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

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

8/13/03 - Added stats to the three missing enemies in the game, including Fake Frieza, Frieza Form 4 and SSJ Vegeta. I've also marked this walkthrough as the final version and I'll update it in the future if I need to change/edit or fix up anything. Until that time, enjoy!

6/25/03 - Added a ASCII art banner. How's it look?

5/10/03 - Just revised the walkthrough a bit. Not a whole lot, you won't notice much of a difference, except for a few things here and there. Also, I added some questions to Section III. FAQ (Frequently Asked Questions.), so now there's stuff there.

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

12/12/02 - Revised and edited the walkthrough a bit for errors. I also added 2 new secrets to the Secrets section.

11/22/02 - The walkthrough is completed. Revisions will be made overtime. Enjoy!

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= III. FAQ (Frequently Asked Questions.) [FAQ3] =
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Q. I can't find Dodoria/Kargo/Bulma after fighting Kuwi!!! Help!
A. Ok, listen, this is ALL explained in my walkthrough and if you follow it exactly word for word, you will have NO PROBLEM finding these three or continuing on in the game. If I get any more E-Mails on this subject, they'll just get deleted, as I'm SICK of getting these questions that are answered right in the walkthrough itself.

Q. How do I beat the Gravity Training?!
A. Yet again, this is explained in my walkthrough. Just find it, read it and you'll have no problem at all winning it. No more E-Mails of this question, please.

Q. I'm having trouble beating this one Battle! Can you beat it for me?!
A. No. I don't have the time or the want to fight Battles for you. This is a game YOU are to enjoy, not something for me to take and beat for you.

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= IV. How To Play [HOTOP4]=
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- A. Controls And Menus [COAME4.1]-

Alright, let's start on how to actually move around and stuff, shall we?

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

Select - Does nothing.

Start - Does nothing.

Y Button - Cancels out your speeding up aura while in flight.

X Button - Speed up your flight while in the air. (Shows you the enemy's Stats in Battle.)

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

A Button - Used to confirm an option.

L Button - Does nothing.

R Button - Does nothing.

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

Talk - Communicate with people.

Look - Look at an object to see if an item is located inside of it.

Fly - Allows the current Z Fighter's Leader to fly in the air, making travel much easier. Hitting the X Button while in air makes the user fly much faster, but enemy encounters increases greatly.

Land - (Only accessible while in the air.) Allows the user to land on the ground if they are in the air.

Item - Allows you to see the current Items you currently own. You can use Items in or out of Battle.

Now, the next part, the Menu, breaks into alot of parts, so I'll cover them:

Cards - Allows you to see the 5 Cards that will be used in the next Battle you'll be in to attack the opponents with.

Status - Check the stats of each character in your party.

Order - Changes the order of how the party members are arranged in Battle.

Text - Allows you to change the speed of the game's text from a range of 1-5, with 1 being the slowest and 5 being the fastest.

Save - Saves the game on one of the 3 Save Slots.

(Note: While in air, the only options you have are Land, Item and Menu. You can't Talk or Look while in the air.)

- B. Moving Around [MOVAR4.2] -

While on the World Map, you'll be freely exploring areas, looking for

someone or something always. Along the way, you'll encounter a few Houses/Shops that can aide you on your quest. These things are:

Earth:

Bulma's Healing House: While on Earth, locate the house with Bulma inside to restore your HP and Ki. This will be vital to you while you train throughout the game.

Urani Baba's Shop: Also on Earth, Urani Baba has a shop which sells Cards in exchange for Gold Coins. You can gain the Gold Coins by 3 ways. 1. Gaining them from a certain character. (Example: Master Roshi.) 2. Selling the Cards you win from battle. (Trust me, you'll have more than enough Cards; you'll want to sell them to free up space to buy newer, better Cards.) 3. Do some Bounty Hunting.

Training House: During each "Scenario", this guy will give you 9/10/12/15 chances to either Ki Train or Bounty Hunt. (You CAN do both, but either way, choosing to do one or the other takes up 1 chance.) Once you use all of these up, you can't do it again until the next major part of the story. (Example: You have 10 chances during Radditz and then you gain 10 more during Nappa and Vegeta arriving. DO NOT think these add on if you don't use them up. So, if you don't use your chances in each "Scenario", you forfeit the current ones you have and it's your loss.) For the Bounty Hunting, you'll fight a certain amount of Battles against opponents and if you survive them all, you'll gain Gold Coins.

Namek:

Healing Tank House: This place is the substitute for Bulma while on Namek. It's a Healing Tank that's widely used by Frieza and his men. You can use it to freely heal your HP and Ki.

Namekian's Shop: The replacement for Urani Baba's Shop, this Namekian is kind enough to aide you with defeating Frieza by selling you Cards. He works the same way Urani Baba does, so use the method you used for her for this guy.

Training House: In place of the guy back on Earth, a Namekian will help train you or allow you to Bounty Hunt. He works the same way the guy on Earth does, so use the same method for this guy that you did back on Earth.

Also, both on Earth and Namek are random houses, which Humans or Namekians live. Different things happen if you talk/search in each house. Sometimes you'll get useful information which can help you on your current objective and sometimes it's just random facts about stuff. Once in a while, you may gain Cards from some people. (Mainly only your friends, but some NPC's do give your Cards.) In rare cases, you can find helpful people who later on can aide you in your quest.

Finally, Healing Houses have a grey shaped top to them, Card Shops look like concrete buildings, Training Houses look like regular houses, only with two horns on the sides and regular houses look just plain white. (This is to help you find out how to locate and find each House and what's inside each one.)

A simple thing about this game is the Battle System. It's more fun to watch the Battle than to choose things to do actually. (Though, after a while, it gets VERY boring and this happens REALLY fast.) Why? Because they fight just like they do in the show. Now, the main thing here is to know how to fight. Well, you choose Cards and depending on which Card you choose for each fighter, something will happen. There are only really 3 different Cards here.

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

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

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

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

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

Update: A very generous reader to my walkthroughs has given me some information on what the symbols on the bottom mean, which are your defense. Here's the info:

— = Ichi which means: One.

—
— = Ni which means: Two.

—
—
— = San which means: Three.

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

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

/ \ = Roku which means: Six.

__|__

|__ = Nana which means: Seven.

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

Thanks to TarKel for the information!

Note: On the Battle Menu, if you ever notice a "X" in a box under a person's mug shot, that means that character is disabled and can't attack at the moment, due to the Super Skill used by an Enemy. This WILL wear off eventually, though, but if you see this, don't select them to fight.

Also, the "Z" represents that that character has a King Kai/Guru Card on them.

Now for the Menu Selections:

Attack - Choose a Card to use and let your Z Fighter go at it with an opponent. When using this, two options pop up. Pick and Auto. Pick allows you to manually choose what Cards each Z Fighter uses. Auto allows the computer to choose for you and uses the best Cards for your fighters. (It gives the best Card to your strongest character, then the next best to your second strongest character and so on.)

Item - Allows you to use an Item in Battle to help aide you.

Run - Allows you to run from battle. If you don't manage to run, all 5 of your Cards will lose 1 dot off them. If all the Cards reach 1 dot each, then you can't run from the battle, so watch it.

The final thing, the Menu, breaks into a few parts. Here they are:

Status - Check the stats of each character in your party.

Order - Changes the order of how the party members are arranged in Battle.

Text - Allows you to change the speed of the game's text from a range of 1-5, with 1 being the slowest and 5 being the highest.

- D. Card System [CARSYS4.4]-

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

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= V. The Playable Characters Of The Story [TPCOT5]=
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- A. Goku (Son Goku.) [GOSG5.1] -

The hero of not only the entire Dragon Ball/Z/GT series, but also the main character of this game, Goku is Earth's Greatest Warrior. Throughout the game, you'll be controlling him on his journey to save his son, Gohan, leading all the way up to him battling Frieza. His abilities are top notch and he'll be your strongest character. (Once he learns how to master all his techniques and gain some strength, that is.)

Son Goku's Starting Stats

Level: 1
HP: 80/80
Ki: 12/12
BP: 416

Ki Abilities	Ki Cost
Syougekiha	2
Energy Beam	4
Taiyoken	6
Kamehameha	8
Kaioken	10 (Learns After Training With King Kai. Uses 10 Ki Per Turn.)
Genki Dama	20 (Learns After Training With King Kai. Uses 20 Ki Per Turn.)

Note: Goku will lose the ability to use the Kaioken and Genki Dama once he becomes a Super Saiyan. Also, to be able to use the Genki Dama, you MUST put Goku in the Kaioken state first.

- B. Piccolo [PICCO5.2] -

The arch rival of Goku, Demon King Piccolo is the second strongest fighter on Earth, barely being passed by Goku. He hates him only because he was an enemy of his father, Piccolo Daimaou, who wants to rule the world, like his father did. (Thus he must kill Goku or else he will stop him.) Piccolo becomes a good guy later on, first starting with him helping Goku get Gohan back only because Radditz could destroy him and that'd put a damper on his plans for world domination. Later on, the bond he forms with Gohan turns him good and fights along side Goku and his friends, gaining new power and proving to be the second or third strongest party member of your team.

Piccolo's Starting Stats

Level: 1
HP: 77/77
Ki: 12/12
BP: 408

Ki Abilities	Ki Cost
Makoho	4
Makankosappo	10

- C. Son Gohan [GSGO5.3]-

The son of Goku, Gohan starts off in the series as a spoiled little kid who has no will to Battle...or so we think. Shortly after being kidnapped by Radditz, Gohan shows his anger, as he wounds Radditz with just a headbutt, which was more than what Goku and Piccolo could do together. Soon after, in preparations for the 2 Saiyans coming to Earth, Piccolo trains Gohan, who turns out to be a great fighter. Gohan becomes the main leader and pretty much the main character of the game after Goku bites the dust and will be the strongest party member you have until Goku and Piccolo return to help you on Namek. (Kind of sad a 6 year old is stronger than most of the strongest Human fighters, eh?)

Gohan's Starting Stats

Level: 5
HP: 50/50
Ki: 15/15
BP: 600

Ki Abilities	Ki Cost
Energy Beam	4
Masenko	15

- D. Kurirun [KURKR5.4] -

One of the best fighters on Earth and the best friend of Goku, Kurirun becomes a party member in your group early on. Having trained with Kami Sama, his strength has multiplied greatly and with his skills, he'll be a incredible fighter to your team. Having trained with Goku since they were kids, Kurirun has the potential to become maybe the 6th strongest fighter you'll have at the end of the game.

Kurirun's Starting Stats

Level: 8
HP: 126/126
Ki: 36/36
BP: 1,085

Ki Abilities	Ki Cost
Kakusanha	8
Taiyoken	6
Kamehameha	8
Kienzan	12

- E. Yamucha [YAYAM5.5] -

A former bandit who is a Martial Artist, Yamucha is your average fighter, who has known Goku since he was a kid. Also having been trained by Kami Sama, his strength has grown as well. Having an on and off relationship with Bulma throughout the series, Yamucha is the cocky, full of himself

fighter of your team. He unfortunately is not that great, but he does have one good attack, his Sokidan, which can easily hit an enemy, if it misses the first time. He'll reach maybe the 2nd to last slot of strength at the end of the game, just beating Chaou Zu.

Yamucha's Starting Stats

Level: 8
HP: 115/115
Ki: 34/34
BP: 1,025

Ki Abilities	Ki Cost
Kamehameha	8
Sokidan	12

- F. Tenshinhan [TITEN5.6]-

A former rival of Goku, who trained under Tsuru Sennin, Master Roshi's Rival, Tenshinhan is probably the strongest Human fighter on your team. He has also trained with Kami Sama and brings a good supply of Ki attacks to your team. An over all good fighter, Tenshinhan will probably be your 2nd best fighter when he's with Gohan on Namek.

Tenshinhan's Starting Stats

Level: 8
HP: 137/137
Ki: 41/41
BP: 1,095

Ki Abilities	Ki Cost
Energy Beam	4
Taiyoken	6
Kikoho	20
Shishin No Ken	15

- G. Chaou Zu [CHAZU5.7]-

A former student of Tsuru Sennin, Chaou Zu's Powers lie in his psychic abilities. He's been a friend of Goku's since Goku was a kid and Chaou Zu is almost always seen with Tenshinhan, as both always train together. Unfortunately, Chaou Zu lacks ALOT in the strength department and is definitely the weakest fighter of your team. His attacks are all under par and using him in a Boss Battle will not get you very good results, unless he's under gone some SERIOUS training.

Chaou Zu's Starting Stats

Level: 8
HP: 101/101
Ki: 30/30
BP: 725

Ki Abilities	Ki Cost
Dodonpa	8
Super Skill	6
Psycho Attack	16

- H. Tsumuri [TSUMA5.8] -

A Namekian Fighter who joins your team to help fight against Frieza and to protect Dende and Kargo.

Tsumuri's Starting Stats

Level: 15
HP: 187/187
Ki: 44/44
BP: 3,200

Ki Abilities	Ki Cost
Energy Beam	4

- I. Mai-ma [MAI-M5.9] -

A Namekian Fighter who joins your team to help fight against Frieza and to protect Dende and Kargo.

Mai-ma's Starting Stats

Level: 15
HP: 190/190
Ki: 40/40
BP: 3,300

Ki Abilities	Ki Cost
Energy Beam	4

- J. Nail [NAI5.10] -

The best Namekian Fighter of Namek, Nail is the sole protector of Guru, the father of all Namekians. Having under gone special training, Nail is stronger than most of Frieza's Men. He plays a fairly good role in the series, but not good enough. He's only serious role was to stale Frieza and buy time for Gohan and the others to summon Porunga so they could get their wishes and Frieza couldn't, along with fusing with Piccolo. For a party member, he's fairly good, but he doesn't stay with you for long.

Nail's Starting Stats

Level: 25
HP: 375/375
Ki: 100/100
BP: 42,000

Ki Abilities Ki Cost

Energy Beam 4

- K. Vegeta [VEGE5.11]-

The Prince of all Saiyans, Vegeta is one of the few Saiyans left alive after Planet Vegeta's Destruction. He use to be under the control of Frieza, where he, Nappa and Radditz destroyed a planet's population and then sold it to the highest bidder, but with Nappa and Radditz both dead and a way to now beat Frieza, Vegeta has retaliated against him and is bearing his all in it. He starts off as your enemy and is pretty much it through the game, but he does join your team and help you, but not for long, as he proves at the very end to be more than a match than Frieza was...

Vegeta's Starting Stats

Level: 25
HP: 370/370
Ki: 69/69
BP: 32,000

Ki Abilities Ki Cost

Syougekiha 2
Energy Beam 4
Bakuhatsuha 8
Kienzan 12
Galic Gun 20

- L. Captain Ginyu [CAGI5.12] -

The leader of The Ginyu Force, Ginyu is the best fighter of Frieza's Army. A cunning and incredibly good fighter, Ginyu proves he is more than a match for Goku, beating him with his brains, rather than strength. With the rare ability to switch bodies with his opponent, he's one dangerous fighter, but using his strength can be helpful.

Ginyu's Starting Stats

Level: --
HP: ---/---
Ki: --/--
BP: --

Ki Abilities Ki Cost

Energy Beam 4
Change 0

Note: Ginyu's Stats are based solely on the character he takes over. That and after gaining a Level, his stats GREATLY increase.

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= VI. Various Training Games/Minigames [VATGM6] =
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Throughout Dragon Ball Z: The Legendary Super Saiyan, there are many Minigames, involving either training or gaining Gold Coins. Each game is different and presents a fairly good challenge in order to gain the Experience or the Gold Coins. Here is a complete list of the Minigames in Dragon Ball Z: The Legendary Super Saiyan.

- A. Ki Training [KITR6.1]-

Probably one of the most useful forms of training in this game, Ki Training allows for one of the Z Fighters to increase the max amount of their Ki they have. (Allowing them to use their Ki attacks more.) While doing this, they use up Ki, but it can be gained back by using an Item Card or healing. When in the game itself, you must hit the A Button as fast as you can, in order to get your Ki Aura as big as possible. If you get no Ki Aura, you get 0 Ki Points. If you get a slight Ki Aura, you get 1 Ki Point. A bigger Ki Aura gives 2 Ki Points, an even bigger one gives 3 Ki Points and if you get a HUGE Ki Aura, you get 5 Ki Points. Try to aim for 5 Ki Points, so your Z Fighters are in top fighting shape.

- B. Bounty Hunting [BOUHU6.2]-

One of the few ways to gain Gold Coins in this game is to do Bounty Hunting. Basically, you go up against group after group of enemies. (It only goes for 10 Battles, though. (Sometimes it's 9, sometimes it's 12.) Also, you MUST have 20 Gold Coins to even begin to do this game, since I guess the guy doesn't let you make any money unless you already have some. Seems odd, but I guess it works out. If you have anything less than 20 Gold Coins, he will NOT let you do this game.) After each battle, you're asked if you want to continue or quit. If you quit, you get some Gold Coins and that's it. Each Battle gives you 5-10 Gold Coins, so beating all 10 Battles gets you 60 Gold Coins. But, be warned, you can't use Items in this Minigame, so watch out. I really don't recommend you do this game at all, really, since there's other ways to gather Gold Coins and you'll want all the Ki Training you can get. But, if you want to still do this, go for it.

As for the Namekian Bounty Hunting, the rules change. You MUST have 100 Gold Coins to begin Bounty Hunting and after the first Battle, you get 60 Gold Coins. The other 9 Battles just give you 20 Gold Coins, which lead up to give you 240 Gold Coins total if you complete all 10 Battles. Again, go for Ki Training, as you can simply get Cards from Battles and just sell them for Gold Coins. Now, anything after The Ginyu Force's Arrival, changes to 75 Gold Coins for the first Battle and 25 Gold Coins per every Battle after that, which comes out as 300 Gold Coins for all 10 Battles. But, again, go for Ki Training, as you can simply get Cards from Battles and just sell them for Gold Coins.

- C. King Kai's Gravity Training [KKGT6.3]-

This Minigame is basically like a Battle, except you have a certain amount of Cards you can use to defeat the gravity. You have to beat the gravity

on 3 different settings. The first time you get 10 Cards to use, the second time you get 6 and the final time you get 3. You'll need to use the highest Cards you have possible, if you wish to beat the gravity. The strategy and method you'll need to use here is everytime you choose a Card, Goku does a movement to try and get use to the gravity. For every movement he does, simply hit the Up Button, except for when he jumps back and forth and when he's in the middle of the screen and jumps upwards. When he goes back and forth, hit either the Left and Right Buttons, depending on which direction he's moving. As for when he's jumping straight up, hit the Right Button. This will definitely get Goku to successfully work out the gravity.

- D. Racing Dodoria [RACDO6.4]-

A very short Minigame, all you have to do is outrun and outlast Dodoria. You play as Gohan, who is trying to get away from Dodoria, who's also throwing Ki Blasts at you. At the bottom is a bar with G and S on it. S I'm assuming means "Start" and G I'm guessing means "Go", like going away from Dodoria. Perhaps it's "Get" or something. Who knows. Anyway, once the bar hits the G, you win. Now, you'll also notice a counter at the bottom of the screen, which is just two 00s. Everytime you get hit by a Ki Blast, the counter goes up. I don't think it's possible to lose here, since I've tried to be hit everytime and nothing happens. If you manage to survive and not get hit once, you'll get a Guru Card after for free. This is like THE best Card in the game. Save it. As for Dodoria...he doesn't really do much except fire out Ki Blasts that change pattern as you progress in the game. So just watch for the direction the Ki Blasts are coming and you'll be fine.

- E. Goku's Gravity Training [GOGRT6.5] -

A Minigame that is ALOT like King Kai's Gravity Training, only you can change the gravity from 10-100 times the normal gravity of Earth. There's nothing else that much different here, except you have 10 days to train and after each Battle, it will equal 1 day and Goku will gain some Levels. If you are about to die, STOP. If you do die, unlike training with King Kai, you won't be just hurt and need to heal. You'll actually DIE and the game will end. If you are hurting, stop and go heal and try again. Stopping the training doesn't make you lose a day, so take your sweet time, really. Each gravity setting, which goes from 10-100 like mentioned, has a certain HP and BP. So, I wouldn't recommend sending Goku up against 100 gravity for the first day. Finally, there's a trick here. No matter what setting you choose to do, Goku gets the same amount of Experience from it. So, you could virtually just do all 10 days on 10 gravity and you'll get the same results if you did all 10 days on 100 gravity. Odd, but very helpful.

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= VII. The Walkthrough [THEWA7] =
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Note: I won't make a separate section for Boss Strategies, as well, this game really don't need them. Mainly if you're strong enough, you can breeze by anything and the same tactics work over and over again, so if anything needs mentioning, I'll mention it in The Walkthrough, but other than that, use common sense and you'll be fine. Also, besides that, I

also won't list Items, as, well, there's not a whole lot to begin with and whatever you do find, I'll note in The Walkthrough, but anytime you're in a cave, there's definitely something to be found, so check around. But other than that, nothing worth listing, sorry.

- A. The Beginning [THEBE7.1] -

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

The story begins with a strange man interrupting Goku and his friend's get together, claiming he is Goku's Brother and even giving some insight in on who Goku really is. After telling him he needs his help in conquering a certain planet and afterwards, they'd destroy this one and sell it for money, Goku declines and offers to fight him off if need be. Showing to be stronger than anyone can imagine, Radditz attacks, knocking Goku down to the ground in an effortless blow. Taking his son, Gohan, as ransom, Radditz gives Goku 24 hours to change his mind and even prove he changed his mind by killing 100 Humans by tomorrow. With that, he flies off laughing, with Gohan crying. Not knowing what to do now, Piccolo, Goku's Rival, enters and tells him how he'll help him get his son back and tells why he's doing this. Not really trusting him, but having no other choice, Goku teams up with Piccolo as both of them get ready to attack Radditz and save Gohan.

- B. Let's Begin Our Training And Rescue My Son! [LBOTA7.2] -

Enemies In The Area: Jr. Saiba And Saiba.
Suggested Level To Train To: 4.

Alrighty then. Let's get started. You'll first start off on Master Roshi's Island, with Goku and Piccolo on your team. The first thing you'll want to do is go inside the Kame House and talk to Bulma to get the Dragon Radar. (This'll help you greatly in the game, since it can locate the Dragon Balls. Duh.) Using this, you can find Gohan's Location. Next, talk to Kurirun to get a Turtle Card. Finally, talk to Master Roshi and you'll get 40 Gold Coins. Score you. Now with that out of the way, check the Dragon Radar to see that Gohan's Location is northwest of your position. But, before you go charging into battle, you'll want to prepare yourself. First, train Goku and Piccolo to Level 4, which is their Maximum Level, so that the enemies disappear off the map. (Guess they're scared of your power...)

After this, head to the area where Gohan is held, but don't enter the cave you come across. Instead, head north of the mountain surrounding the area where Gohan is and enter the house there. It's a Training House and I suggest you use all 10 chances to Ki Train with Goku and Piccolo, giving each 5 chances to even it all out. (If you want, go ahead and Bounty Hunt, but I don't really suggest it. You can just sell any Cards you don't want to Urani Baba for some Gold Coins.)

After you complete this, your training for this area is totally complete. Next, you'll want to get a good selection of Cards in your arsenal. I suggest buying some Kami Cards and some Mr. Popo Cards with some other Healing Cards (Master Roshi Cards will do, but only get Bulma Cards if you're REALLY low on Gold Coins.) with a few Ki Healing Cards. (Puar is

the second choice next to Mr. Popo.) When you're ready, with your Maximum Level reached for this area, you can freely explore the area. First, head to the northwest where Gohan is located. Find the entrance to the cave that leads into the mountains surrounding Radditz's Space Ship. Once inside, head north and on the wall you'll see a hole. Look at it and you'll find a Master Roshi Card.

Then, head west and you'll come to a fork in the path. Take the south path, since the north path skips the Item you can get. (There's a hole in the north path, but it's an booby trap and you take 10 Damage, so it's not worth it.) Heading west on the south path, you'll come across a hole in the wall and a Capsule. The hole in the wall contains nothing, but Look at the Capsule and you'll receive a Enma Card. Next, head north, and you'll find another Capsule. Look at it to find a Oolong Card. Continue to head north, ignoring the east path. There's yet another Capsule here. Look at it to get a Escape Card.

Now, be sure both Goku and Piccolo are completely healed, because two tough challenges are coming up.

- C. 2 Radditzs?! This Won't Be Easy... [RTWBE7.3]-

Enemies In The Area: Fake Radditz, (Boss.) Jr. Saiba, Radditz, (Boss.) And Saiba.

Suggested Level To Train To: 4.

Now, fully healed up and ready to go, take that path that you saw going east earlier now and you'll find Radditz...or so you think. Talk to him to challenge him. You'll soon find out why exactly you want to be Level 4 here. Both Goku and Piccolo will make small talk with Radditz before entering battle with him. Checking his Power Level shows he only has a Battle Power of 800, which is just barely below both of yours. Does this seem odd? It is. Anyway, enter the battle with him. The best tactics here is to get a Ki Card and slam him with a Kamehameha or Makankosappo. Other than that, use the best Offensive and Defensive Cards you have, because he hits HARD.

Fake Radditz: HP: 80 Ki: 32 BP: 800 EXP: 50

After you defeat Radditz, you'll learn it wasn't the real one at all and it was just a special type of Saibaman that copied Radditz's DNA and became him. Odd. (You'll also win the Grandpa Gohan Card from him, which comes into play later and is VERY useful.) Anyway, once he dies, immediately exit the cave and heal up. Now, before you fight Radditz, head back to the entrance to the cave, but don't go inside. Instead, walk/fly east and you'll find a house with mountains around it. This is Mr. Popo's House. Now, before you enter, if you have ANY unfinished business, like you'd like to explore the area and go see all the houses and talk to everyone or buy something, do so now.

Otherwise, enter the house. Mr. Popo will be glad to see you, but it seems 4 Saibas are attacking him. Goku and Piccolo will take this fight outside and you'll have to fight the 4 Saibas. This is a breeze. Just slaughter them all into nothing. Afterwards, Mr. Popo will thank you, telling you he was sent by Kami Sama to tell you about Gohan's Power, but was attacked along the way. He'll give you the Gohan Card, which will allow you to beat Radditz. He tells you if you can release Gohan's Power, you'll be able to beat Radditz.

After getting the Gohan Card, leave the house and Goku will announce it's time to fight Radditz and you'll automatically encounter him, as all 3 talk and then enter Battle. The strategy to beat him is just like in the Manga/Anime. Let Gohan weaken him and Goku hold him still for Piccolo to fire the Makankosappo. In order to do this, use the Gohan Card immediately and the Grandpa Gohan Card to freeze Radditz in place for one turn, because this guy is a power house and if you can survive a turn untouched, it'll help you. After this, simply attack him, even though you won't even be able to touch him.

After Goku and Piccolo attack, Gohan will charge forward and hit Radditz. During the next turn, you'll see a new option on the screen, called Special. Select it and Goku will tell Piccolo he'll hold him and for him to fire his Makankosappo at them both. So now, you need to get a Ki Card, or else you'll have to just hit Radditz with Piccolo while Goku holds him. You CAN beat Radditz with just hitting him with Piccolo, but you'll need to heal Goku, because Radditz will try to get free each round and hurt Goku in the process. (He also takes damage every time Piccolo attacks Radditz, since he gets hit with the recoil.) If you want to do it this way, go ahead, but you CAN'T save Goku, even if he's at full energy. He dies after Piccolo attacks with the final blow. Sorry. Anyway, if you get a Ki Card, use the Makankosappo to instantly kill Radditz and Goku.

Radditz: HP: 200 HP Ki: 32 BP: 1,500 EXP: 250

Note: Want some fun? Make sure you have some Kami Cards and attack Radditz with Piccolo while Goku is holding him. Once Goku gets down to below 10 HP, heal him with a Kami Card and he'll gain a Level. You can get Goku super powerful this way! It doesn't really matter, though, as Goku will end up the same Level he is regardless once he reaches King Kai's Planet.

After Piccolo kills Radditz, you'll learn of 2 more Saiyans coming in a year. This isn't good, as each Saiyan is much more powerful than Radditz and some SERIOUS training will need to be made if they ever hope to win.

- D. A New Threat Is Coming...We Must Prepare! [ANTWMP7.4]-

Enemies In The Area: None.
Suggested Level To Train To: 4.

While Bulma, Kurirun and Master Roshi try thinking of what they're going to do next, Piccolo will decide to take Gohan and to train him, as his power will be greatly needed in this fight. Taking him against Bulma, Kurirun and Master Roshi's Wishes, Piccolo tells Master Roshi to find the Dragon Balls and wish Goku back and then he flies off. After some discussion and Kurirun stating he's going to train as well, you see a small scene of Nappa and Vegeta, the 2 Saiyans heading to Earth, having a small talk. It'll then warp back to Piccolo and Gohan, where Piccolo leaves Gohan in the wilderness to become tough before he trains him.

Gohan gets sad and wants to know where his dad is, but Piccolo tells him to just survive and then he flies off, with Gohan crying. The final scene then shows some time passes and Yamucha, Tenshinhan, Kurirun and Chaou Zu are all training with Kami Sama at Kami Sama's Palace. Mr. Popo will state that they are all training hard for this battle, but the enemies are still far too much powerful for them and wonders if it's enough...

Finally, you regain control of the game, as Gohan now, as he completes his training.

- E. The Training Of The Demon King [TTOFTD7.5] -

Enemies In The Area: Piccolo. (Boss.)

Suggested Level To Train To: 9.

Back in control, it's now months after Radditz has been defeated and Gohan has learned how to fight. For the final part of his training, he must fight Piccolo. Simply talk to Piccolo and he'll tell you if you can beat him, your training will be completed. You'll then enter a Battle with him. Have fun, since it's going to take a few tries to beat him. Gohan only has 50 HP and Piccolo can basically shatter Gohan in one or two attacks. Don't worry, if you die, you'll be on the "World Map" I'll call it and all you need to do is head south to the green pond and Look at it to heal yourself. After this, talk to Piccolo to fight him again. The good thing is all the damage you deal to him stays, so you WILL eventually beat him. Just keep at it and if you can, pull off the Masenko, since that's your best bet of winning fast.

Piccolo: HP: -- Ki: -- BP: -- EXP: 0

(Note: All of Piccolo's Stats vary, depending on what Level he was trained to and how much Ki he has, depending on much he gained from the Training House/each Level.)

After Piccolo is defeated, you'll gain the Piccolo Card and Piccolo will tell Gohan his training is finished and the Saiyans will be arriving soon. When asked if his dad will be there, Piccolo tells him yes. After this, the scene switches to Goku and how he's doing right now.

- F. Son Goku's Clash With Gravity [SGCWG7.6] -

Enemies In The Area: King Kai (Boss.) And Planet's Gravity. (Boss.)

Suggested Level To Train To: 12.

Still traveling on Serpent Path, Goku finally spots King Kai's Planet, where he immediately lands and notices the heavy gravity. Talk to King Kai and he'll start your training. Your first task is to defeat the gravity of the planet on 3 different settings. Also, for you to win against the gravity, you need to incorporate a strategy and a method, but that is covered in the Various Training Games/Minigames Section, under King Kai's Gravity Training, so look there for more information.

Planet's Gravity: HP: 50 Ki: 0 BP: 7,800 EXP: 750

There's also an important part involved in this game. If you manage to defeat the gravity on all 3 times on one time each, Goku WILL arrive JUST as Gohan and Piccolo decide to look for the other Z Fighters. If you screw up once, Goku will show up during the Saibaman Battle. Screw up twice and Goku'll come in during your Battle with Nappa. Screw up thrice and he'll show up during your fight with Vegeta. Any more screw ups and it equals 1 round against Vegeta per every screw up after 3. So be VERY careful, as the Z Fighters can NOT handle Vegeta and you may lose the game if you take too long in beating the gravity.

After beating the gravity, talk to King Kai, who will start to teach you the Kaioken and Genki Dama. To teach you both, you have to fight him. So get ready for a Battle. Once you enter the Battle, the best strategy is to just attack him with your strongest Cards, as he is not that hard at all. Seriously, you've had harder problems with Goku and Piccolo fighting Saibas before.

King Kai: HP: 120 Ki: 50 BP: 4,000 EXP: 1,200

After the battle, you'll get the King Kai Card, which will greatly help you later on. Now, talk to King Kai, who will tell you your training is done and to inform your friends to wish you back to life. Goku will do so and you'll see a cinematic of Master Roshi and the others using the Dragon Balls to summon Shenlong to revive Goku. After it's done, Nappa and Vegeta will land on Earth and decide to have some fun first before going off to conquer Earth. After this, you regain control of your characters, after a small scene.

- G. Final Preparations For The Saiyans [FPPTS7.7]-

Enemies In The Area: Jr. Saiba, Saiba And Saibaman.
Suggested Level To Train To: 12.

The scene switches to Gohan and Piccolo, who figure out the Saiyans have arrived and it's time to fight, but they should find the others first, so they have better odds. (If you beat the Gravity Training with Goku in 3 tries total, he'll arrive right now, with Gohan and Piccolo being greatly surprised at his power and vice versa.) After this, you'll have to locate Kurirun, Yamucha, Tenshinhan and Chaou Zu. (Note: If you stall and take too long to find Kurirun, Yamucha, Tenshinhan and Chaou Zu, they will disappear from the map and Nappa will kill them after getting bored. If you also charge Nappa without getting your friends, he will kill them one by one. Just be warned.)

So, from your starting point, head south and you'll find Kurirun. Talk to him and he'll join you. Continue to now head south and once you see some mountains to your right, stop and head east and you'll see Yamucha next to Bulma's Healing House. Talk to him and he'll join you and give you a Puar Card. Now, fly south until you hit the Ocean and then stop and head east. Near a hill, you'll find Tenshinhan and Chaou Zu. Talk to them and they'll join you and give you a Grandpa Gohan Card and a Escape Card. With that done, you can now freely train with no worries, so do so. You'll be able to fight until Piccolo hits Level 9 and when that happens, the enemies will once again disappear from the World Map. (Trust me, you'll want to be as strong as you can for the Saibaman, Nappa and Vegeta.)

After you're done training, there's a few other things you'll want to do before fighting the Saibaman, Nappa and Vegeta. First, from Bulma's Healing House, head west and enter the house you see. Talk to Puar to get a Puar Card. Then, from Bulma's Healing House, head south and enter the house surrounded by desert. Talk to Yajirobe to learn Oolong's looking for some Hentai. Typical. Fly north now and when you hit the Ocean, head east and you'll see a house with a TON of mountains to the south. If it helps, head to Nappa and Vegeta to the east of Bulma's Healing House (IN THE AIR or else you'll enter a Battle with them automatically when you near them.) and just fly north and then make a turn east once you get past the mountains and you'll find Oolong's House.

So, once you do, enter it and talk to Oolong and he'll tell you he's just looking for a Kushami Card right now. Head to Urani Baba's Shop and buy a Kushami Card and then return to him and he'll just give you a Namekian Frog Card, which is used to get the Yajirobe Card from Yajirobe. (TRUST ME, this WILL help you GREATLY if Vegeta goes Oozari.) So, head back to Yajirobe now and talk to him and he'll eat the Namekian Frog and give you a Yajirobe Card. Now, the next thing to do is go back to the area where you found Tenshinhan and Chaou Zu. There's a Training House near where you found them, so go inside and use it. You'll have 10 more chances to either Ki Train or Bounty Hunt. Forget Bounty Hunting all together and just Ki Train. I suggest you get everyone about equal in Ki. (Except Goku and Piccolo, who are both VERY high for now.)

I mainly suggest just getting Gohan, Kurirun, Yamucha and Chaou Zu all around equal, getting each to around 45-49 Ki. Once you're done Ki Training, the final thing to do is to Buy or Sell some Cards. There are now Korin Cards, which act as a Kami Sama and Mr. Popo Card combined, but I suggest ignoring these for now and just buying 5 or so Chi Chi Cards, since she can make ANY Card into a Ki Card and THESE will DEFINATELY help you. Buy or Sell any other Cards you wish and then heal up and from Bulma's Healing House, head southeast and confront Nappa and Vegeta.

- H. The Saibamen And Nappa [TSAN7.8] -

Enemies In The Area: Nappa (Boss.) And Saibaman X6. (Boss.)
Suggested Level To Train To: 14.

Once you begin talking to Nappa and Vegeta, Vegeta's surprised that there's a resistance to them here and has Nappa take them out. He refuses and decides that 1 Saibaman could do the trick and sends one out to fight you. If you have Goku at this point, just have him shatter this thing. If not, barrage it with no mercy with everyone but Chaou Zu. After this, Nappa will decide to use the remaining 5 Saibaman to see how strong you really are. Again, if you have Goku at this point, just use him, Piccolo and Tenshinhan to take care of them. If Goku shows up at this point, use him here. If you don't have Goku and he doesn't show up at this point, use everyone to fight them off. After the battle, Nappa will step in and fight you.

If you have Goku, just let him fight Nappa, since he can make short work of him. If you don't have Goku at this point, but he arrives here, use him only. If you don't have Goku and he doesn't show up, use the King Kai Card on Piccolo and have him and Tenshinhan barrage him with their strongest attacks. Heal up when necessary and try to keep everyone alive. Once you defeat Nappa, he'll attack Gohan, but Piccolo takes the hit instead and dies as a result. Vegeta will then finish off Nappa and you'll enter a Battle with him.

Nappa: HP: 220 Ki: 68 BP: 4,000 EXP: 750

- I. Clash Of Power: Goku VS. Vegeta [COPGV7.9] -

Enemies In This Area: Jr. Saiba, Saiba, Saibaman And Vegeta. (Boss.)
Suggested Level To Train To: 16.

Now that Nappa is dead, Vegeta will now fight you. If Goku is there, he'll convince Vegeta to fight elsewhere. He'll fly off with Vegeta and both will move into a mountain/canyon area to the southeast and begin their Battle. If Goku is not there and he arrives at this point, the above will happen. If Goku isn't there and doesn't arrive, you'll have to fight Vegeta until Goku arrives. If you get this option, you'd better just survive until Goku arrives, because none of your guys will be able to really hurt him at all. Remember, for every try after 3 mistakes when Goku did the Gravity Training, it will equal 1 round in the fight with Vegeta. So, if you screwed up 5 times, Goku won't appear until after the 2nd round of the Battle. When Goku does finally arrive, he and Vegeta will fly off to Battle where I stated in the above.

Now, after the first round of the Battle, you'll be back in control of Gohan. I hope you kept everyone alive, since the more you have for Namek, the better. Now, you'll want to go and help Goku, so go ahead and fly to him. You can now train again, but I suggest you don't and only fight when you have to. You'll have time to train later on and increasing 1 Level will not make a difference against Vegeta. Now, don't worry if the scene goes back to Goku fighting Vegeta if you don't make it there fast enough.

Just fight Vegeta and be sure to not kill him. Just fight him for a few rounds and after it, you'll be in control of Gohan again. Once you reach Goku, land and walk near him and you'll join him in the fight. Now, use some of those Chi Chi Cards and get Goku to go into the Kaioken state and then have him do a Kamehameha. Vegeta should practically be dead by now, so just finish him off with Goku and let the others watch. If Vegeta goes Oozari, use the Yajirobe Card immediately. That'll stop him.

Vegeta: HP: 240 Ki: 100 BP: 18,000 EXP: 1,200

After the fight, Goku will let Vegeta go and he'll mock you for your mistake and states they'll pay when he returns. It then shows King Kai, who tells Goku that there are still stronger threats out there and then it goes into a story scene again, showing how Bulma, Gohan and the others decide to go to Planet Namek to revive Piccolo and anyone else killed by Nappa and Vegeta. Get ready for the next half of the game.

- J. Arrival On Planet Namek...A Completely New Threat . . [APNCN7.10] -

Enemies In This Area: Baiman, (Bounty Hunting Only.) Bun, Bund, (Bounty Hunting Only.) Imite, Kuwi, (Optional Boss.) Saibaman, Slug And Vug.
Suggested Level To Train To: 35-36.

Now, after deciding what to do, you'll see Kami Sama's Space Ship fly off on Earth and then land on Namek. Along the way, it says Gohan trained, but when you look at his stats, nothing has increased. Odd. Anyway, you'll land on Namek and see a small scene, where your characters see Vegeta and Kuwi land on Namek. Gohan and the others will figure out it's probably Vegeta and someone else and they tell Bulma to wait here, since it'd be too dangerous for her to come along. You'll now be in control again and the first thing you'll need to do is train.

I mean, TRAIN. I literally suggest you train until Chaou Zu hits 18,000 or more, meaning Gohan will be around 22,000+. I know this sounds incredibly insane, but trust me, this'll make the game go by ALOT faster. If you follow my tips, you'll slaughter everyone of Frieza's Men with Chaou Zu ALONE. Good, eh? Now, I suggest you Battle to the southeast, where you see

Kuwi. Then, head south and you'll see a small village with destroyed houses and a Healing Tank House nearby. Train until Gohan is Level 36 and everyone else is 35. Just keep flying east and west, staying near the Healing Tank House, so you can easily heal. When you are FINALLY done training, you can do a few things.

You CAN fight Kuwi now if you want or you can just wait until he attacks you later on. Doesn't matter which you choose, but do what you feel like. I'm going to follow the actual game path here, so I'll wait until he attacks me. If you want his stats, scroll down for them. On a side note, if you went exploring and found two Namekians standing around, DO NOT talk to them. Gohan will ask them for their Dragon Ball and they'll think you're men of Frieza. They'll fight you and there's no way out of it. When you kill them, you'll get a Game Over. You MUST have either Dende and/or Kargo in your party for them to see you are not the enemy. (You CAN get Kargo now, as he's hiding in one of the destroyed houses near the Healing Tank House. He's hiding in the northeast pot in the one house that has pots. You need to Look at it to find him. You can get him now and get the Dragon Ball or you can just wait, which is what I'm doing.)

Now, the next thing to do is from the Healing Tank House, head south and you'll see a cave. Ignore it and fly west. You'll find a Training House. Enter it and talk to the Namekian. You'll see you only have 9 chances this time, so use them all to Ki Train with the Z Fighters. (If you feel like it, Bounty Hunt.) I suggest you even out everyone's Ki as usual, but do as you like. Now, finally, head east and a bit south of the Healing Tank House to find a Card Shop. Sell any unwanted Cards and now start to buy some Korin Cards. Stock up on Chi Chi Cards as well and buy a few Red Scouter Cards if you want. Buy anything else you want and then head back to your Space Ship to the northwest. From there, head northeast and you'll find a destroyed village with dead Namekians all around. Land and walk towards Frieza, Dodoria and Zarbon and a small scene will play out, with Frieza asking for the Dragon Ball, but the Namekian Elder refusing.

Dodoria then kills 2 Namekian Fighters and then Frieza kills the Namekian Elder. Dodoria is about to kill the Namekian child, but Gohan will cut in and knock Dodoria away and run off with the child. Frieza orders Dodoria to go after them and a small Minigame takes place. For more information on that, head to the Various Training Games/Minigames section. Now, after the Minigame, you'll land safely away from Dodoria with the child you just saved. Gohan then realizes they forgot about Bulma and need to take care of Dodoria before he finds here. Well, before you do that, you'll need to find some Dragon Balls and defeat Kuwi, so get ready.

- K. Hunting For The Dragon Balls [HFTDB7.11] -

Enemies In This Area: Baiman, Bun, Bund, Imite, Kuwi, (Boss.) Saibaman, Slug And Vug.

Suggested Level To Train To: 35-36.

Now it's time to find those Dragon Balls. Using your Dragon Radar, you'll see a Dragon Ball is to the northwest of you. Follow the Dragon Radar and you'll find 2 Namekian Fighters. Talk to them and they'll see you rescued Dende. They'll ask what you want and Gohan will tell them the Dragon Ball. They'll discuss it and agree to give you it, thus you gain the 2 Star Dragon Ball. After you get this, the Namekian Fighters, Tsumuri and Mai-ma will join your team. They really aren't a huge welcome to you, since your guys are packing Battle Powers that range from 18,000-23,000 or so, while

they have 3,200 and 3,300.

So you may just not want to use them. EVER. Anyway, once you get them, look on the Dragon Radar again. You'll another Dragon Ball to the southwest. This is the Dragon Ball that's located in that cave you saw earlier. Head there, but before entering the cave, head back to the Healing Tank House and look at the biggest damaged house there and enter it. Look at the northwest pot and you'll find Kargo, Dende's Brother. (Odd, didn't Frieza kill this guy?) Anyway, he'll join your party. Now, go ahead and enter that cave.

Inside the cave, head south until you come to a 4 way in the path. Heading east leads to a dead end, heading west leads deeper into the cave and going south leads to a Capsule. So go south first and open the Capsule to get a Korin Card. Then, head back north and head west. You'll see a path heading south and one continuing to go west. Ignore the west path and go south. Going either way leads you to the same place, but there's two Capsules here. (If you head west, you'll see a path continuing to lead west and one leading south. If you head west, it leads to a dead end and if you head south, it leads to the path that intersects with the path from the first south path that I told you to go to.)

Now, heading south, you'll see a Capsule. Opening it shows there's nothing in it. Damn. Now, head west and you'll see another Capsule. DO NOT open it. It's a booby trap Capsule, hurting you for 50 Damage. This can't kill anyone, even if their HP is below 50, so don't worry. It just gives them 1 HP. Now, head south. You'll see another Capsule. DO NOT open this one either. It's yet another booby trap Capsule, this one dealing only 20 Damage. Ignore it and ignore the path to the east for now. Head south on the path and you'll find another Capsule. Open this to get a Goku Card. Score you. Now, head back north and now take the east path.

You'll come across another Capsule. Open it to get a Grandpa Gohan Card. Head south on the path and you'll see yet another Capsule. DO NOT open it. It's yet another booby trap, dealing 10 Damage. Just skip by it and head east and open the Capsule you see. You'll gain a Chi Chi Card. Head north now and Look at the hole in the wall. You'll find a Shenlong Card. Save this. It's a GREAT Card. Now, head back south and then west and now head south down the path, until you come to another 4 way in the path. First, head west and at the end of the path, you'll find a Capsule.

Open it to get 40 Gold Coins. Then head back east and head south this time. Open the Capsule you see here to get a King Kai Card. Now, head back north and head east now. You'll see a hole in the wall along your way. Ignore it, as it's another booby trap, dealing 30 Damage to you if you Look at it. Ignore anything to the south, as there's nothing there and head north. Watch out for the rolling rocks, as they can hurt you ALOT. Once you get by them, head north, following either the west or east path, doesn't matter, they both lead to the same place. Continue to head north and you'll find the 6 Star Dragon Ball. Continue to head north now and you'll exit the cave.

Once outside, you'll immediately run into Kuwi, who if you choose to fight earlier, won't be here. If he is here, then you'll fight him now. He wants your Dragon Balls and he's going to kill you for them. You won't let that happen. Now, if you followed my strategy and trained ALOT, Kuwi is a pushover. If you didn't really follow my advice and trained a bit, but are nowhere near his Battle Power of 18,000, you'd better use the Vegeta Card here. I suggest you save it for Dodoria, if you didn't train, but do what you need to do. Just barrage Kuwi with your strongest attacks and he'll

eventually die. Again, he's a pushover and if you're at a higher Battle Power than him, he's really in for it.

Kuwi: HP: 220 Ki: 100 BP: 18,000 EXP: 1,500

After you defeat Kuwi or if you didn't have to fight him, you'll get a message from Gohan saying they have to go help Bulma. So, with that, get Gohan and the others back to their Space Ship.

- L. Bulma's In Danger! Frieza's Right Hand Man, Dodoria . . . [BIF7.12]-

Enemies In This Area: Baiman, (Bounty Hunting Only.) Bun, Bund, (Bounty Hunting Only.) Dodoria, (Boss.) Imite, Saibaman, Slug And Vug.
Suggested Level To Train To: 35-36.

Now, before you go to your Space Ship, if you didn't previously train like I suggested, do so NOW. Dodoria is much stronger than Kuwi and if you used your Vegeta Card against Kuwi, you'll REALLY need some power for this fight. Either way, once you're ready, head back to your ship to the northwest. Land and walk near it and Dodoria will attack and destroy your Space Ship. Thinking Bulma was in there, Gohan and Yamucha will become mad and want to kill Dodoria. Telling them he's a soldier of Frieza and they can't win, Dodoria attacks. If you've trained, Dodoria isn't a problem here and you can easily beat him. If you STILL didn't train, then at this point, turn the game off, because you won't get any farther in the game if you keep this up.

Dodoria: HP: 288 Ki: 120 BP: 22,000 EXP: 3,000

After Dodoria dies, Bulma will walk in from the north, showing she wasn't in the Space Ship after all. She'll think you forgot about her and Gohan will take her someplace else to talk, since it's no longer safe here. This scene ends and you then gain control of Goku, who's starting his training on his way to Planet Namek.

- M. Son Goku's Training Continues [SGTC7.13] -

Enemies In This Area: Gravity Machine. (Boss.)
Suggested Level To Train To: ?. (Varies depending on how you choose to train him.)

Starting off with a small scene, you'll watch and learn as Goku has recovered in the hospital and now he's traveling to Planet Namek to help you. Along the way, he's going to train. After the small scene, you'll see Goku, who will mention he'll arrive in 6 days and should train while there's time. You'll gain control of Goku now. You'll notice a machine near him. Talking to it heals you during your training, so if you need it, talk to that. Climb the ladder and walk up to the Gravity Machine. It will tell you if you don't stop if you're hurt, you can die and also the amount of days left to Planet Namek...which is 10. Plothole, anyone? Anyway, you can change the gravity anywhere from 10-100. If you want to learn more on this, head to the Various Training Games/Minigames section and read up on it.

Gravity Machine:

10 Gravity: HP: 50 Ki: 0 BP: 7,800 EXP: --
20 Gravity: HP: 60 Ki: 0 BP: 18,000 EXP: --
30 Gravity: HP: 70 Ki: 0 BP: 26,000 EXP: --
40 Gravity: HP: 80 Ki: 0 BP: 33,000 EXP: --
50 Gravity: HP: 90 Ki: 0 BP: 40,000 EXP: --
60 Gravity: HP: 100 Ki: 0 BP: 47,000 EXP: --
70 Gravity: HP: 110 Ki: 0 BP: 60,000 EXP: --
80 Gravity: HP: 120 Ki: 0 BP: 69,000 EXP: --
90 Gravity: HP: 130 Ki: 0 BP: 80,000 EXP: --
100 Gravity: HP: 140 Ki: 0 BP: 90,000 EXP: --

After you get down to 5 days left to train, the scene switches to Piccolo, who has arrived at King Kai's Planet to begin his training.

Enemies In This Area: Gravity Machine. (Boss.)

- N. Piccolo Begins His Training Anew [PBHT7.14]-

Enemies In This Area: Nappa, (Boss.) Planet's Gravity (Boss.) And Radditz. (Boss.)

Suggested Level To Train To: ?. (Varies depending on how you choose to train him.)

Now that you're in control of Piccolo, talk to King Kai. He'll tell you it's finally your turn to train, but first, you need to get used to the gravity here. If you don't remember this part, head to the Various Training Games/Minigames section and look at the King Kai's Gravity Training for Goku, as this is the EXACT same thing for Piccolo. You'll have to beat the gravity here 3 times, like before, so do so. Don't worry, there's no penalties for screw ups here, so take your time.

Planet's Gravity: HP: 50 Ki: 0 BP: 7,800 EXP: 750

Once you beat the gravity, King Kai will congratulate you and then tell you he has a surprise. He shows that he has brought Nappa and Radditz here for you to fight and you enter a Battle against them. This is just really simple. Take out Nappa first, then Radditz, since Nappa is the stronger. You won't have any trouble here, trust me. Just slaughter them both.

Nappa: HP: 220 Ki: 68 BP: 4,000 EXP: 750

Radditz: HP: 200 HP Ki: 32 BP: 1,500 EXP: 250

After the battle, talk to King Kai, who will tell you you've done well in your training. The scene will then change back to Planet Namek.

- O. Locating The Other Dragon Balls [LTODB7.15]-

Enemies In This Area: Baiman, Bobo, Buggy, Bud, Bun, Bund, Cid, Dren, Gaiman, Imite, Loak, Saibaman, Slug And Vug.

Suggested Level To Train To: 45-46.

The scene you see back on Planet Namek is Vegeta meeting up with Zarbon. Zarbon asks Vegeta what he wants and then Vegeta attacks him and they go into a Battle. It looks like Zarbon is losing, but then he runs away and it surprises Vegeta, but it was a trick and he fires a Energy Beam at him

and is knocked out. Zarbon laughs at his stupidity and then it goes back to Bulma and the others. Gohan will drop Bulma off and tell her it's safe here and then he asks the two Namekian children what their names are. One is Dende and the other is Kargo. Dende asks to help you search for the Dragon Balls, but Gohan isn't sure. After some pleading, Gohan agrees. Then, Tsumuri and Mai-ma decide to go on their way and wish you luck, so they leave your party. No lose at all. Bulma will tell you to hurry up and Gohan tells her he will, along with Kurirun.

Now, look at the Dragon Radar. You'll see two Dragon Balls to the northwest. I suggest you go after the one that sort of heads to the west more than to the north first. Heading there, you'll find a Dragon Ball enclosed in a circular hill. Grab it to get the 4 Star Dragon Ball. Now, before you continue on, head west and enter the far most western house there and check the first pot to the northeast as you enter. You'll find 58 Gold Coins inside. Score you. Next, there's another training center to the east of here, with a Healing Tank House also nearby, so do some Ki Training/Bounty Hunting. Remember, even out everyone's Ki. If you don't want to do what I said, it's fine, it's your game, so give the person or persons you want the Ki Training that you see fit. Only my suggestion.

Now, if you want, train a bit if you want to, but I don't really suggest it for now, as you're plenty strong enough now. Also, the final thing to do here, is make sure you have a Red and Green Scouter on hand and near the Training House, there's a house that has a Namekian inside. Talk to him and he'll give you a Namekian Frog Card and a Piccolo Card for your 2 Scouter Cards. This Namekian Frog Card can be used against Captain Ginyu later on. Heh heh heh...(Note: DO NOT get this Card if you are interested in gaining Ginyu to your team later on.)

Now, for the next Dragon Ball in this area, I'm going to make this simple for everyone. If you've never played this game before, you won't know this, but the location of the next Dragon Ball is in a cave to the northwest. Now, as you go through that cave, you come to a dead end, with a Fairy asking you to go hit some switches in a cave to the southwest, so that the exit to this cave opens. To save time, I'm going to just direct you to that cave to hit the switches first, to save time and stuff. If you want to go to the cave with the Dragon Ball first and talk to the Fairy, by all means, go for it. But this guide will do the other way.

From the Training House, head southwest, until you cross the Ocean and end up on a fairly sized island. Search around for a cave and enter it. Head north and you'll see a hole in the wall. DO NOT Look there. It's a booby trap that deals 40 Damage. Ignore it and follow the path west. When you come to a 4 way in the path, head north. Continue to head north all the way up the screen and then head east to the side of the cave. You'll see a door, so enter it. Head north and examine the hole. Gohan will find something, but Dende tells him not to touch it. Exit this room to the south. Now, head northwest and enter the next door.

Head north and Look at the hole. You'll find a sign that says to not touch this and then Gohan comments on it, with Dende telling him to not touch it. Exit the room to the south and head west. As you do, examine the hole and you'll find a Shenlong Card. Good. Now, continue to head west and enter the door you see. Head north and Look at the hole to find a switch. That's one down. Now, exit to the south and head south, following the path.

When the path opens up, head east and you'll find another door. Enter it and head north. Look at the hole and you'll find another switch there.

That's 2. Exit the room to the south and head south. Once you come into another narrow path and then exit it into a bigger area, head west and enter the door. Head north and examine the hole. It's another switch you can't touch, so just exit to the south and then head southeast and follow the path to the bottom of the screen, where a Capsule is. Open it to get a Escape Card. Then, head back north and head west into the door and head north, examining the hole. It's another switch you can't touch, so just exit to the south and head east. You'll find another door, so enter it and head north, examining the hole. It's the 3rd and final switch, so now just exit to the south, head east all the way you can and then head south, exiting the cave.

Now, once out of the cave, head north as far as you can until you run into a huge chain of mountains. Head east to find the entrance to a cave and enter it. This is the cave you were supposed to go to first, but we made a slight detour to save time. :) Now, from the entrance, head all the way north and examine the hole. You'll find a switch, which Dende mentions might be for security reasons. Security...in a cave? Alright...anyway, head west and when you come to a large opening, head north and make your way northeast. You'll notice a hole near the top of the cave. Examine it to find a Yajirobe Card. Nothing good. Now, head east, following the path and you'll find a Capsule. DO NOT open it.

It's another booby trap and it'll deal 20 Damage. Just ignore it and head south and Look at the pond. A Fairy will come out and tell you you woke her up, but it's ok. She tells you you can use this pond as a healing place, so do so. After you're healed, head north and west, going back to the huge room. Now, head northwest, heading to the very top of the cave. You'll find a Capsule, so open it to find a Korin Card. Now, head west and then south, then head west, following the narrow path. When you see a path leading north, ignore it, as it leads to nothing but a hole, which steals a Card from you if you examine it. Instead, just continue to head west.

You'll see a Capsule and a path leading south. Open the Capsule to find a Green Scouter Card. Then, head south and examine the pond. A Fairy will appear and ask what you guys want. Gohan and Dende will tell her that they hit the switches, but didn't hit the other ones and she'll tell you that you did good and then she opens the path for you, so head west, following it. In the next area, head south and then head west at the second path leading west. You'll find a door, so enter it. You'll see two Namekians. When you walk north, Dende will say they're fighting and you need to help the one on the left. This battle is fairly simple, since Nail, the best Namekian Fighter of Namek, joins you with a BP of 42,000. Now, his clone isn't too hard, so just defeat it.

Nail: HP: 250 Ki: 150 BP: 31,500 EXP: 400

After the battle, Nail will thank you, but just tell you he was training and that was just a copy of him. He then tells you he'll take you to see Guru and he joins you. Exit the room to the south and then head southeast. You'll find Bobo, an enemy, blocking your path. Simply beat him, as he's nothing. After the Battle, continue to head south and then head southeast, all the way to the bottom of the screen, heading east after that. (There's a Capsule to the southeast after beating Bobo, but it's another booby trap one, dealing 40 Damage, so ignore it.) Now, when you see a path heading north and east, head east and you'll find a Capsule.

Open it to find a Grandpa Gohan Card and then head south and heal yourself in the pond. Head back north and west and then take the path north now. Head all the way north and then head west, following the small path

north. You'll find a Capsule with a Piccolo Card in it. Goodie. Now, continue to head north, following the path and in a small room, you'll find another Capsule. Open it to find a Guru Card. Alright! Now, head back south and now head southeast and follow the path you see east. You'll arrive in a new screen, so just head south and you'll exit the cave and arrive in the small, hidden area that holds Guru's House.

From the cave's exit, head east and land on the small patch of land near Guru's House. Enter the house and Nail will stand guard at the entrance. Once inside, walk into the middle of the pots and you'll float to the next floor. Guru will ask what you want and Gohan will tell him his Dragon Ball. He, Dende and Kargo will speak it over and agree and give you the 1 Star Dragon Ball. He'll also awaken your hidden power and everyone will gain 3 Levels, as well as giving everyone new Master Cards, so now everyone has the same Master Card, which sucks, in my own opinion. My personal party was around Levels 45-46 here, so if you can match or break that, you'll do more than fine. After getting the power up, Dende and Kargo leave your team and Guru tells you to hurry up and find the other Dragon Balls to use before Frieza can. Go back down the floor and exit. Nail will stand guard still and he now leaves your party. Your next goal is to head back through the cave to the entrance, so back track now. When you arrive back outside the cave, something happens...

- P. Friend Or Foe? Vegeta's Hand In Fighting Zarbon [FOFV7.16] -

Enemies In This Area: Zarbon (Boss.) And Zarbon. (Transformed.) (Boss.)
Suggested Level To Train To: 45-46.

After you exit the cave, Vegeta will fly in and see that you've gathered the remaining Dragon Balls for him and he's happy. Surprised that he's on Namek, Gohan tells him he's willing to die to protect them. Just as the two begin to enter a Battle, Zarbon flies in and asks for the Dragon Balls, with Vegeta telling him to come and get them. You then enter a Battle against Zarbon, with Vegeta on your side. Since Vegeta is INSANELY weak right now compared to your guys, (Hopefully.) don't use him. Zarbon at this point is NOTHING to you, so waste him.

Zarbon: HP: 232 Ki: 160 BP: 23,000 EXP: 3,500

After he's defeated, he'll transform into his monster form and attack you again. Once again, he is NOTHING to you. Just defeat him fast and get this over with.

Zarbon (Transformed.): HP: 320 Ki: 160 BP: 30,000 EXP: 3,500

After Zarbon bites the dust, Vegeta will remark on how powerful you've become since Earth. He takes note that you've found 5 of the Dragon Balls and tells you he'll help you, but he wants one wish. Gohan isn't sure and tells him why should he let him and Vegeta tells him he'll need his help. Gohan agrees and they fly to where Bulma is, take the Dragon Balls...that are somehow already in their possession...and then fly off, after a comment from Gohan and Vegeta. You then see a small scene of 5 Space Pods landing on Namek and then it switches to Goku once again.

- Q. Hurry And Train, Son Goku! Everyone Needs You! [HTSGE7.17] -

Enemies In This Area: Gravity Machine. (Boss.)

Suggested Level To Train To: ?. (Again, varies depending on how you train him.)

Still training hard, you control Goku once again. All you need to do is finish his 5 more days of training and he's set, so do so. After the training, Goku will mention he's become much stronger since Earth and that he's ready for the enemies that are out there and for Gohan to hang on. The scene then changes back to Planet Namek.

- R. Frieza's Ultimate Soldiers Arrive [FUSA7.18] -

Enemies In This Area: Baiman, Bobo, Buggy, Bud, Bun, Bund, Burta, (Boss.) Cid, Dren, Gaiman, Guldo, (Boss.) Imite, Jace, (Boss.) Loak, Red, Rikum, (Boss.) Saibaman, Slug And Vug.

Suggested Level To Train To: 45-46.

Back on Planet Namek, Gohan and Vegeta arrive to the spot where Vegeta was hiding his Dragon Balls. Before they can do anything, The Ginyu Force arrives, introducing themselves and then Burta and Guldo steal the Dragon Balls from you, leaving Gohan wondering how they did it. Captain Ginyu tells them that he must take the Dragon Balls to Frieza, but Gohan tells him to wait, but it's useless, he flies off and you're left to deal with the other four. Rikum and Guldo are up first, with Rikum telling Guldo he'll take Vegeta and Guldo telling Rikum he'll take the kid.

This fight, if your levels are high enough, is a breeze. Guldo can't even begin to survive here, so kill him first, since he can stop time with one of his attacks. Rikum should be next, who should put up a decent fight, but isn't really that hard.

Rikum: HP: 364 Ki: 200 BP: 65,000 EXP: 3,500

Guldo: HP: 296 Ki: 270 BP: 13,500 EXP: 3,500

After the battle, Burta and Jace will be the only ones left. Now, thing is, if you still need/want to train, you can, but do NOT go off too far or else Burta and Jace will fly in and stop you, as they attack you. If you are infact ready, just go up to them and a Battle will begin. Now, you can NOT defeat both of them, as the first one you kill, the one left alive will run off and get Captain Ginyu. Now, I suggest you kill Burta, since he's the stronger, despite his Battle Power, but it's up to you. Either way, just slaughter one of these guys, as they are nothing.

Jace: HP: 322 Ki: 230 BP: 64,000 EXP: 6,000

Burta: HP: 305 Ki: 200 BP: 62,500 EXP: 6,000

After one of them is killed, the other will run off to go get Ginyu and you'll see a small scene of this. With that said, you've beaten 3 out of 5 members of The Ginyu Force, but it's not over yet. You'll be able to freely move around now, so if you want, train for a while before you go fight Captain Ginyu and Jace/Burta. (Also, even if you don't want to train, the Training House is reopened and you now have 12 more chances, so USE THEM. Ki Train with all your characters, EXCEPT Vegeta, since he won't be on your side much longer and you don't want to aide the enemy, do you?)

Though, if you're all ready and don't want/need to train, just use the

Dragon Radar and head northeast, where the Dragon Balls are, because that's where Captain Ginyu and Jace/Burta is. Once you get near them, they'll come and attack you, but before anything happens, Goku arrives on Namek and confronts Ginyu and fights him for you. Let's get ready for a Boss Battle.

- S. Handling Ginyu By Himself...Good Luck, Son Goku! [HGSG7.19]-

Enemies In This Area: Ginyu. (Boss.)
Suggested Level To Train To: 45-46.

Well, here's a bit of strategy here for you: You can't win this fight. Nope, sorry, you can't. Even if Goku uses the Kaioken and becomes INSANELY stronger, you won't win. If you can't pull off a Kaioken, Ginyu just knocks Goku out and if you do and manage to weaken him or even beat him, he'll just Change with you. Either way, just let him win, since you can't. Also, you can't use Items in this fight, as it's a "fair fight." But anyway, get ready for a comeback.

Ginyu: HP: 396 Ki: 300 BP: 120,000 EXP: 0

- T. He Didn't Win?! The Z Fighters Confront Ginyu [HDWZF7.20]-

Enemies In This Area: Ginyu (Boss.) And Jace/Burta. (Boss.)
Suggested Level To Train To: 45-46.

After the Battle, Vegeta will come in and help you fight off Ginyu and Jace/Burta. This fight is simple, but if you want to gain Ginyu on your team, you'll have to pull off a trick, which you can learn how in the Secrets section, so head there now. You CAN NOT do this if you have the Namekian Frog Card from earlier, so be warned. Anyway, Ginyu isn't too much of a problem and Jace/Burta is insanely easy. Just nuke both of them and the battle will end. (Take note, if Ginyu switches with anyone, don't worry, they'll be back to normal after the Battle.)

Ginyu: HP: 396 Ki: 300 BP: 120,000 EXP: 7,000

Ginyu (If In Goku's Body.): HP: 396 Ki: 300 BP: 33,000 EXP: 7,000

Jace: HP: 322 Ki: 230 BP: 64,000 EXP: 6,000

Burta: HP: 305 Ki: 200 BP: 62,500 EXP: 6,000

After the Battle, you'll gain the 1 Star Dragon Ball and Gohan will drag Goku inside Frieza's Space Ship and put him inside a Healing Tank. You'll then decide to recollect the Dragon Balls and head after Frieza, so gear up.

- U. Reclaiming The Dragon Balls! Let's Defeat This Frieza! . [RTD7.21] -

Enemies In The Area: Baiman, Bobo, Buggy, Bud, Bun, Bund, Cid, Dren, Fake Frieza, (Boss.) Gaiman, Imite, Loak, Red, Saibaman, Slug And Vug.
Suggested Level To Train To: 45-46.

Once back in control, head northwest just a bit and you'll find a cave. Enter it, as this is where Frieza and the 6 other Dragon Balls are. If everyone on your team except Vegeta is around Level 46-47, good, because this is what I was. If you are close to that, you're fine. If you're nowhere near this, TRAIN NOW. Otherwise, continue on. Once inside the cave, head southeast and follow the path. Once you come to a narrow path, head south and then southwest, eventually heading west at the bottom of the screen. You'll find Frieza, with the other 6 Dragon Balls behind part of a wall of the cave. Simply walk up to him and a Battle will begin.

This battle is simple, mainly because it's not the real Frieza at all! Simple beat him up and he'll die easily.

Fake Frieza: HP: 80 Ki: 150 BP: 266,666 EXP: 650

After the Battle, you'll gain the remaining 6 Dragon Balls, meaning you can now make your wishes. Now, just exit the cave and a small cut scene will ensue.

- V. Hunting Down Frieza! He's Attacking The Namekian Leader, Guru! . [0] -

Enemies In The Area: Baiman, Bobo, Buggy, Bud, Bun, Bund, Cid, Dren, Frieza, (Boss.) Frieza, (Form 2.) (Boss.) Gaiman, Gibly, Imite, Loak, Lu, Recoome, Red, Regor, Saibaman, Slug And Vug.
Suggested Level To Train To: 45-46.

Outside, you'll put the Dragon Balls in a circle and all of your party members will gather around and get ready to make their wishes...only no one knows the password to summon the Dragon. Tenshinhan will ask Vegeta if he knows it, but Vegeta just calls him a moron and states he wouldn't be helping them if he knew it. Gohan will tell them not to panic and that they'll come up with something. Meanwhile, Nail and Guru feel Frieza approaching them. Guru tells Nail to stale Frieza and drag him as far as possible away from here to buy time for Dende to get to the Earthlings to summon Porunga. Nail agrees and goes outside to meet Frieza. He knows what Frieza wants and tells him he'll give him the password if Frieza beats him in a fight. He agrees and tells him he won't use any of his Ki Attacks to make it fair. The two fly off and a Battle begins.

Now, for this part, survive 6 rounds with Nail and do some damage to Frieza and you'll unlock a secret, where you get 2 wishes from Porunga instead of 1 before he and Guru die. Just heal Nail after everyone of Frieza's Attacks. Anyway, stale against Frieza and let him defeat Nail.

Frieza: HP: 500 Ki: 360 BP: 5,300,000 EXP: 0

After the Battle, Frieza asks Nail for the password, but Nail just laughs and tells him he was only fighting him to stale time for the Earthlings to make their wish. Both shocked and mad, Frieza flies off to attempt to stop and kill the Earthlings.

Elsewhere, Dende finds Gohan and tells him he can summon Porunga. Kurirun mentions that they should do it elsewhere, since Vegeta is asleep now and he wants immortality, which is bad, so they head north and summon Porunga on a small island. They use the first wish to revive everyone killed by Nappa and Vegeta and it's done. (If you lost anyone at this point, they're brought back to life now.) Also, if you did well against Frieza with Nail, a second wish comes up, making you choose between the Porunga Card or

Moon/Tail Card. Choose whatever one you want, really. After this, Porunga dies, meaning Guru has finally died as well. Vegeta then enters and is extremely pissed that he didn't get his wish and that they now suffer almost no chance of beating Frieza. With that, they all high tail it out of there and formulate a new plan to charge Frieza head on.

In a new area now, you'll regain control of your party. You'll be right near a Training House, so I suggest you Ki Train, since you'll need everything against Frieza soon. After you're done, I REALLY suggest you train your entire party, including Vegeta, to Level 47. Vegeta will hit his Maximum Level now, but everyone else still has one Level to go, with an INSANE amount of Experience needed. If you want, you CAN spend the time and get everyone but Vegeta to Level 48, but I'd do it after the first round of fighting Frieza, since stronger enemies will be around with better Experience. Finally, stock up on Guru, Korin and Chi Chi Cards, selling everything else, since you won't need it. Whenever you're ready, from the starting point, head north and you'll find that the mountains once surrounding Guru's House, a small part of them, have been destroyed, thus you don't have to travel through that cave anymore. You'll also see Nail, but you can do nothing for him. Anyway, Frieza is outside of Guru's House, so land on the VERY small piece of land and challenge Frieza.

After some small talk, you'll begin a battle with him. After a little while, it'll switch to Piccolo, who has arrived on Planet Namek and is now trying to get to Gohan. First off, don't even bother to train with Piccolo. You won't need it. Trust me. Find Nail, who's to the southwest and talk to him. After some talk, Piccolo will agree and they'll fuse, with Piccolo gaining a TON of power. After this, it'll switch back to Gohan and everyone fighting Frieza. (You'll notice any damage you did to him is now healed. Odd.) Just continue to fight him and once he gets down to half of his HP, he'll transform into Form 2.

Frieza: HP: 500 Ki: 360 BP: 530,000 EXP: 8,000

Watch out, because now he starts to deal some serious damage. Though, don't worry, because after a few rounds, Piccolo arrives. Good, now you have a strong party member that WON'T ignore you. (Cough, Vegeta, cough.) I suggest you just use Piccolo here and Vegeta too if you wish. He'll fall pretty easily, so don't worry. Just use your best attacks.

Frieza (Form 2.): HP: 520 Ki: 360 BP: 1,000,000 EXP: 8,000

After you beat him, he'll run off and you'll be told you feel something bad near Goku and that you now need to rush back to him. No, not really. Ignore what the game says and just take your time now, as the next part of the game will lead into the big finale.

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

Enemies In The Area: Bobo, Cap, Cid, Dren, Gibly, Gur, Guy, Loak, Lu, Recoome, Red, Regor, Rum And Tal.
Suggested Level To Train To: 47-48.

Alright, since this is the final area of the game, I suggest you TRAIN. HARD. Max out everyone's Level now, even though it'll take a while. (Except Piccolo. Wait and see why.) Also, the Training House will be opened again, this time with 15 chances to train, so take them. You'll notice that The Ginyu Force clones are out, so fight them, as they give

the highest Experience. Now, whenever you're ready, from your starting position, head northeast and find Frieza's Space Ship. Before you reach his Space Ship, you'll run into Tsumuri and Mai-ma again. Talk to them and you'll be given an option: Fuse with them and Dende or not fuse with them and keep Dende as your healer.

Well, I'd do the Fusion, since you can EASILY max out Piccolo's Level right here and now if you don't want to sit and train everyone else and just fight Frieza here and now. If you keep Dende, it's worthless, since Frieza kills him once he goes into Form 4, so you're better off with the power, since you can just use Cards to heal if need be. Anyway, regardless of your choice, locate Frieza's Space Ship. You'll find nothing wrong here, right? Odd, the game said you would...so now, head southwest and inside a small part of the mountain you'll find Frieza surrounded by 3 Ginyu clones. Simply go up to them to start the end of the game.

- X. A Game Of Cat And Mouse?! Chasing Frieza Around Namek . . [AGM7.24]-

Enemies In The Area: Furu, Frieza, (Form 2.) (Boss.) Frieza, (Form 3.)
(Boss.) Gur, Guy, Lu, Recoome, Regor And Teri.
Suggested Level To Train To: 47-48.

As you enter your first Battle, you'll be going up against Gur and Guy, two clones of Ginyu. Easy fight. Just wipe the floor with them, since you've been fighting them throughout your training. The next fight consists of 2 Guys and 3 Teris, which are Ginyu and Guldo clones. Simply defeat them, they aren't a problem. The final Battle is against a entire clone team of The Ginyu Force. These guys are easy as well, so just hurry up and defeat them. After the Battle, Frieza will tell you you're strong, but he's stronger, as he transforms into Form 3. You'll now enter a Battle against him. Don't go all out here. After a few rounds, he'll run off, so just attack him with regular attacks.

Once Frieza runs away, just fly around and get into Battles. After a few Battles, he'll show back up and fight you. Don't really attack him, as he just runs away after the first round. (By the way, everytime he runs away, he heals himself, so all the damage is erased.) After he runs away again, just keep flying around and repeating the process, since he'll run away a few more times. Once he actually tells you he's had enough and it's time to get serious, he'll bring your party to a different area and he'll fight for real. NOW you may go all out. Frieza in Form 3 isn't that bad, depending on if all your characters or just Piccolo and Vegeta for that matter are at their Maximum Levels. Anyway, just bash Frieza until he gets really low on HP.

Frieza (Form 3.): HP: 500 Ki: 400 BP: 1,500,000 EXP: 20,000

Once he gets low on HP, he'll transform into his Forth Form, which brings us to the final battle of the game...or is it?

- Y. The Ultimate Battle Between Good VS. Evil [TUBGE7.25]-

Enemies In The Area: Frieza. (Form 4.) (Boss.)
Suggested Level To Train To: 47-48.

With Frieza in his final form, you got your work cut out for you now. You

can still hurt him, but he's going to be hurting your guys more than him. I suggest just using Vegeta and Piccolo here, since everyone else can't even do anything without getting damaged alot. (You COULD use some Guru Cards on them, but it really won't make a difference.) After a few rounds of fighting, the scene will cut to Goku, who is now awake and fully healed. Also at his Maximum Level, he's all ready for Frieza. Since there's no enemies around, you can freely roam around with no worries.

You'll want to head south, possibly a bit southwest to find Frieza and Gohan. Land near them and you'll enter the Battle. Now, here's the thing. There's a few endings you can get for this part. You CAN beat Frieza without Goku going SSJ, which just gets you the normal ending and no secret final Battle. The next thing is beating Frieza as SSJ Goku and getting the secret final Battle. The final ending is going or not going SSJ with Goku and having Vegeta not survive this Battle. If you want the secret final Battle, have Goku go SSJ and keep Vegeta alive.

Now, since Goku is here, I suggest just letting him take care of everything. First, send out Chaou Zu or any other weak character and have them die. After they die, just start using only Goku. After you get ready to attack, Goku will become mad at Frieza for whoever he killed and go SSJ. After the round, use a Guru Card on him and then just keep slamming Frieza with Kamehamehas. Now, here's the thing. Frieza CAN increase his BP here and become a HUGE threat if he does. He'll either do it or he won't do it. If you can beat Frieza with just one Kamehameha after Goku goes SSJ and has a Guru Card on him, then he hasn't powered up. If he takes ALOT of Kamehamehas to take him out, he's powered up. To know when he's powered up, he'll have a Ki Aura around him and he'll become "Super Frieza", becoming MUCH stronger. Now, either way, just defeat him with Goku only. (Note: When Goku goes SSJ, he will no longer be able to use the Kaioken or Genki Dama.)

Frieza: HP: 510 Ki: 420 BP: 3,555,555 EXP: 50,000

- Z. Ending [ENDI7.26]-

Congratulations. You've beaten Frieza and saved the Universe. The ending of the game shows Goku and Gohan (If Gohan survived the fight with Frieza. Yes, he CAN die there and you won't lose.) flying on Namek, with all the other survivors, minus Vegeta, flying by them. The normal ending will show you Goku and Gohan flying off the screen and then you'll get a "End" screen, signifying you've completely completed (I sound like Solt from Chrono Cross here.) the game. Now, if Goku became a SSJ and Vegeta is still alive, after the credits, Goku and Gohan will stop and be confronted by Vegeta. He'll tell you after beating Frieza, he learned how to become a SSJ and with that, he will now kill you. Get ready for the secret final Battle.

- AA. Secret Final Battle [SFB7.27] -

Enemies In The Area: SSJ Vegeta. (Boss.)
Suggested Level To Train To: 47-48.

Well, it's SSJ VS. SSJ here. I suggest just using Goku here, since Vegeta is just simply too damn strong for your guys. Use a Guru Card on Goku immediately. He has ALOT of HP, so watch it. Pretty much just keep using

Chi Chi Cards to get you Ki Cards and keep Kamehamehaing him and he'll eventually fall.

SSJ Vegeta: HP: 2,000 Ki: 500 BP: 6,000,000 EXP: 0

After Vegeta is defeated, you'll see a scene where everyone gets on Goku's Space Ship and flies back to Earth and then the game ends.

Congratulations, you've now fully completed Dragon Ball Z: Chou Saiya Densetsu. Pat yourself on the back for a job well done. Thanks for reading my walkthrough and I hope it helped you. Well, until next time...

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= VIII. Analyzing The Enemy [ANTE8] =

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Enemy Name	HP	BP	Ki	Ki Attack(s)	EXP Won
Baiman	72	2,200-2,400	38	Energy Beam Split Form	54
Bobo	114	19,000-21,000	90	Energy Beam Eraser Cannon	275
Bud	94	6,400-8,400	57	Energy Beam	90
Bun	75	1,300-1,700	37	Energy Beam	45
Bund	88	3,000-3,600	43	Energy Beam	67
Bugsy	85	4,600-5,600	65	Energy Blast Genocide Attack	80
Burta	305	62,500	200	Energy Beam	6,000
Cap	123	42,500-52,500	110	Crusher Ball	420
Cid	90	10,000-12,000	65	Energy Beam	100
Dodoria	288	22,000	120	Energy Beam Eraser Cannon	3,000
Dren	108	12,000-14,000	60	Energy Beam Eraser Cannon	120
Fake Frieza	80	266,666	150	Energy Beam	650
Fake Radditz	80	800	32	Energy Beam	50
Firu	144	53,000-57,000	155	Crusher Ball	380
Frieza	500	530,000	360	Energy Beam	8,000
Frieza (Form 2.)	520	1,000,000	360	Energy Beam	8,000
Frieza (Form 3.)	500	1,550,000	400	Energy Beam	20,000
Frieza (Form 4.)	510	3,555,555	420	Energy Beam Explosion Frieza Slasher Kienzan	50,000

Gibly	100	20,000-22,000	97	Energy Beam	300
				Explosion	
Ginyu	396	120,000	300	Change	7,000
				Energy Beam	
Ginyu (Goku's Body.)	396	33,000	300	Change	7,000
				Energy Beam	
Gravity Machine	50	7,800	0	None	--
	60	18,000	0	None	--
	70	26,000	0	None	--
	80	33,000	0	None	--
	90	40,000	0	None	--
	100	47,000	0	None	--
	110	60,000	0	None	--
	120	69,000	0	None	--
	130	80,000	0	None	--
	140	90,000	0	None	--
Griman	84	4,400-4,800	96	Energy Blast	80
				Genocide Attack	
Guldo	296	13,500	270	Split Form	3,500
				Super Skill	
Gur	162	65,000-75,000	140	Change	460
				Energy Beam	
Guy	217	95,000-105,000	190	Change	500
				Energy Beam	
Imite	80	1,000	150	Copy Form	25
Jace	322	64,000	230	Crusher Ball	6,000
Jr. Saiba	45	238-338	0	None	7
King Kai	120	4,000	50	Energy Beam	1,200
Kuwi	220	18,000	100	Energy Beam	1,500
Loak	95	14,000-16,000	90	Energy Beam	150
Lu	123	11,500-12,500	72	Split Form	415
				Super Skill	
Nail	250	31,500	150	Energy Beam	400
Nappa	220	4,000	68	Bakuhatsuha	750
				Energy Beam	
Piccolo	--	--	--	Makankosappo	0
				Makoho	
Planet's Gravity	50	7,800	0	None	750
Radditz	200	1,500	32	Energy Beam	250

Recoome	134	52,000-54,000	100	Bakuhatsuha	415
				Energy Beam	
				Eraser Cannon	

Red	96	12,000-16,000	77	Energy Beam	135
				Explosion	

Regor	112	37,500-41,500	100	Energy Beam	340

Rikum	364	65,000	200	Bakuhatsuha	3,500
				Energy Beam	
				Eraser Cannon	

Rum	149	58,000-62,000	108	Bakuhatsuha	435
				Energy Beam	
				Eraser Cannon	

Saiba	55	326-426	24	Energy Beam	9

Saibaman	64	1,200	28	Self Destruction	30
				Yokaieki	

Slug	70	1,500-1,700	25	Energy Beam	40

SSJ Vegeta	2,000	6,000,000	500	Bakuhatsuha	0
				Energy Beam	
				Galic Gun	
				Kienzan	
				Syoungekiha	

Tal	130	49,000-51,000	120	Energy Beam	375

Teri	128	15,500-19,500	150	Split Form	312
				Super Skill	

Vegeta	240	18,000	100	Bakuhatsuha	1,200
				Energy Beam	
				Galic Gun	
				Kienzan	
				Syoungekiha	

Vug	80	2,800-3,000	30	Energy Blast	60
				Genocide Attack	

Zarbon	232	23,000	160	Energy Beam	3,500
				Explosion	

Zarbon (Transformed.)	320	30,000	160	Energy Beam	3,500
				Explosion	

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= IX. Card List [CALI9] =

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Card Name	Description	Buy/Sell Cost
1 Star DB	A Dragon Ball with 1 star.	--
2 Star DB	A Dragon Ball with 2 stars.	--

3 Star DB	A Dragon Ball with 3 stars.	--
4 Star DB	A Dragon Ball with 4 stars.	--
5 Star DB	A Dragon Ball with 5 stars.	--
6 Star DB	A Dragon Ball with 6 stars.	--
7 Star DB	A Dragon Ball with 7 stars.	--
Bubbles	Allows you to fly for a short time without being attacked.	10 Gold Coins
Bulma	Heals 25 HP.	3 Gold Coins
Chi Chi	Changes one Card into a Ki Card.	14 Gold Coins
Dragon Radar	Allows you to locate the Dragon Balls. Hit the A Button to zoom in.	--
Escape	Flies you to the nearest Bulma's Healing House or Healing Tank House. If you're in a cave, you'll be taken to the entrance.	15 Gold Coins
Gohan	Used against Radditz to weaken him. Allows Goku to grab him and Piccolo to kill them both.	--
Goku	Changes one Card's Attack and Defense to a Z and allows one fighter to attack all.	40 Gold Coins
Grandpa Gohan	Stuns one enemy for one turn. May work for more than one turn and it may not even work at all.	20 Gold Coins
Green Scouter	Allows you to see the HP, Ki and BP of enemies. If BP goes beyond 199,999, this Card will explode and not work. Works for 5 Battles.	20 Gold Coins
Guru	Raises one fighter's BP by 50%.	40 Gold Coins
Kami Sama	Heals all HP.	10 Gold Coins
King Kai	Raises one fighter's BP by 25%.	20 Gold Coins
Korin	Heals all HP and Ki.	20 Gold Coins
Kushami/Launch	Allows one fighter to attack all enemies. If the Card turns into Launch, the Card fails.	10 Gold Coins
Master Roshi	Heals 50 HP.	6 Gold Coins
Moon And Tail	Allows Gohan to go Oozari in a Battle, making his BP increase by 10X.	80 Gold Coins

Mr. Popo	Heals all Ki.	10 Gold Coins
Namekian Frog 1	Feed it to Yajirobe to get a Yajirobe Card.	--
Namekian Frog 2	Used to stop Ginyu from Body Switching AFTER switching with Goku. (Works automatically in Battle.)	--
Oolong	Gives you 5 new Cards.	4 Gold Coins
Piccolo	Changes one enemy's Card's Attack and Defense to 1 Dot.	20 Gold Coins
Porunga	Grants 3 wishes in Battle. 1. Changes ALL Cards to Ki Cards with Attack and Defenses at Z. 2. Levels up one fighter. 3. Drains all enemies of half their HP.	150 Gold Coins
Puar	Heals 10 Ki.	4 Gold Coins
Red Scouter	Allows you to see the HP, Ki and BP of enemies. If BP goes beyond 23,999, this Card will explode and not work. Works for 3 Battles.	10 Gold Coins
Shenlong	Heals all HP and Ki to the entire party.	60 Gold Coins
Urani Baba	Changes one Card's Defense to a Z.	15 Gold Coins
Turtle	Randomly changes all Attack and Defense on all Cards.	6 Gold Coins
Vegeta	Allows you to summon Vegeta for a Battle. He fights himself and can't be controlled.	20 Gold Coins
Yajirobe	Attacks or stuns one enemy.	20 Gold Coins
Yemma	Changes one Card's Attack to a Z.	15 Gold Coins

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= X. Technique Guide [TECGU10]=

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- A. Character Attacks [CHAAT10.1]-

Attack Name	Description	Who Uses It
Bakuhatsuha	A focused Ki Wave that makes an area explode and then rocks from the explosion are hurled at the enemies.	Vegeta
Change	A Ki Technique that allows the user to switch bodies with the enemy.	Ginyu

Dodonpa	A focused Ki Blast fired from one finger.	Chaou Zu
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Energy Beam	1-4 quick rapid Ki Blasts shot from the hand(s). 	Ginyu Gohan Goku Mai-ma Nail Tenshinhan Tsumuri Vegeta
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Galic Gun	A focused Ki Blast fired from two hands.	Vegeta
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Genki Dama	A MASSIVE amount of Ki gathered and formed into a ball of energy that can only hurt those with evil in their hearts.	Goku
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Kaioken	Burst of Ki that greatly increases the user's BP.	Goku
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Kakusanha	A focused Ki Blast fired from two hands that splits apart and attacks all enemies.	Kurirun
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Kamehameha	A focused Ki Blast fired from two hands.	Goku Kurirun Yamucha
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Kienzan	A focused Ki Disc that's fired from one hand and can cut many things with ease.	Kurirun Vegeta
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Kikoho	A focused Ki Blast fired from both hands in the shape of a triangle.	Tenshinhan
--------	------------------------------------------------------------------------------	----------------

Makankosappo	A focused Ki Blast fired from two fingers.	Piccolo
--------------	------------------------------------------------	-------------

Makoho	1-4 quick rapid Ki Blasts shot from the hand(s).	Piccolo
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Masenko	A focused Ki Blast fired from two hands.	Gohan
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Psycho Attack	A Ki Technique where the user flies and attaches themselves to the enemy and then releases Ki at point blank range.	Chaou Zu
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Shishin No Ken	A focused Ki Technique where the user releases 3 clones of himself and then all 4 fighters fires a Ki Blast.	Tenshinhan
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Sokidan	A Focused Ki Ball fired from	Yamucha
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		Guy
		King Kai
		Kuwi
		Loak
		Nail
		Nappa
		Radditz
		Recoome
		Red
		Regor
		Rikum
		Rum
		Saiba
		Slug
		SSJ Vegeta
		Tal
		Vegeta
		Zarbon
		Zarbon (Transformed.)

Energy Blast	A strong shot of Ki fired from one hand.	Bugsy Griman Vug
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Explosion	An explosion that hits an area and sends rocks flying at enemies.	Frieza (Form 4.) Gibly Red Zarbon Zarbon (Transformed.)
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Eraser Cannon	A huge amount of Ki fired from the mouth.	Bobo Dodoria Recoome Rikum Rum
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Frieza Slasher	A Ki wave fired from two fingers that travels on the ground towards the opponent.	Frieza (Form 4.)
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Galic Gun	A focused Ki Blast fired from two hands.	SSJ Vegeta Vegeta
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Genocide Attack	4 Ki Blasts are shot rapidly from two hands.	Bugsy Griman Vug
-----------------	--------------------------------------------------	--------------------------

Kienzan	A focused Ki Disc that's fired from one hand and can cut many things with ease.	Frieza (Form 4.) Vegeta
---------	-----------------------------------------------------------------------------------------	---------------------------------

Makankosappo	A focused Ki Blast fired from two fingers.	Piccolo
--------------	------------------------------------------------	-------------

Makoho	1-4 quick rapid Ki Blasts shot from the hand(s).	Piccolo
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Self Destruction	A kamikaze attack, where the user launches forward and explodes point blank range on	Saibaman
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|the enemy. |

Split Form |A Ki Technique that the user |Baiman
|creates a clone of |Guldo
|themselves, which then both |Lu
|attack the enemy, causing |Teri
double the damage.

Super Skill |A Ki Technique that stuns all|Guldo
|enemies. |Lu
| |Teri

Syougekiha |A quick invisible Ki Wave |SSJ Vegeta
|fired from the hand. |Vegeta

Yokaieki |A long, thin Ki Wave shot |Saibaman
|form the head after splitting|
itself down the middle.

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= XI. Secrets [SEC11] =

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- Critical Hit -

When attacking with anyone, hit the A button right before your character
knocks the opponent away or your Ki blast hits. If successful, you will
hear a different sound when you opponent stops flying across the screen.
You will also hear a sound, if you got it to work for you Ki Blast.

- Use Goku While Fighting Nappa -

To get Goku to arrive during the fight with Nappa, first get him to his
Maximum Level, before you fight Radditz. While training on King Kai's
Planet, never repeat the same training mode. (Meaning, don't lose once to
the gravity.) Before you go hunting for the other Z Fighters with Gohan
and Piccolo, Goku will show up.

- Get Oozari Gohan -

To get Gohan to transform into a Oozari, use the Moon And Tail Card during
the fight with Vegeta. During your next turn, Gohan will transform. Be
warned, Vegeta will try and cut off Gohan's Tail every turn. So, you may
only get to attack with Oozari Gohan once.

- Get The Guru Card From Dodoria -

During the Racing Dodoria Minigame, if you manage to not get hit by any of
Dodoria's Ki Blasts, after the race, you'll gain a Guru Card for your
efforts.

- Quick Level Up -

If Goku, Gohan or Vegeta are low on HP, you can make them gain a Level instantly. Their HP has to be pretty low, so 5 HP or less. Once this happens, use a Korin Card to completely heal them. (Use any Card that can heal them full. Korin is just an example.) After doing this, they will go up one Level.

- Play As Captain Ginyu -

During the battle with Ginyu in Goku's Body, there is a trick to get Ginyu on your team. To do this, first take out Jace or Burta, whoever you let live, so that you face Ginyu only. Weaken Ginyu to the point, when he will do his Change attack. If Ginyu successfully switches with one of your Z Fighters, switch that Z Fighter (Using the Order command.) with another Z Fighter. (The Z Fighter you switch with will become Ginyu.) I used Chaou Zu. Keep the Z Fighter that is Ginyu, healed and out of the Battle. The other Ginyu would kill your Ginyu easily. Win the Battle and Ginyu will take the place of the Z Fighter you switched with. Ginyu can use Energy Beam and his Change attack. If used in a Battle, Ginyu can body switch with an opponent and use the enemy's Battle Power and Stats. This can be done to any enemy, including Frieza and Super Saiyan Vegeta, but it only lasts for the duration of the Battle.

- Get A Second Wish From Porunga -

During the fight against Frieza with Nail, if you can last 6 rounds and do some damage to him, during the summoning of Porunga, you'll get a choice for a second wish, choosing from either the Porunga Card or the Moon/Tail Card.

- Get Super Saiyan Goku -

After Frieza transforms into his fourth form, Goku will be ready to fight. When Goku gets to Frieza, send a weak character to fight and get killed. (Chaou Zu is the best choice.) The next time you attack with Goku, he will become a Super Saiyan with a Battle Power of 4,999,999. He'll have that Battle Power and if you use a Guru Card after he goes Super Saiyan, he'll have an even higher Battle Power.) Do not allow Vegeta to be killed though. After you kill Frieza, you will see the credits and Goku (Gohan will be with him if he's alive.) will be flying across Namek. After the credits are finished, Vegeta will interrupt your flight and he will become a Super Saiyan. You will then have to fight Super Saiyan Vegeta, who has a Battle Power of 6,000,000. If you beat him, then you will see a different ending.

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= XII. Credits [CRED12] =
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Well, here's where I give credit to the ones that helped make this walkthrough possible. Here's the following people I'd like to thank:

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

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

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

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= XIII. My Words [MYWOR13]=
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Thanks for reading my walkthrough first of all. I sure hope it helped you. If you wish to submit something to this walkthrough, send it to ssj4kain@aol.com and label the subject as "Submit-Chou" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Chou" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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