

Dragon Ball Z: Taiketsu FAQ/Move List

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Updated to v1.1 on Feb 28, 2005

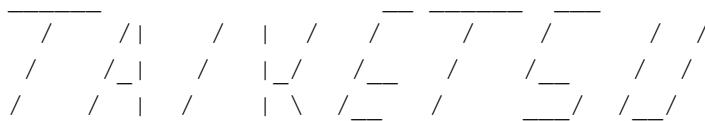
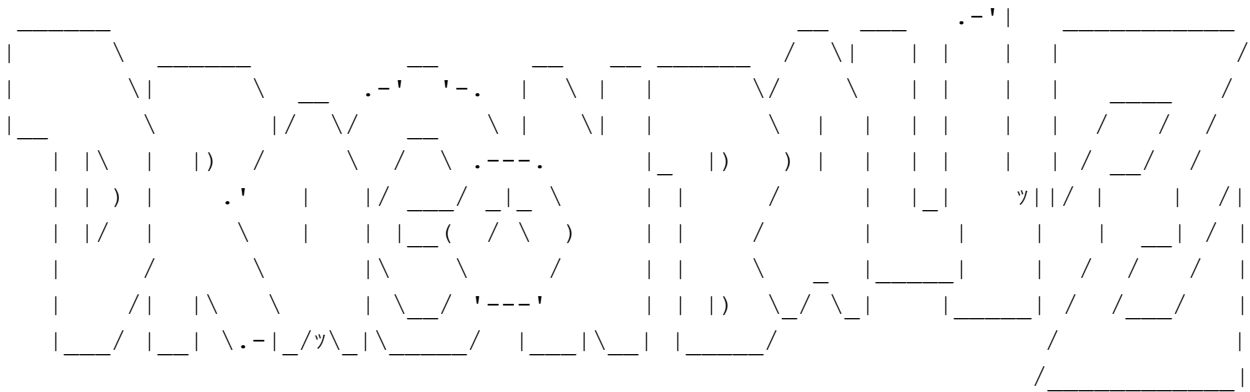
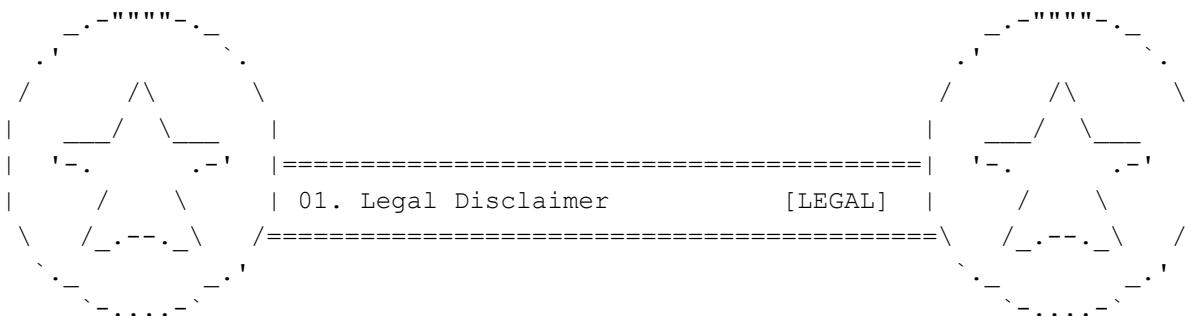


Table of Contents

01. Legal Disclaimer	[LEGAL]
02. Introduction	[INTRO]

03. Fighting Screen	[SCREN]
04. Gameplay Modes	[MODES]
05. Move Lists	[MOVES]
06. Unlocking Characters	[UNLOC]
07. Z-Store	[STORE]

08. Credits	[CREDS]



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Combo: Down, Forward, Down, Forward + B

Description: This is the classic move associated with Dragonball Z: A blast of energy shot straight from the palms, forward. The blasts consists of a ball of energy, being blasted from a beam.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

Level 2 <--> Super Kamehameha (Chou Kamehameha)

Combo: Down, Forward, Down, Forward + L

Description: This is the same move as the Kamehameha, it's just much wider, and stronger. It's also harder to get out of when hit.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

Level 3 <--> Spirit Bomb (Genki Dama)

Combo: Back, Down, Forward, Up + L

Description: This is Goku's ultimate attack: It was used to defeat many of his toughest opponents, including Buu. He summons energy from all living creatures that will offer it, and forms it into one ball. The ball can range from the size of his fist, to the size of a small planet -- It was huge, when Hercule, the World Champion, convinced all of Earth's citizens to donate to it.

Countering: It will be very hard to dodge, due to the size, but you can block it, just like a normal attack.

| | | Gohan | | |
'-----'

Level 1 <--> Multiple KI Blasts

Combo: Down, Back, Forward + B

Description: This is not a single technique, but rather, a barrage of regular KI blasts -- Although, in this case, they are slightly larger than normal.

Countering: You may be able to block some of the blasts, but it's best to try and jump behind the user.

Level 2 <--> Masenko

Combo: Back, Down, Forward + L

Description: This is Gohan's signature move. He puts his hands on his forehead and loads an energy, then brings his hands to his chest, and fires it all off in front of him. It is not always a

blast of energy (Sometimes he releases it all) but in this game it is.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

Level 3 <--> Super Kamehameha (Chou Kamehameha)

Combo: Back, Down, Forward + L

Description: This move, though associated with Goku, is available to several of the Z-Fighters. Gohan, even has his own form of it. While in the fight with Cell, he became a Super Saiyan 2, and fired a Kamehameha, that seemed like it was charged with electricity, due to him being an SSJ2.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

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| | Piccolo | | |
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Level 1 <--> After Image Technique (Zanzoken)

Combo: B, B, A, A, Forward + R

Description: The after image technique, is not a fighting technique, per say; It is simply moving fast enough to leave multiple forms, so that you can easily confuse and attack your opponent. In this game, there's clearly only one form, but the style seems similar, so it was classified as such. Once the move is started, in this game, a series of punches and kicks are layed out, while the opponent is unable to move.

Countering: If you are able to punch or kick the user, before he makes contact with the first hit, the move is cancelled.

Level 2 <--> Special Beam Cannon (Makenkosappo)

Combo: Forward, Back, Down, Forward + B

Description: This is a deadly attack, made from two highly focused beams being shot from the forefinger. One of the beams goes straight, while the other spirals around it. This is Piccolo's trademark.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

Level 3 <--> Hell Zone Grenade

Combo: Down, Back, Down, Back + L

Description: Piccolo was able to trick Android 17 with this attack. He fired a large amount of energy blasts, purposely missing Android 17, and then when his guard was down, Piccolo sent all of the blasts in at once, and they exploded on contact with him. This is that attack.

Countering: This attack is unavoidable.

| | | Krillin | | |

Level 1 <--> Headbutt

Combo: Down, Forward, Down, Forward + A

Description: This is a move you shouldn't expect to see, if you watch the show -- At least not from anyone besides Gohan, as a baby -- yet Krillin makes it work. He launches himself at high speeds, into someone's body, hitting them with his head.

Countering: Jump over the user, or block.

Level 2 <--> Kamehameha

Combo: Down, Forward, Down, Forward + B

Description: This is the classic move associated with Dragonball Z: A blast of energy shot straight from the palms, forward. The blasts consists of a ball of energy, being blasted from a beam.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

Level 3 <--> Destructo Disk (Kienzan)

Combo: Back, Down, Forward, Back + L

Description: This is Krillin's strongest technique: A focused disk of energy, that can cut through almost anything, ranging from bodies, to mountains. Krillin can actually control the disk once he throws it, but in this game, it simply slices forward at an angle.

Countering: Although you can't do anything to block or counter it, some times you'll get lucky and your opponent will miss.

| | | Android 18 | | |

Level 1 <--> Multiple KI Blasts

Combo: Forward, Down, Back, Forward + B

Description: This is not a single technique, but rather, a barrage of regular KI blasts -- Although, in this case, they are slightly larger than normal.

Countering: You may be able to block some of the blasts, but it's best to try and jump behind the user.

Level 2 <--> Shockwave Beam

Combo: Back, Forward, Back, Forward + B

Description: I can't recall this move in any place other than this game, and thus, I don't have a real real name ready for it. It is kind of like the Masenko, although they look nothing alike; This one is purple, and it pulses up and down like a shockwave as it travels.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

Level 3 <--> Rocket Attack

Combo: Forward, Down, Back, Forward + L

Description: Now this move, was definitely pulled out of someone's butt: As it in no way relates to Android 18. She fires some missiles out of her back; Despite the fact that she doesn't have any missiles to begin with. They fly forward, and land in front of you (there are three in total.)

Countering: They land about one character's width in front of 18. Simply don't stand there after she fires the missiles.

| | | Trunks | | |
'-----'-----'-----'-----'-----'

Level 1 <--> KI Slash

Combo: Down, Back, Down, Back + B

Description: The KI Slash, is a wave of energy, that trunks sends out by swinging his sword. It's shaped kind of like a backwards "C" and it slides across the screen.

Countering: You can try to jump over this, or you can block it.

Level 2 <--> Triple KI Slash

Combo: Down, Back, Down, Forward + L

Description: The Triple KI slash is similair to the KI slash, except, there are obviously three of them. However, they aren't just in a row; Trunks actually does three different sword slashes, and it causes the energy waves to come out fast.

Countering: Don't even try to jump them, just try to block.

Level 3 <--> Final Slash

Combo: B, R, Back, A, L, Forward

Description: Trunks starts this combo, by making several strange movements with his fist. He then fires an energy ball at his opponrnt. If it hits them, it holds them in place, so that he can hit them with his sword -- Which he powers up to be on fire, for

Combo: Forward, Back, Down, Forward + B

Description: Lots of the Z-Fighters and there enemies have this attack: It is a simple beam shot from the eyes. In this game, the beam travels across the screen.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

Level 2 <--> Energy Disk

Combo: Forward, Back, Down, Forward + L

Description: Energy Disks are extremely powerful, can cut through almost anything you can imagine, and are nearly impossible to block. Frieza tosses a disk, like the Destructo Disk (Kienzan) that Krtillin throws, but he has alot more control over it, and can easily maneuver it. Although, in the fight with Goku, he actually messed up, and sliced off his own lower body. In this game, you can't control it, but it will go at an angle, then swirve back and forth a bit, so you can hit them several times.

Countering: You can block some of the hits, but you'll still take damage. The only way you can dodge completely, is by being on the other side of the user; Which is hard, since you must be jumping as they are using it -- Not after they've started.

Level 3 <--> Death Ball

Combo: Forward, Down, Back, Forward + L

Description: Frieza (and his brother Cooler) can make a tiny energy ball on their fingers, that looks harmless. Although, within seconds, they can make it grow to the size of a mountain. They then hurl it, and although it moves slowly, it's very damaging.

Countering: Just hold block, and you should block the whole thing.

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| | | Android 16 (Unlockable) | | |
'-----'

Level 1 <--> Hell's Flash

Combo: Back, Forward, Back, Forward + B

Description: There are powerful laser cannons under 16's hands, and he can shoot from him, if he's in a case where his hands are broken off. Although that can't happen in this game, he is still able to use the attack somehow. It's a good attack though, because after firing the beam, he moves it up and down, to make sure his opponents don't get out of it after jumping.

Countering: You can block some of the hits, but you'll still take damage. The only way you can dodge completely, is by being on the other side of the user; Which is hard, since you must be jumping as they are using it -- Not after they've started.

Level 2 <--> Rocket Punch

Combo: Back, Down, Forward + L

Description: With this attack, Android 16 is able to launch his arm off at his enemies, like a rocket. It is really just a punch, but it does much more damage than your average melee attack.

Countering: You can either block it, or jump over it when it comes at you.

Level 3 <--> Self Destruction (Jibaku)

Combo: B, B, R, A, L

Description: This is a very interesting technique. 16 will blow himself up, losing a large part of his health -- In the show, he obviously blows apart his entire body -- although it can not finish him off; He will always have a little bit left. If your opponent is caught in the explosion, they lose about 90% of their health. This is the most powerful attack in this game. Although, note: It is not really Jibaku, as his self-destruct is caused by a bomb inside his body.

Countering: After the move starts, a 3 second timer will be shown above 16. Take that time to get away from him.

| | | Cell (Unlockable) | | |

Level 1 <--> Absorbtion

Combo: Back, Down, Back, Forward + B

Description: This attack is extremely hard to do, since the range is less than that of a punch, but it is a good move if you hit it. Cell will stab his opponent with his tail, and drain some of their energy, to restore some of his own.

Countering: It has the range of a punch. Just move or block. You can also hit the user, as he is doing it, to cancel the move.

Level 2 <--> Kamehameha

Combo: Down, Forward, Down, Forward + B

Description: This is the classic move associated with Dragonball Z: A blast of energy shot straight from the palms, forward. The blasts consists of a ball of energy, being blasted from a beam. Cell does it a little differently though. First, he uppercuts his opponents in the air, then uses the Kamehameha on them as they land. If you miss the uppercut, you can still get them with the actuall Kamehameha though.

Countering: Try and jump behind the user, after he does the Uppercut; You will have a few seconds to do so, before he fires the energy.

If you get uppercutted though, there's nothing you can do.

Level 3 <--> Super Kamehameha (Chou Kamehameha)

Combo: Down, Forward, Down, Forward + L

Description: This is the same move as the Kamehameha, it's just much wider, and stronger. It's also harder to get out of when hit.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

| | | Gotenks (Unlockable) | | |

Level 1 <--> Kamehameha

Combo: Down, Forward, Down, Forward + B

Description: This is the classic move associated with Dragonball Z: A blast of energy shot straight from the palms, forward. The blasts consists of a ball of energy, being blasted from a beam.

Countering: Try and jump behind the user. If you must get hit, at least jump, so only part of the attack hits you.

Level 2 <--> Super Ghost Kamikaze Attack

Combo: Down, Back, Forward + L

Description: This is an interesting attack developed by Goten and Trunks when they were in the Hyperbolic Time Chamber, fused as Gotenks. They blow ghost-bubbles from their mouth, and the ghosts run into their opponent, and then explode. Gotenks makes 5 ghosts at once, in this game.

Countering: This attack is unavoidable.

Level 3 <--> Ultra Assault Buu Buu Volley Ball
(Geki Totsu Arutora Buu Buu Bareboru)

Combo: Back, Down, Forward + R

Description: This is another interesting attack developed by Goten and Trunks in the Hyperbolic Time Chamber. They fire a beam, that entraps their opponent inside a volley-ball shape, then they knock it around, until it breaks open.

Countering: Try to jump over the beam, as it comes. That's hard to do, though, as it is so fast. If you become a Volley Ball, you just have to wait the rest of the move out.

| | | Buu (Unlockable) | | |

Level 1 <--> Hammer Fist

Combo: Down, Forward, Down, Forward + B

Description: This is really just a melee attack, but it's a strong one. Buu shapes his fist into a hammer-like shape, and smashes his opponents over the head with it.

Countering: It's a melee attack, so you can just block it.

Level 2 <--> Change Beam (Henka Beam)

Combo: Back, Forward, Down, Forward, + L

Description: This is Buu's favorite attack: He uses the antenna on his head to emit a pink beam, that turns his opponents into a candy. He then eats it.

Countering: Once you become chocolate, you can't do anything about the move, but if you jump over Buu before that, you can dodge it.

Level 3 <--> Human Extinction Attack (Jin Rui Zetsu Mestu Kougeki)

Combo: Back, Down, Forward, Up + L

Description: While nothing more than a massive (and I mean massive) amount of KI blasts, this attack is the single most devastating move in the Dragonball Z universe. Buu focuses the blast, to hit all the different KI he is able to sense, and fires the blasts by the billions. Anyone unable to shake off the blast (Which is the whole population, save for a handful) is killed. In this game, the attack translates to a handful of KI blasts raining down on your opponent.

Countering: The KI blasts only go in front of Buu. If you jump over him before the attack starts, you should be safe.

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| | | Broly (Unlockable) | | |
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Level 1 <--> Hovercraft Punch

Combo: Back, Down, Forward + B

Description: Broly uses KI to slide forward, and punch his enemy. It may look like a basic punch, but it's actually good. Not only is it stronger, but it will take down full guard meters -- And still do damage. And you can even hit people on the ground with it. It's a great move.

Countering: You must jump over it, since you can't block it.

Level 2 <--> Seismic Energy

Combo: Back, Down, Forward, Down, Back + R

| | Raditz (Unlockable) | | |

Level 1 <--> Flying Elbow Drop

Combo: Down, Forward, Down, Forward, + B

Description: There's really nothing special about this move: Raditz jumps into the air, focuses some energy onto his elbow, and elbow drops his opponent. That being said, it is decently effective.
Countering: It's a melee attack, so you can block it.

Level 2 <--> Flying Elbow Drop

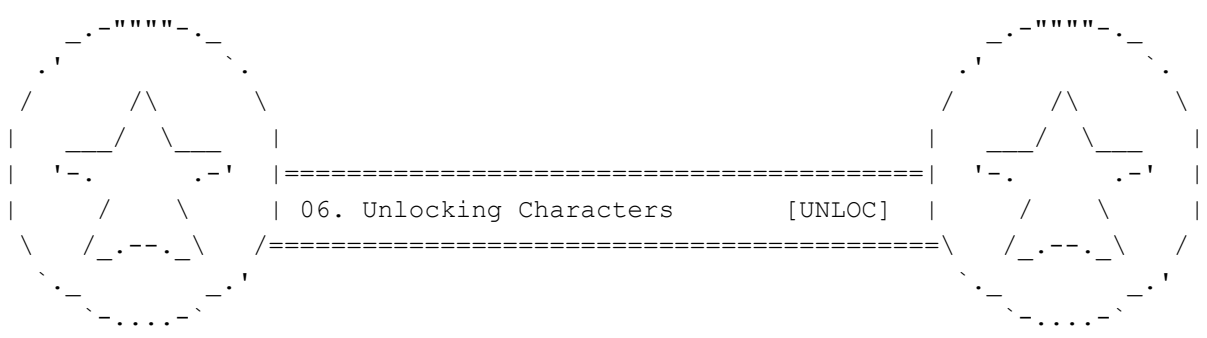
Combo: Back, Forward, Back, Forward + B

Description: Raditz makes an energy beam with just one of his hands, and he moves it from a 45 degree angle, to a 180 degree angle, which goes across the screen.
Countering: You should be able to block it, if your block meter is up.

Level 3 <--> Fire Summersault

Combo: Back, Forward, Down, Forward + R

Description: Raditz jumps into the air, and begins spinning so that flame forms around him. He then slams his body into his enemy. This move is extremely strong.
Countering: You should be able to block it, if your block meter is up.



| Raditz | Beat Tournament Mode once, with any character.

| Nappa | Unlock Raditz, then beat Tournament Mode with Vegeta.

| Gotenks | Beat Tournament Mode with 4 different characters

| Android 16 | Beat Time Challenge Mode with 2 different characters.

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| Frieza | Beat Tournament Mode with all other characters you have.

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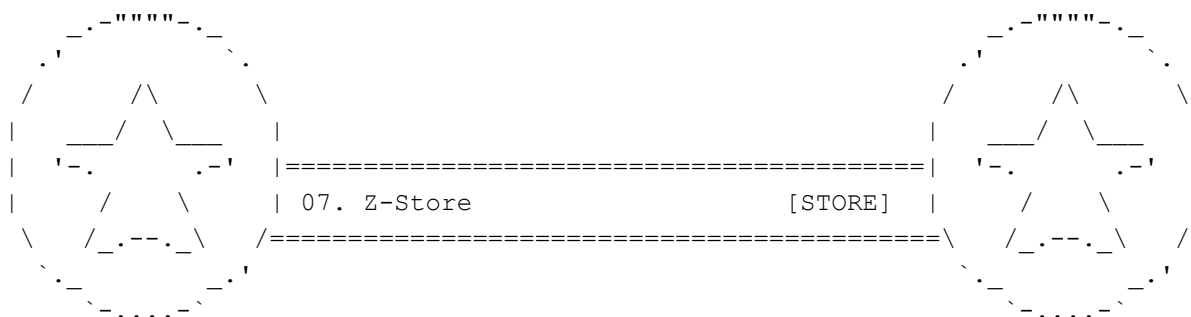
| Buu | Beat Tournament Mode with Frieza.

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| Broly | Beat Tournament Mode with Buu.

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 | | | Images | | | |

- 1 - Super Saiyan Vegeta in a fighting pose.
- 2 - Android 16 and 18 standing next to eachother.
- 3 - Super Saiyan Goku powering up.
- 4 - Android 18 kissing Krillin.
- 5 - Gohan dressed up as Saiyaman, kicking a criminal.
- 6 - A closeup of Nappa's face.
- 7 - Frieza's first form, overlooking the Ginyu force.
- 8 - Super Saiyan Trunks holding up an energy disk.
- 9 - Piccolo throwing his turban off.
- 10 - A closeup on Raditz head and chest.
- 11 - Super Saiyan Vegeta blocking Android 18's punch.
- 12 - Super Buu, scratched up, surrounded with energy.
- 13 - Vegeta powering up, with rocks in the air around him.
- 14 - Majin Buu sticking his tongue out at Babidi.
- 15 - Imperfect Cell standing in a city.
- 16 - Perfect Cell powering up.
- 17 - Super Saiyan 3 Gotenks in a fighting pose.
- 18 - Super Saiyan Trunks about to use his sword.
- 19 - A close up on USSJ Broly's head and chest.
- 20 - Hercule punching Android 18 in the face.

 | | | Bios | | | |

- 1 - Goku (Goku's Biography)
- 2 - Gohan (Gohan's Biography)
- 3 - Piccolo (Piccolo's Biography)
- 4 - Krillin (Krillin's Biography)
- 5 - Android 18 (Android 18's Biography)

- 6 - Trunks (Trunks's Biography)
- 7 - Vegeta (Vegeta's Biography)
- 8 - Frieza (Frieza's Biography)
- 9 - Android 16 (Android 16's Biography)
- 10 - Cell (Cell's Biography)
- 11 - Gotenks (Gotenks's Biography)
- 12 - Buu (Buu's Biography)
- 13 - Broly (Broly's Biography)
- 14 - Nappa (Nappa's Biography)
- 15 - Raditz (Raditz's Biography)

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| | | Songs | | |
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- 1 - Theme (The music that plays when the game starts.)
- 2 - Conclusion (The game over sound -- It's too short to be music.)
- 3 - Namek (The music that plays in the Namek arena)
- 4 - Kami Lookout (The music that plays in the Kami's Lookout arena)
- 5 - Inside Buu (The music that plays in the Inside Buu arena)
- 6 - Go Go Goku (The music that plays in the Hyperbolic Time Chamber.)
- 7 - Wasteland (The music that plays in the Wasteland arena)
- 8 - Orange City (The music that plays in the Orange City arena)
- 9 - Snake Way (The music that plays in the Snake Way arena)

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| | | Modes | | |
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- 1 - Endurance x2 (Endurance mode, with stronger characters)
- 2 - Time Challenge (A timed version of Tournament Mode)
- 3 - Sky Battle 2 (When characters Sky Battle, the loser loses the round)

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| | | Settings | | |
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- 1 - Fast Clock (The clock goes faster)
- 2 - Invisible (Fighters are invisible sometimes, and transparent others)
- 3 - Free Supers (You don't need energy to use supers)
- 4 - Supers (You can use supers in the first place)
- 5 - Explosive Touch (Fighters touching eachother both get hurt)
- 6 - Fast Recovery (You charge KI faster)
- 7 - Instant Death (One hit kills a fighter)

