

Dragon Ball Z: The Legacy of Goku II: Future Shock FAQ/Walkthrough

by Pillsburysub

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Dragonball Z: The Legacy of Goku II

Walkthrough/FAQ

Platform: GBA

By: Pillsburysub

Pillsburysub[at]yahoo[dot]com

To find a certain section of the walkthrough easier, press Ctrl + F and a search bar will appear. Type the section number/letter and the name of the section. Press find and you will go directly to that section. For Mac users, use the Command Key in place of Ctrl.

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[1.00] INTRODUCTION

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GameFAQs
Neoseeker
Supercheats

NOTE: The first to receive updated versions of my Walkthrough is GameFAQs. Please check there for the latest update. If you find another site with this guide please tell me. Thank you, and have a good time reading.

[2.00] ABOUT DRAGONBALL Z: THE LEGACY OF GOKU II

Dragonball Z: The Legacy of Goku II is the sequel to the game Dragonball Z: The Legacy of Goku. The main difference between this game and its prequel is that it has more Characters to use, more areas to explore, and a better storyline. This game contains the Android and Cell Sagas while the other game contained the Namek and Frieza Sagas. Now, let's get started.

Menu Navigation:

A Button: Confirm Selection
B Button: Return to Previous Menu
R Button: Change to New Folder
L Button: Change to New Folder
Start: Return to Game
Select: Nothing

In-Game Controls:

A Button: Melee Attack*
B Button: Ki (Energy) Attack**
R Button: Use Scouter***
L Button: Cycle through Ki Attacks
Start: Status Screen
Select: Use Scouter: Scanning Mode***

* = Certain Melee Attacks require pressing and holding A to charge
** = Certain Energy Attacks can be continuously fired by holding B
*** = After you obtain it

In Dragonball Z: The Legacy of Goku II, each character has access to a

simple, close-range Melee Attack. With the tap of A, each character will launch a single punch or kick. Repeatedly pressing A results in a series of punches and kicks that are more formidable. Each character also has a Special Melee Attack that they can obtain, eventually. Special Melee Attacks are both more powerful, and more difficult to use than basic Melee Attacks. To initiate a Special Melee attack, you must press and hold A to charge up, then release A to deliver a bone-crushing move. However, there are 3 negatives associated with using a Special Melee Attack.

1. You must hold A for a while to charge the move
2. You cannot move while charging power
3. If you get hit while charging, the move will be canceled and leave you vulnerable to damage

Dragonball Z wouldn't be Dragonball Z without massive, earth-shattering Energy Attacks. This game is no where close to an exception. As with the case of Melee Attacks, each Z-Fighter has access to an Energy Bolt by tapping B, either once or repeatedly. This will drain your Energy Bar, so you can't dominate over enemies using Energy only, forever. You also can't hit enemies that are off-screen. Note things in regard to Energy Attacks.

1. You can't move while engaging in Energy Attacks
2. You can only fire in the Cardinal Directions: North, South, East, and West (Or up, down, left, and right)
3. Getting struck while engaging in Energy Attacks cancels the move and opens you up to take heavy damage.

Use Energy Attacks to keep enemies at bay if you're near death and need to defeat an enemy or two to regain health. But do NOT rely on them as your primary defense. Special Energy Attacks, much like Special Melee Attacks, do crushing damage. Unlike the Energy Bolt, Special Energy Attacks use up a lot more Energy, so you can't go around laying out your Kamehameha on every enemy you see. Most Special Energy Attacks require holding down B to activate. In these cases, Special Energy Attacks are bound by the same rules as their basic brethren.

1. You can't move while engaging in (Most) Special Energy Attacks
 2. You can only attack in the Cardinal Directions: (In most Cases)
 3. North, South, East, and West (Or up, down, left, and right)
- Getting whacked while charging a Special Energy Attack will cancel the attack and leave you open to damage.

There are 3 different-sized portions of food that can replenish your health during the game. They are all chicken. Depending on the size of the chicken, it will replenish different amounts of health. Chicken Legs restore the least amount, a Chicken Platter restores a medium amount, and a whole Turkey restores the most amount. All of these items are in-game items, and can be obtained by simply killing an enemy or blowing up a rock. There are also 3 different-sized balls of light that restore your Energy. The sizes are the same as the Chicken. There are small, medium, and large balls of Energy that restores a bigger amount, the bigger the size. And now for items that you must access from the Start Menu to use. Scattered through-out the entire game, are different patterned, and colored Capsules that boost 1 of your 3 main attributes (Strength, Power, and Endurance). The different Capsules are:

Strength: A Capsule with a red line in the middle and 2 gray lines on either side of it is a +1 Strength Capsule. A Capsule with a gray line

in the middle and 2 red lines on either side is a +3 Strength Capsule. A Capsule that is completely red is a +5 Strength Capsule.

Power: A Capsule with a blue line in the middle and 2 gray lines on either side of it is a +1 Power Capsule. A Capsule with a gray line in the middle and 2 blue lines on either side is a +3 Power Capsule. A Capsule that is completely blue is a +5 Power Capsule.

Endurance: A Capsule with a purple line in the middle and 2 gray lines on either side of it is a +1 Endurance Capsule. A Capsule with a gray line in the middle and 2 purple lines on either side is a +3 Endurance Capsule. A Capsule that is completely purple is a +5 Endurance Capsule.

There is also an extra special item that is very valuable, and limited in the game. They are called Senzu Beans. There is a fat fellow that you meet a few times during the game that goes by Yajirobe. He will give you a Senzu Bean every time you see him, but he will only give you one each time. After you see him a few times, you must go to Kami's Lookout. At Kami's Lookout, you can fly below the Lookout to find a little place called Korin's Tower. You must talk to Korin and he will give you a Senzu Bean - Only if you complete a small task. You can only hold 3 Senzu Beans at a time. The thing that is so special about them is that they restore your Health and Energy 100%. So, you should only use a Senzu Bean when you are absolutely forced to.

For example, after you have just saved the game and travel just a little away, and start to get pummeled, don't use a Bean. It would be a waste if you haven't done anything important - You can just turn the game off, turn it on, and try again, because you had just saved.

The next thing is the Scouter. The Scouter is the most important item to get in the game. Once you obtain it, you can:

1. Pull up a map of the world and the area in which you're presently located.
2. Activate the Scouter's Scan Mode to determine an NPC's Hit Points and vital info. Later, you can retrieve any scanned person or creature's info at Capsule Corp.

Now, I will guide you through a few tips on fighting:

Stunned 101:

Get used to the fact that after hitting an enemy, he or she's rapidly pushed out of range of a quick follow-up blow. Upon scoring the initial blow, keep holding the D-Pad toward your foe, so that you're in hot pursuit as he or she reels from a bone-crushing blow. Give chase, and when you're within range, score another blow while your foe is still reeling from the initial blow. Repeat until your foe is pushing up daisies. And remember, the one who strikes first controls the fight.

Bowling 101:

Sometimes you'll have to deal with swaths of enemies at once, but that shouldn't scare you, because each Z-Warrior you can control is capable of taking on 2 or even more enemies at once. As you enter an area with more than one foe, pull a clutch of enemies toward you by using trees and obstacles to your advantage. After you have them approaching in a group, close-in and swing away. With decent timing and practice, you can destroy groups of foes in short time.

Geometry 101:

Most enemies in Dragonball Z: The Legacy of Goku II are not effective fighters unless they're attacking you head-on and face-to-face in one of the Cardinal Directions - This goes for all enemies, big and small. To take advantage of this, strike at enemies diagonally. Some of the Bosses are more intelligent than normal creatures you see while roaming the world, but they're not that much smarter.

Pinball 101:

You may have noticed that if you pummel foes into a wall or other obstruction, they have a habit of rolling off and ending up behind you - You can use this to your advantage by combining what you learned in Stunned 101 and Geometry 101. Punch and drive your foe into a nearby wall. As he or she slips behind you, turn around and deliver another blow while your enemy is still reeling from the last bounce off the wall. This situation works for the lowly foes skittering about, and is even more useful against Bosses. Using the Pinball Technique, you don't let the other person recover from any hits, which means you can use it to pick apart any foe or Boss in the game - Even if you have a low Strength Level.

NOTE: Combining Bowling 101 with Pinball 101 isn't a good idea.

The Z Warriors:

NOTE: The stats of each Z Warrior in the game are COMPLETELY RANDOM. The stats I list below are that of my own game, don't try to match yours to mine; they will be different.

Gohan:

Health: 85/85
Energy: 20/20
Strength: 5/100
Power: 3/100
Endurance: 3/100
Experience: 40
Next Level: 10

When You Unlock Him = Goku's House at Level 1

Special Melee Attack = Super Kick
Special Energy Attack (1) = Masenko Ha
Special energy Attack (2) = Kamehameha

The Masenko Ha acts like a grenade that's being launched through the air. To use it, you must hold down B and charge power. The longer you hold B, the farther the blast will go, and the more power it will have. When it hits the ground, it sends small shock waves that hit everything in range. It's useful for enemies that you cannot reach or are not strong enough to defeat. The Kamehameha is an energy beam technique. You do not need to hold B to charge power, but you must hold B to fire it. Because it's a beam, you must hold B in any direction and a solid, blue beam will blast in the direction you are facing. You cannot move while firing the Kamehameha.

Piccolo:

Health: 164/164
Energy: 50/50

Strength: 17/100
Power: 15/100
Endurance: 18/100
Experience: 4,350
Next Level: 1,425

When You Unlock Him = West City at Level 10
Special Melee Attack = Spin Punch
Special Energy Attack (1) = Special Beam Cannon
Special Energy Attack (2) = Scatter Shot

The Special Beam Cannon is just like the Kamehameha, only it has a different ability. The Special Beam Cannon is a fast beam of orange light that can pass right through enemies, but is stopped by the environment. It will fire in a straight line if you hold B. The Scatter Shot is several energy blasts emitted in a fan-like pattern. 3 shots are fired from the hand and spread out farther as they travel, very useful for dispatching multiple enemies.

Trunks: (Level 6)
Health: 148/148
Energy: 36/36
Strength: 14/100
Power: 9/100
Endurance: 8/100
Experience: 1,000
Next Level: 550

When You Unlock Him = Default Character in "The History of Trunks"
Special Melee Attack = N/A
Special Energy Attack (1) = N/A
Special Energy Attack (2) = N/A

Level 6 Trunks is just a character that you use for a short period of time to familiarize yourself with the Game Controls. He has no Special Melee or Energy Attacks.

Trunks: (Level 27)
Health: 530/530
Energy: 93/93
Strength: 43/100
Power: 36/100
Endurance: 32/100
Experience: 212,875
Next Level: 46,125

When You Unlock Him = Goku's House at Level 27
Special Melee Attack = Sword Slash
Special Energy Attack (1) = Burning Attack
Special Energy Attack (2) = Sword Blast

Trunks' Burning Attack is one of the few attacks in the game that stuns enemies. Press A to fire Burning Attacks at the foe. When it hits, they will be unable to move for a short period of time. The Sword Blast is plain and simple. Press B and Trunks will fire an upgraded version of his Sword Slash. The Sword Blast is a slash of the sword that sends out an energy wave to hit enemies from afar.

Vegeta:
Health: 286/286

Energy: 69/69
Strength: 27/100
Power: 18/100
Endurance: 29/100
Experience: 35,750
Next Level: 8,675

When You Unlock Him = In Space at Level 18
Special Melee Attack = Two-Handed Smash
Special Energy Attack (1) = Big Bang Attack
Special energy Attack (2) = Energy Punch

Vegeta's Big Bang attack is a huge ball of energy that can be fired by pressing B, or charged by holding B. If you just fire the Big Bang Attack, it will take out a chunk from your Energy Meter, but if you charge the attack, it constantly subtracts energy from the meter until you release B. It explodes on contact. Vegeta's Energy Punch is a punch surrounded in blue energy that is thrown when you press B. It does more damage than any normal Melee Hit.

Goku:
Health: 813/813
Energy: 123/123
Strength: 62/100
Power: 60/100
Endurance: 41/100
Experience: 1,324,573
Next Level: 238,162

When You Unlock Him = Kami's Lookout at Level 35
Special Melee Attack = Flurry Punch
Special Energy Attack (1) = Kamehameha
Special Energy Attack (2) = Spirit Bomb

Goku's Kamehameha Wave is the exact same thing as Gohan's. It's a blue beam of energy that is fired in whatever direction you are facing by holding B. The Spirit Bomb is Goku's most devastating Energy Attack. By holding down B and charging power, Goku can fire a huge ball of immense strength. After releasing B, Goku will fire the Spirit Bomb that engulfs any foe it makes contact with and stuns enemies that are outside the blast radius.

Mr. Satan: (Level 1)
Health: UNKNOWN
Energy: UNKNOWN
Strength: UNKNOWN
Power: UNKNOWN
Endurance: UNKNOWN
Experience: UNKNOWN
Next Level: UNKNOWN

When You Unlock Him = Collect All 5 Trophies
Special Melee Attack = N/A
Special Energy Attack (1) = Picture Flash
Special Energy Attack (2) = N/A

Mr. Satan's Picture Flash is just like Trunks' Burning Attack. The Picture Flash is where Mr. Satan poses with a peace sign and there is a flash. This will stun all enemies around you. Mr. Satan only has 1 Special Energy Attack.

Mr. Satan: (Level 40)
Health: 486/486
Energy: 133/133
Strength: 27/100
Power: 28/100
Endurance: 16/100
Experience: 2,727,775
Next Level: 607,735

When You Unlock Him = Collect All 5 Trophies
Special Melee Attack = N/A
Special Energy Attack (1) = Picture Flash
Special Energy Attack (2) = N/A

Mr. Satan's Picture Flash is just like Trunks' Burning Attack. The Picture Flash is where Mr. Satan poses with a peace sign and there is a flash. This will stun all enemies around you. Mr. Satan only has 1 Special Energy Attack.

Scattered throughout the world are small, blue circles that are called Save Circles. They are circles that have Capsule Corp's Logo on it, which is just a big C. Stand on it and press A to save any progress in the game. After you have gotten at least 2 characters, you can stand on a Save Circle and press A to switch between your characters. And now for the screen that you see when you are playing. Scattered around the world, are World Map Signs and Flight Circles. World Map Signs look like a little map marked with a red X that is posted on a sign. Press A in front of it to go to the World Map, and fly to different destinations. Flight Circles are small circles that have a wind symbol on it. Press A while standing on one to fly to a new place, but in the same area.

At the top left corner of the screen is your Health bar, Energy bar, current Energy Attack, Experience Meter, and Super-Saiyan/Namek Meter. The top, red bar is your health. The bottom, green bar is your Ki. To the right of both bars is a small box that contains a symbol, which stands for what attack you will use. Below the Health and Energy Bars is a skinny blue meter that indicates your current Experience and how much more you need until you reach a new Level. To the left of the Health and Energy Bars is a small triangle that will fill with yellow as time passes. You can transform into a Super Saiyan/Namek when this triangle is filled (Only when you have the ability to transform). Now that I have covered the basics, we can start!

[3.00] WALKTHROUGH

In this part of the Walkthrough, you will be guided through the main part of the game. This is the best part. I hope you enjoy it.

[3.01] THE HISTORY OF TRUNKS

"Sixteen years from the present day... Two Androids with strength beyond comprehension appeared from out of nowhere... One by one, the heroes of Earth were destroyed. It is the beginning of a new era on Earth... an era of darkness!"

We begin the game with Teenage Trunks and Future Gohan in a race against time with humanity's future hanging by a string. This small chapter is a training chapter to help familiarize you with the Game Controls. Follow Gohan's instructions as he tells you to blow up a rock with melee, and with energy. Then Gohan will try to coax Trunks into a Super Saiyan, but he has no luck. Next, there is a huge rumble and Gohan flies off to deal with the evil Androids that have murdered all the Z Fighters except Trunks and himself. Gohan commands you to stay behind but we're not all that up for taking orders are we? Head up north until you are right next to Gohan. Press A to talk to Gohan about his recklessness. Gohan agrees to let you come with him to battle the Androids, but he doesn't quite trust you enough yet. As Trunks turns his back, Gohan knocks him out cold with a chop.

He wants you to stay safe from the Androids at all costs. He flies north to battle. You wake up to a downpour. A Flight Circle will appear a little north of you. Walk up to it to find out what it does. Press A while standing on it to fly north where Gohan is battling. Upon landing, head north and up the road as it twists to the west. Trunks arrives just in time to see Gohan being repeatedly blasted by the Androids. Too late to offer any aid, Trunks walks over to Gohan as he falls of defeat. As Trunks mourns over Gohan's death, something sparks in him. He feels rage beyond anything else. In blistering furry, Trunks transforms into a Super Saiyan. The screen fades, and you appear at present day Earth.

[3.02] EAST DISTRICT 439

Our story opens on Gohan desperately curious when his father will return from the assumed defeat of Frieza on Namek. Gohan's mother, Chi-Chi, insists that Gohan must find his Math Book and get to studying. First, you need to familiarize yourself with the Journal Function. This invaluable tool helps you keep track of exactly what you're supposed to do at any given time. Press Start to access the Menu and then press L to flip to the Journal. In the Journal Menu, you can check Quests that are currently in effect that you must complete, and Quests that have already been completed. After doing that, we can finally find the Math book. Head through the doorway to Gohan's right and into the next room. Head down and around up the stairs to the next floor of the house. Go west a little and south to find Gohan's blue Math Book perched on a small table.

Go near the book and press A to pick it up. Get back to your desk to start studying. Gohan dozes off to sleep. You awake to find that you are in your room and the window is open. Head over to the window and escape into the outdoors. NOTE: Now that you are outside, you have access to Gohan's normal Energy Bolt. I want to warn you to NOT use any of it at all, you will need it and more very soon. Go north to find a Save Circle. Stand on it and press A to save your game. Now, we're going to get a Capsule. Go west of the Save Circle until you go through what looks like a path guarding by two trees. Pass through them and you will be on the north side of a ledge. Continue west until you go to the next screen. Walk down and pick up the +1 Power Capsule. Go back to the Save Circle and go east from there. After passing through the next screen, the game will tell you how to make Gohan run, double-tap the D-Pad in whatever direction you want to run and hold it down on the second tap.

Run east until you hit some trees. Go north from there and you'll find a door-like thing in the mountain wall with a blue 1 on it. This is called a Character Barrier, or Character Gate, whichever you'd prefer to call it. The game will tell you about Character Gates and what they mean. The blue number means only Gohan can pass through the gate. Whatever the number is shows what Level Gohan must be to pass through the gate. Gohan is already Level 1 when you start the game, so walk to the gate and use a Melee Attack to destroy it. Go north and you will notice that there is a Level 2 Gohan Gate. We can't pass through it yet, but we will soon enough. Go east to the next screen to find Goku, who is acting very strange. It turns out that he is really Frieza, impersonating your father. Frieza states that Gohan's Father is never coming back. Gohan gets angered and your first Boss Battle will start.

[3.03] BOSS BATTLE: FRIEZA

Frieza can be a handful for your first battle, but follow what I tell you below to re-create the beating that Goku gave him.

Use your Energy Bolts to keep Frieza at bay and do serious damage to him. The boulders littered about contain Health and Energy Boosts. If you're low on Energy or Health, go crack one open to replenish yourself. And keep in mind Frieza's Energy Bolts, especially if he's off screen and you don't see them coming. If Frieza starts to overpower you, run. There is no use trying to beat him if he won't stop throwing punches. One of the useful things to do would be to use up all your Energy to take a number on his health, and then use the boulders to recharge it to full and blast him away. But if you run out of Energy and boulders, then resort to basic Melee Attacks to finish Frieza off. After taking him out, Gohan will be elevated to Level 2! The screen fades and Gohan appears back in his room.

It turns out that the entire thing he just went through was a dream. But the good thing is that everything we saw and did is still there. We are now at Level 2 and can access the Level 2 Gohan Gate that we couldn't before. Gohan senses that Frieza is back and then hears the phone ring. Exit through the east door and the phone will ring again. Gohan wants to go answer it so guide him over to the phone which is on a table a little south of the stairs that we went up to get the Math Book. Press A in front of the phone to find out that it's Krillin, with the bad news that Gohan hoped wasn't true. Frieza is alive and back for revenge! Krillin also says that he and the gang are meeting up to make a plan. Go out the door south of you and walk north around the house to the Save Circle. Save your progress and go back west to the Level 2 Gohan Gate from before. Smash it open and enter the cave.

Walk over to the pretty chest and open with A to get Gohan's Saiyan Battle Armor. Exit the cave and continue north to reach a World Map Sign. Press A while standing in front of it to get to the World Map. On the map in the top right hand corner, is a star. You need to control Gohan and get him over to the star on the map. The star is the Northern Wastelands. Once you get to the star, press A and you will land there.

[3.04] NORTHERN WASTELANDS

After touching down, prepare yourself for battle. You must deal with several Red Ribbon Drones to the left, which can be pretty nasty. Head over to the left and dispatch of a few Drones by closing in on them diagonally, for they shoot electric shocks in any of the 4 cardinal directions. Destroy them all until the electric fence blocking Gohan's path forward is gone. Smash any of the rocks lying around and go through the newly-opened electric fence. Proceed west destroying a few tigers along the way. At the end, look north to see a chasm reaching into the depths. Make a note, because we'll be back. Go back east, fending off tigers, and go up the pathway you eventually see. Head west and lay the beat down on some more tigers. Keep going west until you go to the next screen and see a green door with an orange question mark on it. This is another Character Gate.

This one belongs to Goku. The reason that the question mark that is on it is a question mark and not a number is because you don't have Goku as a playable character yet. The number on a Character Gate will remain a question mark until you unlock the character that the gate belongs to. Take a note of this too, we'll be back. Retrace your steps back east and slaughter some tigers. Find your way north and go onto the next screen. You will find both tigers and more Red Ribbon Drones here. Dispatch of them quickly and continue heading north up the path. You'll come to a Save Circle and a Flight Circle. Save your progress and take the Flight Circle a little farther ahead. Once touching down, head east and down the path to find a +1 Strength Capsule. Head back up and you will find the entire gang waiting. Have a chat with Krillin, Chaiotzu, and Tien to get the lowdown. After that's done, head north and Piccolo will give a little speech.

Continue north to the edge of the mountain and watch Frieza, now turned into a mechanical being known as Mecha-Frieza from Goku's final blast on Namek, and King Cold stepping out of a ship. While everyone is at a safe distance watching Frieza, a young teenager appears out of nowhere. Frieza laughs at him as if he were nothing. The mystery man claims he is a true Super Saiyan. Frieza only mocks him. He transforms into a Super Saiyan right before Frieza's very eyes. He makes short work of the troops, cuts Mecha-Frieza in two, and blasts King Cold to oblivion - All in very short time. He returns to normal form and flies up to the gang. He tells them that he knows the whereabouts of Goku's arrival. The wondrous youth flies away and a Flight Circle appears. Use it and you will fly away, followed by the rest of the Z Fighters. After everyone gets there, walk over to the man and have a word with him. While you are talking you will here an enormous crash.

Gohan looks above to see Goku emerge from a space pod. You learn that the young man is Trunks from the future. Trunks requests a private conversation with Goku. He talks to Goku about a pair of killer Androids that are going to annihilate all of the Z Warriors except Gohan, who just barely slips away, in 3 years. But Goku, however, dies before the Androids even arrive. He is going to catch a virus that attacks the heart. Luckily, Trunks came from the future to give Goku an antidote that will cure the virus. Trunks also tells Goku that his parents are Bulma and Vegeta. But he warned Goku not to tell anyone about it or he might not be born. Goku tells the gang all about his virus, the Androids, the defeat of all the Z Warriors, and that they have 3 years to train for the big battle. After explaining to the others, Goku and Gohan head for home.

Head into the house and surprise Chi-Chi, then leave the house and go south to do some training as Goku recommended. Exit the house and go

all the way south to get in an area of the world that is infected with Garlic Jr.'s Black Water Mist. The Black Water Mist is a poison that makes anyone or anything evil. All the animals that are in the area you are in now are infected with it. You can attack them for more experience. Keep disposing of wolves and snakes until you have grown a good amount of Levels (I would recommend being at least Level 6 before leaving East District 439). After you have gained enough experience, head to the center of the clearing and press A in front of the World Map Sign. Goku will come talk to you and you will get to the World Map. Fly to West City, the star on the map, and land there.

[3.05] West City

Arriving in West City, Goku and Gohan discover that there is a parade today in honor of Mr. Satan. Speak to the dog-like Mayor to find out what's going on, then talk to Mr. Satan and you will receive his Autograph. Now it's time to go see Bulma at Capsule Corp. Look around for a little red box that contains a map of West City in it. Walk up to it and press A to view the map. Find Capsule Corp's Logo to the east. Press B and head east until you find yourself at Capsule Corp. Speak to Goku and hit the Save Circle to the east. Go back north and enter the large yellow building. Inside Capsule Corp., go past the reception desk and take the first hall leading east. Take the first hall going south to get into Dr. Briefs' Laboratory. Head to the right and talk to Dr. Briefs and he will tell you about his capsule problem. He says that he lost 25 Golden Capsules that are scattered throughout the entire world. If you find all 25 and give them to him, he will give you something special.

Look in the "Golden Capsule Locations" Section for details on the whereabouts of every capsule (Although I point out the locations as we come upon them in the game, you may miss a few). Leave the lab and go back to the main lobby. Go through the left doorway. Go through the next doorway, and then go upstairs and into the 2nd floor door. Round another bend and you will be in the Briefs' living quarters. Speak to Mrs. Briefs and she will give Gohan a cookie. Gohan can hold up to 99 cookies, which restore a little lost health for each one you eat. Talk to her over and over until you have a good amount of cookies. Go north through the next 2 doors and talk to Bulma to learn about a device called the Scouter. She will give you a note to take to the hardware store and get exchanged for a Scouter Part. Before leaving, go out the backdoor and pick up a +1 Power Capsule. Exit Capsule Corp. and go all the way to the west side of town. Check one of the red map boxes and look for a Gameboy Icon on the map. Go to that icon and enter the joint. Walk up to the counter and talk to the guy standing there.

He will go get the Scouter Part for you. Go back to Bulma in Capsule Corp. and give her the Scouter Part. She will put the Scouter and Scouter Part together and give it to you. The Scouter can scan enemies that are around you and give your current location in your specific area and on the World Map. Use R to access the surrounding area map and use Select to pull up the Scanning Mode. Use A to zero in on a subject. Now with the Scouter in our hands, leave the Briefs' Residence and continue until you are back in the main lobby. Once there, the receptionist will mention a problem with security. Go down the east hall that we went down to get to Dr. Briefs' Lab before. Only this time, don't take the south hall, continue east through the doorway to find a guard. Speak to him and he will tell you about the problem and

give you the Blue Access Card. Go back through the west hallway and to the place with all the stairs and different doors. Go to the basement floor and unlock the door with the Blue Access Card.

Go inside and pick up a +3 Strength Capsule and a +3 Endurance Capsule. Exit that door and go to the top floor and enter the 3rd floor door. If you walk up to the door in front of you, it will deny you access. Go east across the bridge and into the room using the Blue Card. Go to the top of the room until you see a little red dot on the wall. Walk over to it and press A, it should turn green. The game will show a cut-scene of the door that denied access from before open. Go to the south end of the room and save your game. Go down the stairs and go into the west door. Make sure you have full health and energy here, we're about to fight a Mini-Boss Battle. There will be a scientist in the room. Go over and talk to him. He will throw one of Capsule Corp.'s newly-constructed animal capsules at you. It will turn into a wolf. The Mini-Boss Battle is the wolf. To turn this wolf into a crying wolf, get some space in-between you and the beast. Use up all of your Energy Bar firing Energy Bolts at it.

Finish off with Melee Strikes once your Energy Meter is reduced to zero. If you need health, use some cookies that you got from Mrs. Briefs. The scientist confesses to trying to steal the animal capsules and sabotage Capsule Corp.'s research. Gohan takes him down to security and he gets locked up. As a reward, the guard will give you the Red Access Card, which will allow you access to the Computer Room just outside the security room that you are in now. Get back to the main lobby and head north into the atrium. Walk north and take note of the fountain surrounded by 5 empty pedestals. To get some experience, walk around the north-west part of the atrium until you find a gold building. Do NOT enter the building until you have a really high Level. The gold building is a Fighting Do-Jo. Inside, you fight Yamcha, Krillin, and then Tien, all in that order. A little later you obtain Vegeta and he is at Level 18 when you get him.

I went into the Do-Jo when he was at Level 18 and only beat Yamcha. By then, my health was already too low to fight another battle. So make sure you have sufficient Levels before entering that building. After beating Yamcha, you will receive a +3 Power Capsule. After beating Krillin, you will receive a +3 Strength Capsule. And finally, after defeating Tien, you will get a +3 Endurance Capsule. Leave Capsule Corp. and save your progress at the Save Circle near Goku to the south. There, head west until you go to the next screen. Head all the way north until you reach a road block. Walk around the block and talk to the people to find out that a bus carrying kids crashed and the kids are lost somewhere. It's up to Gohan to find them. Go north and save your game at the Save Circle. Then, go east around the trees to find our first Golden Capsule (1). Go back to the Save Circle and go west to the next screen. Continue west, while battling wolves. Go north and dispatch of 2 more wolves. Continue east to the next screen.

Take out some wolves and snakes. Proceed north to the next screen. You come across a boulder on the left and 4 wolves in this clearing. Try out your Bowling Technique on this pack, but be careful. As you go up north, take the left path and fend off a lone wolf. Keep going south until you find the first lost child. Talk to him and he will walk away. That's 1 down, 3 to go. Go back to the clearing with 4 wolves. Go north this time to find another lost child being surrounded by 3 wolves. Blast the wolves with Energy Bolts and walk onto the ledge. Talk to the boy and he will thank you for saving him. With only 2 to go, get back

to the clearing with 4 wolves and go south from there to the place with some wolves and snakes. Take the east path this time and you come across two Red Ribbon Drones hovering in the street. Destroy them and jog over to the right to find Yajirobe! Talk to him and he will give you a Senzu Bean then leave. And remember, don't use the Senzu Bean at just any time. They restore your Health and Energy Meters to full.

Only use it when you're in a pickle. Go north and take out some tigers. Take the path leading up a little east of them. On the next two ridges, you have to deal with snakes. Take them out and head to the 3rd ridge. This one has a cave and a wolf. Use Energy to take it out and head in the cave. Talk to the lost girl there and she will thank you. Save your game at the nearby Save Circle and leave the cave. Head up the next path and take out the snake. Go west and bust some more snakes. Keep going west to find a Flight Circle. Take it down to a bus that went off the road. Talk to the little girl standing there and she will leave. That is all 4 missing children! Retrace your steps all the way back to the road block. Talk to the man standing there and he will thank you for finding all of the lost children. Go west of the road block and check the red map box and find the newspaper icon to the south of where you are at the moment. Exit the map but don't go to the newspaper stand yet. We're going to get another Gold Capsule first.

Go west of the map box and you will see a bunch of kids running around. Keep going west, passing the children, and go to the next screen to find a mother sitting on a bench and her son running around. Talk to the little boy and he will trade you a Gold Capsule (2) for Mr. Satan's Autograph that we got earlier. Now, go down to the newspaper stand and talk to the man standing in there. He will give you a free newspaper for saving his son, which was one of the missing children we found earlier. Look at the nearby red map box and find a sandwich icon to the south part of the city. Go to the south part of the city and enter the building with a smile-face sign on the top of it. Walk over to the counter and talk to the man standing there. He will say he's not in the mood to serve anyone his famous sandwiches because he can't start his day without a newspaper. Give him the one that we just picked up and he will give you an open-faced club sandwich on the house. Take the sandwich and head to the center of West City and talk to Hercule.

He will take the sandwich from you and say that they can finally start the parade. But suddenly, they can't because Hercule specifically asked for "The Eyes of the Lion" to be playing when the parade starting. Off to get that music then. Check a map box and go to the icon that looks like a record. Talk to fat man inside and he will say he doesn't have it. Leave and check another red map box. Find a chest icon at the north end of the city. That is the Antique Shop. Go there and talk to the man inside. Luckily, he has The Eyes of the Lion! He will give it to you and send you on your way. Leave the place and head east to the next screen. Pick up the Gold Capsule (3) and go back to Hercule and talk to him once more. The parade will finally start and the big float will be out of the way, leaving the road open for you. Head north and talk to Piccolo. Yay, we finally get Piccolo as a character! From this point forward, you can switch between Gohan and Piccolo at any time from any Save Circle, unless the character is not available.

Piccolo will also tell you how to switch characters. Walk onto the Save Circle and switch to our newly-acquired Level 10 Piccolo. Save after the switch and go north into the building. Speak to the mayor about a Triceratops problem in a small village to the south. Head to the south part of the city where you find a warning sign right before the

Triceratops Jungle. Enter the jungle and down to find a Level 10 Piccolo Gate. Piccolo's already there, so smash it down and go through. This region has different creatures than the normal snakes and wolves that we fought before. This place contains Kuma Mercenaries, which are big, armed creatures that give good amounts of experience. I would consider fighting them and getting to at least Level 14 before proceeding. Go south until you find a white bridge leading east. Ignore it for right now and continue south. After going to the next screen, take care of some more Mercenaries and RR Drones. Blow up some boulders for health and energy, and pick up the nearby Gold Capsule (4).

Go back to the white bridge and cross it. Go north to find a Character Gate with a purple question mark on it. This is a Trunks Character Gate. We don't have him yet, but we'll be back once we do. Keep going south until you find a bridge-like platform that you can cross to the west. Skip it for now and keep going south until you reach the next screen. Go east and take out a purple tiger, one of the stronger ones and pick up a +1 Endurance Capsule. NOTE: I recommend gaining Levels right here. If you kill the purple tiger, leave the area and come back, it will re-spawn. I went from Level 10 to Level 13 in fairly short time by just killing the purple tiger. Anyway, go back north and cross the bridge that we skipped before. After getting off of it, go south until there is water. You will see grass through the shallow water. Walk across the stretch of land until you're at the end. Pick up the Gold Capsule (5) over there and go back to the bridge, but don't get on it. If you look to the right you will notice a waterfall and a path to cross behind it.

Get behind the waterfall and go south once you dispose of the mercenary nearby. Walk across the bridge and destroy the boulders. Make sure you're at full health and energy before doing this next part. Walk south, but do NOT run into one of the passing Triceratops, they will do damage to you. Go into the village and hit the Save Circle. Go south and next to the house on the right side. Open the chest right in front of the house for a +1 Strength Capsule. Go south, crossing the Triceratops "Zone" and out the gap in the corn rows to the next area. CAUTION: This next section is tricky and requires speed. If you get bowled over by Triceratops too much, then let the game end and restart from the Save Circle in the village - You need your strength for the next battle. As you enter the corn maze, immediately stop and let the Triceratops running toward you reverse direction and start heading south. When they move away, run south until you see the first bite in the corn rows.

Duck in and hide there until they storm past going north. When they pass, run south until you hit a wall, then turn and run east until you enter the next screen. From here, mind the 2 sets of dinos running in the top and bottom rows. Pick a row as one or the other retreats, and then run to the gap between the two rows for a breather. Exiting the safety of the gap, head north till the path forces Piccolo west. Pause for a moment, let the Triceratops start running away, then run left. Head up and around, mind the Triceratops once more, then head right. Pause as the route turns south, then make for the gap on the right as another set of Triceratops heads away. From the safety of the gap, wait till the Triceratops moving north and south pass heading north. Run south until it dead ends and turns right. Hold there for a moment. As the final set of Triceratops migrates northward, dash after and pass them as they urn left, and stop here for a minute. CAUTION: The next screen houses the Triceratops King. He's big, bad, and really angry. Have full health, eat cookies if need be, and proceed north.

[3.06] BOSS BATTLE: TRICERATOPS KING

While Piccolo (Or Gohan) tries to talk reason to this raging behemoth, it falls on deaf ears - You're going to have to use fists. Use your energy Bolts until they run out to wear him down. And remember, you can't hit him while he's off screen. The safest way to beat him is to peck him to death. Wait until he charges, sidestep, hit him in the side a few times, and repeat. You can tell he's going to charge when he stops and starts shaking. If you've got pinballing down, he never gets a chance to recover once you begin pummeling him. Smash the boulders at the top of the area if you need health or energy. After beating him, the Triceratops King will give up and tell you that you can come back one day and the fields here will be growing again. The screen fades and you appear back in the village. A Flight Circle will pop up in front of you. Use the Save Circle right above it first, and then take the Flight Circle back to the start of Triceratops Jungle. As you go north, Frieza's brother, Cooler, confronts you.

He says that he wants revenge against Goku for killing his father and his brother (He's apparently unaware of current events...). Cooler says that he'll be waiting for Goku on New Namek. We'll get back to him later. For now, keep going north into West City. Go back to City Hall, where the mayor told you about the Triceratops problem, and you get to see either Piccolo or Gohan witness the theft of the Key to the city, which was being presented to Hercule for his so-called "heroic" deeds. It's up to Piccolo (Or Gohan) to get the key back! From City Hall, head to West City's lower-left hand corner and talk to the 2 guards standing in front of a steel door. They will say that the old man who stole the West City Key climbed right over the wall. They open the door and let you through into the Warlord's Domain. Go north and save at the Save Circle, then head west to the next screen. Gain some Levels here by blasting Warlord's Henchmen and RR Drones.

If you go as far south as you can, and then go east, you will find a Gold Capsule (6) to pick up. Go north from the Capsule and battle more Henchmen. Go north and blow up the boulder for health or energy if you need it, and go west to the next screen. Go west until you see a cave entrance being blocked by a charm. The Key is in there, we'll be back for it. Go north to the next screen and you should be in front of an old castle. Walk outside the walls of it and around the entire thing. At the end, you should find a man that is being held captive. Talk to him and he will reward you with another Gold Capsule (7). Go back to the entrance of the big castle. Walk in and stay on the right side. Go north for a +1 Strength Capsule. Go back south to the area where the blocked cave was and make your way west and then when you eventually come to a beach, take out a bunch of Henchmen and pick up a +1 Strength Capsule. Go north and take the Flight Circle to the other end of the beach. Go north until you spot a house.

Go inside and open the chest for a +3 Endurance Capsule. Talk to the man inside and he will tell you that Hercule doesn't deserve the Key because it was the old man, not Hercule, who defeated the Warlord. But regardless, he undoes the charm that blocked the cave for you. In the corner of the small house, is a punching bag. There is no real point to using it, but each time you punch it, it will give you 1 experience point. Leave the house and go to the west. Go north and save your progress. Go back to the area with the cave to see that it's open! Go

inside and open the chest to get the West City Key. Before leaving the Warlord's Domain, I recommend getting both Piccolo and Gohan to at least Level 16 - You will need the experience later. Go back to City Hall in West City and talk to the Mayor. Gohan (Or Piccolo) tries to object to giving the Key to Hercule, but the ceremony goes on, whether Hercule deserves it or not.

The screen fades and you appear outside City Hall. Piccolo will walk up to you and tell you that it's time to start the real training. Go south and save your game. Go south to the World Map sign. Press A in front of it and fly to East District 439. Once you touch down, Gohan (Or Piccolo) will automatically fly north and stop in front of Goku. Gohan, Piccolo, and Goku talk for a moment, and the screen fades. The screen will re-appear and a small box will say "Three years later..." In the 3 years of training, everyone got more strength. Both Gohan and Piccolo are elevated to the next Level. And they each learn their first Special Energy Attack! Gohan learns the Masenko Ha and Piccolo will pick up the Special Beam Cannon. The reason I told you to get your characters to Level 16 or more is because they need sufficient Levels for the Androids. Piccolo and Gohan in my game are now at Level 17. You should train more if they aren't. The game tells you that you can now use the L Button to cycle through your different attacks.

Goku also mentions that Master Roshi has some new techniques to teach Gohan and Piccolo. Go south and hit the World Map Sign. You will fly into the air and see a star as your destination. You may not have noticed, but each time you visit a new place, it will appear as a small yellow dot on the map. It's not a star, but there is a small yellow dot right below East District 439. That dot is Master Roshi's Island. Fly there and touch down. When you land, go straight east and save your progress at a Save Circle. Walk east of the Save Circle as Gohan to find a Gold Capsule (8). Go south and then west. Go inside the building that says "KAMI HOUSE" on it. Walk around the big red couch and talk to the old fellow at the top of the room. Master Roshi will teach both Piccolo and Gohan their Special Melee Attacks. Talk to him as Gohan and he will teach you the Super Kick Technique. Talk to him as Piccolo and he will teach you the Spin Punch Technique.

After receiving the moves save once more at the Save Circle and leave the island using the World Map Sign. This time, however, fly to the star and land at Amenbo Island!

[3.07] AMENBO ISLAND

Upon landing, have a talk with each of the Z Fighters to check up on them and see how they are doing. NOTE: This is a good time to use your Scouter. Press Select and then A to scan the data of all your friends. Go north and talk to Yajirobe for our 2nd Senzu Bean. The Androids will eventually show up and everyone loses sight of them. They quickly fly down into town to find the Androids. A Flight Circle appears. Hit the Flight Circle to join the rest of the gang in their desperate search. Gohan touches down in Sasebo ready to track the Androids. Keep following the road until, before long, Yamcha yells that he found them. Go north to the next screen and Gohan finds the Androids standing above a fallen Yamcha. The Androids are intrigued that the Z Fighters knew that they were Androids and that they were going to land at Amenbo Island when they did.

Just to show they mean business, the Androids kill everyone on Amenbo Island, except the Z Fighters of course. An enraged Goku leads the Androids to a safer place. The screen moves to Vegeta, training in space. Angered that Goku always surpassed him in every way, Vegeta transforms into a Super Saiyan. Now having Level 18 Vegeta as a playable character, head inside his Capsule Ship and go back to Earth. Go east after he lands in front of Capsule Corp. and Vegeta will learn about the 7 Missing Nameks from a scientist. Use the World Map Sign and don't go to the star yet, go back to Master Roshi's Island. Head inside KAMI HOUSE and speak to Master Roshi and Vegeta will learn the Two-Handed Smash Attack. A new technique in hand, use the World Map Sign and fly to the Southern Continent.

[3.08] SOUTHERN CONTINENT

When you get to the Southern Continent, go north a little bit and the screen will turn to Goku and the Androids. The Androids tell Goku and the others how they knew their names. You may notice that Goku starts to cough. And then Goku asks if Dr. Gero was watching him when he was on Namek, he is still coughing. The Android replies with a no and then Piccolo adds in that they didn't calculate that Goku would be a Super Saiyan. At that point, Goku transforms and amazes the Android. The Android states that there is no need for concern and tells Android 19 to demonstrate by laying the beat-down on Goku. The screen fades and we're back to Vegeta. Go north and dispose of 5 purple tiger bandits, which are armed with bombs. Take the west path and follow it to a Gold Capsule (9). Go back to the area with 5 tigers and take the east path. You will be faced with 2 more bandits.

Take them out and continue east. Take out the lone tiger and blow up the boulders if need be. Take the southern path which leads to a Save Circle. Save your game and go back to the area with boulders. Go east to find a Level 15 Gohan Gate - We'll be back after we have access to Gohan again. Go back one screen and head north. Take out a bunch of RR Drones to open an electrical fence. Go north and destroy some more bandits and drones. Go west and follow the path to another Gold Capsule (10). Retrace your steps backwards and take the north path. NOTE: I recommend being at least Level 20 before going to the next screen. Walk up one screen to find Goku putting Android 19 in pain. But suddenly, Goku starts coughing again and it turns out that the Heart Virus that Trunks warned Goku about is finally getting to him. Goku's eventually at such a loss of power that he reverts to normal form and kneels on the ground in pain.

Android 20 threatens to kill anyone who tries to step in and help Goku after Piccolo suggests that they do just that. Just in a nick of time, Vegeta comes bursting in, saying that no one is going to kill Goku unless it's him. He tells Goku that he was pitiful because he knew that becoming a Super Saiyan would make the heart virus worse but he turned into one anyway. Yamcha takes Goku to give him the antidote. Android 19 wants a piece of Vegeta. Android 20 allows him to take Vegeta but then says that he gets all the others. Vegeta will ask if machines like Android 19 ever experience fear.

[3.09] BOSS BATTLE: ANDROID 19

As soon as the battle starts, quickly back away behind the mesa that the other Z Fighters are standing on and safely activate Super Saiyan. Once powered up, rush in and start pummeling Android 19 mercilessly, using the Pinball Technique to rock his robotic world. As is always the case, if the momentum of the fight shifts against you, back off and regroup. Use the many boulders scattered about the area to replenish Vegeta's Energy and Health. If you're hurting, use the mesas scattered around to confound Android 19. You can trap him behind one and keep him there all day if you're careful. Either use a hit-and-run strategy, or pummel him relentlessly. Eventually, Android 19 will succumb to Vegeta's might. Vegeta, victorious over Android 19, takes the fight over to Android 20 with the Z Fighters in hot pursuit. Now in control of Piccolo, head north and hit the Save Circle.

CAUTION: You have to tango with Android 20 after heading just north of here so choose your character wisely. If you want to use Vegeta for this match, then go back and destroy the boulders until he is at full health and energy. Proceed north until you reach a Flight Circle. If you chose Vegeta, transform into a Super Saiyan and then step on the Circle and press A. You will come to battle Android 20!

[3.10] BOSS BATTLE: ANDROID 20

Dealing with Android 20 is like dealing with Android 19, only much harder. Android 20 is quicker and deadlier than Android 19, plus there aren't nearly as many places to hide. The reason I told you to turn into a Super Saiyan before coming here if you picked Vegeta was because it's really hard to transform into one here - The only protection you have here are a few boulders and very skinny trees. Find somewhere to transform into Super Saiyan (If you're Vegeta and you didn't already) and use the exact same pinball tactics that you used on the previous Android. You must be aggressive with Android 20, don't expect him to give you any breaks (Except maybe your bones). Break any of the boulders scattered about because, you see, boulders are your friends, and you must shatter them for their wondrous treasure (Health and Energy).

After you dice 4/5 of Android 20's health, the battle is yours! Soon enough, Trunks arrives on the scene and Vegeta gets a bit flustered. In the confusion, Android 20 makes his escape, threatening to activate Androids 17 and 18. A World Map Sign will appear. Walk over to it and press A to get to the World Map. Fly to the star and touch down in Android 20's, or Dr. Gero's, Hideout - The Northern Mountains!

[3.11] NORTHERN MOUNTAINS

NOTE: You will battle Dr. Gero in a series of Mini-Boss Battles. I won't list them as chapters like I do with the normal Boss Battles but I'll warn you about a battle before. As you touch down in the Northern Mountains, go west and save at the Save Circle. I'm sure that Gohan probably isn't Level 25 yet, but once he is, you can go north and bust down a Level 25 Gohan Gate to find another Gold Capsule in there. Anyway, save and go south a screen. Take care of all the boars using either energy or melee and grab the nearby Gold Capsule (11). Go back north and save your game, then head west to the next screen. Keep going west and destroy a bunch of snakes and boars. Go north to the next

screen and dispose of 3 hawks. Continue west and destroy 3 big rocks for health or energy if you need it. Go north and beat some more boars. Look up and you will see a Level 30 Piccolo Gate that contains one of the Missing Nameks.

I bet that Piccolo is unable to open this gate, just like Gohan, because he is of an insufficient Level. Don't worry about staying here all day and training just so that you can open them. We will come back here later to collect a Dragonball. Piccolo and Gohan should be at the required Levels by then. Continue west to reach an area with 3 more hawks and a pond. Dispose of the hawks and go back to the screen before and blow up the rocks or grow a Level or something like that. Do whatever is required to be at full health and energy - A Mini-Boss Battle is coming up. Go to the next screen after the 3 hawks and you will find a +3 Power Capsule in front of a rock. As you go to the top of the screen, Dr. Gero will walk down and tell you that you won't be able to enter his Lab even if you find it. This will start the battle.

MINI-BOSS BATTLE: DR. GERO

Uh-Oh, Dr. Gero is back. The same rules apply that have worked for any battle in the past. If you don't hack toe-to-toe, use the hit-and-run method. There are plenty of obstacles to use as an advantage. What is so great about these Mini-Boss Battles is that you only have to slice a mini-amount of health off. Use whatever tactics necessary to dice 20 percent of Dr. Gero's health and send him packing until he we see him again shortly After beating him, Dr. Gero will flee and allow you to move north. Go north and you will find a Save Circle. Save there and go west to the next screen and battle 3 purple tiger bandits. After taking them out, look up to see another Goku Gate. If you get close to it, you will notice a Triceratops behind the fence. If it sees you, it will come down. This is a great way to gain experience. Don't stand in front of the actual Gate, stand right next to it so that most of your body is in front of the fence and wait for the Triceratops to come down towards you.

If you use Melee, it will go through the fence and hurt it. Keep attacking the Triceratops until it dies. This should get you a whole lot of experience. I know it may take a while, but if you keep killing them it will get you lots of experience. I would recommend getting to at least Level 22 by killing the Triceratops before proceeding. After gaining a few Levels with all of your characters, go back to the Save Circle and save your game. Destroy some rocks if need be, and go north to the next screen. Bulma will tell you that Dr. Gero's Lab is protected by 3 generators that you must destroy. If you want to, you can go up and destroy some Eggbots. But beware, they explode after their health is at 0 so they can be dangerous. Head east and destroy the generator that is right in front of your face by using Melee Attacks on the 3 orange things. Make sure that you are fully healed and energized before proceeding east. Another Mini-Boss Battle is coming up. After shattering the generator, head east to face Dr. Gero.

MINI-BOSS BATTLE: DR. GERO

In this battle, Dr. Gero's health will be at the 20 percent point, which is how much damage we did him last time. It is much harder to

beat the doctor this time. Here will be standing on a bridge and will most likely force you into more direct combat. It is easier if you don't let him leave the bridge. Punch him to the edge and quickly turn around. Continue using pummeling him, while forcing him to one side and then back until you have knocked off half of his health bar. After beating Gero once more, he will fly away and you can go east. Deal with more Eggbots and head north a few screens until you see a Gold Capsule (12) lying above a small plateau. Pick it up and head back south. Continue along east. The area is littered with mechanized foes so have your Energy Blasts at the ready. Continue east until you see some steaming rocks.

Remember where they are, we will be back here in a minute. Go north at the rocks and to the next screen. Take out 2 tigers walk up north using the pathway on the right. Take out another tiger and some Eggbots. Go west and lay waste to one more tiger. Go south and pick up a Gold Capsule (13) and go north to the next screen. You will find the 2nd generator... being blocked by a dinosaur and her eggs. You must go talk to her as any of the characters and she says that she will move to the steaming rocks that we saw before. She will tell you what to do. I will list the best way to move the eggs with out breakage below:

EGG-STATIC

Momma dinosaur is willing to move down to the heat vents if you're willing to do the heavy lifting to re-locate the eggs. NOTE: If you're Vegeta, you should transform into a Super Saiyan to get a speed boost and slip by your enemies easier. Yes, you must do this 3 times: Once for each egg. You must pick up an egg and carry it down to the steaming rocks - Without getting hit. If you get hit you will have to start over at the Save Circle near the generator. You cannot attack while holding an egg and are very vulnerable to damage. However, there is a very easy way to do this. If you are Vegeta transform into a Super Saiyan BEFORE you pick up an egg by pressing A while in front of it. But I want to show you how to do this while you still have the ability to attack. Don't pick up an egg yet. Go back south and to the edge of the hill that you're on.

Do you notice how it's wavy on the way down (East)? You need to stand in a position where the tiger that is behind you is trying to get you, but the wall is in his way, so he can't. Then look right. You should see a whole Eggbot and about half of another Eggbot that is partially off-screen. The off-screen one is moving fast while the other is going slow. You must stand in this position and wait until they are both to the north. Don't go when only one is, the fast will walk down several times before the slow goes north once. After they are both out of the way, you quickly head east and south to where 2 tigers are. You have to stay as far south as you can so the tigers can't get you and go to the south screen. Now, just do that with an egg. And remember, it's easier to do with Super Saiyan Vegeta. Transform before you pick up an egg because you can't after you have picked one up.

Do what I told you to above and right after the dinosaur finishes saying "Don't break my eggs on the way down" (Or something like that, I'm not sure), return back to normal form and go back to the generator. Blow up the rocks that are around it for energy to replenish yourself and allow you to turn into a Super Saiyan once more. After you have moved all 3 eggs, head to the generator and destroy it. A cut-scene

will show a 2nd bar disappearing from the force field-type thing that blocks Dr. Gero's Lab. After destroying the generator, save your game and head all the way back to the barrier area. By the time you get to the bridge where you had a Mini-Boss Battle with Dr. Gero, there will be new enemies to destroy there. Take em' out and continue to the barrier area. Dispose of the Eggbots and head to the west screen. Take out 3 bots there and make sure you're ready for the final Mini-Boss Battle with Dr. Gero before moving to the next screen.

Get health, energy, and activate Super Saiyan if necessary, just be ready for the battle. Continue to the next screen and face Dr. Gero!

MINI-BOSS BATTLE: DR. GERO

The same rules apply for this match as the last. This bridge battle is just like the one we did before. Keep Dr. Gero on the bridge if you can and pummel him until he folds like a deck of cards. Use whatever means necessary to get his health down to 20 percent. After that he will fly away. Head south in this same screen to find another Gold Capsule (14). Go west to the next screen and take out 5 tiger bandits. Look north to see a Level 50 Vegeta Gate. If you look ahead in this guide at the "Gaining Mr. Satan" Section, you will know what this door is used for. Anyway, it will be a while until you can open it (Especially because Level 50 is the Max Level in the game). Go south of the Vegeta Gate and take out some more bandits. Go to the far south and pick up a +3 Endurance Capsule. Then, go west and talk to Yajirobe. This is the last time he gives you a Senzu Bean.

You will see him one more time, but he is just there that time to tell you that he isn't giving you anymore and to see Korin if you want some. Go back north to the Vegeta Gate and dispose of the 5 tiger bandits again. Take the west path and an annoying tune will come on. Vegeta questions himself where the music is coming from. Go a little more west and take the south path. You will come into a town. Head more south and talk to each of the 3 people standing outside. They will tell you about Vinnie's taste in music. Pay attention to what color each person says. One will say black, one blue, and one green. Remember the colors and go south to find a Save Circle. Save your game and take the small path leading south. Blow up the nearby rock if you need to, and go west. Pick up a +3 Power Capsule. Go back north and leave the small village. Destroy the 7 Eggbots and take the west path. Fend off the creatures you find and follow the path to a Gold Capsule (15).

Retrace your steps back to the 7 Eggbots, but go north this time. Travel the path and enter the cave. Exit at its end and walk the distance to another cave entrance. Enter it. Do you remember the 3 colors that the townsfolk mentioned when they were talking about Vinnie and his taste in crappy music? They mentioned the colors blue, green, and black. Walk up to the switches in the cave and turn the blue, green and black switches to the ON position. You will notice that Vinnie's house has an iron door inside. The iron door will now open and let you in. Continue north and exit the cave. Proceed north and enter Vinnie's House. Walk into the iron to find the final generator. It turns out that Vinnie powers everything using the generator. Blow it up and ear-splitting tune we used to here will stop. The barrier that leads to Dr. Gero's Lab finally opens! Make your way back to the barrier area and head south. Hit the Save Circle from before. I recommend being at least Level 24 with the character that you want to use.

We're going to be fighting Android 18 real soon. Make sure you have full health and energy before proceed into the barrier too. Go back up. Head through the now-opened barrier and follow it to a big blue door. Whack it down and you will see Dr. Gero activating Androids 17 and 18, the deadly entities that Trunks has mentioned oh so many times. Unfortunately, (Well, for Dr. Gero anyway... it's more of "fortunately" for us) Android 17 destroys Dr. Gero with ease. With Dr. Gero out of the picture, Androids 17 and 18 decide to activate Android 16, their "Sibling". Dr. Gero warned them not to open 16's Chamber. They obviously didn't care so they destroyed him. Trunks gets angry because there were only supposed to be 2 Androids - 17 and 18. But instead, there turned out to be 5 - 16, 17, 18, 19, and 20. Having changed history so much, Trunks levels the lab in attempts to destroy the Androids.

To no avail, the Androids awaken 16 and fly off on a mission to destroy Goku. As Vegeta (He really is the best choice for the next match), continue north to the next screen. Walk north and go west. Blow up the rocks of need be, and continue west. Remember the white question marked barrier. It is inaccessible for now. It's a surprise who can open it. Anyway, make sure that you're at full health and energy. Head all the way east to find a Save Circle. Save your game and make sure you're at full health and energy. Go back west to the next screen and head north. Transform into a Super Saiyan and take it to a road. Here, you battle the terrifying Android!

[3.12] BOSS BATTLE: ANDROID 18

Handle Android 18 the same way you have handled all of the other bosses to far. Attack very aggressively and use the Pinball technique to your advantage. Or you can use hit-and-run tactics to make Android 18 pay. Shatter nearby boulders to replenish any lost health and energy when needed. As usual, back away and regroup if Android 18 gets the upper hand. Plan a new strategy and then launch another assault. When half of 18's life bar extinguished, she will knock Vegeta and the other Z Fighters out of commission. Krillin, too scared to fight after seeing the others so easily defeated, tries to persuade the Androids to stop their mission to assassinate Goku. Krillin fails and everyone wakes up. Pride destroyed, Vegeta flies away and Piccolo gets angered that people are trying to find out what he is doing. Piccolo flies off and Krillin tells the story about Piccolo and Kami being one being, only split in two.

Piccolo flies off to merge with Kami and make the ultimate warrior. Your character automatically shifts to Piccolo and you appear in the World Map. Fly to the star and touch down at Kami's Lookout.

[3.13] KAMI'S LOOKOUT

Upon arriving, head north and save your game. Continue north and speak to Mr. Popo to find out where Kami is. Don't enter the structure in front of you yet. Head all of the way west and then go north to find a Missing Namek (1). Enter the building Mr. Popo was talking about and go in the door right in front of you. You will start a conversation with Kami and the screen eventually turns to the others chilling out at

Goku's House. Bulma walks in and tells about the news of a Capsule Ship that belongs to Capsule Corp., but hasn't been created yet. It's Trunks's Time Machine from the future. Bulma says it's located outside Gingertown and leaves the room. Bulma is going with Trunks to find the Time Machine. Gohan says he's coming too and leaves the room. You finally gain control of Level 27 Trunks! Leave the house and hit the Save Circle behind Goku's House. Go south and use the World Map Sign. Fly to Gingertown and touch down.

[3.14] GINGERTOWN

Once touching down, head west to the next screen. Go north to find Yajirobe. Talk to him and he'll say that he is too fat to be running around giving you Senzu Beans all of the time. He tells you to go to Korin for more. With that he walks away. Anyway, go north and save your game. Go north another screen and take care of a bunch of Kuma Mercenaries. NOTE: These Mercenaries are stronger than the ones we faced in the Triceratops Jungle, and provide a lot more experience. I recommend that you get Gohan and Trunks to Level 30 or more by facing the Mercenaries. In the screen with all the mercenaries, go north to the next screen. Take out 3 more mercenaries and go to the next screen. You will find a Level 50 Gohan Gate. As with the Level 50 Vegeta Gate we saw before, refer to the "Gaining Mr. Satan" Section on what this door contains within it. Go back to all the mercenaries and take the west path.

Take out some Eggbots that are stronger than the ones we fought before and go to the next screen. Take out some mercenaries and go south. Upon entering into this screen, go south and everyone will walk over to Trunks's Time Machine. Gohan states that it is weird because the dome was blasted from the inside and there are these turtle shell things on the ground. Trunks check the date of the Time Machine to find out that it had been sitting there for 4 years, 1 year before Trunks battled Frieza. After a little while, you get control of Trunks again. Head in the south-east direction and blow up the many rocks around you. Pick up the Gold Capsule (16) and save your game at the Save Circle to the west. Proceed west to the next screen. Battle the 2 Mercenaries and head south. Follow the path until you see a northern path. Take it and talk to the guy standing on the dock. He will say that he forgot his bait at his house in West City and asks you to get it for him.

NOTE: We will go back to West City later to get the Dragon Radar, which will pinpoint the locations of the Dragonballs, and we will take care of any loose ends then. (That means we will pick up the Fishing Bait then, don't go get it now) Go back south and then east back to the 2 Mercenaries. Continue north and battle a Destroyer, who can shoot fire from a blaster thing on his arm. Take it out and continue west. Put a beat down on the Mercenary and destroy the boulders if you need to. Go north to find the leftovers of the creature that climbed out of the turtle shells we saw before and blew the hole in the dome of Trunks's Time Machine. The screen fades and goes to Piccolo, waiting for Kami to decide whether or not he should join with him. Kami talks about an evil even stronger than the Androids that has been growing for 4 years. The screen fades and appears on the rest of the gang. A reporter on T.V. talks about all the people of Gingertown being mysteriously sucked out of their clothes by a strange being.

Krillin thinks that the Androids are responsible. Trunks tells him that

he is wrong. The creature that Trunks found outside Gingertown is what's behind it. The screen fades and once again goes back to Piccolo waiting on Kami. Kami states that telling Piccolo about the creature that has been lurking on Earth for 4 years is pointless because Piccolo will know the knowledge of Kami once they fuse. Mr. Popo and Kami talk for a little while longer, and then Piccolo fuses with Kami. Piccolo will gain another Level, achieve Super Namek Form, (Super Namek is like Super Saiyan, only it's for Piccolo) and get the use of his second Special Energy Attack - The Scatter Shot. Piccolo is now the Namek that has long since forgotten his name. You appear as Piccolo in the World Map. Fly to the star and touch down outside Gingertown once again. If you follow the road north, you will come to a Level 25 Piccolo Gate.

NOTE: A Boss-Battle is behind this door. You can go through at Level 25 if you want, but I recommend getting Kamiccolo to Level 30 before entering. After training to a suitable Level, smash down the door and walk north. Stay on the left side. When you see a sidewalk that leads west, take it and walk around anything in your way. Continue north until you see a Gold Capsule (17) resting in a bed of flowers. Go back east and head north until you run into a green figure - Cell!

[3.15] BOSS BATTLE: CELL

Piccolo is in for the fight of his life against Cell so be prepared. Run to a safe distance behind a boulder and transform into a Super Namek. Cell isn't shy about using Energy Blasts so watch your back. Pummel him with fists and use the Special Beam Cannon to drain his health away. Don't let him get the advantage, if he does, Cell will drain Piccolo's health and replenish his own using his tail. Going toe-to-toe with Cell is dangerous unless you're at a high Level. Also, the hit-and-run method isn't an option due to Cell's tail and Energy Blasts. With perseverance, the battle ends in a draw, by taking out 50 percent of Cell's life bar. As they face down one another, cell unleashes a Kamehameha on Piccolo, and obliterates one of his arms. Piccolo, smart as usual and stalling for time to regenerate his arm, requests that Cell tell him about himself and why he is here. Piccolo learns that Cell is from Trunks's time and has come back to absorb androids 17 and 18 so that he may obtain his "Perfect" form.

Piccolo grows his arm back and tries to stop Cell, but he gets away. Now the Z Fighters must make for the remains of Dr. Gero's Lab to destroy the Cell from there own time so that they do not have 2 Cells to deal with and to destroy Dr. Gero's Master Computer. Remember the Gate that was marked with a white question mark west of Dr. Gero's Lab? Well, that Level 30 Gate is where we are heading. Now playing as Trunks, head south and use the World Map Sign. Fly to the Northern Mountains and touch down. Hit the Save Circle and switch to Gohan. I told you to train every available character to at least Level 30 or more. Head north as Gohan and smash down his Character Gate and head on through. Fending off boars, head east and south. Pick up a Gold Capsule (18) and go north. Continue north, going to the next screen over and over until you eventually find a +5 Strength Capsule! Head all the way back to the Save Circle and switch to Piccolo. Save your game and make your way west until you reach the Level 30 Piccolo Gate.

Smash it down and follow the screens until you find a Missing Namek (2). Make your way back to the entrance of the gate and continue onward to Dr. Gero's Lab. When you reach the next Save Circle, switch to

Trunks and continue north. Enter the open barrier and continue north until you get to the area with many rocks, a Save Circle, and the Level 30 Gate. Go to the Gate and break it down as Trunks. Enter it and follow the path. Trunks will destroy Cell and the Master Computer. Escape the self-destructing laboratory and watch rocks crumble over the entrance, blocking it from ever being entered again. Krillin will say that Goku is feeling better and that they should head over to Master Roshi's place to see him. Krillin flies off and a World Map Sign appears south of you. Use it and fly to Master Roshi's Island. Head inside KAME HOUSE and go upstairs to see Goku wake up, virus free. Goku talks with Piccolo about becoming an Ascended Saiyan by training for a year in the Hyperbolic Time Chamber, where you can get a year's worth of training in one day.

Goku flies away to get Vegeta. He tells you to meet up with him at Kami's Lookout. Playing as Trunks, head to the World Map Sign and fly to Kami's Lookout. Go north and save your game. Go either right or left and you will see the Flight Circle to find Korin in his little tower thingy. Talk to him and you will receive some valuable info: Bring him 3 fish and he'll hook you up with a Senzu Bean. Go back to Kami's Lookout and enter the building. Go right and head down the stairs. Follow the path to the other end to see your companions waiting for you. Vegeta and Trunks go in the Hyperbolic Time Chamber, and then Goku suggests that Piccolo go back to Roshi's Island and fend off the Androids because they will look for him at Roshi's when they don't find him at his house. Now as Piccolo, head to the Save Circle outside Kami's Tower and save your game. Go south and use the World Map Sign. Fly to Master Roshi's Island and immediately save your game when you get there. Make sure that your health and energy are maxed out.

When you think you're ready, head toward the entrance to KAME HOUSE and the Androids will show up. Android 16 scans the area for Goku. After finding out that Goku is not there, Piccolo suggests that he takes his place. Piccolo tells 17 to meet him on an island using a Flight Circle that appeared. Go back north and save your game. Make sure that you are at full health and energy, then go to the Flight Circle and use it. You will fly to an island and Android 17 will ask Piccolo where Goku is one more time. When Piccolo refuses to tell, the battle starts.

[3.16] BOSS BATTLE: ANDROID 17

NOTE: This battle will be fought on 2 separate islands. First, use any of the large trees on the island as a shield and hiding place. If you correctly position Piccolo, Android 17 does not come after you and cannot hit you. Firmly hidden behind a tree trunk, transform into a Super Namek and show Androids 17 how an angry Piccolo takes out the trash. As usual, skillful use of the Pinball technique yields the best results in your battle to bash Android 17's metallic head. If you get wounded or the tide turns on Piccolo, shatter the boulders for your usual fill of health and energy. Once 20 percent of Android 17's health is annihilated, the island shatters from the force of their staggering blows. A Flight Circle will appear where you are standing. If need be, use a Senzu Bean to restore Piccolo to full vitality. Remember, you can always get more. Use the Flight Circle and move to the next island to finish the job.

Unlike on the previous island, here there are no large trees to seek cover behind, so be on your guard. Halfway through the battle, Android

16 reveals the truth about Piccolo and his enormous power. After dishing 80 percent of Android 17's health, the battle will come to an end. After Android 17 is fought to a stop, Cell shows up and wreaks havoc on the Z Fighters, first by taking down Piccolo, then absorbing Android 17 and taking out Tien as well. Rescued at the last moment by Goku, the Z Fighters go back to Kami's Lookout by using Instant Transmission. Shortly after, Trunks and Vegeta emerge from the Hyperbolic Time Chamber, stronger and more powerful than ever. They both grow a Level, and Trunks obtains his second Special Energy Attack, the Sword Blast, while Vegeta gets his Energy Punch. Now Vegeta and Trunks must track down Cell and defeat him while Goku and Gohan head inside the Hyperbolic Time Chamber.

With the newly-acquired Ascended Saiyan, lead Vegeta to the World Map Sign and to the star, Tropical Islands, on the map.

[3.17] TROPICAL ISLANDS

Upon landing, use the Save Circle south of you. Continue southward and use the Flight Circle. This next area is loaded with alligators ready to chomp. Dispose of them all. NOTE: Killing any enemy near large bodies of water next to the land can easily get you fish to trade with Korin for Senzu Beans. After getting rid of the alligators, go northward and pick up a +3 Power Capsule. Head south and proceed to the next isle in this small archipelago using the Flight Circle. Take out more alligators and a few RR Drones, then use the Flight Circle and proceed farther along these islands. From where you land, head east and battle some alligators, then go south and fight some saber-tooth tigers. Continue south, following along the shore. When you can go east, go quite a way east until you eventually find a Flight Circle, you will fight a lot more saber-tooths and alligators along the way, you will even find a few pterodactyls.

When you reach the Flight Circle, take it to a Save Circle and record your progress. NOTE: I would recommend switching to Trunks and getting him up a few Levels. You are going to have 2 Boss-Battles that offer no rest in-between each one very soon. I recommend getting both Vegeta and Trunks to Level 33 or more before destroying a Level 30 Vegeta Gate that I will mention later. Go back to where you see a few sabers around a path that leads north. Take the path and walk up the ridge at the top. Head left, while battling more tigers, and pick up a Gold Capsule (19). Go north and up another ridge. Walk east until you see a bridge. Walk across it and to the next screen. You will find a Missing Namek (3) and a man. Talk to the man and he will give you the West City Apartment A Access Card. Go back west to the next screen. You will see the Level 30 Vegeta Gate I told you about before. Smash it open, using Vegeta, and go north. Take out 3 sabers and use the Flight Circle, ONLY if Trunks and Vegeta are at Level 33 or more, to head towards the next Boss Battle.

It looks like Vegeta and Trunks have managed to track down Cell. Vegeta turns into an Ascended Saiyan, and the battle begins!

[3.18] BOSS BATTLE: IMPERFECT CELL

NOTE: If you have not already experienced using Ascended Saiyan Form,

it will be kind of hard to do. If you have ever watched Dragonball Z, it will show that Vegeta and Trunks both get really huge while being an Ascended Saiyan. Their massive muscles raise their strength, but lower their speed because of the weight that they carry around. It will be hard to fight, being so slow and vulnerable, but enjoy Ascended Saiyan while you can, Vegeta and Trunks use it once each and then never again. A strongly powered-up Vegeta is more than a match for Cell, but you still need to mind his Kamehameha Technique. If you get pinned down, he'll beat you into the sand. Your best weapon to derail Cell's ambitions is Vegeta's Energy Punch. When Vegeta is in Ascended Saiyan Form, it does tremendous damage. I defeated Cell in merely 30-40 seconds using Ascended Vegeta's Energy Punch while he was at Level 33.

I just beat him back and forth, using Pinball skills and the Energy Punch. But beware of Cell's tail. If it gets a hold of you, continue rapidly pressing A until he lets go. After you strip 3/4 of Cell's life, he will go down. After facing Defeat, Cell plays on Vegeta's desire for competition and convinces the Saiyan to allow him to absorb Android 18 and become perfect. Against Trunks's warnings, Vegeta allows this to happen.

[3.19] BOSS BATTLE: PERFECT CELL

Cell has attained "Perfection" much to Vegeta's dismay... and pain. Stepping in for his fallen father, Trunks goes Ascended and prepares to take Perfect Cell down. The exact same rules that applied to Imperfect Cell apply to Perfect Cell. You must mind his energy attacks and melee combos. The only good thing about Cell being perfect is that his tail has retracted into his back because he no longer needs it now that he has absorbed the only 2 beings that he came here in Trunks's Time Machine to absorb. With it being retracted, Cell's tail can no longer suck your life away. And then there is a bad thing to Cell being perfect as well. He is much stronger (Duh) and you must go through 2 rounds of him, reducing his life to 50 percent both times. A good thing to do is use Trunks' Sword Blast, which should take out Cell in round 1. Then I would suggest walking around in normal form (So that you don't use more energy) and destroying all the rocks to supply yourself with enough energy to use the Sword Blast on Cell again.

After using all your energy and the rocks up, just use plain melee until you take Cell down at 50 percent for a second time. Though Trunks put up a valiant effort, Cell is too much for him. Cell then informs Trunks that he will be holding a World Martial Arts Tournament in 10 days, and that the Z Fighters should come. Realizing that he really has no choice, Trunks must head to Capsule Corp. to inform the others.

[3.20] GATHERING THE DRAGONBALLS

Hit the World Map Sign that appears and go to Capsule Corp. As you enter the place, the receptionist asks Trunks to see Master Roshi in the Atrium north of the lobby. Go in the Atrium and Master Roshi will inform you that the others are in the Briefs's residence upstairs, and that Bulma wanted to see you ASAP. First, see Bulma in Dr. Briefs's office to the southeast. Inside, talk to Bulma and she will upgrade your Scouter so that it shows areas you haven't been to. After getting the upgraded Scouter, head to the Briefs's residence. Walk past the

area with Chi-Chi in it and go to the next hallway that has a path leading east. Go there to find Mrs. Briefs. Talk to her and fill up on cookies if you need to, and head inside Bulma's room. Talk to everyone and go near the T.V. Go south, preparing to exit the room, and Cell will appear on screen. Cell will christen The Cell Games and state that they'll start in 9 days. Meanwhile, Goku and Gohan will emerge from the Hyperbolic Time Chamber.

Gohan will have cut his hair, gained a Level, obtained the Kamehameha Technique, and achieved the wondrous Super Saiyan Mode. And even better, you unlock Level 35 Goku as a playable character. Goku will say that he must get the Dragon Radar from Bulma so that he can find the 7 Dragonballs. Visit Korin and trade him 3 fish (If you have them) to get a Senzu Bean, and then use the World Map Sign. Fly to Capsule Corp. and head inside Dr. Briefs's office and talk to Bulma to receive the Dragon Radar. NOTE: You can gather the Dragonballs in any order you want to but I find the way that I list how to find them the easiest way. You will eventually be faced with 2 Level 40 Goku Gates. I will list the Dragonballs last so that you can gain 5 Levels while getting the other Dragonballs. I suggest using Goku until he is at Level 40. After getting the Dragon Radar, we are going to cover some loose ends in West City Leave Capsule Corp. by heading west and into West City.

Locate the Mayor's House south of City Hall and enter it by the left side. Go north and pop open the chest for the West City Apartment B Access Card. Go east and you will find a Missing Namek (4). Continue east and you will find a Gold Capsule (20). Exit the Mayor's Home using the exit to the southeast and head east until you reach 3 small residences. Enter the middle one and talk to the old lady inside. She will get the Fishing Bait out of her husband's trunk and give it to you. Leave and go south of the residences to find 3 apartments labeled A, B, and C. Enter the one labeled A and walk upstairs. Go south in the room and pick up a +3 Endurance Capsule, +3 Strength Capsule, and a Gold Capsule (21). Leave that Apartment and enter the B Apartment. Walk upstairs until you are on the top floor. You will find a Missing Namek (5). Leave the apartment and bring up a map of west City by pressing R. Use the D-Pad and move the map left. You will eventually see a Dragon Ball on the map.

Head inside the Warlord's Domain and pick it up, then check your Scouter once more and find a Dragonball by looking north in Gingertown. Fly to Gingertown using a World Map Sign outside City Hall. Walk west until you are back to the area with all the Eggbots and the path that leads north. Walk up the north path and talk to the old fisher guy. You will give him his Bait and he will give you a Gold Capsule (22). Leave that area and head west. Walk north while battling Warlord's Henchmen (Which look different and are stronger) and you will eventually find the Dragonball. Pick it up and go back to the World Map Sign. Fly to the Northern Wastelands. Look back at the "Northern Wastelands" Section of this guide and find the Goku Gate that we couldn't enter before. Head to that Level 35 Goku Gate and smash it down. Flip the switch and a bridge will come out of the green thing to your south. Head across the bridge to find a Missing Namek (6) and a cave entrance. Enter the cave and take out the tiger bandit.

Continue out the cave exit and go north to find a pond. If you walk around the pond and go north, you will find a green barrier. Head either west or east to the next screen. Flip the switch on both the west and east screens to make the green barrier open. Head through that barrier to find our 3rd Dragonball. Pick it up and leave using the World

Map Sign back at the beginning of the Northern Wastelands. Fly to the Tropical Islands and save your game when you touch down. Keep traveling along the Flight Circles until you are on the main island (The big one). Head south from the Flight Circle while destroying the pack of saber-toothed tigers in your path. Continuing south, take out some gaters, tigers, and pterodactyls and pick up the Dragonball. Use the Flight Circles and head back to the Save Circle and World Map Sign. Switch to Vegeta and use the World Map Sign. Fly to East District 439 and touch down. Head in the northwestern direction until you find a Level 30 Vegeta Gate.

Smash it down and then go to the Save Circle behind Goku's house to the north. Switch back to Goku and enter the gate we opened before. Just as you enter, head right and take out a ninja, then go north to find a +1 Endurance Capsule. Go north and keep battling ninjas and henchmen. Continue north to the next screen and you will see land jutting west out into water. The Gold Capsule (23) is on that stretch of land. Pick it up and go back south. After going south, head all the way west until you see a row of rocks that seems like it blocks your path. Either destroy the boulders or walk in-between them and continue to the next screen. Hit the Save Circle and pick up the Gold Capsule (24). Go back to the row of rocks and head north. Keep traveling north, passing through screens, until you see a Level 35 Goku gate at the very top. Don't smash it down yet. Instead, go back south and go east the first chance you can. Keep going east until you are stopped at a few trees. Check the map of your Scouter and you will see an area above the trees.

Find a pathway, and go north to find a Missing Namek (7). Go back to the Level 35 Goku Gate and break it down. Enter it and you will see a small building, inside a pool full of water, with 3 lion heads spewing water into the pool. NOTE: There are many ninjas around this area. They give good experience so I suggest that you get Gohan, Trunks, Vegeta, and Piccolo to Level 35 or more by fighting the ninjas, and Goku to Level 40 or more by fighting the ninjas. After gaining sufficient Levels, walk north around the pool and to the next screen. Take out the RR Drone and ninja. Head east to the next screen and flip the switch. Go back west and take out the re-spawned RR Drone and ninja. Continue west and save your game, then flip the second switch and you will see a cut-scene that shows 3 unusable switches become usable. You have to flip the switches in the order that I say them or this won't work. Each of the 3 switches will make each of the lion heads spewing water stop spewing it.

If you noticed in the cut-scene, each time it showed a switch, there would be a sword hanging on the wall. One room had 1 sword, one had 2 swords, and one had 3 swords. Go back to the 3 lion heads and go east. Take out a RR Drone and ninja. Enter the building and battle 4 ninjas that are concealing themselves behind pillars. Hit the switch at the top of the screen and one lion head will stop spewing water. Exit from there, and walk around the big pool to the west side. Enter the building in the west screen and take out 4 more ninjas. Flip the switch and another lion head will stop. Leave and go north. Enter the final building and take out more ninjas. Hit the switch at the top of the room and all the lion heads will have stopped spewing water. Exit the building and head east. Save your game once more and then go back to the pool. Walk down the stairs and enter the small shed. You will come across 3 Eggbots. Deal with them and take the path south. Take out 3 more Eggbots and take either the left or right path.

Destroy the destroyer lying in wait behind either path. Continue south

to the next screen. Take 2 more Eggbots and make sure that you're at full health and energy. The next screen contains a Boss Battle that is easy, but is a Boss Battle nonetheless. Enter the southern doorway to find Goku's old friend, General Tao. He was supposedly destroyed by Goku as a kid, but has apparently come back as a partial robot. General Tao is trying to sell the Dragonball to Mr. Vodka. We're not going to let that happen...

BOSS BATTLE: GENERAL TAO

Beating General Tao is pretty simple. He is not too bright and the columns scattered around the room allow you to take advantage of that. General Tao's only real move is his Dodonpa Wave, which can be deadly if hit head on, but easily dodged by using the pillars. Pummeling him from time to time will quickly obliterate Tao, especially because Goku should be Level 40 by now. After destroying General Tao, the Dragonball will appear and fall to the ground. Walk over and pick it up. Now with 5 out of 7 Dragonballs in our hands, leave this place and use the World Map Sign outside the Vegeta Gate that got us in here. We are going to a place that we have never been before. On the World Map, you will notice 2 stars left. The Dragonballs are at these 2 stars. If you fly to the one more southward, you be at the Northern Mountains. If you check the other one, it will be the Snowy Highlands.

Touch down in the Snowy Highlands and head north, dealing with some tigers. Continue north until you reach a Flight Circle. Use it and you will be on the other side of the river. Take out the blue mercenaries and go north. Break down the Level 40 Goku Gate when you see it, and head through. Dispose of a bunch of RR Drones and head east. Save your game. Go back west and then north. You will see a fork. Go left and enter the screen. Take out the many mercenaries and blow up the rocks for the usual. Go to the top of the screen and you will notice a cracked wall. Destroy it to reveal an opening. Head through and battle the T-Rex. This one is ornery, but nothing Goku can't handle. Dispatch the beast to get a +5 Strength Capsule. Pick it up and head back to the fork. Take the right path and use the Kamehameha Technique to blast the strong saber-teeth and wolves from afar. After laying waste to them, go north and pick up Dragonball number 6! Go back to the World Map Sign, and fly to our last destination - The Northern Mountains.

As Goku, travel the path until you reach the second Save Circle. Save your game and go west to the next screen. Take out some tiger bandits and smash down the Level 40 Goku Gate. Dispatch of 5 Triceratops and continue south. Keep going south and take care of 4 more Triceratops. Head down the path leading west for a Save Circle. Use it, and head back east then south. Keep going the direction you are going now to eventually find 2 pterodactyls. Clip their wings and head west. Dispose of another T-Rex, which guards a +3 Strength Capsule. Pick it up and venture south. Continuing south, head down the route leading west to find a barrier of rocks blocking a T-Rex. Destroy the rocks and then destroy the T-Rex. Go south and pick up the final Dragonball! Go back to any of the Save Circles we've seen and switch to Gohan. Use a World Map Sign and fly to the Southern Continent. Go north from the World Map Sign and go east the first chance you get. Continue east. Keep passing through screens until you eventually come to a Level 15 Gohan Gate.

We didn't have access to Gohan when I mentioned this before, so break it down now and head inside. Go north and battle a few different

colored scorpions (Red are stronger, white are weaker). Pick up the +3 Strength Capsule and go back south. Head east across the bridge once you see it. At the end, go south and out the exit. Take out the 2 nearby scorpions and go to the next screen. Dispose of a few snakes and take the right path. Go west and destroy a nearby red scorpion. Take that southern path and continue south, while fighting scorpions and tigers. Walk around the bend and eventually come to stairs that lead to a pit containing a massive T-Rex. Walk down and give him a beating, then pick up the nearby Gold Capsule (25). Retrace your steps back up to the area with a red scorpion and a few snakes. Go to the top of the screen and go east. Go south and destroy more scorpions. On the left side of a plateau, is a red scorpion and +1 Endurance Capsule. Pick up the capsule and destroy the scorpion.

Then head to the next screen by taking the south path on the right side of the plateau. Go south and take out a few tiger bandits. Pick up a +1 Power Capsule and leave this place. Get to the nearest World Map Sign and use it. Fly to Dende's Lookout and save your game when you get there. Go north and have a talk with Dende. After returning the Dragonballs to Dende, Goku will mention that you should finish training and head to the Cell Games. But before we head for the Cell Games, we're going to get the "Special Item" Dr. Briefs mentioned when we were first assigned the Golden Capsule task. Now that you have all 25, use the World Map Sign and fly to Capsule Corp. in West City. Enter Capsule Corp. and have a word with Dr. Briefs. He will take the 25 Golden Capsule and in return give you a single Gold Capsule. The Capsule allows you to automatically fly without the use of a World Map Sign nearby. Although we're at the end of the game and it is pretty much useless, it's still useful for training and such.

Battle whatever enemies you wish and do whatever you need to do, but I recommend getting every character to Level 45 or more. After leveling your characters, use the newly-acquired Gold Capsule and fly to the star on the map, which is the Cell Games Arena. NOTE: Read the "Gaining Mr. Satan" Section BEFORE you enter the battle with Cell. You can get Mr. Satan at a higher Level than just Level 1 if you collect everyone's Trophies before fighting Cell. Touch down and go north, use your Scouter and scan everyone standing around, then locate the Level 40 Goku Gate that's all shiny and gold to the north. Turn into a Super Saiyan, break it down, and enter the Cell Games. Mr. Satan will attempt to stop Cell in his own unique way... but just gets blown far, far away. Anyway, it's now Goku's turn. Goku will walk forward and into the arena. Cell and Goku will speak for a moment, and the battle will begin!

[3.21] BOSS BATTLE: PERFECT CELL

Perfect Cell isn't that difficult if you don't let him hit you, but like always, you must still mind that Kamehameha Wave of his. Perfect Cell is not fast enough to get away from a raging Super Saiyan, so pummeling him will easily deliver the battle into your hands. If things get out of hand, back away and shatter the pots in each of the 4 corners of the arena for health and energy. Continue cracking away at his health until about 20 percent of Perfect Cell's health is gone, Perfect Cell will then nuke the arena, reducing it to a wasteland. Now that the area is destroyed, there are lots of rocks scattered about to replenish any lost health or energy. You can use this to your advantage by attacking Perfect Cell head on until you are depleted, and then

using the many rocks to replenish yourself. Chip away at Perfect Cell's health until Goku eventually gives up, giving a speech that Cell is all mighty and cannot be beaten by Goku.

He will then call Gohan into the match with Cell. Against Piccolo's objections, the battle between young Gohan and Perfect Cell begins.

[3.22] BOSS BATTLE: PERFECT CELL

Run from Perfect Cell and activate Super Saiyan Mode. Do not give Perfect Cell a chance to breathe or the battle may become fatal. Use any of the scattered rocks in the area to replenish lost health or energy. Use the same tactics you used in the Goku vs. Perfect Cell match until you lay the beat-down on Perfect Cell and his ugly green skin. After annihilating half of his life bar, Perfect Cell will stare down at Gohan, confident in his victory. Gohan will then realize that his father put him into the match with the monstrous Cell because Goku knew that Gohan had an enormous power hidden deep within him that might yield victory. Android 16 will then jump into the match, determined to destroy Cell with the bomb in his body. Unfortunately, the bomb was removed from Android 16's body when Dr. Briefs and Bulma were working him at Capsule Corp., so Perfect Cell destroys Android 16.

Android 16 out of the picture, Cell will taunt Gohan into awakening his hidden power. Irritated, Perfect Cell will unleash 3 Cell Jr.'s to cause Piccolo, Vegeta, and Trunks pain.

[3.23] BOSS BATTLE: CELL JR.'S X 3

Do not let their diminutive stature deceive you, the Cell Jr.'s are ruthless. However, like Perfect Cell, the Cell Jr.'s cannot handle a smothering offense. You must defeat one Cell Jr. after another until Piccolo, Vegeta, and Trunks have all become victorious against the small pack of menaces. As each character, walk north and hide behind the large plateau so the Cell Jr. you are fighting can't hit you with energy. Transform into a Super Saiyan or Super Namek and then run up to the Cell Jr. and start pummeling him. After eventually beating all 3 Cell Jr.'s, Hercule will carry Android 16's head over to the battle field and lay it in front of Gohan. 16 will tell Gohan to fight for what is right, even if you do not like fighting. Perfect Cell gets tired of Android 16's bickering and blows it up with an energy blast. Gohan will finally awaken his true power and reach the ultimate Level of power - A Super Saiyan 2!

Young Gohan miraculously gained power without losing speed, like Vegeta and Trunks could not accomplish with their Ascended Saiyan Form.

[3.24] BOSS BATTLE: PERFECT CELL

NOTE: As with Ascended Saiyan Form, Super Saiyan 2 Form is a one-time only form, so enjoy it while you can. Gohan will Level Perfect Cell in every way. Gohan is an order of magnitude more powerful, and is an untiring engine of destruction. It is literally impossible for you to lose this match. You can stand there, plain as day, and let Perfect

Cell lay his Kamehameha Wave on you for hours (Not really) and it wouldn't do anything to you. A Kamehameha Wave will take the smallest amount of health away from Gohan and any little damage you manage to take will regenerate almost immediately. Perfect Cell's Kamehameha is like a minor scratch to Super Saiyan 2 Gohan. Lay into Perfect Cell and watch him crumble beneath your might. In a time far shorter than you might expect, Perfect Cell will be face down at your feet. Having taken such a severe beating from Gohan, Perfect Cell will release Android 18 and devolve back to Imperfect Cell.

Imperfect Cell will decide that nobody is going to win if he can't. Imperfect Cell will blow up like a balloon and activates his self-destruct sequence, which will annihilate the Earth and its entire population of people. Goku, however, steps in and uses his handy Instant Transmission Technique to teleport Imperfect Cell and himself to King Kai's Planet. Goku, King Kai, and Imperfect Cell are all thought to be killed in the blast. But Imperfect Cell has come back. He will explain that just one of his cells will regenerate (Thanks to the cells of Piccolo, which allow him to do this) into a full structure. Cell has even learned Goku's Instant Transmission Technique and re-attained his Perfect Form.

[3.25] BOSS BATTLE: PERFECT CELL, FINAL SHOWDOWN

Super Saiyan 2 Gohan must go toe-to-toe with Perfect Cell once again. The good news is that Perfect Cell is no harder than the last match with him. Keep the heat on to beat Perfect Cell easily, even with his much vaunted regenerative powers. Locked in mortal combat, as the other Z Fighters look on, Cell and Gohan attempt to obliterate one another using Kamehameha Waves. With Goku supporting him from the Other World, Gohan finds the strength to destroy Perfect Cell, once and for all.

[3.26] THE WISHES

The Wishes is simply the epilogue of Dragonball Z: The Legacy Of Goku II. After defeating Perfect Cell, your character will shift to Piccolo and you will automatically appear on the World Map. Fly to Dende's Lookout and touch down there. Save your game at the Save Circle and go north. Talk to Dende to start the Dragonball sequence. Dende, Gohan, and Piccolo will talk for a moment, and then Dende will summon forth the Eternal Dragon, Shenron. Shenron will grant 2 wishes for the Z Fighters. Yamcha tells Shenron to bring everyone that Cell killed back to life. Piccolo will not sense Goku's energy after everyone has been revived. Yamcha suggests using their whole 2nd wish to revive Goku, but to no avail, Shenron cannot grant the wish. A person can only be brought back to life one time.

Goku will speak to the Z Fighters telepathically and tell them that it's better for Earth if Goku didn't come back, because every bad person that causes destruction for the people of Earth always seems to be after Goku. Krillin asks Shenron to turn Android 18 into a human being so she can live in peace. Shenron is unable to grant that wish so Krillin asks that Shenron remove the bomb from her body instead. Shenron grants that wish and then the 7 Dragonballs scatter around the Earth. The Z Fighters talk about where they need to go and fly off the Lookout. Gohan will head to East District 439. When he lands, he will

go north to see Chi-Chi. The game is over... After beating the game, you will see a cut-scene of Trunks go back to his own time in his Time Machine. He will find Androids 17 and 18.

18 will attempt to kill Trunks. But now with knowledge on how to defeat them, Trunks goes Super Saiyan and makes short work of both the Androids. Trunks will then fly to Capsule Corp. and call Cell outside. Cell will walk out and Trunks will destroy him as well.

[4.00] MISCELLANEOUS

This section of my Dragonball Z: The Legacy of Goku II guide is the section that covers the side-quests that you can do during the game and a few other things.

[4.01] GAINING HERCULE

To obtain Hercule, you must collect each of the 5 characters' Trophies. Do you remember any of the times that you went into the Atrium at Capsule Corp. and saw the fountain surrounded by 5 empty pedestals? Each one of the Trophies will go on a pedestal. When you obtain Hercule, he is at Level 1 and is extremely weak in the Health, Energy, Strength, Power, and Endurance stats. But there is one way to cheat on 40 Levels. If you get Gohan, Piccolo, Vegeta, Trunks, and Goku to Level 50 and get there Trophies BEFORE you finish the game by beating Cell at his Cell Games Tournament, then Hercule will be at Level 40 when you get him. The best way to make Hercule even a little useful at all is to get him at Level 40 instead of 1 and to use all of those Capsules that you have been saving (Unless you used them). There is no Level 50 Goku Gate in the game. You will get his Trophy once you beat the game, but you must have him at Level 50.

I will list the gates of Gohan, Piccolo, Vegeta, and Trunks below. Also a little something that is kind of cool. When you enter each of the character's Gates there Theme Music plays.

Gohan:

Gohan's Level 50 Gate is outside Gingertown. Go to any World Map Sign and use it. Fly to Gingertown and head west from where you land. Go north until you are in the area with all the Kuma Mercenaries and a couple of RR Drones. Destroy the mercenaries and drones, and then go north to the next screen. Take out 3 mercenaries and continue north. Dispose of an Eggbot and you will see Gohan's Level 50 Gate right there in front of you. As Level 50 Gohan, smash it down and head inside. Walk across the bridge you find as you enter and you'll meet a yellow-colored scorpion. These foes are much tougher than the red and white ones, but no match for Level 50 Gohan. Move north, dispatching several yellow scorpions on the way. Enter the light as you progress to find yourself outside. Some Red Snakes lie in wait. They aren't as strong as Blue or Purple ones you've faced before. Continue north a screen then head west when you get the chance to another screen.

Head south this time when you can and then east across a bridge. You will find a Gold Destroyer and the Gohan Trophy. Take your prize and leave.

Piccolo:

Piccolo's Level 50 Gate is on New Namek. After you have found all 7 Missing Nameks (There is a checklist of them in the "Missing Namek Locations" Section), you must return to Capsule Corp. and head to the west screen. If you talk to the scientist that told you about the Missing Nameks, he will tell you that they are all in the ship but cannot go to New Namek unless they are accompanied by someone. Your character will offer to go to New Namek with them. Head in the ship and head to New Namek. Exit the ship and talk to the nearest Namek standing around you and you will receive Grandpa Gohan's Key. Anyway, go north until you eventually find a Save Circle. Save your game and switch to the strongest character you have and step into the cave north of you. The Boss Battle music will start.

Head north and you will be confronted by Cooler, Frieza's brother. Cooler will speak for a few moments and a Boss Battle will start.

BOSS BATTLE: COOLER

Cooler is the hardest boss in the game. If you use your Scouter on Perfect Cell in his strongest form (After self-destructing and regenerating) and Cooler, Cooler will be shown as the one with higher stats, including his whopping 10,200 Hit Points (Perfect Cell, in his strongest state, only had 8,230). Use any of the Boss Battle tactics that have worked for you before and take him out. But always mind his energy blasts, he tends to use them a lot unless you are using the Pinball technique and aren't giving him enough time to fire them. With there being no rocks for protection (But there being a rather large room for you to fight in), run into a corner of the room and transform into either Super Saiyan or Super Namek Form. Keep pummeling Cooler until he goes down and drops a +5 Power Capsule. Pick it up and go north.

After beating Cooler the once closed door in front of you opened. Head through and continue north until you reach a Level 50 Piccolo Gate. Smash it down and head inside. Pick up the Piccolo Trophy and use the Capsule 3 Ship to get back to Earth. After getting there, use a World Map Sign or Gold Capsule. Fly to East District 439 and go to Goku's House. Go west of it to find a dojo-like building. Using Grandpa Gohan's Key that we got on New Namek, open it and go inside. Pick up a +5 Power Capsule, +5 Strength Capsule, and +5 Endurance Capsule. Now on to the next Level 50 Character Gate.

Vegeta:

Vegeta's Level 50 Gate is in the Northern Mountains. Take Vegeta to the second Save Circle after the World Map Sign. Go north to the next screen and dispose of a few weak Eggbots. Go west and continue in that direction until you come to the Level 50 Vegeta Gate, being surrounded by 5 Tiger Bandits. Take them out and smash the Vegeta Gate down. Head inside. Head north and search the large area for a couple of Gold Destroyers. Destroy them both and pick up Vegeta's Trophy. All there is to it. Leave after you get it.

Trunks:

Trunks' Level 50 Trophy is in West City. As Trunks, head to the very southern end of the city and into Triceratops Territory, the same place you went as Piccolo after you first unlocked him as a character. Turn right and go north through the Level 10 Piccolo Gate (Which isn't there anymore). Walk south and take out Mercenaries as you go. Head east on the white bridge when you reach it, then north until you find Trunks' Level 50 Gate. Smash her down and head inside. You are ambushed by Gold Eggbots in this room. They may look shiny and pretty but you still have to destroy them. Do so and continue east. Now in a larger room, head east and enter the area there. Take out the Gold Destroyer and a new gate will open in the other room. Return there and go to the north-west corner and enter. Destroy some more Gold Eggbots, and the Trophy is yours.

You should now have unlocked 4 of the 5 Trophies. Make sure Goku is at Level 50 and beat the Cell Games to unlock his Trophy and also Hercule. There is also an Alternate Ending to the game, Mr. Satan's Level 50 Gate. To unlock the Alternate Ending, train Mr. Satan to Level 50 (Make sure you start on weaker enemies even if you are at Level 40, you'll see why if you attempt the stronger ones) and head to West City. Use a red map box to search and locate the ZZTV Building. Go there and you will see a big "50" in red. Enter as Hercule to see the Alternate Ending, which isn't a big deal but it's still something to unlock.

[4.02] GOLD CAPSULE LOCATIONS

I list the Gold Capsules in the order in which you encounter them. You may be unable to obtain them at that time but are available later. Gold Capsule 11, for example, is listed as 11 here because it was the 11th Capsule to be encountered, but was obtained as Gold Capsule 25 in the Walkthrough.

1. Head to the West City Highway and go east in the first area (The one with the Save Circle). Follow the path to find the Gold Capsule.

2. Go to West City and head towards the West City Highway. Right before you enter the Highway, head west until you see a boy running around and his mother sitting on a bench. Talk to the boy and Gohan will ask if he wants Hercule's Autograph. The boy will trade Gohan a Gold Capsule for the Autograph.

3. From where you got the last Gold Capsule, head west and you'll see the next one behind a wall. Go south and west to the next screen. Go west until you are able to go north. Go north when you can and then head east to the next screen. You will find yourself in the area with the Gold Capsule.

4. After breaking down Piccolo's Level 10 Gate in the Triceratops Jungle, go south until you find a white bridge going east. Continue south (passing the bridge) to the next screen. Take out a few enemies and follow the path to a Gold Capsule.

5. After getting Gold Capsule #4, go back north to the white bridge. Cross it and follow the southern path to another bridge made of rock that goes west. Follow it and then go all the way south to the next screen. Go south to find an extension of the land running through the water. Cross it to the next Gold Capsule.

6. Once you enter the iron doors of the Warlord's Domain, go north to a Save Circle. Head west to the next screen. Go in the southwestern direction until you see a Gold Capsule surrounded by trees on 3 sides.

7. From where you got Gold Capsule #6, go northward and then west when you get the chance to the next screen. Travel the long path west until you reach the cave that contained the West City Key within it. Go north from that cave to reach the Warlord's Castle. Go east until you are on the outside of the fence surrounding the castle. Walk all the way around this fence to the other side and you will find a kidnapped man. Talk to him and he'll reward you with a Gold Capsule that he snatched from one of the Warlord's Henchmen.

8. From the World Map Sign on Master Roshi's Island, head west (Passing a Save Circle) until you reach the end of the island. Go south a little bit to find the next Gold Capsule.

9. From the World Map Sign on the Southern Continent, go north until you find a plateau that forks left and right. Go west to the next screen from this tree and follow the path to another Gold Capsule.

10. From the World Map Sign on the Southern Continent, go north until you hit a plateau that forks 2 paths - Right or left. Take the right path to the next screen and take out a couple of Tiger Bandits. Take the north path to another plateau that forks right or left. Take the right path once more and you'll be in an area with an electric fence. Take out a few RR Drones to lower the fence and head north to the next screen. Stay against the left wall and walk north. Take the west path when you can. Follow it to a Gold Capsule.

11. From the World Map Sign on the Southern Continent, go north to a plateau that forks right and left. Head right and continue right until you eventually get into an area with a Level 15 Gohan Gate. Break it down and go inside. Head east and cross the bridge. Battle some scorpions and take the south exit. Walk east and then north. Take the northeast path to an area that leads southeast or northeast. Take the southeast path to an area that has many ledges leading down to a T-Rex. Use the stairs and make your way into the pit with the T-Rex and Gold Capsule. Dispose of the T-Rex and pick up the next Gold Capsule.

12. From the World Map Sign in the Northern Mountains, go west to a Save Circle and you will see paths that lead north, west, and south. Take the south path to find many Warthogs guarding a Gold Capsule. Defeat the Warthogs and pick up the Gold Capsule.

13. At the Save Circle (In the Northern Mountains) that has paths leading north, west, and south, take the north path to a Level 25 Gohan Gate. Break down the gate and head north. Walk east and then south around the trees to another Gold Capsule.

14. After fighting Dr. Gero in the area with a bridge to the east of the barrier guarding his lab, continue east to the next screen. You are now in a large area. Head north and pass a few screens. You will find the Gold Capsule in between 2 plateaus when you get to the screen with a plateau to the north and the south.

15. After getting Gold Capsule #14, go in the southeast direction until you get to the bottom of this big area and are able to go east. Go east until you reach the steam rocks that you had to carry the eggs to. Go north from those steam rocks to the next screen. Take out 2 Tiger

Bandits and follow the path northeast and then west to an area where you can go either north to the screen with the 3 eggs you must carry down or south to another Tiger Bandit and a ledge. Take the south path. Dispose of the Tiger Bandit and pick up the nearby Gold Capsule.

16. After fighting Dr. Gero in the area with a bridge to the west of the barrier guarding his lab, follow the path east and then go south when you can. Continue south until you find the Gold Capsule.

17. After fighting Dr. Gero in the area with a bridge to the west of the barrier guarding his lab, go east to the next screen and you will see a Level 50 Vegeta Gate. Pass the gate and continue to the next eastern screen. You should be in an area with 7 Eggbots and paths going in all the cardinal directions. Take the west path and follow it to a Gold Capsule.

18. Outside Gingertown, in the area where you found Trunks's Time Machine, go south until you reach a Save Circle. Follow along the wall and go east to find the Gold Capsule.

19. Outside Gingertown, in the area where you found Trunks's Time Machine, go west to the next screen and bust the heads of 2 Kuma Mercenaries, then take the south path. Going west, while fending off Eggbots, take the 1st northern path that you see to find a Fisherman standing on a dock. Talk to him to find out that he left his Bait at home in West City. Go to West City and head to the 3 small residences that are north of Apartments A, B, and C. Enter the middle one and talk to the lady to get the Bait. Take it back to the Fisherman and you will receive the Gold Capsule.

20. After breaking down Piccolo's Level 25 Gate in Gingertown, go north and then head west the first chance you get. Make your way north to find the Gold Capsule resting in a bed of flowers.

21. On the Tropical Islands (On the 4th island), head to the Level 30 Vegeta Gate. Go west of the gate and then south down the ridge to find another Gold Capsule.

22. Go back to West City and locate Apartments A, B, and C south of the residence that had the Fisherman's Bait in it. Enter Apartment A. The guard will let you in if you have the West City Apartment A Access Card. Walk upstairs to find the Gold Capsule.

23. Exit Apartment A and head northeast until you find the Mayor's House (Which is unlocked after the West City part of the game is completed in the near-beginning of the game). Enter the Mayor's Home on the right side to find the Gold Capsule at the top of the screen.

24. In East District 439, after smashing down Vegeta's Level 30 Gate, go north until you see water to the north of you. Walk north to the next screen. Go west onto a piece of land jutting out into the water for the Gold Capsule.

25. In East District 439, after smashing down Vegeta's Level 30 Gate, go north until you see water in front of you. From the water, go all the way west to find a Save Circle and the final Gold Capsule.

Congratulations, you have now found all 25 Golden Capsules! Fly back to Capsule Corp. and enter Dr. Briefs' Laboratory. Speak to Dr. Briefs and he will allow you to keep one of the Gold Capsules. Dr. Briefs will

explain that the Gold Capsule can take you to the World Map at any time unless you are inside a building or a cave.

[4.03] MISSING NAMEK LOCATIONS

1. In the Northern Mountains, go in the northwest direction until you come to an area with a Level 30 Piccolo Gate. Smash it down and head inside. Follow the path to a Missing Namek.
2. After arriving on Kami's Lookout (Or Dende's Lookout if you get this Namek at the end of the game), walk north to the Save Circle and continue north. Right before entering towering building before you, head all the way west and then north to find a Missing Namek.
3. From Vegeta's Level 30 Gate on the 4th island of the Tropical Islands, head east to find a bridge that leads to a new screen. Take it to find a man and a Missing Namek.
4. Go to West City and enter the Mayor's House on the left side. Go north and crack the chest for the West City Apartment B Access Card. Head east to find yourself in the Mayor's Kitchen. At the top of the Kitchen, is another Missing Namek.
5. After getting Missing Namek #4 and the West City Apartment B Access Card, leave the Mayor's Home and go in the southeast direction until you find Apartments A, B, and C. Enter Apartment B (Using the West City Apartment B Access Card) and walk upstairs to the top floor. You'll find the Missing Namek on this floor.
6. Go to the Northern Wastelands and go northwest of the World Map Sign until you find the electric fence that was once guarded. Proceed north of the fence and then go east. Head up the ridge and go all the way west. Go north and break down a Level 35 Goku Gate. Flip the switch inside to make a bridge appear over the chasm to the west. Head over the bridge to find another Missing Namek.
7. In East District 439, go to the area with a Level 30 Vegeta Gate. Smash it down and go north. Walk north, passing through a few screens, until you come to big trees. Walk west until the trees stop and you can go north again. Go north and then head in the northeast direction. After reaching some more big trees, check your Upgraded Scouter to find a gray square to the north of the trees. Find a pathway and take it to the final Missing Namek.

Congratulations, you found all 7 Missing Nameks! Now that you have them all, you can take them to New Namek. Head to Capsule Corp. and go west of the World Map Sign to find the Capsule Ship and the Scientist. Speak to the Scientist and he will tell you that someone must accompany the Nameks to New Namek. Your character offers to do the job. Make sure that you have a powered-up character and go inside the Capsule Ship. After it lands on New Namek, refer to the "Gaining Hercule" Section and go to Piccolo's Level 50 Gate for details on what to do next.

{4.04} ITEMS

USABLE ITEMS

Apartment A Card - The West City Apartment A Access Card. Used to get into Apartment A in West City.

Apartment B Card - The West City Apartment B Access Card. Used to get into Apartment B in West City.

Blue Level Security Card - A Capsule Corp. Card. Allows access to Blue Level Doors.

Cookie - A Cookie made by Mrs. Briefs. Heals 5 Hit Points.

Dragon Radar - Reveals the Dragonball locations. Used when you access the Map Screen of your Scouter.

+1 Endurance Capsule - Raises Endurance by 1.

+3 Endurance Capsule - Raises Endurance by 3.

+5 Endurance Capsule - Raises Endurance by 5.

Fish - Korin's favorite snack. Collect three and give them to Korin for a Senzu Bean.

Gohan's Trophy - Proof that you maxed out Gohan. Used to unlock Hercule.

Goku's Trophy - Proof that you beat the game. Used to unlock Hercule.

Grandpa Gohan's Key - The key to Grandpa Gohan's House.

Piccolo's Trophy - Proof that you maxed out Piccolo. Used to unlock Hercule.

+1 Power Capsule - Raises Power by 1.

+3 Power Capsule - Raises Power by 3.

+5 Power Capsule - Raises Power by 5.

Red Level Security Card - Capsule Corp. Card. Allows access to Red Level Doors.

Senzu Bean - Restores your Health and Energy Bars to full.

Scouter - Information device. Used to scan lifeforms for information and also used as a device to see Regional Map Data of areas you're in, places you've been and haven't been. Also, you can use it to see the World Map to see where you are at the moment.

+1 Strength Capsule - Raises Strength by 1.

+3 Strength Capsule - Raises Strength by 3.

+5 Strength Capsule - Raises Strength by 5.

Trunks's Trophy - Proof that you maxed out Trunks. Used to unlock Hercule.

Vegeta's Trophy - Proof that you maxed out Vegeta. Used to unlock Hercule.

SIDE-QUEST ITEMS

Album - Eyes of the Lion Album. Give this to Hercule to get the parade started in West City.

Autograph - Mr. Satan's Autograph. Give this to the kid north of City Hall for a Gold Capsule.

Bait - The Fisherman's Bait. Give it to him in Gingertown for a Gold Capsule.

City Key - The Key to West City. Falsely awarded to Hercule for defeating the Warlord.

Dragon Ball 1 - 1 of 7 Dragonballs. Used to summon the Wish-Granting Dragon, Shenron.

Dragon Ball 2 - 1 of 7 Dragonballs. Used to summon the Wish-Granting Dragon, Shenron.

Dragon Ball 3 - 1 of 7 Dragonballs. Used to summon the Wish-Granting Dragon, Shenron.

Dragon Ball 4 - 1 of 7 Dragonballs. Used to summon the Wish-Granting Dragon, Shenron.

Dragon Ball 5 - 1 of 7 Dragonballs. Used to summon the Wish-Granting Dragon, Shenron.

Dragon Ball 6 - 1 of 7 Dragonballs. Used to summon the Wish-Granting Dragon, Shenron.

Dragon Ball 7 - 1 of 7 Dragonballs. Used to summon the Wish-Granting Dragon, Shenron.

Gold Capsule - A mysterious Capsule. Collect all 25 and give them to Dr. Briefs for your own Gold Capsule.

Gold Capsule - Used to enter the World Map. Can be used anywhere outside.

Math Book - Gohan's Math Book. Collect in Goku and Chi-Chi's Room.

Newspaper - The day's Paper. Give it to the man in Big Mouth for an Open Faced Club Sandwich.

Open Faced Club Sandwich - Hercule's Favorite Sandwich. Give this to him to get the parade started.

Saiyan Battle Armor - Gohan's Battle Armor that he used on Namek. Offers protection to Gohan against attacks.

Scouter Note - A Note written by Bulma. Give it to the man in Circuit Shack for her Scouter Part.

Scouter Part - The part that Bulma needs to complete the Scouter. Give this to her to receive the Scouter.

[4.05] TECHNIQUE LIST

This section will cover all the different Special Melee and Special Energy Techniques of the game. I will cover the Energy Cost, User of the Technique, Icon that you see in the box on the screen, and description of the Technique.

Big Bang Attack:

Energy Cost: Varies

User: Vegeta

Icon: Blue ball with rays coming out

Description: This attack is a blue ball that explodes on contact. You can press B to fire it or hold and release B to charge and fire it.

Burning Attack:

Energy Cost: 6 Points

User: Trunks

Icon: Yellow ball with rays coming out

Description: This energy attack will stun any enemy when it makes contact with them, making them temporarily immobile.

Energy Blast:

Energy Cost: 2 Points

Users: Gohan, Piccolo, Vegeta, Trunks, and Goku

Icon: A small blast

Description: A regular Energy Blast, made of little energy and thrown toward an enemy. Press B for a single blast or repeatedly press B to fire multiple blasts and cause more damage.

Energy Punch:

Energy Cost: 4 Points

User: Vegeta

Icon: A blue, energy-filled punch

Description: A blue punch that does more damage than any other punch.

Flurry Punch:

Energy Cost: None

User: Goku

Icon: None

Description: Hold down the A Button and charge power. When you have enough charged power, let the A Button go and you will fire an array of punches.

Kamehameha:

Energy Cost: Varies

Users: Gohan and Goku

Icon: Blue wave of energy

Description: A blue, solid beam of energy fired in any cardinal direction by holding the B Button.

Masenko Ha

Energy Cost: 4 Points

User: Gohan

Icon: An Energy Ball being fired through the air

Description: A ball of energy being launched through the air like a grenade. It explodes when it hits and sends out small shock waves.

Picture Flash

Energy Point Cost: 6.

Who Can Use It: Mr. Satan.

Icon On Screen: Peace sign with fingers.

Description: Posing for the camera, the flash stuns all enemies in the area, allowing for a quick pummeling by Mr. Satan himself.

Scatter Shot

Energy Point Cost: 12.

Who Can Use It: Piccolo.

Icon On Screen: Three balls going in different directions.

Description: This attack fires three energy blasts that spread outward.

Special Beam Cannon

Energy Point Cost: Varies.

Who Can Use It: Piccolo.

Icon On Screen: Long, narrow beam.

Description: This is a powerful energy beam that will pass through enemies. Holding down the B Button will sustain the attack.

Spirit Bomb

Energy Point Cost: Varies.

Who Can Use It: Goku.

Icon On Screen: Teal circular ball of energy.

Description: This attack creates a giant bomb of energy with a large blast radius. Holding down the B Button will charge the attack, making it more powerful. Nearby enemies will also be stunned.

Super Kick

Energy Point Cost: None.

Who Can Use It: Gohan.

Icon On Screen: None.

Description: Hold down the A Button and allow it to charge. When the attack is charged, let the A Button go and you will do a powerful kick.

Super Namek

Energy Point Cost: Slowly drains all your Ki.

Who Can Use It: Piccolo.

Icon On Screen: Z symbol.

Description: The ultimate form of a Namekian, this allows a Namekian to gain strength that almost matches a Super Saiyan. The user's appearance doesn't change, but all their stats are increased by 6 and their walking speed doubled, as well as the user regains their Hit Points drastically fast if they are damaged.

Super Saiyan

Energy Point Cost: Slowly drains all your Ki.

Who Can Use It: Trunks, Gohan, Vegeta and Goku.

Icon On Screen: Z symbol.

Description: The ancient, long lost power that was recently only a legend, that allows for a Saiyan to gain strength far beyond comprehension. The user's hair and eyebrows turn gold and their eyes green, as all their stats are increased by 10 and their walking speed doubled. (Note: Once Vegeta and Trunks come out of The Room Of Spirit And Time, their Strength and Power goes up by +15 now, with Power staying the same at +10 and their walking speed is lowered.)

Super Saiyan Rage

Energy Point Cost: None.

Who Can Use It: Gohan.

Icon On Screen: Z symbol.

Description: Only gained by Gohan in the final Battle of the game. A form of Super Saiyan that far outreaches that of a normal Super Saiyan, giving the user incredible power. All stats are maxed, speed is increased and Hit Points are restored if lost.

Sword Blast

Energy Point Cost: 5.

Who Can Use It: Trunks.

Icon On Screen: Two waves.

Description: This attack will make Trunks swing his Sword in tandem with a destructive wave of energy.

Sword Slash

Energy Point Cost: None.

Who Can Use It: Trunks.

Icon On Screen: None.

Description: Hold down the A Button and allow it to charge. When the attack is charged, let the A Button go and you will do a powerful slashing attack with your sword!

Two-Handed Smash

Energy Point Cost: None.

Who Can Use It: Vegeta.

Icon On Screen: None.

Description: Hold down the A Button and allow it to charge. When the attack is charged, let the A Button go and you will slam down your fists with a devastating effect.

WhirlSpin

Energy Point Cost: None.

Who Can Use It: Piccolo.

Icon On Screen: None.

Description: Hold down the A Button and allow it to charge. When the attack is charged, let the A Button go and you will do a powerful spinning punch.

[4.06] SCOUTER DATABASE

This section covers the NPC's of every ally or enemy in the game. I will cover their Hit Points, Strength, Power, and Endurance. I would list the experience that each enemy gives you when you when you defeat it but the experience you gain increases as your Level does so it's nearly impossible. I also list the description of each one. And sometimes when you battle a Boss that has transformed or been weakened, or you face an enemy that is a different color than one you battled before, they will have different stats than before. I will list those stats as well. You can refer to this section when you want to know how strong an enemy is.

Alligator

Hit Points: 600
Strength: 29
Power: 1
Endurance: 20

These fearsome reptiles live near water in the tropics and will fiercely protect their territory. Strong jaws and sharp teeth make Alligators a formidable foe.

Android 16

Hit Points: 4,480
Strength: 42
Power: 50
Endurance: 39

Although this being appears to be a Human, it is actually an Android. Scanning of this Android reveals components created by Dr. Gero. Sensors are unable to analyze the complex neural positron matrix in this being's electronic brain. However, files contained in the holographic stem memory reveal that the primary mission of this Android is to destroy Goku. The extent of this Android's Power is unknown.

Android 17

Hit Points: 3,550
Strength: 32
Power: 39
Endurance: 34

Although this being appears to be a teenage boy, it is actually an Android. Scanning of this Android reveals components created by Dr. Gero. Scanning of the holographic memory reveals that the primary mission of this Android is to destroy Goku and secondary mission of causing pain and suffering. The neural net structure of this being shows a high capacity for independent thought, making him highly unpredictable. This Android is extremely powerful and highly dangerous.

Android 18

Hit Points: 2,910
Strength: 29
Power: 34
Endurance: 27

Although this being appears to be a teenage girl, it is actually an Android. Scanning of this Android reveals components created by Dr. Gero. Scanning of the holographic memory reveals that the primary mission of this Android is to destroy Goku and secondary mission of causing pain and suffering. The neural net structure of this being shows a high capacity for independent thought, making her highly unpredictable. This Android is extremely powerful and highly dangerous.

Android 19

Hit Points: 2,970

Strength: 21

Power: 14

Endurance: 11

Although this being appears to be a portly clown, it is actually an Android. Scanning of this Android reveals components created by Dr. Gero. Scanning of the holographic memory reveals that the primary mission of this Android is to destroy Goku and secondary mission of causing pain and suffering. This Android is Equipped with an energy absorbing device capable of extracting energy from organic beings. This Android is extremely powerful and highly dangerous.

Android 20

Hit Points: 1,900/2,810

Strength: 24/25

Power: 19/21

Endurance: 14/17

This being is an exact visual match of the notorious scientist Dr. Gero, however further analysis of this being reveals that it is an advanced cybernetic organism. The Android's body is purely mechanical; however being's brain is organic. This Android is equipped with an energy absorbing device capable of extracting energy from organic beings. Dr. Gero is a fugitive from the law, and is extremely dangerous. Once the chief scientist of the Red Ribbon Army, he is wanted on charges of conspiracy to commit treason and murder, and unlawful experimentation on human subjects.

Bulma

Hit Points: 22

Strength: 2

Power: 1

Endurance: 2

Bulma Briefs is the daughter of the founder and President of the Capsule Corporation, Dr. Briefs. Bulma has many invention patents in her name, most notably the Dragon Radar, a device designed to detect the unique energy signature associated with the ancient artifacts known as the Dragon Balls.

Butterfly

Hit Points: 1

Strength: 1

Power: 1

Endurance: 1

The Butterfly is a harmless insect characterized by its

colorful wings and thin body.

Cat

Hit Points: 6
Strength: 1
Power: 1
Endurance: 1

Common domesticated Animal often kept as pets.

Cell

Hit Points: 5,210
Strength: 32
Power: 32
Endurance: 37

This being resembles no known species of Animal or any known type of technology. Analysis of the cellular structure of this being reveals evidence of artificial genetic engineering. Extraterrestrial origin may be possible. The body of this creature is covered in a thick carapace. The calcareous exoskeleton of this being is unusually hard and is possibly resistant to most forms of attack, including gunfire and explosives. The Scorpion-like tail of this creature absorbs life energy. Approach with extreme caution.

Cell, "Nonperfect"

Hit Points: 4,890
Strength: 39
Power: 41
Endurance: 46

After absorbing Android 17, the creature known as Cell transformed. Structural analysis reveals increased thickness in the exoskeleton. Deeper analysis reveals mechanical and organic fusion that is not yet understood. Despite data analysis, this being is still not quite understood. Due to the sheer complexity of this creature, understanding may be impossible. Analysis of this creature's energy patterns reveal wave structures that indicate a high Power Level.

Cell, "Perfect"

Hit Points: 5,160/5,500/6,500/8,230
Strength: 44/44/50/60
Power: 46/46/55/59
Endurance: 50/50/60/65

After absorbing Android 18, Cell has reached what he calls his "Perfect" form. Massive biomechanical changes have occurred on all levels of Cell's Structure. Cell's facial structure has become more

Humanoid and his tail atrophied. (Perhaps it is now vestigial?) His coloration has also changed due to an alteration of his chemical make-up. The effect on his Power Level is so drastic, that it can't be calculated.

Cell Junior

Hit Points: 4,990
Strength: 46
Power: 50
Endurance: 46

Description: These beings are created by Cell through some sort of cellular mitosis. The exact method of reproduction is unknown. These beings appear to have many of the abilities and strengths of Cell, but lack Cell's Intelligence. Their internal make-up seems to be similar to Cell's basic structure.

Chaiotzu

Hit Points: 142
Strength: 9
Power: 9
Endurance: 7

Chaiotzu is a mysterious child-like being. Despite his small stature and childish looks, Chaiotzu has incredible telepathic powers and has the ability to induce telekinetic paralysis on other beings. Chaiotzu was once a student of the Martial Arts Master Shen, but later became a student of Master Roshi. He is often seen with the Martial Artist Tien.

Chi-Chi

Hit Points: 29
Strength: 5
Power: 1
Endurance: 4

Chi-Chi is the wife of Goku. At one time, Chi-Chi was a registered martial artist who participated in the World Martial Arts Tournament. Chi-Chi is the daughter of infamous Ox-King of Fire Mountain.

Cooler

Hit Points: 10,200
Strength: 75
Power: 85
Endurance: 79

This being is of extraterrestrial origin. Cellular analysis indicates radical polymorphism and extreme levels of energy. Heuristic database

analysis indicates that this being may be Cooler, the son of King Cold, but not enough data exists for a positive match.

Dende

Hit Points: 172
Strength: 22
Power: 32
Endurance: 11

This being is unknown. Cellular scanning reveals that this being is a member of the Alien race called the Nameks.

Destroyer

Hit Points: 1,463/3,120/4,200
Strength: 32/46/49
Power: 39/42/44
Endurance: 29/39/43

This giant Robot bears the insignia of The Red Ribbon Army. Scanning indicates that this Robot was designed for Military purposes. The thick geromantium armor on this Robot makes it invulnerable to most conventional attacks.

Dog

Hit Points: 9
Strength: 2
Power: 1
Endurance: 2

These Animals are often kept as obedient pets. Most Dogs walk on all fours, but some Dogs stand on their hind legs. These upright standing Dogs show a high capacity for leadership, intelligence and wisdom. Many Dogs occupy high ranking positions in the Military and Public Office.

Dr. Briefs

Hit Points: 36
Strength: 3
Power: 1
Endurance: 2

Dr. Briefs is the founder and President of the Capsule Corporation. His greatest achievement is the invention of the Dyna-Cap. Dyna-Caps (often referred to as Capsules) allow storage of large objects in a tiny capsule. These advancements in miniaturization technology have changed the way that society works.

Eggbot

Hit Points: 250/525/1,130/1,349
Strength: 19/35/38/47
Power: 25/41/44/53
Endurance: 18/22/34/52

This egg-like Robot bears the insignia of the Red Ribbon Army. Scanning indicates that this Humanoid Robot is designed for the purpose of hand to hand combat. The arms of this Robot are actuated using unusually powerful hydraulic pistons.

Frieza

Hit Points: 1,974
Strength: 30
Power: 37
Endurance: 20

This extraterrestrial being is believed to be a powerful tyrant feared on many planets. Little is known about Frieza other than what has been discovered through the study of extraterrestrial broadcasts intercepted by Space Telescopes and other unsubstantiated reports. Frieza is believed to be dead, however this is unconfirmed.

General Tao

Hit Points: 6,400
Strength: 50
Power: 55
Endurance: 60

General Tao is a feared mercenary and assassin. He has a reputation of being ruthless and cunning. He claims to have no problem with killing any man, woman or child, as long as the price is right. His cybernetic enhancements have given him increased strength, cybernetic vision and a special arm gun. General Tao is a wanted man and is considered extremely dangerous.

Gohan

Hit Points: ???
Strength: ???
Power: ???
Endurance: ???

Gohan is the son of the martial artist, Goku. Like his father, Gohan is a powerful martial artist, despite his young age. Analysis of Scouter data indicates untapped potential not yet revealed.

Goku

Hit Points: ???
Strength: ???
Power: ???
Endurance: ???

Goku, despite his Human appearance is actually an Alien of the Saiyan race. Many Saiyans are considered highly dangerous. Infact, two of these Aliens destroyed East City several years ago. However, Goku has made no known threatening moves towards Earth. Little about Goku is known - However, he is a powerful martial artist who once won The World Tournament. Goku trained under Master Roshi.

Hawk

Hit Points: 110
Strength: 10
Power: 1
Endurance: 5

The Hawk is a Bird of prey. Hawks have sharp beaks and acute vision.

Human

Hit Points: 32
Strength: 2
Power: 1
Endurance: 2

Database information on this person is restricted.

Kami

Hit Points: 230
Strength: 23
Power: 30
Endurance: 13

Kami is the subject of many mysteries and superstitions. Kami is said to live in a mystical floating Castle, but this is most likely nothing more than legend. Analysis indicates that Kami is in fact an Alien from the Planet Namek. Not much else is known about this being.

King Cold

Hit Points: 1,180
Strength: 24
Power: 28
Endurance: 10

King Cold is believed to be the father of Frieza. His brutal regime is notorious in the inner galaxy. Rumors say that he and his sons, Frieza

and Cooler, have been known to resort to any means necessary to achieve their goals, including destroying entire planets. King Cold's Ship was tracked by radar entering Earth's Atmosphere and was somehow destroyed. Capsule Corporation Scientists are currently studying the wreckage of the craft.

Korin

Hit Points: 3,470
Strength: 25
Power: 59
Endurance: 43

Korin is the being that lives on top of Korin's Tower. Korin was long believed to be a myth, but recent evidence indicates he does indeed exist. Attempts have been made to approach the top of the tower using an aircraft, but these attempts have failed. Korin appears to be a Cat, but analysis indicates that he may be a more advanced being.

Krillin

Hit Points: 1,800
Strength: 23
Power: 24
Endurance: 17

Krillin is an exceptional martial artist who trained under Master Roshi. Krillin is capable of performing a powerful attack called the Destructo Disc. The nature of this attack is unknown. However, it is reported that this attack can level a mountain top. These reports however are most likely exaggerated.

Kuma Mercenary

Hit Points: 125/596/940
Strength: 17/25/35
Power: 1/1/1
Endurance: 15/20/32

This Bear is a member of the Kuma Mercenary Clan. These soldiers are ruthless and cunning and often resort to robbery when unemployed.

Ladybug

Hit Points: 29/175/700
Strength: 1/1/1
Power: 7/16/32
Endurance: 4/11/29

This flying Robot bears the insignia of The Red Ribbon Army. Scanning indicates that this Robot is designed for surveillance purposes. However, this Bug-like Robot is also equipped for defense.

Maron

Hit Points: 32
Strength: 2
Power: 1
Endurance: 2
Experience:

Scouter analysis cannot detect any brain waves. Perhaps the Scouter is malfunctioning?

Master Roshi

Hit Points: 87
Strength: 9
Power: 15
Endurance: 4

Master Roshi, often referred to as the "Turtle Hermit", is a Martial Arts master, who has trained many great martial artists. Historic texts from hundreds of years ago speak of a Turtle Hermit known as Roshi, but it is impossible that this man is the same man. Most likely he has assumed the Turtle Hermit's name. Roshi is famous for his Kamehameha Technique.

Mayor

Hit Points: 32
Strength: 2
Power: 1
Endurance: 2

This Dog is the beloved Mayor of West City. He is a major advocate of Dog's Rights. He has served four terms as the Mayor of West City and will soon be running for a fifth term.

Mr. Popo

Hit Points: 830
Strength: 14
Power: 40
Endurance: 25

Scanning reveals very little about this entity called Mr. Popo. Power Level analysis indicates great power, but the data is very difficult to interpret properly. Cellular analysis is impossible since the Scouter is unable to distinguish any cells.

Mr. Satan

Hit Points: ???
Strength: ???
Power: ???
Endurance: ???

This Wrestler claims to be the World Champion of Martial Arts, but no data can be found as to which Championship he has won. Despite this oversight, Mr. Satan holds the world records for many feats of strength, such as pulling buses and breaking piles of bricks with a Karate Chop. Mr. Satan is one of the world's most popular celebrities.

Mrs. Briefs

Hit Points: 32
Strength: 2
Power: 1
Endurance: 2

Mrs. Briefs is the wife of Dr. Briefs. She is renowned for her extraordinary baking ability.

Namek

Hit Points: 390
Strength: 12
Power: 20
Endurance: 26

This is a Namek. No data in the Capsule Corporation Database about this being.

Ninja

Hit Points: 900/1,400
Strength: 34/37
Power: 25/31
Endurance: 27/31

These warriors value stealth and subterfuge. Some Ninja use their Ninjutsu skills for assassination and thieving.

Oolong

Hit Points: 56
Strength: 3
Power: 2
Endurance: 5

Oolong is a Pig. Analysis indicates that Oolong is smarter than the average swine.

Piccolo

Hit Points: ???
Strength: ???
Power: ???
Endurance: ???

Piccolo is a powerful martial artist who once participated in the World Tournament. Piccolo is an Alien of the Namek Race. Scanning of the Namek cellular structure reveals that they are very similar to plants. Not much is known about them. Antennas on their heads are believed to be used for telepathic powers; however, they could simply be decorative. Nameks have very large ears, giving them an acute sense of hearing.

Pterodactyl

Hit Points: 900/1,200
Strength: 28/40
Power: 1/1
Endurance: 16/30

Often mistaken for a Dragon or Dinosaur, the Pterodactyl is actually a flying reptile. Pterodactyls can be quite cunning and intelligent hunters.

Puar

Hit Points: 24
Strength: 2
Power: 1
Endurance: 1

This creature is often seen with the martial artist, Yamcha. Puar has the ability to fly and shape-shift. This may be due to his to Puar's higher than normal Power Level.

Saber-Toothed Tiger

Hit Points: 750
Strength: 32
Power: 1
Endurance: 14

This species of Tiger has long, razor sharp teeth. They are fierce carnivores.

Scorpion

Hit Points: 110/400/2,000

Strength: 11/18/70
Power: 1/1/1
Endurance: 5/11/56

Scorpions are arachnids with large claws and a tail ending with a poisonous stinger. The venom of a Scorpion is highly potent. This particular species of Scorpion is very large and aggressive.

Snake

Hit Points: 35/125/275/530
Strength: 7/10/15/32
Power: 1/1/1/1
Endurance: 3/5/14/28

These Rattle Snakes are extremely aggressive and poisonous.

Squirrel

Hit Points: 1
Strength: 1
Power: 1
Endurance: 1

This species of Rodent is very cute and adorable. They enjoy collecting nuts and have furry tails.

Tien

Hit Points: 2,110
Strength: 35
Power: 29
Endurance: 27

Tien Shinhan is a highly skilled Martial Artist. Tien Shinhan trained under Master Shin and later under Master Roshi. Tien's distinguishing feature is his third eye. It is believed that a third eye can be attained through intense meditation concentrating on the pineal gland. As a result, Tenshinhan has telepathic powers. Tenshinhan's signature moves are the Tri-Beam Cannon and Solar Flare.

Tiger Bandit

Hit Points: 38/325/1,120
Strength: 6/10/34
Power: 3/12/42
Endurance: 4/8/25

This is a member of the notorious Tiger Bandit Gang. The Tiger Bandit Gang is wanted on many counts of thievery, pillaging, money laundering, kidnapping and general mayhem.

T-Rex

Hit Points: 1,750/5,120/6,700
Strength: 40/49/55
Power: 1/1/1
Endurance: 30/55/60

The Tyrannosaurus Rex (Commonly referred to as the T-Rex.) is the largest carnivore on the planet. Although extremely dangerous, they are also very slow.

Triceratops

Hit Points: 80/275/870
Strength: 15/20/40
Power: 1/1/1
Endurance: 14/20/40

These Dinosaurs are herbivorous, but can often be extremely aggressive, especially when it comes to territory. Their head frills protect them from attack and their horns are a dangerous weapon.

Triceratops King

Hit Points: 850
Strength: 21
Power: 1
Endurance: 25

Triceratops King is the leader of a Triceratops tribe south of West City. Recently, the Triceratops King's Army has been forcing farmers off their land. He is powerful and old and has never lost a fight, even against the T-Rex.

Trunks

Hit Points: ???
Strength: ???
Power: ???
Endurance: ???

There is no data on this person. Cellular analysis indicates that Trunks has Saiyan and Human DNA. Power Level analysis indicates that Trunks is one of the most powerful fighters on the planet at this time.

Turtle

Hit Points: 32
Strength: 2
Power: 1

Endurance: 2

This Turtle is a very old aquatic Sea Turtle.

Vegeta

Hit Points: ???

Strength: ???

Power: ???

Endurance: ???

This powerful Saiyan Warrior is said to be responsible for the destruction of East City. There are not many people on Earth who could stop him. This being said, Vegeta has not made any aggressive moves towards the planet since he battled Goku. Reports indicate that Goku and Vegeta are now allied and Vegeta has been seen at Capsule Corporation. Reasons are unknown.

Warlord's Henchmen

Hit Points: 90/900/1,100

Strength: 2/10/15

Power: 8/30/42

Endurance: 6/26/36

These Henchmen are what's left over from the army of the defeated Warlord who once ruled the outskirts of West City. Mr. Satan is reported to have defeated this Warlord.

Warthog

Hit Points: 300

Strength: 20

Power: 1

Endurance: 14

Warthogs are very dangerous Boars. They can be as fierce as they are ugly.

Wolf

Hit Points: 65/400/675/1,000

Strength: 8/11/29/65

Power: 1/1/1/1

Endurance: 4/5/24/35

Wolves are aggressive carnivores and often hunt in packs.

Yajirobe

Hit Points: 110
Strength: 12
Power: 1
Endurance: 15

Yajirobe is a swordsman often seen around the area of Korin's Tower and is sometimes seen around Goku.

Yamcha

Hit Points: 800
Strength: 18
Power: 12
Endurance: 14

Yamcha was once a notorious Bandit and is now a professional athlete and Martial Artist. His signature Martial Arts move is the Wolf Fang Fist. He plays Baseball for the Titans.

[4.07] SUGGESTED LEVELS

In this section, I will list the best Levels for each chapter. I do say Levels from time to time during the walkthrough, but they are just Levels that can get you through the chapter. I will list the best Levels (That you should get every available character to) below. Any time that you want to know a good Level to be at for a new chapter or Boss Battle, you can refer to this section.

- [3.01] The History of Trunks - N/A (This chapter contains no enemies)
- [3.02] East District 439 - Level 1
- [3.03] Boss Battle: Frieza - Level 2
- [3.04] Northern Wastelands - Level 8
- [3.05] West City - Level 13
- [3.06] Boss Battle: Triceratops King - Level 18
- [3.07] Amenbo Island - Level 20
- [3.08] Southern Continent - Level 22
- [3.09] Boss Battle: Android 19 - Level 23
- [3.10] Boss Battle: Android 20 - Level 23
- [3.11] Northern Mountains - Level 25
- [3.12] Boss Battle: Android 18 - Level 27
- [3.13] Kami's Lookout - Level 27
- [3.14] Gingertown - Level 30
- [3.15] Boss Battle: Cell - Level 32
- [3.16] Boss Battle: Android 17 - Level 33
- [3.17] Tropical Islands - Level 36
- [3.18] Boss Battle: Imperfect Cell - Level 40
- [3.19] Boss Battle: Perfect Cell - Level 40
- [3.20] Gathering the Dragonballs - Level 45
- [3.21] Boss Battle: Perfect Cell - Level 50
- [3.22] Boss Battle: Perfect Cell - Level 50
- [3.23] Boss Battle: Cell Jr.'s X 3 - Level 50
- [3.24] Boss Battle: Perfect Cell - Level 50
- [3.25] Boss Battle: Perfect Cell, Final Showdown - Level 50
- [3.26] The Wishes - N/A (This chapter contains no enemies)

[5.00] FAQ

Q: Where is the best place to find fish for trade with Korin?

A: In my opinion, the best place to get fish is the Tropical Islands. No matter where you are there will always be water around.

Q: Where are the Apartment A and B Cards?

A: The West City Apartment A Access Card is in the Tropical Islands. On the 4th island, walk up the ridges until you come to a Level 30 Vegeta Gate. Walk east past the gate to a bridge. Cross the bridge to find a man that gives you the card. The West City Apartment B Access Card is inside a chest in the Mayor's Home in West City.

Q: Do you list the Golden Capsule and Missing Namek Locations?

A: Uhh... yes.

Q: How come I can't get any more Senzu Beans?! I have 3 fish!

A: Probably because you already have the max amount (3) of Senzu Beans that you can hold. Once you get 3 Senzu Beans, you cannot get any more.

[6.00] CREDITS

Thank you for reading my walkthrough. I hope you enjoyed it. I would not have been able to make a guide as perfected as this one without the help of the following:

Kain Stryder

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