

Dragon Ball Z: Budokai FAQ/Walkthrough

by HMking

Updated to v1.0 on Jan 1, 2007

This walkthrough was originally written for Dragon Ball Z: Budokai on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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Dragonball Z: Budokai FAQ/Moves List)
For the Nintendo Gamecube
Version 1.0.0

HMKing (toxicityj@gmail.com)

"I guess ten days is too long to wait for the tournament!"

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Copy the code, then hit CTRL + F. Then paste in the code and hit enter until
you get to where you want to be.
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-Guide Info.....	[DBZ.01.00]
-Note From Author.....	[DBZ.01.01]
-Legal Info/Disclaimer.....	[DBZ.01.02]
-Version History.....	[DBZ.01.03]
-Game Info.....	[DBZ.02.00]
-Review.....	[DBZ.02.01]
-Controls.....	[DBZ.02.02]
-Fighter List.....	[DBZ.02.03]
-Goku.....	[DBZ.02.03.01]
-Kid Gohan.....	[DBZ.02.03.02]
-Teen Gohan.....	[DBZ.02.03.03]
-Raditz.....	[DBZ.02.03.04]
-GT Saiyan Man.....	[DBZ.02.03.05]
-Vegeta.....	[DBZ.02.03.06]
-Piccolo.....	[DBZ.02.03.07]
-Tien.....	[DBZ.02.03.08]
-Nappa.....	[DBZ.02.03.09]
-Trunks.....	[DBZ.02.03.10]
-Krillin.....	[DBZ.02.03.11]
-Yamcha.....	[DBZ.02.03.12]
-Hercule (Mr. Satan).....	[DBZ.02.03.13]
-Zarbon.....	[DBZ.02.03.14]
-Dodoria.....	[DBZ.02.03.15]
-Captain Ginyu.....	[DBZ.02.03.16]
-Frieza.....	[DBZ.02.03.17]
-Recoom.....	[DBZ.02.03.18]

- Android 16..... [DBZ.02.03.19]
- Android 17..... [DBZ.02.03.20]
- Android 18..... [DBZ.02.03.21]
- Android 19..... [DBZ.02.03.22]
- Cell..... [DBZ.02.03.23]

- Walkthrough..... [DBZ.03.00]
- Saiyan Story..... [DBZ.03.01]
- Namekian Story..... [DBZ.03.02]
- Android Story..... [DBZ.03.03]

- Other..... [DBZ.03.00]
- FAQ..... [DBZ.03.01]
- Contact Info..... [DBZ.03.02]

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Introductions..... [DBZ.01.00]
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| Note From Author [DBZ.01.01] |
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Hey! My name is Jeremy (aka HMKing) and this is my 18th guide (wow I just counted 'em all). Most of my other guides are for the various Harvest Moon games, but a couple are for Zelda, Pinball, Taiketsu, and Sim Tower. Also note that this guide is based entirely on the DBZ game, series, etc. as it is in America. That's what I've played, watched, and know.

I was reading through the guides for the Playstation 2 version of the game and accidentally stumbled upon guides for the Gamecube version...There's like 2 or 3 and they were all lacking. One of them had horrible english in it...So I figured I'd write my own to provide my fellow Gamecube gamers with some Budokai help. Enjoy the guide and please read the below section, which will tell you what you can and cannot do with this guide. Once again, enjoy.

+=====
| Legal Info/Disclaimer [DBZ.01.01] |
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Legal Information:

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My Dislcaimer:

I DO NOT KNOW EVERYTHING IN THE GAME! So don't get upset with me if I can't answer your question. I am not an all knowing guide writer. But as always, if I do not know something when you email me, I will email you back providing you with what information I have. Then I will search the internet for your answer and have it back to you within a day or two. If I really do not have the time to help you out, I'll suggest you post your question at the game's board at

gamefaqs Or, I will offer to post the question myself.

Please note that I am a busy person. High School really takes up a lot of my time. Especially this year, I'm a senior. Also, I get in trouble a lot, so I may not always be able to read your email and respond to it right away. And sometimes I'm just lazy, but that doesn't happen too much.

Note: I hold the right to change the above information as I please.

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Thanks to GameFAQs.com for help on this section!

+=====+
| Version History [DBZ.02.01] |
+=====+

Version 1.0.0:
-Started and completed guide.

=====
Game Info.....[DBZ.02.00]
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+=====+
| Review [DBZ.02.02] |
+=====+

I broke it down into ratings for 5 of the things I think define a game (story, gameplay, graphics, replay value, and sound). You don't have to agree, as a matter of fact, I don't expect you to. But its what I think of the game that matters, not what you think. Am I arrogant or what?

Story (5/5 100%)

It follows the series as best it could, putting you directly into the DBZ show like no other game has ever been able to do. What really makes it great is that once you beat the game the standard way, you can play through selected levels as different characters (as both bad and good guys). That's why I think this game gets a 100% for the story.

Game Play (4/5 80%)

The game is fun. Just plain, good 'ol butt kicking fun. Even after you've beaten Story Mode, there's Tournament Mode (You go through tournaments of various lengths fighting as a character of your choice), Practice Mode (Try out all of them moves of yours on a character that doesn't die, fight back, or defend itself), and duel mode (you can fight a friend or a computer-controlled character). The only reason the game gets a 4/5 instead of a 5/5 is the shortness of Story Mode. I beat Story Mode (both ways) all in one sitting. That's why I think the game gets an 80% for game play

Replay Value (4/5 80%)

Like I said in the Game Play review, Story Mode is just the beginning. After that there's Tournament, Practice, and Duel Mode. Only real problem is that once you've beaten Story and Tournament Modes, all that's left is Duel Mode (because Practice Mode is only so fun). Not many people gather around the TV to play Budokai together.

That's why I think the game gets an 80% for Replay Value

Graphics (5/5 100%)

Graphics are great. As a friend of mine once said, "If America did DBZ, that's how it'd look." I agree, since everything we do these days is made all computery. I have nothing bad to say about the graphics since its the only one in the Budokai series that has graphics like this. That's why I think the game gets a 100% for graphics.

Sound (5/5 100%)

Simply excellent. The background music is good, but what really does it for me is in battle sounds. Hearing, "Ka-Me-Ha-Me-Ha!" and, "MASENKO BLAST!" and, "SPECIAL BEAM CANNON!" always bring a smile to my face. That's why I think the games gets a 100% for Sound.

Overall (4.6/5 92%)

Dragonball Z: Budokai is a great game. Hands down one of the best DBZ games EVER. There's not much more to be said that hasn't been said in the five reviews above.

Rent or Buy?

Buy if you want a great game you can play anytime.

Rent if you just wanna play through story mode and be done with it.

=====
| Controls [DBZ.02.03] |
=====

+=====
|Punch (P).....A|
|Kick (K).....Y|
|Energy (E).....X|
|Move (< v ^ >).....Analog Stick/D Pad|
|P+K.....R|
|P+G.....L|
|Guard (G).....X|
+=====

Commonly Used Combos:

G<< (Power Up)

>>

-or- (Dash)

<<

For the combos for individual characters, see the below section.

=====
| Fighter List [DBZ.02.04] |
=====

I'll be telling the stories of most of the fighters up to end of the game.
(Cell Games) Please note that unless you have beaten the game or seen the show, there will be MAJOR SPOILERS (stuff that reveals information yet to be seen)

If you don't understand what some of the combos mean, see the above section. It explains what P,K,G,E,<,>,^,v,and > mean.

Also, if you think any of the character bios or combos need changing (like if I'm missing an attack or character or something), email me at Toxicityj@gmail.com with the subject "DBZ". I got a ton of guides.

Just one more note! I have bios for every fighter in the game (as far as I know) Some are longer (Goku's, Piccolo's, Gohan's) and others are short (like one sentence). This is because some characters don't really have a story.

Goku [DBZ.02.03.01]

A saiyan that came to Earth as a child. He hit his head and forgot his mission to prepare the planet for destruction. He is adopted by an old man (Grandpa Gohan) who teaches him how to fight. He is later trained by the turtle hermit (Roshi). Later on, in Dragonball Z, Goku defeats his brother, Raditz, who spoke of the coming of two Saiyans far more powerful than he. After a lot of fighting, Goku defeats Vegeta. On Namek, Goku becomes Super Saiyan and kills Frieza (or so he thinks). Goku barely escapes the exploding Namek and comes back to Earth to find that Frieza has returned (as a half alien, half robot) but is quickly destroyed by a Super Saiyan boy named Trunks. The boy reveals to Goku that he is the son of Vegeta and Bulma and that two androids are coming in a year. Goku and the gang train like crazy until the androids come. But the androids are the least of their problems. A different type of creature shows up. The creature (named Cell) absorbs all of the remaining androids and declares that he will be holding the Cell Games. The tournament invited anyone who thought they could beat Cell to come fight. In the end, Goku gets killed by Cell, who explodes himself (but comes back thanks to one cell surviving the explosion). In the end, Goku comes back to help Gohan defeat Cell with his legendary one hand Kamehameha Wave.

Combos:

-King Kai Fist (2-10)
P K G (2-5 ki needed)

-Super Saiyan
P K G (5 ki needed)

-Kamehameha (1 ki needed)
PPPPPE
-or-
P>PPE
-or-
>KPPPE

-Zanku Fist (1 ki needed)
KK>KKE

-Dragon Throw
PG

Kid Gohan [DBZ.02.03.02]

Half saiyan, half human, Gohan is the son of Goku. He was named Gohan after Goku's adopted grandfather. Kidnapped by his uncle (Raditz) at a young age, Gohan is soon discovered to have a lot of rage and power. This is first shown when he break's Raditz's Saiyan armor and allows Piccolo the

opportunity he needs to kill Raditz. Sadly, Goku had to die as well to make Raditz's death happen. Taking advantage of the situation at hand, Piccolo takes Gohan and trains him until Goku is brought back to life via Dragonballs. Just before Goku returns, Gohan, Piccolo, and the rest of the gang are forced to fight two Saiyans that came from space. Just before an energy blast from Nappa, Piccolo saves Gohan, sacrificing his life for him. Gohan later joins Bulma and Krillin on a trip to Namek, where they plan to pick up the Namekian Dragonballs. After landing on a fake Namek, the gang finally finds the real Namek. To their surprise, Namek is already under seige by Frieza, an alien tyrant, obsessed with power. While on Namek, Gohan saves both Vegeta (who ends up dying again anyway) and Piccolo.

Combos:

-Unlock Potential (3 ki needed)

PKG

-Masenko Blast

KK>KE

-or-

>PP>PPE

-Kamehameha

PPPPE

-or-

PP<PPE

-Kill Quack

>PPKKE

-Continuous Ki Blast (2 ki needed)

PPKKE

-Hurricane Kick

PG

Teen Gohan [DBZ.02.03.03]

After the great ordeals of his childhood, Gohan has put up with even more crap at a young age. He ends up watching his father fight Cell in the Cell Games . Goku quickly gives up and allows his son to fight the alien. Gohan becomes the first Saiyan to ever go Super Saiyan 2 (after the death of Android 16) and swiftly kicks Cell's butt. In a desperate move, Cell tries to blow himself up, and kill everyone else along with him. Thanks to quick thinking by Goku, Cell ends up blowing up King Kai's planet. Cell returns (thanks to one surviving cell) as strong as ever. After some beatings, Gohan's arm is broken. He is forced to counter Cell's Kamehameha Wave with a one handed attack of his own. With the help and support of his father (who is speaking to him through King Kai), Gohan destroys Cell.

Combos:

-Super Saiyan (4 ki needed)

PKG

-Kamehameha Wave

PPPPE

-or-

PP<PPE

-or-

>PP>PPE

-Instant Kill Quick

>PPKKE

-High Speed Hammer (2 ki needed)

PPKKE

-Jackhammer

PG

-Firece Ranma

KK<KE

Raditz [DBZ.02.03.04]

Raditz is the brother of Goku (therefore the uncle of Gohan). He kidnaps his nephew in an attempt to convince his brother to help him destroy Earth. He reveals to Goku that he was sent to Earth for that purpose but something went wrong. Apparently that something wrong was Goku hitting his head. Raditz is taken on by Piccolo and Goku (an unlikely alliance) but is not harmed. It isn't until Gohan escapes the Saiyan pod and smashes his Saiyan armor that Raditz is able to be killed. Goku holds his brother as Piccolo kills them both. Thankfully, Raditz is never heard of again.

Combos:

-Dynamite Monday

>KKKE

-Double Sunday

PPPPE

-or-

>KPPPE

-Saturday Crush

P>PPE

-or-

>PPKE

-Exciting Year

KK>KKE

-Weekly Special (2 ki needed)

KK>KKE

-Day Crush

PG

Saiyan Man [DBZ.02.03.05]

Not much of a story here. Pretty much just Gohan's super hero identity.

Combos:

-Justice Finisher

KK>KKE

-Justice Flash (2 ki needed)

>PPPPE

-Justice Dynamite
PG

-Justice Carnival (3 ki needed)
>KKKE

-Justice Punch
PPPPE
-or-
>KPPPPE

-Justice Kick
PPKKE
-or-
KK>K>KE

Vegeta [DBZ.02.03.06]

One word sums up all that Vegeta is. Pride. Vegeta is the prince of the Saiyans and one of a handful of Saiyans that survived their home planet(also named Vegeta)'s destruction. Vegeta came to Earth with Nappa to help destroy it. Goku beats Nappa up pretty badly, and Vegeta finishes the job (despite Nappa's begging). Vegeta then fights Goku, triggering a legendary rivalry between the two. After a lot of battling, Goku fights Vegeta until he is near death. Being the kind hearted man that he is, Goku allows Vegeta to escape. Vegeta later shows up on Namek, on a journey to find the Dragonballs. Eventually, Vegeta fights Frieza (who is also looking for the Dragonballs) and dies. For the first time in his life, Vegeta showed signs of being a good guy. After being wished back via Dragonballs, Vegeta trains insanely to become a Super Saiyan like Goku. Fueled by his rage and pride, Vegeta achieves Super Saiyan and helps the Z Fighters fight the androids and Cell.

Combos:

-Super Saiyan (4 ki needed)
PKG

-Galick Gun
PPPPE
-or-
P>PPE
-or-
>KPPPPE

-Final Flash (2 ki needed)
PPKKE

-Final Flash
KK>KKE

-Meteor Flash
->PPPPE

-Nose Dive Crash
PG

-Big Bang Attack (3 ki needed)
>PPKE

Piccolo [DBZ.02.03.07]

Piccolo fights Goku in the World Martial Arts Tournament when they are both young adults. The two are great rivals (because Goku killed Piccolo's father). Piccolo shows up in Dragonball Z when Goku's son (Gohan) is kidnapped by Raditz. Goku and Piccolo become a team and fight to get Gohan back. Using his Special Beam Cannon (Also known as Demon Ray) attack, Piccolo kills both Raditz and Gohan (who held Raditz still so that Piccolo could kill him). Seeing the great power in Gohan, Piccolo takes Gohan off to train for the coming Saiyan warriors (That Raditz said were coming). During their training, the two become great friends. Gohan calls him Mr. Piccolo (which I think is the coolest thing ever). Eventually, the two fight the Saiyans (Nappa and Vegeta) along with the rest of the Z Fighters. Just as Nappa is about to kill Gohan, Piccolo jumps in front of him and sacrifices himself for Gohan. Piccolo takes the time to train on King Kai's planet. He is later joined by Tien, Chautzu, and Yamcha. Piccolo is later wished back to life on Namek by Krillin and Gohan. By bringing Piccolo back to life, Kami is also brought back. That means the Earth's Dragonballs are available for finding as well. That adds one more wish to Z Fighter's wish list. Piccolo gets beaten up pretty badly and is saved by Gohan and taken back to Goku's Capsule Corporation spaceship. Later on, Piccolo fights in the Cell Games, without much success.

Combos:

-Fuse With Nail (4 ki needed)
PKG

-Fuse with Kami (5 ki needed)
PKG

-Light Grenade (Fuse with Kami)
PP<PPE
-or-
>KPP<PE

-Dective Wave
PPPPE
>P>PP>PE

-Special Beam Cannon (2 ki needed)
>PPP>PE

-Instant Kill quick
PPKE

-Demon Round house
PG

Tien [DBZ.02.03.08]

Tien is another one of Goku's many previous rivals. Tien was trained by Master Crane, while Goku was trained by Master Roshi. The two ended up against eachother in the World Martial Arts Tournament in the final battle. Tien just barely won when they both knocked eachother out of bounds (Goku landed first, thus making Tien the victor. Tien realizes that he Goku deserved to win, and becomes a trainee of Roshi. He later shows up in the battle against Nappa, but dies and remains on King Kai's planet (under his training) during the Namek ordeal. He kind of dissapears after that, making a view appearances during the Cell ordeal.

Combos:

-Ki Blast Cannon

P>PPE

-or-

KK>K>KPE

-Dodompa

PPPPE

-or-

>KPPPE

-Jachammer

KK>KKE

-Domination Blast (2 ki needed)

>PPPPE

-Jackhammer fist

PG

-Machinegun fist (3 ki needed)

>KKKE

Nappa [DBZ.02.03.09]

Nappa is a Saiyan that came to Earth with Vegeta. Nappa came to a quick end after the return of Goku. Goku didn't actually kill, only greatly damaging him. Vegeta kills him off without a second thought.

Combos:

-Break Cannon

PPPPE

-or-

>KKK<KE

-Bomber DX

>P>PP>PE

-or-

<KPP<PE

-Giant Attack

KKK>KE

-Megaton Throw

PG

-Break Storm (3 ki needed)

PPKE

Trunks [DBZ.02.03.10]

I'm gonna have to break it down into two parts (alternate time trunks, current time trunks)

Alternate Time Trunks:

Androids 17 and 18 are terrorizing the lands and killed off all of the best fighters. It is down to just Gohan and Trunks. Gohan takes on the challenge of training Trunks, trying to help him achieve Super Saiyan. It isn't until Gohan is killed that Trunks lets his rage flow through him and let him become Super

Saiyan. With his new found strength, Trunks fights the androids, but still isn't strong enough. At the request of his mother, Trunks goes to the past in an attempt to warn the Z Fighters of the android's coming and most importantly, prevent the death of Goku.

Current Time Trunks:

Trunks came from an alternate time line in which all the Z Fighters have died for various reasons (mostly because of battle, the exception being Goku who died from a heart disease).

At the request of his mother, Bulma, Trunks goes back in time to right before Goku returns after his absence (after the whole Namek thing). Before anyone gets a chance to reunite with Goku, Trunks runs off to talk with him. Trunks reveals that some androids (17 and 18) have been terrorizing his timeline. He also tells Goku that he will die because of a heart virus. Trunks gives him medication for it and tells him that he is the son of Vegeta and Bulma, the two most strong willed people Goku knows. Trunks returns and finds out that a different set of androids (19, 20) have arrived. Android 19 dies at the hands of Vegeta and 20 flies off to where the other androids are. Trunks and Vegeta follow him to find that 20 has woken up Android 17 and 18, who kill him and activate 16, the biggest of the group.

Combos:

-Super Saiyan (3 ki needed)
PKG

-Buster Cannon
PPPPE
-or-
>KPPPE

-Finish Buster
P>PPE
-or-
KK>KKPE

-Burning Attack (3 ki needed. Must be Super Saiyan)
>PPPKE

-Blast Attack
KK>KKE

-Rapid Fall Slash
PG

Krillin [DBZ.02.03.11]

Krillin is one of a MILLION former rivals of Goku. At one point, Krillin was stronger than Goku. Krillin bribed his way into Roshi's training (thanks to some "girly mags") and trained side by side with Goku. Krillin later urged Goku to kill Vegeta on Earth, but Goku told him to let him go. Later on he went to Namek with Gohan and Bulma. His death (by the hands of Frieza) greatly contributes to Goku going Super Saiyan. Towards the end of the Cell saga, he shows signs of interest in Android 18, if you catch my drift.

Combos:

-Unlock Potential
PKG

-Kamehameha

PPPPE

-or-

PP<PPE

-or-

>PP>PPE

-Destucto Disk(2 ki needed. Must have used "Unlock Potential")

KK>KKE

-Zanku Fist

>PPKKE

-Jackhammer

PG

-Berserk Fist(3ki)

>PPPPPE

Yamcha [DBZ.02.03.12]

Yamcha was yet another former rival of Goku's. Yamcha wanted the Dragonballs so he could wish for a girl friend and he constantly attacked Goku and Bulma in an attempt to get their Dragonballs. Eventually, Goku and Yamcha become good friends. Yamcha gets killed by Nappa on Earth and pretty much dissapears forever. Thank God. He's most well known for his legendary Wolf Fang Fist

Combos:

-Kamehameha

P>PPE

-or-

>KPPPE

-Wolf Fang Fist

PPPPPE

-Wolf Slice Fist

KK>KKE

-Wolf Fang blast(2ki)

>PPPKKE

-Tiger Jackhammer

PG

Hercule (Mr. Satan) [DBZ.02.03.13]

Hercule "saves the world" a lot. What normally ends up happening is that the Z Fighters save the day and Hercule gets all of the credit. Not much of a bio for this loser.

Combos:

-High Tension (4 ki needed)

PKG

-Dynamite kick

PPPPPE

-or-

>PPPPE

-or-

>PPPKE

-Present for you (3 ki needed)

KK>K>KE

-Satan Critical Attack

P>PPE

-Satan Miracle Bomber

PG

-Satan Ultra Dynamite Kick (3 ki needed)

>KKKE

Zarbon [DBZ.02.03.14]

One of Frieza's men. Killed by Vegeta on Namek

Combos:

-Monster Form(4 ki needed)

P+K+G

-Possibility Cannon

PPPPE

-or-

PP<PPE

-or-

>KPP<PE

-Hyper Elegant Megnum

PPKE

-Super Beautiful Arrow(2ki)

>P>PPE

-Missing Screw

PG

-Extra Graceful Cannon(3ki)

>KKKE

Dodoria [DBZ.02.03.15]

One of Frieza's men.

Combos:

-Dodoria Beam

PPPPE

-or-

P>PPPPE

-or-

>K P P P E

-Dodoria Ultra Strike

KK>KKE

-Dodoria Big Blast (2ki)

>PPPPE

-Dodoria Typhoon

PG

Captain Ginyu [DBZ.02.03.16]

Captain of the Ginyu Force. He has the ability to switch bodies. He does so with Goku but can't handle the power. Goku (in Ginyu's body) beats him up and takes his body back. Ginyu ends up switching bodies with a frog by accident in an attempt to switch bodies with Vegeta.

Combos:

-Milky Cannon

PPPPE

-or-

P>PPE

-or-

<KPPPE

-Body Change (3 ki needed)

>PPPKE

-Processed power crush

KK>KKE

-Parmesan Shower (2 ki needed)

>PPPPE

-Ginyu Strike

PG

-Ginyu Special (3 ki needed)

>KKKE

Frieza [DBZ.02.03.17]

Frieza destroyed Planet Vegeta (home planet of the Saiyans), wiping out most of the race. Unfortunately for him, he missed a few. Frieza lands on Namek and destroys a lot of the planet while searching for the Dragonballs. Eventually, all of the warriors are destroyed and it's up to Frieza to kill "that monkey". He fails, of course, and is nearly killed with planet Namek. He later arrives on Earth, but is quickly killed off by Trunks.

Combos:

-Final Form (4 ki needed)

PKG

-Death Beam

PPPPE

-or-

P>PPE

-or-

>KPPPE

-Death ball (3 ki needed. Must be in final form)

>PPPKE

-Frezza nightmare

KK>KE

-Killer ball (2 ki needed)

>PPPPE

-Meteor Crash

PG

Recoome [DBZ.02.03.18]

A member of the Ginyu Force. Almost kills Vegeta, but Krillin and Gohan save him at the last second.

Combos:

-Recoome Eraser Gun

PPPPE

-or-

>P>PP>PE

-Recoome Bomber (3 ki needed)

>KKK<KE

-Recoome Buster Magnum

KKK>KE

-Recoome Max Vulcan (2 ki needed)

PPKE

-Recoome Hyper Swing

PG

Android 16 [DBZ.02.03.19]

Despite his quiet nature, 16 is amazingly powerful. He was activated by 17 and 18 right after they killed 20. All that 16 knows is that he has to kill Goku. But before he can, Cell comes along, forcing 16 to fight for his life. In the end, Cell destroys 16, leaving only his head. The head of 16 tells Gohan that its okay to get angry and helps Gohan go Super Saiyan 2 when Cell crushes his head.

The coolest move ever is his, Hell Flash. USE IT!

Combos:

-Rocket Punch

PP<PPE

-or-

>PPPPE

-or-

>KPP<PE

-Hell Flash (3 ki needed)

>P>PPE

-Devil Crush

PPKE

-Killing neck throw

PG

-Finishing Splash (3 ki needed)

>KKKE

Android 17 [DBZ.02.03.20]

A powerful android that terrorized Trunks' timeline. He showed up in the modern day timeline and destroyed Android 20 and helped activate Android 16. Shortly after, he must fought for his life as was constantly hiding from Cell, who wanted to absorb him to gain perfect form. All of his hiding is done in vain, because Cell absorbs him, gaining more power.

Combos:

-Power Bliz

PPPPE

-or-

>KPPPE

-Energy Field

P>PPE

-or-

>PPPKE

-Power Strike

KK>KKE

-Power Falling stars (2 ki needed)

>PPPPE

-Buster Swing

PG

Android 18 [DBZ.02.03.21]

Like Android 17, 18 destroyed everything in Trunks' time. She later returned after Dr. Guro (aka Android 20) activated her and 17. When the two of them tried to activate Android 16, Gero freaked out and tried to stop them. 17 and 18 didn't like that and they disposed of 20. 18 later defeated Vegeta, after serving a bone crushing blow to his arm. 18 caused not only damage to his body, but also to his pride. She gets absorbed by Cell, pushing him to his Perfect Form.

Combos:

-Power Blitz

PPPPE

-or-

>KPPPE

-Energy Field

P>PPE

-or-

>PPPKE

-Power Strike

KK>KKE

-Power Falling stars (2 ki needed)

>PPPPE

-Buster Swing

PG

Android 19 [DBZ.02.03.22]

A very clown like android with a creepy high pitched voice (dare I say a fat, robotic Michael Jackson?). He amazes Vegeta when he absorbs his energy attack. Vegeta later kills him after ripping his arms off.

-Photon Shot

PPPPE

-or-

P>PPE

-or-

>KPPPPE

-Life Drain (3 ki needed)

KK<KE

-Power break

KK>KKE

-Rolling Crush

PG

-Cybernetic pain (3 ki needed)

>PPPPE

Cell [DBZ.02.03.23]

Cell arrived in a time capsule similar to Trunks'. In order to fit in it, he had to shrink down to his lowest form, an insect like thing. Once he got out, he shed his exoskeleton and strived to once again achieve perfect form. In order to achieve that, he had to absorb lots of people. Eventually, he needed to absorb Androids 17 and 18. He was distracted by various Z Fighters while the androids escaped. After finishing his distractions off, Cell absorbed 17 and eventually 18 too. Cell reached Perfect Form and set up The Cell Games, a tournament in which fighters from all around could come fight Cell. Goku quickly gave up and let his son, Gohan fight Cell. In the end, Gohan kills Cell with his infamous one hand Kamehameha Wave.

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Walkthrough.....[DBZ.03.00]
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Whew I haven't written a walkthrough for a game since I wrote the Paper Mario guide two years ago. Oh well, here goes nothing!

Please note that this walkthrough covers ALL of the stories right in a row (including those unlocked after you beat first play through)

Saiyan Story [DBZ.03.01]

#1 Mysterious Alien Attack!!

Battle 1- Goku (You) vs. Raditz (COM)

Very easy battle. I just kicked him a lot, and tossed in a punch and

Kamehameha here and there. Pretty much a learning battle, made to teach you how to fight.

Battle 2- Goku (You) vs. Raditz (COM)

Not really a battle. What you gotta do is rotate the analog stick so that you and Raditz move to the center of the screen (a thick blue line). It's harder than it sounds/looks. Just make small rotations, no big ones. Too big and you'll go flying across the screen, completely missing the blue line. You have 15 seconds to put Raditz within the blue line.

#2 A Mutually Deadly Foe

Battle 1- Piccolo (You) vs. Raditz (COM)

Pretty easy, but you might have a little difficulty with him. Just use the same strategy from Battle 1 of "Mysterious Alien Attack!!". Kick a lot and punch and some energy attacks here and there.

Battle 2- Piccolo (You) vs. Raditz/Goku (COM)

Just like Battle 2 of "Mysterious Alien Attack!!" except you need to rotate the analog stick A LOT MORE and A LOT FASTER. You have to gather 3 ki in the given amount of time. You might need to do this a couple times.

#3 Saiyan Attack!!

Battle 1- Piccolo (You) vs. 6 Saibaiman (COM)

Very easy. Just kick and punch and energy attack until you've defeated one. Then, the next will come. Then so on and so forth until all six are defeated. Keep in mind that you don't recover any health during this battle.

Battle 2- Piccolo (You) vs. Nappa (COM)

Your first semi-difficult battle. Definantly use some special energy attacks on this guy. Use kicks and punches or power up (<<G or >>G) to gather more ki for energy attacks. This one will probably require multiple attempts. Also, keep in mind that you start off with 2 bars of health (instead of 3).

#4 Goku's Quiet Fury

Battle 1- Goku (You) vs. Nappa (COM)

Easy battle. Right away, use King Kai Fist (PKG). Then just punch/pick the heck out of Nappa. Use Kamehameha on him if you want, though you can easily defeat him with just kicks and punches.

#5 Super Duel!

Battle 1- Goku (You) vs. Vegeta (COM)

EASY! Once again, just use King Kai Fist (PKG). Punches, kicks, charges (>>) mixed with kick and punch will knock out a bunch of health.

#6 Show Gohan's True Power

Battle 1- Gohan (You) vs. Vegeta (COM)

Also easy. Just kick, punch, charge (>>) and use Masenko or Kamehameha as you see fit.

#7 Vegeta, Saiyan Prince

Battle 1- Vegeta (You) vs. Goku (COM)

Easy. All I did was punch and kick and charge (>>) until Goku died.

Battle 2- Vegeta (You) vs. Krillin (COM)

A little harder because your health didn't recover from the last battle. Bring out the Gallack Cannon and other special ki attacks for this battle.

Battle 3- Vegeta (You) vs. Gohan (COM)

Could be rather hard since your health still hasn't recovered. Do the same stuff you did againts Krillin, just a little quicker since your health isn't full.

Namekian Story [DBZ.03.02]

#1 Let's Go To Namek!

Battle 1- Goku (You) vs. Fake Vegeta (COM)

Very easy. Just use Guard just before the ki attacks hit you to shoot them back to Vegeta. Watch out, he might throw them right back to you.

Battle 2- Goku (You) vs. Fake Vegeta (COM)

Press P and K as Vegeta attacks with a power punch to start up Burst Mode. Do that five times and you'll move on. Watch your health, losing a Burst Mode battle can take a lot of your health. This will almost definantly take you a couple tries (two or three at the most).

Battle 3- Goku (You) vs. Fake Vegeta (COM)

All you have to do is defeat the fake Vegeta. You only have one bar of health, but still it's a pretty easy battle. Use that King Kai Fist X5 that you have and use Kamehameha as you see fit.

#2 Vegeta's Attack!

Battle 1- Vegeta (You) vs. Zarbon (COM)

I beat him by simply charging and punching and kicking. No real need for anything all that powerful. One you knock him down to his original form, he barely fights back.

Battle 2- Vegeta (You) vs. Recoome (COM)

He seems to be less able to block kicks, so try some of those to start off with. If those aren't doing the job, just punch him up. Also use Gallick Gun to get a quick win.

#3 Goku's Arrival!

Battle 1- Goku (You) vs. Recoome (COM)

He's very easy. Punch, kick, ki, yadda yadda. He's easy.

Battle 2- Goku (You) vs. Ginyu (COM)

Easy, just like Recoome. What makes him hard is his ability to swtich bodies, but luckily for you, he doesn't do that until AFTER the battle.

Battle 3- Ginyu (You) vs. Goku (COM)

Ginyu switched bodies, so now you are playing as Goku trapped in Ginyu's body (sounds like an episode of Dr. Phil, don't it?). It's not really an easy battle, or a hard one. Its just kinda in between. Just use the common strategy of kick kick kick punch punch punch and use some ki attacks if you want. And don't worry. Once the battle ends, you get your body back.

#4 The Road To Super Saiyan

Battle 1- Vegeta (You) vs. Freiza (COM)

Might be a little difficult. Just fight like you would

#5 Frieza? Or Vegeta?

Battle 1- Vegeta (You) vs. Frieza (COM)

WOW. Hard battle. Frieza has changed forms 3 times, making him a LOT harder than he was in the last battle. One major tip is to watch out for him constantly teleporting himself around you. You might be mid punch and POW, he's behind you, kicking your butt. Just NEVER stop punching, charging, kicking, Galick Gunning. Go non stop fighting. Don't let Frieza get a punch or kick in. Also watch out for his charging. He does that a lot.

#6 Goku's Revival

Battle 1- Goku (You) vs. Frieza (COM)

Right away, ge enough energy to use King Kai Fist X10. That will make this one easy battle. Once you've done that, you can just go on punching and kicking sprees, taking out TONS of Frieza's health all in one combo. I managed to beat him without going into the orange health bar.

#7 The Legendary Super Saiyan

Battle 1- Goku (You) vs. Frieza (COM)

Ah, yes! The battle I know you DBZ fans have been waiting for. Goku goes Super Saiyan! (Yes, finally!) WHATEVER YOU DO, DO NOT LET FRIEZA BEAT YOU OUT OF SUPER SAIYAN. HE'S A WHOLE LOT MORE DIFFICULT EVEN IN KING KAI FIST X10. If your ki gets low, power up (<XX or >XX). As long as you keep SS form, you should do alright. Just punch the hell out of Frieza and kick him when he's down (Cheap? Yes. Effective? Even more so). I took him down without using any ki attacks, but if you feel safer using them, go ahead. That'll only make your victory closer.

#8 A Quiet But Fierce Battle

Battle 1- Goku (You) vs. Frieza (COM)

Stay Super Saiyan. Do whatever it takes (fight or power up) to stay SS. KKFX10 simply will not do. For this battle, you'll want to use Ki attacks mixed with punching and kicking. If you can, make him drop a few forms. That'll make him EXTREMELY easy.

#9 Raging Frieza

Battle 1- Frieza (You) vs. Gohan (COM)

SUPER EASY. Just kick him around a bit. No real strategy to beating this punk.

Battle 2- Frieza (You) vs. Piccolo (COM)

Not as easy as Gohan, but still pretty easy. Just do what you did with Gohan, just a little bit more.

Battle 3- Frieza (You) vs. Vegeta (COM)

A bit harder than Piccolo and Gohan, but still the same concept. Kick, Punch, blah blah.

#10 The True Ruler

Battle 1- Frieza (You) vs. Goku (COM)

Semi-difficult. The first thing you'll want to do is knock him out of SS mode. Then knock him out of King Kai Fist mode. Then you can just beat the crap out of him. This one might take you a couple of tries.

Android Story [DBZ.03.03] (COMING SOON)+

- #1 A New Threat
- #2 Super Saiyan Vegeta
- #3 A Wicked Omen
- #4 Sneaky Cell
- #5 Vegeta's Confidence!
- #6 Perfect Form Cell Complete!!
- #7 Cell's Game Begins
- #8 A Warrior Beyond Goku
- #9 Gohan Explodes!!
- #10 The Final Battle!!
- #11 Aim For Perfect Form!
- #12 A Cold-Blooded Assassin

 Other.....[DBZ.04.00]

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 | FAQ [DBZ.04.01] |
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Q. How do I unlock the Mr. Satan mode?
 A. Beat Adept Tournament mode. Then go buy it from Mr. Po Po

Q. How do I get Adept Tournament mode?
 A. Beat Novice Mode. Then go buy it form Mr. Po Po

Q. Where do I get the Dragonballs?
 A. You can buy them from Mr. Po Po or find them in Story Mode

Q. How do I power up?
 A. Hold Guard then double tap left or right (the opposite of the direction
 you are facing)

Q. How do I guard or use G? or any other single letters you're mentioning?
 A. Here's a nifty table:

```

+=====+
|Punch (P).....A|
|Kick (K).....Y|
|Energy (E).....X|
|Move (< v ^ >).....Analog Stick/D Pad|
|P+K.....R|
|P+G.....L|
|Guard (G).....X|
+=====+

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+=====+
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