Dragon Ball Z: Ultimate Battle 22 Walkthrough

by celljr89   Updated on May 4, 2009

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Dragon Ball Z: Ultimate Battle 22 FAQ
For the Sony Playstation
Written By: Jeremy Breitenbach
Web Site: http://home.fuse.net/bbach
Email: jabbach@fuse.net
Copyright: Monday September 2, 2002
Last Updated: Wednesday October 19, 2005:
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Note: This FAQ can also be used for the English
version of the game, and for those of you who want
to know if the secret characters cheat still works I
can assure you that it does indeed work. How do I
know this? I know this because I have the English
version as well as the Japanese version, and I've
done it several times in the English version. By the
way, the Japanese Gameshark codes do not work in the
English version of the game. (The Japanese and
English codes can be found in Section 6 of this
FAQ.) Thank you very much.
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Section 1. Introduction:

   This is my first full length FAQ, but it is my
third FAQ in total. This FAQ will cover every aspect
of Dragon Ball Z: Ultimate Battle 22 for the Sony
Playstation. I'd just like to say a few more things
before I continue on with the introduction. Never
forget about the events that took place on Tuesday
September 11, 2001. This FAQ is dedicated to those
who lost their lives in the World Trade Center and
Pentagon terrorist attacks and their family and
friends. The U.S. and our allies will make those

responsible for the terrorist attacks pay for their
crimes against us. This FAQ is also dedicated to the
passengers of Flight 93 that crashed in Shanksville,
Pennsylvania, and it is also dedicated to their
families. God bless America! Before I begin with the
initial FAQ I must explain a few elements of the
game. First and foremost you may have noticed that
many of the characters have golden hair. If you are
familiar with the anime series with the same title
of Dragon Ball Z you will know what the golden hair
signifies. For those of you who don't know what this
means I will tell you; the hair is gold because the
characters with this hair color are Super Saiyans. A
Saiyan is a member of an alien race with the same
name. They were skilled in fighting, and they lived
on the Planet Vegeta until it was destroyed
by Frieza. The only Saiyans to survive were Goku,
Raditz, Vegeta, and Nappa. Now, that the much needed
explanations are out of the way let's continue on
with the FAQ shall we?

Section 2. Modes of Game Play:

1 Player Versus Computer: You Against The Computer.
1 Player Versus 2 Player: You against a friend.
World Martial Arts Tournament: You and a friend
against the computer. You take turns fighting. There
are three combinations of battles in this mode. They
are as follows: you versus your friend, you versus
the computer, or your friend versus the computer.
There is also another combination: computer versus
computer. (This combination will only take place if
you lose all of the characters you picked.) You get
to pick eight people, and the computer gets to pick
eight people. Note: You can pick the same character
as many times as you want. (You can pick the same
character up to eight times.)
Build-Up: This element of the game is very cool. In
this mode you can build-up a certain character. Each
time you gain a level your character will have a
bigger life meter, they'll be stronger than a normal
character, their energy meter will get replenished
quicker when you power-up, and whatever move you
finish the computer off with will become stronger.
There are 125 levels in all. As you advance from
level to level the battles will become more
difficult. When you first begin there will be a

question in Japanese just say yes to build-up a
character. After you beat the character marked level
one you will be asked (in Japanese) if you want
to save your character say yes, and there you have
it; a level one character. Another neat thing about
this mode is that once you have reached level 125
you can continue to train your character's moves.
Take me for example, I have a level 125 Gohan and
his strongest moves are the Kamehameha and the Super
Kamehameha, and I continued to work them up even
though I reached the maximum level. Note: If you
have the Japanese version, and you have a built up
character in that version; you will not be able

to use your Japanese built up character in the
English version. You will have to start a new one
over if you want a built up character in the English
version of the game.
Build-Up Battle: In this mode you and a friend can
fight with two built-up characters. (You need
to have two separate Memory Cards or else you will
not be able to access this mode. If you hit l-2 the
computer will control your characters, and if you
hit r-2 you will be able to control your character
again; so you could play with a friend or you could
just sit back and watch the computer battle with
your built-up characters.)
Options: In the options menu you have the following
important settings. Sound stereo/monaural, computer
difficulty easy, normal, hard, or extra hard,
life/power bars on/off, and animation on/off. I
suggest having the animation off because it takes
the Playstation longer to load because it has
to load the scene first, but I usually have the
animation on because I enjoy watching it. You can do
whatever you want with the animation. Note: In the
English version they completely took out the
animation. This means there are no longer scenes
after you select your characters. I have one more
piece of bad news to report, and that is this: the
characters do not speak the energy blast names in
English; and the game developers didn't use the
English voice actors like they did in Dragon Ball Z:
Budokai 1, Dragon Ball Z: Budokai 2 Dragon Ball
Z: Budokai 3 Dragon Ball Z Sagas, and Dragon
Ball Z: Budokai Tenkaichi.

Section 3. Basic Controls and Notations:

f: forward
b: back
d: down
u: up
b hold, f: Hold back for at least three seconds and
then hit forward plus the button listed.

d hold, u: Hold down for at least three seconds and
then hit up plus the button listed.

b, d, f: back, down, forward

f, d, b: forward, down, back

uf: up plus forward, or up slide to forward

ub: up plus back, or up slide to back

db: down slide to back, or down plus back

df: down slide to forward, or down plus forward

triangle: triangle

square: square

x: x

circle: circle

L1, R1: L1 dash backward R1 dash forward (if you're Player One; for Player Two these controls are
reversed)

triangle: fly or land

square: punch

x: kick

circle: throws a fireball

hold b or hold db: blocks

triangle: to dodge energy blasts (Another way
to avoid taking damage from a blast is to press
square+x. When done correctly the character you are
will stick their arm out, and punch stopping the
fireball blast without taking damage. You have
to time this right. The right time to do this is
when the fireball is almost by you. Note: You can
also use this to inflict damage on your opponent,
but you must be right next to them in order for your
character's punch to cause any damage. Another way
to dodge energy blasts is to tap b, b quickly. You
have to hit b, b when the blast is near you)
Hypermoves: For a Hypermove to work the first punch
or kick of the move must connect, and most of them
must be done within throwing distance or close
enough to throwing distance.

b, db, +circle, (or an easier way of doing this move
is): db, +circle: energy shield (hold circle to keep
the energy shield up) (consumes your energy meter;
the top meter is your life and the bottom red meter
is your energy)

Note: To power-up press and hold either square, x,
or circle until your energy bar is replenished.

Section 4. Move List:

Note: Every characters close range attack is f
+square. To throw three fireballs hit df +circle.
(This is the same for almost every character.
Although some characters do not have this specific
move. You'll be able to tell if your character is
one of the characters that doesn't have this move
by doing the move. When you do the movements for
this move your character won't throw out three
fireballs.) Almost every character has another Close
Range Attack to do it just hit b +square or an
easier way to do this move is f, d, b +square. To do
all of the moves listed: db, uf +the button listed
hold down db; then after a few seconds let go and
very quickly hit uf +the button listed. I have one
more piece of information to tell you; and that is
this: if you press start when you pick a character
you will use that character's second costume. (The
second costume for each character is the costume
that the second player would be wearing if you are
fighting a mirror match of the character you are.
For those of you who aren't familiar with the term
"mirror match" I will explain it in an easier way.
Let's say you are Goku and your opponent is also
Goku; the Goku on the second player's side will have
a different costume on than the one you are wearing.
For example, let's say you and a friend both pick
Super Buu; the first Super Buu will have the normal
white pants on, but the second Super Buu will have
darker colored pants on.)

Goku:

Instant Transmission: f +square (You must do the
movements for this move when you are about to block
an attack. This move is very difficult to perform.
This move doesn't cause any damage to your opponent.
It is used to escape from your opponent's kicks and
punches.)

Second Close Range Attack: f, d, b +square

Dash Elbow: df +square

Forward Flip Kick: f, b, f +x

Four Kicks: b, d, f +x

Jumping Upward Kick: db, uf +x

Solar Flare: d, u +circle

Invisible Fireball: b hold, f +circle

Kamehameha: b, d, f +circle

Ultra Kamehameha: d, b, f +circle

Hypermove: f, d, b, f +square

Instant Transmission with A Kamehameha: d, b, df +circle

Gohan:

Dragon Strike: df +square

Descending Multiple Kicks: jump up f, d +x

Slide Kick: b, d +x

Double Kick: df +x

Invisible Fireball: b hold, f +circle

Masenko: b, d, f +circle

Kamehameha: d, b, f +circle

Hypermove: Soaring Dragon Strike: f, b, d, u +x (The Soaring Dragon Strike is the last thing Gohan does.)

Super Kamehameha: df, b +circle (drains almost all of your energy)

Goten:

Second Close Range Attack: f, d, b +square

Charge: d, u +square (can be done while jumping; if you're on the ground Goten will jump into the sky)

Roundhouse Kick: b, +x

Upward Kick: db, uf +x

Slide Kick: b, d +x

Invisible Fireball: b hold, f +circle

Kamehameha: b, d, f +circle

Ultra Kamehameha: d, b, f +circle

Hypermove: f, d, b, df, +square (can be done while jumping)

Super Jumping Aerial Fireball Attack: d hold, u+circle

Kid Trunks:

Dash Elbow: df +square (can be done while jumping)

Roundhouse Kick: b, +x

Middle Kick: df, +x

Multiple Kicks: b hold, f +x

Buster Cannon: jump f, d +circle (goes from the air to the ground)

Double Buster: b, d, f +circle

Super Energy Ball: d, b, f +circle

Hypermove: f, b, d, u +x

Ultimate Energy Ball: df, b, d, f +circle (hit circle again to throw another Ultimate Energy Ball)

Gotenks:

Note: This character is actually Goten and Trunks after they have performed the fusion technique.

Second Close Range Attack: f, d, b +square

Descending Head Butt: jump up f, d +square

Multiple Punches and An Uppercut: b hold, f +square

Slide Kick: db +x

Double Upward Flip Kicks: db, uf +x (can be done while jumping)

Kamehameha: b, d, f +circle

Bang Bang Missile: d, b, f +circle (drains a lot of energy)

Hypermove: Super Saiyan 3 Transformation: f, d, b, df +square (can be done from a few steps away this can also be done while jumping)

Super Ghost Kamikaze Attack: f, d, b, df +circle (unblockable unless you use the energy shield, you can also control the Super Ghost with the control pad)

Future Trunks:

Sliding Leg Sweep: b, d +x

Forward Flip Kick: f, d, b +x

Double Handed Strike: b hold, f +square

Multiple Kicks: f, b, f +x

Ground Fireball: b, d +circle (This Ground Fireball can be done while flying, and it moves down from the sky and then moves across the ground.)

Burning Attack: b, d, f +circle

Finish Buster: d, b, f +circle

Hypermove: Burning Slash: f, b, d, u +square

Super Fast Fireballs: b, d, f, b, d, f +circle (drains all of your energy) (This move follows you no matter where you go.)

Piccolo:

Arm Extention: b hold, f +square

Second Close Range Attack: f, d, b, +square

Descending Multiple Kicks: jump up f, d +x

Sliding Kick: f, b, f +x (Piccolo slides standing up)

Upward Kick: db, uf +x

Energy Flame: f, b, f +circle

Electric Head Attack: db, uf +circle

Special Beam Cannon: b, d, f +circle

Light Grenade: d, b, f +circle

Hypermove: f, b, d, u +square

Scatter Shot: f, d, b, f, d, b +circle

Krillin:

Forward Charge: df +square

Jumping Double Kick: f, b, f +x

Sliding Double Kick: b, d +x

Descending Kick: jump up f, d +x

Solar Flare: d, u +circle

Forward Jump with A Fireball: b, d +circle

Kamehameha: b, d, f +circle

Destructo Disk: d, b, f +circle (unblockable unless you use the energy shield)

Hypermove: f, d, b, f +square

Fierce Destructo Disk: b, d, f, b, d, f +circle

Tien:

Multiple Punch Attack: tap square rapidly

Head Charge: f, b, f +square

Slide Kick and Punch: df +x (stand close)

Energy Beam Attack: db, uf +circle

Solar Flare: d, u +circle

Dodon Ray: b, d, f +circle

Tribeam: d, b, f +circle

Hypermove: Multiform: f, d, b, f +square

Multiple Tribeam Attack: d, b, df +circle

Great Saiyaman (Teenage Gohan)

Justice Punch: df +square

Justice Kick: df +x

Descending Multiple Kicks: jump up f, d +x

Dashing Punch: f, b, f +square

Slow Moving Fireball: df +circle

Great Saiyaman Cannon: b hold, f +circle

Kamehameha: b, d, f +circle

Super Kamehameha: d, b, f +circle

Hypermove: f, d, b, f +x

Ultimate Kamehameha: f, d, b, f +circle

Supreme Kai:

Double Slap Attack: f, b, f +square (stand a few steps away)

Multiple Punches: b hold, f +square

Four Kicks: b, d, f +x

Ground Fireball: b, d +circle (This Ground Fireball does the same thing Trunks'
Ground Fireball.)

Psychic Freeze: b, hold, f +circle (stuns opponent for a few seconds)

God's Assault: b, d, f +circle

Shock Wave: d, b, f +circle

Hypermove: f, b, d, u +circle (does not need to be done close, and it also acts
like a shield when any fireballs are thrown immediately after the move is done.)

Multiple Spread Fireballs: f, d, b, df +circle (This move does massive damage
when done right next to your opponent.)

Majin Vegeta:

Dash Elbow: df +square

Vegeta Smash: b, d, +square (This move is very difficult to execute. It must be
done when your opponent is attacking you. This move looks cool, but it doesn't
do that much damage.)

Upward Charge: f, b, f +square

Descending Kick: jump f, d +x

Upward Dashing Kick: db, uf +x

Side Bomb: d, u +circle

Rapid Fireball Attack: df, b +circle

Big Bang Attack: b, d, f +circle

Final Flash: d, b, f +circle

Final Explosion: uf, ub, f +circle (this move uses up all of your energy also
(after the move is finished, while he's still in the air, no fireballs will
affect him.)

Atomic Blast: d, b, df +circle

Hypermove: f, d, b, f +x

Frieza:

Fast Charging Head Butt: f, b, f +square

Second Close Range Attack: f, d, b +square

Descending Head Butt: jump f, d +square

Forward Flip: b, db +x

Invisible Fireball: b hold, f +circle

Energy Cutter: b, d +circle

Death Ball: b, d, f +circle

Killer Ball: d, b, f +circle

Hypermove: f, b, d, u +circle

Death Wave: f, d, b, f +circle (unblockable unless you use the energy shield)

Android 18:

Note: Androids 18 and 16 can't power-up, but their energy bars go up faster than
normal.

Head Charge: f, b, f +square

Leg Sweep: b, d +x (stand close)

Double Roundhouse Kick: f, b, f +x

Bloody Kick: df, b +x

Ground Fireball: b, d +circle (This Ground Fireball does the same thing that
Trunks and Supreme Kai's does.)

Energy Ball: b, d, f +circle

Energy Wave: d, b, f +circle

Hypermove: f, d, b, f +x

Flash Beam: f, d, b +circle (stand close) Note: The Flash Beam can be used as a
shield if you time it right. You have to do it before any fireball gets near
you. It can also be used to block Super Buu's Hypermove. You have to do the
Flash Beam a few seconds before his Hypermove hits you. When it is done in the
air the Flash Beam moves in a line straight down to the ground.

Android 16:

Second Close Range Attack: f, d, b +square

Charging Punch: d, b, f +square

Body Charge: b, d +square

Rocket Punch: df +square

Invisible Fireball: b hold, f +circle

Upward Eye Laser: db, uf +circle

Hell's Flash: d, b, f +circle (Another name for this move is the Blasters. The
Blasters are the cannons in 16's arms which shoot out a big energy blast.)

Second Blast: b, d, f +circle

Super Arm Cannon: df, b, d, f +circle

Hypermove: d, b, d, f +square

Perfect Cell:

Forward Charge: f, b, f +square

Midlevel Kick: f, b, f +x

Ascending Charge: db, uf +x

Invisible Fireball: b hold, f +circle

Finger Beam: b, f +circle (stand close) Note: does not do mucj damage

Energy Ball: b, d, f +circle

Kamehameha: d, b, f +circle

Hypermove: f, b, d, u +square

Super Kamehameha: f, d, b, f +circle

Dabura: (Demon King)

Sword Slash: df +square

Second Close Range Attack: db, +square

Double Sword Slash: df +x

Jumping Sword Slash: f, d, b +square

Forward Slide with A Fireball: f, d, b +circle (when the slide connects and hits
your opponent Dabura will throw the fireball)

Spit: b hold, f +circle (stuns opponent for a few seconds) Note: this has to be
done a few steps away.

Spear: b, f +circle

Evil Blast: b, d, f +circle

Hell Blitz: d, b, f +circle

Hypermove: b, f, d, u +square

Death Flame: f, d, b, df +circle (when close it does lot of damage to your
opponet.)

Majin Buu:

Body Bomb: db, uf +square

Head Butt: f, b, f +square

Descending Kick: jump f, d +x

Jumping Low Kick: b, d +x

Invisible Fireball: b hold, f +circle

Antenna Fireball: b, d, f +circle

Inocence Cannon: d, b, f +circle (This move can also be called the Buu Breath.)

Hypermove: b, f, d, u +square

Angry Explosion: f, d, b, f +circle
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Super Buu:
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Antenna Whip: b, f +square

Forward Charge: df +square

Kick and Punch Combination: f, d, b, f +x, or d, b, f +x

Antenna Fireball: b, d, f +circle

Super Buu Breath: d, b, f +circle

Hypermove: f, d, b, df +square (does not need to be close) (can be done while
jumping)

Human Extinction Attack: b, d, f, b, d, f +circle (this move drains all of your
energy)

Zarbon:

Flip: d, u +x (this also can be done while jumping)

Slide Sweep Kick: b, d +x

Descending Kick with Multiple Punches: jump f, d +x

Eye Laser: b, d +circle (stand close or a few steps away it also does not do much damage to oppnent

Possibility Cannon: b, d, f +circle

Energy Ball: d, b, f +circle

Hypermove: Monster Form: f, d, b, df +square

Spread Balls: df, b, d, f +circle (This move is really powerful when done right next to your opponent.)

Recoome:

Death Driver: f, d, b +square (close)

Crush Down: b, d, f +square (close)

Ascending Kick: db, uf +x

Recoome Kick: df +x

Descending Recoome Kick: jump f, d +x

Energy Ball: b, d, f +circle

Eraser Gun: d, b, f +circle

Hypermove: b, d, f, db +square

Recoome Ultra Fighting Bomber: f, d, b, df +circle

Captain Ginyu:

Dynomite Punches: d, b, f +square

Forward Charge: b, d, f +square

Throw Tackle: f, d, b +square (close)

Flying Kicks: f, b, f +x

Milky Cannon: b, d +circle

Throwing Energy Ball: b, d, f +circle

Super Energy Ball: d, b f +circle

Hypermove: db, f, d +x

Damage Body Change: b, f, d, b +circle

Body Change: f, b, d, f, b +circle

Secret Characters:

Young Goku: (Oolong) this is because Oolong can transform into different things

Note: Young Goku does not have an energy shield.

Three Strikes with The Power Pole: square+x (This move can also be used to break energy blasts.)

Rock: b, f +square

Paper: b, f +circle

Scissors: b, f +x

Eight Handed Strike: b, d, f +square

Power Pole Extend: b hold, f +square

Super Dragon Fist: jump f, d +square (The movements Young Goku does for this move looks like the Super Dragon Fist.)

Kamehameha: b, d, f +circle

Hypermove: Saiyan Ape Transformation: b, d, f, db +square

Controlable Super Kamehameha: f, d, b, f +circle (You can control the Super Kamehameha by using the control pad.)

Master Roshi: (Puar) this is Puar for the same reason Young Goku is Oolong

Note: Master Roshi and Hercule cannot fly or dash, and Master Roshi and Hurcule do not have energy shields

Teleport: f, b, f +square

Drunken Punch: df +square

Double kick: f, b, f +x

Drunken Kick: df +x

Flying Kick: d, b, f +x

Drunken Dodge: df +circle (When this move is done at the right time Master Roshi will dodge any punch, kick, fireball, or energy blast.)

Kamehameha: b, d, f +circle

Maximum Power Kamehameha: d, b, f +circle

Hypermove: f, d, b, df +circle

Multiple Beam Attack: f, d, b +circle

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Hercule:
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Note: Hercule does not have an energy meter. Hercule also does not have an

energy shield.

Baseball Bat: square+x (This move can also be used to break energy blasts.)

Rolling Attack: b, d +square

Forward Charge: df +square

Jabs: b, db +square

Hero Dance: f, d, b, f +square (first hit must connect)

Dynamite Kick: df +x

Grenade: circle

Grenade Launcher: f, d, b, f +circle

Cannon: b, d, f +circle

Massive Missile: d, b, f +circle

Failed Massive Missile: d, b, df +circle (If the other player is standing near
you when this move comes back towards you the other player will get hit by it
too. If they do get hit by it massive damage will be dealt to them.)

Hypermove: f, d, b, df +square

Super Saiyan 3 Goku:

Dash Punch: df +square

Descending Triple Kick: jump f, d +x

Jumping Downward Kick: d, b, f +x

Reverse Jumping Downward Kick: d, f, b +x (goes the

opposite way of the Jumping Downward Kick)

Multiple Punches with A Jumping Downward Kick: f, d,+square (stand close)

Super Saiyan 3 Attack: b, d, f +x

Invisible Fireball: b hold, f +circle

Kamehameha: b, d, f +circle

Ultra Kamehameha: d, b, f +circle

Hypermove: b, f, d, u +square (can be done far away)

Ultimate Kamehameha: f, d, b, f +circle
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Gogeta:
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Note: This character is actually Goku and Vegeta
after they have performed the fusion technique.
Additional note: In the English version of the game
the makers messed up because they call Gogeta

Vegito. This is not Vegito; even though the name may
say Vegito it is still Gogeta.

Cannon Ball Attack: b, d, f +square

Flying Kicks: f, b, f +x

Descending Kick: jump f, d +x

Forward Kick: d, b +x (close by)

Dashing Attacks: hold l-1/r-1 +circle, +x, or +square

Invisible Breath: b hold, f +circle

Slow Energy Ball: d hold, u +circle

Big Bang Kamehameha: b, d, f +circle

Final Kamehameha: d, b, f +circle

Hypermove: b, d, f, db +square (stand a few steps away)

Three Huge Fireball Blasts: b, f, d, b +circle (This
move uses a lot of energy and before you throw the
blasts any fireball that hits you won't affect you.)

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Section 5. Secret Characters Cheat:
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At the title screen press up, triangle, down, x,
left, L1, right, R1. If you did it correctly you
should hear a chime. After this occurs a short
cinematic sequence will play introducing the secret
characters. The title screen will change from
Ultimate Battle 22 to Ultimate Battle Twenty-Seven.

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Section 6. Gameshark Codes:
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 Japanese Codes:

Infinite Health P 1: 800BE388 0190
Infinite Power P 1: 800BE38A 0200
Secret Characters: 80010120 0010

English Codes:

Infinite Health P-1: 800A9EF8 0190
No Health P-1: 800A9EF8 0000
Infinite Power P-1: 800A9EFA 0200
No Power P-1: 800A9EFA 0000
Infinite Health P-2: 800AA268 0190
No Health P-2: 800AA268 0000
Infinite Power P-2: 800AA261 0200
No Power P-2: 800AA26A 0000
Level 999 (All Characters): 800106F6 03E7
(This code may cause the game to freeze up. I'm not
that sure if the code will actually do this. If

anyone knows if the code causes the game to freeze
up please Email me. Thank you.)
Secret Characters: 80010120 0010

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Section 7. Character Profiles
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Goku: Goku is the main character in Dragon Ball Z
(DBZ.) He was originally sent to Earth as a baby
to destroy it, but because of a severe head injury
he forgot his mission. He was the first Saiyan to go
Super Saiyan. We see him in his Super Saiyan Two
transformation, and his original hair color is
black. Goku's Saiyan name is Kakarot. He had his
tail removed when he was a child.

Gohan: This is Gohan at the age of eleven. He is
Goku's first son. He is half human and half Saiyan,
and for some reason this mixture of Saiyan and human
blood tend to make a Saiyan stronger. He was the
only one to actually kill Cell. He appears in his
Super Saiyan Two transformation. He was the
strongest Saiyan before Goten came around, and he is
one of the strongest characters in the game. He is
also my personal top favorite character in the
cartoon and the game.

Goten: Goten is seven-years-old, and he's Goku's
second son. Goten is also the youngest Saiyan to go
Super Saiyan. He is also the strongest Saiyan out of
all of them. He looks exactly like Goku did when he
was a boy. We see him in his Super Saiyan
transformation, and he is my second and final
favorite character in the cartoon and the game. He
is also a pretty strong character in the game.
Kid Trunks: Trunks is Vegeta and Bulma's son, and he is
8-years-old. He is arrogant just like his father,
and he is also Goten's best friend. Trunks is also a
little brat. We see him in the same form of Super
Saiyan as Goten is.

Gotenks: Gotenks is the being formed by Goten and
Trunks after they have performed the fusion
technique. He is arrogant and he is a crappy
fighter. Goten and Trunks fused so that they could
fight Majin Buu. Later in the series he went Super
Saiyan Three so he'd have more power. He appears in
Super Saiyan form.

Future Trunks: Future Trunks came to the past from
20 years in the future to warn Goku about Androids
17 and 18; he later returned and participated in the
Cell Games. After the Cell Games ended he returned
to his time. He appears in Super Saiyan Two form.
Piccolo: Piccolo is an alien from Planet Namek. He
used to be Goku's enemy until Gohan's love changed
him, and then he became a good guy because of it.
Piccolo is also the evil that was exspelled by Kami.
He is also the son of King Piccolo.

Krillin: Krillin is Goku's best friend, and he
really doesn't like to fight. His death at the hands
of Frieza is what caused Goku to go Super Saiyan
for the first time.

Tien: Tien is the original character to use the
Solar Flare. He used to be an assassin until he met
Goku, and joined the Z Fighters. Later on in the
series Tien doesn't play a big role in the story.

Great Saiyaman: This is actually teenage Gohan using
a Super Hero costume. He did this so he could use
his powers without being noticed.

Supreme Kai: Supreme Kai is the boss of all of the
Kais, and he's the one who told Goku and the others
about Majin Buu, and he is a pretty strong character
in the game.

Majin Vegeta: This is actually Vegeta under the control of
Babidi the wizard that released Majin Buu. Since
Vegeta is under his control it makes him stronger.
While he's under Babidi's control his nickname is
Majin Vegeta. He is also very arrogant and he
doesn't like Goku at all. Vegeta is also the prince
of all the Saiyans. At the end of the series
however, Vegeta and Goku finally become friends. He
is in Super Saiyan form.

Frieza: This is the space alien who destroyed Namek,
and was beaten by Super Saiyan Goku. Frieza was
actually killed by Future Trunks. Frieza appears in
his final form.

Android 18: This is one of the androids created
by Dr. Gero to destroy Goku. She is Android 17's
sister, and later in the series she was made into a
human by the dragon; and then she married Krillin.

Android 16: This android is the one who caused Gohan
to release all of his power to kill Cell. He did
this by getting destroyed by Cell. After seeing
Android 16's death Gohan released his power and
destroyed Cell.

Perfect Cell: Cell is Dr. Gero's ultimate creation that
reached perfection after absorbing Androids 17 and
18: in the end he was killed by Gohan. Cell appears
in his perfect form.

Dabura (Demon King): He is the King of the Demon World who is
also under Babidi's control. He has the ability
to turn people into stone with his spit. He was
killed by Majin Buu after being turned into a cookie
and eaten.

Majin Buu: This is the evil that was released
by Babidi. He is virtually indestructable, and he
has the ability to turn people into food of any
kind. At the end of the series however, Majin Buu

ended up becoming a member of the Z Fighters.

Super Buu: After two murderers almost killed Buu's
puppy and Hercule he exspelled all of the evil
within him. The evil side ate the good side, and
this character was the result of this action. He has
an attack that he used to kill everyone on Earth. He
can also absorb people taking in their strength,
memories, and abilities. (Actually, this is how he
really transformed into Super Buu. He transformed
into Super Buu by absorbing Gotenks (who later
separated while inside of Buu), Piccolo, and Gohan.)

Zarbon: He is one of Frieza's henchmen, and he was
killed by Vegeta. He really doesn't play a
significant role in the story.

Recoome: He is a member of The Ginyu Force, and he
is one of the dumbest members. He was killed
by Goku. He is also a pretty strong character in the
game.

Captain Ginyu: He is the Captain of The Ginyu Force.
He has the Unique ability to switch bodies with
people. He switched bodies with a frog, and to this
day; in the series his consciousness is still in the
frog's body. (Although his actual body is in Hell
(HELL) along with the rest of the Ginyu Force.)

Young Goku: This is Goku as a twelve-year-old boy.
He still has his tail so he can transform into an
ape just like Saiyans can do when they look into a
full moon, and he also uses the Flying Nimbus
to fly. He is also a pretty strong character in the
game.

Master Roshi: This is Goku's first master of martial
arts, and the original character to use the
Kamehameha Wave. He really doesn't play a big part
in the series.

Hercule: Hercule is the champion of the World
Martial Arts Tournament. He became friends with
Majin Buu which caused Majin Buu to become good. He
really doesn't play a big part in the series.

Super Saiyan 3 Goku: This is Goku in the third
transformation state of a Super Saiyan. In this form
he is stronger, faster, he has long hair, and he has
no eyebrows. He went to this level so that he'd have
a good chance at successfully fighting and damaging
Majin Buu. He is a strong character in the game.

Gogeta: This is Goku and Vegeta after they have done
the fusion technique. Gogeta is not in Dragon Ball Z
the series. He is also in the Dragon ball Z movie that deals with Janemba. He
is the strongest character in the game. I really
can't tell you more about Gogeta because that's all
I know about him. The character that is in Dragon
Ball Z the series is Vegito. Vegito is Vegeta and

Goku fused after putting on the fusion earrings, but Vegito isn't in this game.

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Section 8. Copyright Information:
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Section 9. Disclaimer:
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Section 10. Questions and Comments:

    If you have any questions, comments, Contributions, or corrections for the FAQ please Email me at jabbach@fuse.net. If you have questions about the game feel free to Email me. If people contribute things to the FAQ or ask questions about the game I will add a section giving credit to the contributors, and a section answering all questions I receive about the game. Thanks for choosing my FAQ.
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Section 11. Closing:
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     In closing I'd just like to say thanks once
again for choosing my FAQ. I hope this FAQ helped
you with the moves of the characters, and the game
itself. I have one final thing to say check out my
web site for information on many other things. I
won't go into details about what's on my site you'll
just have to check it out for yourself. Ok, I will
tell you a few things you will find on it however.
You will find: a Complete Dragon Ball Z Episode
Description Guide from the middle of the Frieza Saga
to the end of the series. You will also be able

to find a complete Dragon Ball GT episode guide at
my site. (Every episode of Dragon Ball GT is
described except for the 16 lost episodes, but if
you want to know what happens in those particular
episodes you can just email me; and I'll be more
than happy to tell you. I didn't want to describe
them because I wasn't about to renumber all of my
episodes. They should've released them first because
they are the true first episodes. I need to say one
more thing about my Dragon Ball GT episode guide and
that is this: the episode numbered one which is
called A Grand Problem is actually a bonus episode.
The true first episode which is also the first "lost
episode" is called Devastating Wish. There is a
total of 64 episodes in Dragon Ball GT. The episode
titled A Grand Problem isn't counted as one of the
episodes.) (I will have a few FAQS written by me
exclusively on my web site. The only thing different
about these FAQS is the fact that they do not and
will not have any disclaimers. But, know this, the
same guidelines also apply to these FAQS even though
there will be no disclaimer on them; so please keep
that in mind. The FAQS that I'm refering to are: a
Zelda Ocarina of Time and Zelda Majora's Mask song
FAQ detailing where to go to learn them and what
they do (the FAQS are combined into one, but I do
separate both of the games), and a Zelda Majora's
Mask FAQ that details the functions and locations of
all the masks.) (There is nothing currently up on my
site, and when I finally put everything up I will
make a note of it in this section in a later
update.) So, go check it out. I'm sure you'll enjoy
it. Thank you very much. Enjoy Dragon Ball Z
Ultimate Battle 22, my web site, and the FAQ.
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