

seen on ANY other site except GameFAQs and is to NOT be edited in ANY way, shape or form. So, again, thanks for understanding. Now, onto the walkthrough.

Update: This walkthrough is also now available at IGN.

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= II. Current Updates [CURUP2]=
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5/14/07 - Just writing in to let any readers know if they E-Mail me any questions or comments, that my address still works. My willpower to write walkthroughs over the last few years died, mostly to college and real life, but I may just start this up again. Feel free to write in, thanks.

1/20/04 - I added up a "Suggested Level" part to each section of The Walkthrough, as well as I added the Enemy list to the top instead of the bottom part. Other than that, not much else. Still trying to figure out what the Cards do. If anyone can help, let me know and credit will be given. Thanks.

12/14/03 - I added up the new layout to this walkthrough. Looking good, eh?

8/6/03 - Added a ASCII art banner. How's it look?

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.

12/20/02 - Revised and edited the walkthrough yet again for some more errors.

12/11/02 - Revised and edited the walkthrough a bit for errors.

10/12/02 - The walkthrough is completed. Revisions will be made overtime. Enjoy!

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= 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.

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= IV. How To Play [HOTOPT4]=
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- A. Controls And Menus [COAME4.1]-

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

Start - Does nothing.

B Button - Used to exit out of Menus and stuff. In Battle, it brings up the Menu for you to choose a Card from.

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.

Stats - Choosing this shows Korin, who shows you how much Experience you need in order to reach the next Level. Also, Korin shows you the number of Character Cards you've won from Urani Baba's Match Card Game.

Items - Throughout his adventure, Goku will find Items that'll help him in his quest in various things. You can't use any of them until they are needed in the story.

Map - This option brings up the World Map, showing all the locations Goku can travel to throughout the game. (Once he gains access to them, that is.)

Save - Just as the name implies, you use this to save. Though, it's that old password save, so you need to write it down and type it in later in order to continue.

- B. On Screen Options [MOVAR4.2] -

Whenever you're not on the World Map, you'll be in a different screen, which shows Goku and the area that he's currently in. You'll also see these choices:

Look - Simply look around at things or people.

Talk - Talk to your friends or people around the area.

Move - Move to a location that's in the area. Also is used in a Maze for the direction you want to move to.

Fight - If an enemy appears, choose this to attack them.

- C. Moving Around [ONSCO4.3] -

Basically, this isn't really hard to understand. At all times, you will see Goku on a map. You are then given 5 Cards to choose. Now, each Card will have a certain number of dots on it. Ignore the symbols at the bottom, for they do nothing for moving around. Focus on the dots at the top. There are 7 different ones you will see. They are dots ranging from 1-7. The dots represent how many spaces you can move. Such as 1 dot means one space, 2 dots means two spaces, etc. 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?

- D. Battle System [BATSYS4.4] -

Another simple thing about this game is the Battle System. You have an unlimited amount of time to choose what you want to do in a battle. During each battle, you or your opponent will get to choose how many Cards you use in the fight for one round. You can choose anywhere from 1-5. If you choose 1, you'll attack once or your opponent will attack once. If you choose 5, you'll attack 5 times or your opponent will attack 5 times. Whoever gets to attack depends on the number of dots each of you has.

If you have 4 and he has 3, then you'll attack and they'll defend. Same goes if they get higher. You can basically never get hit, if you choose all high Cards and hope your opponent doesn't have anything higher. Now, one thing is, if you and you're opponent both get a Card with the same amount of dots on them, it'll cancel each other out and neither of you will attack/defend. Understand it now? The Battle System isn't that hard and once you experience it, you'll fully get it.

Note: 1 dot Cards ALWAYS beat out 7 dot Cards. This NEVER applies to the enemy, though, which is good for you.

Regular Cards - These Cards are mostly Cards that just allow you to do normal physical attacks, like punching and kicking. They're the most common Card, so you'll be using them alot.

Weapon Cards - This type of Card allows Goku to use his Nyou Bou, allowing him to cause 2 to 3 times more damage of one of your normal attacks. So use this whenever you can.

Ki Cards - The best Cards to get. These things allow you to pull off one of Goku's Ki Techniques. You basically choose from one of the 5 Cards that they give you and you perform one of Goku's Ki Techniques. You never know which attack you'll do, though, since you choose from 5 Cards and it's usually random.

Escape Cards - Choosing this Card allows Goku to escape from a battle.

Item Cards - During battle, after you've chosen your Cards to fight with and before you hit the A Button to start the attack, if you hit the B Button, a Menu will open up, giving you the option to use one of the Cards you won in Urani Baba's Match Game. Each of these Cards can help you out greatly if you're in a bind. (In order to use a certain Card, use the Up and Down Buttons to browse through the Cards you currently have.)

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 7 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.

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— = San which means: Three.

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| |L |
| — | = Shi which means: Four.

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

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/ \ = Roku which means: Six.

— | —
| — = Nana which means: Seven.

So, there you have what each defense symbol means. Again, remember, 1 is the lowest and 7 is the highest.

Thanks to TarKel for the information!

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= V. The Playable Characters Of The Story [TPCOTS5] =
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- A. Goku (Son Goku.) [GOSG5.1] -

The main character of the series and now this game, Son Goku is on a mission to defeat Piccolo Daimaou, the Demon responsible for his friend, Kurirun's Death. You'll control Goku throughout the game, so be sure you learn how to use him and to train him hard, so he can defeat Piccolo Daimaou and his followers.

Son Goku's Starting Stats

Level: 1
HP: 12/24

Ki Abilities

- Jan Ken Punch
- Kamehameha
- Zanzoken
- Hasshuken
- Ni Jyuu Zanzoken
- Ta Jyuu Zanzoken
- Chou Kamehameha
- Gyaku Ganuhanuha

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= VI. Various Training Games/Minigames [VATGM6] =

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Throughout Dragon Ball: Return Of The Demon King, there are many Minigames, involving either training or gaining Cards. There's very few Minigames, but what there are, they will be explained. Here are the following games that are listed in Dragon Ball: Return Of The Demon King.

- A. World Map Card Game [WOMCG6.1] -

You'll encounter this Minigame no matter what you do. You will ALWAYS enter this after you're done moving, so you can NEVER ignore this Minigame. The minigame is mostly this. You are given 5 Cards to choose from. You never know what you're going to get, so just choose one. Depending on what you get, something will happen.

The list is as follows:

Mr. Popo: Dunce Card. Nothing happens.

Piccolo Daimaou: Enter a battle.

Shenlong: Multiple Things: 1. Heals you. 2. Changes one Card for you.

Urani Baba: Multiple Things: 1. You're given 5 new Cards. 2. You choose again from the 5 Cards. 3. You enter her Training Minigame. 4. You play her Match Card Minigame.

- B. Urani Baba's Training [URBT6.2]-

A very, very simple game. Basically, Urani Baba will present you with anywhere from 1-5 Cards and she'll show you one Card at a time. In order to continue on with the Minigame, your Card must beat her Card. (For example, if her Card has 2 dots on it, use a Card with 2 dots or higher to beat that Card.) If you beat all her Cards, you'll gain some Experience.

- C. Urani Baba's Match Card Game [URBMCG6.3] -

Well, this Minigame's pretty useful, as far as I can tell...but anyway, the objective of this game is just at the title says. You have to match Cards up. You don't see any of them, so it's mainly luck. Each set always has a Piccolo Daimaou Card in it, so watch out. If you match a Card, you get it. Getting these Cards allows you to use them in Battle, with each Card doing something unique, that can greatly help you in time of need.

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= VII. The Walkthrough [THWAL7] =
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Note: I will not list Boss Strategies as a seperate section nor will I list Items. Mainly because, well, there isn't a need to. Each "Boss" in the game is more or less beaten by chance and over all power, so if you're high enough in Levels, you'll be fine. As for Items, anything you find will generally be things that you need to use in that area, so, I WILL note them in The Walkthrough, but not with a list for each part or

anything.

- A. The Beginning [THBEG7.1] -

Enemies In The Area: None.
Suggested Level To Train To: 1.

Just a few hours after The 22nd Tenkaichi Boudouki, Goku and his friends return back to The Kame House to find Turtle in a state of shock, saying that someone killed Kurirun. Who could've done this?

- B. Coming Home To This?! Hunting Down Kurirun's Murderer . [CHTHK7.2] -

Enemies In The Area: Tanbarin. (Boss.)
Suggested Level To Train To: 1.

So Kurirun's dead, right? Well, the first thing you need to do is confirm this yourself. So first run throughout The Kame House and look for him. You'll find him, dead of course. Master Roshi and Launch will comment on this. The next thing to do is to talk to Turtle again. He'll tell you what happened, which is pretty much some Demon came and killed him and left a note. Obviously, the next thing to do is find the note. You'll want the screen which looks like a kitchen table or something of the sort. Talk to Launch in this area and she'll discover the note, with the "Demon" symbol on it. Master Roshi recognizes it and knows unfortunately who it is. Talk to Turtle again and he'll further tell you information that the Demon probably isn't too far from here.

Now pretty much running off half cocked, you'll want to run out the front door, but talk to Master Roshi when you're at the front door and he'll notice something in the sky. Goku will fly off and catch up to it. Once he does, you'll notice it's Tanbarin. Goku will ask him if he's the one who killed Kurirun and he'll state yes he did and he'll be next. (For those of you unfamiliar with this part, Tanbarin is killing people, mainly The Tenkaichi Boudouki Participants, because Piccolo Daimaou is afraid of fighters, because one of them sealed him away in a Denshi Jar years ago. (Mutaito Sennin, Master Roshi's Master.) Tanbarin's Job was to hunt down and kill everyone. For more information on this, check out Dragon Ball Volume 12.)

After talking, you'll enter a battle with him. You haven't got a chance at this point. He's a Level 4 with 80 HP and you're a Level 1 with 12 HP. Just let him kill you, because you can't win. (Actually, you might be able to, using a Save State on an Emulator, but I've tried it and it takes FOREVER to deal any damage to him.) Once you die, you'll wake up back at The Kame House, fully healed this time. (Your Max is 24 HP.) The next thing to do here is to get a Hoi Poi Capsule from Master Roshi and then leave. Though, before you do, I suggest you go to the screen which has a T.V. in it. Turn it on and you'll see Piccolo Daimaou claiming his rule of the world. He's already taken over The King's Castle and soon the world will be his. You can't let this happen and you decide to go to the City to get Bulma's Help. (Which is beyond me, since Bulma did nothing during this Saga.)

After doing the above, simply leave the house and use that new Hoi Poi Capsule you got and leave The Kame House.

- C. To The City Of The West! [TTCOTW7.3] -

Enemies In The Area: Ukurere And Ukurereto.
Suggested Level To Train To: 3-5.

After leaving The Kame House, you'll appear on the World Map. Now, the first thing you'll want to do is train. You're at Level 1 with 24 HP. If you want to even stand a chance against what lies ahead, you'll want to train. I suggest Level 3 or 4. Level 5 if you want to seriously kick some ass. Once you're ready, just simply follow the path, as it can't get any more straight forward. Enter the City once you come to it and then get ready.

- D. The Western Capitol City...Where's Bulma? [TWCCWB7.4] -

Enemies In The Area: Ukurere.
Suggested Level To Train To: 3-5.

Ok, now you're inside the City. The first thing to do is to find Bulma. But first, I suggest you talk to everyone and then talk to Launch afterwards. Do this and then find your way to Capsule Corp. Talk to the Police Officer and then go inside. Take the object on the table (Which translates out to be loosely Special Order Bomb or something from what I got.) and then look around some more and you'll find another note with a "Demon" symbol on it. Looks like Bulma was kidnapped...but where is she? We'll find out soon enough. Leave Capsule Corp and find the brick wall. Examine it and then talk to Launch a few times. She'll turn into her otherself, Kushami. Talk to her again and she'll find another note with the "Demon" symbol on it. Getting an idea, you'll put that bomb item on the wall.

Hit it and the wall will explode, showing a secret entrance to a Sewer. Enter it and then turn the lights on, so you can see. Follow the path until you come to a grey barrier. Choose the bottom left option of talking and Launch will tell you it's a Flood Gate. So, leave the Sewer and then go back around town and talk to people and talk mainly to the man in the green hat and suit. Talk to Launch and she'll point out a Water Fountain going off. That's a sign that the Flood Gate is open. So, go back to the Sewer and you can now go past the Flood Gate. You'll come across a ladder. Climb up it and you'll enter a room and encounter Ukurere. Fight him and kill him. This guy doesn't pose any threat, depending on if you trained. After you defeat him, you'll find Bulma, who had been captured by Ukurere. You'll exit the Sewer automatically and appear in the City. Now head back to Capsule Corp. and you'll encounter another Ukurere. Fight him and defeat him.

Once he's dead, enter Capsule Corp. and talk to Bulma. She'll give you the Dragon Radar, which will help you in locating the Dragon Balls before Piccolo Daimaou can. Talk to her some more and find out what's going on. Eventually, you'll exit the City automatically and appear on the World Map again. You can now follow a new path, which is where you need to go next.

- E. Pit Stop At The Shape Shifting School [PSATSSS7.5] -

Enemies In The Area: Ukurere, Ukureresa And Ukurereto.
Suggested Level To Train To: 3-5.

After leaving the City, a new path will open up, leading to the South. Following it will lead you to a Shape Shifting School. Before you go here, if you're around Level 3 or 4, you're good. Level 5's even better, but otherwise, you're more than fine. Enter the school and you'll be met by Oolong and Puar. Go inside and meet everyone. You'll see an Apple or something of the sort on the desk. DO NOT eat it. It's some type of explosive and you'll die if you do. Don't ask me why or how, but if you do, you see a image from the outside with Ukurere looking at the screen with the explosion of the school behind him.

Anyway, talk to the people there and then talk to Oolong. He won't give you information unless you give him Porn. Typical Oolong for you. Talk to Bulma and she'll throw out a Capsule and Porn will appear. He'll be happy, but just then, Ukurere comes in and attacks you. Enter the fight and defeat him. He's not that hard. Once he's dead, Oolong and Puar will come out of hiding from the Bathroom and tell you where to go next in your hunt for Piccolo Daimaou. Thanking them, Goku leaves.

- F. The Return To Jingle Village [TRTJV7.6]-

Enemies In The Area: Ukurere, Ukurereha, Ukureresa And Ukurereto.
Suggested Level To Train To: 5-6.

Well, after leaving that Shape Shifting School, it seems that Oolong and Puar decide to actually go with you. Ok, that's fine. Anyway, you're next stop is to the North. A new path has opened, which leads to Jingle Village. Train if you need to or want to. I suggest Level 5 or 6 at this point, so be around there before going to Jingle Village. Once you're there, you'll notice that every move that you take, you lose 2 HP. Watch out, because if you hit 0 HP, it's Game Over. Your first step is to find a house that looks like 2 houses connected together. Go inside and look who it is! It's the Mayor Goku met long ago during The Red Ribbon Saga. Talk to him and then go to the closet and take the Coat. It's now one of your items.

With the Coat, you'll now take no damage from the cold. Now, your next step is to talk to the villagers and see what's going on. Do so and then a new option should appear, which choosing it should bring you to Muscle Tower. Get ready.

- G. Muscle Tower Revisited [MTR7.7]-

Enemies In The Area: Pirafu Mashiin. (Boss.)
Suggested Level To Train To: 5-6.

Once you're ready, enter Muscle Tower. You'll enter in on Floor 1. Ukurere will attack you here. (Man, this thing again?) Destroy him yet again and then climb up to Floor 2. The stairs to Floor 3 are in ruins, but you find Android #8. He tells you what's going on. Seems Pilaf is back and Yamucha's around as well. Android #8 tells you that you should shut off the power. Talk to your friends and look around. You should find a Control Room. Turn the power off and then Bulma will comment on the lights going

out. Suddenly, Pilaf, Shao and Mai appear and challenge Goku in Pirafu Mashiin. (Pilaf's Machine.) This thing isn't too hard, but if you're Level 4 or higher, you should beat him with little to no trouble. Once Pilaf and his gang are defeated, they'll run away, dropping a Dragon Ball. (The 2 Star Dragon Ball.)

You'll also meet Yamucha at this point, which seems he was being held hostage or something to that effect. (Also, Puar leaves your party at this point to go hang out with Yamucha.) After some brief talking, you'll leave Muscle Tower. Make your way out of Jingle Village and then get ready for the next part of your journey.

- H. We Need New Capsules! Returning To The Kame House . . . [WNCRTK7.8]-

Enemies In The Area: Ukurere, Ukurereha, Ukureresa And Ukurereto.
Suggested Level To Train To: 5-6.

Well, one Dragon Ball down, only 6 to go. Your next stop is The Kame House, where you need to make a pit stop, so Bulma can get new Capsules. Yet again, the path is pretty straight forward, so just head Southeast and you'll arrive at The Kame House. Talk to Master Roshi and everyone and he'll give you the Capsules that Bulma needs. (Rather, just one Capsule.) After getting it, continue to talk to your friends and then head outside and throw the Capsule out, which turns into a Mini Sub. You'll get in and leave, heading back out onto the World Map.

- I. The Return To The Underwater Cave [TRTTUC7.9]-

Enemies In The Area: Banjoo, (Boss.) Robo Tsuto, (Boss.) Tao Pai Pai, (Boss.) Ukurere, Ukurereha, Ukureresa And Ukurereto.
Suggested Level To Train To: 7.

Back on the World Map, yet another new path will open up to the East, leading to the old Underwater Cave Goku first traveled to during The Red Ribbon Army Saga. Before you enter the place, I suggest you train to Level 7, since some semi hard battles lie ahead. Anyway, once you're ready, enter the place and get ready.

For the first few screens, keep going forward. After that, talk to Oolong and you'll appear in a hallway with lights. For the next part, talk to Bulma and Oolong. DO NOT continue forward. It's a trap and you'll die instantly. After talking to them, a new option appears, so choose that and instead you'll jump over the trap. Next, continue forward and you'll enter a huge room, but you'll be met by Robo Tsuto. This battle isn't too bad, but it can become tough, if Robo Tsuto gets off his strong attacks. Once you destroy him, continue on into the place by going forward. Eventually, you'll come to a trap door. Open it and fall through it. You'll then be greeted by Banjoo.

Fight him and destroy him. He's a Octopus fighter and may look strong, but he really isn't. (That is, if Goku is at Level 7 or so. Anything less and you may have a problem here.) After he falls, you'll gain yet another Dragon Ball. (The 3 Star Dragon Ball.) Look around and everything afterwards and you'll run into Tao Pai Pai, who's still alive from the last encounter at Korin's Tower. You'll then enter a Battle with him. This is probably the first really hard Battle you'll have in this game. Tao Pai

Pai's attacks can cause some SERIOUS damage to you, even if you're at Level 7. His Dodonpa can almost kill you in one hit, so play your Cards right here. Once you do beat him, talk to Bulma and Oolong and look for a exit. After some looking around, you'll find one and then exit. You'll then be back on the World Map.

- J. Trouble Finding A Dragon Ball! Traveling To Urani Baba's . [T7.10] -

Enemies In The Area: Ukurere, Ukurereha, Ukureresa And Ukurereto.
Suggested Level To Train To: 7.

Once you appear on the World Map, your next destination is Urani Baba's, as Goku needs help finding a Dragon Ball that he can't seem to find on his Dragon Radar. The path to Urani Baba's is directly North of The Kame House, so head back there and you'll see a path leading that way. Once you arrive at Urani Baba's, she'll tell you where you can find the Dragon Ball, which oddly enough Pilaf has. After getting this advice, (Along with a new Item, which is a Saxophone. Don't ask.) leave Urani Baba's and a new path will have opened to the North of her place.

- K. Pilaf Again?! The Castle Maze [PATCM7.11]-

Enemies In This Area: Pirafu Mashiin, (Boss.) Tanbarin, (Boss.) Ukurere, Ukurereha, Ukureresa And Ukurereto.
Suggested Level To Train To: 7-8.

Back on the World Map, follow the new, yet short path to Pilaf's Castle. Once inside the Castle, head forward and you'll meet Mai, who will immediately run away. Go forward again and you'll meet Shao, who also will run away. Then, turn left and continue forward and enter the door. You'll be met by Pilaf, who uses a newer version of his old Robot, Pirafu Mashiin. He'll attack you in it, so be prepared. Level 7 or 8 is fine for this area. Anything lower and you may be in trouble, so watch out. After you defeat him, leave the room, as there's nothing there to get. Once you exit, head forward, left and then forward all the way until you see a door. Enter it and you'll encounter Ukureresa. Defeat him and then use the Saxophone. You'll find another Dragon Ball. (The 6 Star Dragon Ball.) Exit the room after you acquire this.

After you exit, head forward, left, forward, forward, right and then head forward until you reach another door. Enter it and you'll encounter Ukureresa. Defeat him and then exit the room. (There's nothing to get, so don't worry.) After exiting, head forward, forward, right and then up the stairs. Once upstairs, head forward, right, forward, forward, right, forward and then enter the door. You'll encounter Tanbarin. This time, you can beat him, so do so. I suggest that hopefully you're Level 8 around this part. Level 7 is ok, but anything lower might not be able to win. Tanbarin himself is Level 6, so watch out. Normally, his normal attacks can't really do much damage to Goku, but they can if he uses high Cards. (I was Level 8 here and he tried a Eraser Cannon on me, dealing only 8 Damage, so being at Level 8, Tanbarin doesn't really stand a chance.)

After you defeat him, you'll automatically find another Dragon Ball. (The 4 Star Dragon Ball.) After finding this, exit the room and just head straight. You'll see another door, which leads outside. Go through it and then exit Pilaf's Castle. You'll appear on the World Map, with yet another

new path that has opened up. (Also, you'll now have the Kinto'un, though you can't really use it...)

- L. Tsuru Sennin Strikes Trouble At Korin's Tower [TSSTA7.12]-

Enemies In This Area: Banjooha, Robo Tsutoha And Tsuru Sennin. (Boss.)
Suggested Level To Train To: 8-9.

After appearing on the World Map, you'll want to head North, which is where the new path leads. You'll notice the next stop is Korin's Tower. But, before going there, I suggest you train to at least Level 8 or 9. Trust me, you'll need it for later on. Regardless, whenever you're ready, enter Korin's Tower. Once you do, talk to Bora and then to Tenshinhan and Chaou Zu, who tell that Tsuru Sennin has kidnapped Upa. (Tsuru Sennin is Tenshinhan and Chaou Zu's Master.) So, head a few screens over and talk to him and fight him. (Note: If you try to fight him before talking to Tenshinhan and Chaou Zu, he'll just keep dealing 5 Damage to you ever time you try to challenge him.)

He's actually pretty hard and can become the hardest challenge you've faced in this game, depending on how you fight him. (I tried a Hasshuken on him at Level 9 and did only 1 Damage, so there's an idea.) He usually gets really high Defense Cards, so dealing high damage won't come often. If you're able to deal high damage, good. Otherwise, pray that you hold out. So, once he's defeated, head back to where Bora is and Upa will be back. You can now climb Korin's Tower.

- M. I Need To Become Stronger! Heading Up Korin's Tower . . [INTHU7.13]-

Enemies In This Area: None.
Suggested Level To Train To: 8-9.

Climb Korin's Tower, but then immediately climb back down. (Just climb up it for one space. Don't literally climb the whole thing, since you can't.) Talk to Bora and Upa and then climb Korin's Tower. If you tried to do so before hand, each time you moved up or down, you lost 2 HP. If you've talked to Bora and Upa, then climbing Korin's Tower should be very short and you'll lose no HP. (This sounds confusing, but in order to be able to talk to Bora and Upa, you had to climb up Korin's Tower for one space, then climb back down. Then the option appears to talk to them. You talk to them and then you can climb up Korin's Tower without losing HP.)

Once at the top of Korin's Tower, talk to Korin and he'll give you the Super God Water, which will automatically boost Goku up 1 Level. So that's definitely good. If you talk to him again, he'll heal you fully. Talk to him again and he'll tell you to come back to him after you've found all 7 Dragon Balls. Afterwards, leave Korin's Tower. On your way down, preferably the spot that you appear in after you leave from talking to Korin, search the spot and you'll find a Dragon Ball. (The 7 Star Dragon Ball.) You'll also now have the Nyou Bou, which allows you to use Weapon Cards, thus allowing you to deal more damage. Back on the ground, head one screen over. (The screen should show just a bunch of trees.) Choose the option to leave and you'll be back on the World Map, with another new path that's now open.

- N. The Return To Penguin Village [TRTPV7.14]-

Enemies In This Area: Banjooha, Robo Tsutoha And Tanbarinha.
Suggested Level To Train To: 9-10.

Now that you're back on the World Map, you'll want to follow the new path West, which leads to Penguin Village. Before entering Penguin Village, I suggest you be Level 9 or 10 for this area. The enemies give decent Experience, so it shouldn't take too long. Once you're ready, enter Penguin Village. You'll first want to find Senbe, so look around until you find a house. Enter it and look around. Once you see an explosion, Senbe will appear and tell you what's going on. After talking to him, exit and find the screen with the...uh...pink poo thing. Take it. (You can only take it after you talk to Senbe.) After acquiring it, go back one screen and you'll meet Arale and Gatchan. Talk to them and then go back another screen and then head to the school. Continue to walk around and you'll appear in a room. Watch out for the next part, because you could get a Game Over.

- O. Boss Carrot's Return And Shinberu Arrives [BCRAS7.15]-

Enemies In This Area: Shinberu. (Boss.)
Suggested Level To Train To: 9-10.

Once you enter the room, you'll encounter Boss Carrot, who's been turning people into Carrots. Simple use that poo thing you found on him and he'll become scared and shocked at the sight and immediately just cry mercy, turning everyone back from a Carrot. After one of the Carrot hostages thanks you and tells you what's going on, leave the screen and head to the area which looks like a rocky area mountain.

Once you're here, head over another screen and you'll find a Space Ship blasting off. Follow it and you'll bump into Yajirobe. Ignore him for now and head over another screen and you'll encounter Shinberu, another one of Piccolo Daimaou's Children. Enter a fight with him and destroy him. He's actually more annoying than hard, since he can't really deal alot of damage to you, but he can take alot, since he blocks and dodges most of Goku's Attacks. The best thing to do here is to just nail him with a Ki Technique. That should finish him off. Other wise, keep at it and he'll die. Once he does, head back a screen and talk to Yajirobe, who will give you a Dragon Ball. (The 1 Star Dragon Ball.) Now, get ready, because another Boss is about to attack Goku.

- P. What Is That Thing In The Sky? [WITTIT7.16]-

Enemies In This Area: Shinsesaizaa. (Boss.)
Suggested Level To Train To: 9-10.

Seconds later, that Space Ship you saw earlier appears again and lands. A weird enemy comes out, called Shinsesaizaa, which comes out as Synthesizer. (Odd name for a bad guy, but I guess all the enemies in this game have names that are puns on music and the sort.) Anyway, talk to it and then challenge Shinsesaizaa. Shinsesaizaa is pretty strong and their one Ki Technique can cause ALOT of damage, so watch out.

Once you defeat them, you'll gain the final Dragon Ball. (The 5 Star Dragon Ball.) After getting this, Goku realizes he now has all 7 Dragon Balls and that he should go back to Korin's Tower to see what he needs to do next.

- Q. All 7 Dragon Balls Are Mine! What's Korin's Plan? . . . [A7DBA7.17]-

Enemies In This Area: Banjooha, Robo Tsutoha And Tanbarinha.
Suggested Level To Train To: 9-10.

Once you're back on the World Map, follow the path back to Korin's Tower. When you arrive there, climb back up Korin's Tower and talk to Korin. He'll tell you to head to a some kind of Shrine. After talking to him, climb back down Korin's Tower and exit back onto the World Map.

- R. Stopping Back At The Kame House [SBATKH7.18] -

Enemies In This Area: Banjooha, Robo Tsutoha, Shinberuha, Tanbarinha, Ukurere, Ukurereha, Ukureresasa And Ukurereto.
Suggested Level To Train To: 9-10.

Once you're back on the World Map, the Shrine you want to head to is West of that Shape Shifting School you visited way back at the beginning of the game. But, before you go there, you'll want to head to The Kame House. Talk to Master Roshi and he'll identify the weird object you got at Korin's Tower, which turns out to be the Nyou Bou, Son Gohan's Special Weapon. (You can use this in battle before talking to Master Roshi, but now you at least know what it is, even though I doubt you didn't know before hand. It also doesn't make sense why Goku gets this now, when he's had it with him forever. Oh well.) Once you talk to Master Roshi, leave The Kame House.

- S. Candy Region...The Unexplored Area Of Earth [CRTUA7.19]-

Enemies In This Area: Banjooha, Robo Tsutoha, Shinberuha, Tanbarinha, Ukurere, Ukurereha, Ukureresasa And Ukurereto.
Suggested Level To Train To: 9-10.

After leaving The Kame House, head West, going past The Shape Shifting School and into the new area, which leads to a Volcano type area, which is called Hikyora Konpei, which comes out REALLY weird in English, but loosely means Candy Region. (Unexplored region, actually.) Once you enter the Candy Region, you'll be encountered by Ukurereha. This guy isn't even a challenge, so wipe the floor with him. Once he dies, Shinberuha will appear, so fight him as well. After you defeat him, continue on and you'll find that Shrine Korin was talking about. Open it with the Dragon Balls and then enter it. Go up to the alter and place the Dragon Balls in it. (You'll have to keep hitting the options until everything works right.) Afterwards, Shenlong will be summoned and a pathway into the clouds will open up.

- T. The Floating Island [TFI7.20]-

Enemies In This Area: Konpei-Samaha (Boss.) And Konpei-Samasa. (Boss.)
Suggested Level To Train To: 9-10.

Follow the path into the sky and you'll appear on a Floating Island. Continue to move forward into a Cave that you find. Enter it and move forward and you'll come to a fork in the road. Head right and you'll see a split in the road. Continue going and you should see a Plate or something in a room. You can't do anything, so leave the Cave.

Outside, look around and you should encounter Tanbarinha. Fight him and defeat him. After he dies, check him and you'll get what looks like a Banana. Take it and go back to the plate and put the Banana on the Plate. Afterwards, a Elephant should appear. His name is Konpei-Samasa. He's actually pretty hard to fight, since you enter a battle with him after he appears. Just be sure to hit him with your best attacks, because most of his normal attacks can deal 20 or so Damage per hit, so watch out. After he dies, you'll see that your Banana is now a Banana No Gare. (Which comes out as Galley Banana or something. Odd.) Pick it up and then take the Plate. You'll also see you now have a Wrench. That'll be used later on, though. Next, exit and go back down the hole in the path you saw earlier. When you get to the water, use the Plate and it'll appear and become bigger, so you can ride in it. Once on it, DO NOT move forward, as you'll fall off and die. First, use your Nyou Bou, which will appear on the screen, as Goku jams it into both sides of the wall, using it as a grip.

Next, you'll want to go under water. Look around and you'll find a creature named Katsupa. Give him the Banana No Gare and he'll give you the Shin Jitsu No Mange. (Loosely comes out to be Glasses Of Truth.) Afterwards, go above the water and use the Nyou Bou again and this time, use it to climb up. Go up again and if you see like an opening that looks like a grey building or something, go inside. (If you see a tower, go back, you've gone too far.) Inside, you'll see a screw in the middle of the floor. Use that Wrench now. (Do NOT use your Nyou Bou or you'll get a Game Over.) After you use the Wrench, walk over to the wall and you'll be faced with 4 small icons of Konpei-Sama. Use the Glasses Of Truth and you'll see the real figure, who's actually Konpei-Samaha. Talk to him and fight him. By now, you might be low on HP, so watch out on the next few battles. This guy is a bit stronger than the last clone you fought of him was, but other than that, just slam him with your best attacks and he's gone. After you defeat him, he'll give you a special type of Ring. Leave the room and go back to that Cave with the fork in it. This time, instead of going right, head left and then climb up the rocks from the cave in.

Next, use your Nyou Bou and then use the Ring you got earlier. A light will appear and then you'll see a stone slab. Look at it with the Glasses Of Truth and the Volcano/Mountain will open up to reveal a hidden Palace. Be sure you have a decent amount of HP, because the Boss here is NOT easy.

- U. A Secret Palace In A Mountain?! [ASPIAM7.21] -

Enemies In This Area: Konpei-Sama. (Boss.)
Suggested Level To Train To: 10-11.

You'll enter the Palace automatically, so don't worry about trying to find the path to it. Once you enter it, move forward until you're greeted by the real Konpei-Sama. Be prepared, because this battle is by far hard. Even if you're around Level 10 or 11 now and at full HP, you'll still have

some problems. He can block pretty much almost all of your regular attacks, so focus on Ki Techniques. After he falls, he'll ask you for your forgiveness and then give you what appears to be a brand new Gi, along with a Hammer and then he'll send you out of there. After this, you'll appear back on the World Map.

- V. To Piccolo Daimaou's Castle! This Ends Now! [TPDC7.22] -

Enemies In This Area: Banjooha, Doramu, (Boss.) Robo Tsutoha, Shinberuha, Shinsesaizaaha, Tanbarinha, Ukurere, Ukurereha, Ukureresa And Ukurereto.
Suggested Level To Train To: 12-13.

Once you're back on the World Map, you'll need to travel a LONG ways across it now, since the new path has opened up near Penguin Village, at the other side of the World Map. On the way to Penguin Village, you'll encounter battles and I suggest you train up to Level 12 or 13. Either way, once you're ready, follow the new path that heads out West of Penguin Village and enter Piccolo Daimaou's Castle.

Once inside, keep heading forward until you encounter a Purple Elephant. Talk to it and it'll reveal itself as not a Elephant, but Doramu, Piccolo Daimaou's Child. Enter a battle with him and defeat him. He's not as hard as you'd think, so just finish him off quickly. After he dies, look around and be sure you look at the Skull Pillar twice. Otherwise, the door won't open. (You may need to go back and forth a few screens to find the Skull Pillar and look at it.) Once the door opens, you'll see a Red Orb. You'll have two Items to use on it; the Hammer or your Nyou Bou. Using your Nyou Bou does nothing, so use the Hammer instead.

The Red Orb will shatter and then Kurirun's Soul will appear and thank you. (The reason for this is because anyone killed by a Demon can't rest in peace and instead floats around, never resting. See Dragon Ball Volume 18 for more details on this.) After thanking you, he'll tell you to get out of here as fast as you can, because the Castle is about to cave in. Take his advice and just get out immediately. If you choose to go back and see him again, some strange woman will be there instead, laughing at you as the place comes down and you die. So just get out of there. Once you do, the Castle comes down and you appear on the World Map yet again.

- W. The Final Training [TFT7.23] -

Enemies In This Area: Banjooha, Doramuha, Robo Tsutoha, Shinberuha, Shinsesaizaaha, Tanbarinha, Ukurere, Ukurereha, Ukureresa And Ukurereto.
Suggested Level To Train To: 14.

Ok, at this point, before continuing on, I STRONGLY urge you to train Goku until he's Level 14. (His Max Level.) This is because Piccolo Daimaou is Level 13 and anything less could mean your death. I tried battling him at Level 12 and he was dodging ALOT of my attacks, so Level 14 is a definite here. I suggest you just walk around the World Map, mainly because the path to The King's Castle is very small and if you screw up, you may enter The King's Castle before you really want to. Anyway, once you're ready, follow the new path to The King's Castle and enter.

Enemies In This Area: Banjooha, Doramu, (Boss.) Doramuha, Robo Tsutoha, Shinberuha, Shinsesaizaaha, Tanbarinha, Ukurere, Ukurereha, Ukureresa And Ukurereto.

Suggested Level To Train To: 14.

Once you enter, you'll be attacked by Doramu again, who isn't dead as you once thought. Fight him again and defeat him. Use the same strategy as before to beat him, because he isn't as any different as last time. Once he dies, talk to Tenshinhan. He'll thank you and then fill you in on what's happened. Afterwards, continue to talk and all your friends will give you advice and wish you luck. (You'll know you're done when you can't talk to anyone anymore.) After doing this, look around until you find a new Item, which is (What appears to be.) a Writing Pen. Take it and enter The King's Castle. (If at anytime you want to leave this place and you try to, you'll have to fight Shinberuha before you can. It's nothing bad, but I thought I'd point it out.) Once you're inside, go forward until you see a wall blocking your way with a Demon Skull on it. Use your Writing Pen to jam the lock and then climb up it. Continue to climb up it and you'll appear in a green walled Maze.

Now, prepare for THE hardest part of the game. This Maze is LONG and REALLY hard. (I even tried to draw it out, but each time it came out VERY weird.) I'll tell you where to go, but remember, this COULD become inaccurate. Before the path to Piccolo Daimaou will even appear, you must first defeat 3 of his men. They include Tanbarinha, Doramuha and Shinsesaizaaha. Now, from what I gather, Shinsesaizaaha should be the first guy you should encounter. From the start, go forward until you see a right, take it and then head forward until you see a left and then take that, go forward and then take another left and follow it forward and you should see a door. Enter it and Shinsesaizaaha will be there. Defeat him, since he isn't really a problem at this point in the game. After you defeat him, exit the room and head all the way forward until you can't go forward anymore. Take the right you see and follow it until you come to a left. Take it and go forward and you'll see another door. Enter it and you'll see Tanbarinha. Defeat him, since he as well isn't a problem anymore.

After he's dead, leave the room and then back track to where you came in. So you'll want to head forward and then take the right, forward and then take the left and then go forward until you see an intersection. Take a right here and then another right and head forward, then right, then forward and right again and then head straight all the way down until you can't go any further. Then take a right and head forward and you should see another door, this time with Doramuha inside. Fight him and defeat him, since he's not a problem. Once he's dead, the path to Piccolo Daimaou will now be open. To get there, exit Doramuha's Room and go forward until you see a left. Take it and go forward, then right, then forward and left again, head forward until you see a left, take it and then head forward and right, then head forward and take the next left you see, then head forward until you can't anymore, then go right, forward, left, right and then finally forward and you SHOULD find another door, where inside Piccolo Daimaou awaits. (I know alot of this may seem hard to follow, but this is the best I could do, since this Maze is VERY HARD to navigate. If you have problems, try taking notes on where you've been or making your own map to help you.) Now, get ready for the final battle of the game.

Enemies In This Area: Piccolo Daimaou. (Boss.)
Suggested Level To Train To: 14.

After you enter the room, Piccolo Daimaou will greet you and then he'll become young again, gaining back a lot of his power he lost with his old age. You'll then be given the option to fight him, so if you feel you're ready, attack him. (I hope you're Level 14 here, because you're going to need it, since he can kill you in one hit. Also because, anything lower than Level 13, he starts to dodge pretty much all of your attacks easily.) The main thing to watch out for in this fight is that Piccolo Daimaou can kill you in one hit. (I've seen it happen.) If you can, get a Ki Card and use a Ki Technique. If you're lucky, Goku will use the Gyaku Ganuahanuha, (The attack he used to kill Piccolo Daimaou in the Manga/Anime.) which is a flying punch, that can deal A LOT of damage. (It'll even kill him in one hit.) If you get this, you can pretty much start celebrating, because he isn't going to get up after this. Over all, just play your Cards right and watch out for his attacks. Once you beat him, enjoy the ending, because you've just beaten Dragon Ball 2: Daimaou Fukkatsu!

After you defeat Piccolo Daimaou, you see a nice graphic of Goku killing him just like he did in the Manga/Anime. Afterwards, you see the ending, with the Earth rejoicing happily that the terror is over. You then see the credits role and nice images of the staff, with Goku giving the peace sign at the very end. Congratulations. You've just beaten Dragon Ball 2: Daimaou Fukkatsu. The next game in the series is Dragon Ball 3: Gokuden, so play that if you wish to continue Goku's Adventures.

Well, that's it. Thanks for reading my walkthrough and I hope it helped you. Until next time...

Enemy Name	Level	HP	Experience
Banjoo	5	45	40
Banjooha	5	40	28
Doramu	7	70	75
Doramuha	7	60	50
Konpei-Sama	9	80	150
Konpei-Samaha	8	75	120
Konpei-Samasa	8	70	100
Piccolo Daimaou	13	144	0

Pirafu Mashiin |3/4 |30/40|26/35

Robo Tsuto |4 |50 |38

Robo Tsutoha |4 |45 |30

Shinberu |7 |65 |70

Shinberuha |7 |60 |40

Shinsesaizaa |7 |70 |80

Shinsesaizaaha |7 |70 |60

Tanbarin |4/6 |80/60|0/60

Tanbarinha |6 |60 |45

Tao Pai Pai |6 |60 |52

Tsuru Sennin |7 |60 |60

Ukurere |2 |10 |10

Ukurereha |4 |28 |15

Ukureresaa |3 |20 |12

Ukurereto |1 |3 |5

= IX. Item/Card List [ITCAL9] =

- A. Items [ITE9.1] -

Item Name |Description

Banana |Used to draw out Konpei-Samasa/Used to gain the Wrench.

Coat |Blocks the effects of winter.

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.

Dragon Radar |Used to locate the Dragon Balls.

Dry Gi	A new Gi for Goku.
Glasses Of Truth	Allows the user to see through anything that is fake.
Hammer	Used to destroy the Red Orb to free Kurirun's Soul.
Hoi Poi Capsule	Used for many different forms of travel.
Kinto'un	Used for traveling.
Nyou Bou	Goku's Weapon.
Plate	Used to travel on the river/waterfall.
Ring	Used to bring out the Slab.
Saxophone	Used to find a Dragon Ball.
Special Order Bomb	Used to destroy the brick wall blocking the Sewer.
Wrench	Used to turn a screw in Konpei-Sama's Palace.
Writing Pen	Used to jam the Demon Skull in order to get to the Maze.

- B. Cards [CAR9.2] -

Card Name	Description
Android #8	???
Arale	???
Bulma	???
Chaou Zu	???
Chi Chi	???
Grandpa Gohan	???
Korin	???
Launch	???
Master Roshi	???
Puar	???
Oolong	???
Ox King	???
Tenshinhan	???
Turtle	???

Upa |???

Yajirobe |???

Yamucha |???

I have NO idea what any of these Cards do. If you do, please let me know at ssj4kain@aol.com and I will give you credit for your help. Also, if I'm missing any Cards, feel free to let me know.

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= X. Secrets [SECR10] =
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None at the moment. If you think you have one, E-Mail me at ssj4kain@aol.com with the subject as "Submit-Daimaou" and I'll be sure to give you full credit for it.

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= XI. Credits [CRED11] =
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Well, here's where I give credit to the ones that helped make this walkthrough possible. Here's the following people I'd like to thank:

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.

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= XII. My Words [MYWOR12] =
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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-Daimaou" 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-Daimaou" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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