

Dragon Ball Z: Ultimate Battle 22 FAQ

by Sephiroth808

Updated to vFinal on Jul 24, 2003

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V. Final

For Sony Playstation

By

Sephiroth808 (The Dragon Ball Z Specialist)

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1.0 Start of The Faq

1.1 Slightly Update - I Corrected some minor errors in move list

Final - Damn, nothing More to add. i am sorry for the short life, but i added a asci title
Maybe if i get some other thing, i reupdate, but You know....

Final 2 - Corrections

FINAL 3 - MORE CORRECTIONS, THIS TIME I CORRECTED A BIG MISTAKE, GOKU IS NOW IN NORMAL
CHARS,

SINCE I COULD FIGHT HIM MUCH BEFORE BUU BATTLES, HE'S NOT A BOSS, HE CAN BE FOUGH EVEN AS
YOUR FIRST ENEMY IN ARCADE MODE.

FINAL 4 - I CORRECTED LINES IN MOVELIST.

DUE TO THE STUPID AMOUNT OF STUPID MAILS

I NEED TO REMOVE MY EMAIL FROM CONTRIBUTION DUE TO THE
AMOUNT OF STUPID QUESTIONS ASKING WHERE TO BUY THIS GAME.

SORRY, NEXT TIME, DO A MORE INTELLIGENT QUESTION

=====

INTRODUCTION

=====

Hi people, i am here with my new faq of DBZ, this time, it is for DBZ Ub22, the most
underrated
game in the history, is the first game published by bandai for psx, in 1995, and is a
innovative
fighting system that allows you to fly around the area, if you are a begginer in DBZ games
you
will probably like this game, it simulates the battles of dbz, with a Oldschool style of
fighting
game, but still it's somewhat fast paced.
Well if you want to know more about the game, read my review. and ... Animation Guide was
deleted

(USELESS!)

=====
Game System
=====

The fighting style changed a lot in comparison with the last games of dbz in snes, is no more
Like Botouden series and HD, and no more splitscreen. the flying guy is at the same screen that
the enemy is, well to the explanation

Explanation of The Buttons in the movelist and here too

HCF - Half Circle Forward - </v\> (representation)
DBF - Down, Back, Forward - V<>
QCF - Quarter Circle Forward - v\>
QCB - Quarter Circle Back - v/<
HCB - Half Circle Back - >\v/<
U - Up
D - Down
DUR - Diagonal Up RIGHT
DUL - Diagonal Up LEFT
DDR - Diagonal Down RIGHT
DDL - Diagonal Down LEFT
(J) - On Air (not flying)
(c) - Hold the first button next to it for a while

-22-Basic Commands-22-

Punch - Square

The most famous attack ever in any fighting game, here it's not different, punch even helps ya
in the power bar> do ya know? yea. that's right, if you send a firebeam against the enemy, pressing square will stop the PB to being drained, but it won't recover the power,
only will block of being drained, also, if you send a meteo attack to the enemy, pressing punch won't block it being drained, because the Char's Move will continue as the PB stops to
being drained.
A Good thing is if your powerbar slowly recover your energy you can press punch to slightly
fast the recover.

Kick - X

Another thing famous in fighting game, but now, the kick button has really no great use overall, or what you can do with Kick? little things, Kick obviously, Kick has no really useful
part in this, except to assist combos with the punch, this is kick.

Fire - Circle

This is normal firebutton, once pressed, you char will send a fire to the enemy, but it costs powerbar, ye, power ball, a fireball drains your energy by a little, two more, three even more, well, how much more you send a fireball, more the powerbar will be drained, this is
very smart from Bandai since a cheap guy can press O a lot of times to only cheat in battle,
if someone do this, the PB will go out, and 100% vulnerable to attacks, both physical and fire.

This button is really has no use if not making meteo attacks, no matter if MA or simple fire balls, use with care.

Fly - Triangle

The fly button is really helpful and cool, and I think the most safe way to defeat the enemy cheating is to flying, since the enemy rarely goes up to fight in air, you can throw MA in the sky with superfacility. Pressing the triangle button, your char will jump to start flying, between the action you can give a bonus hit to the enemy, chars like Goku and Vegeta can give a cut in the enemy (VEGETA is better for this), there is no difference between fighting on air or on earth, but chars on air have more advantage than chars on earth, like throwing fireballs. You neednot anymore to stop when an enemy start a meteo attack, you can jump, dash, to miss the MA, you have more chances to avoid the attack on air than earth, on earth it is only possible jumping.

Dash - L1 AND R1

You can run faster pressing L1 and R1, yea, no great need for explaining this except that you don't leave pressing the button, the enemy will hit you easily.

-22-Intermediary Commands-22-

Meteo Attack - all chars have two meteo attacks, eachone is by each command on the D-Pad, let's see

First MA: HCF + Circle

Second MA: DBF + Circle

Block - Press Back when the Enemy attack you (no matter how far he is)

Throw - Forward + Punch

Repel Attack - When a magic attack is thrown to ya, press Punch+Kick.

Shun - Back 2times fastly, your char will evade enemy's magic attack.

Recharge PB - Hold Down Kick or Punch, the char will create an aura recovering his energy *

Energy Aura - HCB + Punch to create an energy aura, this is just useless and will only drain**

the PB faster, but blocks magic attacks.

*Your char is totally vulnerable to attacks

**It will block magic attacks, but will be vulnerable to physical attacks.

-22-Screen-22-

You [LIFEBAR G/Y]ENERGY [LIFEBAR G/Y] ENEMY
[Powerbar Red] Power[Powerbar Red] ENEMY

The lifebar is innovative in this game, the attacks are normal like all fighting game in the

world, the MA too, you have two energy bars, one green one yellow.

Green means normal life

Yellow Means danger

The attacks take more damage in Yellow Bar than in Green bar.

The red bar is your power bar, as said before, there is only one bar unlike the energy bar,

PB is drained easily if you are a press-O-button lover, use with care or you will be in danger.

=====
MODES OF GAMEPLAY
=====

UB22 really has few modes of gameplay, but unlike Legends or GT, all they are exceptionally fun

Legends is really fun for a while guy, the VS mode is boring, 1PVS2P is unplayable, 1PVSCOM

gets old fastly, and COM VS COM has no sense, GT has a lot of useless game modes, and they are

almost the same.

Ub22 not.

Arcade Mode: Here a mode if you just want to fight and fight the enemies, you will fight all

the 22 chars, and if you are lucky, you will fight some secrets.

1P VS 2P: Unlike in Legends, this mode here rocks, you pick a char and your firend another one,

and you fight.

Tenkaichi Budoukai: The most innovative mode i've seen on a dbz psx fighting game, even more

than SP Mode on legends, it's a tournament mode, you pick 8 chars, cpu picks 8 too, your friend

will fight with 4 of your chars chosen, i bet you know how this mode works.

Build-Up Mode: See chapter below.

Build Up Battle: See mode below

Options

Sound [Stereo/Mono]

Difficulty [Easy/Normal/Hard/Extra Hard]*

Bars [On/Off]**

Animation [On/Off]***

*Even set on Extra hard mode, this game is extremely easy

**You will fight like the series, without knowing who is winning.

***This will cut the animations

=====
Build-Up Mode Guide
=====

Build Up mode is the newest mode to a fighting game of dbz, it's a leveling mode to your char,

you start choosing a char, you must fight another one to level up, if you Pick Kaioshin, and you pick Zarbon as the enemy, Zarbon is Lv 6, if you defeat him you will be upgraded to

LV. 6, if you fight Saiyaman, you will to 1 if you haven't fought Zarbon,, if you are on 21

level you can't be to level 16, so i suggest you fighting one by one, so you don't need to fight later. it's hard to defeat a guy AT lv10 if you are AT 1. see the list of the battles

1st Block

Lv 001. Saiyaman
Lv 002. Kaioshin
Lv 003. Goten
Lv 004. Trunks
Lv 005. Tenshinhan
Lv 006. Zarbon
Lv 007. Kuririn
Lv 008. Gynew
Lv 009. Darbura
Lv 010. Recoom
Lv 011. Mirai Trunks
Lv 012. Android 18
Lv 013. Gohan
Lv 014. Majin Bu
Lv 015. Gotenks
Lv 016. Android 16
Lv 017. Frieza
Lv 018. Piccolo
Lv 019. Cell
Lv 020. Majin Vegeta
Lv 021. Super Bu
Lv 022. Super Goku
BOSS LV 023. CHIBI GOKU

2nd Block

Lv 024. Saiyaman
Lv 025. Kaioshin
Lv 026. Goten
Lv 027. Trunks
Lv 028. Tenshinhan
Lv 029. Zarbon
Lv 030. Kuririn
Lv 031. Gynew
Lv 032. Darbura
Lv 033. Recoom
Lv 034. Mirai Trunks
Lv 035. Android 18
Lv 036. Gohan
Lv 037. Majin Bu
Lv 038. Gotenks
Lv 039. Android 16
Lv 040. Frieza
Lv 041. Piccolo
Lv 042. Cell
Lv 043. Majin Vegeta
Lv 044. Super Bu
Lv 045. Super Goku
Lv 046. Chibi Goku
BOSS LV 047. KAMESENNIN

3rd Block

Lv 048. Saiyaman
Lv 049. Kaioshin
Lv 050. Goten

Lv 051. Trunks
Lv 052. Tenshinhan
Lv 053. Zarbon
Lv 054. Kuririn
Lv 055. Gynew
Lv 056. Darbura
Lv 057. Recoom
Lv 058. M. Trunks
Lv 059. Android 18
Lv 060. Gohan
Lv 061. Majin Bu
Lv 062. Gotenks
Lv 063. Android 16
Lv 064. Frieza
Lv 065. Piccolo
Lv 066. Cell
Lv 067. Majin Vegeta
Lv 068. Super Bu
Lv 069. Super Goku
Lv 070. Chibi Goku
Lv 071. Kamesennin
BOSS LV 072. MR. SATAN

4th Block

Lv 073. Saiyaman
Lv 074. Kaioshin
Lv 075. Goten
Lv 076. Trunks
Lv 077. Tenshinhan
Lv 078. Zarbon
Lv 079. Kuririn
Lv 080. Gynew
Lv 081. Darbura
Lv 082. Recoom
Lv 083. M. Trunks
Lv 084. Android 18
Lv 085. Gohan
Lv 086. Majin Bu
Lv 087. Gotenks
Lv 088. Android 16
Lv 089. Frieza
Lv 090. Piccolo
Lv 091. Cell
Lv 092. Majin Vegeta
Lv 093. Super Bu
Lv 094. Super Goku
Lv 095. Chibi Goku
Lv 096. Kamesennin
Lv 097. Mr. Satan
BOSS LEVEL 098. SSJ3 GOKU

Last Block

Lv 099. Saiyaman
Lv 100. Kaioshin
Lv 101. Goten
Lv 102. Trunks
Lv 103. Tenshinhan
Lv 104. Zarbon
Lv 105. Kuririn
Lv 106. Gynew

Lv 107. Darbura
Lv 108. Recoom
Lv 109. Mirai Trunks
Lv 110. Android 18
Lv 111. Gohan
Lv 112. Majin Bu
Lv 113. Gotenks
Lv 114. Android 16
Lv 115. Frieza
Lv 116. Piccolo
Lv 117. Cell
Lv 118. Majin Vegeta
Lv 119. Super Bu
Lv 120. Super Goku
Lv 121. Chibi Goku
Lv 122. Kamesennin
Lv 123. Mr. Satan
Lv 124. SSJ3 Goku
BOSS LV 125. GOJETA

After you've defeated the last boss, you have nothing left to do in this mode, but now you can use the Buildup mode to take your char to fight your friend's char. Note, you can cheat pressing the buttons L1 and R1 (if i am not wrong) to make your char to be controlled by CPU, activate with L1 and deactivate with L2. Good Lucky.

=====
MOVE LIST
=====

Now it is the time, time to blow the enemy Into Pieces Hahaha !!!! all the attacks are here.
have fun

1. Normal
2. Secret
3. Bosses
4. Extra

1. NORMAL CHARACTERS

SSJ GOKU
2222222222
Dash Elbow: QCF + Punch
Forward Turtle Flip: FBF + Kick
Four Dragonkick: HCF + Kick
Jump Knee Lift: DDL DUR + Kick
Taioken: DU + Circle
Teleport: F + Punch
Renzoku Energy Dan: QCF + Circle
Kiaihou: (c) BF + Circle

Extra Attacks

Teleport Kamehamha: QCB HCF + Circle
Hypermove: HCB F + Punch

SSJ2 MAJIN VEGETA

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Dash Elbow: QCF + Punch
Upward Charge: FBF + Punch
Sway Attack: QCB + Punch (Being Hit)
Descending Kick: (J) FD + Kick
Upward Sliding Kick: DDL DUR + Kick
Side Bomb: D U + Circle
Astro Fire Cannon: QCF B + Circle
Final Blast Bomb: (j) F DUR U DUL B F + Circle

Extra Attacks

Super Big Bang Attack: QCB HCF + Circle
Hypermove: HCB F + Circle

Meteo Attacks

Meteo Attack #1: Big Bang Attack
Meteo Attack #2: Final Flash

GOHAN

2222222

Jet Uppercut: QCF + Punch
Descending Kick: (J) FD + Kick
Dash Slider: QCB + Kick
Back Roundhouse Kick: QCF + Kick
Renzoku Energy Dan: QCF + Circle
Kiaiho: (c) BF + Circle

Extra Attacks

Chou Kamehameha: QCF B + Circle
Hypermove: FBDU + Kick

Meteo Attacks

Meteo Attack #1: Masenko
Meteo Attack #2: Kamehameha

PICCOLO

222222222

Arm Stretch: (c) BF + Punch
Super Descending Kick: (J) FD + Kick
Sliding Kick: FBF + Kick
Upward Swoop: DDL DUR + Kick
Energy Flame: FBF + Circle
Renzoku Energy Dan: QCF + Circle
Electric Header: DDL DUR + Circle

Extra Attacks

Horning Fireballs: HCB HCB + Circle
Hypermove: FBDU + Punch

Meteo Attacks

Meteo Attack #1: Makankousappo
Meteo Attack #2: Gekiretsukodan

MIRAI TRUNKS

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Sliding Leg Sweep: BD + Kick
Forward Flip: HCB + Kick
Double Hand Hit: (c) BF + Punch
4 Multiple Kicks: FBF + Kick
Shower of Fireballs: QCF + Circle

Ground Energy Discharge: BD + Circle

Extra Attacks

Super Fast Multiple Fireballs: HCF HCF + Circle

Hypermove: FBDO + Circle

Meteo Attacks

Meteo Attack #1: Burning Attack

Meteo Attack #2: Finishing Buster

KURIRIN

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Forward Charge: QCF + Punch

Descending Gail Kick: FBF + Kick

Flowing Double Kick: BD + Kick

Super Sweep: (j) FD + Kick

Renzoku Energy Dan: QCF + Circle

Forward Bounce: BD + Circle

Taioken: DU + Circle

Extra Attacks

Kienretzusan: HCF HCF + Circle

Hypermove: HCB F + Punch

Meteo Attack

Meteo Attack #1: Kamehameha

Meteo Attack #2: Kienzan

ANDROID 18

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Horizontal Head Charge: FBF + Punch

Back Leg Sweep: BD + Kick

Double Low Roundhouse Kick: FBF + Kick

Bloody Kick: QCF B + Kick

Renzoku Energy Dan: QCF + Circle

Ground Energy Discharge: BD + Circle

Extra Attacks

Flash Beam Bless: HCB + Circle

Hypermove: HCB Front + Kick

Meteo Attacks

Meteo Attack #1: Super Energy Ha

Meteo Attack #2: Energy Flame

TENSHINHAN

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Multiple Hand Slap: Punch Repeatedly

Horizontal Head Charge: FBF + Punch

Low Kick + Close Punch: QCF + Kick

Beam Attack: DDL DUR + Circle

Renzoku Energy Dan: QCF + Circle

Taioken: DU + Circle

Combination + Taioken: HCF + Punch on Taioken

Extra Attacks

Shin Kikohou: HCB HCF + Circle

Hypermove: HCB F + Punch

Meteo Attacks

Meteo Attack #1: Dodompa
Meteo Attack #2: Kikohou

GOTENKS

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Descending Head Charge: (j) FD + Punch
Multiple Punches: (c) BF + Punch
Leg Sweep: QCB + Kick
Double Upper Roundhouse: DDL DUR + Circle
Renzoku Energy Dan: QCF + Circle

Extra Attacks

Super Ghost Kamikaze Attack: HCB HCB + Circle
Hypermove HCB HCF + Punch

Meteo Attacks

Meteo Attack #1: Combined Goten and Trunks Energy Bar
Meteo Attack #2: Superfast Multiple Fireballs

TRUNKS

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Dash Elbow: QCF + Punch (also in air)
Back Roundhouse Kick: F + Kick
Middle Kick: QCF + Kick
Flash Kick Attack: (c) BF + Kick
Renzoku Energy Dan: QCF + Circle

Extra Attacks

Double Big Burn Attack: QCF HCF + Circle, Circle
Hypermove: FBDU + Kick

Meteo Attacks

Meteo Attack #1: Kikouha
Meteo Attack #2: Big Burn Attack

GOTEN

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Goten descending Head Charge: DU + Punch (also in air)
Back Roundhouse Kick: B + Kick
Kicking Uppercut: DDL DUR + Kick
Dash Sweep: BD + Kick
Renzoku Energy Dan: QCF + Circle

Extra Attacks

Super Goten Attack: (c) DU + Circle
Hypermove: HCB HCF + Punche

Meteo Attacks

Meteo Attack #1: Kamehameha
Meteo Attack #2: Chou Kamehameha

SAIYAMAN

2222222222

Winning Upper: QCF + Punch
Super Hero Punch: FBF + Punch
Descending Kick: (j) FD + Kick
Double Roundhouse Kick of Justice: QCF + Kick
Slow Energy Bar: QCF + Circle
Kiaiho: (c) FB + Circle

Extra Attacks

Shin Kamehameha: HCB + Circle

Hyper Move: HCB F + Circle

ZARBON

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Simple Flip: DU + Kick (alson in air)

Sliding Sweep: FD + Kick

Shooting Star Combination: FD + Kick

Renzoku Energy Dan: QCF + Circle

Eye Beam: BD + Circle

Extra Attacks

Spreadballs: QCF HCF + Circle

Hypermove: HCB HCF + Punch

Meteo Attacks

Meteo Attack #1: Elegant Buster

Meteo Attack #2: Spinning Smash

KAIOSHIN

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Multiple Slaps: FBF + Punch

Side Slap: (c) BF + Punch

Four Multiple Kicks: HCF + Kick

Renzoku Energy Dan: QCF + Circle

Paralize: (c) BF + Circle

Ground Energy Discharge: BD + Circle

Extra Attacks

Multiple Spread Fireballs: HCB HCF + Circle

Hypermove: FBUD + Circle

Meteo Attacks

Meteo Attack #1: Energy Blast

Meteo Attack #2: Gekiretsushinouhou

FRIEZA

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Fast Forward Charge: FBF + Punch

Descending Head Charge: (j) FD + Punch

Forward Flip: QCB + Kick

Renzoku Energy Dan: QCF + Circle

Kiaiho: (c) BF + Circle

Descending Lunar Chop: BD + Circle

Extra Attacks

Invisible Energy Ball: HCB F + Circle

Hypermove: FBUD + Circle

Meteo Attacks

Meteo Attack #1: Death Ball

Meteo Attack #2: Mega Buster

CELL

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Foward Charge: FBF + Punch

Low Sweep + MidLV Kick: FBF + Kick

Ascending Charge: DDL DUR + Kick

Renzoku Energy Dan: QCF + Circle

Kiaiho: (c) FB + Circle
Finger Beam: FB + Circle

Extra Attacks

Chou Kamehameha: HCB F + Circle
Hypermove: FBDU + Punch

Meteo Attacks

Meteo Attack #1: Spiral Blaster
Meteo Attack #2: Kamehameha

RECOOM

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Death Driver: (close)HCB + Punch
Crush Down: HCF + Punch
Ascending Charge: DDL DUR + Kick
Forward Charge: HCF + Kick
Descending Charge: (j) FD + Kick

Extra Attacks

Power Bomb: (j.close) P + K
Ultra Fighting Bomber: HCB HCF + Circle
Hypermove: HCF HCB + Punch

Meteo Attacks

Meteo Attack #1: Super Recoom Bomber
Meteo Attack #2: Recoom Eraser Gun

DARBURA

2222222222

Sword Slash: QCF + Punch
Double Sword Slash: QCF + Kick
Jumping Sword Attack: HCB + Kick
Medusa's Spit: (c) BF + Circle
Javelin: BF + Circle
Body Change: HCB + Circle

Extra Attacks

Death Flame (i think is Honou): HCB HCF + Circle
Hypermove: BFDU + Punch

Meteo Attacks

Meteo Attack #1: Death Crash
Meteo Attack #2: Death Fire

ANDROID 16

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Charging Punch: QCB F + Punch
Body Charge: BD + Punch
Rocket Punch: QCF + Punch
Renzoku Energy Dan: QCF + Circle
Kiaiho: (c) BF + Circle
Upward Eye laser: DDL DUR + Circle

Extra Attacks

Super Arm Cannon: QCF HCF + Punch
Hypermove: QCB HCF + Punch

Meteo Attacks

Meteo Attack #1: Super Energy Ha

Meteo Attack #2: Hell's Flash

GYNEW

2222222

Dynamite Punch: QCB F + Punch
Forward Charge: HCF + Punch
Gynew Throw Tackle: (close) FD + Punch
Bicycle Kick: FBF + Kick
Renzoku Energy Dan: QCF + Circle
Kneeling Fireball: BD + Circle
Body Change: F HCF B + Circle

Extra Attacks

Damage Body Change: B HCB + Circle
Hypermove: QCB FB + Kick

Meteo Attacks

Meteo Attack #1: Terra Smash
Meteo Attack #2: Dynamite Attack

2. SECRET CHARACTERS

MASTER KAME

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Teleport: FBF + Punch
Drunken Turtle Punch: QCF + Punch
Drunken Tutrle Low Punch: FD + Punch
Double Kick: FBF + Kick
Drunken Turtle High Kick: QCF + Kick
Drunken Turtle Low Kick: FD + Kick
Flying Kick: QCB F + Kick
Drunken Tiger Punch: QCF + Circle
Drunken Tiger Low Punch: PD + Circle

Extra Attacks

Hankokubikkurishou: HCB + Circle
Hypermove: HCB HCF + Circle

Meteo Attacks

Meteo Attack #1: Kamehameha
Meteo Attack #2: Chou Kamehameha

MISTER SATAN

22222222222222

Rolling Attack: FD + Punch
Forward Charge: QCF + Punch
Diving Jobs: QCB + Punch
Hero Dance: HCB F + Punch
Dynamite Kick: HCF + Kick

Extra Attacks

Failed Bomb: QCB HCF + Circle
Hypermove: HCB HCF + Punch

Meteo Attacks

Meteo Attack #1: Missile
Meteo Attack #2: Super Satan Bomb

3. BOSSES

Kiaiho: (c) BF + Circle
Slow Energy Ball: (c)DF + Circle

Extra Attacks
Quick Ultraball: QCB HCB + Circle
Hypermove: HCF HCB + Punch

Meteo Attacks
Meteo Attack #1: Super Ultra Donuts
Meteo Attack #2: Final Kamehameha

Few, finally.

=====
SECRETS
=====

This game has too many secrets shadowed, here is some

-Alternate Costume
Highlight a char and press Start

-Avoid PB Depleted
If you send a magic attack, press Kick or Punch to block it from being drained totally, since a hit heals your PB for a bit. Useful against MA too, but you need to have a large amount of power/

-Fight Gojeta and SSJ3.
These fighters are the bosses of arcade mode if you don't use a continue during your game. to this, you will fight Mr. Satan, Master Kame, Chibi Goku. You won't fight Super Bu.

I listed Super Bu, Majin Bu and Goku as bosses because you will fight them at the end of the game,

-Unlock all chars
>Hard Mode: Press U, Triangle, Down, X, Left, L1, Right, R1. It is hard because this code is almost impossible to input, you need to be 101% precise, but it works, even if you lose one of your hands
>>Harder Mode: Get LV 125 with Any Char in Build-up, save, enter BUP mode again and lose one round purposely, exit the mode or battle again. The chars are unlocked.

Thanks
-Bandai for making this awesome game
-Akira Toriyama, know him?
-Gamewinners and Gamefaqs
-And ya...
Bye

Sephiroth808

End
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