

# Dragon Ball Z: Kyoushuu! Saiyajin (Import) FAQ/Walkthrough

by SSJ4Kain

Updated to vFinal on May 14, 2007

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:MMvjM5MMM5 #MMMCMEMhMPEMM; 5C2vCC026v6050CCS    6P62v2C0PKP86P
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Dragon Ball Z: Kyoushuu! Saiyajin - FAQ/Walkthrough.  
Written By: Kain Stryder.  
E-Mail Address: ssj4kain@aol.com.  
Walkthrough Version: Final.  
Last Updated: 1/22/04.  
System(s): Famicom.

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NOTE: I've added a Search Engine into all my FAQs now. To use this, if there's something you wish to find instantly in my FAQ, in the above table, on the left is the name of a section or sub-section. To the right is a weird code, like GOK5.1. Basically, if you wish to go to the section where I tell you about Goku under The Playable Characters Of The Story, on your Keyboard, hold Ctrl and then hit F and a window will open. Type in GOK5.1 and hit Find Next. It'll bring you to that section instantly. The code to reach the Table Of Contents is just that: Table Of Contents. I hope this makes browsing my FAQs easier for you. Enjoy!

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= I. Introduction . . . . . [ INTR1 ] =

=====

Hey there everyone. It's about time I began my long series of walkthroughs for the various DBZ games. I ask that NO ONE here steals this walkthrough and uses it as their own. If you want one so badly, write your own. If you want to use something from this walkthrough, E-Mail me. Also, this guide is to be on GameFAQs ONLY and NO other site besides that. Thank you and enjoy the walkthrough!

Update: This walkthrough is also now available at IGN.

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= II. Current Updates . . . . . [ CURUP2 ] =

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1/22/04 - I added up a "Suggested Battle Power" to train to at the top part of each section of The Walkthrough, as well as I moved the Enemy list at the bottom part of each section to the top part as well. Other than that, nothing much else, I'm afraid. Until next time...

1/11/04 - Well, thanks to Red Comet and as a favor to him, I'm posting his English translation of the game here for you to download and apply to the ROM, incase you wish to use it and not go through the Japanese text of the game. Here it is: <http://www.rpgclassics.com/staff/redcomet/dbz1.shtml> and other than that, nothing else is new, but Happy late New Year!

12/15/03 - I added the new layout to this walkthrough. How's it look?

9/1/03 - Wow, I can't believe I forgot this, but thanks to the guy who E-Mailed me about this. I updated the Battle System section, under section IV. How To Play. I added in a tip on what determines who goes first, second, third, etc in Battle and how you set this up. Anyway, it's there now, so thanks to the guy who E-Mailed me about that and, well, enjoy the walkthrough if you already haven't.

6/25/03 - Added a ASCII art banner. How's it look? Also, this will be the final planned update to this guide, as it has covered everything. If I ever find anything new or someone sends me something that's new and should be in this guide, I'll update it, but until then, enjoy.

5/10/03 - Just revised the walkthrough a bit. Not a whole lot, you won't notice much of a difference, except for a few things here and there.

4/12/03 - Added information regarding the defense symbols on the Cards.

2/18/02 - The walkthrough is completed. Revisions will be made overtime.

Enjoy!

=====  
= III. FAQ (Frequently Asked Questions.) . . . . . [ FAQ3 ] =  
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Currently, there are none. Bummer. If I get E-Mails, I'll add some up.

=====  
= IV. How To Play . . . . . [ HOTOPT4 ]=  
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-----  
- A. Controls And Menus . . . . . [ COAME4.1 ]-  
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Alright, let's start on how to actually move around and stuff, shall we?

D-Pad - Of course, you use it to move around and stuff. Easy to understand, right?

Select - Does nothing.

Start - Brings up the Menu when you are on the World Map. In Battle, it does nothing.

B Button - Used to exit out of Menus and stuff.

A Button - Used to confirm an option.

The Menu System in this game is fairly easy to understand. Here are the parts of the Menu.

Start Menu - Hitting the Start Button on the World Map will bring up a Menu. The options are as follows.

Status - View your current party's HP, BE, BP, BP to next level, list of attacks, etc.

Card - Allows you to view your current Cards you own. You may use them if you need them or you can just view them.

Save - Just as the name implies, use this feature to save your game. Only one game can be saved though...

Plot - A extra hand if you will call it. If you are stuck or you forgot your mission, this gives you a slight insight on what's going on currently.

-----  
- B. Moving Around . . . . . [ MOVAR4.2 ] -  
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Basically, this isn't really hard to understand. At all times, you will see one or two characters on a map. You are then given 5 cards to choose. Now, each card will have a certain number of dots on it. (Or a Z.) Ignore the symbols at the bottom, for they do nothing for moving around. Focus on the dots at the top. There are 8 different ones you will see. They are dots ranging from 1-7 and then there is a Z one. The dots represent how many spaces you can move. Such as 1 dot means one space, 2 dots means two

spaces, etc. The Z Card is the best, allowing to move 8 spaces at once. Note that you MUST move the certain amount of spaces the Card has. You can't move like 3 spaces only, when you have a 6 dot Card. You MUST use all the dots up. That explains the movement system. Easy, huh?

Also, while playing the game and training, search out the White Capsule Houses, as Princess Snake is in them. Whenever you are hurt or need healing, head here and you'll be fully recovered instantly for free. This is VITAL in the game, so if you are training, be sure to stay close to one of these at all times. Besides this, you'll notice "Z" symbols on the Map, which are areas where you can play one of the multiple training minigames, so head over to one if you see one and wish to partake in it.

-----  
- C. Card System . . . . . [ CASYS4.3 ] -  
-----

The Card System in this game is basically used as a Item System in most RPGs. You win the Cards from battles, certain characters give you them or you win them from a game. Each Card does a certain command, such as healing you or freezing an opponent in place for a turn. Some Cards can only be used on the World Map, others only in battle, but some can be used during both. There is a limit to how many Cards you can have, so make sure you only keep the Cards you really need. Choose wisely...

-----  
- D. Battle System . . . . . [ BASYS4.4 ] -  
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Another simple thing about this game is the Battle System. It's more fun to watch the battle than to choose things to do actually. Why? Because they fight just like they do in the show. Now, the main thing here is to know how to fight. Well, you choose Cards and depending on which Card you choose for each fighter, something will happen. There are only really 3 different Cards here.

Note: Depending on what Card you pick, it determines who goes first in Battle. So if you have one fighter pick a Card with 5 Dots and the opponent has one with 3 Dots, you'll attack first. If you both have the same amount, you'll go first. So when choosing Cards in Battle, pick who you wish to go first, second, third, etc.

Regular Cards - Basically allows for your fighter to attack with kicks and punches. This is any Card that doesn't match their symbol. Example: Piccolo uses a Master Roshi Symbol and not his symbol to fight with.

Master Cards - If your Card's Symbol matches the symbol on your fighter, they will get a leap in power for that attack. Very useful early on and even towards the end of the game.

Ki Cards - These Cards look like a X and giving one to your fighters allows you to perform one of their Ki attacks. These are by far the best ones to use, if you have Ki that is.

Well, now you know what Cards you can choose from. Next comes those dots again. The higher the dots, the better your damage will be. 1 of course is the lowest and Z is the highest. Now, the symbols at the bottom of the Cards are your defense. Such as how well you defend against an attack.

Update: A very generous reader to my walkthroughs has given me some

information on what the symbols on the bottom mean, which are your defense. Here's the info:

— = Ichi which means: One.

—  
— = Ni which means: Two.

—  
—  
— = San which means: Three.

—  
| |L |  
| — | = Shi which means: Four.

—  
\_ | \_  
\_ | \_ | \_ = Go which means: Five.

\  
-----  
/ \ = Roku which means: Six.

— | —  
| — = Nana which means: Seven.

So, there you have what each defense symbol means. Just be sure that you know that Z comes after seven in this game and that Z is the highest. (It counts as 8.) Again, remember, 1 is the lowest and Z is the highest.

Thanks to TarKel for the information!

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= V. The Playable Characters Of The Story . . . . . [ TPCOT5 ]=
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- A. Goku (Son Goku.) . . . . . [ GOSG5.1 ] -
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The main character of the entire series, Goku is the main character of the video game as well. His adventure starts when his son is kidnapped and his worst enemy soon becomes his best ally in taking back his son. But...what's the price of all this?

Son Goku's Starting Stats

Level: 1
HP: 80/80
BE: 59/59
BP: 416

Ki Abilities                      Ki Cost

Impact Wave	7	
Energy Wave	10	
Kamehameha	15	
Sun Burst	20	
Kaioken	40	(After training with King Kai.)
Kaioken Kamehameha	50	(After training with King Kai.)
Kaioken X2	60	(After training with King Kai.)
Kaioken Kamehameha X2	70	(After training with King Kai.)
Kaioken X3	80	(After training with King Kai.)
Kaioken Kamehameha X3	100	(After training with King Kai.)
Kaioken Kamehameha X4	160	(After training with King Kai.)
Energy Ball	200	(After training with King Kai.)

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- B. Piccolo . . . . . [ PICC5.2 ]-  
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The Earth's greatest enemy, before Radditz came. He is Goku's rival and wishes to rule the world, which his father failed at. Though, with Radditz around, some drastic changes could be made on his part...and forming an alliance with Goku is the least of his worries at the moment.

Piccolo's Starting Stats

Level: 1  
HP: 80/80  
BE: 50/50  
BP: 408

Ki Abilities	Ki Cost
Makoho	7
Multi Makoho	10
Eye Beam	10
Mouth Beam	20
Blast Makoho	50
Ray Cannon	100

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- C. Gohan (Son Gohan.) . . . . . [ GOSGO5.3 ]-  
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Son Goku's first child, Son Gohan's joyful day with meeting his father's friends turned into Hell when his uncle kidnapped him and forced Son Goku to join with him and the other Saiyajins. Shortly after the Radditz is defeated, Son Gohan was thrown into a totally new world. He must learn how to fight or he will die in one year at the hands of the Saiyajins.

Gohan's Starting Stats

Level: 3  
HP: 100/100  
BE: 80/80  
BP: 165

Ki Abilities	Ki Cost
Energy Wave	15
Masenko	80

Ape Change 0 (Used when Moon Card and Tail Card are in play.)  
Energy Wave 30 (In Oozari.)

-----  
- D. Krillin (Kurirun.) . . . . . [ KRIKUR5.4 ] -  
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Goku's best friend and former martial arts partner, Kurirun is one of Earth's best fighters. Shortly after Radditz was defeated, Kurirun was called forth to help prepare against the two Saiyajins coming to Earth in one year. Will his training be enough, even for a Saiyajin's strength? Only time will tell...

Kurirun's Starting Stats

Level: 3  
HP: 100/100  
BE: 60/60  
BP: 280

Ki Abilities	Ki Cost
Kamehameha	10
Kakusandan	20
Energy Disc	60

-----  
- E. Yamcha (Yamucha.) . . . . . [ YAMU5.5 ]-  
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One of the first people Son Goku ever met, Yamucha was once a former desert bandit, who practiced martial arts. His dream to enter the Tenkaichi Boudouki came reality, as he followed Goku into many adventures even after the tournament. Another great fighter, he is also called on to train for the arrival of the Saiyajins. Even though Yamucha has some remarkable skills, will he be enough for them? His training will soon tell...

Yamucha's Starting Stats

Level: 3  
HP: 95/95  
BE: 60/60  
BP: 269

Ki Abilities	Ki Cost
Kamehameha	10
Spirit Bomb	50

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- F. Tien (Tenshinhan.) . . . . . [ TIETEN5.6 ] -  
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One of Son Goku's former rivals and even an enemy at one point, Tenshinhan is truly an incredible fighter. Devising some very useful fighting techniques, he can be one hard shell to crack in battle. He is also called on after the battle with Radditz. Will even his skills be enough for the Saiyajins? Time will tell, time will tell...



Tenshinhan's Starting Stats

Level: 3  
HP: 105/105  
BE: 65/65  
BP: 305

Ki Abilities	Ki Cost
Energy Wave	7
Sun Burst	20
Kikoho	80
Shinnoken	40
4 Way Split	120

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- G. Chaou Zu . . . . . [ CHAO5.7 ] -  
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Another one of Son Goku's friends, Chaou Zu is a very close friend to Tenshinhan and is even his training partner. They are always seen together, training for the next tournament. Though he isn't really a strong fighter, his psychic powers are beyond good and make him very dangerous to fight. He is yet another fighter called on to fight the Saiyajins. Will his powers be any use against the Saiyajins? Only training and time will tell...

Chaou Zu's Starting Stats

Level: 3  
HP: 90/90  
BE: 50/50  
BP: 185

Ki Abilities	Ki Cost
Super Skill	20
Dodonpa	30

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= VI. Various Training Games/Minigames . . . . . [ VATGM6 ] =  
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Throughout Dragon Ball Z: Assault Of The Saiyans, there are many minigames, involving either training or gaining Cards. Each game is different and presents a fairly good challenge in order to gain the BP or the Card(s). Here is a complete list of the minigames in Dragon Ball Z: Assault Of The Saiyans.

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- A. Rock Training . . . . . [ ROTR6.1 ]-  
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Basically, you have your character hold this massive rock over their head and move across 5 pits. If you make it, you will gain a decent amount of BP, based on your current level. The game basically plays much like War does. Your Card must beat their Card in order to move on. If you fail, the rock crushes you and you loose the minigame. Remember, the higher number wins in this. Though, if it's a 7 or Z Card, try using a 1 dot Card. That should beat it. Be warned, you will get NO BP if you don't cross ALL 5

pits. Play this game if you are playing the ROM version of it. It's fairly easy to win this game, since you can use save state alot.

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- B. Split Form Training . . . . . [ SPFT6.2 ]-  
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A nice way to train and pretty fun. You get to fight yourself. Remember in the series, where Piccolo split himself into two and fought for 3 hours with himself? Well, this is what you do here. Any fighter can do this minigame. Downside is, your HP, BE and BP are all cut in half. If you win, you gain a fair share of BP. You loose, you're horrible weak and need to heal FAST. After a while, you must heal yourself in order to continue doing this game. Over all, a great way to train.

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- C. Card Training . . . . . [ CATR6.3 ]-  
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Another great way to train, but I suggest you wait until you're a higher level. Don't misunderstand or anything, it doesn't hurt you if you loose, but the higher your level, the more BP you'll get. This game works alot like the Rock Training minigame, with the War type system. Thing is, you can quit anytime, except if you choose a Card and are trying to defeat the computer's current Card, then you can't quit and you must finish that selection. A nice way to train, but it only adds up at higher levels.

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- D. Card Matching (Win Cards #1.) . . . . . [ CMWC6.4 ]-  
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This game is similar to a memory type game, where you pick one Card and try to find the exact same one. In this, you first select a card, allowing you a certain number of chances to guess at Cards. (This ranges from 1-8, depending on what Card you used on the World Map to move into the game.) If you match a Card, you keep that Card. Match them all, you get to select a Card from a list. A very nice game, if you need to pick up some Cards for any upcoming battles. Hey, it's better to be safe than sorry.

-----  
- E. Card Matching (Win Cards #2.) . . . . . [ CAMWC6.5 ] -  
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This game isn't really that great in my opinion. You basically have to find 3 of the same Cards and if you do, you get to keep that Card. It isn't that great and I'd suggest this only if you need some rare Cards.

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- F. Catch Bubbles . . . . . [ CATBU6.6 ] -  
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This game is only playable at King Kai's. Basically, just like in the show, Son Goku chases Bubbles around King Kai's Planet. In this game, you move around a square area, with other minigames around you. The object here is to land on one of the squares with the symbols and then begin the Bubbles minigame. This game works JUST like the Rock Training, where you beat the computer's Card, you gain on Bubbles. You screw up, you start over and he gets farther from you. You can only do this game once with Son Goku and it only gives him 400 BP.

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- G. Hammer Gregory . . . . . [ HAGR6.7 ] -  
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Again, only Goku gets to do this game and you only do it once. Basically, you go around the square area again and you try to land on the squares with symbols. Once doing so, you play War with him. Your Card beats his, you get closer to hammering him. If you are successful, you will gain 1,600 BP from this. Not bad, eh?

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- H. Tenkaichi Boudouki . . . . . [ TENBOU6.8]-  
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A fun minigame you can play over and over once you have beaten the game. After Vegeta falls, whoever is still left alive, you'll receive codes for each character, as you can enter them into the Tenkaichi Boudouki mode at the title screen. Unfortunately, you can only choose 4 fighters at a time, thus there's really only 2 matches for you to fight here, but it's still something to do once you've completed the game.

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= VII. The Walkthrough . . . . . [ THEWA7 ] =  
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Note: I won't really mention this in The Walkthrough, but when you train, ALWAYS do it near a White Capsule House, so that when you get hurt, head here to get fully healed. This is IMPORTANT if you wish to survive. Remember this.

Want the game in English? Head on over to this place:  
<http://www.rpgclassics.com/staff/redcomet/dbz1.shtml> and using the ROM, you can. Again, thanks to Red Comet for this.

Also, I won't be making a separate section for Boss Strategies, because, well, there's really no need for one. As long as you're strong enough, every Enemy is a breeze and the only strategy you need is to hit them with your best attack. Easy, huh?

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- A. The Beginning . . . . . [ THEBE7.1 ] -  
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Enemies In The Area: None.  
Suggested Battle Power To Train To: 416.

The story begins with an odd looking Space Ship, crashing into a farmer's field. The farmer, seeing this, goes to inspect what this thing that just crashed into his field is. Suddenly, a being flies out of the whole, muttering about how this planet's lifeforms are still alive. After disposing of the farmer, the being called Radditz, a Saiyajin, begins looking for a man named Kakarot. He first finds Piccolo, to whom he believed was this Kakarot he was searching for. After insulting him and noticing his attack did nothing to him, he left Piccolo scared for his life, as he continued searching for Kakarot. Meanwhile, Bulma has arrived at the Kame House, seeing Master Roshi and Kurirun again after 5 years. Shortly after, Son Goku and his son, Son Gohan also arrive.

After a bit of confusion and joy over Son Goku's son, their party is forever ruined, as Radditz lands on the island and begins addressing Son

Goku as Kakarot. After a brief insight on who Son Goku really is and why Radditz is here, Radditz takes Son Gohan as ransom, since Son Goku refuses to help him or his race. Radditz, not really caring what he says, tells him to kill either 100 people by tomorrow and lay the bodies on the beach or his son dies, flies off, laughing. Meanwhile, Son Goku, filled with rage and also trying to understand what just happened here, begins thinking up a plan to try and get his son back. After deciding on they will attack him head on, with Son Goku, Kurirun and Master Roshi as the team, Piccolo appears and tells them it is useless to even try.

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- B. An Unlikely Team...Son Goku And The Demon King! . . . . . [ AUT7.2 ] -  
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Enemies In The Area: None.  
Suggested Battle Power To Train To: 416.

With Piccolo arriving, everyone is in shock, since this is one of the most feared beings alive. He tells them he isn't here to make trouble and that he wishes to make an alliance with Son Goku. Son Goku, asking why he wants to team up with him, is then told that Radditz, his brother, is far stronger than even both their powers combined. He then tells them that to put their trust in him or the Earth is doomed. Kurirun and Master Roshi would be able to do nothing and that he and Son Goku would be the only choice. Son Goku then asks what's in it for him, since he only wants his son back. Piccolo explains that he only wishes to end the threat that blocks his plans to take over the world and that after they defeat his brother, Son Goku is the next one he fights and kills. Son Goku, always loving a fight, agrees to this and both he and Piccolo fly off, in search of Radditz, to stop him and save Son Gohan and the Earth.

-----  
- C. The Dragon Radar! Our Key To Finding Gohan! . . . . . [ TDRO7.3 ]-  
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Enemies In The Area: Brock, (Boss.) Cucumber, Kaiware, Onion, Pumpkin (Boss.) and Radditz. (Boss.)  
Suggested Battle Power To Train To: 1,500.

Well, with the introduction to the game over, you are now in control of both Son Goku and Piccolo. As it stands, both fighters have a decent amount of BP, (Battle Power or Power Level.) you are pretty weak as it stands. With Son Goku at 416 and Piccolo at 408, you'd better do some training. But first, you must locate Bulma and get the Dragon Radar. She can be found west of your starting position. Note that you can only get the Dragon Radar as Son Goku, since she'll freak over seeing Piccolo there. While you travel to her, keep in mind, don't separate either fighter more than one space apart if possible, because if you do and you get into a fight, you'll fight the battle alone. After you get the Dragon Radar, you have no other real objectives and can fight Radditz at ANY time.

But, since you probably only increased your BP by just a little, I suggest you train GREATLY. How much do you say? Well, Radditz's BP is 1,500 and unlike in the show, you won't be pulling any miracles with your 416 and 408 BPs. So, if you want to stand a chance against him, train both fighters up to at least 1,500 BP or so. If you find battling monsters takes to long, search out the various training spots around the area. I won't list the spots for them, since they are INSANELY easy to spot and it takes literally no effort to find them.

If you want, build up your Cards and make sure you got a few healing ones on you, incase Radditz does some heavy damage to you during the fight. Once you feel you are ready for Radditz, head northeast over the mountains. (The Dragon Radar will help you here if you somehow get lost.) Look for a Saiyajin Space Pod. Once you locate it, go near it and you'll engage in a fight with Pumpkin. Dispose of him quickly, then continue down the path. You'll find another Saiyajin Space Ship. This time, you'll fight Brock. Again, dispose of him quickly and continue on. Continue on and you will then see Radditz standing alone. It's time to fight.

-----  
- D. The Battle With Radditz . . . . . [ TBWR7.4 ] -  
-----

Enemies In The Area: Radditz. (Boss.)  
Suggested Battle Power To Train To: 1,500.

Make sure your other fighter is close enough to your other fighter, so that both can fight Radditz. At this point, I personally had a BP of over 2,000 for Son Goku and Piccolo and Radditz was no problem for me. He might be a slight challenge if you have a 1,500 BP or so, but you should make it. The fight with him is sort of difficult, since his Ki attacks are fairly strong and can hurt you for a fair amount of damage. This is easily fixed with a healing Card. Using Piccolo's Ray Cannon works REALLY well on him and can knock him out in just a few hits. Over all, just keep barraging him with your best attacks and Ki blasts and you should win. After Radditz's Death, he tells you that 2 stronger Saiyajins will arrive in one year and destroy this planet.

-----  
- E. Son Goku's Training In Hell . . . . . [ SGTIH7.5 ] -  
-----

Enemies In The Area: None.  
Suggested Battle Power To Train To: 1,500.

You may have noticed that Son Goku is still alive at this point. After Radditz dies, Kami Sama comes in and takes Son Goku to Hell to train with King Kai. Well, unlike in the show, Goku somehow is still left alive and he then somehow dies when he goes to Hell. Strange, huh? Well, nothing much else happens here, expect SonGoku gets ready to travel Serpent Path to train with King Kai for the upcoming fight with the 2 Saiyajins in a year. Before he starts on his way to King Kai's by following the Serpent Path, the other Z Fighters get a briefing on what they must now do to protect the Earth.

-----  
- F. Earth's Warriors Prepare . . . . . [ EWP7.6 ] -  
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Enemies In The Area: None.  
Suggested Battle Power To Train To: 1,500.

While Radditz is dead and Son Goku is getting special martial arts training, Garlic Jr. decides to pit his revenge on Kami Sama and gain Immortality by collecting the Dragon Balls. At this point, Piccolo, Gohan, Kurirun, Yamucha, Tenshinhan and Chaou Zu all decide to split up into teams of 2 and collect the remaining 3 Dragon Balls. (Since they already have the one from Gohan's Hat and the other two from Goku's House.) At

this point, you can team up the 6 Z Fighters however you like.

Personally, I teamed up Piccolo and Gohan, Kurirun and Yamucha and Tenshinhan and Chaou Zu. You may match them up however you like, but I just felt like doing it that way. For an interesting note, if Gohan and Piccolo are together, Piccolo will tell Gohan of his power and that how it will be used against the Saiyajins in one year. Just like in the show, eh? Now, with the teams decided and everyone having a mission to gather one Dragon Ball each, Son Goku's training in Hell begins.

-----  
- G. Travel The Serpent Path To The Lord Of Worlds . . . . . [ TTSP7.7 ] -  
-----

Enemies In The Area: None.  
Suggested Battle Power To Train To: 1,500.

Once you are in control of Son Goku again, you start your journey down Serpent Path. Note there are no battles here and that you can try and play some minigames on the way. Need some Cards? Yup, you can get some chances to get some here too. The main objective is to reach the end of Serpent Path. Don't worry, there's no rush. Take as long as you want. Try and play all the training games and stuff if you can. (Mainly to gain more BP and maybe some new and better Cards.) At the end of the Serpent Path, you will arrive on King Kai's Planet. He won't accept Son Goku, unless he tells him a funny joke. After Son Goku tells him a funny joke, his training begins.

-----  
- H. Split Up! Garlic Jr. Can't Have Immortality! . . . . . [ SUGJ7.8 ] -  
-----

Enemies In The Area: None.  
Suggested Battle Power To Train To: 1,500-4,000.

At this point, you will now have to do 3 missions for the Dragon Balls. I suggest you train ALOT, since finding the Dragon Balls will take up a years time and you'll not get time to train afterwards, since the Saiyajins will be arriving. Depending on who you choose as party members, you will now be in control of 2 fighters. The main point of all 3 missions is to 1. Train HARD. 2. Locate Sansho, Nikkei or Ginger and defeat them, getting a Dragon Ball. Simple, eh? Each map you are on will have healing houses and many training minigames to play, as well as gaining Cards if you need them. Again, I won't give out directions on the map, except on where to go and stuff. I'll leave it up to you to locate training minigames and stuff. Hey, you got to have some fun, right?

-----  
- I. 2 Warrior's Training In The Arctic . . . . . [ 2WTITA7.9 ] -  
-----

Enemies In This Area: Cinnamon, Cucumber, Herb, Jasmine, Kaiware and Sansho. (Boss.)  
Suggested Battle Power To Train To: 1,500-4,000.

Now that you are starting the first mission out of three, you start with your two fighters you first picked. I had Piccolo and Gohan at this point, so Piccolo was already over 2,100 or so, but Gohan was at a low 165. You only really need around 1,500-2,000 to be able to handle Sansho in this location, but remember, you will have no training once this is over. (No, I don't mean once Garlic Jr. is dead, you instantly fight Nappa and

Vegeta. I mean the Z Fighters will get NO additional BP or anything. Meaning, it won't go "6 months pass, with everyone training hard." and then you have like an extra 3,000 to your BP. That won't happen, so train your guys hard.)

So basically, I trained Piccolo and Gohan to literally a little over 4,000 each. Took me a while, but they were beyond strong and Sansho went down FAST. The only objectives in this area are to train and find Sansho, so you can get the Dragon Ball. If you wish, search out the training mini games and such. When you feel you are ready, you can find Sansho in the northwest part of the map, on a island.

-----  
- J. The Battle With Sansho . . . . . [ TBWS7.10 ]-  
-----

Enemies In This Area: Herb, Jasmine and Sansho. (Boss.)  
Suggested Battle Power To Train To: 1,500-4,000.

Once you confront Sansho, you will have to fight him along with one Nikkei and Ginger copy. Defeat them quickly, then attack Sansho with your strongest normal attacks and strongest Ki blasts. If you are around 2,000, he'll take a few turns. If you are at 4,000, like I was, he's dead in 1-2 turns. He has no real dangerous attacks, so if you do take damage, heal right away and continue to blast him until he's dead. Defeating him will end your 2 fighter's quest, leaving them ready to face Garlic Jr. (Note that they will stay at the BP you left them at, with gaining only some from the fight with Sansho.) After this, the scene goes back to Son Goku's training in Hell.

-----  
- K. Catch That Monkey! . . . . . [ CTM7.11 ] -  
-----

Enemies In This Area: None.  
Suggested Battle Power To Train To: 1,500-4,000.

Basically, Son Goku is just now starting his training. His first lesson is to overcome the gravity on the planet, by catching Bubbles. If you wish to see what do to here, check Section VI. Various Training Games/Minigames for the Catch Bubbles game. After doing this, Son Goku will gain 400 BP and you will start up mission 2 out of 3 for your Z Fighters back on Earth.

-----  
- L. 2 Warrior's Training In The Forest . . . . . [ WTITF7.12 ] -  
-----

Enemies In This Area: Cinnamon, Cucumber, Herb, Jasmine, Kaiware and Nikkei. (Boss.)  
Suggested Battle Power To Train To: 1,500-4,000.

Now it's back to everyone on Earth, as they continue to stop Garlic Jr. You will now be in control of 2 more fighters, in which you now must again train. (I had Kurirun and Yamucha for this part.) If you have the two fighters like I did, their BPs are only 280 and 269. Once again, train them hard. I got them both up to over 4,000, so anywhere from 1,500-2,000 will wreck Nikkei. Again, your only objectives here is to train and to locate and defeat Nikkei, getting the 5th Dragon Ball. Search out the training minigames and Card matching minigames if need be. When you feel

you are ready, you can find Nikkei in the southwest part of the map.

-----  
- M. The Battle With Nikkei . . . . . [ TBWN7.13 ]-  
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Enemies In This Area: Cinnamon, Jasmine and Nikkei. (Boss.)  
Suggested Battle Power To Train To: 1,500-4,000.

Nikkei isn't really that strong, depending on if you trained or not. He will also have one copy of Cinnamon and Jasmine, but they are weak and you can nail them in one hit. (Hopefully.) Nikkei, like Sansho, has no special attacks that can hurt you that badly. Apply the same strategy here that you did on Sansho. If you are weak, heal yourself with a Card and attack with your strongest regular attacks and your strongest Ki blasts. Nikkei won't last long, if you trained well. (He lasted 2-3 turns for me and he did either 0-1 damage to Kurirun and Yamucha.) After the battle, Nikkei will drop the Dragon Ball he had and run, thus ending mission 2 of the Z Fighters. You will then be taken back to Son Goku's training in Hell.

-----  
- N. Cricket, Anyone? . . . . . [ CRAN7.14 ]-  
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Enemies In This Area: None.  
Suggested Battle Power To Train To: 1,500-4,000.

Once again, you continue Son Goku's training. This time, you must hit Gregory on the head with a large hammer. If you need information on this game, check the Section VI. Various Training Games/Minigames for the Hammer Gregory game. Once you beat him, you will gain a nice 1,600 BP. After defeating Gregory, Son Goku has proven himself worthy of King Kai's training and now he can begin to get trained for real. You then are placed back in control of the 3rd and final party of trying to stop Garlic Jr.

-----  
- O. 2 Warrior's Training In The Desert . . . . . [ WTITD7.15 ] -  
-----

Enemies In This Area: Cinnamon, Cucumber, Ginger, (Boss.) Herb, Kaiware and Jasmine.  
Suggested Battle Power To Train To: 1,500-4,000.

It's now time to train your final 2 fighters. (I had Tenshinhan and Chaou Zu, for those of you who care.) Again, the only objectives here are to train and defeat Ginger, getting the 6th Dragon Ball. I suggest you train your fighters to 4,000, since Garlic Jr. himself is literally a bitch to fight. If not, train your guys up to 1,500-2,000. Again, I won't give out the locations to where training areas are or anything, so search yourself. Not that hard really. Once you feel you are ready to handle Ginger, head east from your starting position, going south once you hit the small pond. When you see a Capsule House, head west until you come face to face with Ginger. Now defeat him and get that Dragon Ball!

-----  
- P. The Battle With Ginger . . . . . [ TBWG7.16 ]-  
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Enemies In This Area: Cinnamon, Ginger (Boss.) and Herb.  
Suggested Battle Power To Train To: 1,500-4,000.



Ginger, like Sansho and Nikkei, isn't that strong, depending on if you trained hard enough. He will also have one copy of Herb and Cinnamon here, so kill them first. Ginger doesn't have any special attacks that really do alot of damage, so use the strategy you used on Sansho and Nikkei. If you get hurt, heal yourself with a Card. Attack with your best regular attacks and your strongest Ki blasts. After a few turns, Ginger will be defeated and run off, leaving you with the 6th Dragon Ball. Guess who has the final Dragon Ball? That's right, Garlic Jr. It's now time to confront him and revive Son Goku.

-----  
- Q. Team Up! Time To Stop Garlic Jr.! . . . . . [ TUTTS7.17 ] -  
-----

Enemies In This Area: Cinnamon, Garlic Jr., (Boss.) Ginger, (Boss.) Herb, Jasmine, Nikkei (Boss.) and Sansho. (Boss.)  
Suggested Battle Power To Train To: 4,000-10,000.

Well, now that all 3 teams have found 3 Dragon Balls, it's time to attack Garlic Jr. himself and end this. You will now be at Garlic Jr.'s Castle, with all 6 Z Fighters. If they are all around 4,000, good job. If they are all around 1,500-2,000, that's ok, cause you'll be able to gain some BP FAST here. Like, 50-60 or so each fight. Basically, I STRONGLY suggest you train and get everyone around at least 8,000 minimum. If you want, 10,000+ is REALLY good and Garlic Jr. will definitely feel some pain. (Note that Piccolo will be in the lead of your team here, so you move him, you move everyone. So, every fight, you can use any of the 6 fighters. You may also train using the minigames, if you wish. You can't miss them either.) Once you feel you are ready to finish off Garlic Jr., continue on. But first, you must defeat Sansho, Nikkei and Ginger as a team.

-----  
- R. The Battle With Sansho, Nikkei And Ginger . . . . . [ TBWSNG7.18 ] -  
-----

Enemies In This Area: Ginger, (Boss.) Nikkei (Boss.) and Sansho. (Boss.)  
Suggested Battle Power To Train To: 4,000-10,000.

Basically, this battle should be no problem at all, since if your guys are all well over 8,000 or so. (Also, it's just these 3 and no stupid clones of them to fight.) Use the same strategy you did on them before and heal up if you need to. Attack them with your strongest regular attacks and strongest Ki blasts. Have Piccolo use Ray Cannon on one of them to really cause some damage. Tenshinhan's Kikoho can really add some damage. Everyone else has some fairly good Ki attacks, so try using them if need be. After they go down, only Garlic Jr. remains. If you feel you should train some more, do so. Once you are ready, heal up and continue north to confront Garlic Jr.

-----  
- S. Showdown With Garlic Jr. . . . . [ SWGJ7.19 ] -  
-----

Enemies In This Area: Garlic Jr. (Boss.)  
Suggested Battle Power To Train To: 4,000-10,000.

Now it's time to confront Garlic Jr. His first form is nothing. Bash him with your strongest attacks and Ki blasts and he'll fall fast. There's really no strategy here, except to hit hard and fast. If you need it, heal

with some Cards. Garlic Jr.'s BP here is 2,500, but he can still hurt you some. When you defeat him, he'll transform into his bulky form and his BP will go up to 3,500. (Trust me, this doesn't seem like much, but he knocked my Yamucha down pretty fast when I was around 6,000. So that's why you want to train.) Again, just bash him fast and hard and heal when you need it. Once he is defeated, you will get the final Dragon Ball, thus making all 7 collected. Now Son Goku can be brought back to life and guess what? You're training is completed. Don't worry, you can train some more in a little bit. For now, Son Goku's final lesson is about to take place.

-----  
- T. The Final Lesson... . . . . . [ TFL7.20 ]-  
-----

Enemies In This Area: King Kai. (Boss.)  
Suggested Battle Power To Train To: 4,000-10,000.

Well, now that Son Goku has completed his training, before he can leave, he must battle King Kai. Though King Kai is much stronger than Goku, don't worry if you lose the first time. Everytime you lose, King Kai's HP stays the same, meaning you get healed and he doesn't. Once you defeat him, you'll gain a cool 5,600 BP. Now Son Goku's in shape, eh? After the fight, Son Goku contacts Master Roshi and Bulma and asks that they now revive him. After doing so, Son Goku begins his way back on Serpent Path. Just then, Nappa and Vegeta arrive on Earth and destroy a city. They then try to locate the person who killed Radditz, but find nothing. They then decide to kill whatever they find. After this scene, you will be in control of Piccolo again. You will now be in the final map of the game. What will you do? Train some more or confront the Saiyajins? It's up to you...

-----  
- U. Quick! Train For Nappa And Vegeta! . . . . . [ QTFNAV7.21 ]-  
-----

Enemies In The Area: Brock, Cucumber, Cyba Men, Cyba Men, (Boss.) Kaiware, Nappa, (Boss.) Onion, Pumpkin and Vegeta. (Boss.)  
Suggested Battle Power To Train To: 4,000-10,000.

Well, this is totally up to you, but if you want to train more, do so. Nappa's BP is 4,000, with Vegeta at 18,000. If you can get everyone up to 4,000+, you should have no trouble with Nappa. For Vegeta, I suggest at minimum 10,000. Anything higher is also good. When you are ready, from your starting position, head northwest. When you see the Cyba Men, it's battle time.

-----  
- V. Cyba Men Attack! Who Will Fight?! . . . . . [ CMAW7.22 ] -  
-----

Enemies In The Area: Cyba Men. (Boss.)  
Suggested Battle Power To Train To: 4,000-10,000.

When you begin to fight the Cyba Men, just like in the show, there are 6 of them. But this time, (Hopefully.) Yamucha won't die and you can defeat them all with no problem. Basically, if you are around a BP of 4,000 or so, they shouldn't be a problem. Maybe a slight challenge, but nothing that's going to seriously take some strategy for. Again, attack with your highest rating Cards and your strongest Ki blasts. If you take some damage, heal with Cards. If one fighter gets hurt and you ran out of

healing Cards, use your other reserve fighter to take that fighter's place. Once you roast these guys, only Nappa and Vegeta remain.

-----  
- W. An Elite Saiyan VS. Earth's Finest . . . . . [ AESEF7.23 ] -  
-----

Enemies In This Area: Nappa. (Boss.)  
Suggested Battle Power To Train To: 5,000-10,000.

Basically, it's now time to take on Nappa. If you feel you should train anymore, do so. If you need more Cards, now is the time to get them. I suggest nothing less than at least 5,000 for everyone before you battle Nappa. Nappa has ALOT of HP and can take a fair share of damage before he even shows signs of weakness. One plus to this battle is Son Goku arrives to help. If you look at his attacks, he now has alot more attacks to use, his best being the Energy Ball. (Genki Dama.) When you feel you are ready, take on Nappa. The strategy here is when you get low on HP, heal fast.

Nappa can deal out damage often and can easily take your guys down. Luckily, you have 2 fighters on backup incase anyone gets hurt and you don't have Cards to heal. Focus on having Son Goku use the Energy Ball every turn and using a Card on him to heal his BE. Have everyone else use Ki attacks and normal fighting Cards. The main objective here is to just keep everyone's HP high and to barrage Nappa with your best attacks. If you can stun him with Chaou Zu's Super Skill or the Grandpa Gohan Card, do so. That helps greatly. After you defeat him, only Vegeta remains.

-----  
- X. Final Training . . . . . [ FITR7.24 ]-  
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Enemies In The Area: Brock, Cucumber, Cyba Men, Kaiware, Onion, Pumpkin and Vegeta. (Boss.)  
Suggested Battle Power To Train To: 10,000+.

Now that Nappa is dead, all that's left is to confront Vegeta. If you want, I STRONGLY suggest everyone but Son Goku gets up to 10,000 minimum. Anything less and Vegeta will wreck you. I also suggest getting all the healing Cards you can, since they will be your best friend in this fight. Don't be afraid to use them either. This is the final battle of the game and it no longer matters. Go all out. When you are fully prepared, make sure you heal up and then follow the path to Vegeta.

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- Y. Confronting The Prince . . . . . [ COTP7.25 ]-  
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Enemies In The Area: Vegeta. (Boss.)  
Suggested Battle Power To Train To: 10,000+.

This is it. The moment you've trained for. Strategy here is to literally go ALL OUT. Use your strongest attacks, use your best Cards when you need them, heal often and Vegeta will be defeated. Basically, have Son Goku use the Energy Ball attack every turn and use a Card to heal his BE everytime it gets low. Have Piccolo use his Ray Cannon if you can and have everyone else just blast away with their strongest attacks. If you can, freeze Vegeta with the Grandpa Gohan Card or Chaou Zu's Super Skill.

Be warned, that if any character is killed here, you won't get their

password for the Boudouki option. So make sure you keep everyone alive if at all possible. If Vegeta goes Oozari, REALLY start to hammer him and heal alot. His BP goes up to 70,000 and you'll really feel some pain here. After awhile, Vegeta will fall, if you keep up a good strategy throughout the fight. He won't die, but everyone will gain 10,000 BP and whoever survived, you'll get their passwords to use them in the Tenkaichi Boudouki Mode!

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 - Z. Ending . . . . . [ ENDI7.26 ]-  
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You've done it. With Vegeta's defeat, the Earth is once again safe. Vegeta escapes and says he'll be back, but we'll see about that. Though, the terror isn't over yet, for everyone senses a greater power out in space and it must be stopped. (Since Piccolo is still alive with the others, they had to think up something, right?) At this point, you get your passwords for the Boudouki. Good job! You've beaten Dragon Ball Z: Kyoushuu! Saiyajin. If you want, continue the journey in the next game, Dragon Ball Z 2: Gekigami Freeza.

And, well, that's it, really. Thanks for reading my walkthrough, first of all. I hope it helped you while playing. So, with that, I take my leave now. See ya...

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 = VIII. Analyzing The Enemy . . . . . [ ATE8 ]=  
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Enemy Name	HP	BP	Ki Attack(s)	BP Won
Brock	65	500	Energy Wave Kankousen	8
Cinnamon	85	270	Energy Wave	10
Cucumber	45	350	Energy Shot	5
Cyba Men	200	1,200	Ghost Fluid Throw	20
Garlic Jr.	500	2,500	Energy Shot Mighty Blast Multi Shot	150
Garlic Jr. (Morphed.)	950	3,500	Black Hole Energy Wave	150
Ginger	400	1,500	Energy Wave Katana Slash Mighty Blast	35
Herb	35	300	Energy Wave	9
Jasmine	65	290	Energy Wave	8
Kaiware	35	200	Paralyzer	3
King Kai	300	4,500	Energy Wave Kankousen	5,600

Nappa |1,800|4,000 |Blast |500  
| | |Energy Wave |

Nikkei |300 |1,200 |Energy Wave |40  
| | |Katana Slash|  
| | |Mighty Blast|

Onion |55 |450 |Ape Change |9  
| | |Energy Wave |  
| | |Kankousen |

Onion |55 |1450 |Energy Wave |90  
(Oozari.) | | | |

Pumpkin |55 |400 |Energy Wave |7  
| | |Kankousen |

Radditz |300 |1,500 |Energy Wave |120  
| | |Super Wave |

Sansho |600 |1,300 |Energy Wave |30  
| | |Mighty Blast|

Vegeta |1,200|18,000|Ape Change |10,000  
		Blast
		Energy Disc
		Energy Wave
		Galic Gun
		Impact Wave
		Multi Wave

Vegeta |1,200|70,000|Energy Wave |10,000  
(Oozari.) | | | |

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= IX. Card List . . . . . [ CALI9 ] =

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Card Name |Description

1 Star DB |A Dragon Ball with 1 star.

2 Star DB |A Dragon Ball with 2 stars.

3 Star DB |A Dragon Ball with 3 stars.

4 Star DB |A Dragon Ball with 4 stars.

5 Star DB |A Dragon Ball with 5 stars.

6 Star DB |A Dragon Ball with 6 stars.

7 Star DB |A Dragon Ball with 7 stars.

Baba |Makes the defense of one Card a Z.

Bubbles |Makes fighter invisible for a limited time.

Bulma	Restores one fighter's HP. (Small.)
Chi Chi	Transforms one Card into a Ki Card.
Dragon Radar	Locates the Dragon Balls.
Escape	Moves fighter to nearest healing house.
Grandpa Gohan	Stuns one enemy for one turn.
Kami	Restores one fighter's HP. (Max.)
King Kai	Raises one fighter's attack for the battle.
Korin	Restores one fighter's HP and BE. (Max.)
Master Roshi	Restores one fighter's HP. (Medium.)
Moon	Makes Gohan turn Oozari. (Must have Tail Card.)
Mr. Popo	Restores one fighter's BE. (Max.)
Oolong	Gives you 5 new Cards. (Battle Cards.)
Puar	Restores one fighter's BE. (Small.)
Scouter	Scans enemy party. (Gives out HP and BP.)
Shenlong	Restores all fighter's HP and BE. (Max.)
Tail	Allows for Gohan to turn Oozari.
Yajirobe	Attacks one enemy for minimum damage.
Yemma	Makes the attack of one Card a Z.

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= X. Technique Guide . . . . . [ TECGU10 ]=

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- A. Character Attacks . . . . . [ CHATT10.1 ]-

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Attack Name	Description	Who Uses It
4 Way Split	Fighter splits into 4 beings,  then fires one strong blast.	Tenshinhan 
Ape Change	User turns into Oozari.	Son Gohan
Blast Makoho	A bigger version of the Makoho.	Piccolo
Dodonpa	Shot of Ki from the finger.	Chaou Zu
Energy Ball	Ball of energy from everything  on Earth.	Son Goku 
Energy Disc	Razor sharp circle of Ki.	Kurirun

Energy Wave	Wave of Ki.     	Son Gohan  Son Gohan (Oozari.)  Son Goku  Tenshinhan
Eye Beam	Twin beams of Ki shot from the  eyes.	Piccolo 
Impact Wave	A strong blast of Ki.	Son Goku
Kaioken	User gains more power to their  attack.	Son Goku 
Kaioken X2	User gains more power to their  attack.	Son Goku 
Kaioken X3	User gains more power to their  attack.	Son Goku 
Kaioken Kamehameha	Stronger version of the  Kamehameha.	Son Goku 
Kaioken Kamehameha X2	Stronger version of the  Kamehameha.	Son Goku 
Kaioken Kamehameha X3	Stronger version of the  Kamehameha.	Son Goku 
Kaioken Kamehameha X4	Stronger version of the  Kamehameha.	Son Goku 
Kakusandan	Strong guided shot of Ki.	Kurirun
Kamehameha	Focused blast of Ki, charged and  released with both hands. 	Kurirun  Son Goku  Yamucha
Kikoho	Blast of Ki using fighter's own  life force.	Tenshinhan 
Makoho	Small blast of Ki from the hand.	Piccolo
Masenko	Focused blast of Ki, charged  above the head.	Son Gohan 
Mouth Beam	Beam of Ki shot from the mouth.	Piccolo
Multi Makoho	Multiple blasts of Makoho.	Piccolo
Ray Cannon	Drill blast shot from two  fingers.	Piccolo 
Shinnoken	Fighter splits himself into 4  beings and fires a Ki blast.	Tenshinhan 
Spirit Bomb	Guided ball of Ki.	Yamucha
Sun Burst	Blinds one enemy for one turn. 	Son Goku  Tenshinhan

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Super Skill                   |Stuns one enemy for one turn.   |Chaou Zu  
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- B. Enemy Attacks . . . . . [ ENEATT10.2 ] -  
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Attack Name	Description	Who Uses It
Ape Change	User turns into Oozari.	Onion  Vegeta
Black Hole	Instantly kills an enemy.	Garlic Jr. (Morphed.)
Blast	Blast of Ki exploding near the enemy.	Nappa  Vegeta
Energy Disc	Razor sharp circle of Ki.	Vegeta
Energy Shot	4 small shots of Ki from the hand/head.	Cucumber  Garlic Jr.
Energy Wave	Wave of Ki.	Brock  Cinnamon  Garlic Jr. (Morphed.)  Ginger  Herb  Jasmine  King Kai  Nappa  Nikkei  Onion  Onion (Oozari.)  Pumpkin  Radditz  Sansho  Vegeta  Vegeta (Oozari.)
Galic Gun	Blast of Ki focused and fired with both hands.	Vegeta 
Ghost Fluid	Blast of acid shot from the head.	Cyba Men
Impact Wave	A strong blast of Ki.	Vegeta
Kankousen	Multiple circles of Ki shot from two fingers.	Brock  King Kai  Pumpkin
Katana Slash	Slash with a Katana sword.	Ginger  Nikkei
Mighty Blast	Huge shot of Ki.	Garlic Jr.  Ginger  Nikkei  Sansho
Multi Shot	Multiple shots of Energy Shot.	Garlic Jr.



Multi Wave	Multiple shots of Energy Wave.	Vegeta
Paralyzer	Blast of Ki. May stun enemy for one  turn.	Kaiware 
Super Wave	Stronger version of Energy Wave.	Radditz
Throw	Fighter self destructs to deal massive  damage.	Cyba Men 

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= XI. Secrets . . . . . [ SECR11 ] =

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- Get Gohan To Go Oozari -

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Having trouble fighting Vegeta? Well, you can make Gohan go Oozari to help you. Simply obtain the Moon Card and Tail Card and use the Moon Card in the battle. After a few turns or so, if you have the Tail Card in your Card List, Gohan will go Oozari. He will gain a nice 10,000 to his BP and this lasts for the entire fight. Keep in mind, this trick can be used in ANY fight, as long as you have the Moon Card and Tail Card. (Note that this will not allow Vegeta or any other Saiyajin to transform as well. They need their own Moon for that. Also note that if Energy Disc is used on Gohan, he will loose his tail and revert back to normal.)

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= XII. Credits . . . . . [ CRED12 ] =

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Heh. Unfortunately, I have no one to thank really. I did this all by myself so far, so if anyone sends in something and I add it, I'll add your name here. Cool, eh? But for now, I'll thank the following:

Akira Toriyama - For creating Dragon Ball of course and also having this game made. If it weren't for him, this walkthrough wouldn't be here right now. So be thankful.

Myself - For actually sitting down and doing this walkthrough. It was hell, but it was worth it.

TarKel - For the information regarding the defense symbols on the Cards.

Red Comet - For supplying my readers with the English translation of the game.

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= XIII. My Words . . . . . [ MYWOR13 ] =

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Thanks for reading my walkthrough first of all. I sure hope it helped you. If you wish to submit something to this walkthrough, send it to ssj4kain@aol.com and label the subject as "Submit-Kyoushuu" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Kyoushuu" please. Again, not asking much here and it

isn't hard to understand. Now for the legal stuff.

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