

# Dragon Ball Z: Ultimate Battle 22 (import) FAQ/Move List

by MGibbs MMasse

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Dragonball Z: Ultimate Battle 22 Complete FAQ  
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Version 1.1  
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I would like to start this FAQ by saying that this is our least favorite of the DBZ games on Playstation or any system for that matter. Also, I got some of the moves on this FAQ from various people I know well. I'm on a boredom streak so we've decide to write these FAQ's for practically no reason. Plus, our company told us to and so here we are... Also, this game requires a real FAQ since the instruction booklet, when translated, doesn't cover everything in the game that is needed to be a very successful player. By the way, if you haven't caught on by now, this game is a Japanese only game and this is more of a translation of the manual and much, much, more. Follow along if you are interested in becoming a DBZ master at this game. (You must be really bored as well if you catch yourself playing this game...)

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Story:  
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This game is based on a Japanese Television show callded Dragonball Z. At this point in the series, all the fights are over and the 27th Tenchi Budikai Tournament is about to take place. All the characters are ready to fight and willing. Unlike the other DBZ games, this game has no stroy and just takes place at the end of the series. This game is then just a fighting game with all the characters in the DBZ series accept Pan, Chi-Chi, and others that don't really make a big impact in the series like Yamacha, Napa, or Chau-Z. All of this makes this game crappy...

If you want to know the whole entire story of the series, then I will tell you. Also, I will say when certain characters come into place by giving

them capitol letters with the Caps Lock. I assume you know something about the characters. If not, I can't help. Enjoy...

It all began five years after GOKOU had beaten PICCOLO in the Tenchi Budikai all those years back in Dragonball. Gokou and his son GOHAN, a little boy son of Gokou and Chi-Chi, were going to see master Kame Senin and the rest of the DBZ gang in a 10-year reunion. (Nobody recognized Gokou since he wasn't a little kid anymore before. i.e. CHIBI GOKOU.) Upon this happening, Gokou's brother Raditzu, a Saiyajin, landed on Earth to find Gokou. When found, he told Gokou who he really was and what Gokou was out on Earth for in the beginning. After telling him why, Raditzu took Gohan and told Gokou that if he wanted him back, he would have to kill 100 people on earth and then bring their bodies to Raditzu. After leaving, the gang tracked them by the Dragonball on Gohan's hat on his head. When found, Piccolo joined Gokou in his fight and together, they beat Raditzu in the fight with Gokou giving his life in the process.

Next, Piccolo taunted the Saiyajin explaining the Dragonballs and their significance and also, how they would bring Gokou back to life in about a day or so. Raditzu had a radio on that gave the message to 2 other saiyajins listening from accross the galaxy. They were Napa and the ruthless VEGETA. They would leave for Earth that very day hoping to get the Dragonballs and wish for immortality. Though Gokou was dead, he went to heaven to train with King Kaio thanks to Kame. Everybody else trained with Kame on his continent in the sky. When Gokou arrived at King Kaio's, he underwent many tests to impress King Kaio and learn his techniques. When he had, he began Kaio-Ken which was an energy raising technique and also aquired the Genki-Dama. (Spirit Bomb.) Finally, when the Saiyajins arrived, they destroyed a city and then proceeded to the gihest power levels which were Piccolo and Gohan, who had some hidden power. When the fight was about to begin, KLIYLIN, Yamacha, And TENSHIHAN joined the fight-having trained with Kame for a while. In the beginning, Tenshihan, Yamacha, and Chau-Z risked their lives trying to beat Napa, the weaker Saiyajin. When they failed, Piccolo risked his life for Gohan and then died right before the arrival of Gokou. When Gokou did arrive, He beat Napa easily and was beating Vegeta until he turned to Oozaru form. (Big Ape/Monkey) When he did, he was beating Gokou and in the end, Gokou and his friends beat the Saiyajin Vegeta and let him go peacefully. After Gohan and Kliylin healed, they wanted to wish their friends back so they went to Namek with a spacecraft from Kame to look for the Namekian Dragonballs. Though Gokou was still healing, he eventually left for Namek too.

When the gang arrived at Namek, they noticed Vegeta somehow healed and went their to look for the namekian Dragonballs and once again try to wish for immortality. On Namek, a new, greater evil then ever named FREEZER was there also looking for the Dragonballs to wish for immortality. Though all sides looked for the Dragonballs, they each found different ones. Freezer and Vegeta got theirs by killing innocent Namekians while Gohan and Kliylin got theirs by saving lives and asking politely. When Freezer discovered the presence of Gohan, Kliylin, and Vegeta, he sent his right hand man ZARBON to take care of Vegeta and called upon his Ginew force from across the galaxy to take care of the others and find the rest of the Dragonballs. When Zarbon first fought Vegeta, he won and took Vegeta in and healed him for future questioning. When Vegeta healed, he beat Zarbon since Saiyajins become stronger with every fight... Stronger in a losing outcome. When the Ginyu force arrived, Gohan, Kliylin, and Vegeta joined to try and defeat them. Unfortunately, they needed Gokou's help and he wasn't there yet. When the fight began, CAPTAIN GINEW ran away to Freezer with the Dragonballs. Gohan, Kliylin, and Vegeta took out the Gurudo, the weakest member of the Ginew Force. Later, everybody was beaten badly by the next, stronger member of the force, RECOOM. After, Gokou arrived and was much stronger than ever since he trained on the way to the planet in

stringer gravity... Significantly improving his speed and strength for the fight against Freezer. While he was doing that, All those people killed in the Saiyajin fight trained with Kaio Shin.

When Gokou arrived on Namek, he went to the defeated people and gave them all Senzu Beans... Even Vegeta for watching over his son. Then, Recoome challenged Gokou and Gokou took him out in one hit. Then, the rest of the gang went out to find the rest of the dragonballs while Gokou beat the other members of the force with Vegeta. After beating Baata, Vegeta killed him while Gokou let Jiisu get away-thinking he would change his ways. After, Gokou and Vegeta went after Jiisu and found him and Captain Gineu. When the fight began, Vegeta ditched Gokou to find the Dragonballs and use them for himself since Freezer had them but didn't know the password. From here, Gokou and Gineu had some stuff happen but Gokou won in the end and was injured. While he healed, the whole gang set out to fight Freezer. When they did, Gohan and a young Namek Dende, unlocked the password and wished Piccolo back to their dimension and to Namek. When there, he merged with injured Namekians becoming more powerful. In this power he began the fight with Freezer.

The old evil dirtbag had 4 transformations, each stringer than the one before. Piccolo held off all except the fourth. When the fourth came, it seemed all hope was gone. Gokou came just as Vegeta died and fought Freezer by himself. Freezer recognized Gokou from the looks of his father Bardock whom he killed with the Saiyajin planet Vegeta and the rest of the Saiyajins. Gokou was losing the fight until Freezer gave Gokou some time to rest. During this time, Freezer taunted Gokou while Gokou secretly summoned a Genki Dama. When he used it, Freezer looked dead. After celebrating, Freezer re-appeared from nowhere threatening Gokou. When he did this, Gokou knew he could not win and without anything antagonizing the situation, Freezer killed Kliylin, Gokou's best friend. (YESS!!! FREEZER ROCKS!!!)

When Kliylin died, Gokou's face turned strange. Then, Freezer shot something at Gokou which Piccolo moved in front of and was hurt. Gohan took Piccolo to safety and then, Freezer began cursing at Gokou about his friend. When Goku heard this, the skies turned black, winds howled, and a bolt of lightning flashed onto Gokou. Gokou screamed, his hair turned yellow, his eyes green, and his expression was pissed! Gokou had become a Super Saiyajin! With this new power, he defeated Freezer and nobody knew what happened to him.

After the fight with Freezer, a nemesis named Garlic Junior who was immortal came to Earth after escaping his dimensional jail. Since this fight was only a few episodes long and sucked, Gohan beat Garlic Junior and put him back into his dimension.

Next, somebody on Earth informed Buruma, Vegeta, and the rest of the gang that Freezer was still alive and was coming towards Earth with a greater power. (His dad, King Cold.) When they came, another person with a Holy-Sword came and challenged Freezer. The gang watched as the child turned Super Saiyajin and Cut Freezer in half while disposing of King Cold with a blast to the heart. The characters didn't know that this was the son of Buruma and Vegeta named Trunks and was from the future. He was called Mirai Trunks, being from the future. He waited for Gokou to come back to Earth and told him how he was from the future and who his parents were. Gokou, shocked was also told that he would die from a heart-disease right before another battle only he could win. Trunks gave him medicine for it and then left to go back to the future.

Shortly after this, everyone began training for the fight and later on, 2 artificial humans emerged from nowhere. They were very powerful and Gokou began seeing signs of his heart disease and couldn't fight. Instead, he went

home to take the pill and heal up. The rest of the gang beat the weakest android and let the other one, who was the creator of the androids themselves escape. When they followed him, they found a lab and the android, actually Dr. Gero in a new mechanical body, awoken the other androids who were more powerful than the Earth had ever seen.

The fight with them was stopped shortly when another creature was created by Dr. Gero in the future and escaped to their current time and place. With the creature that came back was Mirai Trunks. This creature was called CELL. This Cell was made to absorb the other androids for their power so they would become one and rule the world. He easily absorbed #17 and also got #18 thanks to the dumbass Kliylin's feelings for an android. This caused a mishap. Piccolo fused with Kame and held off Cell while Gokou, healed and ready, trained with Gohan, Vegeta (Now a good guy.) and MIRAI TRUNKS in the room of time and space where in one hour outside, inside, a year goes by. After Gokou showed Gohan how to turn Super Saiyajin, everyone went down to the surface to fight Cell except Gokou and Gohan whom continued training. When Vegeta and Trunks went down, they lost to him and then, Gokou and Gohan went down. Gokou purposely lost to Cell and gave him a Senzu bean to fight and train Gohan with while Gokou let Cell kill him. After, Gohan and cell fought and Gokou had to give Gohan some of his soul's power to beat Cell with a one-armed Kamehameha. After the fight all was good until Babidi came along. In the fight, Gohan went Super Saiyajin 2.

In the next Tenchi Budikai, Gokou was given one day to live so that he could compete due to his saving the world and all. Chi-Chi had had a son from Gokou right after he died that she named Goten. When he came down, the God of all Gods, KAIO-SHIN came down and asked Gokou for help in beating Babidi and DARBURA who would try to summon an old evil back to life known as MAJIN BOO. Gokou accepted and so the battles began. After Vegeta and GOHAN were beaten by Darbura, Gokou went SUPER SAIYAJIN 3 messing around to easily beat Darbura. Too late though, Majin Boo was resurrected. He then killed Babidi when he grew sick of his orders. Buu became a good guy eventually and was then absorbed by an evil Buu who was recreated by Babidi. This made an even more powerful Buu. Buu became good again by becoming fond of Mr. Satan's puppy. When two idiots killed the dog, Buu went crazy and became Evil Buu. By now, TRUNKS was really born and was friends with Goten. They did a fusion technique and lured the Evil Buu to the room of time and space where they fought. There, GOTENKS beat Buu but he regenerated somehow. Then, Piccolo closed the room of time and space but Buu broke out with his loud voice creating a dimensional warp. Then, Evil Buu turned everyone to candy that was part of the DBZ gang taking all of their energy.

When he escaped, Gotenks and Piccolo did as well. SSJ3 Gotenks was about to kill Buu when all of a sudden, he lost his energy because SSJ3 drained it too fast. Later on, Buu absorbed Gohan and Gotenks and Gokou had to try and fight him. Vegeta was given life again and him and Gokou fused with the Potara earrings given to them by the Kaio-Shins. This created Vegetto. Vegetto beat Buu after turning Super Saiyajin but right before finishing him, an unknown problem came to be with the earrings causing them to unfuse. When this happened, they were both absorbed where they fought inside of Buu and then escaped with the bodies of those who were absorbed. When they fiddled with Majin Boo inside, Buu went crazy becoming the original, stupid, midles,, evil, kid buu with all the power from before and more.

Instead of just fighting as Vegetto, Gokou and Vegeta took turns thinking they stood a chance. Super Saiyajin 3 Gokou began losing his energy and then summoned a Genki Dama with Mr. Satan's help of seducing the world to do so. Also, the original Buu came back to life and with Vegeta, distracted Buu while Gokou summoned the Genki Dama. When complete, he threw it but it

wasn't enough. Dende then used the Dragonballs to heal Gokou and give the Genki Dama more power. When this happened, the world was once again saved and Gokou, being a fighter, used the Dragonballs to wish Kid Buu back to life in the form of a nice, kind, person so he could fight him again.

And now, the next Tenchi Budikai is about to begin and this is where the game takes place... (Although Gokou does leave to train Ubuu the new human Buu in the end of the series.) Also, Gokou's Granddaughter, Pan, who is Gohan and Videl's (Bedel's) daughter, was saddened that her grandfather had to go. Thus, the end of Z and intro to GT begins with this game...

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Saiyajin Explanation:  
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This subject matter was brought to my attention by a fan that didn't know how the modes of Saiyajins worked and who was what kind of Saiyajin. The following is a list of the types of Saiyajins there are and whp can go to that level of it...

Normal-

In this state, the Saiyajin are in their normal state looking like whatever they are. Every Saiyajin reaches this state as long as they are Saiyajins and they exist.

Super Saiyajin-

This is the first level of Saiyajin where the person's hair turns gold and their eyes turn gree. This is only obtainewd by Gokou, Vegeta, Gohan, and Mirai Trunks

Ultimate Saiyajin-

This is a little bit aboe Saiyajin and is not quite Super Saiyajin 2. This form looks identical to Super Saiyajin 1 and 2 in physical appearence. It's form is obtained by Vegeta, Gokou, Goten, and Little Trunks.

Super Saiyajin 2-

This form is stronger than ultimate Saiyajin and looks just like the first two above. The Saiyajins who achieved this level were Gohan, Gokou, and temporarily in the Buu saga, Vegeta.

Mystique Saiyajin-

In this form of Super Saiyajin, the Saiyajin keeps another form's power but hides it looking like their normal self. The only Saiyajin to attempt and pull this off was Gohan when he hot older.

Super Saiyajin 3-

This form of Super Saiyajin makes the Saiyajin's hair grow very long, and makes their eyebrows disappear. The only Saiyajin to obtain this level was Gokou when he fought Buu.

Super Saiyajin 4-

This is the final and most powerful form of Super Saiyajin. In this form, the Saiyajin's eyes turn reddish yellow, thier hair turns black, they have red, furry chests, are very muscular, and if they lost it, grow their tail back. The only two to obtain this form of Super Saiyajin were Gokou and Vegeta. (Vegeta cheated though.) (Only in Dragonball GT Series.)

Oozaru-

Translation is big monkey. Whenever a Saiyajin with a tail sees the moon, they become an unstoppable monkey thing like King Kong and run amok.

They only become and stay in this form if they have tails still. Throughout the series, Gohan, Gokou, and Vegeta have become this state of Saiyajin.

Golden Oozaru-

This state of Saiyajin is basically a Super-Saiyajin Oozaru! It is very powerful and is almost unstoppable. The only characters to reach this form was Gokou and Super Bebi-Vegeta in the Dragonball GT Series.

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#### Object:

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The object of this or any other fighting game is the same... to defeat your opponent by taking down all of their life bar. The only difference between this and that is that this game has an energy bar that you use to perform special energy attacks...

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#### Modes Of Play:

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There are six modes and five of them are modes of play. They are below and are also explained in brief detail for those who are confused-despite the names being in English...

- 1.Player VS Computer
- 2.Player VS Player
- 3.Tournament Mode
- 4.Build-Up Mode
- 5.Build-Up Battle Mode
- 6.Options

Before you start playing the game at all, I suggest going to the options mode and turning off the animation. It's a HUGE waste of time and is no big deal once you have seen it once. Unless you are somebody who has never playes a game with cartoon or computer generated cinema before, you should take my advice and not waste your own time...

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#### Player VS Computer-

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In this mode, you pick the character that you want and the computer chooses an opponent for you to battle against. For Some reason, there is actually an ending to this mode. I just consider it a practice mode.

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#### Player VS Player-

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In this mode, you and a friend go one on one in battle to see who is better. Another thing that this mode is good for is fighting against nobody so you can practice executing your moves before going on to the real thing...

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#### Tournament Mode-

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This mode is like a tournament mode of any other game. Unfortunately, it is a one player mode and the computer picks who you fight in this mode. It is

an eight player elimination and the person who stands undefeated wins the tournament. Good luck!

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### Build-Up Mode-

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Even though I dislike this game, this mode is the reason I bought it in the first place. In this mode, you train your character(s) against other ones to improve your character and their attacks. The way this works is you start out in level 0. When you beat somebody with higher level than you are, you inherit their level. There are five blocks of characters with a maximum level of 125. After beating every character on one block, a new character will appear with high level. This will happen on every block. The characters are Chibi Gokou, Kame Senin, Mr. Satan, Super Saiyajin 3 Gokou, and Gojita. (Not Vegetto in this one...)

You can strengthen your specific attacks by using them in battle. The attack that strengthens is the one that you finish your opponent with off and increases based on how strong your opponent is that you take down. You can also keep training an attack even after you've reached maximum level for your character. Don't strengthen one attack too much unless your other attacks are just as strong! The computer WILL find your weak point by the second or third block and when they start using it against you, there will be no turning back to lower blocks to train your attacks. Translation: YOU ARE SCREWED!!!

Finally, you can save your character in a memory card for training or fighting against another opponent in the next mode...

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### Build-Up Battle-

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In this mode, you load up fighters from your memory card(s) and you and a friend go at it. Almost like Player VS Player mode. Please, don't get started with that "I'm gonna be a DBZ MASTER" Shit. Excuse me, but I'm sick of it. If this is what you are thinking, please leave this FAQ now and take my advice not to show your face or speak out loud in public. You make me sick and I can't sleep anymore thanks to you people. Thanks a lot!

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### Options-

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In the options mode, here are the controls and settings that you can change/adjust to your playing standards...

- 1.Difficulty-Easy, Normal, Hard (Default is normal, I think)
- 2.Animation-On, Off (Default is On)
- 3.Controls-Default is Default below... Change them at your own risk

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### Default Controls, Translations, And What They Do-

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Here are the controls and what they do...

F/B = Forward / Back

U/D = Up / Down

UF/ DB = Up forward / Down

qcf= quarter circle forward = D,DF,F  
qcb = quarter circle backward = B,DB,B  
hcf = half circle forward = B,DB,D,DF,F  
hcb =half circle backward = F,DF,D,DB,B

Triangle=Triangle, Duncce (Fly)  
Square=Square, Duncce (Punch)  
X=X, Duncce (Kick)  
O=O, Duncce (Shoot KI Blast)  
L1=L1 (Speed-Dash Left)  
R1=R1 (Speed-Dash Right)

Hold down either X, O, or Square to recharge your KI quickly. You will have to do this quite a bit if you use mostly energy attacks. You will notice your character will have a yellow KI field around them.

F or B + Square (when you are close to the opponent) - for a close range attack. (Energy Release)

FireBall Attacks-

- 1)continuous or spread-out fireballs (depending on the character) - qcf + O
- 2)Medium strength energy attack - hcf + O
- 3)Super Energy projectile attack - qcb,F + O

Some FireBalls attacks will be unblockable and all of them, whether you block them or not will damage you a little bit. (Some more than others.)

Defenses/Evades-

- 1)Basic block - B or DB ( you can block a kicks, punches and basic fireballs with this but will take some damage from a medium to Super fireball)
- 2)Breaking a Medium/Super Fireball - Square+X ( when done right you will see your character's arm lash out and no damage will be taken. Have to time this one, ie when the fireball is near you.)
- 3)Energy Shield - qcb + O ( this will also block the fire-balls but will cost you your Chi energy depending on the length of time)
- 4)Quick Step - tap B twice (you can avoid fireballs this way, again need timing though.)
- 5)Run away! - R1 or L1 or Triangle( I've found by far the best method is to avoid the fireball by moving away quickly)

Hypermoves (RUSH)-

For most Hypermoves to work, one needs to stand close to the opponent and the first punch or kick of the move must connect with your opponent.

Hypermoves do not use any chi energy.

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Characters, Strategies To Beat Them, And Moves For Them-  
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SON GOKOU (Super Saiyajin)-

Gokou is the main character in DBZ if you didn't know that. They put him in this game as Super Saiyajin and not his original. (Without codes.) To beat him, I would suggest using KI attacks from afar and when possible, pulling off close-range combos due to his long legs and range abilities.



Close range attack - 4 punches and a double jumping high kick  
Dash elbow - qcf + S  
Forward Turtle Flip - F,B,F + X  
Four Dragon Kicks- hcf +X ( a direct translation)  
Jump Knee Lift - DB,UF + X  
Solar Flare - D,U + O  
Teleport - (when blocking an attack), F + S  
3 Continuous Fireballs - qcf + O  
Release of Chi - B (hold), F + O (An Invisible Fireball.)  
Kamehameha- hcf + O  
Super Kamehameha- qcb,F + O (Stronger)  
Hypermove (Meteor Smash) - hcb, F + S  
Teleport Fireball - qcb, hcf + O

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YOUNG SON GOHAN (SUPER)

Gokou's first son and Chi-Chi's first worry. He is very strong and here, is in Super Saiyajin 2 form. In this form, he defeated Cell in the series and saved the world. (Gokou let him- you find that out in GT.) Gohan is very fast and when fighting him, you should stay far away since he is little and quick. When fighting him, use mainly KI Attacks and don't even try to use any combos unless Gohan is dizzy.

Close Range Attack - Super fast multiple punches

Jet Uppercut - qcf + S  
Descending Kick - (jump up), F,D + X  
Dash Slider - B,DB,D + X  
Back Roundhouse Kick - qcf+ X  
3 Continuous Fireballs - D,DF,F + O  
Invisible Fireball - B ( hold ), F + O  
Masenko - hcf + O  
Kamehameha - qcb,F +O (Yes, he knows it too!)  
Hypermove - F,B,D,U + X  
Super Turtle Ball - qcf,B + O

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SON GOTEN (SUPER)

He is the younger son of Son Gokou and first sees his father at the Tenchi Budikai before fighting Majin Boo. He possesses close-range attacks and abilities so use long-range ones to defeat him.

Close Range Attack -Superfast multiple kicks.

Goten Descending Head Charge - D (hold), U + S  
Back Round House Kick - B + X  
Kicking Uppercut - DB, UF + X  
Dash Sweep - B,DB,D + X  
3 Continuous Fireballs - D,DF,F + O  
Invisible Fireball - B (hold), F + O  
Kamehameha - hcf + O  
Super Kamehameha - qcb,F + O  
Hypermove - hcb,hcf + S  
Super Goten Attack - D (hold), U +O

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YOUNG TRUNKS (SUPER)

This is the son of Vegeta from the normal dimension, unlike Mirai Trunks.

He has great power and is friends with Goten. Together, they fuse as Gotenks. Also, when fighting him, try not to get too close or too far. Hit him with big attacks from a balanced, medium, range.

Close Range Attack - Superfast multiple punches followed by a kick

Dash Elbow - qcf + S

Back Roundhouse Kick - B + X

Middle Kick - qcf + X

Flash Kick Attack - B(hold), F + X

3 Continuous Fireballs - qcf + O

Air to Ground Energy ball - ( jump up ), F, D + O

Energy Ball - hcf + O ( medium strength)

Super Energy Ball - qcb, F + O

Hypermove - F, B, D, U + X

Ultimate Energy Ball - qcf, hcf + O

Double Large Energy Ball - qcf, hcf + O, O

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#### GOTENKS (SUPER)

The fusion technique of Trunks and Son Goten. This character is pretty strong and helps fight against Majin Boo. His attacks and Meteoros are very strong and the only way to beat him with a weak character is to perform a hot and run with a KI or a combo when he gets tired.

Close range Attack - 4 punches to the head and 1 kick

Descending Head Charge - ( jump up ), F, D + S

Multiple Punches - B(hold), F + S

Leg Sweep - D, DB, B + X

Double Upper Roundhouse Kicks - DB, UF + X

3 Continuous Fireballs - qcf + O

Combined Goten and Trunks Energy Ball - hcf + O

Superfast Multiple Fireballs - qcb, F + O

Hypermove - hcb, hcf + S

Kamikaze Ghost Attack- hcb, hcf + O

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#### MIRAI TRUNKS (SUPER)

This is the Trunks that came back from the future and is therefore known as Mirai Trunks. He is from another dimension though and helps in many fights throughout the series until the younger version from him is near grown. To beat him, stay airborne and you can even take risks too.

Close range attack - close range explosion.

Sliding Leg Sweep - B, DB, D + X

Forward Flip - hcb + X

Double Hand Hit - B (hold) , F + S

5 Multiple Kicks - F, B, F + X

Shower of Fireballs - qcf + O

Ground Energy Discharge - B, DB, D + O attack )

Energy Ball (Burning Attack) - hcf + O

Super Energy Ball - qcb, F + O

Hypermove (Burning Hells Slasher) - F, B, D, U + S

Super Fast Multiple Fireballs - hcf, hcf + O

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#### PICCOLO

The Piccolo after fusing with Nail and Kame. This is the most powerful

form of him. As you may or may not know, he is from planet Namek and is therefore known as a Namekian. To beat him, get far away and use small KI attacks. On almost any mode, he will screw you with his close-range attacks.

Close range attack - Straight up kick

Arm Stretch - B (hold), F + S

Super Descending Kick - ( Jump up ), F,D + X

Sliding Kick - F,B,F + X

Upward Swoop - DB, UF + X

Energy Flame - F,B,F + O

3 Continuous Fireballs - qcf + O

Electric Header - DB, UF + O

Energy Missile - hcf + O

Super Energy Ball - qcb, F + O

Hypermove - F,B,D,U + S

Homing Fireballs ( perform when flying) - hcb,hcb + O

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KLILYN

This is Gokou's best friend. Quite honestly, he's weak, stupid, and I wish that he'd just stay dead in the series... I mean, uh, to beat him, do anything you want because he sucks and anybody can kick his ass... (If you lose to him, youi suck...)

Close Range attack - 4 punches followed by a kick

Forward Charge - qcf + S

Descending Gail Kick - F,B,F + X

Flowing Double Kick - B,DB,D +X

Super Sweep - (jump up ), F, D + X

3 Continous Fireballs - qcf + O

Forward Bounce ( using a fireball) - qcb + O

Solar Energy Bomb - D,U + O

Turtle Power Ball - hcf + O (same Master as SonGokou)

Energy Saw - qcb,F +O

Hypermove - hcb, F + S

Four Energy Saw - hcf,hcf + O

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TENSHINHAN

A friend of Gokou's and very weak I might add. He is good fro his tricks in battle suck as the solar flare but other than that, he sucks. To beat him, stay on the ground to avoid solar flares and being blinded. From ther you have two choices... You can shoot KI or KI attacks. When he is dizzy, you can use combos and such if you feel the need...

Close range attack - head butt

Multiple Hand Slap - tap S repeated

Horizontal Head Charge - F,B,F + S

Low Kick + Close punch - qcf + X (stand close)

Beam Attack - DB,UF + O

3 Continuous Fireballs - qcf + O

Upward Energy Beam -qcf + O

Solar Flare,U + O Energy Ball - hcf + O

Super Invisible Energy Ball - qcb,F + O

Hypermove (Combination Attack) - hcb, F + S

Ultimate Unblockable Energy Ball - hcb,hcf + O

Combination - hcf + S

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## GREAT SAIYAMAN

This is Gohan in the series grown up and being a dumbass. Though he thinks in his mind he is cool, all his classmates at school think he is a dork accept his girlfriend, Mr. Satan's daughter, Videl. (Bedel.)

Close range attack- 5 punches

Winning Upper - qcf + S

Super Hero Punch - F,B,F + S

Descending Kick - ( Jump up), F,D, + X

Double Roundhouse Kick of Justice - qcf + X

Slow Energy Ball - qcf + O

Invisible fireball (Great Saiya Cannon) - B (hold), F + O

Turtle Power Ball - hcf + O

Super Turtle Power Ball - qcb,F + O

Hypermove (Great Dance of Justice) - hcb, F + X

Ultimate Turtle Power Ball - hcb, F + O

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## KAIOSHIN

Kaioshin is the God of all Gods. He comes into the series to look for help against the evil being Majin Boo. He is not that strong but is actually very useful when you play as him. To beat him easily, stay on the opposite terrain as him. For example, when he is in the sky, go to the ground and vice versa.

Close range attack - Throw

Multiple Slaps - F,B,F + S ( stand close)

Side Slap - B(hold),F+ S

4 Multiple Kicks - hcf + X

3 Continuous FireBalls - qcf + O

Invisible Fireball - B ( hold), F + O

Ground Energy Discharge - B,DB,D + O

Energy Ball - hcf+ O

Super Energy Ball - qcb,F + O

Hypermove - F,B,D,U + O Telekinesis

Multiple Spread Fireballs - hcb, hcf + O

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## VEGETA

Vegeta is the next strongest Saiyajin other than Gokou in the series. They fuse to be Vegetto and/or Gojita in the series but Vegeta is nothing but a cold-hearted warrior. How many times he dies in the series due to his pride is countless and proves that as cold heart is a dead one. Although he sounds bad, he also lives up to the expectations in this game. He is very string and has some very deadly attacks. To beat him, stay far away form him and use combos when needed.

Close range attack - Close Explosion

Dash Elbow - qcf + S

Upward Charge - F,B,F + S

Sway Attack - B,DB,D + S (close)

Descending Kick - (Jump) , F,D + X

Upward Sliding Kick - DB,UF + X

Side Bomb - D,U + O

Upward Multiple Fireballs (Astro Fire Cannon) - qcf,B + O

Energy Ball (Big Bun Attack)- hcf + O

Super Energy Ball (Final Flash) - qcb, F + O  
Vegeta Final Blast Bomb - (jump), F,UF,U,UB,B,F + O  
Ultimare Fire Ball - qcb,hcf + O  
Hypermove - hcb, F + X

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#### FREEZER

They only put him in this game because he had a saga dedicated to him in the series. He is a very weak character compared to the others at the end of the series. In the game though, he is a pain in the ass. He can do all sorts of attacks from close to long range. The only way to beat him with ease is to stay on the opposite terrain as him and throw KI. His counters with his tail when you try to do combos with certain characters are deadly and with most characters, you will find combos useless...

Close Range attacks - knee-butt  
Fast Forward Charge - F,B,F + S ( covers long distance)  
Descending Head Charge - (jump up ) ,F,D + S  
Forward Flip - qcb + X  
3 Continuous Fireballs - qcf + O  
Invisible Fireball - B (hold ), F + O  
Descending Lunar chop - B,DB,D + O  
Energy Ball (Death Ball) - hcf + O  
Super Energy Ball (Mega Buster) - qcb,F + O  
Hypermove (Psycho-Kinesis) - F,B,D,U + O  
Invisible Energy Ball - hcb, F + O

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#### ANDROID 18

She is one of the androids that destroyed Mirai Trunks' world in the android and Cell saga. She is pretty strong. To a story standpoint, she was turned to human when Gokou gave his life for her so she could be human. Unfortunately for her, Kliylin seduced her and so they married. To beat her, stay far from her and prefferably on the opposite terrain due to her quick kick combos and KI attacks.

Close range attack - heavy punch  
Horizontal Head Charge -F,B,F + S  
Back Leg Sweep - B,DB,D + X (stand close)  
Double Low Roundhouse Kick - F,B,F + X  
Back Flip Kick (Bloody Kick) - qcf, B + X  
3 Continuous Fireball - qcf + O  
Ground Energy Discharge - B,DB,D + O  
Energy Ball - hcf + O  
Super Energy Missile - qcb,F + O  
Hypermove (Bloody Drive Attack) - hcb, F + X  
Close Explosion ( Flash Beam Bless) - hcb + O

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#### ANDROID 16

This is the android Dr. Gero created to kill Gokou should the time ever come. When it did, he was created. He was made only to kill Gokou and had a pretty settle heart for a machine. The only catch was he died in the fight against Cell. He is a very string and quick fighter. To beat him, stay on opposite terrains to avoid his arm detachment attacks and invisible laser beams. From there, do whatever you want to ensure a given victory.

Close range attack - head-butt  
Charging Punch - qcb,F + S  
Body Charge - B,DB,D + S  
Flying Fist ( Rocket Punch) - qcf + S ( literally!)  
3 Continous Fireballs - qcf + O  
Invisible Fireball - B(hold), F + O  
Upward Eye Laser - DB,UF + O  
Energy Ball (Mega Energy Bomb) - DB,D,DF,F + O  
Arm Cannon - qcb,F + O  
Hypermove (Hells Flash Combination Attack) - qcb,hcf + S  
Super Arm Cannon - qcf,hcf + O

#### COMBOS

( execute these after the Rocket Punch has hit )  
Reverse Rocket Punch - qcf + S  
Dash Attack - qcb, F + S  
Dash Tackle - B,DB,D + S

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#### CELL

This is the perfect form of Cell after absorbing #17 and #18. This form is very powerful in battle. In the series, he was created by Dr. Gero and used as a war machine to rule the world. In battle, you can beat him by doing close-range attacks because he is a tall character with mainly kicks.

Close range attack - close explosion  
Forward Charge - F,B,F + S  
Low Sweep + Mid Level Kick - F,B,F + X  
Ascending Charge - DB,UF + X  
3 Continuous Fireballs - qcf + O  
Invisible Fire Ball - B (hold) , F + O  
Finger Beam - B,F + O  
Energy Ball - hcf + O  
Turtle Power Ball - qcb,F + O  
Hypermove (Perfect Cell Smash) - F,B,D,U + Square  
Super Turtle Power Ball - hcb, F + O

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#### DARBURA

In charge of the underworld (HELL! DUMBASS!) he helped Babidi bring back Majin Boo. He has great power and Meteo smashes and is therefore a force not to be close to. To win against him in battle, stay medium to long-range away to ensure that darbura wont pull any unnessecary combos on you. (So help you God!)

Close range attack - lightening strike  
Sword Slash - qcf+ S  
Double Sword Slash - qcf + X  
Jumping Sword Attack - hcb + S  
Medusa's Spit - B (hold), F + O  
Javelin - B,F + O  
Forward Slide + Contact Fireball - D,DB,B + O  
Spitting Fire Ball - hcf+ O  
Super Energy Ball - qcb,F + O  
Hypermove (Death Frit Lancer) - B,F,D,U + S  
Death Flame - hcb,hcf + O (close by)

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MAJIN- BOO

HAHAHA! He is the ultimate evil awakened by Babidi to destroy the world. He turns people into chocolate and then eats them to absorb their power. He is very powerful and fat. To beat him in battle, perform close-range attacks due to his lack of speed and endurance.

Close Range attack - Clapping in your face.

Body Bomber - DB,UF + S

Horizontal Head Charge - F,B,F + S

Descending Kick - (Jump up), F,D + X

Jumping Lower Kick - B,DB,D + X

Fireball Shower - qcf + O

Invisible Fireball - B (hold), F + O

Antenna Missile - hcf + O (turns people into candy in the comic)

Super Spitting Fireball - qcb,F + O

Hypermove - B,F,D,U + S

Boo Bomb - hcb, F + O

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SUPER BOO

This is an even more powerful form of Buu that is triggered inside Majin Boo when Mr. Satan's puppy dies. In this, he gets very pissed off becoming more powerful and wanting to rule the world more than ever, thus becoming more evil. To beat him in battle, stay the hell away from him and shoot KI. He's not that hard but he follows up in his combos pretty well...

Close range attack - Close explosion

Head Whip - B,F + S

Forward Charge - qcf+ S

3 Continuous fireballs - qcf+ O

Antenna Missile - hcf + O

Super Spitting Fireball - qcb,F + O

Hypermove (Liquid Bomb) - hcb,hcf + S

Fireball Shower - hcf,hcf + O

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ZARBON

This character is a worker for freezer and at one point in the series, stringer than Vegeta. That all changed when he beat Vegeta since Saiyajins get stronger after every fight. Unfortunately for Zarbon, he was one of Vegeta's first names on his shit-list. To beat him easily, just do combos when he isn't in the air running from you.

Close range attack - 5 punches to the head

Simple Flip - D, U + X

Sliding Sweep - B,DB,D + X

Shooting Star Combination - ( jump up ),F,D + X

3 Fireballs - qcf + O ( of slightly different heights)

Eye Beam - B,DB,D + O

Energy Ball ( Star Dust Bridge) - hcf + O

Throwing Energy Ball - qcb,F + O

Hypermove - hcb,hcf + S

Spreadballs - qcf, hcf + O

-----  
RECOOM

This is a very powerful member of the Ginew force, Freezer's galactic justice team. (RIIIIIIIIGHTTTTT!) Anyway, he is an android and was made strong enough by Freezer's mechanics and engineers to become part of the force. In battle, he can be beaten by almost anything so stay cool.

Close Range Attack - Upward Toss  
Death Driver - hcb + S ( when close) Jump up throw  
Crush Down - hcf + S (when close) Throw, head hit  
Ascending Charge - DB,UF + X  
Forward Charge - qcf+ X  
Descending Charge - (Jump up ), F,D + X  
Energy Ball - hcf + O  
Spitting Energy Ball - qcb,F + O  
Ultra Fighting Bomber - hcb,hcf + O (like Blast Bomb)  
Hypermove (Recoom Fire Gilotint Rope) -hcf,hcb + S  
Power Bomb - (jump up) (close by),S+X

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#### GINEW

This is the reckoned leader of the Ginew force. He is much stronger than all of the other members and can do a move called a body change. When fighting him, he shouldn't be too hard and you can use almost any moves to beat him. When his life gets low, watch out for his body change ability though, you will thank me later...

Close Range Attack - 5 slaps  
Dynamite Punch - qcb,F + S  
Forward Charge - hcf + S  
Ginew Throw Tackle - F,DF,D + S (close by)  
Bicycle Kick - F,B,F+ X  
3 Fireballs - qcf + O  
Kneeling Fireball - B,DB,D + O  
Throwing Energy Ball - hcf + O  
Super Energy Ball(Ginew Dynamite Attack) - qcb,F + O  
Hypermove - qcb,F,DF,D + X  
Damage Body Change - B,hcb + O  
Body Change - F,B,DB,D,DF,B + O

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#### BOSESSES

To play as the following characters, enter the following code at the title screen. To do it press U,T,D,X,B,L1,F,R1... You will hear a chime when you have done this right.

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#### YOUNG SON GOKOU

This is Son Gokou as he was as a little kid in Dragonball. He is not very strong but has a stick! That's right! His stick given to him by grandpa Gohan! To beat him, jump over his head constantly hitting him and going back and forth. It's cheap, funny, and it works.

Close range attack - Throw  
Stone, Paper, Scissors punches!  
Stone- B,F + S  
Paper - B,F + O  
Scissors - B,F + X  
Eight Handed Strike - hcf + S



Rod Strike - B(hold), F + S (the rod lengthens)  
Descending Charge using a Fireball - (jump up) , F,D + S  
Kamehameha - hcf + O  
Hypermove (Were-Ape Transformation) - hcf,hcb + S  
Super Kamehameha - hcb, F + O

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#### KAME SENIN

This is the creator of the Kamehameha and was the martial arts champion a long time ago. When he met Gokou in the series, he decided to train him and his friend Kliylin. When fighting him, beat him close range since he can't dash, fly, or hit fast. This is a funny character to be, especially when he does the Kamehameha...

Grampa Turtle cannot fly nor move quickly across the screen.

Close range attack - Throw  
Teleport - F,B,F + S  
Drunken Turtle Punch - qcf + S  
Drunken Turtle Low Punch - F,DF,D + S  
Double Kick - F,B,F + X  
Drunken Turtle High Kick - qcf + X  
Drunken Turtle Low Kick - F,DF,D + X  
Flying Kick - qcb, F + X  
Drunken Tiger Punch- D,DF, F + O  
Drunken Tiger Low Punch - F,DF,D + O  
Turtle Power Ball - hcf+ O  
Maximum Kamehameha - qcb,F + O  
Multiple Beam Attack - hcb + O  
Hypermove - hcb,hcf + O (Telekinesis,spins opponent in the air)

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#### SATAN

As much as I dislike this game, Mr. Satan is my favorite character and is HILARIOUS in the game and in the series. If you didn't know, Mr. Satan is just a normal human with no real power unlike the rest of the characters in this game. For example, he cannot fly, dash, or charge KI. When you hold down the button of your choice to charge KI, he screams as if he is charging but nothing happens at all... Also, in the series, he takes the credit for beating Cell and Evil Buu although he does nothing except watch in amazement. All of his moves in the game are cheap and unfair but hey, you're Mr. Satan so you can cheat. In the game, instead of attacks, he will use bats, bombs, missiles, and cannons to try and beat you. It's probably the funniest thing I have ever seen in any DBZ game out. This is the funniest character to be. To beat him, simply whoop his ass until he dies and watch the skies for missiles. As long as you watch your back, this should be an easy fight...

Close range attack - Close punch  
Baseball Bat - X  
Rolling Attack - B,DB,D + S  
Forward Charge - qcf +S  
Diving Jabs - qcb+ S  
Hero Dance - hcb, F + S (first hit must connect)  
Dynamite Kick - qcf + X  
Grenade - O  
Cannon- hcf+ O  
Massive Missile - qcb,F + O  
Failed Massive Missile - qcb,hcf + O (HAHAHAHAHAHA!)

Hypermove (Champion Dance) - hcb,hcf + S

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SUPER SON GOKOU 3

This is Son Gokou in his 3rd Super Saiyajin State. He has long hair, no eyebrows, and is very powerful in the game and in the series... To beat him, run away and fight like a bitch with KI's and KI attacks.

Close range attack - 4 punches and a slam

Dash Punch - qcf + S

Descending Kick - (Jump up), F,D + X

Gale Shoot - qcb, F + X (Jump forward + double ascending kick)

Gale Shoot Reverse - qcf, B + X (Jump backward + the kicks)

Saiyajin 3 Attack - hcb + S (Stand Close)

Thousand Combination - hcf+ X

Invisible Fireball - B(hold), F + O

Kamehameha - hcf+ O

Super Kamehameha 3 - qcb,F + O

Hypermove (Teleport Meteo Smash) - B,F,D,U + S

Ultimate Kamehamehax3- hcb, F + O

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GOJITA (COMBINED SON GOKOU AND VEGETA)

For some stupid-ass reason, they put Vegetto as Gojita in this game even though Gojita appeared in one DBZ movie and Vegetto fought Buu in the series. He is the most powerful character in the game and to beat him, fight like a bitch, cheaply, and if not like that, luck. He is beatable, but not easily with an average or normal character.

Close Range attack - Throw

CannonBall Attack - hcf + S

Spinning Drop Kick - F,B,F + X

Fast Descending Kick - (Jump Up), F,D + X

Forward Kick - qcb + X ( close by )

Teleport Slider - (when Dashing R1/L1), S

Teleport Slash Down - ( when Dashing R1/L1),O

Teleport Spinning Drop Kick - (when Dashing R1/L1), X

Invisible Breath - B(hold), F + O

Slow Energy Ball - D(hold), U + O

Combined Energy Ball (Ultra Super Doughnut)- hcf + O

Final Super Turtle Energy Ball - qcb,F + O

Hypermove(Gogeta Meteor Attack)- hcf,hcb + S

Quick Ultra Ball - qcb,hcb + O ( 3x large energy balls)

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Strategies For Winning The Game-

Now that you have the basics, moves, and story of the game, I will give you some strategies towards winning the game with ease. If you want to add something, E-Mail me at [dfgibbs@attglobal.net](mailto:dfgibbs@attglobal.net) so I can hear what you have to say and post it.

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Hit And Run Tactic-

In this tactic, simply hit the enemy until he can hit you and then run

away, charge your KI if needed, and repeat until victory is yours... When hitting, I suggest with combinations or Meteos. If unavailable (Mr. Satan fans!) then just use your special KI attacks.

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#### Run, Hit, Charge Tactic-

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In this tactic, keep as far away from the enemy at all times using what you can at all times and charging your KI if need be. Depending on who your character is, you will probably be limited to physical combos and have to rely on KI attacks. If you are in the air, you should forget about special KI attacks since the computer will probably dodge them anyway...

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#### Strictly Offensive Tactic-

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In this tactic, you show the computer or your opponent what you are made of and kick their ass. (If plans succeed...) I suggest only doing this if your character has an advantage over your opponent's. If so then proceed. If not, then death by your own pride awaits you and I declare you suicidal...

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#### Cheats-

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Below are the only current cheat codes I have for this game. If you have any I don't that work, please send them to me at [dfgibbs@attglobal.net](mailto:dfgibbs@attglobal.net) so I can add them on for everybody's benefit. I got these from Gamewinners.com and the Game Software Code Creator's Club at [cmgscoc.com](http://cmgscoc.com) in the japanese section of the site. Thank you for your understanding and enjoy...

#### Gameshark Codes-

1P Infinite Life 800BE388 0190  
Have All Characters 80010120 0010

#### Manual Cheat(s)-

##### Ultimate Battle 27 mode:

Press Up, Triangle, Down, X , Left, L1, Right, R1 at the title screen after the FMV sequence.

A chime will confirm correct code entry. Another FMV sequence will be displayed, followed by a title screen that now displays "Dragon Ball Z Ultimate Battle 27". Ultimate Battle 27 mode allows five more fighters to be available.

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#### Name Translations-

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Below are some name translations I made for those of you who don't know the American names translated to Japanese. For example, (And I wrote it both ways in the FAQ...) Goku is Gokou. See? Simple right?

American=Japanese

Goku=Gokou

Dragonball Z-Idainaru Dragon Ball Densetsu=Dragonball Z Legends

Vegeta=Begeta

Krillen/Kuriren=Kliylen  
Tien=Tenshihan  
Chau-Suo=Chau-Z  
Yamcha=Yamacha  
Sayain=Saiyajin (i.e. SS Goku=SSJ Gokou)  
Frieza=Freezer  
Ginyu=Ginew  
Burta=Baata  
Chase=Jiisu  
Guldo=Gurudo  
Ricum=Recoom  
Vegeto-Veggeto  
Gojeta=Gojita  
Future Trunks=Mirai Trunks (I don't know why!)  
Bulma=Buruma  
Kyo-Shin=Kaioi-Shin or Kaioshin

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Thank yous-  
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-God  
-BanDai for making the game  
-Ourselves for thinking of and researching for the FAQ  
-Funimation for making Dragonball Z  
-Morgan Gibbs for writing the FAQ  
-Matt Massee for making up the Cheap, effective, master in ten minutes tactic  
-GameFAQS for making the production of this FAQ easy and possible  
-Nabisco For Making Oreos  
-Pepsi for Making Mountain Dew  
-Napster For Giving Me Free S\*\*\*  
-Your Mama For Last Night  
-Okay I'll shut up now...  
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Additional Information-  
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-----Updates will be frequent  
-You can E-Mail us at [dfgibbs@attglobal.net](mailto:dfgibbs@attglobal.net) for questions about a game or this game  
-You can E-Mail us about comments, or even suggestions for the FAQ as well  
-This is a Japanese game FAQ and you will need a modified PSX or Saturn or a converter to play this game.  
-You can talk to me on Napster (While it's still up anyway...) by adding our names to your hot list.  
-Morgan's name is still muzzled and is S-E-P-H-I-R-O-T-H...  
-Matt's name is []D[] []V[] [D-2Many and he is currently not muzzled...  
-You can also contact us on Filetopia if you have it.  
-Morgan's name us DuffMan and Matt's name is Duff-Man  
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-Thank you, :)

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