight 2 more Majin Soldier and a Majin Soldier. Take the left path. You will find 2 Majin Fighter and a Destroyer. Head left again and you will be ambushed by 2 Majin Shield Soldier and the locked door. Enter and retrieve the last switch!

Now make your way back to the area where you find the 1st ruby junction (marked R13 on the map). Take the west path and you will fight 2 Majin Fighter and 2 Majin Shield Soldier. Head left again and you will find the first machine. Examine it and Gohan will place a switch in. It will also activate the door. Now make your way back to the Save Circle to switch. I would opt for Goku.

Resume the journey to find the remaining 2 machines! Head back to R13 and take the east path. You will fight 2 Laser Turret and a Destroyer. Head right again and you will fight 2 Majin Soldier and 2 Majin Shield Soldiers. Head south and you will find the 2nd machine!

Make your way to R11 and take the east path. You will fight 2 more Majin Fighter and 2 Laser Turrets. Take them out and head eastwards & you will find the last machine! Now make your way to SC2 (as indicated on the map. I would advise to provide both Gohan and Goku some training so that they are at level 100. There is another save circle and I would advise you to use it. Head south...

There will be some scenes and eventually, you will be teleported to Demon World and you will be using Gohan.

Dabura HP: 10000 STR: 22 POW: 5 END: 51

He got 10000 HP. Just throw your close range attacks and he will activate his forcefield (which will damage Gohan). So get away from him when he sits in mid-air (Dhalsim-style). He has an ability of splitting saliva which could turn Gohan into temporarily. Just hit left and right to shake off the stone status. When his HP is down to 25%, Vegeta will make a comment and it is over... Take note of Gohan's change in his costume...

There will be some more scenes and Vegeta will transform into Majin Vegeta!

\_\_\_\_\_\_

Chapter 5 Majin Vegeta

Everyone gets transported to the World Tournament. This is followed by

Everyone gets transported to the World Tournament. This is followed by some scenes and you will be teleported to Rocky Canyon...

-[Rocky Canyon]-

The battle has finally begun between the two rivals (if you have read the manga, you will get to know Goku and Vegeta has drawn against each other in the first round of the World Tournament but it is also spoiled up because of Babidi's...). You will be controlling Goku and you will fight...

 His stats are based on his beginning stats and regardless of whether you have trained Vegeta before. He also have all the moves that Vegeta has. His attack does only 25+ but he can unleash Final Flash at Goku! Just keep on fighting until you have weaken till the dark red marker and there will be an intermission of Gohan and Supreme Kai infilitrating into Babidi's base (automatic sequence) and you will resume to fight. Just keep on attack and you will get another cutscene (it will happens when Vegeta's HP is around 50%). Once the cutscene is over, you will resume your fight with Vegeta (remember to heal up if Goku's HP is low) and weaken his HP to 25% and you will have another cutscene... Just keep on attack till Vegeta's HP is fully depleted and you have a last cutscene of Buu being revived!

There will be some cutscenes and eventually, Vegeta decides to handle Buu on his own and you will be given a journal entry:

Journal Entry #15- Destroy Babidi's spaceship!

#### -[Southwest Forest]-

Board the flight pad and you will back at the world map. Proceed to the star on the map and you should find a miniature version of Babidi's spaceship entrance (Southwest Forest) enter it. You will be back in the previous area that you have been. Make your way to the cliff where Piccolo and Krillin has turned to stone. During this period of time, Vegeta will remain Super Saiyan (i.e you don't have transform and his EN will be max all the times!). I would recommend you to train Vegeta to at least level 100. You can also do some shopping this time round or have Mrs. Brief to do some laundry. The enemies at Southwest forest should not pose you much a problem as being Majin Vegeta, Vegeta will deal double his normal damage without transformation. It is as good as having Super Saiyan on a permanent status!

Once you get to the spaceship, it is time to stop do some fireworks and Dabura's death brought Piccolo and Krillin back to normal.

## -[Giant Crater]-

There will be some speeches and Vegeta will have to fight...

Target Babidi first as you would not be able to harm Buu if Babidi isn't dizzy. Babidi can be fly and you have to wait for him to land on the ground to hit him.

Buu basically has 3 attacks, an elongated arm attack, a pink laser that could transform Vegeta into a sweet and an energy blast. When Vegeta has transformed into a sweet, run for life as you will be restored back after a certain period of time. If he caught it, Buu can drain Vegeta's HP to his own. If Vegeta (as sweet form) got caught, just tap left and right on control pad to escape. If Vegeta's HP gets low, do not hestiate to use items to restore back your HP.

In short, you will be able to harm Buu only when Babidi is dizzy and avoid his pink laser! It is not necessary to defeat Babidi...

After Buu's HP has been fully depleted, there will be a couple of sad scenes where Vegeta perishes with Buu but Majin Buu is alive! This resumes with Chapter 6...

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Chapter 6 Dragon Ball

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There will be some scenes and you will be controlling Goku.

Journal Entry #16- Go To Kami's Lookout

#### -[Kami's Lookout]-

Board the flight pad and you will be back on the World Map. Make your way to Kami's Lookout and Goku will meet up with Krillin and Piccolo. They will think of a solution to defeat Buu... Now you need to find Dragon Balls to ressurrect those who have died and you will be controlling Goten!

Journal Entry #17- Get the Dragon Radar from Bulma and find the Dragon Balls.

\_\_\_\_\_

Goten	LV 75		Usable Icons
HP:	292/292	STR: 46	Energy Blast
EP:	213/213	POW: 48	Super Saiyan
XP:	40325	END: 31	Kamehameha Lv1
NXT LVL:	6075	SPD: 55	Energy Punch Lv2

Beside Goten, you will be able to use Trunks for this scenario too! Give the kids some training and have them level up at least 85 each. I would suggest to have them train at Southwest Forest those Majin-based enemies offers you a substantial amount of experience points!

## -[West City]-

I would prefer to use Trunks. Hence move towards West City and make your way to Capsule Corporation. Visit Bulma and get your Dragon Radar.

The Dragon Radar appears automatically when you are on the World Map. Follow the indicators to find the Dragon Ball. When the indicator becomes red, a Dragon Ball is near.

-[Dragon Ball 1-Star - Thieves Den]-

You will definitely need a Bandana, an accessory which are dropped by Hessian, Hooligan or Mad Bomber found in Stolen Airships.

Just fly around skies of the world, until you find a small white airship. Make contact with it and you will find enemies there. To encounter a Hessien, Trunks must be level 80 and above.

Remember to buy Root Beer from Papaya Island.

The Thieves Den is located southeast off Roshi's Island. In fact, when you are in a town, hit SELECT and select R to bring up the world map radar. You will see red dots on the radar, which actually are the dungeons or locations of prominent places such as Papaya Island, Hercule City, West City, Southwest Forest etc.

Now make a landfall and there is a Save Circle. Switch to Trunks if your current character isn't Trunks. There will be a Level 80 Character Gate in front. Have Trunks break it and proceed towards your right.

In the next area, you will find 2 Snipers and 2 Hooligans. Defeat them. Continue to make your way towards right. In the next area, you will find a Goon in the middle of bridge. You can choose to use Trunks' Flame Kamehameha so that you can attack from distance. It has 1595 HP by the way. In the next screen, you will find a Hooligan along with 2 Hessian. Head north. There is a Juggernaut (tank) now in front of you.

Juggernaut HP: 1575 STR: 29 POW: 60 END: 125

It is an advanced version of the Tank that you have encountered earlier at Musaka Circus. It is tough even if Trunks is in Super Saiyan. In fact, you can make a walk around it and proceed to the next area and return back from the previous screen and punch via its back. Once it explodes, you face 3 Mad Bombers and 1 Hooligan.

In the next area, you fight a Hooligan, a Sniper, a Hessian and a Mad Bomber. Head right and you will find 3 Hooligans. In the next area, you will find a wooden plank where you can try catch a fish and a large lighthouse. Inside the lighthouse, you will find the lighthouse keeper where you can get exhibits by giving him items. Ignore him for the time being

In next area, you will find 2 criminals guiding the fort. Talk to the one blocking the entrance and you will be given the following prompt:

- 1) How do bandits look?
- 2) Sorry to bother you.

This will happen when Trunks is not equipped with the Bandana. Equip him with Bandana and you will be welcomed and you will be allowed to pass! The people are bandits (don't be surprised) and there is a Z-Mart there (or black market)

Z-Mart
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Items	Type	Restores	Cost
Chicken Leg	Food	80 HP	400Z

Hamburger	Food	120 HP	600Z
Onigiri	Food	200 HP	1000Z
Curry Plate	Food	400 HP	2000Z
Soda	Drink	80 EP	200Z
Vanilla Soda	Drink	125 EP	350Z
Cherry Soda	Drink	175 EP	575Z
Root Beer	Drink	250 EP	950Z

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Equipment	Туре	Status Effect	Cost
Leather Jacket	Body	END +5, RqLV: 55	495Z
Wooden Armor	Body	END +6, RqLV: 63	850Z
Stone O-Yoroi	Body	END +8, SPD -12, RqLV: 72	1480Z
Bronze Keiko	Body	END +10 SPD -5, RqLV: 80	2200Z
Wool Mittens	Hand	STR +2, END +3, RqLV: 55	500Z
Leather Gloves	Hand	END +6, STR +4, RqLV: 72	1250Z
Brass Knuckles	Hand	END +6, STR +9, RqLV: 85	2210Z
Leather Moccasins	Foot	END +4, SPD +3, RqLV: 65	820Z
Wooden Geta	Foot	END +6, SPD +15, RqLV: 84	2050Z
Stone Geta	Foot	END +10, SPD +17, RqLV: 98	3780Z
Wool Cap	Accessory	END +4, RqLV: 54	350Z
Stone Men-po	Accessory	END +5, RqLV: 59	600Z
Amethyst Amulet	Accessory	POW +7, RqLV: 80	1925Z
Lucky Charm	Accessory	END +1, Raises Luck, RqLV: 58	4500Z

You will meet Violent Bill (Sniper), Angry Pete (Hessian), Grim Steve (Hooligan) and Joey The Knife (Mad Bomber). The door behind Grim Steve leads to a storeroom. Go to the door next to Joey the Knife. In the empty house, go up the stairs 4 times and you will meet Bandit King (Goon) and you will be allow to pick a stuff for your own. See the Dragon Ball? Pick it up and you will found 1-Star Dragon Ball! But the monkey jumps down and stole your Bandana and it is a battle!

	_·_·_·	_ • _ • _ • _	·_·_·	_•_•	_•	·_·	_•	
Goon	HP:	1575	STR:	40	POW:	0	END:	40
Hooligan	HP:	560	STR:	22	POW:	0	END:	34
Mad Bomber	HP:	585	STR:	17	POW:	35	END:	35
Sniper	HP:	612	STR:	15	POW:	31	END:	36

You will get ambushed from behind by the Goon and hence the first option is blocked his attack. Just wipe out as usual enemies. Remember to pick up the Iron Kabuto (red object) when the Goon is defeated.

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Well, you have taken care of the boss and everyone will be against you since your bandana is stolen. Exit the house and you will be force all the enemies that are in the slum. However, the store owner and the guest in Z-Mart are friendly force though...

Now it is time to get out of island and continue to search for the remaining 6 dragon balls...

## -[Dragon Ball 2-Star - Diablo Desert]-

The desert is located near to West City with the giant Cactus as its prominent features. Once you saw "Diablo Desert" marker, choose to make a landfall there.

At the entrance, there is a Level 80 door for Goten. In the middle area,

you will find a scientist and a rock. Use your Kamehameha to break that rock and you will be forced to fight a Hooligan, Mad Bomber and Sniper.

Map #2 Diablo Desert

[1] HL x1,	SN x1, MB x1	[6] GN x2	[11] HL x4
[2] MB x3,	GP	[7] MY x3	[12] JG x1
[3] JG x1		[8] HL x4, GP, TC	[13] IA
[4] HL x3,	GP	[9] ZA, MY x1	[14] DY, GS
[5] HL x2,	HE x2	[10] DY x1, GP	[15] MB x3
[16] DB, SI	P		

#### Legend

HL	Hooligan	JG	Juggernaut	ZA	Z-Exhibit 2
SN	Sniper	HE	Hessian	GP	Gold Point
MB	Mad Bomber	DY	Destroyer	IA	Iron Armor
GN	Goon	MY	Mummy	GS	Gold Steps
JG	Juggernaut	TC	Spiked Breastplate	DB	Dragon Ball
SP	Save Point				

The desert is like a maze yet it is quite simple. Anything that's on left side, you will end on the right side. Sounds complex? Let me illustrate you an example. If you head west from 08, you will end up in 05. However for 13, 14, 15 & 16, it will lead you to a cliff where you can access the upper cliff via 14, which is blocked by golden steps (GS). To remove those steps, you need to find a gold point (GP) where you step on it, it will remove 1/4 of the gold steps. There are a total of 4 gold points. The gold points are found the rocks and you need 2 energy blasts to destroy them.

#### Gold Point #1 - Area 04

It is located under the boulder that is at the southeast end of the area. You will find 4 hooligans in this map.

#### Gold Point #2 - Area 02

You will find 3 Mad Bombers in the area and they are surrounded by 5 boulders. The Gold Point is just underneath one of those boulders.

## Gold Point #3 - Area 08

You will find the treasure chest containing a Spiked Breastplate at the southwest corner. The gold point located underneath the boulder that is found among the 3 boulders in the northwest corner.

#### Gold Point #4 - Area 10

There is a minature elevated platform in the middle and a Destroyer is there (remember the flamethrower dinosaur-like creature you have

encounter in the previous chapter 4?). Destroy the boulder in the northeast corner to uncover the last gold point.

Treasure: Z-Fighter Exhibit 2

It is located underneath the rocks (southwest corner) in Area 09 on the map. You will encounter a mummy in the northwest corner. North from here is the cliff area.

Treasure: Iron Armor

To get this armor, you need to go up the steps (i.e remove all 4 gold points) and head towards right to find the chest. The chest is located on the upper part of cliff.

Just unlock the gold points located at area marked 02, 04, 08 and 10. The steps will be uncover and it is just a straight path to area 16. At the left hand side of an area, there is a flight pad and a save circle. Walk the flight pad and you will be on Diablo Desert Express!

#### -[Diablo Desert Express]-

On the first cabin off the flight pad, there are 2 hooligans in your way. Dispatch them and head west. On the next cabin, you will fight 2 Hooligan and a Sniper. Defeat them and head towards left again. In the next area, you will battle a Goon and Hessian. Defeat them. On this cabin, you will find another Goon along with a drop hole, which allows you enter the cabin. Inside this cabin, you will fight 2 Sniper and 2 Hooligans. In the next cabin, you will fight 3 Mad Bombers. Continue to move towards right. There is only a Goon in this area. Defeat him and head right to the final cabin.

	_ • _ • -			_•_•		· _ · -		
Hooligan	HP:	560	STR:	22	POW:	0	END:	34
Mad Bomber	HP:	585	STR:	17	POW:	35	END:	35
Sniper	HP:	612	STR:	15	POW:	31	END:	36
Hessian	HP:	800	STR:	0	POW:	40	END:	40
<criminal></criminal>	HP:	600+	STR:	??	POW:	??	END:	??

There are actually five enemies, the leader seems to be lost out to radar and you can't use the scouter to get his data. Just defeat them and the civilian will give the 2-Star Dragon Ball!

Make your way back to the first cabin and you will saw the world map circle. Board to make your way out. Now, search for the next dragon ball...

## -[Pilaf's Castle - 3-Star Dragon Ball]-

Make your way to the castle that is southwest off Hercule City or the lower right hand corner of the main continent. Once you have landed inside the castle, you will find a world map circle along with the save circle. Switch to Trunks.

There is a character gate (Level 80) for Trunks. Break. Head north to proceed to the next area. Follow up the winding path towards the next screen.

You will find 2x Hooligans along the pathway. Dispatch and proceed to the next area. Behind the brick walls, you will find a Destroyer here. In the next area at the castle entrance, you will be forced to fight 2x Hooligans. After the bridge, you will find 2x Hessians block the side paths which lead to enemies. Ignore the side paths and take the

north path. Inside the enclosed area, you will fight 2x Sniper and another Destroyer.

You should reach the courtyard of the castle with 2 huge towers. There is a Sniper on the left side, a Hooligan in the middle and a Hessian on the right. Lastly, there is 2 Destroyers guarding the entrance and a Save Circle in front. From this point, the area gets more complex and you will face tougher enemies. Hence below is a map to help you.

```
Map #3 Pilaf's Castle
```

```
Pilaf -[12]-[10]-[11]
 [LA3]
        [9]
         [LA2] [L2]-[8]-[R2] [RA2]
  [LA]-- [7] -- [RA]
         [L1]--[6]--[R1]
     [M1] [5]
     [M3] - [M2]
        [4]
          [B] - [3] - [A]
         [2]
          [1]-E
```

```
[1] 2x HL
                                       [A] 1x GN
[2] 1x DR
                                       [B]
                                            3x HL, CW
[3] 2x HL, 2x HN
[4] 1x DR, 2x SN
[5] SC, 2xDR, 1xHN, 1xHL, 1xSN, 1xMB
[6] 2x HL, CW
[7] 1x GN
[8] 3x HL
[9] 3x GH
[10] 2x VM, CW
[11] Dead End
[12] 2x GN, SC
Left Wing
                              Right Wing
```

```
Left Wing

[L1] 1x GN, 2x SN, CW, MH

[R1] 3x GH

[L2] Blank Area

[RA] CW

[M1] 1x GH

[RA2] DR

[M2] 2x SK, 1x VM

[R2] Blank Area

[M3] Dead End

[LA] 3x SK, CW

[LA2] 2x HN, 1x MB

[LA3] 2x SN, CW
```

Enemies Legend

HL Hooligan E Entrance

DR Destroyer SC Save Circle

HN Hessian CW Crack Wall
GN Goon MH Manhole
SN Sniper
GH Ghost
SK Skeleton
VM Vampire
MB Mad Bomber

Personally, I don't like this dungeon as there are all traps and no treasure for you to get. In fact you can get straight to Pilaf by going straight all the way or going via the west wing (through that cracked wall - path leading from [L1] to [LA3]. Although enemies in the middle route are tougher, you will encounter new enemies on the way (so you can scout them) and a precious save circle for you to save your game in case of emergency...

#### -[Left Wing Route]-

Sewers [M1 to M3 (Dead End) \*optional\*]

To access the sewers, you need to locate the manhole (MH). As you climb down the stairs, you will encounter a Ghost. It has the ability to disappear and repel your attacks. Attack when it is visible. There are 2 paths leading to next entrance. Take the one on the left. In the next area, you will be to fight 2 Skeletons and a Vampire. Skeletons cannot be killed but they can be knocked down temporarily. Watch for Vampires, especally when it transformed into a bat which could suck your HP! Just exit via the path on the right. There are 2 Ghosts in the next area. You will end up in area blocked by 4 floors.

Beside heading down the manhole, break the crack wall found in that area. Head north and you find 3x Skeletons at that area. There is a a pathway on the right while there is a cracked wall. Break cracked wall to access the left wing

## "Shortcut to Pilaf"

You will fight 2x Hessian and a Mad Bomber. Head up to the next area and you will fight 2x Sniper and there is a cracked wall. If you break the cracked wall, you can face Pilaf and his Guardian there! (See Boss fight for details!) Once you have entered there, you cannot get out unless you have defeat Pilaf and his Guardian.

## Right Wing Route (optional)

If you make way towards right, you will find 3 Ghosts there and a cracked wall in the northeast corner. If you break it and it will lead you to a fight against another Destroyer in the next area. Take the one on the left and it will lead you to the middle route at [8] marked on the map.

## -[Middle Route]-

If you do not want to decide which way to go, just break the wall and go straight (i.e. follow the numbers on the map). You will fight a Goon in the next area. Defeat and continue to move ahead. In the next area, there are 6 pillars and you will get to fight 3x Hooligans. In the next area, you will be forced to fight 3 Ghosts. Take the path on the right and you will find another area where you will encounter 2 Vampires. There is also a crack wall (which leads to the dead end) Take the path on the left. You will find 2 Goon guarding doorway and a Save Circle. Restore your HP to max. Save your game and head north and it will be a boss fight.

You will fight only the Guardian so ignore that kid (Pilaf). The Boss wields a shield and sword. Guard when it attacks with the sword. It is slow moving too. Just go to a corner and have Trunks power to Super Saiyan. Use Flame Kamehameha from a distance until you saw the boss use its shield to guard. Attack it. When it raises it sword, it means it is about to attack. So hold your guard and counterattack!

Drop: Pilaf's Gloves

After the battle is over, remember to pick the gloves and the 3-Star Dragon Ball and it is time to make your way out of the dungeon. Too bad, there aren't any escape ropes for this RPG game. So heal up and force your way out. Equip the Pilaf's Glove and you could earn more zenie or rare items! Board the world map circle and made your way towards north. Give your character some training till they are level 100.

## -[Airship - 5-Star Dragon Ball]-

Fly northwest and you will find an purple airship that is docked directly above an abandon city. Once you board it, there is a Save Circle. Move right to the next area.

#### -[Airship]-

Move towards right and you will fight a new enemy, a Cyborg. Continue to move towards your right. You will see a Bio Mech (a stronger version of a Goon). Board the elevator. On the next area, there is a crane holding a platform. Move over it to board it.

#### -[Airship Interior]-

Once on the next floor, head left and you will fight 2 Cyborgs along the pathway. Defeat them & move towards left to resume. Once you reach the next area, watch for 2 Bio Mechs! Board the elevator.

Once on the next floor, you will fight a Cyborg who is at the doorway. Move towards right. In the next area, you will encounter a new enemy - Mechanoid which has the ability of transforming into a metal ball ( note that you can not damage it when the enemy is ball form). In the next screen, there is a Destroyer. Defeat it and continue head towards right. On the next area, you will find another elevator along with a Cyborg and a Bio Mech. Board the elevator.

Exit from the area via the southeast exit. There is 2 Mechanoids along the walkway. Exit the area via the door on the left. Board the platform In the next area, watch out for 2 Laser Turrets. Defeat them & proceed left. In the next area, you will fight a Cyborg and Destroyer in that area. Defeat and exit via the door on the left.

There will be another elevator. Board it. Once you have exit the elevator, head right and you will encounter 2 Mechanoids. Head right and you will fight 3 Cyborgs. Proceed and board the elevator.

Exit from the elevator area and you will encounter another Mechanoid and a Bio Mech. Board the platform and it will lead to another elevator. At the upper deck, you will fight Cyborg x2, Mechanoid x1 and 2x Bio Mech. Inside the door on the right, it leads to another elevator and a Save Circle. Heal up your characters before proceeding.

There will be a cutscene between a Mechanoid [CROOK] and a Bio Mech [WARLORD] and it is a boss fight...

Eliminate the Mechanoid first so that you can focus on the Airship Warlord. The Mechanoid cannot be damaged when it is a ball form. So run around and attack only when it reverts back to its original. Once you have handled the Mechanoid. Focus on the Airship Warlord. Despite having more HP, it is the same as the Bio Mechs that you have handled earlier. Therefore, it should pose you much a problem...

Pick up the 5-Star Dragon Ball after you have defeat the boss and it will initiate a 3 minute countdown! So hurry and make your way back to the enterance! Surprisingly, the clock stops when you activate the menu or board the platforms or elevators. When you encountered Mechanoids turning into a ball, do not bother to walk past them as it is impossible. Instead hold down Guard and counter when they revert back to normal. If Goten or Trunks is at level 100, just maintain 50% HP and you will be find. BTW, I managed to escape in 2 minutes time...

Once you board the world map circle, you will be back at the world map and the airship will no longer appear on the world map.

-[Fukurou Forest - 6-Star Dragon Ball]-

The forest is enclosed in the dense forests north of Kami's Lookout. You will find 4 gray statutes surrounded a building-like structure. Enter it.

There is a Level 80 character gate for Goten. Break it and head north to the next area. Head north again. There will be a close-up view of the chamber. Now enter the chamber via the doorway.

#### -[Ninja Stronghold]-

In the first area, you will encounter a Ninja. The gold chest is actually another Ninja in diguse, so watch your back! Enter the hole in the large tree on the right. In the area, there is a pot and a Ninja will appear to give you a warning. You can break those pot for zenie or items... Move towards the "hole" to next area

You will encounter 3 Ninja. Walk up the flight of steps. In the next area you will find 2 Samurais and 2 Ninjas. There are paths for you to choose.

#### (Right Path)

You will fight a Ninja here. The two pots can be destroyed for zenie or items. You will fight 3 Samurais and there is a long flight of steps on the right of the screen. You will fight a Samurai and 2 Ninjas here. Proceed towards left. You will find 3 Samurai gathering together in the centre of the area. Defeat the area and the ground will shake, thus revealing a chest contain a Hercule Exhibit 23. There is a pot where you can destroy it for zenie or items. In the next area, you will encounter 5 Samurais. The exit from the left tree trunk is actually from the left path.

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(Left Path) \*optional\*

There are 2 Ninjas in this area and one of them is in disguise. In the next area, you will fight 3 Samurai and a long flight stairs in the left side of the screen. In the next screen, you find 2 Samurai and a Ninja in disguise. Head right and you will meet 3 more Ninjas. Defeat them and head towards right and you will reach the junction area where you fight 5 Samurais.

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Take the stairs up twice. There are 2 Samurai and a Ninja along the stairways. You will find the Save Circle on the right with a Ninja and 2 Samurais. The door with a dragon head will be reveal as locked. Take the right path off the Save Circle.

In the next area, you will find 4 Ninjas with one of them in disguise. Continue to head right and you will face 2 more Ninjas and 2 Samurais. There is a barrel there. Proceed towards right again. There are 4 Samurais and a long flight of steps heading south take it. You will fight a Samurai along the steps and there is another Samurai with a Ninja at the lower floor. In the dark area, there is a dragon head at the northwest area. Search the mouth for the Ninja Key. Retrace your way back to the save circle. Save your game and try to gain a level for the character who you want to fight the boss.

You should be able to access the gate since you have the key. You will find the 6-Star Dragon Ball on the emblem and the Ninja Boss appears and shows you a pine box coffin (!)

It is like a normal ninja except it has 10 times more HP than a normal Ninja. He is quite an easy boss... When you defeat him, he will be pushed into the coffin that he created  $^-$ 

Destroy the coffin and you can get an Accessory (Gokuu Hat), which allows you to get a bonus when your character levels up. Exit the area. This should not be tough if your characters is at level 100 and above... Make sure you exit using Goten as the gate will automatically be sealed.

-[Kyodai Pyramid - 7-Star Dragon Ball]-

The pyramid is located northwest of Pilaf's Castle and it is surrounded by 4 large cactus and you should not have much problem in finding it.

As you make a landfall, there is a Level 80 Character for Trunks. Break it and head north. In the next screen, you will find 2 Pharoah statues guarding the entrance. Head there and there will be a cutscene. You will meet Mr. Challenger and you need to do the following:

- 1) Save all 4 of his men
- 2) Retrieve the headdress of Pharaoh Totenhotep.

In the next area, there is a Mummy in the middle of pyramid (where you have encounter them before at Diablo Desert.)

1st Friend: Man #1

Head north from the entrance area. You will end up in an area with green statues on the side of the ways. Some the titles are elevated

(i.e. they have darker shadows) Do not step on them or the statues will shoot discs at your character! There are 2 Skeletons, which can be killed but you can knocked them down. In the next area, you will find 6 large coffins. Examine the coffin and it will unveil a Mummy each! There are two doorways. Take the one on the left. There are 3 tombs arranged in the left side of the area. The bottom 2 coffin will release a Mummy each. You can find Dr. Challenger's friend in the coffin in the top end of the area.

#### 2nd Friend: Man #2

Return back to the area with 6 coffins. Take the other path (i.e. the door on the right). There is a blue orb and a couple of movable platforms. You can move those platforms by hitting the blue orb. Hit it once and cross to the other side. Hit the blue on the other side and cross back to the platform in the middle. Hit the blue platform with an energy blast Move up to the platform midway and shoot another energy blast at the blue on the right. Move across platform and hit the blue orb from the north direction. Stand on the platform and hit the blue orb again. Move up to the other platform. There is 2 statues and a blue orb on the right wall. Hit that blue orb. Move south to move along the platform and hit the blue orb that surrounded by a brick wall. Now move across right to reach the next area.

In the next area, you will encounter 4 Skeletons. Run away from them and exit via the southeast exit. In a zig-zag manner, you will fight 4 Mummies on your way south. Exit the door in the south.

The area will be pitch black and there is an invisible path leading to the exit...

Move all the way down till you cannot get moving. Just keep on moving in one direction till Trunks stop moving.

South, East, South, West, South, East, South (you should be reach the wall or the bottom right most corner of the room).

From there, move west, north, west, and north where you should be able to reach the scientist (Man #2) that is standing on the platform.

From the platform where you rescue the 2nd friend of Dr. Challenegr, make your way west from the ledge and fight the mummy. Walk west till you reach end of the platform and head south till you can move anymore. Move towards right, south, left and down (along the edge again) and you should reach the exit in the no time. In the next area, you will find 3 mummies (this is actually the area if you choose to take the east path from the beginning). There are 3 Mummies. Head north twice. In the next area, you will fight another 3 more mummies. Head north and the U-turn with 3 Mummies blocking your way. Exit via the exit in the southeast corner. You will find 3 more mummies there. Head south again. Take the stairs up.

## 2F

There is a Save Circle. Walk over the red ruby that is located north off the Save Circle. It will raise the front door a bit. Take the left path. In next area, you will encounter 2 Skeleton and 3 Mummies. Take the exit in the southwest corner. In the next area, you will find another 4 more Skeletons and another Ruby spot. Step on it. Make your way back to the previous door and take the northwest path this time round.

In this area, move across the platform and shot the blue orb from the north. Move along the way pathway and shoot at the 2nd blue orb in the north east corner. Move up across the platform and hit that blue orb again. Cross the platforms and exit the area. In the next area, there is another ruby spot and 3 Skeletons guarding it. Walk over the ruby spot to activate it. Exit via the east path.

In the next area, you will encounter 4x Ghosts. It is possible for the ghost to knock your character off the path and cause you to fall onto the first floor. Hence it is best of your interests to finish them off first. If you fall off, just take the right path from the save circle. In fact, you can have the whole maze uncover by activate the scouter. The exit is the southeast corner. There is a ruby point in the northeast corner. In the maze will look something like this...

X XXXX R R Ruby Point SP XXX X XXX SP Starting Point X XXX X E Exit X X X X X X Well in order to conserve space, I have made a X X X Xminature version. X represents the pathway. R XXX X X is the last ruby point. The exit is indicated by E on the Map. You will encounter around 6 to  $X \quad X \quad X$  $X \quad X \quad X \quad X$ 7 Ghosts. Please note that there are no invisible SC XX X X Xpaths between the path. You can be forced to fall X XXX X by those ghost, hence it is your interest to X finish off the ghost first. A cheap method to move and activate the map as you move on the terrain. X XXX In this way, you will be able to reach your  $X \quad X \quad X$ Ε XX X XXX destination safety. You will be able to rescue the X Man #3 from the area marked E. XXXXXXXX

Now you need to make your way back to the the room with the Save Circle. There are 2 methods. The first method is fall off the walkway. The 2nd second is move along the path and make your way to the area marked SC on the map.

Now save your game (highly recommended if you don't want to repeat that misery of moving along the invisible patha again). Head north via the unlock door. Head north again in Super Saiyan mode first and you will end up in Totenhotep's Chamber. It is a boss fight...

Well, try your best to get close to it and have your character (Trunks or Goten) to blast your way against him. When a bandage caught you, just tap left and right on the C-Pad to shake it off.

Pick up the Totenhotep's Headdress after you have defeat the boss. The door in the north will be unlocked. Head there and you will find the last man that you need to rescue. Search the four chests at the rear to get a Mystic Aegis, Hercule Exhibit 11, Emerald Amulet and Ox King's

Make your way to the entrance and you will get the 7-Star Dragon Ball! Now you got all the 6 dragon balls and short of the final one... the

4 Star Dragon Ball. This dragon ball will not appear unless you got all 6 dragon balls...

Exit the area via the World Map Circle and there will be a cutscene between Goten and Trunks. You will end in Nataday Village.

## -[Nataday Village - 4-Star Dragon Ball]-

There is a Save Circle and World Map Circle. Head for the house in the northwest corner and there will be a cutscene. The Village Priest will give his necklace (where the 4-star dragon ball is) unless you beat the monster. Talk to the guard guarding the gate and you will be allowed to past. Make sure that Goten has hit the century mark or you need to go to dungeons to train him up...

#### -[Northern Wilderness]-

Once you are level 100, break the gate and proceed on. In the next area, you will find 3 Phantoms. In the next area, you will fight an Elite Majin Soldier and Elite Majin Fighter x2. There will be two paths for you to choose. It is up to you...

#### ~West Path~

You will fight 4x Shinobi (an improved Ninja). Exit via the north area and you will encounter 5x Ghouls! In the next area, you will encounter 2x Rapscallion and a broken bridge. The exit leads to the east path.

or

#### ~East Path~

As you enter the pathway, you will be ambused by Grenadiers. Move up to the cliff path and eliminate the enemies, which consist of 2 Grenadiers & a Rapscallion. In the next area, there is a Juggernaut blocking your entrance and you will fight it in order to get pass. On the next screen, there is 2 Vlad along the cliff path. Just watch for their blood-sucking techniques! You will reach the next area with a broken bridge where there is 2 Rapscallion stationed there. The southwest path is actually leads to the left path

Take the east path off the broken bridge. You will reach a pathway with a Phantom stationed there. Defeat it and proceed to the right side of the screen. There are 2 Majin Fighters along the way. Defeat them and proceed south. In the next screen, you will encounter a stronger foe, Knight Destroyer (which looks like Pilaf's Guardian if you ask me, but it has weaker attributes). Proceed towards east and you will fight 2x Assasins. Dispose them and proceed. In the next area, you will fight 2 Ghouls. There are 2 Skeletons blocking your path along the bridge. At the other side of the river bank, you will fight 2 more Ghouls. Proceed to the next area via the northwest exit.

On the next screen, there will be 2 Marauder on stand-by. Dodge their rockets and defeat them and proceed to the next area. On the next area, there will be a Rapscallion and 2x Grenadiers on the cliffs. Dispose them off. Take the west path to proceed. In your way, there is a 2 Destroyers. Move along the path to the next area.

You will encounter 2 more Phantoms in this area. Proceed and you will reach the other bank of the broken bridge. You will have to fight the 2 Rapscallions on this bank in order to move on... Move up the cliffy pathway and you will reach the Volcano.

#### -[Volcano]-

There is a Save Circle on the right and I advise you to use it. Enter the Volcano entrance that is on the extreme left of the screen. You will encounter 3x Bones (advanced version of Skeleton). Dodge them and proceed. There is a hidden path on the left which lead to another area with Bruiser. South from there leads to a chest contain the Evil Talisman

In the second cave area, you will fight 3 Vlads with 2 more exits on the right. The middle path leads to the chest containing a Charge Gloves! Proceed on with the exit on the extreme right.

In the third cave area, there are 3 Phantoms in the next area with 2 exits. Take the northeast path. You will fight Hooligans here. Defeat them and move on the pathway. You will fight 2 Cursed One (an upgraded version of the Mummy). There is a rock bloulder at the northeast area. Break it. It will lead an area with a Vlad and an exit that leads to a chest containing a Hercule Exhibit 12! Retrace your path back to the area where you fight the Cursed Ones. Exit via the northwest path. In the next area, you encounter 2 more Vlads and an exit which eventually leads to the Gold Point. Step on it and the bridge will be activated. You need to retrace back to the path where you find the 3 Phantoms (it is a long way back there...) and take the southwest exit.

In the 4th cave area, there will be a Knight Destroyer stationed there. In the next area, there will be 6 Ghouls. Proceed north and you will encounter 2 Ronin near a Save Circle. Get level up and try to have a full HP/EP. Save your game. Exit via the southwest path.

Move along the cliff path. You will reach the Volcano Summit and you will battle a Legendary Saiyan!

## 

If you are in level 110+, Trunks/Goten should be able to deal around 1000+ in Saiyan mode and 2000+ in Super Saiyan (of course when you equipped with the necessary accessories. He can deal a gigantic stomp (i.e. leaps up in mid-air and land on your character with a stomp). If it hit you, you are in trouble. Just simply walk away from his shadow and you will be fine. When he raises his arms, it indicates he is going to execute a strong attack. Since there is a long lapse, just escape from him. He can throw energy blast as you too. But overall, he should be not be too difficult when Trunks or Goten are in a decent level (i.e. level 110+). By the way, when he use his aerial leap attack, stand on the "box" and it will crack. Have it crack a second time and have Broly land on it. Broly will be wounded by the

## 

After the battle is over, the floors will crack and reveal the lava underneath. Grab the Z-Fighter Exhibit 10 that is located in the middle. Exit and make your way out back to the village.

Make your way to the hut where you find the Village Priest. You will get the last Dragon Ball - 4-Star Dragon Ball! Now you need to make your way back to Kami's Lookout.

But I would recommend you to visit Papaya Island and buy the Hercule Exhibit 24 & 25 (which cost 75,000 zenie in total) since you have

earned a reasonable of cash in your adventures for Dragon Balls. You can also sell your unwanted equipment at the Z-Marts to earn the cash if you have insuffcient zenie.

Now make your way to the Kami's Lookout and you will saw a yellow object flying in front of the Kami's Lookout. Make contact with it.

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## Majin Buu

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There will be a cutscene in the yellow transport. You will hand over the Dragon Balls and the radar to Bulma. They summon Shenron with it and there will be few more scenes. Everyone will be bought to the Kami's Lookout.

## -[Kami's Lookout]-

Goku reveal the sad news and they interrupted by Babidi and some more scenes. It seems the "WANTED" sign has been be chopped on the heads of Trunks, Goten and Piccolo. There are more scenes following it. You will be playing as Goten and you need to do the fusion dance...

Fusion-Ha!

To perform the Fusion Dance, you need to follow the on-screen icons. A series of five random icons will appear and it will disappear after a second. Next, you need to follow suit. Once you succeed once, there will be more scenes...

Now you will be playing a Goku and eventually you will get this following journal:

> ----- J#18-----Journal Entry #18- Stop Babidi and Majin Buu from getting to Capsule Corporation.

#### -[Thieves Den]-

Have Goku stopped by the Thieves Den and have him use instant transmission to get the Hercule Exhibit 1 at the chest located on the rooftop. I would recommend you to get Goku to at least level 110 or else you are going to hard time to battle Buu in upcoming battle. In fact, make a trip to Nataday Village and give Goku some serious training.

Now board the World Map Circle. Just make your way to skies above the Capsule Corporation building. Make contact with it.

#### -[West City]-

There will be some scenes and eventually Goku power to Super Saiyan 3! You will get a note indicates that Goku has learned Super Saiyan 3. You must be Super Saiyan before you can use Super Saiyan 3.\

It is a battle against Majin Buu!

HP: 45000 STR: 42 POW: 38 END: 65 Majin Buu Babidi HP: 4300 STR: 0 POW: 85 END: 5

Well, he has 45000 HP and that is twice as much as Broly has. Babidi has the same stats that you have fought Majin Buu earlier with Vegeta. Buu's attacks consist of an energy blast and an elongated arm. In fact, Babibi won't participate in this battle like the previous one and you can make use of instant tranmission to hit Buu at ease... Just heal Goku's HP when you are below 50% of your max

Once Buu's HP is fully depleted, there will be some cutscene. Buu kills Babidi.

## -[Kami's Lookout]-

There will be some scenes. Goku will return back to the Other World and Piccolo will be guide those 2 kids to master the fusion technique. You will be controlling Trunks and now and you need to perform the fusion technique! Do it successfully and you get Gotenks!

Access the Fusion Technique by pressing the L Button and select the Fusion Technique icon. Press B button to start the Fusion Dance.

You will get the following journal entry:

Journal Entry #19- Defeat Majin Buu!

He will have the same stats as Trunks and you can't equip anything on him! Below is his moveset.

Energy Blast Super Saiyan Super Kamikaze Ghost Attack Ultra Volleyball Attack

You won't be able to switch characters during this period of time. Now make contact with Majin Buu who is flying is now flying above West City.

#### -[West City]-

There will be some cutscenes and it is another boss fight against Buu!

He has the same stats that you have fought with Goku earlier. Gotenks is able to be deal 600+ HP damage even he is a plain Saiyan. Just move to a far corner and power-up to Super Saiyan. Buu has the same attacks that he has earlier (when you fighting him as SSJ3 Goku). He is quite slow and you will be able to finish him off...

After the battle is over, there will be some cutscenes and it will be the beginning of a new chapter. \_\_\_\_\_

#### Chapter 8 Janemba

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There will be some scenes and you will be playing as the joker of the series - Hercule! Just make your way north and you will find a large weird building structure. There will be some scenes and you will be transporting to...

#### -[Snakeway]-

Your objective is to make your way to King Yemma's Castle. You have been here before and the pathway is an easy one too. Feel to converse with the souls...

#### -[Yemma's Castle]-

There will be a cutscene here. You need to collect a friend of yours at HFIL. There will be an Instant Transmission Circle where you can travel around Other World. Eventually, you will receive these journal entry:

Journal Entry #20- Find Vegeta and defeat

Janemba

From that location, you will be able to select to fly between places in other world. They are Yemma's Office, HFIL, Heaven and Grand Kai's Planet.

#### -[HFIL]-

Choose this location. Beware of a Janemba Hand that are in this area. There is a Save Circle and Instant Transmission Circle. As it is about appear, you will see ripples and a hand that strikes you. So just have your character stand still and wait for the ripples to appear to strike it! To hit it, make use of your scouter. There are 2 exits from this area.

#### East Path.

You will face 3x Living Dead and a Janemba Hand loitering around. Use instant tranmission to access the switch. In the next area, there are 2 Poltergeists (a stronger version of Phantom). Proceed north. In the next area, you will encounter a Nosferatu (a stronger version of Vlad) and a Janemba Hand loitering in the area. Head towards east and you will find 3 Lich standing on the upper ledge with a Janemba Hand looming in the area. Move up the path and beware the spikes on the right side of the screen. There is a chest contain a Talisman of Light near the tree. Grab it. From there, make your way west and go past the spike that you have lowered previously. Defeat the Poltergist and choose to move north instead of west. You will fight Annihilator and a Janemba Hand in the vicnity. Proceed northeast to reach the next area. You will fight a Living Dead with a Janemba Hand. The Living Head is blocked off the the ledge. Move towards north and you will fight another Nosferatu. Head south and you can fight 2 Living Dead while the other 2 is being blocked off by the ledges and of course, expect some nuisance from the Janemba Hand. Head south and you will see spikes on the right. Move the pathway along those spikes. In the next area, there is another Nosferatu. Exit that area via the southeast and you will end in an area with 2 Living Dead and 3 Lich. There is a chest contain the Spirit Geta in this area and a Save Circle. Exit via the south exit.

In this area, you will see a boulder with a metal plate and a panel of purple spikes on the right. It is a maze. Make your way south and you will see a button being surrounded by purple spikes. Use instant transmission to the button. With the pathway cleared, cross it and use instant transmission again on the button to toggle it back. Got the flow?

In excess to the mazy pathways, you will encounter a Janemba Hand and 2 Poltergeists in this area. Move along the mazy area till you return back to the button area with the purple spikes. Do the same motion and make your along the mazy path again until you move around the button in a clockwise motion. Before heading north off the button at the end of the turn, use instant transmission to get Doom Amulet from the chest. Now move along the borders of the maze by moving along the purple spikes until you reach the area behind the boulder. Head east to exit the maze. In the next area, you will see 4 souls and a Janemba Hand bothering you around the Save Circle. Talk to the souls. The one in the northeast corner is actually Vegeta. There will be scenes and Vegeta will rejoin your party!

The screen will now switches back to Buu's House. There will be some scenes. The screen will eventually switch back to Goku at the Other World. Now you need to retrace your path back to the place you first get here! Switch to Vegeta. That guy needs training a lot. Return back to the mazy area and go to the boulder and break it. Exit the maze. Funny enough, you are unable to detect Vegeta on the scouter! Now make your way back to the area where you find the Instant Transmission Circle and Save Circle. In fact, it won't take more than 15 minutes to level up Vegeta from level 100 to 125. So do so. Now make your way to the Save Circle. Save your game and take the west exit.

#### West Path

There is a level 100 character gate for Vegeta. Use Vegeta to break the Gate. Of course, there is a Janemba Hand loitering around. Head north and you will find Pikkon lying near the Save Circle. Save game. Switch your character to Vegeta. Have both Goku and Vegeta transform first! Of course, expect another Janemba Hand in this area. Head north and you will face Janemba.

Whoa... What a cute boss ^\_^. But looks can be deceiving. It has one attack, basically a replica of Janemba's Hand except you cannot attack the hand this time round. When it's HP is less than 50%, it will lead into the air and creates 5 Mini-Janemba. Defeat them and Janemba will reappear. Weaken his HP to 25% and he will creates 5 more Mini-Janembas. Defeat the 5 Mini-Janemba and go after its creator and victory will be yours. You can only hurt it by attack its main body by the way... However it is possible to defeat Janemba without fighting those Mini-Janembas...

After you have defeated it, Super Janemba will reveal himself and Goku will come and replace Vegeta for this battle!

He has an ability to unleash a large blade like ki blast and normal

punches attacks. When you are about to finish him, he will start to teleport from spots to spot. However you can hit, like you are able to hit him though. Just heal when Goku's HP gets below 25%

After the battle is over, you will end losing and Vegeta returns. They have decide to fuse. Perform the fusion dance correctly and you will be using Gogeta!

He has the same stats but you are using one of the strongest characters that has ever grace on the land of DBZ - Gogeta! Just battle him the same way that you have battle with Goku earlier. Gogeta can use the Big Bang Kamehameha and Dragon Fish Explosion! It is a lot more easier than using Goku since you don't revert back in transform and he does double damage as compared to Goku.

Once it is over, Vegeta will bid farewell. Now make your way back to Yemma's Office. Note: As you have defeat Janemba, the Janemba Hand will no longer appear on this dungeon any more. Make your way to Instant Transmission Circle. At the world map, feel to free to take a tour...

#### -[Heaven]-

If you make a trip to heaven, prepare to have a laugh! You can find the spirit of Dabura! Talk to him and you will get a Crystal O-Yoroi!

#### -[Grand Kai's Planet]-

If you choose to transmit here, you will end up in Grand Kai's Mansion. Everything will look as the same before and the enemies are have the same HP as before...

## -[Yemma's Office]-

Enter the office and everything will be restored back to normal. Talk to King Yemma and the scene will eventually switches back to Buu's House and it is onto the next chapter...

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## Chapter 9 Super Buu

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#### -[Yemma's Office]-

The screen will switches back to Yemma's Office. You will be regaining control of Goku again. Exit the office and you will be at the Planet of Kai!

#### -[Planet of Kais]-

In the next screen, you will see Gohan (in a Kai outfit) along with Supreme Kai and Kibito and there will be some flashback...

Journal Entry #21- Pull the Z-Sword from the rock.

Go up the hill and you will find a sword being stucked inside the ground. Examine the sword and you will be given the following instructions:

Z Sword: Pulling it out...

To pull the sword from the rock, press the A Button Button or +C-Pad as fast as you can. The meter will indicate your strength!

Once you have plucked the sword out, there will be another cutscene and even you will be back at present time. There will be another mini-game

Z Sword: The Strongest Sword?

When Goku throws the boulder, press the A button to swing the sword. Timing is crucial. Just hit A when the boulder is around Gohan's head. After the rock is done, the sword's next opponent is a Katchin. Do the same as you do for the boulder...

The sword snaps! You will meet a Kai from fifteen generations ago!

#### -[Kami's Lookout]-

The screen will switch to Trunks and Goten being trapped inside a room. And the following journal entry appears.

Journal Entry #22- Take a nap.

Note: You will be able to use Trunks or Goten for this mission.

## -[West City]-

There will be a couple of cutscenes. You will be controlling Trunks. Now examine the window and you will be back on the world map. Make your way to the West City. The Z-Mart has been loaded with new items, so check it out!

#### Z-Mart (West City)

Z Hait (West City)			
Items	Туре	Restores	Cost
Curry Plate	Food	400 HP	2000Z
Steak	Food	600 HP	3000Z
Turkey	Food	800 HP	4000Z
Three Course Meal	Food	1100 HP	5500Z
Root Beer	Drink	250 EP	950Z
Hercule-ade	Drink	350 EP	1350Z
Elixir	Drink	500 EP	2500Z
Super Elixir		750 EP	3750Z
Equipment	Туре	Status Effect	Cost
Silver Armor	Body	END +22, RqLV: 106	4700Z
Monk's Robe	Body	END +4, POW +15, RqLV: 108	4875Z
Gold Armor	Body	END +24, SPD -10, RqLV: 120	9850Z
Platinum Armor	Body	END +28, SPD -8, RqLV: 126	12300Z
Iron Bracer	Hand	END +7 STR +11, RqLV: 100	1110Z
Silver Gauntlets	Hand	END +8, STR +12, RqLV: 105	4340Z

Platinum Gauntlets	Hand	STR +16, END +10. RqLvl: 119	6545Z
Iron Greaves	Foot	END +12, SPD +18, RqLV: 110	6100Z
Silver Boots	Foot	END +14, SPD +20 RqLV: 122	7300Z
Gold Boots	Foot	END +20, SPD +15, RqLV: 126	10250Z
Stone Men-po	Accessory	END +5, RqLV: 59	600Z
Topaz Amulet	Accessory	POW +3, RqLV: 60	840Z
Lucky Charm	Accessory	END +1, Raises Luck, RqLV: 58	4500Z
Blue Belt	Accessory	END +15, RqLV: 116	4450Z

Make your way to the Capsule Corporation Building. Visit Dr. Brief at his lab and your Scouter will be upgraded! Exit the house and head for the Z-Mart. Purchase a Steak. Make your way to the northeast corner of the map and you should find a man dressed in pink. Give him the Steak and you will get Hercule Exhibit 21!

If you visit the dungeons (such as Pilaf's Castle, Diablo Desert, etc.) there will be new character gates with higher levels required! Ignore them for the time being and make your way to your room. Make your to Kami's Lookout and you will be back at the room. Examine the bed and you will be given the option of whether to take a nap. Choose Yes. (Note: You cannot take a nap when you using Gotenks or Goten)

#### -[Hyperbolic Time Chamber]-

There will be cutscenes and eventually, both Goten and Trunks are in Hyperbolic Time Chamber. You will be controlling Trunks. Surrounding the area where you find Goten are cloudy areas where you keep on moving back to that area. It is being indicated by the ? sign. Talk to Goten and you will be sparring...

Goten

HP: 5470

STR: 28

POW: 36

END: 35

Well, he is easy and he would not be transforming into a Super Saiyan.

He has only one attack and that is a punch. Once the battle is over,

you will be exiting the chamber.

Next you will be in an area where you can find a fridge along with many pots. Destroy those pots and you can collect some food items from it. Exit. In the next area, you will find a Save Circle. The north door leads to the outside world. Head south. Talk to Goten and you will be given another chance to spar. You can spar for infinite amount of times and once the sparing event is over, you end up in the kitchen. Just do this until Trunks gain a level (you want to fight Buu with the max HP/EP right). Talk to Goten and choose No to end the spar.

There will be some cutscenes. Eventually, you need to perform the fusion dance. Do it correctly and you will be transform into Gotenks! Buu will come and it is another boss fight!

He is quite tough but you using of the game's best characters' Gotenks! He has the similar attacks as Majin Buu, like the ability to transform Gotenks into a candy. If that happens, move away from him! Heal when Gotenks' HP gets low. Once you weaken Buu's HP to zero, he will get angry and his HP will be restored!

There will be some scenes. Gotenks will acquired the Super Saiyan 3 skill and you will be out off the Hyperbolic Time Chamber. You will get to use Super Saiyan 3 Gotenks against Super Buu but you will have the HP that you have left earlier.

It is the same as the previous battle except Gotenks is in SSJ3 and has the remaining HP that you left from the previous battle. The 1st thing to do in this battle is to heal up if Gotenks HP gets low. Remember to hit the trees in the northwest corner to get the Z-Fighter Exhibit 9 if you haven't gotten it earlier as this place will get destroyed! It is quite easy as Gotenks could easily deal 3000+damage with a punch! Damage his health till 50% and the battle will be over...

After the battle is over. The whole Kami's Lookout will be destroyed. There will be 3 flight pads. Take the left flight pad. Move around those threes and access the other flight pad, examine the chest to grab the Super Gloves. There is a Save Circle. Heal up Gotenks and proceed to the flight pad in the south to continue with your pursuit on Buu...

#### -[Giant Crater]-

Gotenks and Piccolo will find Buu being trapped in the middle of the crater and it is another battle.

It seems funny that he has the same stats as before and his HP gauge reflects the same amount of HP. The battle strategy will works the previous one. Just fight him until his HP is left with 5%...

## -[Southwest Forest]-

You will be regaining control of Gohan and he have acquired new powers. There will be a journal entry here:

Journal Entry #23- Save Goten and Trunks from Super Buu.

By the way, Gohan will be at level 126 as apposed to the previous levels. You will have a lot of points to assign to Gohan. It is quite funny that he has the Super Saiyan icon. Assign the points and take the flight circle. Make your way to the Barren Wasteland, which has replaced the destroyed Kami's Lookout.

#### -[Giant Crater]-

There will be some cutscenes and you will be controlling Gohan.

Super Buu HP: 35330 STR: 50 POW: 65 END: 55

He has the same attacks that you have fought previously with Gotenks. In my opinion, this battle is tougher. Because Gotenks is a fusion character and his speed will not be affected by equipment which is a plus. But Gohan got an advantage. You do not have transform anymore to power up. Just heal when your HP is low. Just get his HP to 40% on the bar and the battle will be over...

There will be some cutscenes and the danger is off the time being and there will be another journal entry.

Journal Entry #24- Find Dende

#### -[Barren Wasteland]-

Gohan will be only playable character. There is a Save Circle and flight circle. I would recommend you to go West City and get some Lazarus Crystals from the old man in the West City (they cost 5500Z but they will save you if you got killed in a battle and the battles are getting tougher)

Head north and there will be another cutscene. Head north again and you will find a new enemy - Death Machine. There is another Death Machine on the right side of the screen. So watch out. You should be to gain a level here and learn Masenko Level 3. Exit that area and you will fight a Hyper Cyborg x2 and a Death Machine. There is a character gate for Gohan (level 140)

If your levels aren't enough, I recommend you to back-track and train Gohan till he is level 140. I would go for level 150 because Gohan will gain Electric Kamehameha Level 3 if he hit level 150. Remove all the experience gaining equipment like (20 Ton Armbands etc) and switch them to power-up items.

In the next area, Gohan will find Dende and Buu reappears again! The fusion dance appear and you need to perform it. But Buu absorbs Gotenks and Piccolo and become more devlish form!

Well, he has all of Gotenks' moves and a 6-digit HP (\*blinks\*). He can unleash Super Kamikaze Ghost Attack which does 100 HP damage to Gohan if you touch it or attack them. He is able to use energy blasts and a pink blob that could grab Gohan and freeze you temporarily. To get freed, just tap left and right on the C-Pad and you will be fine. Just trap him in a corner and unleash Electric Kamehameha and you will be fine. Gohan should be able to deal 3000+ HP per punch if you have equip him with some good equipment.

#### -[Planet of Kais]-

The screen will switch back to Goku and others. Goku got a new lease of life and received the Potara Earrings. Kibito and Supreme Kai fuses and become Kibitoshin!

There	will	be	some	scene	s and	Gohan	will	get	absorbe	ed to	00.	Aft	cer	that
there	will	be	some	more	scenes	s. Vege	eta is	s ava	ailable	and	so	is	Gok	tu.
You w	ill ge	et a	anothe	er Jou	rnal e	entry.								

Journal Entry #25- Go back and defeat Super Buu.

I would recommend you to give Goku and Vegeta some serious training and bring their levels to at least level 150 or you may have a hard time to fight him. It is very easy to gain levels if you equip 100 Ton Armbands which are dropped by the enemies here...

From the area with the character gate, head north. There are 2 Metal Hulks in the area and each has them has around 17000 HP! So watch out for it. Exit to the next area via the northeast path. There is a Power Mechanoid and a Save Circle. North off the circle is a character gate for Goku (Level 140). Attempt to break the gate and there will be a prompt. Choose "Yes" (top option).

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Chapter 10 Fusion

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There will be some scenes and you will be switching back to Goku if you are not using him and you will fight Buu again.

He is more stronger and meanier. He can leap on top of the rocks and use a ki blast that does an aera damage that could kill Goku with one hit. So avoid it at all costs. Once you see him standing on the rocks, use instant transmission to hit him. Do this for 3 times and...

There will be some scenes. Eventually both Goku and Vegeta will fuse into Vegito!

He has the same attacks as the previous fight that you fought with Gohan and he can use Super Kamikaze Ghost Attack. You can counter it with Vegito's Banshee Blast or Energy Sword. He can also use the pink blob that he uses in the first fight against Gohan. Do not make contact with those ghosts or you suffer damage. Seize the opportunity as this is only time that you get to use this all around character. Just weaken his HP to 5% and there will be some scenes.

-[Inside Buu - Stomach]-

There will be some scenes and you will get the following journal entry.

Journal Entry #26- Find Gohan, Goten, Trunks and Piccolo.

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There will be a Save Circle and use the flight pad. Move along the pathway and proceed to the next area.

In the next area you will encounter 2 Blood Cells floating around. Just walk on in order to proceed on the next area. In the next area, there are 3 more blood cells floating around...

In the next area, you will find a Blister enemy that is capable of releasing another enemy - Enzyme. Destroy the Blister. Move across the waterfall and head to the area on the right. If you head south, you will return back to the previous area.

Proceed on via the exit on the right. Along the pathway, you will find 2 more Blood Cell. Move towards right and there will be 2 Blisters. Destroy them and the enzymes. Break the web-like structure in the north. It will open up in the area where you find the waterfall. Return back there.

In the next area, there are 3 more Blood Cell floating in the area. Proceed towards north. There are 2 Blisters in this area and there are 2 paths for you choose.

#### Northwest Path

Head north and you will find 3 large worms (a worm consists of 4x Worm Body, a Worm Head and a Worm Tail). If you attack them, they can be broken up into multiple Worm heads! They would not attack you if you do not provoke. They offer quite a decent amount of experience points and drop some hefty items too...

Continue to head north. There is a Blood Cell looming this area and a large waterfall in the middle. Proceed to the next area via the northeast path. In the next area, there are 4 more worm. Destroy the 3 web-like structure in the north. It will open up a pathway along the the other route. Return back to the area where you find the 2 Blisters and take the east path.

#### East Path

Head east and you will reach an empty walkway. Proceed east to move on. In the next area, there are 2 more Blister. Head east. There is a worm loafing in the area and a Save Circle.

## -[Intestines]-

You have reach the intenstines and the walkways are getting cramped up. You will fight 3 blood cells along the way. Proceed north till the area become broader. In the next area, your character will meet up with Gotenk and Trunks. They will fuse into Gotenks and you will have to fight them...

Gotenks HP: ~35000 STR: ?? POW: ?? END: ??

Surprisingly, you cannot detect his stats on the scouter but he has around 35000 HP and it would not take much of your time to defeat him...

Exit the area. In next area, you will find both Goten and Trunks trapped inside a large ball. You cannot do anything much here except heading left. In the next area, you will find a fake Gohan and it is

another battle.
Gohan HP: 60000 STR: 58 POW: 60 END: 57
Well, he is detectable but he isn't hard. He has only a normal attack that does around 50+ HP damage. Just keep on punching him like a punching bag and it will be over real soon than you could expect.
Make your way to the next area and you see Gohan being caught in a similar manner as Goten and Trunks. Proceed to the next area and you will fight
He has more HP than both Gohan and Gotenks earlier. Like the previous 2 characters, he has only a normal punch. It seems that he has the same stats that when you view him using the Scouter
Proceed on and you will find the real Piccolo being trapped in above. Head west and there is a Save Circle. Use it and save your game. Do not do any transformation Proceed north.
-[Brain]- There will be some scenes and you will fight
He is revert back to the same form that you have fought using Gotenks or Gohan. He has his older abilities like the food transformation beam, energy blast. He is quite easy considered that Goku or Vegeta are already in over level 140
After the battle is over and there will be another journal entry.
Journal Entry #27- Escape from Majin Buu!
Head north and there will be some scenes and a new chapter
Chapter 11 Kid Buu
There will be some cutscenes at the Planet of Kais and a story regarding Majin Buu and you will get a new journal entry.
Journal Entry #28- Train to prepare for the final battle with Kid Buu. Return to the Barren  Wastelands when you are finished.

Now you are to train both either Vegeta or Goku before proceeding on.

If you need a place to train, I suggest that you make your move to Southwest Forest.

Head north twice from the Save Circle. There is a level 100 character gate for Goku. Break it. Return back to the Save Circle and switch to Vegeta.

In the next area, you will fight 4 Elite Majin Fighter. The southwest path will lead you to fight 2 Elite Majin Fighter and Elite Majin Soldier. Proceed left again and there will be 3 Elite Majin Fighter and an Elite Majin Soldier awaiting you in next area.

Return back to the main area and take the northwest path. You will fight 2 Elite Majin Fighter and 2 Elite Majin Soldier here. Dispatch them and continue to head north. In the next area, you will encounter 2 Elite Majin Fighter and 2 Elite Majin Soldier. There is a level 120 character gate for Vegeta. Open it and head north.

There are 3 Ghouls in this area. Finish them off and head north again. There are 3 Elite Majin Fighter and 3 Elite Majin Soldier in this vicinity. Dispatch them. In the final area, you will fight 2 Ghoul and a chest containing the Armor of Darkness!

Exit and take the other path. You will encounter 3 Ghouls. Move towards west and move up the cliff and you will fight 3 Elite Majin Soldier. There is a Knight Destroyer there. Defeat it.

Head north and you will fight an Elite Shield Soldier and an Annihilator. Head east and you will find a Save Circle. Switch to Goku. Make your way to Babidi's Ship by using the Flight pad. Have Goku to use Instant Transmission to grab the Z-Fighter Exhibit if you have missed it earlier...

There is nothing much to do other than heading for the Barren Wastelands. There will be a prompt on whether you want to confront Kid Buu. Choose "Yes" and there will be some scenes.

## -[Planet of Kais]-

There will be some cutscenes and eventually Buu arrives at the Planet of Kais. Goku powers up to Super Saiyan 3 and you need to battle...

He got the ability to duplicate and that means you are fighting 2 such enemies! He use a weaker version of Kamehameha. Just weaken his HP to 60%... At this point of time Goku will be SSJ3 and will remain in that form till the battle is over...

Vegeta takes over and you will be using him. Pause the game using the START button and give your best equipment to Vegeta.

Kid Buu

HP: 125000 STR: 65 POW: 110 END: 100

He has more HP and Vegeta starts off as a plain Saiyan. It is tougher compared to Goku's battle. Buu could use instant transmission like Goku and has the similar attacks as the previous fight. Just weaken his HP till the gauge show 45%...

There will be some scenes and eventually you will regain control of Goku again. Check Goku's equipment before continuing...

Well, Goku will got the same condition as Vegeta and this time round you start off as a plain Saiyan. Weaken his HP till he is left with 25%...

Now you will regain control of Vegeta and a timer of 60 secs on appears on the top right hand corner of the screen.

Lid Buu HP: 125000 STR: 65 POW: 110 END: 100

He has the same stats again and this time you are fighting against time. Try to endure for a minute using Vegeta. Waste the minute by running around the field (it is large enough for you to dodge Buu and transform to Super Saiyan...)

After you have endure the tough 1 minute, there will be some more scenes and eventually, you need to endure another minute of battle against Buu using Vegeta...

Lid Buu HP: 26071 STR: 65 POW: 110 END: 100

Well, you got your work cut off by Majin Buu ^\_^. Just endure the final minute. In fact, even if you get Buu's HP to 0, he will still be able to attack you. Hence just held on for the final minute.

There will be some scenes and you will play a mini-game...

Goku must push the Spirit Bomb into Majin Buu! Press A button as fast as you can to help Goku! There will be a strength indicator on the right. Just tap A till the bar reaches green. If you move left and right on the C-Pad, it fills up the bar faster...

There will be some scenes of Buu destroyed and there will be an instruction box tell you to head for Capsule Corporation to celebrate the defeat of Majin Buu!

You will be back on the world map. A instant tranmission circle will

appear at the top of the Kami's Lookout. You can use it to visit the Other World. The subsequent quests are optional. But if you want to uncover all the secrets, I guess you do them...

Make your way to Kami's Lookout and enter the area behind Dende. Go up the stairs which leads to the rooftop and you can got to the Other World

+-----+
| Tour Around the Other World |

#### -[Planet of the Kais]-

Next to the Transmission Circle, you will find a fishing harbour where you can catch fish for Korin. Exit the area via the northeast path.

There will be inverted Y-shaped pathway. Take the path heading southeast. Head east twice. There is a crack wall north off the tree. Hit with your normal attacks and it is a Z-Mart!

#### Z-Mart (Planet of Kais)

Items	Туре	Restores	Cost
Steak	Food		3000Z
Turkey	Food	800 HP	4000Z
Three Course Meal	Food	1100 HP	5500Z
Dinosaur Tail	Food	1500 HP	7500z
Hercule-ade	Drink	350 EP	1350Z
Elixir	Drink	500 EP	2500Z
Super Elixir	Drink	750 EP	3750Z
Dinosaur Milk	Drink	5000 EP	5000Z
Equipment	Туре	Status Effect	Cost
Dragon Armor	Body	END +26, RqLV: 140	11855Z
Titanium Breastplat	e Body	END +32, SPD +10, RqLV: 150	12350Z
Diamond Armor	Body	END +35, SPD-12, RqLV: 55	14650Z
Geromantium Katagin	u Body	END +6, RqLV: 63	99999Z
Diamond Gauntlets	Hand	END +15, STR +18, RqLV: 132	6825Z
Scuba Gloves	Hand	STR +15, RqLV: 140, Fishing	11500Z
Kiloton Armbands	Hand	SPD -25, RqLV: 150, EXP Gain	32650Z
Geromantium Gloves	Hand	STR +25, END +20	85480Z
Silver Boots	Foot	END +14, SPD +20, RqLV: 122	7300Z
Gold Boots	Foot	END +20, SPD +15, RqLV: 126	10250Z
Kiloton Boots	Foot	SPD -25, RqLV: 150, Raises EX	P 33695Z
Geromantium Tabi	Foot	END +25, SPD +28, RqLV: 165	50210Z
Brown Belt	Accry	END +17, RqLV: 134	3250Z
Mercury's Cap	Accry	END +12, SPD +20, RqLV: 122	7300Z
Diamond Amulet	Accry	POW +20, RqLV: 145	12250Z

Get a Dinosaur Tail. You will need it for later use along with Scuba Gloves if you have exprienced problems in getting Red Snapper for Korin. If you take the north path of the inverted Y-shaped path, you will end up in the area where you have previously battled Kid Buu.

Accry END +40, RqLV: 153

73550Z

#### -[Grand Kai's Planet]-

Geromantium Bandana

You will find Grand Kai who is standing next to King Kai at the limosine on right of his mansion. Talk to him and you will receive

Make your way to Cave of Ancients (the place where you fought with Olibu earlier. You will find King Kai's ape, Bubbles there. Talk to it and you will get Z-Fighter Exhibit 6!

#### -[Heaven]-

You will find someone that you have met earlier and he is an angel. If you talk to him, you will get a Crystal O-Yoroi! (if you have gotten it earlier.)

#### -[Yemma's Office]-

You will find Baba there. Talk to her and you will get Z-Fighter Exhibit 8 from her!

#### -[HFIL]-

You will be fighting the same enemies you have fought there previously. But it is an excellent place to train for your weaker character especially Goten and Trunks. The ideal level is level 150 for every character.

+----+

Now it is time to take a tour around the world.

#### -[East District 439]-

You will find Ox King inside Goku's house. Talk to him and you will get Z-Fighter Exhibit 5! Make your way to Save Circle and switch to Gohan.

Make your way to Level 140 Character Gate for Gohan. Make use of the scouter. You need to head to the area near next to gray regions. Proceed to move on. There is a Metal Hulk blocking your way. Defeat it. You will find 2 more Hyper Cyborgs. Defeat them.

In the next area, you will fight a Death Machine along with another Hyper Cyborg. There are 2 pathways. Take to the north route first.

#### [North Path]

There is a Shogun and a Shadow Warrior in the area. Head north to the next area. You will fight another Shadow Warrior here. Continue to move forward and you find a Metal Hulk along with a Hyper Cyborg in the vicnity. You will end in Grandpa Gohan's Hut. Examine the key which is on the cushion. Pick it up.

Make your way back to the area where you find a lot of rocks. Take the east path this time round. One of the rocks can be destroyed which will lead an opening to the eastern path.

#### [East Path]

In the next area, you will encounter a Shadow Warrior. Head east and you will fight 2 Shogun. Proceed east again and you will fight 3 Pharoahs. Exit via the northeast exit. Blocking your path is a Metal Hulk and a Death Machine. Defeat them. In the next area, there is another plank where you can go diving for fishing. In the next area, you will fight 2 Ultra Bio Mech. The chest contains a locked chest. If you have the Key (obtained in Grandpa Gohan's Hut), you will get Z-Fighter Exhibit 4!

Remember the lighthouse I told you to ignore earlier? Before heading there, I would recommend you to get the following items:

Item	Where to get it?				
Root Beer	Buy at Papaya Island				
Turkey	Buy at West City (Chapter 7 onwards)				
Hercule-ade	Buy at West City (Chapter 7 onwards)				
Elixir	Buy at West City (Chapter 7 onwards)				
Dinosaur Tail	Buy at Planet of Kais (Chapter 11)				

Once you are done, make a trip to Thieves Den. Proceed there with Trunks or Goten (since they are at lower levels as compared to the Big 3 of Goku, Vegeta and Gohan.) Make your way to the lighthouse.

At the lighthouse, talk to the Lighthouse Keeper and you will get the following journal entry.

Journal Entry #29- Get a root beer for the Lighthouse Keeper.

Give him the Root Beer and you will get Hercule Exhibit 10 in exchange for it! Talk to him again and you will have the following journal entry:

Journal Entry #30- Get a turkey for the Lighthouse Keeper.

Give him the Turkey and you will get Hercule Exhibit 18 in exchange for it! Talk to him again and you will have the following journal entry:

Journal Entry #31- Get a hercule-ade for the Lighthouse Keeper.

Give him the Hercule-ade and you will get Hercule Exhibit 9 in exchange for it! Talk to him again and you will have the following journal entry.

Journal Entry #32- Get an elixir for the
Lighthouse Keeper

Give him the elixir and you will get Hercule Exhibit 14 in exchange for it. Talk to him again and you will have following journal entry.

Journal Entry #33- Get a dinosaur tail for the
Lighthouse Keeper

Give him the dinosaur tail and you will get Hercule Exhibit 20 in exchange for it. Talk to him again and you will have following journal entry.

#### ----- J#34-----

# Journal Entry #34- Get a super elixir for the Lighthouse Keeper

\_\_\_\_\_

Give him the Super Elixir and you will get Hercule Exhibit 17 from him!

That's the end of the gifts for the Lighthouse Keeper. If you haven't gotten the chest at Thieves Den with Goku, feel free to do it now. The Z-Mart at the den are selling the same items though...

#### -[Hercule City]-

The Z-Mart is selling the same items that you have in Chapter 7. So stock up your supplies.

Z-Mart (Hercule City)

Items		Restores	Cost
Onigiri	Food		1000Z
Curry Plate	Food		2000Z
Steak	Food	600 HP	3000Z
Turkey	Food	800 HP	4000Z
Cherry Soda	Drink	175 EP	575Z
Root Beer	Drink	250 EP	950Z
Hercule-ade	Drink	350 EP	1350Z
	Drink		2500Z
Equipment	Type	Status Effect	Cost
Iron Armor	Body	END +15, SPD-10, RqLV: 92	3500Z
Silver Armor	Body	END +22, RqLV: 106	4700Z
Monk's Robe	Body	END +4, POW +15, RqLV: 108	4875Z
Gold Armor	Body	END +24, SPD-10, RqLV: 120	9850Z
Brass Knuckles	Hand	END +6, STR +9, RqLV: 85	2210Z
Iron Bracer	Hand	END +7, STR +11, RqLV: 100	1110Z
Silver Gauntlets	Hand	END +8, STR +12, RqLV: 105	4340Z
Bronze Plated Boots	Foot	END +10, SPD +18, RqLV: 104	4000Z
Iron Greaves	Foot	END +12, SPD +18, RqLV: 110	6100Z
Silver Boots	Foot	END +14, SPD +20, RqLV: 122	7300Z
Stone Men-po	Accessory	END +5, RqLV: 59	600Z
Topaz Amulet	Accessory	POW +3, RqLV: 60	840Z
Lucky Charm	Accessory	END +1, Raises Luck, RqLV: 58	4500Z
Blue Belt	Accessory	END +15, RqLVL: 116	4450Z

There enemies are still the same at Musaka Circus. You can still play the mini-game at Orange Star High School. If you get under a timing of 17 seconds, you will get Hercule Exhibit 19 for the attempt. However, you break that record, there aren't any benefits. To complete the challenge east. Bring in Trunks or Goten. Give him equipment that boosts speed. Fuse into Gotenks and complete this challenge will be a breeze!

## -[Fukurou Forest]-

Before you make your way to the Fukurou Forest, please read the paragraph below:

Whenever you are on the world map, you are bound to fight airships flying around and you will encounter bandit-type enemies like Rapscallion, etc. Defeat them and they drop Bandanas (remember the one that Trunks use for his diguise in Chapter 5?). You need to get at

least 6 of them.

Make your way there and there is a level 135 Character Gate for Goku. Head north twice and you will meet a Ninja there. Talk to him and you will be given the following journal entry:

> ----- J#35-----Journal Entry #35- Defeat Airship Bandits and take the bandanas they drop to the Ninja \_\_\_\_\_\_

The Ninja are offering a bounty for any warrior who defeats an Airship Bandit in battle. Just bring him a bandana to prove you've defeated a bandit. You will get a Hercule Exhibit 5.

Give him another bandana and you will get Hercule Exhibit 4. Give him another bandana and you will get Hercule Exhibit 7. Give him another Bandana and you will get Hercule Exhibit 2. Give him another Bandana and you will get a Hercule Exhibit 6. Give him your last Bandana and you will get Hercule Exhibit 3!

If you like, you can venture into the Stronghold using Goku and give him some decent training.

Map #4 Ninja Stronghold (Chapter 10)

## Boss Area [15]-[16]-[17]-[18] [14] [19] [7]-[8]-[9]-[10]-[11] [6]-[5]-[4]-[13]-[12] [1]-[2]-[3]

- [2] 5x Living Dead
- [3] 4x Shadow Warrior
- [4] 1x Shogun, 2x Shadow Warrior [14] Blank Area
- [5] 1x Shogun, 4x Living Dead [15] 5x Shadow Warrior, Save Circle [6] 1x Metal Hulk, 1x Shadow [16] 1x Metal Hulk, 1x Shadow Warrior
- [7] 3x Shadow Warrior
- [8] 4x Living Dead
- [9] 1x Metal Hulk, 1x Shogun
- [10] 2x Shadow Warrior

- [1] 1x Shogun, 2x Ronin [11] 2x Shogun, 1x Shadow Warrior
  - [12] 1x Metal Hulk, 1x Shogun
  - [13] 2x Shadow Warrior

    - Warrior
  - [17] 1x Shogun, 2x Shadow Warrior
    - [18] 4x Shogun
  - [19] 2x Shogun
    - [20] 3x Shogun, 4x Samurai

#### -[Diablo Desert]-

Switch to Gohan before entering the desert. There will be a level 100 character gate for Gohan north off the World Map Circle. Break the gate.

Map #5 Diablo Desert (Chapter 11 - Gohan Level 100)

```
[17]
                               [20]-[19]-[18]-[17]
  [16]-[15]-[13]-[14]
  [21]-[22]-[23]-[24]
11-[10]-[09]-[12]-[11]-10
   6-[07]-[08]-[05]-[06]-7
      2-[03]-[04]-[01]-[02]-3
```

- [01] Hooligan, Sniper, Mad Bomber [11] Rapscallion x3
- [02] Cursed One x2
- [03] Bones x1, Cursed One x2
- [04] Bones x3
- [05] Cursed One x1, Bones x2
- [06] Juggernaut, 1x Grenadier
- [07] Cursed One x2, Bones x2
- [08] Bruiser x2
- [09] Bones x4
- [10] Bones x5

- [12] Bones x3, 1x Cursed One
- [13] Bones, Destroyer
- [14] Blank Area (chest)
- [15] Cursed One x1, Bones x3
- [16] Save Circle, Flight Pad
- [17] Assasin x3
- [18] Assasin x2, Brusier x1
- [19] Death Machine, Grand Mechanoid
- [20] World Map Circle, Bruiser x1
- [21] Rapscallion, Grenadier, Marauder
- [22] Bruiser
- [23] Grenadier, Rapscallion
- [24] Assasin x2, Marauder, Bruiser

This section is optional.

#### -[West City]-

Make your way to West City and switch to Trunks. Give him some good equipment and get his levels to at least 135. Check out the Z-Mart, which is selling the same items except you will be able to buy a Hercule Exhibit 8 for 300,000Z! Make your way back to Diablo Desert.

#### -[Diablo Desert]-

You will encounter new enemies and Trunks will be having a hardier time as compared to Gohan. The enemies here are tougher.

Map #6 Diablo Desert (Chapter 11 - Trunks Level 135)

```
[17]
  [20]-[19]-[18]-[17]
  [16]-[15]-[13]-[14]
                                [21]-[22]-[23]-[24]
11-[10]-[09]-[12]-[11]-10
  6-[07]-[08]-[05]-[06]-7
   2-[03]-[04]-[01]-[02]-3
```

- [01] World Map Circle
- [02] Pharoah x2
- [03] War Machine, Assasin
- [04] Pharoah x2

- [11] Pharoah, Ultra Bio Mech
- [12] Pharoah x3
- [13] War Machine, Pharoah
- [14] Blank Area (chest)

- [05] Pharoah x2 [06] Grand Mechanoid [07] Pharoah x3 [08] Grand Mechanoid x2 [09] Pharoah, Death Machine [10] Pharoah x3
- [15] Pharoah x3
- [16] Save Circle, Flight Pad
- [17] Hyper Cyborg x2
- [18] Hyper Cyborg x2
- [19] Hyper Cyborg, Rapscallion
- [20] World Map Circle, Power Mechanoid

- [21] Hyper Cyborg
- [22] Grand Mechanoid x2
- [23] Hyper Cyborg
- [24] Grand Mechanoid, Death Machine

Make your way to [22] marked on the map. Defeat the Grand Mechanoid and you will get Z-Fighter Exhibit 11! To exit, make your way to [20] on the map and board the world map circle.

#### -[Kyodai Pyramid]-

Break the level 120 character gate for Gohan. You will fight 2 Super Majin Fighter & 2 Super Majin Soldier.

Map #7 Kyodai Pyramid (Chapter 11 - Gohan Level 120)

1st Floor

- [02] Super Shield Soldier x2
- Pharoah x2
- [04] Cursed One x2
- [05] Super Shield Soldier x3
- [06] Pharoah x4
- [07] Pharoah x4
- [08] Super Majin Fighter, Super Majin Soldier, Super Shield Soldier, Mummy x2
- [09] Orb Maze
- [10] Pharoah x3

2nd Floor

- [01] Super Majin Fighter x2 [11] Super Majin Soldier x3, Super Majin Fighter x3
- [03] Super Majin Fighter x2, [12] Dark Maze, Super Majin Soldier x2, Super Shield Soldier x1

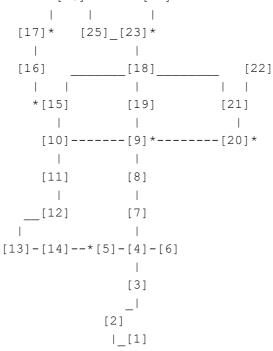
- [A] Save Circle
- [B] Super Majin Soldier x2
- [C] 2x Super Majin Fighter, 2x Super Shield Soldier
- [D] Orb Obstacle
- [E] 4x Super Shield Soldier
- [F] Maze, Phantom x3
- [G] Empty Area
- [\*] Pharoah x3

Generally, there is nothing new in this dungeon except you encounter new enemies or collect any items that you have missed earlier. The above maps does not provide detailed help as compared to the previous walkthrough. You should roughly have an idea how to get pass them. If you need help, please refer to the walkthrough for Kyodai Pyramid in Chapter 6.

## -[Pilaf's Castle]-

If you break the level 100 Character Gate (Goten) during chapter 8 i.e. before Gotenks battle Super Buu, you will need to enter the castle and exit in order for the level 145 character gate for Goten to appear.

Map #8 Pilaf's Castle (Goten Level 100)



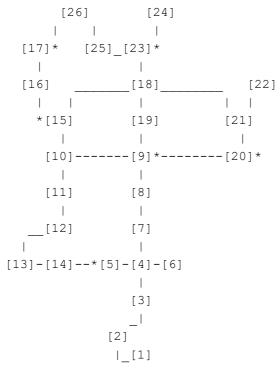
- [1] Rapscallion
- [2] Ghoul x2
- [3] Knight Destroyer
- [4] Bones x2, Juggernaut
- [5] Grenadier x2, Marauder
- [6] Ghoul
- [7] Assasin, Marauder, Grenadier
- [8] Destroyer x2, Save Circle
- [9] Phantom x2
- [10] Rapscallion, Assasin, Ion Cannon

- [21] Blank Area
- [22] Knight Destroyer
- [23] Rapscallion x3, Cursed One
- [24] Blank Area
- [25] Ghoul x3, Save Circle
- [26] Knight Destroyer
- \* Cracked Wall

- [11] Vlad
- [12] Rapscallion x2
- [13] Vlad x2, Cursed One
- [14] Blank area
- [15] Vlad x2, Cursed One
- [16] Grenadier x2, Marauder x2
- [17] Ghoul x2, Bruiser
- [18] Assasin x3
- [19] Ion Cannon
- [20] Vlad x3

Break the level 145 character gate with Goten. Proceed to move on. Make your way to the place where you battle Pilaf's Guardian for the dragon ball earlier.

Map #8 Pilaf's Castle (Goten Level 145)



- [1] Power Mechanoid
- [2] Shogun, Shadow Warrior
- [3] Death Machine x2
- [4] Shogun x2, Shadow Warrior x2 [24] Blank Area
- [5] Shogun, Shadow Warrior x2
- [6] Metal Hulk
- [7] Shogun x2 Shadow Warrior x2
- [8] Death Machine x2, Save Circle
- [9] Atomizer x3
- [10] Atomizer, Shogun
- [11] Shadow Warrior
- [12] Atomizer x2
- [13] Shadow Warrior, Shogun
- [14] Blank area
- [15] Shogun x2, Atomizer
- [16] Shogun, Death Machine
- [17] Metal Hulk
- [18] Shadow Warrior x3

- [21] Blank Area
- [22] Metal Hulk
- [23] Shogun, Shadow Warrior
- [25] Shogun x2, Save Circle
- [26] Power Mechanoid x2
- \* Cracked Wall

Just make your way to the area marked [26]. Defeat the Power Mechanoid on the left to obtain the Z-Fighter Exhibit 15!

```
[19] Atomizer
[20] Power Mechanoid, Atomizer
-[Airship]-
The airship is back and contains some of the game's strongest enemies.
It is located above the deserted city or the same spot that you have
found when searching for Dragon Balls. I would recommend you to bring
Goku as he should be the highest level for your character. At level
175, the area will be like a stroll in the park...
From the save circle, head east and there will be some conversation.
Map #9 Airship (Chapter 11)
[19]'
             '[17]-[18]'
             '[E]-[E]-[16]-[E]'
             '[E]-[14]-[15]-[E]'
             '[E]-[13]-[12]-[E]-[11]-[10]'
                      '[6]-[7]-[8]-[9]'
                      '[5]-[E]-[4]-[E]'
                         [1]-[2]-[3]'
```

```
[1] World Map & Save Circle
```

- [2] Hyper Cyborg
- [3] Atomizer
- [4] Hyper Cyborg x2
- [5] Hyper Cyborg, Atomizer
- [6] Atomizer x2
- [7] Death Machine
- [8] Hyper Cyborg, Ultra Bio Mech [18] Save Circle
- [9] Hyper Cyborg, Atomizer
- [E] Empty Area
- Elevator

- [11] Shadow Colossus
- [12] Ultra Bio Mech
- [13] Hyper Cyborg, Atomizer x2
- [14] Power Mechanoid, Hyper Cyborg
- [15] Atomizer, Hyper Cyborg x2
- [16] Ultra Bio Mech
- [17] Hyper Cyborg, Death Machine
- [19] Ultra Bio Mech

## -[Control Room]-

You will meet the Warlord and you will have to battle him.

```
Ultra Bio Mech
                        HP: 8945 STR: 75 POW: 0 END: 80
Well, you have encounter lot of this prior to this fight. He is slow
and very weak. Defeat him to recover the last exhibit (Hercule Exhibit
16). In fact, I finish him in just 2 punches...
```

After the battle is over, a 3 minute countdown will intitiate! Make your way out! I managed to get out with 1:38 minutes left... Once the battle is over, you would not be able to access the airship anymore.

Well if you have been using this walkthrough, you should have gotten all the Z-Fighter Exhibits and Hercule Exhibit by now. Time to cash them in. If you collected all exhibits, you will be given a note that you can play as Gogeta (refer to section 3.0 for more details)

From this point onwards, you can go and test your strengths at the new dungeons at Southwest Forest or Nataday Forest. Both have gray doors, which indicate you need a fusion character to access it...)

## -[Nataday Village]-

There is a 140 Character Gate for Gotenks. So use him and you will be able to break the gate! If you haven't fuse, go inside the room where you find the priest to do the fusion dance.

Map #10 Nataday Village (Chapter 11 - Level 140 Gotenks)

## [Northern Wilderness]

- [1] Lich x2, Living Dead x3 [11] Lich, Living Dead x4
- [2] Shogun x3
- [3] Shadow Warrior x2
- [4] Nosferatu x2
- [5] War Machine
- [6] Living Dead x4
- [7] Shadow Warrior x2, Shogun x2
- [8] Metal Hulk
- [9] Shogun x3
- [10] Metal Hulk

- [12] Shogun x3, Shadow Warrior
- [13] Lich x2, Nosferatu x2
  - [14] Nosferatu x3
- [15] Shogun x2, Shadow Warrior x3
- [16] Shogun x2, Shadow Warrior, Living Dead
- [17] Shadow Warrior x2
  - [E] Empty Area

-[Volcano]-

				ı
[02]-	[01]_		[04]	_
		[E]		$[E_i]$
[C3]	[SC]		[C]	

[11] Living Dead x3, Lich x3

Save Cicle

[12] Shogun x4, Shadow Warrior,

- [01] Death Machine, Living Dead
- [02] Living Dead x5
- [C3] Evil Talisman\*
- [04] Lich x3, Nosferatu x2
- [05] Shadow Warrior x2, Shogun x3
- [06] Living Dead x4
- [07] Metal Hulk
- [08] Living Dead x2, Nosferatu, Lich
- [09] Shadow Warrior x3
- [10] Nosferatu x2
- [E] Empty

You will fight a Shadow Colossus at the Volcano Summit and it has 27800+ HP! Feel free to collect the chests that marked C on the map if you have missed out earlier.

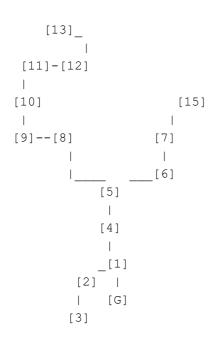
There is nothing much besides heading back...

## -[Southwest Forest]-

There is another level 125 gate for Gotenks. Use him to break the door. Bascially, you can revisit this area, if you haven't collect the Z-Fighter Exhibit at Area [9] (Yajirobe's dropped Z-Exhibit) or the Armor of Darkness at Area [15] (you need to have Vegeta at level 140)

Map #11 Southwest Forest (Chapter 11 - Level 125 Gotenks)

[14]



[G] Gate

- [10] Metal Hulk
- [1] Super Majin Fighter x4
- [11] Death Machine, Super Shield Soldier
- [2] Super Majin Fighter x2, Super [12] Save Circle

[3] Super Majin Soldier x2, Super [14] Majin Fighter x3 [15]	3] Empty Area, Flight Pad 4] Babidi's Spaceship 5] Shogun x1
<pre>[4] Super Majin Fighter x4 [5] Super Majin Fighter x2, Super Majin Soldier x2</pre>	
[6] Shogun x2	
[7] Super Majin Fighter x3, Super Majin Soldier x3	
[8] Nosferatu x3	
[9] ZE, Super Majin Fighter x2, Super Majin Soldier x2, Super Shield Soldier	
=~=~=~=~=~=~=~=~=~=~=~=~=~=~=	~=~=~=~=~=~=~=
Well, that's all for the optional quest Corporation and examine the door that I receive a message where you will enter Choose yes.	leads to the atrium and you will the final sequence of the game.
Chapter 12 A New Beginning	
There will be some cutscenes and eventucredits and you will get your ranking. Dragon!	
5.0 Supplies Bestiary	
These items can be obtained in various enemies, purchase from Z-Marts, breaking various treasure chests.	
5.1 Food Items	
Food items restores HP. To use an item, switch to the items screen, move cursor it.	<del>-</del>
Name: Miso Soup	Buy: 100Z
A tasty, yet nutritious soup. Restores	20 hit points
Getting it: You can buy it from Z-Mart or obtain it	
Name: Rice Ball	Buy: 200Z
A small ball of sticky rice. Restores 4	10 hit points
Getting it: You can buy it from Z-Mart or obtain it get one from Chi-Chi before Gohan depar	_

Name: Chicken Leg Buy: 400Z

It tastes like chicken! Restores 80 hit points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

\_\_\_\_\_

Name: Hamburger Buy: 600Z

A flame broiled and delicious burger. Restores 120 hit points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

\_\_\_\_\_

Name: Onigiri Buy: 1000Z

A traditional triangle of rice wrapped in kelp. Restores 200 hit points

Getting it:

You can buy it from West City's Z-Mart or obtain it by defeating enemies.

-----

Name: Curry Plate Buy: 2000Z

It is a dish of chicken and rice covered in spicy curry sauce. Restores 400 hit points.

Getting it:

You can buy it from  $Z ext{-Mart}$  (Chapter 6 onwards) or obtain it by defeating enemies.

\_\_\_\_\_

Name: Turkey Buy: 4000Z

This is a full sized turkey with stuffing. Restores 800 hit points.

Getting it:

You can buy it from  $Z ext{-Mart}$  (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 18. Give it to the man at lighthouse of Thieves Den when he requests for it.

\_\_\_\_\_

Name: Steak Buy: 3000Z

A medium-rare steak seasoned to perfection. Restores 600 hit points.

Getting it:

You can buy it from Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 21. Talk to the man dressed in pink near the dumpster in West City. He will request for a T-bone steak...

\_\_\_\_\_\_ 5500Z Name: Three Course Meal Buy: Are you sure you can eat that all day by yourself? Restores 1100 hit points. Getting it: You can buy it from Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies. \_\_\_\_\_\_ Name: Dinosaur Tail Buy: 7500Z They say the most succulent dinosaur meat comes from the tail. Restores 1500 hit points. Getting it: You can buy it from Planet of Kai's Z-Mart (Chapter 11 onwards) or obtain it by defeat enemies. Quest: Hercule Exhibit 20. Give it to the man at lighthouse of Thieves Den when he requests for it. \_\_\_\_\_\_ That's all for food items! \_\_\_\_\_\_ 5.2 Drinks \_\_\_\_\_\_ Drink items restores EP. To use an item, just activate the menu and switch to the items screen, move cursor to the item and hit A to use \_\_\_\_\_\_ Milk Buy: 50Z A carton of milk. Restores 20 energy points. Getting it: You will be given one from Chi-Chi before Gohan heads for school in Chapter 2. You can buy it from Z-Mart or obtain it by defeat enemies. \_\_\_\_\_\_ Buy: 100Z Name: Tea Care for a spot of tea? Restores 40 energy points. Getting it: You can buy it from Z-Mart or obtain it by defeating enemies. \_\_\_\_\_\_ Name: Soda Buy: 200Z

Now that's a tasty beverage! Restores 80 energy points.

## Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

\_\_\_\_\_

Name: Vanilla Soda Buy: 350Z

Vanilla makes a good soda even better. Restores 125 energy points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

\_\_\_\_\_

Name: Cherry Soda Buy: 575Z

There's nothing like a good Cherry Soda! Restores 175 energy points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

-----

Name: Root Beer Buy: 950Z

A cool refreshing root beer. Restores 250 energy points.

Getting it:

You can buy it from Papaya Island's drink store, Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 10. Give it to the man at lighthouse of Thieves Den when he requests for it.

-----

Name: Hercule-ade Buy: 1350Z

Replenishes your precious electrolytes. Restores 350 energy points.

Getting it:

You can buy it from  $Z ext{-Mart}$  (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 9. Give it to the man at lighthouse of Thieves Den when he requests for it.

-----

Name: Elixir Buy: 2500Z

A rare magical liquid that restores your vitality! Restores 500 energy points.

Getting it:

You can buy it from Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 14. Give it to the man at lighthouse of Thieves Den when he requests for it.

\_\_\_\_\_

Name: Super Elixir Buy: 4000Z

The best magical elixir on the market. Restores 750 energy points.

## Getting it:

You can buy it from West City's Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

#### Quest:

Hercule Exhibit 17. Give it to the man at lighthouse of Thieves Den when he requests for it.

\_\_\_\_\_

Name: Dinosaur Milk

Buy: 5000Z

Where does dinosaur milk come from? Restores 2500 energy points.

#### Getting it:

You can buy it from Planet of Kais' Z-Mart (Chapter 11 onwards) or obtain it by defeating enemies.

\_\_\_\_\_\_

That's all for drinks items!

#### -[Special Items]-

These items provide special effects and they cannot be bought from  $Z ext{-Marts}$  or item shops.

-----

Name: Holy Water Buy: N/A

The legendary holy water of Korin. Greatly increases your stats for 30 seconds.

## Getting it:

Get it from Korin by giving him a Red Snapper or Large Fish (rare). For tips on catching fish, please refer to Section 8.0 for details.

-----

Name: Senzu Bean Buy: N/A

One of Korin's special Senzu Beans. Fully restores hit points and energy.

## Getting it:

Talk to Yajirobe at Korin Tower when Goku needs to visit it to collect Senzu Beans for the injured Videl during chapter 4. You can have a total of 3 such beans.

-----

Name: Lazarus Crystal Buy: 5500Z

A strange blue crystal. Some say carrying them is good luck! (Automatically recovers KO'd character back to life with some HP/EP)

#### Getting it:

You can find one inside the chest in Chi-Chi's Room (Chapter 2). You can buy more of these crystals from an old map, located at the train station of West City (he is directly behind the Z-Mart) for 5500Z. You can also find it from chests in random dungeons (Stolen Airship)

You can sell it for 2500Z

-----

Name: Cookie

Buy:

/A

Mrs. Brief's freshly baked chocolate chip cookie! Restores 5 hit points.

### Getting it:

You can get infinite amount of these by talking Mrs. Brief outside the Capsule Corporation Building. Please note that you cannot get any cookies if you have dirty equipment in your bestiary.

You can sell it for 2Z

\_\_\_\_\_

That's all for special items!

## 6.0 Key Items Bestiary

The key items are items that allows you to get a special item or proceed with the game's story. The items' locations are fixed and you cannot use them like normal items. For your convenience, I have split them up into various categories.

\_\_\_\_\_

## 6.1 Z-Fighter Exhibits

-----

Througout the course of the game, you can collect crates called Z-Fighter Exhibits which contains objects that have been associated with the Z-Fighters. Once you have collected them, you can bring to the Exhibit Hall in Capsule Corporation. Talk to the scientist to give it to them. There are a total of 15 such exhibits.

Once you have gotten all exhibits, they will be placed in this order

	[13]	[01]	1 1	01 Goku's Power Pole
[03]			07	02 Yamcha's Bat
			1 1	03 Gohan's Training Sword
	[02]	[13]	11	04 The Bansho Fan
				05 Ox-King's Helmet
[09]			[14]	06 King Kai's Hammer
	[15]	[10]		07 Ginyu's Ship
				08 Baba's Crystal Ball
[11]	[80]		[05]	09 Mr. Popo's Turban
	[06]	[04	]	10 Broly's Crown
				11 Android #20's Hat
				12 Yajirobe's Sword
				13 Korin's Cane
				14 Grand Kai's Boombox
				15 King Yemma's Mug

-----

[01] Z-Fighter Exhibit 1

A crate with a Z logo on it

Goku's Power Pole

A magical pole Goku obtained from his Grandfather Gohan. The pole extends on command to great lengths.

Getting it:

West City. You need to have Goku in your party. Have him use Instant Transmission in order to access the chest.

\_\_\_\_\_

[02] Z-Fighter Exhibit 2

A crate with a Z logo on it

Yamcha's Bat

This bat was once used by Yamcha during his professional baseball career with the West City Titans.

Getting it:

Diablo Desert (Chapter 6 onwards). It was hidden under one of boulders in the desert. Please refer to the walkthrough for more details.

\_\_\_\_\_

[03] Z-Fighter Exhibit 3

A crate with a Z logo on it

Gohan's Training Sword

Gohan used this sword while he was training with Piccolo after the fight with Raditz.

Getting it:

You can find it in Gohan and Goten's room.

-----

[04] Z-Fighter Exhibit 4

A crate with a Z logo on it

The Bansho Fan

A mystical fan capable of creating an extremely strong wind. The original Bansho Fan was owned by Master Roshi, but was lost. Goku and Chi-Chi made a new one.

Getting it:

After defeating Kid Buu in Chapter 11, make your way to the level 140 character gate for Gohan. Make your way to Grandpa Gohan's Hut to get a Key. Return back to the rock-filled area and break one of the rocks for a path that leads towards right. The chest is accessible at the rear end of the route and you need the key to access it.

\_\_\_\_\_

[05] Z-Fighter Exhibit 5

A crate with a Z logo on it

Ox-King's Helmet

In the old days, Ox-King wore this intimidating helmet on his head.

Getting it:

After defeating Kid Buu in Chapter 11, proceed to Goku's House at East Destrict 439. Talk to Ox King to get the Exhibit.

\_\_\_\_\_\_

[06] Z-Fighter Exhibit 6

A crate with a Z logo on it

King Kai's Hammer

While training with King Kai, Goku used this hammer in one of King Kai's tests.

Getting it:

After defeating Kid Buu in Chapter 11, proceed to Grand Kai's Planet. Make your way to the Cave of Ancients (where Olibu has brought you there previously). Talk to the ape (Bubbles) to get the Exhibit!

\_\_\_\_\_

[07] Z-Fighter Exhibit 7

A crate with a Z logo on it

Ginyu's Ship

Goku used this ship to escape from Namek. This ship used to belong to the Ginyu Force.

Getting it:

Talk to Dr Brief's assistant in his lab (Chapter 2 onwards)

\_\_\_\_\_

[08] Z-Fighter Exhibit 8

A crate with a Z logo on it

Baba's Crystal Ball

The crystal ball of the fortune teller Baba

Getting it:

After defeating Kid Buu in Chapter 11, make your way to Yemma's Office, talk to Baba to get this crate.

\_\_\_\_\_\_

[09] Z-Fighter Exhibit 9

A crate with a Z logo on it

Mr. Popo's Turban

A turban worn by Mr. Popo.

Getting it:

Search the middle tree found in the northwest area of Kami's Lookout. You can do it at Chapter 11 when everything has been restored back to normal after defeating Kid Buu.

\_\_\_\_\_\_

[10] Z-Fighter Exhibit 10

A crate with a Z logo on it

Broly's Crown

This crown worn by Broly was once used as a mind control device by Broly's father Paragus.

Getting it:

Defeat Broly in the Volcano of Nataday Village (Chapter 6). The crate will appear after you have defeat Broly.

-----

[11] Z-Fighter Exhibit 11

A crate with a Z logo on it

Android #20's Hat

This hat was worn by the evil Android #20. He wore this hat to cover up his exposed cyborg brain.

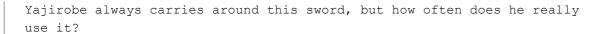
Getting it:

Destroy a level 100 gate with Gohan at Diablo Desert. Exit and switch to Trunks before entering the desert. Open a level 135 character gate for Trunks. Make your way to Diablo Train Express. Make your way to defeat a Grand Mechanoid in the final cabin and you will get the crate.

\_\_\_\_\_

[12] Z-Fighter Exhibit 12

A crate with a Z logo on it



### Getting it:

When you visit Korin's Tower to get a Senzu Bean, have Goku run around him anticlockwise direction and the crate will drop at Southwest Forest. The crate can be retrieved at Southwest Forest after that event occurs. Refer to the walkthrough for more details.

[13] Z-Fighter Exhibit 13

A crate with a Z logo on it

Korin's Cane

This is the cane that was used by Korin, who lives at the top of Korin's tower.

## Getting it:

Catch a Red Snapper at Roshi's Island or Thieves Den. You can catch it with equipment that aids fishing like Snorkel. Give the Red Snapper to Korin. Save your game before giving it Korin. You will get this or a Holy Water. If you got a Holy Water, reset and try another character to give the Red Snapper. Red Snappers can be caught more easily if your character is equipped with "fishing" equipment.

\_\_\_\_\_\_

[14] Z-Fighter Exhibit 14

A crate with a Z logo on it

Grand Kai's Boombox

This boombox was owned by the Grand Kai, one of the guardians of the universe. Goku encountered the Grand Kai in the Other World.

## Getting it:

After you have defeated Kid Buu in Chapter 11, return to Grand Kai's Planet. Talk to Grand Kai outside his mansion to get this crate.

\_\_\_\_\_\_

[15] Z-Fighter Exhibit 15

A crate with a Z logo on it

#### King Yemma's Mug

This giant mug was owned by King Yemma, a giant ogre who guards the entrance to the Other World.

## Getting it

After defeating Kid Buu in Chapter 11, head for Pilaf's Castle and open a Level 145 character gate for Goten. Go all the way until you have reached the area where you battle Pilaf's Guardian for the Dragon Ball earlier. Defeat the Power Mechanoid on the left.

#### 6.2 Hercule Exhibits

Whenever you find a Hercule Exhibit, you can bring it to the owner of Hercule's cafe and give it to him. There are a total of 25 such exhibits.

West Chamber

09 Hercule Action Figure

10 Piiza Action Figure

17	Video Game	[17][25]
25	Hercule Collectible Card Game	
12	Caroni Action Figure	
11	Pirozhki Action Figure	[13] [07] [08] [16]
13	Hercule: The Movie	
07	Autobiography	
08	Hercule Comic Book Issue #1	
16	Collector's Plate	
Mai	n Chamber	
14	Key To West City	[14] [05] [23]
05	Sandwich	[22] [06]
22	Smoke and Mirrors	
06	Cape	[RT]
23	Warlord's Sword	
RT	Receptionist	\/
Eas	t Chamber	
02	Championship Belt	
15	Boxing Gloves	[02][15] [20][19]
01	Punching Bag	[01][03]
03	Weight Set	
20	Diploma	
19	Air Hercule Shoes	[24] [18] [21] [04]
24	Hercule Cereal	
18	Hit Pop Single	
21	Hair Care Products	
04	Moustache Wax	
04		
U4 		
		A crate with a Hercule logo on it
[01 Pun Her it Get Thi	Hercule Exhibit 1  ching Bag  cule's first punching bag, restored  was pummeled into shreds by Hercule'  ting it:  eves Den - You must be using Goku an	to its original condition after s fists of fury.
[01 Pun Her it Get Thi	Hercule Exhibit 1  ching Bag  cule's first punching bag, restored  was pummeled into shreds by Hercule'  ting it:	to its original condition after s fists of fury.  d have him use Instant
[01 Pun Her it Get Thi Tra	Hercule Exhibit 1  ching Bag  cule's first punching bag, restored  was pummeled into shreds by Hercule'  ting it:  eves Den - You must be using Goku an  nmission to get the chest.	to its original condition after s fists of fury.  d have him use Instant
[01 Pun Her it Thi Tra [02 Chai	Hercule Exhibit 1  ching Bag  cule's first punching bag, restored  was pummeled into shreds by Hercule'  ting it:  eves Den - You must be using Goku an  nmission to get the chest.	to its original condition after s fists of fury.  d have him use Instant  A crate with a Hercule logo on it
[01 Pun Her it Thi Tra [02 Chai	Hercule Exhibit 1  ching Bag  cule's first punching bag, restored  was pummeled into shreds by Hercule'  ting it:  eves Den - You must be using Goku an  nmission to get the chest.  Hercule Exhibit 2  mpionship Belt  cule won this belt in the 24th Tenka	to its original condition after s fists of fury.  d have him use Instant  A crate with a Hercule logo on it
[01 Pun Her it Thi Tra [02 Cha Her Spo Get Aft bre	Hercule Exhibit 1  ching Bag  cule's first punching bag, restored  was pummeled into shreds by Hercule'  ting it:  eves Den - You must be using Goku an  nmission to get the chest.  Hercule Exhibit 2  mpionship Belt  cule won this belt in the 24th Tenka	to its original condition after s fists of fury.  d have him use Instant  A crate with a Hercule logo on it ichi Budokai after beating
[01 Pun Her it Get Thi Tra [02 Cha Her Spo Get Aft bre to	Hercule Exhibit 1  ching Bag cule's first punching bag, restored was pummeled into shreds by Hercule'  ting it: eves Den - You must be using Goku an nmission to get the chest.  Hercule Exhibit 2  mpionship Belt cule won this belt in the 24th Tenka povich in the final round.  ting it: er defeating Kid Buu in Chapter 11, ak Level 135 character gate for Goku the Ninja there.	to its original condition after s fists of fury.  d have him use Instant  A crate with a Hercule logo on it ichi Budokai after beating  return back to Fukorou Forest and , enter it and give the Bandana
[01 Pun Her it Get Thi Tra [02 Cha Her Spo Get Aft bre to	Hercule Exhibit 1  ching Bag cule's first punching bag, restored was pummeled into shreds by Hercule'  ting it: eves Den - You must be using Goku an nmission to get the chest.  Hercule Exhibit 2  mpionship Belt cule won this belt in the 24th Tenka povich in the final round.  ting it: er defeating Kid Buu in Chapter 11, ak Level 135 character gate for Goku the Ninja there.	to its original condition after s fists of fury.  d have him use Instant  A crate with a Hercule logo on it ichi Budokai after beating  return back to Fukorou Forest and , enter it and give the Bandana

This weight set was used by Hercule when he first got into weight training.

#### Getting it:

After defeating Kid Buu in Chapter 11, return back to Fukorou Forest and break Level 135 character gate for Goku, enter it and give the Bandana to the Ninja there.

\_\_\_\_\_\_

[04] Hercule Exhibit 4

A crate with a Hercule logo on it

#### Moustache Wax

One of the many products that Hercule endorses. Discriminating gentlemen and pugilists alike love Hercule Brand Greasless Moustache Wax.

#### Getting it:

After defeating Kid Buu in Chapter 11, return back to Fukorou Forest and break Level 135 character gate for Goku, enter it and give the Bandana to the Ninja there.

\_\_\_\_\_

[05] Hercule Exhibit 5

A crate with a Hercule logo on it

#### Sandwich

After his famous adventure, fighting the Warlord of West City, Hercule partially ate this open faced club sandwich.

#### Getting it:

After defeating Kid Buu in Chapter 11, return back to Fukorou Forest and break Level 135 character gate for Goku, enter it and give the Bandana to the Ninja there.

\_\_\_\_\_\_

[06] Hercule Exhibit 6

A crate with a Hercule logo on it

#### Cape

Hercule's trademark white cape. Before starting a fight Hercule will often remove the cape and throw it to the ground with a flourish.

## Getting it:

After defeating Kid Buu in Chapter 11, return back to Fukorou Forest and break Level 135 character gate for Goku, enter it and give the Bandana to the Ninja there.

-----

[07] Hercule Exhibit 7

A crate with a Hercule logo on it

### Autobiography

Hercule's Autobiography "Awesome Power, Awesome Responsibility." Chronicles Hercule's rise to stardom! Available in the gift shop and wherever paperbacks are sold!

## Getting it:

After defeating Kid Buu in Chapter 11, return back to Fukorou Forest and break Level 135 character gate for Goku, enter it and give the Bandana to the Ninja there.

\_\_\_\_\_

[08] Hercule Exhibit 8

A crate with a Hercule logo on it

Hercule Comic Book Issue #1

The rare first issue of Hercule's comic book. Highly sought after by

Hercule collectors, this issue contains Hercule's origin story, and a special message about forest fires.

## Getting it:

After defeating Kid Buu in Chapter 11, you can buy this Exhibit under the Equipment sector at West City for 30,000 zenie!

\_\_\_\_\_\_

[09] Hercule Exhibit 9

A crate with a Hercule logo on it

### Hercule Action Figure

A fully articulated Hercule action figure with Dynamite Kick action.

#### Getting it:

Give a Hercule-ade to the Lighthouse Keeper when he requests for it at the Lighthouse located in Thieves Den.

\_\_\_\_\_

[10] Hercule Exhibit 10

A crate with a Hercule logo on it

## Piiza Action Figure

Hercule's P.R. Manager Piiza comes to life in this posable figure. Comes with three different outfits.

#### Getting it:

Give a Root Beer to the Lighthouse Keeper when he requests for it at the Lighthouse located in Thieves Den.

\_\_\_\_\_

[11] Hercule Exhibit 11

A crate with a Hercule logo on it

## Pirozhki Action Figure

No one messes with Hercules student Pirozhki! This action figure features a spring loaded rocket launcher! WARNING: Do not aim rocket launcher at face.

#### Getting it:

Kyodai Pyramid. It is located inside one of the chests where you rescue Dr. Challenger's 4th friend. The room is located directly behind the room where you fought the boss.

-----

[12] Hercule Exhibit 12

A crate with a Hercule logo on it

## Caroni Action Figure

Hercule's student Caroni is ready for action in this fully articulated action figure! WARNING: May contain small parts. Not for children under three.

### Getting it:

It is located inside one of the chests of Nataday's Volcano area. Please refer to the walkthrough for more details.

\_\_\_\_\_

[13] Hercule Exhibit 13

A crate with a Hercule logo on it

Hercule: The Movie

The adventures of Hercule are now a major motion picture. In a world where androids attack, only one man can stop them. And that man is Hercule!

#### Getting it:

It is located inside the chest found in Hercule's Mansion.

\_\_\_\_\_

[14] Hercule Exhibit 14

A crate with a Hercule logo on it

Key to West City

After Hercule saved West City from the West City Warlord, Hercule was awarded the prestigious Gold Key by the mayor of West City.

### Getting it:

Give an Elixir to the Lighthouse Keeper when he requests for it at the Lighthouse located in Thieves Den.

\_\_\_\_\_

[15] Hercule Exhibit 15

A crate with a Hercule logo on it

Boxing Gloves

A pair of boxing gloves that Hercule often used in training.

#### Getting it:

East District 439. Search the tree with blue fruits in that area for this exhibit. Refer to the walkthrough for more details.

-----

[16] Hercule Exhibit 16

A crate with a Hercule logo on it

Collector's Plate

No home is complete without this stunning Hercule collector's plate. Adds a touch of elegance to any collection.

## Getting it:

After defeating Kid Buu in Chapter 11, the purple airship will reappear on the world map. Enter it and make all your way to defeat the Ultra Bio Mech at the end of the dungeon. Collect the Hercule Exhibit after the battle and make your way out of the dungeon under 3 minutes.

\_\_\_\_\_\_

[17] Hercule Exhibit 17

A crate with a Hercule logo on it

## Video Game

The adventures of Hercule are now a hit video game! Fight the evil Cell in stunning 16 color graphics!

### Getting it:

Give a Super Elixir to the Lighthouse Keeper when he requests for it at the Lighthouse located in Thieves Den.

\_\_\_\_\_

[18] Hercule Exhibit 18

A crate with a Hercule logo on it

## Hit Pop Single

Hercule tore up the charts with this cover of Silver Spider's song "Eyes Of The Lion."

#### Getting it:

Give a Turkey to the Lighthouse Keeper when he requests for it at the Lighthouse located in Thieves Den. -----

[19] Hercule Exhibit 19

A crate with a Hercule logo on it

Air Hercule Shoes

What is the secret of Hercule's Dynamite Kick? Perhaps it might be the shoes!

### Getting it:

Complete the Orange Star High School Running School challenge under 17 secs. Give your character equipment that raises speed and have them transform into the Super Saiyan will make this goal easier to achieve. In fact, I completed the challenge with Gotenks at 15:35 secs!

\_\_\_\_\_\_

[20] Hercule Exhibit 20

A crate with a Hercule logo on it

Diploma

Hercule's diploma from martial arts school.

Getting it:

Give a Dinosaur Tail to the Lighthouse Keeper when he requests for it at the Lighthouse located in Thieves Den.

\_\_\_\_\_

[21] Hercule Exhibit 21

A crate with a Hercule logo on it

Hair Care Products

One of the many products that Hercule endorses. Hair products for active men on the go!

Getting it:

Give the man dressed in pink shirt at the northeast area of West City a Steak in exchange for this exhibit.

\_\_\_\_\_

[22] Hercule Exhibit 22

A crate with a Hercule logo on it

Smoke and Mirrors

This smoke machine and mirror were used by the evil Cell to trick people into believing he had incredible powers.

Getting it:

West City. Have Goku in your party. The chest is located in the northwest corner of the area behind the plants barrier. Have Goku use instant transmission to retrieve it.

\_\_\_\_\_

[23] Hercule Exhibit 23

A crate with a Hercule logo on it

Warlord's Sword

This sword was used by the Warlord of West City. His giant sword was no match for Hercule's Dynamite Kick!

Getting it:

Fukurou Forest (Ninja's Stronghold). The chest containing the crate will appear if you defeat the 3 Samurais (in Chapter 6) or 2 Shadow Warriors (Chapter 11). Refer to the walkthrough for more details.

\_\_\_\_\_\_

[24] Hercule Exhibit 24

A crate with a Hercule logo on it

Hercule Cereal Hercule Cereal, the breakfast that gives you the energy you need to make it through your day! Contains 23 essential vitanutrients! Getting it: Buy it from the Gift Shop at Papaya Island for 25,000 zenie. \_\_\_\_\_\_ [25] Hercule Exhibit 25 A crate with a Hercule logo on it Hercule Collectible Card Game Are you up to the challenge of the Hercule Collectible Card Game? Fight and trade with your friends! Contains Hercule's moves, his allies, and his deadly enemies! Getting it: Buy it from the Gift Shop at Papaya Island for 50,000 zenie. \_\_\_\_\_\_ That's all for Hercule Exhibits! .\_\_\_\_\_ 6.3 Story Items \_\_\_\_\_\_ I would recommend people who do not want spoilers to avoid reading this section. I have arranged them in order of the game's progress. \_\_\_\_\_\_ 2402 Capsule Chapter: 02 A Number 2402 capsule that contains a digital wrist watch. Getting It: Retrieve it at the Supply Room (north east off the Atrium of Capsule Coproration) when Bulma ask Gohan to get it. Effect: It will give Gohan his Great Saiyaman outfit. \_\_\_\_\_\_ Switch Chapter: 04 It's a switch with two prongs, but its not attached to anything. Getting It: There are 3 of these where all of them are found inside Babidi's Spaceship. Refer to the walkthrough for details. Effect: Allows you to fix the machine so that you can get pass Stage 3.

\_\_\_\_\_

Ninja Key Chapter: 06

The key to the Boss Ninja's inner sanctum.

Getting it:

It located inside the dragon's head located at Ninja Stronghold. Just

take the east route from the save circle where you find the	e locked door.
Effect: Allows you to enter Boss Ninja's inner sanctum.	
Headdress of Totenhotep	Chapter: 06
The headdress of an ancient pharoah. Some say it's cursed!	
Getting it: Defeat the boss Pharoah Totenhotep at the Kyodai Pyramid's You will find the headress after the boss is defeated.	main chamber.
Effect: You will give it to Dr. Challenger in exchange for the 7-St	tar Dragonball
Dragon Ball 1	Chapter: 06
The one-star Dragon Ball	
Getting it: Infilitrate inside the Thieves Den (you need a Bandana which obtained by defeating enemies found at the Stolen Airship). at the boss' hideout. Refer to the walkthrough for more det	. Collect it
Effect: You need to give it Bulma in order to summon Shenron	
Dragon Ball 2	Chapter: 06
Dragon Ball 2  The two-star Dragon Ball	Chapter: 06
The two-star Dragon Ball  Getting it:  Make your way to Diablo Desert. Open up the golden stairway your way to hitch a ride on Diablo Desert Express. Defeat a in the cabin and you will give the Dragon Ball from one of civilians. Please refer to the walkthrough for more details Effect:	y and make all enemies the
The two-star Dragon Ball  Getting it:  Make your way to Diablo Desert. Open up the golden stairway your way to hitch a ride on Diablo Desert Express. Defeat a in the cabin and you will give the Dragon Ball from one of civilians. Please refer to the walkthrough for more details	y and make all enemies the
The two-star Dragon Ball  Getting it:  Make your way to Diablo Desert. Open up the golden stairway your way to hitch a ride on Diablo Desert Express. Defeat a in the cabin and you will give the Dragon Ball from one of civilians. Please refer to the walkthrough for more details Effect:	y and make all enemies the
The two-star Dragon Ball  Getting it:  Make your way to Diablo Desert. Open up the golden stairway your way to hitch a ride on Diablo Desert Express. Defeat a in the cabin and you will give the Dragon Ball from one of civilians. Please refer to the walkthrough for more details  Effect:  You need to give it Bulma in order to summon Shenron	y and make all enemies the s.
The two-star Dragon Ball  Getting it:  Make your way to Diablo Desert. Open up the golden stairway your way to hitch a ride on Diablo Desert Express. Defeat a in the cabin and you will give the Dragon Ball from one of civilians. Please refer to the walkthrough for more details  Effect: You need to give it Bulma in order to summon Shenron  Dragon Ball 3	y and make all enemies the s.  Chapter: 06

Dragon Ball 4 Chapter: 06

The four-star Dragon Ball

## Getting it:

After getting 6 dragon balls, there will be some cutscenes and the kids will end up in Nataday Village. Talk to Village Priest. Make your way to the Volcano Summit. Defeat the 'monster' and return back to the village. You will get the Dragon Ball by force... Please refer to the walkthrough for more details.

#### Effect:

You need to give it Bulma in order to summon Shenron.

\_\_\_\_\_\_

Dragon Ball 5 Chapter: 06

The five-star Dragon Ball

#### Getting it:

Board the purple coloured airship that is docked above the deserted city in the north of the main continent. Defeat the Warlod of the ship. After defeating it, make your escape to the world map circle under 3 minutes! Please refer to the walkthrough for more details.

#### Effect:

You need to give it Bulma in order to summon Shenron

-----

Dragon Ball 6 Chapter: 06

The six-star Dragon Ball

## Getting it:

Make your way to Fukurou Forest and enter the Ninja Stronghold. Get the Ninja Key and enter the Ninja Boss's chamber. Defeat him to get the dragon ball. Please refer to the walkthrough for more details.

#### Effect:

You need to give it Bulma in order to summon Shenron

\_\_\_\_\_

Dragon Ball 7 Chapter: 06

The seven-star Dragon Ball

## Getting it:

Rescue Dr. Challenger's four friends inside Kyodai Pyramid and retrieve the Headdress of Totenhetop. You will get the dragon ball in exchange for it. Please refer to the walkthrough for more details.

### Effect:

You need to give it Bulma in order to summon Shenron

-----

Potara Earrings Chapter: 09

Wear these Earrings to perform a powerful fusion than the fusion dance

## Getting it:

Goku will get it from the Old Supreme Kai at Planet of Kais.

#### Effect:

It will be used automatically in the story where Goku and Vegeta use it to fuse into Vegito. It will discarded once they are inside Buu's body.

-----

Key Chapter: 11

An old key.

#### Getting it:

Break the 140 Character Gate with Gohan at East District 439. Make your way to Grandpa Gohan's house (the north route) and you can find the key on the cushion where Goku used to place the 4-star dragon ball.

#### Effect:

It will allow you to open the chest at the east route of the same area, which will get you Z-Fighter Exhibit 4.

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That's all for the key items!

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#### 6.4 Fish Items

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Fish items can be obtained via fishing. Please refer to Section  $8.0\ \text{for}$  more details.

Small Fish A lovely, little fish.

Large Fish Once thought extinct, these giant fish are now

quite plentiful.

Red Snapper Oooo! A Red Snapper! Very Tasty

Old Shoe It is an old shoe.

#### Getting it:

You can get these by fishing at any one of the fishing locations: Roshi Island, Thieves Den, East District 439 (Chapter 11) or Planet of Kais (Chapter 11). You will get better fish by equipping your character with fishing equipment.

## Effect:

The old shoe serves no purpose in the game. The small fish and large fish can be given to Korin (at Korin's Tower) for zenie. Red Snapper can get you Z-Fighter Exhibit 13 or Holy Water. It is possible to get Holy Water by exchanging Large Fish. For more details please refer to Section 8.0 for more details.

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## 7.0 Equipment Bestiary

There are a total of 4 classes equipment. They are body, hand, feet and accessory equipments. To equip an equipment, press START to activate the menu. Move towards the Equip page and you will be equip the equipment with the A button.

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## 7.1 Body Equipment

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Body items are items that you can wear, such as shirts, gi(s), and different types of armors. These items helps to increase the character's endurance (END), but might also have different effects.

Cotton Gi

Buy/Sell: 100Z/50Z

RqLvl: LVL 50

A simple cotton gi.

Stats: END +1

Obtain: Cave of Ancients (Chapter 1)

Buy: Hercule City

Dirty Shirt

Buy/Sell: -/0Z

RqLvl: LVL 50

Maybe you should get this shirt cleaned before you wear it.

Stats: END +1

Obtain: Defeat Mercenary, Thug

Buy: -

Dirty Gi

Buy/Sell: -/0Z

RqLvl: LVL 50

Maybe you should get this gi cleaned before you wear it.

Stats: END +1

Obtain: Buy: -

Dirty Armor

Buy/Sell: -/0Z

RqLvl: LVL 50

Maybe you should get this gi cleaned before you wear it.

Stats: END +1
Obtain: -

Buy: -

Prototype Space Armor Buy/Sell: -/0Z

RqLvl: LVL 50

It's a prototype so it isn't working yet

Stats: END +1
Obtain: -

Buy: -

Wool Sweater Buy/Sell: 300Z/150Z RqLvl: LVL 52

A thick knitted wool sweater

Stats: END +3

Obtain: -

Buy: Hercule City, West City

Reflective Tunic Buy/Sell: -/420Z

RqLvl:

A tunic made of reflective material resistant to energy attacks.

Stats: END +4

Obtain: East District 439 (Chapter 2)

Buy: N/A

Leather Jacket Buy/Sell: 495Z/247Z

RqLvl: LVL 55

LVL 60

A cool looking leather jacket

Stats: END +5

Obtain: -

Buy: Hercule City, West City, Thieves Den

Fancy Wardrobe Buy/Sell: -/2500Z

RqLvl: Level 69

This suit is expensive looking.

Stats: END +5

Obtain: Buy: N/A

Clean Shirt Buy/Sell: -/325Z

RqLvl: LVL 62

A shirt so clean it shines!

Stats: END +5, POW +4

Obtain: Give Mrs. Brief a Dirty Shirt for cleaning.

Buy: -

Wooden Armor Buy/Sell: 850Z/425Z

RqLvl: Level 63

Armored carved out of wood.

Stats: END +6

Obtain: -

Buy: Hercule City, West City, Thieves Den

Stone O-Yoroi Buy/Sell: 1480Z/740Z

RqLvl: Level 72

A traditional Samurai armor carved out of stone.

Stats: END +8, SPD -12

Obtain: -

Buy: West City, Thieves Den

Bronze Keiko Buy/Sell: 2200Z/1100Z

RqLvl: Level 80

A traditional samurai scale armor made of bronze.

Stats: END +10, SPD -5

Obtain: -

Buy: Thieves Den

Halloween Costume Buy/Sell: -/1105Z

RqLvl: Level 86

It's a scary Halloween Costume

Stats: END +12

Obtain: Defeat Hooligan

Buy: -

Armor of Darkness Buy/Sell -/1955Z

RqLvl: Level 86

This magic armor makes your HP increase faster when you use melee.

Stats: END +15

Obtain: Southwest Forest (Character Gate, Vegeta Lv120)

Buy: -

Jade Keiko Buy/Sell -/1245Z

RqLvl: Level 88

A traditional samurai scale armor made of jade that reduces damage done while blocking.

Stats: STR +10

Obtain: Defeat Hessian, Vampire

Buy: -

Iron Armor Buy/Sell 3500Z/1750Z

RqLvl: Level 92

-/1605Z

Buy/Sell:

A chestplate made of iron

Stats: END + 15, SPD -10

Obtain: Diablo Desert (Chapter 6)
Buy: West City (Chapter 9 onwards)

\_\_\_\_\_

RqLvl: Level 92

The kind of coat a real tough guy might wear.

Stats: END +15, STR +9

Obtain: Defeat Elite Shield Soldier

Buy: -

Brute Coat

Clean Gi Buy/Sell: -/1085Z

RqLvl: Level 93

A gi so clean it shines!

Stats: END +13, POW +10

Obtain: Give Mrs. Brief a Dirty Gi for cleaning.

Buy: -

Spiked Breastplate

Buy/Sell: RqLvl:

-/2800Z Level 96

This breastplate is covered with sharp spikes.

Stats: END +16

Obtain: Diablo Desert (Chapter 6)

Buy:

Mystic Aegis

Buy/Sell:

-/3792Z

RqLvl:

Level 96

A mystical chestplate that reduces the cost of the energy block

Stats: END +16

Obtain: Kyodai Pyramid (Chapter 6)

Buy:

Do-Maru of Shadows

Buy/Sell:

-/?

RqLvl:

Level 99

A traditional samurai armor that is good for steatlth.

Stats: END +20, POW -5

Obtain: Defeat Elite Majin Fighter

Buy:

Silver Armor

Buy/Sell: 4700Z/2350Z

RqLvl:

Level 106

A chestplate made of silver.

Stats: END +22

Obtain: -

West City or Hercule City (Chapter 9 onwards)

Monk's Robe

Buy/Sell: 4875Z/2437Z

RqLvl:

Level 108

A simple monks robe that is good for stealth.

Stats: END +4, POW +15

Obtain: -

Buy: West City or Hercule City (Chapter 9 onwards)

Pyrite Armor

Buy/Sell:

-/0Z

RqLvl:

Level 120

It looks like Gold Armor, but it's fool's gold!

Stats: END -1, STR -1, POW -1, SPD -1

Obtain: Defeat ????

Buy:

Gold Armor

Buy/Sell: 9850Z/4925Z

RqLvl:

Level 120

A chestplate made of gold.

Stats: END +24, SPD -10

Obtain: -

Buy: West City or Hercule City (Chapter 9)

Stylish Haori Buy/Sell: -/125Z

RqLvl: Level 120

Wearing this stylish jacket gives you a lot of charisma.

Stats: END +5

Obtain: Defeat Living Dead

Buy: -

Armor of Light Buy/Sell: -/3650Z

RqLvl: Level 122

This magic armor makes your energy regenerate faster when you use  $% \left( 1\right) =\left( 1\right) \left( 1\right)$ 

melee.

Stats: END +25

Obtain: Defeat Poltergeist

Buy: -

Rhinestone Leisure Suit Buy/Sell: -/12Z

RqLvl: Level 124

This is a really tacky looking suit.

Stats: END +20, POW +7

Obtain: Defeat ???

Buy: -

Clean Armor Buy/Sell: -/3792Z

RqLvl: Level 125

An armor so clean it shines!

Stats: END +25, POW +16

Obtain: Give Mrs. Brief a Dirty Armor for cleaning.

Buy: -

Platinum Armor Buy/Sell: 12300Z/6150Z

RqLvl: Level 126

A chestplate made of platinum.

Stats: END +28, SPD -8

Obtain: -

Buy: West City (Chapter 9 onwards)

Force Suit Buy/Sell: -/5125Z

RqLvl: Level 129

This suit is imbued with the power of science.

Stats: END +25, STR +18, POW +5

Obtain: Defeat Shogun

Buy: -

Dragon Armor Buy/Sell: 11855Z/5927Z

RqLvl: Level 140

Armor made from the scales of a dragon. Reduce the cost of energy attacks  $% \left( 1\right) =\left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right$ 

Stats: END +26

Obtain: -

Buy: Planet of Kais (Chapter 11)

Enhanced Space Armor

Buy/Sell: -/3750Z

RqLvl: Level 140

This high tech armor emits an electronic aura

Stats: STR +16, END +30, SPD-10

Obtain: Give Dr. Brief a Prototype Space Armor for upgrading

Buy: -

Super Armor Buy/Sell:

RqLvl: Level 141

This armor has magic that makes Super Saiyan last longer.

Stats: END +29

Obtain: Buy: -

Wet Suit

Buy/Sell: -/3450Z

RqLvl: Level 142

This suit helps you catch better fish.

Stats: END +25

Obtain: Defeat Death Machine, Hyper Cyborg

Buy: -

Diamond Armor Buy/Sell: 14650Z/7325Z

RqLvl: Level 145

A chestplate carved out of a giant diamond.

Stats: END +35, SPD -12

Obtain: -

Buy: Planet of Kais (Chapter 11)

"Bad Man" Shirt

Buy/Sell: -/5125Z

RqLvl: Level 149

A pink shirt? Who would wear such a ridiculous thing?

Stats: END +35

Obtain: Defeat Blister (Inside Buu - Chapter 10)

Buy: -

Titanium Breastplate Buy/Sell: 12350Z/6175Z

RqLvl: Level 150

A breastplate made of titanium.

Stats: END +32, SPD +10

Obtain: -

Buy: Planet of Kais (Chaper 11)

Saiyan Armor Buy/Sell: -/5125Z

RqLvl: Level 150

Armor like the Saiyans once wore

Stats: END +24

Obtain: Defeat Blister (Inside Buu - Chapter 10)

Buy: -

Crystal O-Yoroi Buy/Sell: -/15000Z

RqLvl: Level 155

The crystals in this armor make your energy attacks stronger.

Stats: END +38

Obtain: Dabura (Heaven - Chapter 8 onwards)

Buy: -

"Z" Armor Buy/Sell: -/12600Z

RqLvl: Level 155

This magic armor constantly heals you.

Stats: END +35

Obtain: Defeat Blister (Inside Buu - Chapter 11)

Buy: -

Geromantium Kataginu Buy/Sell: 99999Z/25000Z

RqLvl: Level 175

A traditional samurai clothing made of Geromantium.

Stats: END +40

Obtain: -

Buy: Planet of Kais (Chapter 11)

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# 7.2 Hand Equipment

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Hand items can be equipped to your character's hand or wrist. Examples of these items are knuckles, wristbands, gloves, etc. Normal hand equipment like knuckles and gloves helps to increase your character's STR stats while weighted wristbands increase the amount of experience that your character gains in a battle but it reduces the character's speed (SPD).

Dirty Gloves Buy/Sell: -/0Z

RqLvl: LVL 50

Maybe you should get these gloves cleaned before you wear it.

Stats: END +1

Obtain: Defeat Hooligan

Buy: -

Dirty Gauntlets Buy/Sell:

RqLvl: LVL 50

-/0Z

Maybe you should get these gauntlets cleaned before you wear it.

Stats: END +1

Obtain: Buy: -

Prototype Energy Gloves Buy/Sell: -/0Z

RqLvl: LVL 50

It is a prototype so it isn't working yet.

Stats: STR +1

Obtain: Buy: -

Cotton Gloves Buy/Sell: 50Z/25Z

RqLvl: LVL 50

A pair of simple cotton gloves

Stats: STR +1, END +1

Obtain: -

Buy: Hercule City, West City

1 Ton Armbands Buy/Sell: -/75Z

RqLvl: LVL 50

Weighted armbands slow you down, but give you more experience as a reward

Stats: SPD -5

Obtain: Grand Kai's Planet

Buy: -

Wool Mittens Buy/Sell: 500Z/250Z

RqLvl: LVL 55

A pair of thick knitted wool mittens

Stats: STR +2, END +3

Obtain: -

Buy: Hercule City, West City, Thieves Den

Reflective Gloves Buy/Sell: -/440Z

RqLvl: LVL 67

A pair of gloves made of reflective material resistant to energy attacks

Stats: STR +3, END +6

Obtain: Defeat Laser Turret, Hooligan

Buy: -

2 Ton Armbands Buy/Sell: -/350Z

RqLvl: LVL 70

Weighted armbands slow you down, but give you more experience as a

reward.

Stats: SPD -8

Obtain: Defeat Hooligan, Majin Fighter, Mad Bomber

Buy: -

Leather Gloves Buy/Sell: 1250Z/625Z

RqLvl: LVL 72

Gloves made of tough leather

Stats: STR +4, END +6

Obtain: -

Buy: West City, Thieves Den, Papaya Island (Gift)

Clean Gloves Buy/Sell: -/625Z

RqLvl: LVL 72

Gloves so clean they shine!

Stats: STR +5, END +7

Obtain: Give Mrs. Brief a Dirty Gloves for a wash.

Buy: -

Brass Knuckles Buy/Sell: 2210Z/1105Z

RqLvl: LVL 85

A pair of brass knuckles

Stats: STR +9, END +6

Obtain: -

Buy: Papaya Island (Gift), Thieves Den, Hercule City (Chapter 9

onwards)

Pilaf's Gloves Buy/Sell: -/720Z

RqLvl: LVL 87

Legend has it wearing these gloves will make you rich

Stats: STR +8, END +6, SPD +5

Obtain: Defeat Pilaf's Guardian at Pilaf's Castle in your quest to

get a Dragon Ball (Chapter 6)

Buy: -

10 Ton Armbands Buy/Sell: -/625Z

RqLvl: LVL 90

Weighted armbands slow you down, but give you more experience as a

reward.

Stats: SPD -10

Obtain: Buy: -

Iron Bracer Buy/Sell: 1110Z/555Z

RqLvl: LVL 100

An arm guard made of iron

Stats: STR +11, END +7

Obtain: -

Buy: Hercule City or West City (Chapter 9 onwards)

Silver Gauntlets Buy/Sell: 4340Z/2270Z

RqLvl: LVL 105

A pair of gauntlets made of silver.

Stats: STR +12, END +8

Obtain: -

Buy: Hercule City or West City (Chapter 9 onwards)

Magician's Gloves Buy/Sell: -/2100Z

RqLvl: LVL 107

These magic gloves reduce the cost of an energy block.

Stats: STR +7, END +5

Obtain: Buy: -

Charge Gloves Buy/Sell: -/4580Z

RqLvl: LVL 108

You can detect power flowing through these high tech gloves.

Stats: STR +13, END +5
Obtain: Volcano (Chapter 6)

Buy: -

20 Ton Armbands Buy/Sell: -/1250Z RqLvl: LVL 110

Weighted Armbands slow you down, but give you more experience as a

Stats: SPD -15

Obtain: Buy: -

reward.

Super Gloves Buy/Sell: -/3792Z

RqLvl: LVL 113

These gloves have magic that makes Super Saiyan last longer.

Stats: STR -13

Obtain: Kami's Lookout (after battle with Super Buu at Hyperbolic Time

Chamber)

Buy: -

Clean Gauntlet Buy/Sell: -/3200Z

RqLvl: LVL 116

Gauntlets so clean they shine!

Stats: STR +14, END +15

Obtain: Give Mrs. Brief a Dirty Gauntlet for a wash.

Buy: -

Platinum Gauntlets Buy/Sell: 6545Z/3272Z

RqLvl: LVL 119

A pair of gauntlets made of platinum.

Stats: STR +16, END +10

Obtain: -

Buy: West City (Chapter 9 onwards)

Brute Gloves Buy/Sell: -/? RqLvl: LVL 120

The kind of gloves a real tough guy might wear.

Stats: STR +20, END +6

Obtain: -Buy:

100 Ton Armbands Buy/Sell: -/4600Z RqLvl: LVL 130

Weighted Armbands slow you down, but give you more experience as a reward.

Stats: SPD -30

Obtain: Defeat Hyper Cyborg

Buy:

Diamond Gauntlets Buy/Sell: 6825Z/3412Z RqLvl: LVL 132

A pair of gauntlets carved from a diamond

Stats: STR +18, END +15

Obtain: -

Buy: Planet of Kais (Chapter 11)

Power Gauntlets Buy/Sell: -/?Z RqLvl: LVL 132

These gauntlets are glowing with energy.

Stats: STR +15, POW +20, END +2 Obtain: Defeat Hyper Cyborg

Buy:

Buy/Sell: -/2500Z Enhanced Energy Gloves RqLvl: LVL 140

These are powerful high tech glvoes

Stats: STR +20, END +20

Obtain: Give Dr. Brief a Prototype Energy Gloves for an upgrade.

Buy:

Scuba Gloves Buy/Sell 11500Z/5750Z RqLvl: LVL 140

These gloves help you catch better fish

Stats: STR +15

Obtain: -

Buy: Planet of Kais (Chapter 11)

Kiloton Armbands Buy/Sell: 32650Z/16325Z

RqLvl: LVL 150

Weighted Armbands slow you down, but give you more experience as a

reward.

Stats: SPD -35

Obtain: -

Buy: Planet of Kais (Chapter 11)

Saiyan Gloves Buy/Sell -/5125Z

RqLvl: LVL 152

Gloves like the Saiyans once wore.

Stats: STR +20

Obtain: Defeat Blister (Inside Buu - Chapter 10)

Buy: -

Crystal Gauntlets Buy/Sell: -/12500Z

RqLvl: LVL 156

The crystals in these gauntlets make your energy attacks stronger.

Stats: STR +23, END +12 Obtain: Defeat Worm, Blister

Buy: -

Geromantis Gloves Buy/Sell: -/0Z

RqLvl: LVL 170

Looks like Geromantium Gloves, but are actually a cheap knock-off.

Stats: STR -10, POW-1, END-10, SPD-1

Obtain: Defeat Shadow Colossus

Buy: -

Geromantium Gloves Buy/Sell: 85480Z/21370Z

RqLvl: LVL 170

A pair of gloves made of Geromantium.

Stats: STR +25, END +20

Obtain: -

Buy: Planet of Kais (Chapter 11)

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7.3 Leg Equipment

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Dirty Tabi Buy/Sell: -/OZ

RqLvl: LVL 50

Maybe you should get these tabi boots cleaned before you wear them.

Stats: END +1
Obtain: Defeat Goon

Buy: -

Dirty Shoes Buy/Sell: -/0Z

RqLvl: LVL 50

Maybe you should get these tabi boots cleaned before you wear them.

Stats: END +1

Obtain: Defeat Grand Mechanoid

Buy: -

Prototype Hyper Boots Buy/Sell: -/0Z

RqLvl: LVL 50

It's a prototype so isn't working yet

Stats: END +1, SPD +1

Obtain: ?
Buy: -

Dirty Boots Buy/Sell: -/OZ

RqLvl: LVL 50

Maybe you should get these boots cleaned before you wear them.

Stats: END +1
Obtain: ?

Buy: -

Cotton Tabi

Buy/Sell: 50/25Z

RqLvl: LVL 50

Simple cotton tabi boots.

Stats: END +1, SPD +1

Obtain: -

Buy: Hercule City

1 Ton Boots Buy/Sell: -/87Z RqLvl: LVL 50

Weighted boots slow you down, but give you more experience as a reward.

Stats: SPD-5

Obtain: Grand Kai's Planet

Buy: -

Woolen Shoes Buy/Sell: 475Z/237Z

RqLvl: LVL 55

Shoes made of knitted wool.

Stats: END +2, SPD +5

Obtain: -

Buy: Hercule City, West City

Leather Moccasins Buy/Sell: 820Z/410Z

RqLvl: LVL 65

Moccasins made of thick tanned leather.

Stats: END +4, SPD +8

Obtain: -

Buy: Hercule City, West City

2 Ton Boots Buy/Sell: -/350Z RqLvl: LVL 71

Weighted boots slow you down, but give you more experience as a reward.

Stats: SPD-8

Obtain: Grand Kai's Planet

Buy: -

Clean Tabi

Buy/Sell: -/827Z

RqLvl: LVL 75

Tabi boots so clean they shine!

Stats: POW +5, END +8, SPD +10

Obtain: Give Mrs Brief a Dirty Tabi for cleaning.

Buy: -

Wooden Geta Buy/Sell: -/1025Z RqLvl: LVL 84

Sandals made of wood

Stats: END +6, SPD +15

Obtain:

Buy: West City, Gift Shop, Thieves Den

Sneakers

Buy/Sell: -/1025Z

RqLvl: LVL 84

These are sneakers... For sneaking!

Stats: END +5, SPD +25

Obtain: Defeat Majin Soldier, Ninja or Phantom

Buy: -

1 Ton Boots

Buy/Sell: -/87Z

RqLvl: LVL 50

Weighted boots slow you down, but give you more experience as a reward.

Stats: SPD-5

Obtain: Grand Kai's Planet

Buy: -

10 Ton Boots Buy/Sell: -/625Z

RqLvl: LVL 91

Weighted boots slow you down, but give you more experience as a reward.

Stats: SPD-10

Obtain: Defeat Bio Mech

Buy: -

Stone Geta Buy/Sell: 3780Z/1890Z

RqLvl: LVL 98

Snadals made of stone

Stats: END +10, SPD +17

Obtain: -

Buy: Thieves Den

Alligator Loafers Buy/Sell: -/5000Z

RqLvl: LVL 100

These are some expensive shoes

Stats: END +2, SPD +5

Obtain: Defeat Assasin, Shinobi, Pharoah

Buy: -

Spirit Geta Buy/Sell: -/2295Z

RqLvl: LVL 102

There is a mysterious supernatural aura around these sandals

Stats: STR +5, POW +15, END -10, SPD +15

Obtain: HFIL
Buy: -

Bronze Plated Boots Buy/Sell: 4000Z/2000Z

RqLvl: LVL 104

Leather Boots covered in bronze plates

Stats: END +10, SPD +18

Obtain: -

Buy: Hercule City (Chapter 7 onwards)

Iron Greaves Buy/Sell: 6100Z/3050Z

RqLvl: LVL 110

Shin-guards made of iron

Stats: END +12, SPD +18

Obtain: -

Buy: Herculy City or West City (Chapter 7 onwards)

20 Ton Boots Buy/Sell: -/1250Z

RqLvl: LVL 111

Weighted boots slow you down, but give you more experience as a reward

Stats: SPD -25

Obtain: Defeat Knight Destroyer, Living Dead, Nosferatu

Buy: -

Flippers Buy/Sell: -/2157Z

RqLvl: LVL 113

These flippers helps you catch better fish

Stats: SPD +20

Obtain: Defeat Nosferatu, Super Majin Soldier, Bruiser

Buy: -

Clean Shoes Buy/Sell: -/check

RqLvl: LVL 115

Shoes so clean they shine!

Stats: POW +16, END +15, SPD +20

Obtain: Give Mrs Brief a Dirty Shoes for cleaning.

Buy: -

Silver Boots Buy/Sell: 7300Z/3650Z

RqLvl: LVL 122

Boots made of silver

Stats: END +14, SPD +20

Obtain: -

Buy: West City, Hercule City (Chapter 7 onwards), Planet of Kais

(Chapter 11)

Silvery Boots Buy/Sell: -/0Z

RqLvl: LVL 122

These look like Silver Boots but the silver paint is scratching off.

Stats: STR -10, POW -1, END -1, SPD -1

Obtain: Defeat Nosferatu

Buy: -

Super Boots Buy/Sell: -/4347Z

RqLvl: LVL 129

These boots have magic that makes Super Saiyan last longer.

Stats: END +18, SPD +20 Obtain: Defeat Death Machine

Buy: -

100 Ton Boots Buy/Sell: -/4250Z

RqLvl: LVL 131

Weighted boots slow you down, but give you more experience as a reward

Stats: SPD -30

Obtain: Defeat Hyper Cyborg, Pharoah, Super Majin Soldier

Buy: -

Gold Boots Buy/Sell: 10250Z/5125Z

RqLvl: LVL 135

Boots made of gold

Stats: END +20, SPD +15

Obtain: -

West City (Chapter 7 onwards), Planet of Kais (Chapter 11)

Shock Boots Buy/Sell: -/4725Z

RqLvl: LVL 129

You can detect power flowing through these high tech boots.

Stats: POW +15, END +12, SPD +20

Obtain: Defeat Hyper Cyborg

Buy:

-/-Buy/Sell: Enhanced Hyper Boots

> LVL 142 RqLvl:

These are powerful high tech boots

Stats: STR +18, END +18, SPD +25

Obtain: Give Dr. Brief a Prototype Hyper Boots for upgrading

Buy:

Kiloton Boots Buy/Sell: 33695Z/16847Z

> RqLvl: LVL 150

Weighted boots slow you down, but give you more experience as a reward

Stats: SPD -25

Obtain: -

Buy: Planet of Kais (Chapter 11)

Buy/Sell: -/5125Z Saiyan Boots

RqLvl: LVL 151

Boots like the Saiyans once wore.

Stats: SPD +24

Obtain: Defeat Blister (Inside Buu - Chapter 11)

Buy:

Clean Boots Buy/Sell: -/-

RqLvl: LVL 153

Boots so clean they shine!

Stats: POW +20, END +20, SPD +25

Obtain: Give Mrs. Brief a Dirty Boots for cleaning.

Buy:

-/5125Z Winged Sandals Buy/Sell: RqLvl: LVL 151

These winged sandals will make you walk and run faster.

Stats: END +5, SPD +40

Obtain: Defeat Blister (Inside Buu - Chapter 10)

Buy:

Soccer Cleats Buy/Sell: -/3400Z

RqLvl: LVL 165 These soccer cleats pack quite a kick!

Stats: END +12, SPD +30

Obtain: Defeat Blister or Shadow Colossus

Buy: -

Geromantium Tabi Buy/Sell: 50210Z/12252Z

RqLvl: LVL 165

Tabi boots made of Geromantium

Stats: END +25, SPD +28

Obtain: -

Buy: Planet of Kais (Chapter 11)

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7.4 Accessory

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Dirty Cape Buy/Sell: -/OZ

RqLvl: LVL 50

Maybe you should get this cape cleaned before you wear it.

Stats: END +1

Obtain: Defeat Destroyer

Buy: -

Dirty Belt Buy/Sell: -/OZ

RqLvl: LVL 50

Maybe you should get this belt cleaned before you wear it.

Stats: END +1

Obtain: Defeat Death Machine, Ultra Bio Mech

Buy: -

White Belt Buy/Sell: -/62Z

RqLvl: LVL 50

This is a white karate belt

Stats: END +3

Obtain: Defeat Fighter

Buy: -

Rhinestone Sunglasses Buy/Sell: -/12Z

RqLvl: LVL 50

These are some really tacky looking sunglasses

Stats: END +2

Obtain: Defeat Rapscallion, Elite Majin Fighter

Buy: -

Primordial Twisty-Straw Buy/Sell: -/467Z

RqLvl: LVL 50

Drinks taste better when you use this ancient straw

Stats: END +1

Obtain: Defeat Shinobi, Rapscallion

Buy: -

Majestic Chopsticks Buy/Sell: -/?

RqLvl: LVL 50

Food tases better when you use the chopsticks

Stats: END +1
Obtain: ?
Buy: -

Wool Cap Buy/Sell: 350Z/175Z

RqLvl: LVL 54

A thick knitted wool cap

Stats: END +4

Obtain: -

Buy: Hercule City, West City

Lucky Charm Buy/Sell: 4500Z/2250Z

RqLvl: LVL 58

These charm gives you good luck!

Stats: END +1

Obtain: -

Buy: Hercule City (all), West City (all), Gift Shop, Thieves Den

Stone Men-po

Buy/Sell: 600Z/300Z

RqLvl: LVL 59

An armored samuari face mask made of stone.

Stats: END +5

Obtain: -

Buy: Hercule City (all), West City (all), Thieves Den

Quartz Amulet Buy/Sell: -/72Z RqLvl: LVL 60

This is an amulet made of quartz

Stats: POW +2

Obtain: Defeat Criminal

Buy: -

Yellow Belt Buy/Sell: -/420Z RqLvl: LVL 66

This is a yellow karate belt

Stats: END +6

Obtain: Defeat Majin Soldier, Laser Turret, Mummy

Buy: -

Topaz Amulet Buy/Sell: 840Z/420Z

RqLvl:

This is an amulet made of topaz.

Stats: POW +5

Obtain: -

Buy: Hercule City (all), West City (all), Gift Shop

Bandana Buy/Sell: -/70Z

RqLvl: LVL 70

Only a really vicious criminal would wear something like this.

Stats: STR +3, POW +3, END +3

Obtain: Defeat enemies on Stolen Airship (after getting Dragon Radar)

Buy: -

Red Belt Buy/Sell: 1925Z/962Z

RqLvl: LVL 75

LVL 70

This is a red karate belt

Stats: END +9

Obtain: -

Buy: West City, Gift Shop

Demon Mask Buy/Sell: -/910Z

RqLvl: LVL 76

This is a terrifying looking mask

Stats: STR +7, POW -5, END +9

Obtain: Defeat Sniper, Goon, Majin Fighter, Majin Soldier, Mummy

Buy: -

Monocle Buy/Sell: -/962Z

RqLvl: LVL 80

Wearing this classy monocle gives you lots of charisma.

Stats: POW +1, END +4

Obtain: Defeat Goon, Mad Bomber, Hooligan

Buy: -

Amethyst Amulet Buy/Sell: -/962Z

RqLvl: LVL 80

This is an amulet made of amethyst.

Stats: POW +7

Obtain: -

Buy: Thieves Den

Hare's Foot Buy/Sell: -/0Z

RqLvl: LVL 81

This item looks like a rabbit's foot... but it's not real.

Stats: STR -10, POW -1, END -1, SPD -1

Obtain: Defeat Sniper

Buy: -

Green Belt Buy/Sell: -/1775Z

RqLvl: LVL 82

This is a green karate belt.

Stats: END +10

Obtain: Defeat Majin Fighter

Buy: -

Snorkel Buy/Sell: -/2275Z

RqLvl: LVL 83

This snorkel helps you catch better fish.

Stats: STR +8, END +10

Obtain: Defeat Majin Soldier, Majin Shield Soldier, Hessian

Buy: -

Clean Cape Buy/Sell: -/1025Z

RqLvl: LVL 80

A cape so clean it shines!

Stats: POW +8, END +10

Obtain: Give Mrs Brief a Dirty Cape for washing

Buy: -

Garlic Necklace Buy/Sell: -/?

RqLvl: LVL 85

This protects against the undead.

Stats: STR -15, POW -10, END +25

Obtain: ?
Buy: -

Rabbit's Foot Buy/Sell: -/125Z

RqLvl: LVL 86

This rabbit's foot gives you good luck

Stats: END +1

Obtain: Defeat Goon, Hessian, Mad Bomber or Majin Shield Soldier

Buy: -

Sapphire Amulet Buy/Sell: -/1775Z

RqLvl: LVL 86

This is an amulet made of sapphire

Stats: POW +10

Obtain: Defeat Hooligan

Buy: -

Skull Ring Buy/Sell: -/750Z

RqLvl: LVL 87

There's an evil arua around this ring...

Stats: POW +9, END +12

Obtain: Defeat Phantom or Sniper

Buy: -

Pure Black Cape

Buy/Sell: -/1420Z

RqLvl: LVL 89

How much more black could this cape? The answer is none.

Stats: END +13

Obtain: Defeat Cyborg or Rapscallion

Buy: -

Super Cape

Buy/Sell: -/1665Z

RqLvl: LVL 93

This cape has magic that makes Super Saiyan last longer

Stats: END +16

Obtain: Defeat Shinobi, Cursed One or Ghoul

Buy: -

Talisman of Light Buy/Sell: -/2500Z RqLvl: LVL 95

This talisman increases the amount of energy recharged when you use attacks.

Stats: STR +9, POW +10, END +12

Obtain: HFIL
Buy: -

Emerald Amulet Buy/Sell: -/2750Z RqLvl: LVL 95

This is an amulet made of emerald.

Stats: POW +5

Obtain: Kyodai Pyramid

Buy: -

Doom Amulet Buy/Sell: -/4000Z RqLvl: LVL 85

There's an evil aura around this amulet...

Stats: STR +10, END 20

Obtain: HFIL
Buy: -

Polka-Dot Kazoo Buy/Sell: -/1280Z RqLvl: LVL 96

This is a very silly kazoo.

Stats: 0

Obtain: Defeat Rapscallion, Shinobi or Bruiser

Buy: -

Iron Kabuto Buy/Sell: -/3050Z LVL 96

A traditional samurai helmet made of iron

Stats: END +20

Obtain: Defeat Goon (Bandit King) at Thieves Den

Buy:

Ox King's Hat Buy/Sell: -/1075Z

RqLvl: LVL 96

RqLvl:

This is the kind of viking hat that Ox-King is often seen wearing.

Stats: STR +11, END +10Obtain: Kyodai Pyramid

Buy:

"Gokuu" Hat Buy/Sell: -/5750Z

LVL 100 RqLvl:

If you wear this hat while you level up, you'll get a bonus!

Stats: END +5

Obtain: Ninja Stronghold - destroy the pine coffin after defeating

the Ninja boss in Chapter 6.

Buy:

Evil Talisman Buy/Sell: -/3792Z RqLvl: LVL 105

There is a terrible cost to this talisman's power.

Stats: STR -10, POW +18, END -15, SPD +5

Obtain: Volcano

Buy:

Crystal Pendant Buy/Sell: -/4000Z

RqLvl: LVL 112

The crystals in this pendant increase the power of energy attacks.

Stats: POW +15, END +10

Obtain: Defeat Nosferatu, Bruiser or Poltergeist

Buy:

Blue Belt Buy/Sell: 4450Z/2225Z RqLvl: LVL 116

This is a blue karate belt.

Stats: END +15

Obtain: -

Gift Shop, Hercule or West City (after Chapter 7)

Mercury's Cap Buy/Sell: 7300Z/3650Z RqLvl: LVL 122 The legendary cap of Mercury.

Stats: END +12, SPD +20

Obtain: -

Buy: Planet of Kais (Chapter 11)

Four-Leaf Clover Buy/Sell: -/5Z

RqLvl: LVL 126

This four-leaf clover gives you good luck!

Stats: END +1

Obtain: Defeat Metal Hulk or Hyper Cyborg

Buy: -

Vampire Cape

Buy/Sell: -/4122Z

RqLvl: LVL 128

This cape causes HP to be recharged instead of energy when you use attacks.

Stats: POW +14, END +22

Obtain: Defeat Shadow Warrior or Shogun

Buy: -

Crisis Ring

Buy/Sell: -/4250Z

RqLvl: LVL 132

When you're about to die, this ring makes you stronger.

Stats: STR +5, POW +2, END +10

Obtain: Defeat Shogun

Buy: -

Brown Belt Buy/Sell: 3250Z/1625Z RqLvl: LVL 134

This is a brown karate belt.

Stats: END +17

Obtain: -

Buy: Planet of Kais (Chapter 11)

Ruby Amulet Buy/Sell: -/4825Z

RqLvl: LVL 134

This is an amulet made of ruby.

Stats: POW +16

Obtain: Defeat Rapscallion

Buy: -

Expensive Wristwatch

Buy/Sell: -/10000Z

RqLvl: LVL 134

This is an extremely expensive wristwatch.

Stats: POW +1, END +1

Obtain: Defeat Hyper Cyborg, Shadow Warrior or Ultra Bio Mech

Buy: -

Eldritch Cameo Buy/Sell: -/475Z

RqLvl: LVL 140

This carving of unfathomable age is etched in a long forgotten ancient language.

Stats: STR -10, POW -10, END +30

Obtain: Defeat Death Machine or Hyper Cyborg

Buy: -

Black Belt Buy/Sell: -/2750Z

RqLvl: LVL 145

This is a black karate belt.

Stats: END +25

Obtain: Defeat Shogun

Buy: -

Diamond Amulet Buy/Sell: 12250Z/6125Z

RqLvl: LVL 145

This is an amulet made of diamond

Stats: POW +20

Obtain: -

Buy: Planet of Kais (Chapter 11)

Clean Belt Buy/Sell: -/2500Z

RqLvl: LVL 150

A belt so clean it shines!

Stats: POW +20, END +20

Obtain: Give Mrs. Brief a Diry Belt for a wash.

Buy: -

Geromantium Bandana Buy/Sell: 73550Z/36775Z

RqLvl: LVL 168

A bandana made from Geromantium

Stats: END +40

Obtain: -

Buy: Planet of Kais (Chapter 11)

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That's all for accessories.

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8.0 Mini-Games and Secrets

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8.1 Mini-Games

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-[Korin's Fishing Game]-

Fishing is available after you have visited Korin at Korin's Tower. If

you give him a fish, he will reward you with zenie or an item.

There are a total of 4 fishing locations and they are:

Place Location

Roshi's Island Southeast corner of the island

Thieves Den Near the lighthouse

East District 439 River Bank, after Level 140 Gohan Character

Gate

Planet of The Kais Near the transmission circle. Available

in Chapter 11 after you have defeated Kid

Buu

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To fish, you need to approach a wooden plank like the one you found on Roshi Island and examine it with A button and the following prompt will appear:

Choose "yes" and your character will jump into the water to fish! They will revert back to normal form before diving into the water except for Gogeta (because he does not have any Saiyan mode).

Once you have caught a fish, talk to Korin and the following are exchangable for rewards:

Item	Reward
Small Fish	100 to 500Z
Large Fish	500Z to 1000Z, Holy Water (rare)
Red Snapper	Holy Water, Z-Fighter Exhibit 13
Old Shoe	Nothing!

To catch rarer fish, you may want to equip the following equipment in order to improve your chances in catching fish.

Item	Туре 	Getting it
Snorkel Scuba Gloves Flippers Wet Suit	Accessory Hand Foot Body	Obtain from defeating enemies Buy from Planet of Kais Obtain from defeating enemies Obtain from defeating enemies

<sup>-[</sup>Sharpner's Track and Field]You can start playing Track and Field once Gohan has obtained his Great

Saiyaman outfit. The Track and Field is located north off the lockers room of Orange Star High School.

The objective of the track and field is to complete 3 rounds of the track and field without going off the track. If you get a timining of under 17 seconds, you will be awarded Hercule Exhibit 19 from Sharpner.

In order to achieve the school, unequipped any weight equipment like 1 Ton Boots or 1 Ton Armband and give your character equipment that boosts speed. You should be get it done if your character has a SPD rating of 70. However, it will be a lot more easier if your character is in Super Saiyan mode. Likewise if you use Gotenks (fusion characters does have attributes bonuses), the track and field challenge should not pose you much a problem.

# -[Mrs. Brief's Laundry Services]-

Ocassionally, enemies will drop "dirty" equipment and you can have them washed by Mrs. Brief. "Cleaned" equipment will have more value and increases stats boost.

Equipment	 Туре	After Laundry
Dirty Shirt	Body	Clean Shirt
Dirty Gi	Body	Clean Gi
Dirty Armor	Body	Clean Armor
Dirty Gloves	Hand	Clean Gloves
Dirty Gauntlets	Hand	Clean Gauntlets
Dirty Tabi	Foot	Clean Tabi
Dirty Shoes	Foot	Clean Shoes
Dirty Boots	Foot	Clean Boots
Dirty Cape	Accessory	Clean Cape
Dirty Belt	Accessory	Clean Belt

She will be cleaning in this order of the item list. If you do not have any "dirty" equipment for her to do laundry, you will get a Cookie by talking to her. You can collect your laundry after you have exit the screen. One quick way to collect laundry is by entering and exiting the Capsule Corporation Building

# -[Mr Brief's Research]-

You will get these rare prototypes are hard to obtain. I could hardly give an account on how to get them. Enemies drop them randomnly. If you got them, bring it Mr. Brief at Mr. Brief's Lab in Capsule Corporation building and you can upgrade them to better equipment.

Equipment	Туре	After Improvement
Prototype Energy Gloves Prototype Space Armor Prototype Hyper Boots	Hand Body Foot	Enhanced Energy Gloves Enhanced Space Armor Enhanced Hyper Boots

That's all folks.

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8.2 Secrets

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-[Unlock Gogeta as playable character]-

In order to play as Gogeta, you need to gather all 15 Z-Fighter Exhibits and all 25 Hercule Exhibits to their respective museum. You can only do this from Chapter 11. Refer to Section 6.1 and Section 6.2 for more details.

# -[255 Senzu Beans]-

During Chapter 3, when Gohan asks Goku to get a Senzu Bean, fly to Korin's Tower and get a bean from Yajirobe. Instead of giving it to Gohan, eat it. When you return, Goku will still give a Senzu bean to Gohan even though he does not have any. When you look in your inventory, you will see that you have 255 senzu beans. If you visit Yajirobe, you will be able to collect infinite Senzu beans like the same way that you collect cookies from Mrs. Brief.

### 9.0 The Computer

You can collect data or information of various objects by activating the Scouter mode and use the L button to analyse objects that are around you. You will get analysis about their stats (HP, STR, POW, END) and a short description on their background.

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### 9.1 Characters & Non-Playable Characters (NPC)

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This is the list of characters and NPC you could encounter in the game. Characters or NPC marked with an asterisk (\*) are missable if you do not scout for their bio data when you first meet them.

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001 Goku

Playable Character

Goku is a Saiyan from the planet Vegeta that was stranded on Earth. He is an all-around good guy who often saves the Earth.

1st Appearance:

Snake Way (Chapter 1)

002 King Kai NPC

This guardian of the North Galaxy is known as one of the greatest martial arts trainers at the universe and his corny sense of humor.

Location(s):

Snake Way (Chapter 1), King Kai's Planet

003 Gregory\* NPC

Gregory is a talking cricket who hangs out with King Kai.

Location(s):

Snake Way (Chapter 1)

004 Bubbles NPC

Bubbles is an ape who hangs out with King Kai.

Snake Way (Chapter 1), Cave of Ancients (Chapter 11) 005 Soul NPC This is a spirit that lives in the Other World. Location(s): Yemma's Office, HFIL (Chapter 8), Snakeway (Chapter 8) 006 Yemma's Assistant NPC This assistant helps King Yemma usher souls into the Other World Location(s): Yemma's Office 007 King Yemma NPC King Yemma is a giant ogre who guards the entrance to the Other World. Location(s): Yemma's Office 008 West Kai\* NPC This guardian of the West Galaxy has a fierce rivalry with With King Kai. Location(s): Other World Stadium (Chapter 1) - During your battle against Pikkon in the Other World Stadium, it is possible to scout on the West Kai. 009 Alien Announcer\* NPC This fungus ailen is well known as the announcer of the Other World. Location(s): Other World Stadium (Chapter 1) - During your battle against Pikkon in the Other World Stadium, it is possible to scout on the Alien Announcer. 010 Gohan Playable Character Gohan is the son of Goku and Chi-Chi. He is half human and half Saiyan. Gohan defeated Cell in the Cell Games. Location(s): Goku's House (Chapter 2) 011 Chi-Chi NPC Chi-Chi is Goku's wife and Gohan and Goten's mother. She is the daughter of the Ox-King. Location(s): Goku's House (Chapter 2), World Tournament Stage (Chapter 3) 012 Goten Playable Character Goten is the son of Goku and Chi-Chi. Despite his young age, he's one of the most powerful fighters in the universe.

1st Appearance:

Goku's House (Chapter 2)

013 Human NPC

The Capsule Corporation database has no information on this person

Location(s)

Hercule City, West City, Nataday Village, Papaya Island

014 Scientist NPC

A man of science!

Location(s)

Orange Star High School, Capsule Corporation, Kyodai Pyramid

015 Erasa\* NPC

Erasa attends high school with Gohan at Orange Star High School.

Location(s)

Orange Star High School (Chapter 2)

- She is a missable character as she will disappear after Chapter 2 ends.

016 Sharpner NPC

Sharpner attends Orange Star High School with Gohan.

Location(s)

Orange Star High School (Chapter 2)

- You will find him at the stadium of Orange High School after Gohan has helped Videl to defeat those thugs in his Gt. Saiyaman Oufit.

017 Mrs. Brief NPC

Mrs. Brief is Dr. Brief's wife, and Bulma's mother.

Location(s)

Capsule Corporation (Chapter 2 onwards)

018 Bulma NPC

Bulma Brief is the daughter of the founder and president of the Capsule Corporation, Dr. Brief. Bulma has many invention patents in her name, most notably the Dragon Radar. Bulma is often involved in Goku's adventures and is married to Vegeta.

Location(s)

Bulma's House (except for Chapter 11), World Tournament

019 Dr. Brief

Dr. Brief is the president of the Capsule Corporation, and Bulma's father.

Capsule Coproration - Dr Brief's Lab (Chapter 2 onwards)

020 Chobi\*

Chobi is a dinosaur who is friends with Gohan's family.

Location(s)

Hercule City - Musaka Circus (Chapter 2)

- You can scan for his bio data before you get close to the crowd who is surrounding the circus after Gohan has help Videl to rescue the Mayor. You got a second chance before you rescue it at the Musaka Circus.

021 Musaka\* NPC

Musaka is the ringmaster of Musaka Circus

Location(s)

Hercule City (Chapter 2)

- You can scan for his bio data before you get close to the crowd who is surrounding the circus after Gohan has help Videl to rescue the Mayor.

022 Mr. Popo NPC

Mr. Popo is Dende's right hand man. He has lived on Kami's Lookout for countless ages.

Location(s)

Kami's Lookout

023 Dende NPC

Dende is the Guardian of Earth and an alien from the planet Namek.

Location(s)

Kami's Lookout

024 Piccolo NPC

Once an evil villian, Piccolo has seen the error of his ways and is now one of Earth's greatest heroes. Piccolo is an alien from the planet Namek.

Location(s)

Kami's Lookout, Papaya Island (Chapter 4)

025 Krillin NPC

Krillin is an old friend of Goku's. They trained together under Master Roshi. Krillin is married to Android #18

Location(s)

Roshi's Island, Papaya Island (Chapter 4)

026 Android #18 NPC

Once Dr. Gero's evil Android, she has now changed her ways and fights

for the good guys. Is married to Krillin.

Location(s)

Roshi's Island, Papaya Island (Chapter 4)

027 Marron NPC

Marron is the daughter of Krillin and Android #18

one of the most powerful fighters in the universe.

Location(s)

Roshi's Island, Papaya Island (Chapter 4)

028 Master Roshi NPC

Master Roshi is a master of martial arts who trained Goku and Krillin. He is also known as the Turtle Hermit.

Location(s)

Roshi's Island

029 Trunks Playable Character

Trunks is the son of Vegeta and Bulma. Despite his young age, he's

1st Appearance:

Bulma's House (Chapter 2)

030 Vegeta Playable Character

Vegeta was the prince of the Planet Vegeta before it was destroyed by Frieza. Although he was once a villian, he usually fights for Z-Fighters now

1st Appearance:

Bulma's House (Chapter 2)

031 Puar\* NPC

Puar is a shapeshiting cat and a constant companion of Yamcha

Location(s)

Papaya Island (Chapter 3)

- You can get his biodata before Trunks & Gohan registers for the World Tournament.

032 Yamcha\* NPC

Yamcha was once known as the dreaded Desert Bandit of Diablo Desert. He's now one of good guys.

Location(s)

Papaya Island (Chapter 3)

- You can get his biodata before Trunks & Gohan registers for the World Tournament.

032 Oolong\*

Oolong is a friend of the Z-Fighters. He has the power to shapeshift.

Papaya Island (Chapter 3)

- You can get his biodata before Trunks & Gohan registers for the World Tournament.

033 Ox King NPC

Ox King is the father of Chi-Chi

Location(s)

Papaya Island (Chapter 3), Goku's House (Chapter 11)

034 Videl\*

Playable Character

The crimefighting daughter of Hercule. She attends Orange Star High School with Gohan.

Location(s)

Papaya Island (Chapter 3)

- You can play her temporarily during her match in the World Tournament. But after the battle is over, you do not have any chances to use the scouter on her.

035 Announcer\* NPC

This Announcer has been annoucing Martial Arts Tournament since back when Goku was a kid!

Location(s)

Papaya Island (Chapter 3)

- Once Chapter 3 is over he will also disappear...

036 Monk

One of the monks in charge of running the World Tournament.

Location(s)

Papaya Island

037 Jewl\*

Jewl is a popular martial artist

Location(s)

Papaya Island (Chapter 3)

- Make sure you scout for the data in the room where you find all the challengers before reporting to the Monk that you are ready.

038 Killa\* NPC

Killa is a martial artist

Location(s)

Papaya Island (Chapter 3)

- Make sure you scout for the data in the room where you find all the challengers before reporting to the Monk that you are ready.

039 Pintar NPC

Pintar is a martial artist

Papaya Island (Chapter 3)

- Make sure you scout for the data in the room where you find all the challengers before reporting to the Monk that you are ready.

040 Kibito\*

Kibito is the body guard of the Supreme Kai.

Location(s)

Papaya Island (Chapter 3), Planet of Kais (Chapter 8)

- After Gohan will remove the Z Sword from the ground, you cannot scout his biodata.

040 Supreme Kai\*

NPC

The Supreme Kai is the highest ranking Guardian of the universe.

Location(s)

Papaya Island (Chapter 3), Planet of Kais (Chapter 8)

- After Gohan will remove the Z Sword from the ground, you cannot scout his biodata.

041 Yajirobe NPC

Yajirobe is a friend of the Z-Fighters. Although he carries a sword, he rarely uses it.

Location(s)

Korin's Tower

042 Korin NPC

Korin is a wise martial artist cat who lives at the top of Korin's tower.

Location(s)

Korin's Tower

043 Emperor Pilaf\*

NPC

The bumbling Pilaf has tried to take over the world many times, but is usually foiled by Goku.

Location(s)

Pilaf's Castle

044 Village Priest

NPC

The head shaman of Nataday Village

Location(s)

Nataday Village

045 Gotenks Playable Character

Gotenks is the fusion of Goten and Trunks using the Metamorese Art of Fusion

You will be able to play as him after you have successfully perform the fusion for the first time after Goku has depart for the Other World in Chapter 7.

046 Gogeta

Secret Character

Gogeta is the fusion of Goku and Vegeta using Metamorese Art of Fusion.

Location(s)

You will be able to play as him during the battle against Super Janemeba at HFIL in Chapter 8. Once you have collected all 25 Hercule Exhibits and 15 Z-Fighter Exhibits, you will be able to use him as a secret character.

047 Vegito

Playable Character

Vegito is the fusion fo Goku and Vegeta using the magic Potara Earrings

Location(s)

You will be able to play as him against Super Buu (with Gohan absorbed) at Barren Wastelands in Chapter 10. However once the battle is over, you cannot longer use this character for the future battles.

048 Grand Kai NPC

The Grand Kai is one of the Guardians of the universe and of the Other World. He is also a legendary martial artist.

Location(s)

Grand Kai's Planet (Chapter 11 - after defeating Kid Buu)

049 Baba

Baba is a fortune teller who sometimes acts as an emmisary between the physical world and Other World. She is also Master Roshi's sister.

Location(s)

Yemma's Office (Chapter 11 - after defeating Kid Buu)

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That's all for playable and non-playable characters!

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# 9.2 Enemies

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This is the enemies bestiary which contains their HP, STR, POW and END stats. I have also included the list of possible items that they dropped upon defeating them. Enemies that are marked with an asterisk (\*) are are missable scouting objects.

This is a martial artist from the Other World.

- Grand Kai's Planet Drop: Miso Soup, White Belt 115 STR: 10 POW: 10 END: 18 002 Criminal HP: A known criminal wanted on several counts of chicanery and multiple counts of shenanigans. Location(s) - East District 439 - Musaka Circus (Stolen Airship, Rogue Submarine - Level 50 to 75) Drop: Milk, Miso Soup, Quartz Amulet 003 Gunman HP: 130 STR: 12 POW: 13 END: 19 A known criminal wanted on several counts of mischief and multiple counts of high jinks. Location(s) - East District 439 - Musaka Circus (Stolen Airship, Rogue Submarine - Level 50 to 75) Drop: Milk, Rice Ball, Miso Soup 125 STR: 9 POW: 14 END: 004 Bomber HP: A bomber armed with dangerous explosives. Approach with extreme caution. Location(s) - East District 439 - Musaka Circus (Stolen Airship, Rogue Submarine - Level 50 to 75) Drop: Miso Soup, Milk HP: 160 STR: 0 POW: 21 END: 20 005 Mercenary A ruthless soldier of fortune. Armed with rocket propelled grenades. Location(s) - East District 439 - Musaka Circus (Stolen Airship, Rogue Submarine - Level 50 to 75) Drop: Miso Soup, Milk, Rice Ball, Dirty Shirt

006 Thug HP: 340 STR: 24 POW: 0 END: 25

These tough guys have more muscles than brains.

#### Location(s)

- Musaka Circus

(Stolen Airship, Rogue Submarine - Level 50 to 75)

### Drop:

Miso Soup, Milk, Rice Ball

007 Tank HP: 576 STR: 13 POW: 30 END: 75

Battle tanks are fully armored in 2 inch plates of geromantium. These tanks are armed with a 120mm cannon.

## Location(s)

- Musaka Circus (after rescuing Chobi)

### Drop:

Rice Ball, Miso Soup, Vanillia Soda

008 Majin Fighter HP: 500 STR: 18 POW: 0 END: 31

A martial artist who has been converted over to Babidi's side.

## Location(s)

- Southwest Forest (Goku Lv70 Gate)
- Babidi's Ship (Chapter 4)

# Drop:

Green Belt, Rice Ball, 2 Ton Armbands, Tea, Dirty Gloves, Dirty Shirt, Monocle, Dirty Tabi, 2 Ton Shoes, Demon Mask

One of Babidi's Majin Henchmen from an unknown alien species.

## Location(s)

- Southwest Forest (Goku Lv70 Gate)
- Babidi's Ship (Chapter 4)

## Drop:

Soda, Tea, Demon Mask, Snorkel, Chicken Leg, Reflective Gloves, Sneakers, Hamburger, Yellow Belt, Monocle

A robot with thick geromantium armor that makes it invulnerable to most conventional attacks.

- Airship (Chapter 6)
- Southwest Forest (Goku Lv70 Gate)
- Babidi's Ship (Chapter 4)
- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)
- Northern Wilderness, Volcano (Goten LV100)

Drop:

Dirty Cape, Onigiri, Monocle, Demon Mask, Hamburger

These advanced megawatt class chemical laser guns are quite dangerous.

Location(s)

- Babidi's Ship (Chapter 4)
- Airship (Chapter 6)

Drop:

Reflective Gloves, Tea, Soda, Chicken Leg, Hamburger, 2 Ton Boots, Yellow Belt, Dirty Tabi, 2 Ton Armbands

012 Majin Shield Soldier HP: 1000 STR: 0 POW: 28 END: 50

This Majin Soldier will block your attacks with his shield.

Location(s)

- Babidi's Ship (Chapter 4)

Drop:

Chicken Leg, Hamburger, Dirty Gloves, Vanilla Soda, Reflective Gloves, Snorkel, Rabbit's Foot

A known criminal wanted on several counts of chicanery and multiple counts of shenanigans.

Location(s)

- Thieves Den (Trunks LV80)
- Diablo Desert, Diablo Desert Express (Goten LV80)
- Pilaf's Castle (Trunks LV80)
- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)

(Stolen Airship, Rogue Submarine - Level 76 to 100)

Drop:

Sapphire Amulet, Soda, Monocle, Sneaker, Vanilla Soda, Tea, Yellow Belt, Bandana\*

\* Bandana is dropped only when you encounter it on Stolen Airship

A bomber armed with dangerous explosives. Approach with extreme caution.

Location(s)

- Thieves Den (Trunks LV80)
- Diablo Desert, Diablo Desert Express (Goten LV80)
- Pilaf's Castle (Trunks LV80)
- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)

(Stolen Airship, Rogue Submarine - Level 76 to 100)

Drop:

Cherry Soda, Chicken Leg, Rabbit's Foot, Halloween Constume, Monocle Fancy Wardrobe, Bandana\*

\* Bandana is dropped only when you encounter it on Stolen Airship

A ruthless soldier of fortune. Armed with rocket propelled grenades.

# Location(s)

- Thieves Den (Trunks LV80)
- Diablo Desert, Diablo Desert Express (Goten LV80)
- Pilaf's Castle (Trunks LV80)

(Stolen Airship, Rogue Submarine - Level 76 to 100)

### Drop:

Snorkel, Jade Keiko, Soda, Pure Black Cape, Rabbit's Foot, Bandana\*
\* Bandana is dropped only when you encounter it on Stolen Airship

These tough guys have more muscles than brains.

### Location(s)

- Thieves Den (Trunks LV80)
- Diablo Desert, Diablo Desert Express (Goten LV80)
- Pilaf's Castle (Trunks LV80)

(Stolen Airship, Rogue Submarine - Level 76 to 100)

### Drop:

Monocle, Hamburger, Demon Mask, Onigiri, Rabbit's Foot, Dirty Tabi, Bandana\*

\* Bandana is dropped only when you encounter it on Stolen Airship

017 Sniper HP: 612 STR: 15 POW: 31 END: 36

A known criminal wanted on several counts of mischief and multiple counts of high jinks.

# Location(s)

- Thieves Den (Trunks LV80)
- Diablo Desert, Diablo Desert Express (Goten LV80)
- Pilaf's Castle (Trunks LV80)
- Diablo Desert (Gohan LV100)

### Drop:

Demon Mask, Hare's Foot, 2 Ton Boots, Skull Ring, Soda, Chicken Leg, Hamburger

018 Juggernaut HP: 1552 STR: 29 POW: 60 END: 125

Battle tanks are fully armored in 2 inch plates of geromantium. These tanks are armed with a 120mm cannon.

- Thieves Den (Trunks LV80)
- Diablo Desert (Goten LV80)
- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)

Drop: Hamburger, Chicken Leg, Root Beer 019 Mummy HP: 784 STR: 24 POW: 20 END: From the ancient sands of time these mummies awaken to curse the living. Location(s) - Diablo Desert (Goten LV80) - Kyodai Pyramid (Trunks LV80) - Kyodai Pyramid (Gohan LV120) - Kyodai Pyramid (Vegeta LV155) Yellow Belt, Snorkel, Tea, Monocle, Halloween Costume, Burger, 2 Ton Boots, Demon Mask 750 STR: 15 POW: 0 END: 32 020 Ghost HP: These spirits come from the Other World to haunt the living. Location(s) - Pilaf's Castle (Trunks LV80) - Kyodai Pyramid (Trunks LV80) Drop: Soda, 2 Ton Boots, 2 Ton Armbands, Burger, Chicken Leg 021 Skeleton 775 STR: 21 POW: 0 END: 39 HP: The bones of the dead are animated by an unseen force. Location(s) - Pilaf's Castle (Trunks LV80) - Kyodai Pyramid (Trunks LV80) Drop: N/A 750 STR: 0 POW: 10 END: 38 022 Vampire HP: These undead monster thrive off the blood of the living Location(s) - Pilaf's Castle (Trunks LV80) Jade Keiko, Chicken Leg, Hamburger, 2 Ton Armband, Soda 875 STR: 22 POW: 26 END: 023 Cyborg\* HP: Half man... Half machine... All deadly. Location(s) - Airship (Chapter 6)

Pure Black Cape, Cherry Soda, 10 Ton Armbands, Jade Keiko, Rabbit's

Foot, Talisman of Light

024 Bio Mech\* HP: 2175 STR: 29 POW: 0 END: 47

Watch out for this Cyborg's killer claw!

Location(s)

- Airship (Chapter 6)

Drop:

Vanilla Soda, Cherry Soda, Curry Plate, 10 Ton Boots

This cyborg transforms into a metal ball

Location(s)

- Airship (Chapter 6)

Drop:

Onigiri

026 Ninja HP: 585 STR: 20 POW: 23 END: 25

A ninja. These warriors value stealth and subterfuge. Some ninja use their ninjutsu skills for assasination and thieving.

Location(s)

- Ninja Stronghold (Goten LV80)
- Ninja Stronghold (Trunks LV110)
- Ninja Stronghold (Goku LV135)

Drop:

Tea, Hamburger, Demon Mask, Chicken Leg, Sneakers, 2 Ton Boots, Vanilla Soda, Soda, 2 Ton Armbands

027 Samurai HP: 2175 STR: 22 POW: 0 END: 38

Although many of these ancient warriors live by the code of the Bushido, they should be considered highly dangerous. Samurai are known for their devastating sword attacks.

Location(s)

- Ninja Stronghold (Goten LV80)
- Ninja Stronghold (Trunks LV110)
- Ninja Stronghold (Goku LV135)

Drop:

Soda, Vanilla Soda, Onigiri, Hamburger, Dirty Gloves

028 Phantom HP: 940 STR: 17 POW: 0 END: 51

These spirits come from the Other World to haunt the living.

Location(s)

- Northern Wilderness (Goten LV100)
- Pilaf's Castle (Goten LV100)
- Kyodai Pyramid (Gohan Level 120)

Drop:

Onigiri, Cherry Soda, Skull Ring, Sneakers

029 Elite Majin Fighter HP: 1250 STR: 33 POW: 0 END:

51

A martial artist who has been converted over to Babidi's side

# Location(s)

- Northern Wilderness (Goten LV100)
- Southwest Forest (Goku LV100, Vegeta LV120)

#### Drop:

Curry Plate, Rhinestone Sunglasses, Cherry Soda, Alligator Loafers, Onigiri, Dirty Gi

030 Elite Majin Soldier HP: 1380 STR: 0 POW: 45 END: 54

One of Babidi's Majin Henchmen from an unknown alien species

#### Location(s)

- Northern Wilderness (Goten LV100)
- Southwest Forest (Goku LV100, Vegeta LV120)

### Drop:

Onigiri, Talisman of Light, Cherry Soda, Polka-Dot Kazoo, Root Beer

031 Shinobi HP: 1585 STR: 44 POW: 58 END: 50

A ninja. These warriors value stealth and subterfuge. Some ninja use their ninjutsu skills for Assasination and thieving.

### Location(s)

- Northern Wilderness (Goten LV100)
- Ninja Stronghold (Trunks LV110)

# Drop:

Dirty Gi, Curry Plate, 20 Tons Boots, Polka-Dot Kazoo, Root Beer, Super Cape, Brute Coat, Steak, Alligator Loafers, Primordial Twisty-Straw

032 Ghoul\* HP: 1495 STR: 36 POW: 0 END: 36

When there is no more room in H.F.I.L the dead will walk the Earth.

# Location(s)

- Northern Wilderness (Goten LV100)
- Pilaf's Castle (Goten LV100)
- Southwest Forest (Goku LV100, Vegeta LV120)

### Drop:

Hamburger, Demon Mask, Soda, Cherry Soda, Onigiri, Rabbit's Foot, Hallooween Costume, Vanilla Soda, Dirty Gi, Super Cape

033 Rapscallion HP: 1425 STR: 45 POW: 0 END: 55

A known criminal wanted on several counts of chicanery and multiple counts of shenanigans.

- Northern Wilderness (Goten LV100)
- Diablo Desert, Diablo Desert Express (Gohan LV100)

- Pilaf's Castle (Goten LV100)
- Diablo Desert, Diablo Desert Express (Trunks LV135)

(Stolen Airship, Rogue Submarine - Level 101 onwards)

#### Drop:

Root Beer, Polka-Dot Kazoo, Ruby Amulet, Primordial Twisty-Straw, Alligator Loafers, Pure Black Cape, Rhinestone Sunglasses, Magician's Gloves, Curry Plate, Steak, Turkey, Bandana\*

\* Bandana is dropped only when you encounter it on Stolen Airship

A bomber armed with dangerous explosives. Approach with extreme caution.

## Location(s)

- Northern Wilderness (Goten LV100)
- Diablo Desert Express (Gohan LV100)
- Pilaf's Castle (Goten LV100)
- Diablo Desert, Diablo Desert Express (Trunks LV135)

(Stolen Airship, Rogue Submarine - Level 101 onwards)

#### Drop:

Onigiri, Alligator Loafers, Steak, Root Beer, Bandana\*

\* Bandana is dropped only when you encounter it on Stolen Airship

035 Vlad HP: 1340 STR: 0 POW: 17 END: 53

These undead monster thrive off the blood of the living

# Location(s)

- Northern Wilderness, Volcano (Goten LV100)
- Pilaf's Castle (Goten LV100)

# Drop:

Curry Plate, Onigiri, Do-Maru of Sahdows, Alligator Loafers, Magician's Gloves, Cherry Soda, Root Beer

036 Knight Destroyer HP: 5656 STR: 45 POW: 0 END: 62

The Destroyer's nastier, stronger and meaner older brother.

## Location(s)

- Northern Wilderness, Volcano (Goten LV100)
- Pilaf's Castle (Goten LV100)

# Drop

20 Ton Boots, Hercule-ade, Curry Plate, Root Beer, Polka-Dot Kazoo

037 Assasin HP: 1645 STR: 25 POW: 54 END: 50

A known criminal wanted on several counts of mischief and multiple counts of high jinks.

- Northern Wilderness (Goten LV100)
- Diablo Desert, Diablo Desert Express (Gohan LV100)

- Pilaf's Castle (Goten LV100) - Diablo Desert (Trunks LV135) Drop:

Root Beer, Alligator Loafers, Cherry Soda, Curry Plate

038 Marauder 1685 STR: 0 POW: 75 END: HP:

A ruthless soldier of fortune. Armed with rocket propelled grenades

### Location(s)

- Northern Wilderness (Goten LV100)
- Diablo Desert Express (Gohan LV100)
- Pilaf's Castle (Goten LV100)

(Stolen Airship, Rogue Submarine - Level 101 onwards)

### Drop:

Steak, Cherry Soda, Bandana\*

\* Bandana is dropped only when you encounter it on Stolen Airship

039 Bruiser HP: 6690 STR: 58 POW: 0 END: 65

These tough guys have more muscles than brains.

### Location(s)

- Volcano (Goten LV100)
- Pilaf's Castle (Goten LV100)
- Diablo Desert, Diablo Desert Express (Gohan LV100)

(Stolen Airship, Rogue Submarine - Level 101 onwards)

# Drop:

Curry Plate, Steak, Polka-Dot Kazoo, Crystal Pendant, Flippers, Bandana\*

 $^{\star}$  Bandana is dropped only when you encounter it on Stolen Airship

040 Bones 1015 STR: 18 POW: 0 END: 45 HP:

The bones of the dead are animated by an unseen force.

# Location(s)

- Volcano (Goten LV100)
- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)

### Drop:

N/A

041 Cursed One HP: 2062 STR: 0 POW: 37 END:

From the ancient sands of time these mummies awaken to curse the living

- Volcano (Goten LV100)
- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)
- Kyodai Pyramid (Gohan LV120)

Drop:

Polka-Dot Kazoo, 20 Ton Armbands, Cherry Soda, Onigiri, Super Cape, Brute Coat

042 Ronin HP: 1765 STR: 47 POW: 0 END: 50

Although many of these ancient warriors live by the code of the Bushido, they should be considered highly dangerous. Samurai are known for their devastating sword attacks.

### Location(s)

- Volcano (Goten LV100)
- Ninja Stronghold (Trunks LV110)
- Ninja Stronghold (Goku LV135)

### Drop:

Steak, Root Beer, Curry Plate, Cherry Soda, Rhinestone Sunglasses

043 Living Dead HP: 2260 STR: 43 POW: 0 END: 50

When there is no more in H.F.I.L. the dead will walk the Earth

## Location(s)

- H.F.I.L
- Northern Wilderness, Volcano (Gotenks LV140)
- Ninja Stronghold (Goku LV135)

### Drop:

Stylish Haori, Steak, Root Beer, Hercule-ade, Dirty Gauntlet, Crystal Pendant, 20 Ton Boots

These spirits come from the Other World to haunt the living.

# Location(s)

- H.F.I.L
- Ninja Stronghold (Trunks LV110)
- Pilaf's Castle (Vegeta LV155)

# Drop:

Armor of Light, Rhinestone Sunglasses, Steak, Crystal Pendant, 20 Ton Boots, Magician's Gloves, Turkey

These undead monster thrive off the blood of the living

### Location(s)

- H.F.I.L
- Northern Wilderness, Volcano (Gotenks LV140)
- Southwest Forest (Gotenks LV140)

### Drop:

Crystal Pendant, Turkey, 20 Ton Boots, Hercule-ade, Silvery Boots, Flippers

046 Lich HP: 2500 STR: 46 POW: 0 END: 50

The bones of the dead are animated by an unseen force.

- H.F.I.L
- Northern Wilderness, Volcano (Gotenks LV140)

### Drop:

N/A

047 Annihilator HP: 4768 STR: 37 POW: 70 END: 50

A robot with thick geromantium armor that makes it invulnerable to most conventional attacks.

### Location(s)

- H.F.I.L
- Southwest Forest (Goku LV100)

# Drop:

Steak

048 Death Machine HP: 12248 STR: 50 POW: 90 END: 70

A robot with thick geromantium armor that makes it invulnerable to most conventional attacks.

### Location(s)

- Barren Wasteland
- Diablo Desert, Diablo Desert Express (Trunks LV135)
- East District 439 (Gohan LV140)
- Volcano (Gotenks LV140)
- Southwest Forest (Gotenks LV140, Vegeta LV140)
- Pilaf's Castle (Goten LV145)

### Drop

Super Elixir, Elixir, 100 Ton Armbands, Eldritch Cameo, Wet Suit, Super Boots, Dirty Belt, Prototype Energy Gloves

049 Hyper Cyborg HP: 6225 STR: 58 POW: 79 END: 92

Half man... Half machine... All deadly.

# Location(s)

- Barren Wasteland
- Airship (Chapter 11)
- Diablo Desert Express (Trunks LV135)
- East District 439 (Gohan LV140)
- Kyodai Pyramid (Vegeta LV155)
- Northern Wilderness, Volcano (Gohan LV160)

# Drop:

Turkey, Shock Boots, Four-Leaf Clover, Power Gauntlets, Three Course Meal, Elixir, Prototype Energy Gloves, Expensive Wristwatch, Shock Boots, Prototype Space Armor, Rhinestone Leisure Suit, Eldritch Cameo, 100 Ton Boots

The Destroyer's nastier, stronger and meaner older brother.

- Barren Wasteland
- Ninja Stronghold (Goku LV135)
- East District 439 (Gohan LV140)
- Northern Wilderness, Volcano (Gotenks LV140)
- Southwest Forest (Gotenks LV140)
- Pilaf's Castle (Goten LV145)
- Airship (Chapter 11)

#### Drop:

Three-Course Meal, Turkey, Pyrite Armor, Elixir, Prototype Space Armor, Stylish Haori, Four-leaf Clover

051 Power Mechanoid HP: 10521 STR: 82 POW: 0 END: 115

This cyborg transforms into a metal ball.

# Location(s)

- Barren Wasteland
- Airship (Chapter 11)
- Diablo Desert Express (Trunks LV135)
- Pilaf's Castle (Goten LV145)
- Kyodai Pyramid (Vegeta LV155)
- Northern Wilderness, Volcano (Gohan LV160)

### Drop:

Dinosaur Tail, Super Elixir, Elixir, Dinosaur Milk, Crystal Gauntlets

052 Blood Cell HP: 3085 STR: 55 POW: 0 END: 35

The Blood Cells in Buu's imune system don't like intruders.

### Location(s)

- Inside Buu - Stomach, Intestines (Chapter 10)

# Drop:

Dinosaur Tail, Three Course Meal, Super Elixir, Wet Suit

053 Blister HP: 18530 STR: 0 POW: 0 END: 75

This blister creates enzymes

# Location(s)

- Inside Buu - Stomach (Chapter 10)

### Drop:

Dinosaur Milk, Super Elixir, "Z" Armor, Super Elixir, Crystal Gauntlets, Winged Sandals, Dinosaur Tail, Soccer Cleats, Saiyan Gloves, Saiyan Boots, "BAD MAN" Shirt, Saiyan Armor

054 Enzyme HP: 5420 STR: 25 POW: 0 END: 25

Enzymes assist Buu in digestion.

### Location(s)

- Inside Buu - Stomach (Chapter 10)

### Drop:

N/A

056 Worm Body HP: 5170 STR: 35 POW: 0 END: 58

These worms live inside Buu's digestive system.

Location(s)

- Inside Buu - Stomach (Chapter 10)

Drop:

Three Course Meal, Dinosaur Tail, Super Elixir, Wet Suit, Dinosaur Milk, Crystal Gauntlets

057 Worm Head HP: 7238 STR: 35 POW: 0 END: 58

These worms live inside Buu's digestive system.

Location(s)

Inside Buu - Stomach (Chapter 10)

Drop:

Three Course Meal, Dinosaur Tail, Super Elixir, Wet Suit, Dinosaur Milk, Crystal Gauntlets

These worms live inside Buu's digestive system.

Location(s)

- Inside Buu - Stomach (Chapter 10)

Drop:

Three Course Meal, Dinosaur Tail, Super Elixir, Wet Suit, Dinosaur Milk, Crystal Gauntlets

059 Elite Shield Soldier HP: 2100 STR: 0 POW: 45 END: 65

This Majin Soldier will block your attacks with his shield.

Location(s)

- Southwest Forest (Goku LV100, Vegeta LV120)

Drop:

Brute Coat, Steak

060 Shadow Warrior HP: 5150 STR: 63 POW: 85 END: 55

A ninja. These warriors value stealth and subterfuge. Some ninja use their ninjutsu skills for Assasination and thieving.

Location(s)

- East District 439 (Gohan LV140)
- Northern Wilderness, Volcano (Gotenks LV140)
- Ninja Stronghold (Goku LV135)
- Pilaf's Castle (Goten LV145)

Drop:

Expensive Wristwatch, Elixir, Hercule-ade, Turkey, Dirty Armor, Vampire Cape

Although many of these ancient warriors live by the code of the Bushido, they should be considered highly dangerous. Samurai are known for their devastating sword attacks.

#### Location(s)

- Ninja Stronghold (Trunks LV110)
- Ninja Stronghold (Goku LV135)
- East District 439 (Gohan LV140)
- Northern Wilderness, Volcano (Gotenks LV140)
- Southwest Forest (Gotenks LV140, Vegeta LV140)
- Pilaf's Castle (Goten LV145)

#### Drop:

Turkey, Elixir, Crisis Ring, Armor of Light, Force Suit, Black Belt, Rhinestone Leisure Suit, Prototype Space Armor, Vampire Cape, 100 Ton Armbands

From the ancient sands of time these mummies awaken to curse the living.

### Location(s)

- Kyodai Pyramid (Gohan LV120)
- Diablo Desert (Trunks LV135)
- East District 439 (Gohan LV140)
- Kyodai Pyramid (Vegeta LV155)

#### Drop:

Hercule-ade, Elixir, Dirty Gauntlets, Alligator Loafers, Four-Leaf Clover, 100 Ton Armbands, Turkey, 100 Ton Boots, Elixir

063 Ultra Bio Mech HP: 8945 STR: 75 POW: 0 END: 80

Watch out for this Cyborg's killer claw!

# Location(s)

- Airship (Chapter 11)
- Barren Wasteland
- Diablo Desert Express (Trunks LV135)
- East District 439 (Gohan LV140)
- Kyodai Pyramid (Vegeta LV155)
- Northern Wilderness, Volcano (Gohan LV160)

### Drop:

100 Ton Armbands, Dirty Belt, Expensive Wristwatch, Wet Suit, Elixir, Super Elixir

064 Shadow Colossus HP: 27824 STR: 130 POW: 0 END: 115

The Destroyer's nastier, stronger and meaner older brother.

# Location(s)

- Airship (Chapter 11)
- Barren Wasteland (Chapter 11)
- Kyodai Pyramid (Vegeta LV155)
- Northern Wilderness, Volcano, Volcano Summit (Gohan LV160)

### Drop:

Geromantis Gloves, Dinosaur Milk, Soccer Cleats

065 Grand Mechanoid HP: 5775 STR: 56 POW: 0 END: 51

This cyborg transforms into a metal ball.

Location(s)

- Diablo Desert Express (Gohan LV100)

- Diablo Desert, Diablo Desert Express (Trunks LV135)

Drop:

Dirty Shoes, Hercule-ade

066 War Machine HP: 8280 STR: 51 POW: 90 END: 75

Battle tanks are fully armored in 2 inch plates of geromantium. These tanks are armed with a 120mm cannon.

Location(s)

- Diablo Desert (Trunks LV135)

- Northern Wilderness (Gotenks LV140)

Drop:

100 Ton Armbands, Elixir

067 Super Majin Fighter HP: 5955 STR: 65 POW: 0 END: 63

A martial artist who has been converted over to Babidi's side.

Location(s)

- Kyodai Pyramid (Gohan LV120)

- Southwest Forest (Gotenks LV140, Vegeta LV140)

Drop:

Elixir, Steak, Dirty Armor, Turkey

068 Super Majin Soldier HP: 6250 STR: 0 POW: 110 END: 75

One of Babidi's Majin Henchman from an unknown alien species.

Location(s)

- Kyodai Pyramid (Gohan LV120)

- Southwest Forest (Gotenks LV140, Vegeta LV140)

Drop:

Turkey, Dirty Gauntlets, Alligator Loafers, Flippers, 100 Ton Boots

069 Super Shield Soldier HP: 7200 STR: 0 POW: 110 END: 85

The Majin Soldier will block your attacks with his shield.

Location(s)

- Kyodai Pyramid (Gohan LV120)

- Southwest Forest (Gotenks LV140)

Drop:

Turkey

070 Ion Cannon HP: 1475 STR: 0 POW: 62 END: 56

These advanced megawatt class chemical laser guns are quite dangerous.

Locttion(s) - Pilaf's Castle (Goten LV100) Drop: Brute Coat 071 Atomizer HP: 6750 STR: 0 POW: 105 END: 58 These advanced megawatt class chemical laser guns are quite dangerous. Location(s) - Pilaf's Castle (Goten LV145) - Airship (Chapter 11) Drop: Elixir, Super Elixir, Hercule-ade That's all the enemies! Bosses Most bosses are missable once you have defeat them, so make sure you use your scouter to get their bio-data. 001 Olibu\* HP: 565 STR: 13 POW: 0 END: 21 Olibu is an Other World fighter, originally from Earth. Many of the Earth's legends are based off him. Location(s) Grand Kai's Planet (Chapter 1) 950 STR: 14 POW: 14 END: 30 002 Pikkon\* HP: A powerful and respected ailen warrior in the Other World Location(s) Other World Stadium (Chapter 1), HFIL (Chapter 8) 003 Hercule 20 STR: 5 POW: 5 END: 5 HP: The World Champion of Martial Arts. The world believes he was the one who defeated Cell, even though it was really Gohan. Although a powerful martial artist on his own right, he is no match for the Z-Fighters powers. Location(s) Papaya Island (Chapter 3) - You can play as him temporarily at the start of Chapter 8, which involves no battles... 004 Idasa\* HP: 1320 STR: 13 POW: 0 END:

Location(s)

various junior martial arts tournaments.

An elementary school student who has made a name for himself in

Papaya Island (Chapter 3)

- You can scout for his data when you are fighting him as Trunks.

004 Shopovich\* HP: 225 STR: 15 POW: 0 END: 25

This martial artist fought against Hercule in the 24th World Tournament. There appears to be something strange about him...

Location(s)

Papaya Island (Chaper 3)

005 Yamu\* HP: 1476 STR: 20 POW: 0 END: 23

There appears to be something strange about this martial artist.

Location(s)

Papaya Island (Chapter 3)

006 Puipui\* HP: 50 STR: 15 POW: 15 END: 10

Pui Pui is an ailen from the planet Zoon and also a henchman of Babidi.

Location(s)

Babidi's Ship (Chapter 4)

007 Yakon\* HP: 1725 STR: 20 POW: 68 END: 41

A notorious monster from the alien planet of darkness. Has the power to absorb energy.

Location(s)

Babidi's Ship (Chapter 4)

008 Mini-Yakon\* HP: 850 STR: 20 POW: 16 END: 38

These aliens are like miniature versions of Yakon.

Location(s)

Babidi's Ship (Chapter 4)

- These miniature versions of Yakon will only appear if Yakon has gone hiding inside the cave.

Drop: Vanilia Soda, Jade Keiko, Snorkel, Hamburger

Dabura is the ruler of the Underworld. He is a henchman of Babidi.

Location(s)

Babidi's Ship (Chapter 4), Heaven (Chapter 7 onwards)

010 Majin Vegeta\* HP: 8500 STR: 22 POW: 25 END: 51

Vegeta has been taken over by Babidi's Majin powers

Location(s)

Rocky Canyon (Chapter 5)

- After you have resume control of Vegeta upon defeating Goku, the biodata will reflect under Vegeta.

011 Majin Buu\* 14640 STR: 32 POW: 38 END: HP: HP: 45000 STR: 42 POW: 38 END: 65 An evil creature created by Bibidi many ages ago. Although he is child-like, his extreme power, underdeveloped sense of right and wrong, and rubbery indestructible body make him a dangerous adversary Location(s) Giant Crater (Chapter 5), West City (Chapter 7) 012 Babidi\* HP: 4300 STR: 0 POW: 85 END: An evil wizard. Babidi is the son of Bibidi. He controls people by exploiting the evil in their hearts. Location(s) Giant Crater (Chapter 5), West City (Chapter 7) 013 Pilaf's Guardian\* HP: 10605 STR: 38 POW: 0 END: 62 The Destroyer's nastier, stronger and meaner older brother. Location(s) Pilaf's Castle (Chapter 6) Drop: Pilaf's Gloves 014 Airship Warlord\* HP: 7680 STR: 34 POW: Watch out for this Cyborg's killer claw! Location(s) Airship - Control Room (Chapter 6) 015 Ninja Boss\* 5770 STR: 36 POW: 23 END: HP:

A ninja. These warriors value stealth and subterfuge. Some ninja use their ninjutsu skills for assasination and thieving.

Location(s)

Fukurou Forest - Ninja Stronghold (Chapter 6)

016 Pharoah Totenhotep\* HP: 7320 STR: 0 POW: 26 END: 55

From the ancient sands of time these mummies awaken to curse the living.

Location(s)

Kyodai Pyramid - Totenhotep's Chamber (Chapter 6)

017 Broly\* HP: 20240 STR: 32 POW: 27 END: 70

Broly is the legendary Super Saiyan, prophesied in ancient Saiyan folklore. Once defeated by Goku, he has returned insane with rage.

Location(s)

Nataday Village - Volcano Summit

 Be careful of the hand of Janemba that travels through a dimensional portal.

Location(s)

H.F.I.L (Chapter 8)

- It will appear on every area until you have totally defeat Janemba himself.

019 Janemba\* HP: 8800 STR: 0 POW: 0 END: 56

The evil soul of an organized crime boss named Janemba has escaped and become this evil creature.

Location(s)

H.F.I.L (Chapter 8)

020 Mini-Janemba\* HP: 1475 STR: 20 POW: 0 END: 56

Janemba creates these miniature versions of himself.

Location(s)

H.F.I.L (Chapter 8)

- If you do not let Janemba to hop and create these guys, you won't get its bio data...

021 Super Janemba\* HP: 25840 STR: 47 POW: 70 END: 55

Janemba has transformed into a faster and more dangerous form.

Location(s)

H.F.I.L (Chapter 8)

022 Super Buu\* HP: 35330 STR: 50 POW: 65 END: 55

"When Majin Buu was absorbed the mysterious Evil Buu, the Evil Buu transformed into this new dangerous form."

Location(s)

Hyperbolic Time Chamber (Chapter 9), Barren Wastelands (Chapter 9), Inside Buu - Brain (Chapter 10)

023 Super Buu\* HP: 105300 STR: 55 POW: 75 END: 65

When Gotenks was absorbed by Super Buu, Super Buu transformed in this new form.

Location(s)

Barren Wastelands (Chapter 9)

024 Super Buu\* HP: 125000 STR: 60 POW: 85 END: 65

When Gohan was absorbed by Super Buu, Super Buu transformed in this new form.

Location(s)

Barren Wastelands (Chaper 10)

025 Kid Buu HP: 62501 STR: 66 POW: 110 END: 100

Although he likes a child, Kid Buu is actually the most dangerous of all Buu's many forms.

Location(s)

Planet of Kais (Chapter 11)

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## 9.2 Enemy Classes and Strategies

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As a tradition in most RPGs, enemies become stronger as you progress into the game and stronger forms of an enemy will appear to replace the weakers. Below is a breakdown of the classes, notes about their attacks and how to deal with them.

"Criminal Class"

Lvl 050-075 Criminal Lvl 076-100 Hooligan

Lvl 100 onwards Rapscallion

"A known criminal wanted on several counts of chicanery and multiple counts of shenanigans"

Criminal are enemies that has a mohawk on it heads. There are 2 variations of them. They have a simple jab attack and has the ability to guard. Just like a normal fighter.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

\_\_\_\_\_\_

"Gunman Class"

Lvl 050-075

Gunman

Lvl 076-100

Sniper

Lvl 100 onwards

Assasin

"A known criminal wanted on several counts of mischief and multiple counts of high jinks."

These enemies are one of the most verstatile enemies that you will encounter. They are able to attack with long range (with their hand rifle or short range). They are a werewolf-like enemies.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

"Bomber Class"

Lvl 050-075

Lvl 076-100

Lvl 100 onwards

Bomber Mad Bomber Grenadier

These helmet-wearing enemies will hurl bombs at you from a distance. The bomb will takes around 2 to 3 seconds before it explodes. But after a release of a bomb, he will become very vulnerable to attacks.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

"Mercenary Class"

Lvl 050-075 Lvl 076-100 Lvl 100 onwards

Mercenary Hessian Marauder

"A ruthless soldier of fortune. Armed with rocket propelled grenades."

They fire rocket missiles which travel a long distance but the speed is quite slow. But upon hitting your character, it is rather damaging if your character is low on HP.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

"Thug Class"

Lvl 050-075

Thuq

Lvl 076-100

Lvl 100 onwards

Goon

Bruiser

The description fits these tough-looking guys. They are very slowmoving but their pipe swinging attack packs a punch. They don't guard but they have a decent amount of HP. So he raises his pipe, just move away from him. Attack from range. Very dangerous to fight with when your character is low on HP. The hit-and-run strategy works extremely well against it.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

"Tank Class"

Lvl 050-075 Tank

Lvl 075-125 Juggernaut

Lvl 126 onwards War Machine

"Battle tanks are fully armored in 2 inch plates of geromantium. These tanks are armed with a 120mm cannon."

It is extremely to deal these enemy if you do not use ki-blast. It could cause an instant dead scenario when your character is trapped in between the walls and is unable to move out. It could roll over your characters like pancakes and its main cannon does an equivalent damage of a Mercenary class enemy. Plus when it explodes, it will reveal 4 crew members (a combination of Criminal class and/or Bomber class enemies)

Tank - Criminal, Bomber Juggernaut - Hooligan, Mad Bomber War Machine - Rapscallion, Grenadier

"Majin Fighter Class"

Lvl 050-075 Majin Fighter Lvl 076-125

Lvl 126 onwards

Elite Majin Fighter Super Majin Fighter

<sup>&</sup>quot;These tough guys have more muscles than brains."

"A martial artist who has been converted over to Babidi's side."

They look alike to Yamu. But they are weaker and average fighters. Their attacks are the same as the Fighters that Goku fought at Grand Kai's Planet. Just block and counter will be fine.

"Majin Soldier Class"

Lvl 050-075 Lvl 076-125 Lvl 126 onwards Majin Soldier Elite Majin Soldier Super Majin Soldier

"One of Babidi's Majin Henchmen from an unknown alien species."

Just handle them the same way you have handled the Gunman class enemies. They will fire laser beams from distance which can be nullified with your ki blast. It could guard your attacks too. Just get close to it and pummel it with your fists.

"Shield Soldier Class"

Lvl 050-075 Lvl 076-125 Lvl 126 onwards
Majin Shield Soldier Elite Shield Soldier Super Shield Soldier

"This Majin Soldier will block your attacks with his shield."

They are just Majin Soldier classes armed with Shield. The shield will take around 3 to 4 hits before you can get to fight the Soldier himself. But when you are forcing it to backstep, it is actually very vulnerable as the shield has exposed it body. Likewise, just dodge its and keep on pummelling will do the trick of defeating it.

"Destroyer Class"

Lvl 050-075 Lvl 076-125 Lvl 126 onwards
Destroyer Annihilator Death Machine

"A robot with thick geromantium armor that makes it invulnerable to most conventional attacks."

They are \*HUGE\*. But remember this basic theory. Big sized enemies are normally slow in speed. The Destroyer is capable of firing flame—thrower on its left arm (if it facing, it will be on the right). It is capable of dealing a short jab punch when it is moving forward. When it is being attacked, it seems most of the time becoming temporarily stunned. Just approach it from the target's right (avoid the flamethrower) and engage close combat to defeat it.

"Turret Class"

Lvl 050-075 Lvl 076-125 Lvl 126 onwards

Laser Turret Ion Cannon Atomizer

"These advanced megawatt class chemical laser guns are quite dangerous."  $% \begin{center} \beg$ 

The location of these enemies are fixed and the lasers are fired in the direction that the barrel of the turret is facing. It could hits it own friendly forces ^\_^ (if you managed to lure enemies standing in between your character and the laser...). Since the location is fixed, just position your character directly above its release spot and

pummel once it reveal itself off the ground. Or you can dodge it's laser and hit it, applying the hit-and-run strategy.

"Mummy Class"

Lvl 050-075

Lvl 076-125

Lvl 126 onwards

Mummy

Cursed One

Pharoah

"From the ancient sands of time these mummies awaken to curse the living"

These mummies are capable of "locking" your character with pieces of cloth that prevents your character from using energy based attacks. If you get caught by it, just tap left and right on +Control Pad to shake them off.

"Ghost Class"

Lvl 050-075

Lvl 076-125

Lvl 126 onwards

Ghost Phantom

Poltergeist

"These spirits come from the Other World to haunt the living."

"Skeleton Class"

Lvl 050-075

Lvl 076-125

Lvl 126 onwards

Skeleton

Bones

Lich

"The bones of the dead are animated by an unseen force."

These enemy cannot be defeated. If you lower its HP to zero, it will be in a shabbles of bones for a temporarily 5 to 10 seconds. They used to appears in groups. Just ignore and move away from them.

"Vampire Class"

Lvl 050-075

Lvl 076-125

Lvl 126 onwards

Vampire

Vlad

Nosferatu

"These undead monster thrive off the blood of the living"

These enemies can transform into vampire bats (which enable it to travel across objects at will). In human form, it will rush to your character and once it grab hold of your character will suck blood out of your character. If you get caught, just tap left and right to shake it off.

"Cyborg Class"

Lvl 050-075

Lvl 076-125

Lvl 126 onwards

\_

Cyborg

Hyper Cyborg

Half man... Half machine... All deadly.

This group is probably the most balanced group. It can attack from

long range or short range, with a decent defence and speed. They become more and more common when your characters gain more levels.

"Bio Mech Class"

Lvl 050-075

Lvl 076-125 Bio Mech

Lvl 126 onwards Ultra Bio Mech

Watch out for this Cyborg's killer claw!

It resembles the Thugs group but it has more variety of attacks. Its killer claw can be extended and grab your character from afar to close it, plus it deals same amount of the damage of a Thug class will do. It's key weakness remains the same. It is still a slow moving dude.

"Mechanoid Class"

Lvl 050-075

Lvl 076-125

Lvl 126 onwards

Mechanoid

Lvl 076-125 Grand Mechanoid

Super Mechanoid

This cyborg transforms into a metal ball

I hate these guys (really!). They are extremely dangerous if your characters are low on HP. They will guard most of the times and once it transformed into a ball, it become invincible where it will received no damage (unleass your character is equipped with a Spiked Breastplate...). Just hold down the R button until it opens its torso and strike it. Play a game of patience with it.

"Ninja Class"

Lvl 050-075

Ninja

Lvl 076-125

Shinobi

Lvl 126 onwards Shadow Warrior

"A ninja. These warriors value stealth and subterfuge. Some ninja use their ninjutsu skills for Assasination and thieving."

This enemy is cool but it has only 2 basic attacks - a short jab and throwing darts. It is able to teleport from places and it could hide itself within pots or golden chests. You can attack it even when it is in disguise.

"Samurai Class"

Lvl 050-075

Lvl 076-125

Lvl 126 onwards

Samurai

Ronin

Shogun

"Although many of these ancient warriors live by the code of the Bushido, they should be considered highly dangerous. Samurai are known for their devastating sword attacks."

It will be in guard mode when it faces your character within a short distance and surprised you with a dashing sword slash. Hit-and-run strategy works well against it but I recommend guard-and-counter. Since its attacks are short range (although the dashing sword slash have some range), just guard and pummel once it gets "stunned".

"Ghoul Class"

Lvl 050-075 Lvl 076-125 - Ghoul

Lvl 126 onwards Living Dead

"When there is no more room in H.F.I.L the dead will walk the Earth."

It attack like zombies. It seems they have an average attack like Majin Fighter class but they are slower moving and often appears in large groups. But don't underestimate them or you will pay the price.

\_\_\_\_\_

"Knight Destroyer Class"

Lvl 050-075 Lvl 076-125 Lvl 126 onwards Knight Destroyer Metal Hulk Shadow Colossus

"The Destroyer's nastier, stronger and meaner older brother."

It resembles the Destroyer class but it is armed with a shield and a sword. Despite having high HP and great defense, it has only one attack - a sword slash. When you saw it raising its sword, dodge from it from a distance. Resume your attacks until you saw it is about to raise it sword attack. Just hit and run will do the trick.

#### Other Enemies

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Fighter

"This is a martial artist from the Other World."

You will fight them at the start of the game. They can throw a couple of \*weak\* punches that won't bite...

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Buu's Body Defense Mechanism

Blood Cell

"The Blood Cells in Buu's imune system don't like intruders."

If you don't bother them or move in their way, you won't get harmed! But they attacks like vampires and will keep on draining off HP unless you destroyed them.

Blister "This blister creates enzymes"
Enzyme "Enzymes assist Buu in digestion"

The blister will appear only in the Stomach portion of Buu and it also offers rarest equipment (or best) for the game. It could create infinite amount of enzymes, which could stick on your character like glue and drains 1 HP unless you shake it off (tap left and right on the +Control Pad). Upon the blister is destroyed, the enzymes will also be destroyed except those that are still sticking on your character's body.

Worm Head, Worm Body, Worm Tail

"These worms live inside Buu's digestive system."

The enemy could travel in straight lines and cannot move diagonally. A worm normally comprises of a worm head, 3 to 4 worm bodies and a worm tail. Once you destroyed the head, the entire worm will be destroyed. If you destroy the body, the worm will split into smaller groups. They attack similar to Goku's Kamehameha. Like the red blood cells, if you don't disturb them, they won't attack your character.

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## 9.3 Complete Scouting List

There are a total of 148 available scouting objects. Some scouting objects has variations too.

For example,

Goku has 3 transformations (normal Saiyan, Super Saiyan & Super Saiyan 3) but there is another 3 transformations with halos. Hence for Gohan's case, it will be more complex...

For the enemies, the locations will be different depending on the character gates that you have used to access a particular dungeon. Hence, here is the scouting list arranged accordingly as the game will list. (Well, my GBA is low on battery because of typing this list ^ ^)

Alien Warlord 001

Boss

Location: Airship - Control Room (Chapter 6)

Make sure you use your scouter on it before defeating it to retrieve the dragon ball.

002 Alien Announcer

NPC

Location: Other World Stadium (Chapter 1)

You can only scout for its biodata during the battle against Pikkon in Chapter 1.

003 Android #18

NPC

Location: - Roshi's Island

- Papaya Island (before registration & fighters' rest area)

004 Annihilator Enemy

Location: - H.F.I.L

- Southwest Forest (Goku LV100)

005 Announcer NPC

Location: Papaya Island

You can scout for his biodata before you start the punching challenge at the World Tournament Stage.

006 Assasin Enemy

Location: - Northern Wilderness (Goten LV100)

- Diablo Desert, Diablo Desert Express (Gohan LV100)
- Pilaf's Castle (Goten LV100)
- Diablo Desert (Trunks LV135)

007 Atomizer Enemy

Location: - Pilaf's Castle (Goten Lv145)

- Airship (Chapter 11 - after defeating Kid Buu)

NPC

Location: Yemma's Office (Chapter 11 - after defeating Kid Buu)

009 Babidi Boss

Location: - Rocky Canyon (Chapter 5)

- West City (Chapter 7)

Notes: There are 2 chances - the battles against Majin Buu using

Vegeta at Rocky Canyon and Goku (SSJ3) at Chapter 7 before

you see him get destroyed by Majin Buu forever.

010 Bio Mech Enemy

Location: Airship (Chapter 6)

Notes: It will be lost forever once the Airship blowns up...

011 Blister Enemy

Location: Inside Buu - Stomach (Chapter 10)

Notes: Once Goku and Vegeta successfully rescue the captured

friends from Buu, you can no longer fight this enemy. Please note that this enemy drops a \*lot\* of valuable

equipment...

012 Blood Cell Enemy

Location: Inside Buu - Stomach, Intestines (Chapter 10)

Notes: It will be longer available after Goku and Vegeta got free from Buu's body.

013 Bomber Enemy

Location: - East District 439

- Musaka Circus (Get Great Saiyaman outfit)

- Stolen Airship\*
- Rogue Submarine\*

\* This depends on your character's levels

014 Bones Enemy

Location: - Volcano (Goten LV100)

- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)

015 Broly Boss

Location: Volcano Summit (Chapter 6)

Notes: Remember to scout his data before you killed him...

016 Bruiser Enemy

Location: - Volcano (Goten 100)

- Pilaf's Castle (Goten LV100)
- Diablo Desert, Diablo Desert Express (Gohan LV100)
- Stolen Airship\*
- Roque Submarine\*
- \* This depends on your character's levels

017 Bubbles NPC

Location: - Snakeway (Chapter 1)

- Cave of Ancients (Chapter 11 - defeated Kid Buu)

018 Bulma NPC

Location: - Bulma's House (before getting all dragonballs)

- Papaya Island (before registration)
- Kami's Lookout (before Goku battles Buu at West City)

019 Chi-Chi NPC

Location: - Goku's House (before departing for World Tournament),

- Papaya Island (before registration)

020 Chobi NPC

Location: - Hercule City (see notes for details)

- Musaka Circus (before rescue it)

Notes: Immediately after Gohan (or Great Saiyaman) aids Videl to rescue the Mayor from the bandits, you can scout for the data. If you move too close to it, it will trigger the

cutscene.

021 Criminal Enemy/NPC

Location: - East District 439

- Musaka Circus (Get Great Saiyaman outfit)
- Thieves Den (at the entrance)
- Stolen Airship\*
- Rogue Submarine\*

\* This will depend on your character's current level

022 Cursed One Enemy

Location: - Volcano (Goten LV100)

- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)
- Kyodai Pyramid (Gohan LV120)

023 Cyborg Enemy

Location: Airship (Chapter 6)

Notes: It will be lost forever once the Airship blowns up...

024 Dabura Boss/NPC

Location: - Demon World (see notes below)

- Heaven

Notes: You will see his normal form when fighting him using Gohan in Chapter 4. You will get to see his "special" version when you visit Heaven once you got access to the Other World map.

025 Death Machine Enemy

Location: - Barren Wasteland

- Diablo Desert, Diablo Desert Express (Trunks LV135)
- East District 439 (Gohan LV140)
- Volcano (Gotenks LV140)
- Southwest Forest (Gotenks LV140, Vegeta LV140)

- Pilaf's Castle (Goten LV145)

026 Dende NPC

Location: Kami's Lookout

027 Destroyer Enemy

Location: - Airship (Chapter 6)

- Southwest Forest (Goku Lv70 Gate)
- Babidi's Ship (Chapter 4)
- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)
- Northern Wilderness (Goten LV100)

028 Dr. Brief NPC

Location: Capsule Corporation - Dr. Brief's Lab

029 Elite Majin Fighter Enemy

Location: - Babidi's Ship (Chapter 4)

- Southwest Forest (Goku LV75)

Notes: You will no longer be able to scout for their data after

you trigger the battle against Dabura.

030 Elite Majin Soldier Enemy

Location: - Babidi's Ship (Chapter 4)

- Southwest Forest (Goku LV75)

Notes: You will no longer be able to scout for their data after

you trigger the battle against Dabura.

031 Elite Shield Soldier Enemy

Location: Babidi's Ship (Chapter 4)

Notes: You will no longer be able to scout for their data after

you trigger the battle against Dabura.

032 Enzyme Enemy

Location: Inside Buu's - Stomach (Chapter 10)

Notes: Once you lost the Blister, this will be gone too. It is

another enemy that is released from the Blister enemy

itself.

033 Erasa NPC

Location: Orange Star High School (before get Great Saiyaman outfit)

Notes: She will be available for scouting once Gohan's first

class at Orange Star High School is over.

034 Fighter Enemy

Location: Grand Kai's Planet

035 Ghost Enemy

Location: - Pilaf's Castle (Goten Lv80)

- Kyodai Pyramid (Trunks Lv80)

036 Ghoul Enemy

Location: - Northern Wilderness, Volcano (Goten LV100)

- Pilaf's Castle (Goten LV100)

- Southwest Forest (Goku LV100, Vegeta LV120)

037 Gogeta Playable

Location: 1st Appearance - Chapter 11 (H.F.I.L)

Notes: You will be able to play during the battle against Janemba at HFIL in Chapter 8. If you unlock him, by collecting all

25 Hercule Exhibits and 15 Z-Fighter Exhibits.

038 Gohan Playable/Boss

Location: 1st Appearance - Chapter 2 (Goku's House)

Notes: You will be able to play as him from the beginning of

Chapter 2. He is the character with most ouftits. So do

not miss it.

039 Goku Playable

Location: 1st Appearance - Chapter 1 (Snakeway)

Notes: What is a Dragonball Z game if you do not get play as Goku

for most of the time. Make sure you get snapshots of him

while he has the halo on it...

040 Goon Enemy

Location: - Thieves Den (Trunks LV80)

- Diablo Desert, Diablo Desert Express (Goten LV80)
- Pilaf's Castle (Trunks LV80)
- Stolen Airship\*
- Rogue Submarine\*

\* This will depend on your character's current level

041 Goten Playable/Boss

Location: 1st Appearance - Chapter 2 (Goku's House)

Notes: It is quite sad that you have battle him for most of the times in the game. You will be able to play as him after

Chapter 6 when Goten and Trunks need to find the dragon balls.

042 Gotenks Playable

Location: 1st Appearance - Chapter 8 (Kami's Lookout)

Notes: He will be playable when the last battle against Kid Buu end. Hence you should have no problem in getting his

stats.

043 Grand Kai NPC

Location: Grand Kai' Planet (after defeating Kid Buu in Chapter 11)

Notes: You cannot get your scouter when he is wearing the Kai outfit though. You will find next to the location where

King Kai is.

044 Grand Mechanoid Enemy

Location: - Diablo Desert Express (Gohan LV100)

- Diablo Desert, Diablo Desert Express (Trunks LV135)

045 Gregory NPC

Location: Snakeway (Chapter 1)

Notes: Probably the first missable target if you did not about the scouter before you start the game. He will disappear

after Goku have talked with King Yemma.

046 Grenadier Enemy

Location: - Northern Wilderness (Goten LV100)

- Diablo Desert Express (Gohan LV100)
- Pilaf's Castle (Goten LV100)
- Diablo Desert, Diablo Desert Express (Trunks LV135)
- Stolen Airship\*
- Roque Submarine\*

\* This will depend on your character's current level

047 Gunman Enemy

Location: - East District 439

- Musaka Circus (after rescue Chobi)

048 Hercule NPC/Boss/Playable

Location: - Papaya Island (throughout the World Tournament)

- Start of Chapter 8

- Barren Wasteland (Chapter 9)

Notes: If you saw a guy with a funny hairstyle in a brown gi, that's him. He is the world's most famous "hero".

049 Hessian Enemy

Location: - Thieves Den (Trunks LV80)

- Diablo Desert, Diablo Desert Express (Goten LV80)

- Pilaf's Castle (Trunks LV80)
- Stolen Airship\*
- Rogue Submarine\*
- \* This will depend on your character's current level

050 Hooligan Enemy

Location: - Thieves Den (Trunks LV80)

- Diablo Desert, Diablo Desert Express (Goten LV80)
- Pilaf's Castle (Trunks LV80)
- Diablo Desert (Gohan LV100)
- Pilaf's Castle (Goten LV100)
- Stolen Airship\*
- Rogue Submarine\*
- \* This will depend on your character's current level

051 Human NPC/Boss

Location: - Hercule City

- West City
- Nataday Village
- Papaya Island (battle in Kid's tournament, shop owners)
- Planet of the Kais (Z-Mart) Chapter 11

Notes: Any human being that has no name being affixed to it will be classified under here. There are lots of them to scout for. You will be fighting some of them in the course of the World Tournament as Trunks.

052 Hyper Cyborg Enemy

Location: - Barren Wasteland

- Airship (Chapter 11)
- Diablo Desert Express (Trunks LV135)
- East District 439 (Gohan LV140)
- Kyodai Pyramid (Vegeta LV155)
- Northern Wilderness, Volcano (Gohan LV160)

053 Idasa Boss

Location: Papaya Island (World Tournament Match)

Notes: Make sure you get his biodata before you defeat him with Trunks.

054 Ion Cannon Enemy

Location: - Pilaf's Castle (Gohan LV100)

055 Janemba Boss

Location: HFIL (Chapter 8)

Notes: It is located after the save point where you located Pikkon. Before you defeat it, allow it to fly up to the air to get Mini-Janemba for data collection.

056 Mini-Janemba Boss

Location: HFIL (Chapter 8)

Notes: It will only appear during the boss fight against Janemba if you allow the boss to create it.

057 Janemba Hand Enemy

Location: HFIL (Chapter 8)

Notes: It is located throughout the course of HFIL when you first visited it. However, it will disappear forever after you have defeated Janemba. To get its bio data, just have your

character idle on the terrain. Wait for a ripple to appear and then activate the scouter. It is normally just nearby your character.

058 Jewl NPC

Location: Papaya Island - Resting Room (Chapter 3)

Notes: After the kids tournament is over, you will be controlling Gohan where all the available participants are...

059 Juggernaut Enemy

Location: - Thieves Den (Trunks LV80)

- Diablo Desert (Goten LV80)

- Diablo Desert (Gohan LV100)

- Pilaf's Castle (Goten LV100)

060 Kibito NPC

Location: - Papaya Island - Resting Room (Chapter 3)

- Planet of Kais (Chapter 9)

Notes: He can be found in northwest corner of the resting room with the Supreme Kai (Mr. Shin). The last chance to get his data is during the process of Gohan pulling out the Z Sword at the Planet of Kais.

061 Kid Buu Boss

Location: Planet of Kais (Chapter 11)

Notes: It is the official last battle of the game. You got many chances to fight him using Vegeta and Goku.

062 Killa NPC

Location: Papaya Island - Resting Room (Chapter 3)

Notes: After the kids tournament is over, you will be controlling Gohan where all the available participants are...

063 King Kai NPC

Location: - Snakeway (Chapter 1)

- Grand Kai's Planet

Notes: He will follow Goku around throughout the start of the game. If you miss him, you can visit Grand Kai's Planet and find him next to the mint-coloured limosine.

064 King Yemma NPC

Location: Yemma's Office

Notes: He is a huge ogre and you can scan him by standing on his side, not in front of his table.

065 Knight Destroyer Enemy

Location: - Northern Wilderness, Volcano (Goten LV100)

- Pilaf's Castle (Goten LV100)

066 Pilaf's Guardian Boss

Location: Pilaf's Castle (Chapter 6)

Notes: Before you defeat it to get the dragonball, just make sure you use the scouter on it or it will be lost forever.

067 Korin NPC

Location: Korin's Tower (Chapter 3 onwards)

Notes: It will be accessible when Goku needs to visit Yajirobe at Korin's Tower to collect a Senzu Bean for Videl.

068 Krillin NPC

Location: - Roshi Island - Papaya Island (before registration - Chapter 3) - Papaya Island (fighter's resting area - Chapter 3) 069 Laser Turret Enemy Location: - Babidi's Ship (Chapter 4) - Airship (Chapter 5) 070 Lich Enemy Location: - H.F.I.L - Northern Wilderness, Volcano (Gotenks LV140) 071 Living Dead Enemy Location: - H.F.I.L - Northern Wilderness, Volcano (Gotenks LV140) - Ninja Stronghold (Goku LV135) 072 Mad Bomber Enemy Location: - Thieves Den (Trunks LV80) - Diablo Desert, Diablo Desert Express (Goten LV80) - Pilaf's Castle (Trunks LV80) - Diablo Desert (Gohan LV100) - Pilaf's Castle (Goten LV100) - Stolen Airship\* - Rogue Submarine\* \* This will depend on your character's current level Majin Buu Location: Rocky Canyon (Chapter 5), West City (Chapter 7) There are 2 chances - the battles against Majin Buu using Vegeta at Rocky Canyon and Goku (SSJ3) at Chapter 7. 074 Majin Fighter Enemy Location: - Southwest Forest (Goku LV70) - Babidi's Ship (Chapter 4) 075 Majin Shield Soldier Enemy Location: Babidi's Ship (Chapter 4) It will be lost forever after you have intitate the battle against Dabura using Gohan (i.e. access Level 3 gate in Babidi's Ship) Majin Soldier Enemy Location: - Southwest Forest (Goku LV70) - Babidi's Ship (Chapter 4) 077 Majin Vegeta Boss Location: Rocky Canyon (Chapter 5) You will be battling him using Goku. So make sure you get his bio data before the battle is over. 078 Marauder Enemy Location: - Northern Wilderness (Goten LV100) - Diablo Desert Express (Gohan LV100) - Pilaf's Castle (Goten LV100) - Stolen Airship\* - Rogue Submarine\* \* This will depend on your character's current level

079 NPC Marron Location: - Roshi Island - Papaya Island (before registration - Chapter 6) 080 NPC Master Roshi Location: - Roshi Island - Papaya Island (before registration - Chapter 6) 081 Mechanoid Enemy Location: Airship (Chapter 6) It will be lost forever once the Airship blowns up... 082 Mercenary Enemy Location: - East District 439 - Musaka Circus (Get Great Saiyaman outfit) - Thieves Den (at the entrance) - Stolen Airship\* - Rogue Submarine\* \* This will depend on your character's current level 083 Metal Hulk Enemy Location: - Barren Wasteland - Ninja Stronghold (Goku LV135) - East District 439 (Gohan LV140) - Northern Wilderness, Volcano (Gotenks LV140) - Southwest Forest (Gotenks LV140) - Pilaf's Castle (Goten LV145) - Airship (Chapter 11) 084 NPC Monk Location: Papaya Island 085 Mr. Popo NPC Location: Kami's Lookout 086 Mrs. Brief NPC Location: Capsule Corporation 087 Mummy Enemy Location: - Diablo Desert (Goten LV80) - Kyodai Pyramid (Trunks LV80) - Kyodai Pyramid (Gohan LV120) - Kyodai Pyramid (Vegeta LV155) 088 Ninja Enemy Location: - Ninja Stronghold (Goten LV80) - Ninja Stronghold (Trunks LV110) - Ninja Stronghold (Goku LV135) 089 Ninja Boss Boss Location: Ninja Stronghold (Chapter 6) Notes: Once you defeated the boss himself, it will be a gonner forever. 090 Nosferatu Enemy Location: - H.F.I.L - Northern Wilderness, Volcano (Gotenks LV140) - Southwest Forest (Gotenks LV140)

091 Olibu Boss/NPC

Location: - Grand Kai's Planet (Chapter 1)

- Cave of Ancients (Chapter 1)

Notes: After Goku has used instant transmission to retrieve the

Cotton Gi from the chest that is trapped, you can no

longer scout for his biodata.

092 Oolong NPC

Location: - Papaya Island (before registration)

Notes: You will find him near Master Roshi at the registration

counter of World Tournament arena before you have

registered both Gohan and Trunks.

093 Ox King NPC

Location: - Papaya Island (before registration)

- Goku's House (Chapter 11 - after defeating Kid Buu)

094 Phantom Enemy

Location: - Northern Wilderness (Goten LV100)

- Pilaf's Castle (Goten LV100)

- Kyodai Pyramid (Gohan Level 120)

095 Pharoah Enemy

Location: - Kyodai Pyramid (Gohan LV120)

- Diablo Desert (Trunks LV135)

- East District 439 (Gohan LV140)

- Kyodai Pyramid (Vegeta LV155)

096 Piccolo NPC/Boss

Location: - Kami's Lookout

- Papaya Island (Chapter 4)

097 Pikkon NPC/Boss

Location: - Other World Stadium (Chapter 1)

- HFIL (Chapter 8)

Notes: You got 2 chances to get his biodata. The first one is at the Other World Stadium where you are battling him with Goku. The next one is at HFIL at the Save Circle before you battle Janemba (do not get too close to it or it will trigger the cutscene where he will fly away for good.)

098 Emperor Pilaf NPC

Location: Pilaf's Castle (Chapter 6)

Notes: After you have defeat his bodyguard - Pilaf's Castle, he

will be lost forever.

099 Pintar NPC

Location: Papaya Island - Resting Room (Chapter 3)

Notes: After the kids tournament is over, you will be controlling Gohan where all the available participants are...

100 Poltergeist Enemy

Loctaion: - H.F.I.L

- Ninja Stronghold (Trunks LV110)

- Kyodai Pyramid (Vegeta LV155)

101 Power Mechanoid Enemy

Location: - Barren Wasteland

- Airship (Chapter 11)

- Diablo Desert Express (Trunks LV135) - Pilaf's Castle (Goten LV145) - Kyodai Pyramid (Vegeta LV155) - Northern Wilderness, Volcano (Gohan LV160) NPC Village Priest Location: Nataday Village NPC Puar Location: - Papaya Island (before registration) You will find him near Yamcha at the registration counter of World Tournament arena before you register both Gohan and Trunks. Puipui Boss Location: Babidi's Ship (Chapter 4) The problem is that he is so easy to handle (with only a merely 50 HP) and you might miss his biodata if you kill him too fast with Vegeta. Rapscallion Enemy Location: - Northern Wilderness (Goten LV100) - Diablo Desert, Diablo Desert Express (Gohan LV100) - Pilaf's Castle (Goten LV100) - Diablo Desert, Diablo Desert Express (Trunks LV135) - Stolen Airship\* - Rogue Submarine\* \* This will depend on your character's current level Musaka NPC Location: Hercule City (Chapter 2 - after Gohan saves Mayor) This is another commonly missed biodata. Before you get to close to the crowd, use your scouter from far range to get his biodata. If you get too close to him, you will lose his biodata for good! Ronin Enemy - Ninja Stronghold (Trunks LV110) - Ninja Stronghold (Goku LV135)

Location: - Volcano (Goten LV100)

102

104

105

107

108 Samurai Enemy

Location: - Ninja Stronghold (Goten LV80)

- Ninja Stronghold (Trunks LV110)

- Ninja Stronghold (Goku LV135)

109 Scientist NPC

Location: - Capsule Corporation

- Kyodai Pyramid (Dr. Challenger)

- Orange Star High School (Lecturer)

Shadow Colossus 110 Enemy

Location: - Airship (Chapter 11)

- Barren Wasteland (Chapter 11)

- Kyodai Pyramid (Vegeta LV155)

- Northern Wilderness, Volcano & Summit (Gohan LV160)

Shadow Warrior Enemy

Location: - East District 439 (Gohan LV140)

```
- Ninja Stronghold (Goku LV135)
          - Pilaf's Castle (Goten LV145)
                                                                  NPC
112
      Sharpner
Location: - Orange Star High School (before getting Gt. Saiyaman)
          - Stadium (after rescue Mayor)
113
      Shinobi
                                                                Enemy
Location: - Northern Wilderness (Goten LV100)
          - Ninja Stronghold (Trunks LV110)
114
      Shoqun
                                                                Enemy
Location: - Ninja Stronghold (Trunks LV110)
          - Ninja Stronghold (Goku LV135)
          - East District 439 (Gohan LV140)
          - Northern Wilderness, Volcano (Gotenks LV140)
          - Southwest Forest (Gotenks LV140, Vegeta LV140)
          - Pilaf's Castle (Goten LV145)
115
    Skeleton
                                                                Enemy
Location: - Pilaf's Castle (Trunks LV80)
          - Kyodai Pyramid (Trunks LV80)
116
      Sniper
                                                                Enemy
Location: - Thieves Den (Trunks LV80)
          - Diablo Desert, Diablo Desert Express (Goten LV80)
          - Pilaf's Castle (Trunks LV80)
          - Diablo Desert (Gohan LV100)
    SOUL
                                                                  NPC
Location: - Yemma's Office
          - Snakeway (Chapter 8)
118
      Spopovich
                                                                 Boss
Location: - Papaya Island (resting room - Chapter 3)
          - Papaya Island (battle using Videl - Chapter 3)
          - Papaya Island (battle using Gohan - Chapter 3)
          You got 3 chances to get him. Once you have defeated him
Notes:
          using Gohan, it is all over.
      Super Buu "1"
119
                                                                 Boss
Location: - Hyerbolic Time Chamber (using Gotenks)
          - Kami's Lookout (using SSJ3 Gotenks)
          - Giant Crater (using SSJ3 Gotenks, using Gohan)
      Super Buu "2"
120
                                                                 Boss
Location: - Barren Wasteland (Chapter 9)
          This is a battle that require you to use Gohan to knock
          Buu's HP to 50% (who has already absorbed Gotenks &
          Piccolo)
      Super Buu "3"
121
                                                                 Boss
Location: - Barren Wasteland (Chapter 10)
         You will fight him twice. The first one using Goku where
          your objective is playing hide-and-seek with him. The
          second one is using Vegito.
122
      Super Janemba
                                                                 Boss
Location: - HFIL (Chapter 8)
```

- Northern Wilderness, Volcano (Gotenks LV140)

Notes: You will get to battle him twice. The first one is either Vegeta or Goku (depending who you select not to fight

Janemba first) and the 2nd battle is to use Gogeta.

123 Super Majin Fighter Enemy

Location: - Kyodai Pyramid (Gohan LV120)

- Southwest Forest (Gotenks LV140, Vegeta LV140)

124 Super Majin Soldier Enemy

Location: - Kyodai Pyramid (Gohan LV120)

- Southwest Forest (Gotenks LV140, Vegeta LV140)

125 Super Shield Soldier Enemy

Location: - Kyodai Pyramid (Gohan LV120)

- Southwest Forest (Gotenks LV140)

126 Supreme Kai NPC

Location: - Papaya Island - Resting Room (Chapter 3)

- Planet of Kais (Chapter 9)

Notes: He can be found in northwest corner of the resting room with Kibito. The last chance to get his data is during the process of Gohan pulling out the Z Sword at the Planet

of Kais.

127 Tank Enemy/Boss

Location: - Musaka Circus (Chapter 2 - after rescuing Chobi)

128 Thug Enemy

Location: - Musaka Circus (Get Great Saiyaman outfit)

- Stolen Airship\*

- Rogue Submarine\*

\* This will depend on your character's current level

129 Pharoah Totenhotep Boss

Location: Kyodai Pyramid (Chapter 6)

Notes: After you have defeat him at his chamber to retrieve his headdress, you won't be able to get his biodata anymore.

130 Trunks Playable/NPC

Location: 1st Appearance - Chapter 2 (Bulma's House)

Notes: He will be playable when you first battle Vegeta in the Gravity Chamber in Capsule Corporation.

131 Ultra Bio Mech Enemy

Location: - Airship (Chapter 11)

- Barren Wasteland

- Diablo Desert Express (Trunks LV135)

- East District 439 (Gohan LV140)

- Kyodai Pyramid (Vegeta LV155)

- Northern Wilderness, Volcano (Gohan LV160)

132 Vampire Enemy

Location: - Pilaf's Castle (Trunks LV80)

133 Vegeta Playable/Boss/NPC

Location: 1st Appearance - Chapter 2 (Bulma's House)

Notes: He will be available as your party needs to look for Babidi's Spaceship. There is a strange remark about him.

During the process when you use Vegeta to battle Buu (when

he is in Majin form) or Vegeta with a Halo, you cannot get his biodata...

136 Vegito Playable

Location: Barren Wasteland (Chapter 10)

Notes: You can only get to use him to battle Super Buu (with

Gohan, Gotenks and Piccolo) absorbed after Vegeta and Goku successfully agree to use the Potara to fuse. Note that he can transform into Super Saiyan, that makes 2

biodata to collect!

137 Videl NPC/Playable

Location: Papaya Island (Chapter 3)

Notes: There are 3 chances to scan for her biodata and that occur

all during the World Tournament chapter. The first one is at the punching machine. The second one is at fighter's resting area and the last one is during the battle against

Spopovich.

138 Vlad Enemy

Location: - Northern Wilderness, Volcano (Goten LV100)

- Pilaf's Castle (Goten LV100)

139 War Machine Enemy

Location: - Diablo Desert (Trunks LV135)

- Northern Wilderness (Gotenks LV140)

140 West Kai NPC

Location: Other World Stadium (Chapter 1)

Notes: To get his biodata, you need to move Goku to the sidelines of the stage to scan for his data before you attempt to

start fighting Pikkon.

141 Worm Body Enemy

Location: Inside Buu - Stomach (Chapter 10)

142 Worm Head Enemy

Location: Inside Buu - Stomach (Chapter 10)

143 Worm Tail Enemy

Location: Inside Buu - Stomach (Chapter 10)

144 Yajirobe NPC

Location: Korin's Tower (Chapter 3 onwards)

145 Yakon Boss

Location: Babidi's Ship (Chapter 4)

Notes: Do not kill him too fast using Goku or you will miss out

the Mini-Yakon.

146 Mini-Yakon Boss

Location: Babidi's Ship (Chapter 4)

Notes: After Yakon has unleash a beam blast from its mouth, it will return to the dark cave and create 5 of these. So

take a snapshot before wiping out the entire Yakon crew.

146 Yamcha NPC

Location: - Papaya Island (before registration)

Notes: You will find him near Puar at the registration counter of World Tournament arena before you register both Gohan

147 Yamu Boss

Location: - Papaya Island (resting room - Chapter 3)

- Papaya Island (battle using Gohan - Chapter 3)

Notes: You got 2 chances to get him. Once you have defeated him

using Gohan, it is all over.

148 Yemma's Assistant NPC

Location: Yemma's Office

\_\_\_\_\_

\_\_\_\_\_\_

# 9.4 Enemies Appearance List

\_\_\_\_\_

The types of enemies you battle will depend on the following conditions:

- Your character's current level
- The character gate at the start of the dungeon
- The game's chapter.

Below are the list of all character gates found in the game. Gates marked with (M) represents metal gates. That means you can access the gate with that specific character but when going out, you need to use that character too.

List of Dungeons/Gates

No.	RqLV	Character	Location/Notes
1	65	Goku	Grand Kai Planet
2	65	Gohan	East District 439 (find Goten, Chapter 3
3	70	Goku	Southwest Forest
4	80	Trunks	Thieves Den
5	80	Trunks	Pilaf's Castle
6	80	Trunks	Kyodai Pyramid
7	80	Goten	Fukurou Forest (M)
8	80	Goten	Diablo Desert
9	85	Gohan	Babidi's Ship (Chapter 4)
10	100	Goten	Nataday Village
11	100	Gohan	Diablo Desert (Chapter 9)
12	100	Goku	Southwest Forest (Chapter 9)
13	110	Trunks	Fukurou Forest (Chapter 9) (M)
14	120	Gohan	Kyodai Pyramid (Chaper 9)
15	120	Goten	Pilaf's Castle (Chapter 9)
16	120	Vegeta	Southwest Forest ((M) Goku LV100)
17	125	Gotenks	Southwest Forest (Chapter 11)
18	135	Goku	Fukurou Forest (Chapter 11) (M)
19	135	Trunks	Diablo Desert (Chapter 11)
20	140	Vegeta	Southwest Forest ((M) Gotenks LV125)
21	140	Gohan	East District 439 (M)
22	145	Goten	Pilaf's Castle (Chapter 11)
23	155	Vegeta	Kyodai Pyramid (Chapter 11)
24	165	Gohan	Nataday Village (Chapter 11)

(The information is not confirmed but based on my analysis)
Apparently, it seems higher level gates (those in Chapter 11) will
only appear if you have break those character gates in Chapter 9.

The levels of the characters may have an impact on the appearance

of new gates.

The list below will cover on the appearance of enemy by dungeon and the criteria.

Dungeon: Grand Kai's Planet

## Enemy:

- Fighter

\_\_\_\_\_

Dungeon: East District

#### Enemies:

- Criminal, Bomber, Mercenary, Gunman

In-Dungeon (Gohan LV140 Gate)

- Death Machine, Hyper Cyborg, Shadow Warrior, Shogun, Pharoah, Metal Hulk, Ultra Bio Mech

Dungeon: Hercule City

(Chapter 2 - when Gohan is in Gt Saiyanman)

- Criminal, Bomber, Mercenary, Gunman

Musaka Circus (Chapter 2 - after rescue Chobi)

- Criminal, Bomber, Mercenary, Gunman, Thug, Tank

Dungeon: Southwest Forest

(Goku LV70 Gate)

#### Enemies:

- Majin Fighter, Majin Soldier, Destroyer

(Goku LV100 Gate)

# Enemies:

- Elite Majin Fighter, Elite Majin Soldier, Knight Destroyer, Ghoul, Elite Shield Soldier, Annihilator

In-Dungeon (Vegeta LV120 Gate)

- Elite Majin Soldier, Elite Majin Fighter, Ghoul

(Gotenks LV125 Gate)

- Super Majin Fighter, Super Majin Soldier, Super Shield Soldier, Metal Hulk, Death Machine, Shogun, Nosferatu

In-Dungeon (Vegeta LV140 Gate)

- Super Majin Soldier, Super Majin Fighter, Shogun

Dungeon: Babidi's Ship (Chapter 4)

(Gohan LV85 Gate)

- Majin Fighter, Majin Soldier, Majin Shield Soldier, Laser Turret, Destroyer

Dungeon: Thieves Den

(Trunks LV80 Gate)

- Hooligan, Sniper, Goon, Mad Bomber, Hessian, Juggernaut

Dungeon: Diablo Desert

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(Goten LV80 Gate)
```

- Hooligan, Sniper, Goon, Mad Bomber, Juggernaut, Hessian, Mummy

# (Gohan LV100 Gate)

- Hooligan, Sniper, Mad Bomber, Assasin, Bruiser, Bones, Cursed One, Juggernaut, Destroyer, Rapscallion

### (Trunks LV135 Gate)

- Pharoah, War Machine, Assasin, Grand Mechanoid, Death Machine, Ultra Bio Mech

Dungeon: Diablo Desert Express

#### (Goten LV80 Gate)

- Hooligan, Sniper, Goon, Hessian, Mad Bomber

#### (Gohan LV100 Gate)

- Train Express - Assasin, Death Machine, Grand Mechanoid, Bruiser, Rapscallion, Grenadier, Marauder

#### (Trunks LV135 Gate)

- Hyper Cyborg, Rapscallion, Power Mechanoid, Grand Mechanoid, Death Machine

Dungeon: Pilaf's Castle

#### (Trunks LV80 Gate)

- Hooligan, Destroyer, Hessian, Goon, Sniper, Ghost, Skeleton, Vampire, Mad Bomber

## (Goten LV100 Gate)

- Rapscallion, Ghoul, Knight Destroyer, Bones, Juggernaut, Marauder, Assasin, Grenadier, Phantom, Ion Cannon, Vlad, Cursed One, Bruiser

## (Goten Level 145)

- Power Mechanoid, Shogun, Shadow Warrior, Death Machine, Metal Hulk, Atomizer

Dungeon: Airship

# (Chapter 6)

- Cyborg, Mechanoid, Bio Mech, Laser Turret, Destroyer

# (Chapter 11 - after defeating Kid Buu)

- Hyper Cyborg, Atomizer, Death Machine, Power Mechanoid, Shadow Colossus, Ultra Bio Mech

Dungeon: Fukurou Forest - Ninja Stronghold

# (Goten LV80 Gate)

- Ninja, Samurai

# (Trunks LV100 Gate)

- Ronin, Shinobi, Poltergeist, Shogun, Samurai, Ninja

#### (Goku LV135 Gate)

- Shogun, Ronin, Samurai, Living Dead, Metal Hulk, Shadow Warrior

Dungeon: Kyodai Pyramid (Trunks LV80 Gate) - Mummy, Skeleton, Ghost (Gohan LV120 Gate) - Super Majin Fighter, Super Shield Soldier, Super Majin Soldier, Pharoah, Mummy, Cursed One, Phantom (Vegeta LV155 Gate) - Hyper Cyborg, Shadow Colossus, Ultra Bio Mech, Power Mechanoid, Mummy, Pharoah, Poltergeist Dungeon: Nataday Village Northern Wilderness (Goten LV100 Gate) - Elite Majin Fighter, Elite Majin Soldier, Phantom, Shinobi, Ghoul, Rapscallion, Grenadier, Juggernaut, Vlad, Knight Destroyer, Assasin, Skeleton, Destroyer Volcano (Goten LV100 Gate) - Bones, Bruiser, Vlad, Phantoms, Cursed One, Knight Destroyer, Ghoul, Ronin, Destroyer Northern Wilderness (Gotenks LV140 Gate) - Lich, Living Dead, Shogun, Nosferatu, War Machine, Shadow Warrior, Metal Hulk Volcano (Gotenks LV140 Gate) - Death Machine, Living Dead, Metal Hulk, Shogun, Shadow Warrior, Lich, Nosferatu North Wilderness (Gohan LV165 Gate) - Hyper Cyborg, Ultra Bio Mech, Power Mechanoid, Shadow Colossus Volcano (Gohan LV165 Gate) - Hyper Cyborg, Ultra Bio Mech, Power Mechanoid, Shadow Colossus Volcano Summit (Gohan LV165 Gate) - Shadow Colossus Dungeon: H.F.I.L (Chapter 8 onwards) - Living Dead, Poltergeist, Nosferatu, Lich, Annihilator Dungeon: Barren Wasteland Gohan LV140 (Chapter 9 onwards) - Death Machine, Hyper Cyborg, Metal Hulk, Power Mechanoid (Chapter 11 - after defeating Kid Buu) - Hyper Cybrog, Ultra Bio Mech, Power Mechanoid, Shadow Colossus,

Metal Hulk

Dungeon: Inside Buu (Chapter 10)

#### Stomach

- Blood Cell, Enzyme, Blister, Worm Head, Worm Body, Worm Tail

Intestines

- Blood Cell			
<ol> <li>A very special thanks to GameFAQs <a href="http://www.gamefaqs.com">http://www.gamefaqs.com</a> for hosting my FAQs since 1998</li> </ol>			
<ol> <li>My sister for allowing me to use her GBA and Game Cube's Gameboy Player.</li> </ol>			
Frequently Asked Questions			
O) Why can I arter the Mhierrae Dan?			
Q) Why can I enter the Thieves Den? A) You need get the Bandana (an accessory dropped from enemies found at the Stolen Airship encountered randomnly on the world map). Equip it on your character and you will be allow to past.			
Q) Where can I find (insert) Exhibits item?  A) Please refer to Section 6.1 for Z-Fighter Exhibits or Section 6.2 Fighter Exhibits			
Q) Where can I find the Z-Mart (Planet of Kais) in Chapter 11?  A) Make your way down the southeast path of the inverted Y-pathway.  In the next area, search for a cracked wall in the north. Hit A at the wall to damage it and you will be able to access it.			
<ul><li>Q) Why you don't answer my questions?</li><li>A) Your answer can be found in the FAQ. Use CTRL + F and enter a keyword to find your answer. Everything that I know about this game is in this FAQ.</li></ul>			
Contact Information			
You can contact me via my e-mail at:			
vaynard_x11x (at) yahoo (dot) com			
Please kindly include DBZ: Buu's Fury (DBZ: BF) as your subject. It makes thing simplier for me as I also made FAQs for other games as well Please wait for a day or two for my reply. If you do not receive my reply, it means that your answer can be found within the FAQ.			
"The End"			

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