Dragon Ball Z: Taiketsu Guide

by HMking

Updated to v2.0 on Feb 8, 2004

***********	********
*	*
*	*
*	* Video Game Guide Makers *
*	* *
' ' <u></u> ' ' '	
	Owner: Jeremy D.(Duenos14@aol.com)
*	*
* {} \/ {} Since 2003	<pre>* EquinoxCreations@adres.nl. *</pre>
***********	********
*View the guides @:*Gamewinners.com*GameFAQs.c	om*cqhm.8k.com/hmworld*NeoSeeker.com*
************	*********
* Copyright 2003-2004 Equinox Creations * An Official Equinox Creations V.G. Guide*	

Dragon Ball Z: Taiketsu	
-	
By: Jeremy D. of Equinox Creations	
Version 2.0	
This is the only one of my guides that has been a flop. I lost interest in it right	
away, so I'm giving up on it. Luckily I got the second version complete. So enjoy.	
EMAIL US AT EQUINOXCREATIONS@ADRES.NL TO RECIE	VE OUR FREE NEWSLETTER!!!
Cambanta	
Contents	
I. Guide Intro	
A. Guide Info	
B. Updates	
C. Legal Junk	
II. Game Intro	
A. Info	
B. Controls	
III. Characters	
IV. Game Modes	
V. Bars	
VI. Tips	
VII. Closing	
·	
I Cuido Intro	
I. Guide Intro	
A. Guide Info	
Author: Equinox Creations	
TM: "We Know Video Games"	
Guide #: 6	
Date Started: 01-10-04	
Current Version: 2.0	

B. Updates

```
01-10-04= *Started guide *
01-12-04= *Continued work on guide * Added "Legal Junk" Section *
01-19-04= *Re wrote "Legal Junk" section * Added "Bars", "Tips", and "Closing" Sections *
02-06-04= *Announced end of guide. *
```

C. Legal Junk

Nothing from this guide may be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without the permission of the author. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. To receive permission, email me at Duenos14@aol.com or IM me at Duenos14

Copyright 2003-2004 Equinox Creations

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

II. Game Intro

A. Info

This is taken directly from the loading screen of the game.

"(C) 2003 BIRD STUDIOS / SHUEISHA. TOOL ANIMATION.
Licensed by FUNimation Productions. Ltd.
All RIghts Reserved
Licensed by Nintendo"

Makers:

- -Bird Studios / Shuisha tool animation
- -FUNimation Productions Ltd.
- -Nintendo
- -Webfoot Technology Inc.
- -Atari

B. Controls

Movement:

Up-Jump

Down-Duck

Back-Move Left

Forward-Move Right

Attacks:

B-Light Punch, Cancel

A-Light Kick, Confirm

L-Heavy Punch

R-Heavy Kick

More Attacks:

Back (Left or Right) while enemy attack-Block

Tap back or forward twice, then hold on the second tap- Dash

L+R-Charge Ki

Down+forward+B-Ki Blast

Down+Down+Up+B- Sky Battle

Other:

START-Pause

SELECT-Taunt Enemy.

III. Characters

Name: Goku

Relationship: Chi Chi's husband. Gohan and Goten's dad.

Speicals: Kamehameha Wave, Spirit Bomb

Description: Born Kakarot, Goku was sent to Earth as a child to prepare it for invasion. But an accidental knock on the head erased all memory of his mission.

Thanks to his "grandpa" Gohan, Goku was brought up to be very kind and

compassionate. He has saved the Earth on several occasions and was the first Saiyan

to become SS in over 1,000 years.

Name: Piccolo

Relationship: None

Specials: Duplicate, Special Beam Cannon

Description: This Namek once tried to rule the earth, but thanks to Goku he failed. This once evil beast slowly became a good guy. After Goku's death, Piccolo trained

Gohan to become the fighter that he is.

Name: Gohan

Relationship: Goku and Chi Chi's son. Goten's older brother.

Specials: Kamehameha Wave, Masenko

Description: Being the son of Goku, this guy is strong. After his father's death,

he was trained by Piccolo. Once out of college, Gohan became Saiyan Man.

Name: Krillin

Relationship: Android 18's husband.

Specials: Super Head-Butt, Destructo Disc

Description: Goku's best friend. Goku and Krillin fought together since they were little kids! Krillin always was one step above Goku, that is until Goku got into

some serious training.

Name: Android 18

Relationship: 17's twin brother, Krillin's wife.

Specials: Solid energy beam, Explode

Description: Created by Dr. Gero. Originally created to destory the earth, this android settled down and started a family with Krillin. She is a really good

fighter that really kicked everyone's butt.

Name: Trunks

Relationship: Vegeta and Bulma's son.

Specials: Triple Slash, Final Slash, Super Saiyan.

Description: Trunks' story is a confusing one. Lots of time traveling! Basically

he went into the past to warn the Zfighters about the Androids.

Name: Android 16 Relationship: None

Specials: Explode, Rocket Punch

Description: Just like the other 'droids, this guy was made to destroy. He was activated by 17 and 18, even though 16 wasn't complete. Turned good by Bulma.

Name: Frieza

Relationship: Cooler's brother, King Cold's Son.

Specials: Eye shot, Death Ball

Description: This guy tried to get the DB's from Namek, but was stopped by Goku. He later went to Earth, but was destroyed along side his father by Trunks.

Name: Vegeta

Relationship: Bulma's husband, Trunk's father.

Specials: Oozaro, Galick Gun, Big Bang

Description: The Prince of Saiyans. This guy is Goku's rival. Even if he is a good guy! He was sent to Earth to destroy with his partner Nappa, but due to Goku's

kindness, he was turned good.

Name: Cell

Relationship: None

Specials: Tail Stab, Kamehameha Wave

Description: One of Gero's creations. He absorbs the cells of fighters and steals

their powers and abilities.

Name: Gotenks Relationship: None

Specials: SS3, Kamehameha Wave, Super Ghost Kamakaze

Description: Goten and Trunks fused together

Name: Nappa

Relationship: None

Specials: Mouth Beam, Earthquake Slam

Description: Vegeta's Partner

Name: Broly

Relationship: None

Specials: Seismic Punch

Description: One of Goku's many rivals

Name: Buu

Relationship: None

Specials: Molding into a fist, Henka Beam

Description: A fat pink dude that was created by Bibidi 300 years ago. He was sent to Earth to destroy it, but Hercule "saved" the day. Buu became good and then all hell broke loose when his anger became a seperate creature.

IV. Game Modes

Tournament: Fight your way through a bunch of different fighters to unlock characters and earn some Z points. You're healed between each fight.

Endurance: Fight a bunch of fighters non stop with out being healed.

Time Challenge: Fight enemies in a certain amount of time to unlock 16 and get some Z points.

Sparring: A practice mode. You can try out moves on enemies that won't fight back.

Endurance 2x: Fight twice as many fighters in endurance mode.

Multiplayer: Fight against someone who owns Taiketsue via link cable.

V. Bars

Red Bar: Your health bar. Decreases everytime you get attacked. To get a perfect win, you must keep this health bar full during a fight.

```
Yellow Bar: Your recovery bar. When you block, it decreases.

Blank Bar: Your energy bar. Need this to do energy attacks.

-Green Color: Energy level 1
-Blue Color: Energy Level 2
-Light Blue: Energy Level 3

Timer: Displays how much time you have left before the match ends. When it ends, the fighter with most health wins.

Z Points: How many points get added to your score.

VI. Tips

-To win almost no matter what, hit forward and rapidly tap L. It will punch your enemy and occasional throw him around the screen, causing lots of damage.

-Don't waster your Z points on music, bios, or any of that trash.

V. Closing

If you didn't get what you were looking for, go to Gamewinners.com

-Jeremy of Equinox creations-
```

This document is copyright HMking and hosted by VGM with permission.