

# Dragon Ball Z: Chou Saiya Densetsu (Import) FAQ

by Vegita

Updated to v3.14 on Dec 6, 2004

Dragon Ball Z: Legend of the Super Saiya-Jin  
For the Super Famicom (Super Nintendo)  
Produced by Bandai

General Game FAQ/Walkthrough  
Written by Vegita, Guardian Of Destiny (VegitaBOD@aol.com)  
Version 3.14159

Sections:

- I - Introduction
- II - Game Story
- III - The Basics
  - A - Controls
  - B - The Menu(s)
  - C - The Battle System
- IV - Game Walkthrough
- V - Items and their Uses
- VI - Enemies
- VII - Boss Stats and Techniques
- VIII - Character Analysis
- IX - Various
  - A - Frequently Asked Questions
  - B - Revision History
  - C - Thanks

-----Legend of the Super Saiya-Jin-----  
-----I: Introduction-----  
-----Legend of the Super Saiya-Jin-----

Welcome! I am Vegita, Guardian Of Destiny, and I see you want help for the Super Famicom game "Legend of the Super Saiya-Jin". Well, you've come to the right place, because this game was the first Dragon Ball game I ever owned, beat, and wrote a FAQ for. I have owned this game since 1993, and was the basis for my very first website (let us never speak of that site again, please).

First off, let's get one thing straight: Even though I am Vegita, I will try to write from an un-biased point of view (although I still think I'm the best at everything). Second of all, if I catch anyone copying all or part of this FAQ, ANY part of this FAQ (not counting little sentences like "First off, let's get one thing straight"), I will destroy you. I will rip you limb from limb like the excessively weak individual you are, and then I will sue you for copyright infringement. Third of all, I do not own the rights to this game, the names of the characters in this game or FAQ, or have any ownership whatsoever of this game (except for the cartridge sitting in my room, that is). Those are the property of their respective owners.

Please Note - if you write to me, asking a question (or questions) that ARE answered in the FAQ, I will simply reply with "Your answer lies in the FAQ," and point you to where it is.

Hey folks, if you're going to write me about this game, I must insist that you put, in the subject header of the e-mail, the name of game that you are writing about. I am tired of having people write me, asking about games that I've written for, but they never tell me WHAT game they need help with. This will help me in identifying what game you are talking about, and will also help me weed your e-mails out from the Spam I constantly receive. If you do not put the name of the game in the Subject header, then I may not read your e-mail at all; I get a lot of spam, and people like trying to send me viruses, so if you don't do something that will actually help me in determining whether or not your e-mail is legitimate, you can only blame yourself. Oh, and if you send me an e-mail with a file attached, there is a 99% chance I will outright delete it. If it's absolutely important for you to attach something to the e-mail, make sure you put in the subject line "Legend of the Super Saiya-Jin" so that I'll know it's not a virus.

-----Legend of the Super Saiya-Jin-----  
-----II: Game Story-----  
-----Legend of the Super Saiya-Jin-----

Dragon Ball was a Manga (Japanese cartoon or comic) created by Akira Toriyama, an artist in Japan, in 1982. The manga, which dealt with an absurdly strong little boy named Gokuu (based off of the Chinese folk tales), became wildly successful, and a cartoon version was put on the air in 1984. It ran all through the course of the show until the main character, Gokuu, finally grew to adulthood. This signified the end of Dragon Ball, but promised that something new would return next week in it's place. This new show: Dragon Ball Z.

Dragon Ball Z picked up right where Dragon Ball left off, with Gokuu as an adult. He has a kild now, and his arch-nemesis, Piccolo, was as bad and mean as ever. This series introduced an entirely new set of characters, mostly from outer space, and revealed Gokuu's origins (he's from another planet too).

Dragon Ball was such a large success, before and during it's "Z" stage, so it was obvious enough that there would be video games made about it. There are RPGs, Fighting games, Strategy games, and even a few arcade games.

Legend of the Super Saiya-Jin, the first Dragon Ball game made for the Super Famicom (Super Nintendo here in America), takes place right at the beginning of where the TV show "Dragon Ball Z" starts. Gokuu is visiting his friends with his new son, Gohan. Shortly after, his evil brother Raditz shows up and kidnaps his son. Gokuu and his arch-nemesis (at the time), Piccolo, take off to destroy this being. The game follows Gokuu's story all the way up to his climactic defeat of Freeza, the evil space war lord.

-----Legend of the Super Saiya-Jin-----  
-----III: The Basics-----  
-----Legend of the Super Saiya-Jin-----

Ah, the basics. Let's cover 'em, shall we?

=====  
\_~A~ Controls \_\_\_\_\_  
=====

...coming soon!

=====  
~B~ Menu  
=====

...coming soon!

=====  
~C~ The Battle System  
=====

...coming soon!

-----Legend of the Super Saiya-Jin-----  
-----IV: Walkthrough-----  
-----Legend of the Super Saiya-Jin-----

As usual, I will allow Vegeta (the character) to handle the walkthrough himself. These usually turn out interesting, being a somewhat violent and all-around-uppity sort of guy...well, Veggie, take it away!

"Call me Veggie again and I'll rip your tongue out and beat you with it."

Sorry.

---

A	Chapter One	-	The Search for Raditz	
B	Chapter Two	-	Fighting Vegeta and Nappa	
C	Chapter Three	-	Planet Namek	
D	Chapter Four	-	The Ginyuu Squad	
E	Chapter Five	-	Furiza	
F	Chapter Six	-	The Quickie Walkthrough	

---

"Now then, kiddies, let's get this show on the road! Start out by selecting a new game...or you know, whatever. I like starting the walkthrough from the beginning of the game, so if you're continuing an old game that you had saved, you should probably jump to that point of the Walkthrough. Unlike you, I will be starting from the beginning.

=====  
~A~ The Search for Raditz  
=====

"You are outside of Kamesennin's house. Why not enter? Because you are a weakling, and don't want to get beat up, that's why! Oh well, looks like you have no choice, do you? I mean, if you don't you won't get to see me! So go inside and start your adventure.

"Inside Kamesennin's house are Bulma, Kuririn, and, of course, Kamesennin. Talk to Bulma, and she will give you her Dragon Radar. Then talk to Kuririn, and he will give you the Turtle card (All it does is change the powers of your cards, and usually changes them to crap, so sell it as soon as you can.). Then, finally, you should talk to Kamesennin. He'll give you 40 shopping points, which you can use to buy items in Uranai Baba's house(s). Now, step

outside, turn on your Dragon Ball Radar to see where Gohan went, turn it off, and head towards the dot indicated on it.

"Once you've gone as far as you can go (Meaning you will be able to see Raditz, but will be blocked by a passage of mountains), you should travel south until you reach a group of 3 houses. One of them is plain white, one of them is white with a gray dome, and one of them is a strange looking gray-brick pattern. The white building is a farmer's house, the gray-dome building is Bulma's Inn, and the Brick House (Lyonnel Rikie?) belongs to Baba. You should stay at the inn whenever you need the life, as it is convinient.

"Now, head north, back to where you could see Raditz. Go north from there, not too far, and you'll see a building that is all white, but has two points coming off of the top of it. This is the Training Building.

#### ##### Training Building! #####

"This is an extremely important building, because you can are given 10 Training Points, with which you can either:

"Train your Ki, increasing it by jamming on the buttons to build power so you can destroy a rock. Note: Every time you do this, you gain 5 max Ki points, but lose half of your Ki. Just be ready to heal!

OR...

"Get more spending points by 'Running the Gauntlet,' fighting a series of opponents. You can't heal using items, or view the power of the guys you're fighting, so it's a bit of a challenge. You can only run the Gauntlet once. In some instances, you will have to find an item to let you do so again. Every time you win one of such battles, you will gain more Zenii (used for buying stuff), and then have the option of quitting with what you have, or trying for even more.

"One problem with the Gauntlet, however, is that you have to have Zenii to earn Zenii. In other words, the man behind the counter won't even let you participate unless you have a certain amount of cash on hand. I'm not quite sure what the amount required is, although I'm inclined to believe that it's 10 or more Zenii. If you need the dough, sell an item or two.

"Now then, increase Gokuu's Ki by using the Training Building, getting 5 points added each time, heading back to Bulma's inn to heal, then back again. Do so 8 times, then once for Piccolo. Then go outside and fight until you have reached level 3 (Your power rating should be 598 for Gokuu and 588 for Piccolo.). Then go back to the Training Building, and, using the last Training Point you have, go into the gauntlet. Try to go through all of the fights, although you don't have to. Sometimes the game won't let you train here - the reason for that is because you don't have enough Zenii to train! You have to have some money to gain some money, folks - it's just that simple.

"After completing the gauntlet, you will be out of training points. That's ok, you won't need them anymore. From here, you should build your levels to 3 each, then go back to the inn. Stay if you need to, then head east. Eventually, you will reach a house, surrounded by mountains. Enter.

"So, Mr. Popo's been attacked! Well, these 4 Cybermen are no match for you two now that you're at level 3! Just destroy them, then re-enter the house. Mr. Popo will give you the Gohan item. Trust me, you WILL need it.

"Well, from here you should travel back to the inn, staying again if you need to, then head east to the cave. Enter.

"The cave contains the same kinds of enemies you've been fighting, just in stronger groups. Stop to check everything...mainly, holes in the walls and capsules. Just watch out, there may be an explosive in either, doing some damage to you. And that would be bad. From there, you should eventually get everything, and reach the end of the cave, where Raditz is (See boss listing). Wait a minute...Raditz was in the mountains beyond the cave! Oh, well, that just means he's dumber than he looks. But don't fight him yet, you need an edge...

"Continue to fight in the cave until your level hits 4. Gokuu's Power Rating will be 718, while Piccolo will have 708. You'll also notice that you won't fight anymore enemies. That's ok. NOW take on Raditz!

##### Raditz! He keeps going, and going, and going... #####

"Well, as you found out from beating him, this guy wasn't the REAL Raditz, but a small black Cybermen. Man, wouldn't it be just GREAT if those things found the right enemy to turn into (i.e., me?). Continue on past where it was, out of the cave. As soon as you step out, you will be attacked by the real Raditz (Note: This will happen anywhere except in the cave when your levels are at or above 4).

"Immediately use the Gohan card, but don't use any Ki attack Then use strong defense cards while attacking him. You can't hurt him, but he can hurt you. After all the attacking for the first round is done, Gohan will lose his cool, fly out, and bash Raditz. From there, a new menu option will come up. Select it, then Gokuu, then Raditz. Then have Piccolo attack with anything (Except Ki attacks... trust me!), while Gokuu flies out and grabs Raditz from behind. Now have Piccolo attack until a Magic card comes up, then use Mankaksopoppo. If Gokuu's life runs low, heal him. After Piccolo fires the Mankaksopoppo, Raditz and Gokuu will die. Of course, I have no problems with that...

=====  
~B~ Fighting Vegita and Nappa\_\_\_\_\_  
=====

"Well, now that you've beaten Raditz, you feel pretty special, don't you? Well, now here you have a problem. You see, that thing on Raditz's face not only told him the power ratings of things, but it was also a communicator. So now Nappa and I are headed toward Earth, and Earth's best warrior is dead. I'll bet Piccolo feels pretty good now...

"So what should you do? Well, Piccolo decides to train not only himself, but Kakaro...er, Gokuu's kid. I mean, after what he did to Raditz, he should be able to use the full extent of his power, right? So he takes him and drops him off in the wilderness. If he can survive there, then he can be trained. And of course, the other fighter friends of Gokuu train under Kami, getting better than ever before. Well, after having to watch all that, you get to control Gohan, and find yourself in a cave. Blocking the exit is Piccolo. To the south is a pool of water (green?) that refills your life and ki if you need it. And you probably will...

"As you probably guessed, you need to talk to Piccolo. He will fight you, and you (Obviously) need to win. His stats will be the same when you beat Raditz (see boss listing). After you beat Piccolo, you get to see Gokuu flying

along the Snake Road. When he reaches Kai-ou Sama's, he will begin training.

#### Can you say Training? I knew you could! ####

"Goku's training is rather simple. It goes as if you are fighting an actual enemy. You pick strong cards, and you go up against the planet's gravity. Your attack goes to completing the training, the defense goes to seeing if you took any damage from the gravity.

"Now, there are 2 things you can do from here. You can:

- A) Take the easier road, and just complete Goku's training the regular way, ending up with a power rating of about 8,000.
- B) You can NOT try to complete the training the regular way. Lose every time you can, getting 32 experience every time you lose, and building your levels that way. Don't pick really good cards and complete the training; instead, purposely fail. Fail as often as you can, getting 32 experience, then healing when you need to at Kaioh's house. Do so until you win whether you want to or not...or have a couple of Oolong cards handy, so you can get low cards! After training successfully 3 times, you will have to face off against Kai-ou Sama (see boss listing) himself.

"The thing about Goku's training on Kai-ou Sama's planet is that the longer Goku takes to complete it (how many attempts he makes), the longer it will take him to return to Earth. If Goku can finish all 3 Planetary Training Sessions on the first try (without quitting), he'll immediately return when Piccolo and Gohan set out to look for everyone else. That's right, Goku will IMMEDIATELY join you, making the battles-to-come much easier to handle. If he blows 1 try, then he'll appear before/during the Cybermen fight. If he blows 2, then he'll appear before/during the Nappa battle. 3 leaves him before/during the Vegeta fight, and every loss after that is a matter of rounds in the Vegeta battle - which can be the difference between life and death for you foolish Earthlings (and Namekian...and Saiya-Jins...and half-breeds).

"Well, you've completed your training with Goku, and everyone else is strong too...ok, maybe not strong enough, but hey! So now you're in control of Piccolo again. You and Gohan are going to go up against Nappa and Me, Vegeta, but you need help. So travel to the south, and not too far there you will find Kuririn. Talk to him to get him to join. Now, from here, to the southeast, there is Bulma's Inn, with Yamcha just outside. Talk to him as well. From here, head south, where there is a ridge with a Training Center and Baba Store directly to the north of it. Next to the ridge is TenShinHan and Chao-Zu. Talk to either one.

"Now, you have a 6-man army. What do you do? Fight! Yes, fight until Piccolo is at level 9, everyone else is at level 9 as well, and Gohan...well, he will still be at level 11, since it will be quite a while before he gets a level up. And keep going until there are no more monsters. No more monsters will show up, no matter how long you fly (or walk). You see, enemies stop attacking you once Piccolo has reached Level 9. From there, you should go to the Training Center and build up Ki, run the Gauntlet, whatever. You're more powerful now, and you have those points to spend, so you can either power-up your characters or gain more spending money. It's your call.

"You should go shop for a few items now, namely a couple of Chi-Chi's, a couple of Mr. Popo's, and a few Senpyous. Now that you have a couple of good items, you need 2 more very important ones. First of all, visit Yajirobee. He'll tell you that Oolong is looking for some hentai pictures of Bulma, Chi-Chi, and Lunch. Visit Oolong (his house is to the north), and he'll tell you that

all he's looking for right now is a picture of Lunch. Go buy a Lunch item, and give it to him. He'll gladly hand over a rather...interesting item: the Namekian Toad (#1).

"After that, just go visit Yajirobee again. He STILL won't go with you, complaining about being hungry and not feeling up to the task. In exchange for that tasty Namekian Toad, however, he WILL give you a Yajirobee card. Lazy, no good Samurai...if you really feel like it, and you have Yamcha in your party, you can go visit Pool in his/her(?) house on the west coast. He/She/It will give you a Pool card if Yamcha's with you, and just encourage you if he isn't. Hey, it's better than nothing, right?

"After all that, you should go visit Nappa and Vegeta. Your procedure will vary, depending on whether or not Gokuu did the extended training (See above). If he didn't, then you will fight Vegeta without his help at first, which is a real pain, considering you best guy (TenShinHan) will have a max power rating of 2000, and the guy he's going up against is 9 times stronger. But, I'm getting ahead of myself...

##### Vegeta, Nappa, and those little green men #####

"You will start off fighting 1 green Cybermen. This guy is beyond stupid. Simply use your strongest guys (Piccolo, TenShinHan and Gohan) to drop this moron. After he's dead, you will have to face 5 of these little pests. After those little buggers are dead, you will have one of 2 things happen. If Gokuu completed his training in a short amount of time, he will be able to get to your side faster, and join up with you at about this time

Or...

"You could just go on to fight Nappa yourself...Not an easy task. Now that you've made Nappa's collection of plant men nill, you have a larger problem... namely Nappa! He is now going to show you what you should have done a long time ago - Perish! Nappa is substancially stronger than the other morons you've been fighting. The strongest thing you've had to fight so far was the Green men with a power rating of 1200 each, but Nappa has a power rating of 4000. He's a LITTLE stronger. And he gets to attack twice as often. G'luck to you!

::Waits for Nappa's destruction::

"Good for you! You've beaten Nappa! Now you can just put down the controller, and turn off the system. You've done enough.

"...What do you mean, you want to continue? Oh, come on! You don't want to keep going, do you? I mean, you'd have to fight me, and, well, you know how much of a jump there was in power going from the Cybermen to Nappa, right? well, this jump is much worse.

"Oh, alright. When Nappa is defeated, he charges up for one last blast: to kill the little moron that helped him to meet his demise----- Gohan! Unfortunately, Piccolo has grown attached to the little twirp, so he decides to try to save him. And does, but at a price...Piccolo's jump in front of the blast saves Gohan, but is too much for him to bear. Death comes swiftly to the Namekian warrior.

"Piccolo has 'Gone to another dimension', and you have to contend with the reigning champ. Me. Vegeta. If you were lucky enough to have Gokuu come back in time, then you won't have as large a problem as you would if he hadn't. If

he did come back, he and Vegita will fly off to a desolate location in the middle of a group of mountains and fight alone. If not, well, Veggie will show you why Nappa and Raditz were considered moronic weaklings. Either way, you will fight Veg-o, and you are in for a real challenge.

\*\* If Gokuu came back in time:

"Immediately have him use one of the Chi-Chi cards to change your strongest attack card to a Ki Card, then use it to go to Kai-ou Ken. Now you stand a better chance! Have him use the other Chi-Chi card and make another Ki card, this one with high defense. Use it and select the Genki Tama. Continue to charge it up until Gohan and the others can get there. Speaking of which...

"Gohan and the others are back where Nappa bit the big one, so get them moving! They really need the experience from fighting! You will be attacked on the way there by a few enemies, so quickly destroy them and continue on to your target. Meanwhile, back at the Battle en Masse...

"Gokuu should continue to charge the Genki Tama, using a Senpyou card if necessary to replenish his life and Ki. You need to Get Gohan and others there by the time he's charged up 5 times. Now do you realize why you had Gokuu go to the Training center all those times in Chapter one?

"Eventually, the others will get there, and you can fire away at Veggie. If you haven't used one, and still have one, use your Gohan card to insure the hit. If you haven't used your Piccolo card yet, either, you should use it to drop his attack and defense to 1. Not that he will be able to attack, but hey? Well, if that doesn't kill him, use your Power Moon card to turn Gohan into a raging Oozaru, giving him ten times the power rating he had before. Now you have two fighters on a par with Vegita...ok, slightly less. From here, simply beat the stuffing out of me until I call it quits.

\*\* If Gokuu didn't make it back in time:

"You will automatically fight me. And since you have no real way to survive, you just need to keep the battle going until Gokuu can arrive. Namely, use the Power Moon Card and have Gohan go ape on Veggies...AHM...sorry, well, try to keep him alive as long as you can, and eventually Gokuu will arrive, and, being stronger than ever before, you can just use Kai-Oh-Ken and pound the crud out of me.

\*\* Regardless of whether or not Gokuu made it back in time, the REAL fight:

"Yeah, you heard right. If you want to go by the manga (minus Yajirobee, of course), then have Gokuu try to hold off against Vegita for as long as possible without defeating him, or getting defeated yourself. Meanwhile, have Gohan, Kuririn, and whoever's left alive fight some battles to build them up some. After a while, head back to where Gokuu and Vegita are, but don't enter the battle. Eventually, Vegita will create an energy moon of his own, and turn into a gigantic Oozaru himself, giving him a Power rating of 180,000. NOW have the others enter the battle. Sure, you can't damage him at all, but there is still a way to beat him. Kuririn's KienZan should do just nicely. Unfortunately, Vegita's quite fast, and Kuririn might get killed before he gets the chance to launch it, so if you got the Yajirobee card, then you can use that to safely drop the Saiya-Jin prince back to size. After you've chopped him back down to size, use your own moon card to defeat him. Sadly, you don't get any more experience from having me go Oozaru. You just get to see me get even bigger.



"Well, after all that stuff about me leaving, and you landing on Namek, you will notice, while talking to Bulma, that 2 Space Pods went flying by. What should you do? Well, you have 1 main priority on this map, which I will be using 'trees' to explain.

I) Defeat Dodoria.

"Unfortunately, it isn't quite that simple. Dodoria doesn't simply want to fight, and it takes a bit of work to get him to come out. Therefore, you should occupy yourself with a 2nd priority (which, oddly enough, should be your MAIN priority) until Dodoria surfaces:

I A) Finding the Dragon Balls.

"This, of course, is a little more difficult and time-consuming than you'd think. Let's go a little deeper, eh?

I A 1) Talk to Tsumuri and Mai-Ma, who are guarding a Dragon Ball.

I A 2) Locate the Dragon Ball in the cave.

"Oh, but it only gets better: Tsumuri and Mai-Ma won't willingly hand over the Dragon Ball to YOU, a bunch of EARTHLINGS, and will instead fight you. You don't want this (no matter the outcome, you will lose the game from this), so you have to find a way to get them to willingly give the Dragon Ball to you.

##### Mission One: Getting a Dragon Ball #####

"Head to the northeast of your Ship. You will come across a ravaged town, with dead Namekians laying all about. Don't try to talk to them, since they're dead. Hey? What are you doing? I said not to talk to them...stupid. I TOLD you they were dead. Anyways, you will also see a strange-looking person in a flying chair, a green person on his left, and a purple person on his right. This is Freeza, and he's in the middle of "Negotiating" with the elder of this town for their Dragon Ball.

---Cinematic Scene!---

"Of course, since the elder isn't stupid, he decides not to give it to him. The "Fighting Namekians" don't like that idea...or the big fat purple guy next to Freeza. His name is Dodoria. He's not too, nice either. A mouthblast, and they're gone. And since the elder still wouldn't fork it over, Dodoria then decided to take out a small Namekian child. Of course, by this time, Gohan has completely lost it, and decides to save the small child's life. So, when Dodoria flies at the small child, Gohan, playing the part of the hero, kicks Dodoria in the face, sending him off in the other direction. He then grabs the child, and flies off in the other direction. Freeza, disliking the idea of one of the Namekians getting away, sends Dodoria off to catch the little mongrel. Dodoria then flies after Gohan, with revenge on his mind.

"This is an interesting little side game...you are Gohan, scrolling from the right to the left, with Dodoria in hot pursuit. He throws fireballs at you which he hopes will ground you. The fireballs have five different patterns. They can:

I - Fly straight.

- II - Fly Up, then curve down.
- III - Fly down, then curve up.
- IV - Fly straight, then curve up.
- V - Fly straight, then curve down.

"If you can successfully avoid all the fireballs, you will get a Saichourou card, a very handy card that ups your Power Rating by 50% in a battle. VERY handy for bosses, namely Dodoria.

"After ditching Dodoria, the Namekian child will join you. His name is Dende. Now, you should turn on your Dragon Ball radar, then head for the ball to the north. That's right, it's Tsumuri and Mai-Ma. Having saved Dende, they now respect you and freely give you the Dragon Ball - and even join your party to aid you! Unfortunately, they can't get any stronger than they currently are, so you'll just have to deal with they're strength. You will get far stronger, but for now, it's good to have them around.

---The Tree Explanation---

A) Find the Dragon Balls.

- 1) Tsumuri and Mai-Ma's Dragon Ball.
  - a) Locate Furiza and drop in.
  - b) Save Dende (and yourself) from Dodoria.
  - c) Take Dende to Tsumuri and Mai-Ma, who will convince them to give you the Dragon Ball.

##### Mission Completed #####

"Ok, so you have the first Dragon Ball. Dodoria took off, so you can't very well defeat him yet...therefore, you'll have to resort to the next item on the agenda - getting another Dragon Ball.

##### Mission Two - Another Dragon Ball #####

"Head to the southwest. You will come across those two pods you saw fly by when you first landed...and the purple guy that was standing there (If you went down there to investigate) is now gone. Oh well...Use your Dragon Radar to locate the next Dragon Ball, which is in the Southwest corner of the map. Hey, a cave! Might as well look inside...

"This cave contains stronger enemies and groups. My suggestion is that you should build up off of the baddies in here. They give you more experience, too, so it's a worthwhile venture. And there's the fact that since every time you could build levels before, there was a certain point where they would stop coming, and you would have to go fight a boss, or do something important. Now there isn't one, so you can just build until your hearts content.

"You should continue along in the cave, but be careful...a lot of the capsules and holes in the walls are traps, waiting to blow up in your face. And there is one lengthy detour that takes you to a ShenLon card, which restores full HP and Ki in a battle for everyone. VERY handy. Anyways, continue on until you reach an open area.

"In this area, you will find, well, not much, but there is a passage that leads up to the north. When you go up it, be careful. There are rocks that roll down it, taking up most of the passage, and doing 50 points of damage every time one hits you. And, since you get knocked down every time one hits you, you are more vulnerable to being hit again. So, as soon as you see one coming,

get to the openings in the side. Continue on after the rolling balls to get to the Dragon Ball. Exit the cave to the north.

- 2) Enter the cave and find the Dragon Ball.
  - a) Move throughout the cave to locate items and the Dragon Ball.
  - b) Avoid the rolling rocks, near the final chamber.
  - c) Pick up the Dragon Ball and exit through the back passage.

##### Mission Completed #####

"Ok, NOW what do you do? The Dragon Radar doesn't list any more Dragon Balls, so you'll just have to find Dodoria and beat him up. Wait, what's that flying in from the distance...

##### Bossed Around #####

"Uh oh! Look who found you! It's Kewie! he's the Purple guy who flew in after you landed on Namek. Well, I hope you built your levels in the cave enough, because this guy is as strong as I (Vegita...remember me?) was back on Earth. Of course, even I'M stronger than that now, but that's beside the point. Beat this toadie up, guys!

"...ok, so Kewie's taken care of. NOW what? Well, here's the trick - to the northeast of the cave entrance, you'll find an abandoned village. Enter the big hall, and search the pots inside. You will find Cargo, a small Namekian child, who joins you. You now have one heck of a full party!

---YOU MUST FIND CARGO FOR DODORIA TO APPEAR (later on). IF YOU HAVE NOT PICKED UP CARGO, THE GAME WILL NOT PROGRESS. DO NOT - I REPEAT, DO NOT E-MAIL ME ABOUT THIS, I HAVE COVERED THIS SECTION OF THE GAME ENOUGH FOR YOU TO SEE IT BY NOW.---

"Now that Kewie is gone AND you have Cargo (and both Dragon Balls), you will get a message stating that you need to return to your ship. When you get back to it, you will have a problem...Dodoria has located the ship and is in the process of destroying it. He's none to happy about what you did to him, and wants to fight. After he destroys your ship, you should give him what he wants: the fight of his life!

"After destroying the fat tub of lard, Bulma will walk in from the north. Good thing she wasn't in the ship when Dodoria got there! You immediately take her to a safer place to hide."

"Therefore, we are given the final tree of events:

- I) Defeat Dodoria.
  - A) Locate Cargo, the OTHER Namekian Child.
  - B) Defeat Kewie (automatically fights you after finding the Cave Dragon Ball).
  - C) Find the Dragon Balls.
    - 1) Tsumuri and Mai-Ma's Dragon Ball.
      - a) Locate Furiza and drop in.
      - b) Save Dende (and yourself) from Dodoria.
      - c) Take Dende to Tsumuri and Mai-Ma, who will convince them to give you the Dragon Ball.
    - 2) Enter the cave and find the Dragon Ball.
      - a) Move throughout the cave to locate items and the Dragon Ball.
      - b) Avoid the rolling rocks, near the final chamber.
      - c) Pick up the Dragon Ball and exit through the back passage.

"There, that wasn't so hard, was it? If you want to defeat Dodoria, you have to do 3 main things - get the Dragon Balls, defeat Kewie, and find Cargo. Getting the Dragon Balls requires a bit more work in the procedure, but it's nothing major. Follow the tree and you'll do fine!

=====  
~D~ Vegita, Zarbon, and Dende  
=====

"After all this time, you finally get to be Gokuu again (Yippy. I really mean it). You are now in the Capsule Corp. Space Pod, on your way to planet Namek. But, to kill time (And be in "Tip Top Shape"), you need to train. So climb the ladder, and walk up to the machine in the middle of the room.

"The room you are in is the Gravity Chamber. The machine can increase the gravity by multiples of 10, all the way up to 100. The thing is, whenever you complete the training on a certain level, you get the same as any other level. So just do x 10, and you'll save time. Complete 5 training sessions, and you will move on to:

"Piccolo!! Yes, Piccolo finally made it to Kai-ou Sama's planet, and is training the same way Gokuu did. So what do you do? Since there is no deadline for training, you should just do the Incomplete-training-for-experience trick (If you don't know what I'm talking about, go to Chapter 2). Continue until you feel you're strong enough, or accidentally win (Hey, it can happen). Then you will have to complete your training about the same way Gokuu did, having to fight someone with a Power Rating of 4000. Only this guy Piccolo's seen before. And he brought help.

"Nappa and Raditz are a lot easier to take this time around. The trick is to take Nappa first, since he can attack first, then drop Raditz. After that, Piccolo is done. He just has to wait until he's wished back.

##### Put on your Hiking Boots and your Flying Gi #####

"Now (Finally), you get to control Gohan again. He drops Bulma off in between 2 hills, and flies off to find the other Dragon Balls. And Tsurumi and Mai-Ma leave you too. But since Dende doesn't, you need to (Guess what?) build levels! Yeah! If at all possible, get Dende to level 3, so he can heal you in battle. And since there are Kewie and Dodoria clones as regular enemies now, each with power ratings over 10,000, you need the levels badly. Your groups' weakest member should bet at around 8,000-9,000 (most likely Chao-Zu), so gain those levels.

"First off, find out how large the map is. Fly all the way to the one of the corners of the landscape, the fly in one direction until you come across the next edge. Time how long it takes you to get there. Now fly perpendicular to the direction you just came, counting again. Now, figure out how long you need to fly in each direction to get to the center of the map.

"Whew! That took a while, didn't it? Well, search around this area for a house, then enter it and search the pots. Inside one of the pots is a random item, including the occasional 40 Zenii. Hey, it's cash-on-hand, so why not? You might be wondering how why I told you to do all that flying in order to locate this building; there are 3 reasons:

- 1) It's easier than simply flying around.
- 2) I don't remember (at the time of writing this FAQ) any better directions.

3) You get into more fights, which can get you more experience (and levels).

"Now, fly a short distance to the east, and you'll find the Dragon Ball. Obviously, pick it up. I realize that you could have just flown to the Dragon Ball, and then headed West, but this way, you get more fights in, and more experience.

"Now, you will see on the Radar another Dragon Ball to the north. Fly as close as you can to it, you'll be stopped by a ring of mountains. Somewhere along the mountains, you will find a cave. Enter. In this cave, you will fight even harder groups of enemies. And you will get items too. Just remember, if you ever get a Scouter, just use it. There's no point in saving them for bosses to see their cards or stats. With this faq, you won't need the stats, and if you have a Piccolo card, you can use it, so when it goes to the screen where you pick which enemy you want to use it on, it will show you what card they have. You can then just cancel out of it, and send the correct attack to the appropriate enemy.

"Now, what do you do? Explore! Yes, start on the eastern side of the cave, and search all around. Try holes in the walls, Capsules, and the green lake, if you need the lake. Eventually, you will find the Yajirobee card. Yajirobee rushes out, attacking whatever you had him attack, and do damage. Or sometimes he stuns them. If I ever figure out where another one is (aside from the one back on Earth), or how to get him to do either attack on command, I'll write it in.

"Anyways, you will come across another green lake on the Western side of the Cavern (that's on the Left, for those of you unfamiliar with the directions on a compass). Search the lake to find a fairy...no I don't know what she's doing in a pool of green water. Maybe she's taking a bath, I don't know. Anywho, she'll tell you that in order to progress through the cave, you have to do a little favor for her. She wants you to go to another cave in the South-Western area of the map and search these holes in the walls. Screw you, isn't she? Oh well, you can't go any further until you do, so leave this cave (the blue one) and head to the Southwestern cave (which is brown). If you have a Buukujitsu card, you can use that, and it will take you back to the entrance of the cave. See, these CAN be useful!

"Fly all the way to the southwest corner of the map. There is an island there. Land, then go in the cave there. Inside the cave, there are several holes. You need to search inside of all of them (there are 6, I believe, most of them located in rooms) to find odd lookin' switches - Dende will tell you not to touch them. I don't know why he's so touchy...it's not like you CAN touch them, anyways!

"When you've searched them all, you need to go back the first cave. Now that you're back at the first cave, you need to go back to the Pool ('Hi, Yamcha!') that the fairy was in. She'll thank you, then cause the screen to change so that a passageway leading to the Left will appear. Walk left into the next section of the cave then! Onward, young soldier!

"Once you are in the new area, you should go south a little ways, then west to the opening in the rock. Once in there, you will see two Nameks. It turns out one of them is Nail, and the other, well, he's a clone. You and Nail gang up on this one. "Remember, during this fight, Nail is there too, you just need to scroll down to see him. Since he has a power rating of 42,000, he's the prime person to use.

"Now that the clone's gone, Nail will join you. You should exit the little area you are in, and head southeast. You'll come across a small passage with

Dodoria in the way. Fight him. After destroying the fat freak a second time, you should continue on down and around in the cave, until you reach the exit. You will then be inside the mountains. Fly to the east to the rocks, where you will see a building on top of them. Land in front of it, and enter. Nail will leave you. If you didn't bother to get Nail, then you can't enter Saichourou's chamber - therefore, go back and get him. You'd be surprised just how many people have e-mailed me, asking me why they couldn't get in.

"You will see a group of pots. Walk into the middle of them, and you will fly up into another area with Saichourou in it. He raises your levels by 3 (Regardless of how close you were to getting another Level Up, so you best get it before visiting him). Your attack cards all change to Namekian attack cards now, so adapt your attacking style accordingly. He will also give you a Dragon Ball. After that, Dende will leave you.

"After visiting the Namekian Elder, you should enter the cave again, and walk all the way back to the beginning to exit. Once outside, guess who shows up? That's right! Me! Veggie! Unfortunately, I'm not the only one who shows up. Zarbon wants in on the action too, and decides to fight you. After you beat him up, he decides to show his true colors...er, true shape. He doesn't really change colors. This sucker is harder, but, since I (Vegita) am perpetually stronger than him, he still goes down quickly. After all that, more Psuedo-Cinemas!

=====  
~E~ The Ginyuu Squad  
=====

"Well, now you are in control of Gokuu again, you (again) have to train in the Capsule Corp. Spacepod. You should follow the procedure you did last time (See Chapter 3), and after 5 times of training, you will automatically hit level 37.

"After that, you will be in control of Gohan and me. But before you can do anything, guess who drops by? That's right! The Ginyuu Squad! I'll bet Freeza will be really happy about what's going to happen to his favorite Space Heroes - and I use the term "Heroes" loosely.

"Ginyuu and the others immediately get all 7 Dragon Balls, and Ginyuu flies off, taking them to Freeza. The rest are to destroy you. Of course, if you let that happen, the game will end, so DON'T die. They bicker for a while, deciding on who get's to take who, and eventually Rikuum and Gurudo step up. You will fight this overpowered duo at the same time. Qell, ok...Rikuum is the powered one, while Gurudo - who CAN stop time - simply doesn't have the physical strength to be effective. However, they're still troublesome.

"After killing them, it's best that you save it. From here, you have two options. You can:

- A) Immediately walk up and fight the next two, then, after one's gone, build levels,
- B) Walk around in front of them, not going too far off, and building levels. Then, when you fight them, Gokuu will fly in as well, and you will have another strong fighter to defeat them. Also, you will have (hopefully) gained a sufficient amount of levels to take these cretins on.

"...obviously, I suggest option B.

"You only get to defeat one of them, however, before the other on runs off. I suggest you take out Jiisu (the weaker of the two). After that, Baata will run off to tell Ginyuu what happened.

"Now, if you have Gokuu at this time, you should immediately go to Ginyuu, where Gokuu will go one on one with him, and lose. If you don't have him, good. Build levels like you've never before. You want to be strong enough to take out Ginyuu, who's got a power the likes you've never seen before. There are stronger, higher experience-yielding enemies in a cave to the north. This cave is great for buildin' up your ol' BP. If you remembered to get that Namekian toad, though, this battle will already be REALLY easy. Hope you found it... For more information on the wherabouts of the Namekian Toad, check the items section (as well as how you 'use' it in the battle).

::pause::

"Good for you! You've taken out Ginyuu! And you've gotten the #1 star Dragon Ball! Of course, Gokuu is nearly dead, and needs to be healed. So he's taken to Freeza's ship, and put 'em in a healing pod.

#### #### The Battle for the Dragon Balls ####

"Well, now that Gokuu is healing, and the Ginyuu team has been disbanded, you have nothing to fear...except for the fact that Freeza is nowhere to be found, and the Dragon Balls are missing! Well, you do have one advantage he doesn't have: The radar! Turn it on and head for the balls.

"So they're located in another cave, so what? This is the same cave I told you to go to when you had to build levels before fighting Ginyuu. This time, you've got to head to the south, to the very back of the cave, to find the Dragon Balls. Of course, you have a problem to deal with there, too.

"So what if Freeza is guarding the balls? You've got a pretty good team of guys to take care of him right now. Unfortunately, you can't view how strong he is by pressing the X button or using a Scouter. So you just have to fight the alien scum to get back your means of reviving your friends.

::pause::

"Of course, as you found out, that wasn't the real Freeza. But you DO have the Dragon Balls now, so you best make your wish. NOW you see what I meant by 'Hope one of those black things doesn't turn into the right character...'

"Meanwhile, Saichourou has realized that Freeza is coming to kill him, and has sent Nail to Divert him. Of course, this is the REAL Freeza, and Nail doesn't stand a snowball's chance in a furnace in HFIL against him, but it's still fun to try against Freeza. I highly suggest trying to hit Furiza, since it will allow you to gain a VERY powerful item (see the 'Porunga Card' in the Items Section). Back to the main group!

"Gohan (and whoever is still alive) has all of the Dragon Balls, and decides to fly to a small island to prevent Freeza from seeing them and stopping them (Considering the fact that they are still in front of his ship!). So they proceed to fly to an island, and call the Namekian ShenLong. Man, that guy is HUGE!!!

"Of course, the first wish is that all of their friends that have died be brought back, and the second is that they come to Namek. But before Vegeta gets his wish of becoming Immortal, Saichourou dies. Making the Dragon Balls turn to stone. And the third wish ungranted. This angers me...er, Veggie, and we decide to fly off and tackle the next item on the agenda: Freeza. This time the real one, too...

=====

~F~ Freeza

---

=====

"Well, now you're back on the map with Saichourou's building. You have to go there to get rid of Freeza. But there's a problem. You can't pick up or heal Nail. Oh well, I guess that's not so bad...he's got some better things coming for him... "Fly around, fighting the stronger enemies for levels. You'll notice now that the enemies you are fighting are different colored-Ginyuu squad members. But you haven't fought a Ginyuu clone yet...hmm...I'm not forshadowing, really!

"Once you feel everyone is strong enough, you should head towards Saichourou's. You'll notice that there aren't any caves here anymore. Freeza apparently got as annoyed as you did with the cave on the way there, and destroyed it. Oh well, now you have a shortcut to him.

"Right in front of Saichourou's home is the guy you've been looking for: Freeza! And he's not happy! I think I'm right when I say that Freeza is downright @\$^# off at this point, so he's not going to give up easily. You start out by fighting a couple of rounds against him, then you switch to another group.

"Finally, Piccolo again! And all the other people who might have died on your adventures, too! From here, you should (As always) build levels. Piccolo will get a couple, and not really get much stronger...but that's ok, this is for the other people in your group. You don't have to worry about Piccolo's levels.

"After Piccolo's groupies are strong enough to help out against Freeza's first form, keep going. You won't join them until he's gone to his second form. So fight some more morons, until you feel you're strong enough. Level 45 is fine. Travel near to where Saichourou's building is, and look around to the south. Look! You've found a Namekian that looks just like Piccolo lying on the ground, near dead! Talk to the poor guy! Piccolo and Nail talk, then fuse together. Now you have a Super Namekian! Would it be Niccolo or Pail? Oh well...

"Back to the action. You fight Freeza until he's at half life, then he goes to his second form. After you've damaged him for a bit, he'll leave to fight another time. And trust me, it's not as long as you think!

"Man, you're going to hurt me for this one, but...guess what you should do first? Yup, you guessed it: Levels! Get your max! That's level 48! And for Gohan, TenShinHan, Kuririn, Yamcha, and Chao-Zu, that's a lot of fighting! Hey, don't worry about it, it's not really necessary. But there are other ways to get around the experience needed, and make practically the whole game easier than anything. Of course, the last few battles, starting with Freeza's first form won't be...I'm rambling again. Ok, just get them to the point where they can handle the baddies you are presently fighting. Then travel to the Northwest. You will come across several Training Stations, where you will probably want to go after a while. Just make sure you have a card that will let you use it!

"Anyways, keep traveling, and eventually you will reach a series of mountains with a little opening. Inside that opening is Freeza, and 3 Ginyuu's. DON'T go near them yet...it will start the long chain of events that will end the game. If you do so, you will go through a series of battles, then you will fight Freeza for the last time. Not a good thing to do, yet...



"Well, you see Freeza there, so ignore him. Fly to his left, to the west, around the top of the mountains. Just to the north of the mountains there are Tsumuri and Mai-Ma. Talk to them. Piccolo will converse for a bit, and then you will have the a choice. You can fuse with Dende (that's right, the kid healer rather than the 2 fighters), or you can simply have Dende stick with you and act as healer. Do whichever you want, either will help you out greatly. If you keep Dende, you will be able to heal without items, which is a great benefit, but Freeza will kill him off eventually; if you merge, you will have a super warrior with a power rating of 1,900,000. Piccolo is KINDA strong. Since I only respect power (Saiya-Jins are funny like that), I usually have Piccolo fuse with Dende. I wonder why the kid - who isn't very powerful and isn't a fighter - yields so much raw strength when fused. Strange.

"Well, from here, you should start to trade in the lesser items you don't need. You should sell all of your Bulma's, Kamesennin's, Pool's, Kami-Sama's, Mr. Popo's, Bubbles's, Kai-ou Sama's, whatever. You should do nothing but buy certain items. Namely, Gokuu's, Piccolo's, Grandpa Gohan's, Chi-Chi's, a few (Not many, maybe 4) Saichourou's, and ShenLong's and Senpyou's. Now, you're fully stocked, and ready to rumble!!!!

#### ##### The Ice Man Cometh #####

"Now, hoping that your levels are at their peak, you are ready to take on Freeza and whatever remains of his henchmen. Namely, the Faux-Ginyuu squad. Your strongest people should be Piccolo, with whatever strength he's at; Vegeta, with (Hopefully) a Power Rating of ust over 1,000,000; Gohan (If he's at Level 48) with 985,000; and everyone else at or about that much. Now, walk up to the Ginyuu's, and let the rumble begin!

"You start out by fighting just two Ginyuu. This is probably a group you've seen before. After that group is gone (Piccolo and Vegeta make short work of them), you will fight a group with 2 Ginyuu and 3 Gurudo clones. This is a prime opportunity to utilize Piccolo's new card attack if he merged. If not, just duke it out.

"Now that that group is gone, you have to face an interesting little group: The whole Ginyuu Squad at once. They're all clones, though, so it won't be as hard as the real ones would have been. Drop them! NOOWWWW!!!!!!!!!!1 (sic)

"Well, the Ginyuu Squad has met another humiliation, so Freeza has decided to end it now. So he ups the ante by going to his third form. Remember Aliens? Well, meet Freeza, Third Form.

#### ##### Cooler's Little Bro Get's Nasty #####

"After clubbing you...I mean, him for a bit, he'll leave. Then you fly around for a bit, fighting, until Freeza shows up for a bit. He fights for one round, then takes off again. Quitter. After a few more fights, he shows up, and leaves, again! What's the deal! Oh well, I guess you shouldn't worry about having to fight him...it's not going to be pretty.

"Then, for the third time, you fight him again. This time, after the round, he'll take you to a desolate island in the southern region of this map. There, he'll fight you again, then up himself to his final form: the Fourth!!!! His first act: Killing off Dende. If you decided to keep him with you instead of powering up Piccolo, then you're going to have quite a difficult battle ahead.

"After a few rounds against him, Gokuu will be fully healed, and will fly in. He's weaker than everyone else, so he's not really someone you should put in a round. Instead, you should take Chao-Zu, the weakest character you have, and have Freeza kill him. After that happens, Gokuu will turn into a Super Saiya-Jin, with a power level 1 point off of 5 Million. He's stronger than Fourth-Form Freeza.

"Ok, so when Gokuu turns into a Super Saiya-Jin, you should use a Saichourou card on him, bumping his level up a LOT. Then do the same for Piccolo and Vegeta. Now, the trick is to have Piccolo use a strong Attack, Gokuu to use strong Ki cards (Kamehame-Ha's, since he can't use a Genki Dama in SSJ), and Vegeta to use...that's right...really weak cards! Then set up your other strong people with whatever. If Vegeta doesn't attack, then it's no loss, it was a weak card. If he does, then he might attack again, with a stronger card. For some odd reason, it's usually a Ki blast. And, for some other odd reason, Gohan goes ballistic at times, this time in particular. He will just start attacking over and over for no reason. I've seen him attack anywhere from 2 to 6 times. 6 TIMES!!! That's a lot of damage!

"...ok, it's NOT a lot of damage, but the potential is pretty good. I think the little tyke goes nuts whenever his life gets low enough (probably less than half), so it's occasionally worth it to have him take a hit or two.

"Well, after you've beaten Freeza, you will get a lot of experience, which no one will probably need. That's ok. The game isn't over yet... If Vegeta is still alive at this point, you will have trouble. You see, after the credits, he learned how to go to SSJ too, and then decided to attack you and your group. There's no time to get any items, or anything. So go to battle!

"I'm not exactly the weakest guy in the Galaxy, now am I? You have to beat me to get to the end of the game...and that's no easy feat! The trick is, if TenShinHan is strong enough, have him use the strongest Ki Cards you have, and blast him with a Four Man Shot. If there are any more, then have Gokuu use a Genki Tama, and after that, Piccolo's Mankaksopoppo. If you somehow have more than that, then use Gohan's Masenkou and Kuririn's KienZan. That'll do the trick!

"Well kiddies, that's the end of the game. I hope you've enjoyed it. I know I have. I was the strongest guy in the game! I don't care if I lost, I had to take on, what? 6, 7 guys? And it took all of them to drop me! I'm better than you! Sorry, I just find it funny. I'm the best.

=====  
~G~ Quick Guide  
=====

This guide leaves out all the tedious level building, and tells you exactly where to go and what to do. If you get beat pretty badly because you used this and didn't build your guys up, then it's your fault; I gave you fair warning.

1. Enter Kamesennin's house; get the Dragon Radar.
2. Save Mr. Popo from the Cybermen; get the Gohan card.
3. Go through the caves and beat Fake Raditz.
4. Continue outside the cave. Fight the real Raditz.
5. Use the Gohan card, then have Gokuu grab Raditz. Either beat them both up, or use a Mankaksopoppo to win.
6. Have Gohan beat Piccolo. If you need to heal, use the pool at the bottom of the cave.
7. Have Gokuu complete the 3 levels of training on Kai-ou Sama's planet, then

beat Kai-ou Sama.

8. Pick up Kuririn, to the south of your location.
9. Pick up Yamcha, to the east of Kuririn (in the mountains).
10. Get TenShinHan and Chao-Zu to the south, next to the training center.
11. Purchase a Lunch card; talk to Yajirobee; talk to Oolong twice (in the northern building).
12. Fight Nappa's Cybermen. Fight Nappa. Fight Vegeta.

#### Namek

1. Head north; visit Freeza; avoid Dodoria.
2. Pick up the Dragon Ball in the northeast. Tsumuri and Mai-Ma join your group.
3. Pick up Cargo, the second Namekian child, in the large, trashed building south of the 2 Space Pods. Search the pots inside this building to find him.  
YOU MUST DO THIS IN ORDER TO CONTINUE. DO NOT E-MAIL ME ASKING WHAT TO DO IF YOU HAVE NOT DONE THIS.
4. Enter the cave; find the Dragon Ball there; fight Kewie.
5. Head back to your ship. Touch down on the ground and walk around the ship's area until Dodoria attacks. Defeat Dodoria.
6. Have Gokuu complete 5 levels of Gravity Training.
7. Have Piccolo complete Kai-ou Sama's Training, and beat Nappa and Raditz.
8. Travel to the center of the map and get the Dragon Ball.
9. Head to the cave in the southwest. Search all the holes to find the switches.
10. Head to the cave in the north; search the pool in the western part of the cave to talk to the fairy.
11. Travel through the now-open passage in the west. Get Nail. Fight Nail clone.
12. Fight Dodoria clone in the south. Continue down the corridor and exit through the east.
13. Get powered up by Saichourou. Get his Dragon Ball.
14. Exit cave; Vegeta joins your party; fight Zarbon and his 2 forms.
15. Have Gokuu complete his training.

#### Ginyuu and Freeza

1. Fight Gurudo and Rikuum.
2. Fight Jiisu and Baata.
3. Using the Dragon Radar, get to Freeza's ship. Fight Ginyuu and Jiisu/Baata (whoever survived the first fight).
4. Head to the cave to the west (use the radar again). Find the Dragon Balls; fight the Fake Freeza/Black Cyberman.
5. Have Nail survive as long as he can against Freeza.
6. Wish back you friends (and decide if you want the Porunga card, or a Moon/Tail card).
7. Go fight Freeza, form 1, in front of Saichourou's building.
8. Have Piccolo fuse with Nail.
9. Fight Freeza until Piccolo shows up.
10. Fly to the 3 Ginyuu's and Freeza. Fight the Ginyuu teams, then go up against Freeza, form 3.
11. Fly around, fighting Freeza, until you are taken to his island to finish the fight.
12. Fight until Gokuu joins the group.
13. Kill off someone (your choice; I choose Chao-Zu), and have Gokuu turn SSJ.
14. Beat Freeza.
15. Fight SSJ Vegeta. Good luck.

Here are the items in the game! It is split up into 5 sections:

A	Restoration Items	
B	Card-Changing Items	
C	Character Effect Items	
D	Miscellaneous Sellable Items	
E	Miscellaneous Unsellable Items	

=====

Each category has the items that fit that description in brief form, describing their effects and how much the cost (when applicable). These charts are followed by more in-depth descriptions of the items and their uses. Got it? Good!

=====  
~A~ Restoration Items \_\_\_\_\_  
=====

Name	Effect	Cost
Bulma	- Gives 25 HP back.	3 Points
Kamesennin	- Gives 50 HP back.	6 Points
Kami-Sama	- Gives Full HP back.	10 Points
Puar (Pool)	- Gives 10 Ki back.	4 Points
Mr. Popo	- Gives Full Ki back.	10 Points
Senpyou	- Gives Full HP and Ki back.	20 Points
ShenLong	- Gives Full HP and Ki back to everyone.	60 Points

**Bulma:** Woman with purple-ish hair and a yellow shirt/jacket. Bulma is/was the first woman ever seen in Dragon Ball, and the second person seen overall. This item will restore up to 25 lost hit points. Very nice in the first couple of chapters of the game, but a tad outdated by the time you reach Namek.

**Kamesennin:** Old, Bald man wearing sunglasses. This item will restore up to 50 lost hit points. Better than a Bulma card, and slightly more useful. You might actually want to keep these around when you hit Namek.

**Kami-Sama:** Wrinkly Green man with antenna. This man is God himself (literally) and restores ALL your lost hit points. They can be used to give Gohan, Gokuu, or Vegita a level-up (if their life is below 5). They're fairly cheap, too, which makes them absolutely indispensable. Always make sure you have at least 1 with you.

**Puar/Pool:** Odd looking blue-ish cat with a bluish-white face and no nose. Puar/Pool (could be translated either way) restores 10 Ki points. These are relatively common to win from battles, so you're bound to have some handy. Sadly, you don't use your Ki attacks very often, so these aren't as useful as you might think.

**Mr. Popo:** Stark-black man with no nose, red lips, and a turban. Mr. Popo is God's right-hand man. His item will completely restore your Ki points. Very nice indeed, especially for the Vegita fight (Gokuu using a Genki Dama

costs quite a bit).

Senpyou: A blue cat with a nose (his eyes are closed) and a staff. Senpyou is the cat at the top of Karin Tower, and the holder of the Senzu seeds. That's what this item is, actually. Senzu seeds are the magical food items that completely restore your hit points AND ki points. VERY nice.

ShenLong: A large Dragon. Shen Long (Jackie Chan's name in Chinese) is the dragon called up when all 7 dragon balls are gathered. Shen Long, in this game, completely restores ALL characters' hit points and Ki. VERY expensive, but also VERY nice to have for the Freeza fight.

=====

~B~ Card-Changing Items

=====

Name	Effect	Cost
Enma-Daiou -	Changes one card's attack to Max (Z).	15 Points
Uranai Baba -	Changes one card's defense to Max (Z).	15 Points
Son Gokuu -	Changes one card to max attack and defense, and allows character to attack everything.	40 Points
Piccolo -	Changes one enemy's attack and defense to one.	20 Points
Kame -	Randomly changes cards' attack and defense ratings.	6 Points
Chi Chi -	Changes any card into a Ki attack.	12 Points
Oolong -	Changes all cards into new ones.	4 Points

Enma-Daiou: Large Pink-ish man with a horned hat and a beard. Enma-Daiou, the gatekeeper of Heaven and Hell, is a VERY large man who maxes out one card's attack rating, making it a "Z" card. This is a nice card, but it's not the greatest card out there.

Uranai Baba: Old woman with a witch-like hat. Baba is Kamesennin's slightly younger sister, and the item that bears her face makes one card's defensive rating a Z, or max. This is better than the Enma-Daiou card, because while you can attack first and attack hard with Enma-Daiou, with this card, you might just survive long enough to attack again.

Son Gokuu: Adult man with wild, black hair. You should know who Gokuu is if you're playing the game, right? This is an awesome item, because it makes the card you use it on have a max (Z) offensive rating, a max (Z) defensive rating, and allows the character that uses it attack every enemy in the group. In other words, you have the highest defense, highest offense, and if there are 5 enemies you are fighting, instead of just hitting one of them, you'll attack all of them. Very nice to have, but a tad costly.

Piccolo: Green man with a turban. The Devil himself (or, rather, his son). When Kami (God) became God, he had to exsponge all the evil from his body. All that evil became Piccolo Daimou. Son Gokuu, as a child, defeated that incarnation, but before he died, Piccolo Daimou created 1 final offspring, which is this present Piccolo. Piccolo and Kami's lives are intertwined; if

one dies, the other dies as well (which is how Kami continued to live after Piccolo Daimou died - Piccolo Junior's existence continued the pairing). You should know what Piccolo looks like because he is one of the two characters you start with. His item allows you to change one opponents attack and defense to 1 (the lowest possible), and changes the card style to a different one (if it was that person's style of attack, then it would change it so they would not be able to attack everyone).

Kame: A brownish turtle with it's mouth agape. Kame, Kamesennin's sometimes friend, changes ALL of your cards' offensive and defensive ratings. This can be a blessing and a curse, but I usually prefer not to risk it.

Chi Chi: A woman with long, black hair. This card is VERY nice to have, since you pick which card you want to use it on (i.e., a VERY strong card can become a Ki card, if you choose).

Oolong: Funny looking pig. Ah, Oolong. This item, along with Bulma and Puar/Pool, are THE most common items. The Oolong card changes ALL your cards to a completely new set of cards. That means new styles, new offensive, and new defensive cards. These are surprisingly effective when you're fighting some of the later battles (and you have absolutely NO good cards).

=====  
 ~C~ Character Effect Items  
 =====

Name	Effect	Cost
Lunch	- Allows attacker to attack all enemies with one attack. Note: Sometimes, the card will fail, and Lunch will sneeze, turning back into her nicer, less violent self.	10 Points
Kai-ou Sama	- Raises the Power Rating of any character in a battle by 25%.	20 Points
Saichourou	- Raises the Power Rating of any character in a battle by 50%.	40 Points

Lunch/Kushami: A Yellow haired, severely P.O.ed-looking woman. Kushami is a beautiful, innocent young girl with blue hair (not Bulma, though, because Bulma is FAR from innocent). Unfortunately, whenever Kushami sneezes, she turns into the golden-haired woman, Lunch. Lunch is BEYOND violent, and ALWAYS seems to have a weapon at hand. Her(their?) item allows whatever character you use it on to attack every enemy in the group for 1 round. This is a VERY effective card, since it allows the character to use even Ki attacks on everything, with the cost of only 1 use. Which means that TenShinHan is the ultimate warrior, since his 12 eyes technique cannot be dodged.

Kai-ou Sama: A blue catfish-like man sporting sunglasses. Kai-ou Sama is the ruler of the small planetoid at the end of Snake Road. His item, whomever you use it on, raises their Battle Rating by 25%. This is a VERY nice card to have, since before/during the Vegita & Nappa fight, they are fairly common to win from battles. Unfortunately, you can only use one Power-Up card per person per battle, so decide carefully. If you have 2 of these,

you can use 1 on Gohan...but you won't be able to use the other on Gohan until you enter another battle. You can use it on someone else, though.

Saichourou: Gigantic, wrinkly green man. You'll see a Kami item WAY before you ever see one of these (and besides, this man is easily 3 times the size of Kami), so there shouldn't be any confusion about which is which. Saichourou is the Namekian elder, and his card is easily one of the best in the game to have. It raises your power rating by 1/2. Wow. That means that even if you've only got a power rating of 416, your power will jump to 624, or 5000 to 7500 (and so on). Geez, that's a lot. As with the Kai-ou Sama card, you can only use this on one person per battle.

=====  
~D~ Misc. Sellable Items  
=====

Name	Effect	Cost
Scouter (Green) -	Allows you to see the Power Ratings of the enemies in three battles up to 23999. Also allows you to see their HP, Ki, and cards.	10 Points
Scouter (Red) -	Allows you to see the Power Ratings if the enemies in five battles up to 199999. Also allows you to see their HP, Ki, and cards.	20 Points
Grandpa Gohan -	Stuns an enemy. Sometimes you get lucky and the enemy is stunned for more than a round, sometimes they immediately come out of it.	20 Points
Bubbles -	Allows you to fly for a short period of time without being attacked.	10 Points
Yajirobee -	Yajirobee attacks one enemy, either doing damage or stunning them.	20 Points
Vegita -	Good card to have if you are weak and fighting a boss. Calls Vegita in to fight with you, but can't be controlled.	20 Points.
Buuku Juitsu -	Flies you to the nearest Bulma House, Regeneration Pod, or, if you are in a cave, the way you entered.	15 Points
Moon / Tail -	During the fight against Vegita, when Gohan get's there, this will turn him into a giant, raging Oorazu. His Power Rating goes up by 10.	80 Points
Porunga -	A large, green being with two ...um...holes in the side of its head that kinda look like ears. It's a really big dragon-thingy, that grants you 3 wishes when you use it in battle: Full life to everyone in your group, a level up for all members of your group, and half life for	150 Points

the enemies you're fighting.

Green Scouter: A Saiya-Jin piece of machinery. They are all white, with a green screen that flips over the eye, which projects the readouts. These are used to determine the power rating, Hit points, and Ki of the enemies you are fighting. Unfortunately, they have their limits. Once used, they only detect the next 3 fights before quitting, and if they try to register someone with a power rating over 23,999, then it'll explode. This causes you to lose it. Sorry...

Red Scouter: Looks like a Green Scouter, but with a red readout screen. This is just the same as the Green Scouter, except these also read the attack cards of your opponents, it will last for 5 fights, and it can't read over a 199,999 power rating without exploding. Sorry...

Grandpa Gohan: An old man with a white beard and a cap. Not to be confused with Child Gohan or Kamesennin (another Gohan, another old man with a white beard). This card stuns the enemy you use it on. Sometimes, it remains effective for more than 1 round of fighting, while others snap right out of it and attack. It's all random, but you're guaranteed at least one round of fighting with it (not counting characters that fight more than once per round, like Vegeta).

Bubbles: A brown monkey. Bubbles, Kai-ou Sama's pet/friend, certainly is an odd character. His item allows you to fly or walk for a period of time without being attacked. Very nice during the Nappa/Vegita fight, since you have a certain amount of time to locate your friends before fighting Vegeta, as well as its use towards locating Vegeta and Gokuu in between their rounds of fighting.

Yajirobee: A fat man with shaggy, long black hair. Yajirobee's item only appears twice in the game (as far as I know), and isn't near as useful as it was in DBZ 1 for the Famicom. His item summons Yajirobee, who attacks the target of your choice. He's not that strong, either. If you are fighting Vegeta and he happens to go Oozaru during the fight, the Yajirobee item will cut off Vegeta's tail, reverting him to his normal form.

Vegita: Man with wild black hair and a LARGE widow's peak. Vegeta (my favorite character, obviously) has a rather interesting item. You earn it from him after you beat him on Earth. His item allows you to call him into a battle, where he will fight alongside you. He will stay for the entire round, but is uncontrollable. At least he won't attack you...however, the card can only be used once, so make sure it's an important fight you use it on. Also, the item automatically disappears once Vegeta joins your party.

Buuku Juitsu: A shot of someone (Gokuu? Piccolo? Vegeta?) flying along with a large Ki field around them. This card has 2 uses. The first is rather pointless: where ever you are on the overworld map, it will take you to the nearest Healing place (Bulma's house, etc). The Second, however, is more useful than the first: if you are in a cave, then this will allow you to transport out of the cave, returning you to the cave entrance. It's good to have for the latter, but not the former.

Moon/Tail: A shot of the moon/a Saiya-Jin's tail. This card is given to you after you defeat Nappa. Once you've used this card, Gohan turns into an Oozaru (or as some people like to call it, a "Giant Ape"). Once he has done this, his power is multiplied by 10, making him a match for Vegeta. The only problem with this card is, you get it after defeating Nappa, and if you didn't use it, you lose it after defeating Vegeta!



Porunga: A large, greenish-monster lookin' thing. This item can only be used in battle, but grants you 3 wishes to be used at any time (you don't have to use them all at once):

- 1) It halves the life of all the enemies in the battle,
- 2) It restores the life of all the characters alive in the battle, and
- 3) It gives all the characters in the battle a level up (except enemies).

Ok, folks, here's how you get it: When Nail fights Freeza, hold out as long as you can. If you can actually do 10 (or more) damage to Freeza, then when you summon Porunga, you'll get one of 2 choices: a Porunga card, or a Moon/Tail card. Either one is nice to have; on the one hand, you get that final level up for everyone easily, while on the other hand you have an awesome fighter in the way of Gohan for the final battle!

=====

~E~ Misc. Unsellable Items

=====

Name	Effect
Dragon Radar	- Used to locate the Dragon Balls on Earth and, later, Namek. Once used, you can press the A button to zoom out a bit, then again, then again. Pressing it again will take it back down to it's original scope.
Crying Gohan	- Used in the fight against Raditz. After using this, at the end of the round, Gohan flies out, and bashes Raditz in the chest.
Namekian Toad (1)	- Feed this to Yajirobee, and he will give you a Yajirobee Card.
Namekian Toad (2)	- If Ginyuu tries to switch with someone, he's a goner.
Dragon Balls	- Collect these on Namek to call Porunga, the Namekian Dragon, to grant your wishes.
???????	- It's all messed up, and green. When you use it on someone, their life drops to 0.

Dragon Radar: Looks like a large watch, except instead of a watch face, it has a digital readout with a green grid and (hopefully!) green lights signifying Dragon Balls. This is used to find the location of the Dragon Balls. After you use it, by pressing the A button again, it will increase the readout radius. You can do this two more times, but pressing it a fourth time will shrink it back to the original size. You exit the readout by pressing the B button.

Gohan: Small, crying child with a yellow and green shirt. This item is required to beat the game. You get it by travelling to Mr. Popo's house on the eastern side of the main continent. Defeat the 4 Gold Cybermen, and you have the item. The Gohan item is used against Raditz. Simply use it during the battle, and at the end of the next round, Gohan will slam Raditz, stunning him. At this point, Gokuu can now grab Raditz and hold him long enough for Piccolo to kill him.

Namekian Toad: Yes folks, not only does this item exist but it can be gotten TWICE in the game! Here's both of 'em!

- (1) Prior to the fight against Vegita and Nappa - Purchase a Lunch card, then visit Yajirobee. He'll tell you that Oolong is looking for some hentai pictures, so go visit Oolong and talk to him a couple of times.

He'll take the Lunch card (that pervert!), and give you the Namekian Toad. Sadly, though, this item isn't used against Ginyuu at all. After gaining it, you are to take it to Yajirobee, who then (gulp) eats it. Awfully hungry, wasn't he? After eating it, you'll get a Yajirobee card, which I suggest you hold on to in case Vegeta decides to turn into an Oozaru...

- (2) In Saichourou's portion of Namek - Through your travels around the area, you'll find a house with a lone Namekian inside. This Namekian will give you some words of encouragement...however, if you happen to have both a Red and Green Scouter in your possession, this wily Namekian will trade you a genuine Namekian Toad in exchange for them. This particular Namekian Toad is used against Ginyuu - if, after Gokuu's defeat, he attempts a Body Switch, the Toad will intervene, causing Ginyuu to become a frog! Hazzah, that was an easy fight!

Dragon Balls: One of seven yellow orbs, each with a different number of stars in the center (1-7). The Dragon Balls are collected to summon Porunga on Namek. The location of these can be found using the Dragon Radar. And since Gohan has a Dragon Ball on his hat at the beginning of the game, that means you should easily be able to find him...

?????????: Well, it looks like a green glitch. As I stated above, here's what you do to see what this is. When you first touch down on Namek, fight until one of the enemies gives you a scouter. Now, go fight Kewie, with the scouter on, so you get to see what his Power Rating is. Then immediately use the Vegeta card. Vegeta will come in, then it will give you the option to use some odd looking card. It's all messed up, and green. And when you use it on someone, their life drops to 0. What's the point of this item? Man, what a weird item. I REALLY don't know what to make of it...oh, and yes I DO realize that you can use a healing card on Gohan to give him a level-up (Saiya-Jin levelling trick), but that isn't the PURPOSE of this item. I want to know if there's a REASON this glitch exists!

-----Legend of the Super Saiya-Jin-----  
-----VI: Enemies-----  
-----Legend of the Super Saiya-Jin-----

Enemies? Yeah, this game's got 'em.

---

A	Cybermen
B	Lizard Henchmen
C	Human Henchmen
D	Former Bosses
E	Former Ginyuu Members

---

=====  
\_~A~ Cybermen\_\_\_\_\_  
=====

Name	Hit Points	Ki	Battle Power	Experience
Blue	45	None	238-338	7
Gold	55	24	238-426	9
Green	64	28	1200	30
Black	80	150	1000	25

Pink	72	38	2200-2400	54
White	84	96	4400-4800	80

=====

~B~ Lizard Henchman

---

=====

Name	Hit Points	Ki	Battle Power	Experience
Purple	70	25	1300-1700	40
Green	80	30	2800-3000	60
Yellowish	85	65	4600-5600	80

=====

~C~ Human Henchman

---

=====

Name	Hit Points	Ki	Battle Power	Experience
Green	75	37	1300-1700	45
Purple	88	43	3000-3600	67
Yellow	94	57	6400-8400	90

=====

~D~ Former Bosses

---

=====

Name	Hit Points	Ki	Battle Power	Experience
Blue Kewie	90	65	10000-12000	100
Brown Kewie	95	90	14000-16000	150
Blue Dodoria	108	60	12000-14000	120
Yellow Dodoria	114	90	19000-21000	275
Red Zarbon	96	77	12000-16000	135
Blue Zarbon	100	97	20000-22000	300

=====

~E~ Former Ginyuu Members

---

=====

Name	Hit Points	Ki	Battle Power	Experience
Red Gurudo	123	72	11500-12500	290
Yellow Gurudo	128	150	15500-19500	312
Red Rikuum	134	100	52000-54000	415
Blue Rikuum	149	108	58000-62000	435
Green Baata	112	100	37500-41500	340
Gray/Grey Baata	130	120	49000-51000	375
Blue Jiisu	123	110	42500-52500	420
Yellow Jiisu	144	155	53000-57000	380
Yellowish Ginyuu	162	140	65000-75000	460
Brown Ginyuu	217	190	95000-105000	500

-----Legend of the Super Saiya-Jin-----  
-----VII: Bosses-----  
-----Legend of the Super Saiya-Jin-----

Here's where I list the stats for all the bosses in the game. Enjoy!

---

A   Raditz (both forms)
B   Piccolo
C   Kai-ou Sama's Planet/Kai-ou Sama
D   Nappa
E   Vegita
F   Kewie
G   Dodoria
H   Gravity Training Machine
I   Zarbon/Zarbon Enhanced
J   Rikuum and Gurudo
K   Jiisu and Baata
L   Captain Ginyuu
M   Furiza (all forms)
N   Super Saiya-Jin Vegita

---

=====  
~A~ Raditz  
=====

---Fake Raditz---

Hit Points: 70  
Ki Points: 32  
Power Rating: 800  
Experience: 50  
Items Gained: Grandpa Gohan Card

The first time you fight Raditz, you'll find him in the cave just south of where you see Gohan. Raditz is, as always, stronger than you, so it's best if you use your ki attacks to drop him before he drops you!

---Real Raditz---

Hit Points: 200  
Ki Points: 32  
Power Rating: 1,500  
Experience: 250  
Items Gained: Piccolo Card

THIS is the tricky one. You can't even hurt him! As I said in the walkthrough, you should immediately use the Gohan card. This is what allows you to beat him. After you use that, a new menu option will come up. Select it, then Gokuu, then Raditz. This will cause Gokuu to grab Raditz from behind, and keep him at bay while Piccolo attacks. Sure, you can do regular attacks, but you won't do that much damage, and half the damage you do will be on Gokuu, too! Remember, if Gokuu dies and Raditz does not, that defeats the purpose!

=====  
~B~ Piccolo  
=====

Hit Points: 70-130  
Ki Points: 12-50  
Power Rating: 498-846 (varies)  
Experience: None  
Items Gained: None

In order to beat the green man, all you have to do is attack him with whatever you've got. If he beats you, just walk all the way down to the bottom of the cave, drink from the pool, and come back. All the damage you did will still be there, while you have been refreshed. Of course, a Masenkou blast couldn't hurt, either...uh, wait a minute. Yes it would! That's the point!

Regarding his HP, KP and Power...it's based off of what Piccolo's level was after you beat Raditz, so his exact power will vary.

=====  
~C~ Kai-ou Sama's Planet/Kai-ou Sama \_\_\_\_\_  
=====

When Gokuu first arrives on the planet, he's a tad overwhelmed by the gravity. The first thing he has to do is train against the gravity. This gravity-training is just like fighting a normal enemy, except this normal enemy is quite strong, and there's no actual fighting. Here's the Planet's stats:

Hit Points: 50  
Experience: 750  
Power Rating: 9,800

The first round of training has Gokuu trying to beat the gravity with 10 attacks or less. The second round requires 6 or less, and the third takes 3 or less. After Gokuu completes that much, then it's time to fight Kai-ou Sama. Here's his stats:

Hit Points: 120  
Ki Points: 50  
Power Rating: 4,000  
Experience: 1,200  
Items Gained: Kai-ou Sama Card

In order to beat the self-appointed king of the tiny planet that he lives on, you must train. And by the time you've gotten done with your training, you will be far stronger than him. He won't stand a chance! So just bash him. If you even need help fighting him, then I suggest you hang up the controller, and take up underwater basket weaving. Preferably without the oxygen mask... just kidding, I would hate to see a gamer go to waste. Just try again if you fail. Which, of course, you shouldn't.

=====  
~D~ Nappa \_\_\_\_\_  
=====

Hit Points: 220  
Ki Points: 68  
Power Rating: 4,000  
Experience: 750  
Items Gained: Moon/Tail Card

This guy is big, stupid, and STRONG!!! He's sure to destroy you if you aren't

careful with your decisions. If Gokuu immediately flew in, just have him attack and destroy the big oaf the same way you defeated Kai-ou Sama. But remember, Nappa can attack twice (usually)!

Now, let's assume that Gokuu didn't fly in. Start off with the using of the Kai-ou Sama item on Piccolo. This will raise his Power Rating to 2100+. Now, fight defensively, using mostly Piccolo and TenShinHan, and healing when necessary. Do so until a Ki card appears (or until you make one through the use of a Chi-Chi item). Use the Grandpa Gohan item to stop Nappa. Then have Piccolo use his Mankaksopoppo, while EVERYONE attacks. If there are 2 Ki cards, have Ten use his Kikohou attack. If there's three, have Gohan use MasenKou. If you somehow got ahold of 4, have Kuririn use his Kien-Zan. Finally, if you got 5, decide between Yamcha doing his Soukoudan, or Chao-Zu's Grab & Energy Discharge attack. That one round will do an awful lot of damage, and will leave Nappa reeling. Of course, he didn't like the idea of losing, so afterwards, he tries to kill Gohan. Stupid Piccolo...

=====  
~E~ Vegita  
=====

Hit Points: 240  
Ki Points: 100  
Power Rating: 18,000  
Experience: 1,200  
Items Gained: Vegita Card

Well, here I am! Ready or not! If you had Gokuu do excessive training on Kaioh's planet, then you will have a VERY hard fight.

Let's say Gokuu didn't arrive. The first thing you will have to do just to survive long enough for Gokuu to arrive is to use the newly acquired Moon / Tail item. Then you have to send in your strongest person (TenShinHan) with your highest defense card, and hope that he doesn't die. After the round is over, the fake moon will go up, Gohan will look at it, and {Poof}, there's a raging Oorazu. You can then use Gohan, in his Were-Monkey form, until Gokuu arrives. AND you better hope that Veggie doesn't cut your tail off.

Now, if Gokuu did arrive in time for the Vegita fight, he and I will immediately fly off to do battle, one-on-one style. There will be a couple of fights, then the control will go back to Gohan and company, who have to fly to where they went to to join in on the fight. Trust me, you'll want the experience. But since Gokuu has a relatively low Power Rating, he should use a Ki card to use Kaioh-Ken. It will raise his Power Rating significantly. From there, hold him off until Gohan and the others can arrive. Then destroy him. Of course, you could be more sympathetic to me, and NOT beat me up... oh, come on! Please don't beat me up! Please?

=====  
~F~ Kewie  
=====

Hit Points: 220  
Ki Points: 100  
Power Rating: 18,000  
Experience: 1.500

Items Gained: Piccolo Card

Ah, you're going to have fun here. This guy's just as strong as Vegeta was, only you don't have Gokuu to help out. Heck, you don't even have Piccolo! Oh well, hope you bothered to level up a bunch (since the enemies on Namek give muchos experience, compared to Earth). The general strategy here is to work up Gohan and TenShinHan up to about 8,000-10,000, and heal after each round of fighting. If you have a Grandpa Gohan card, or a Piccolo card (you'll win one after beating him), use one and have EVERYONE slam him. Have TenShinHan use the Ki cards, attacking with his 12-eyes Ki blasts. Try to always have Gohan attack. Win this one, and you'll come out with a good amount of experience. Remember, if you ABSOLUTELY need to, use the Vegeta card. I suggest you save it, though, for the next boss, which is:

=====  
~G~ Ddoria  
=====

Hit Points: 288  
Ki Points: 120  
Power Rating: 22,000  
Experience: 3000  
Items Gained: Shenlong Card

Ah, the gigantic Pink blob of an enemy. You fight this freak after he destroys your ship, so you have QUITE the reason for defeating him. After beating Kewie, you should be quite stronger, but just to be sure, try to have EVERYONE (yes, this includes Chao-Zu, if you have him) at or above 10,000. He's quite strong for a pudgy pink blob. If you haven't already used the Vegeta card (that calls Vegeta in and has him fight along side you), then now's the time to use it.

=====  
~H~ Gravity Training Machine  
=====

Gokuu's gravity training is identical to Kai-ou Sama's Planet training. This time, however, there are different stats for each Gravity level (x10). Here are the stats.

Gravity Rating	"Hit Points"	Power Rating
x10	50	7800
x20	60	18000
x30	70	26000
x40	80	33000
x50	90	40000
x60	100	47000
x70	110	60000
x80	120	69000
x90	130	80000
x100	140	90000

Remember; when training, it's just like you're fighting an enemy. If you

"connect" with your attack, then you take away some of the enemy's "Hit Points". If you don't "connect," then Gokuu falls over like a fool, and doesn't gain any in the training. The Rating then takes its toll on you, like an enemy were attacking. If the enemy "connects", then you fall over and take damage. If it "misses", then you take no damage for that round. Training continues until you either complete the training (The Rating loses all HP), you lose the training (YOU run out of HP), or you quit altogether (by selecting the run command).

=====  
~I~ Zarbon/Zarbon Enhanced  
=====

---Regular Zarbon---

Hit Points: 232  
Ki Points: 160  
Power Rating: 23,000  
Experience: 3,500  
Items Gained: None

---Zarbon Enhanced---

Hit Points: 232  
Ki Points: 160  
Power Rating: 30,000  
Experience: 3,500  
Items Gained: None

Zarbon's a big sissy. He will mainly attack Vegeta, with no success, but it IS possible for him to attack your other party members, if you choose to have them attack. Hopefully by now, your members are at least 10,000 each (BP), so you can still have them attack without fear of them dying from 1 hit. In general, you don't have to worry about whom you throw into the fray, since he will most likely go after yours truly instead of a...ahem...weaker fighter. Even after he's powered up to his enhanced form, he's not much to worry about - Vegeta gains a level as well, so he remains well above Zarbon's fighting capacity.

=====  
~J~ Rikuum and Gurudo  
=====

---Rikuum---

Hit Points: 364  
Ki Points: 200  
Power Rating: 65,000  
Experience: 7,000 (in combination with defeating Gurudo)  
Items Gained: None

---Gurudo---

Hit Points: 296  
Ki Points: 270  
Power Rating: 13,500  
Experience: 7,000 (in combination with defeating Rikuum)  
Items Gained: None

This fight can be extremely challenging or extremely easy, depending mostly on Vegeta. There's the strategic element of whom to attack with what attacks, but it certainly doesn't help matters that the (most likely) strongest person in



your party - Vegita - won't do what you want him to! Therefore, the strategy I usually employ is to have everyone except Vegita use the best cards possible and attack Rikuum, while I give the worst card available to Vegita and send him after Gurudo. The reasoning is simple: Gurudo is weak enough that Vegita can easily drop him, even with weaker cards, and thus get rid of the pest in a hurry. You want to give Veggie the bad cards so that - in the off-chance he decides not to fight - you won't have wasted a nice card on him. Imagine how bad you would feel if you had a Z-Rated Ki card, only to have Vegita NOT fight that round. That stinks. It's even worse if you stick him with a bad card, only to have him switch out for someone else - and THAT person is forced to take all the damage (with a weak card providing little-to-no protection).

Anywho, if you want you can have everyone concentrate on Gurudo to get rid of him quicker, or ignore the pint-sized Squad Member in lieu of pounding on Rikuum instead. It's your call; I prefer to get rid of the pest before taking out the big lug.

=====  
~K~ Jiisu and Baata  
=====

---Jiisu---  
Hit Points: 322  
Ki Points: 230  
Power Rating: 64,000  
Experience: 6,000  
Items Gained: None

---Baata---  
Hit Points: 305  
Ki Points: 200  
Power Rating: 62,000  
Experience: 6,000  
Items Gained: None

This fight is slightly more balanced, although not in a good way - you are fighting 2 more Ginyuu Squad members, both of which are marginally weaker than Rikuum. However, you DO have an advantage in this fight: instead of having to kill both, you simply have to knock out one of the two. Upon doing so, the other will automatically leave to tell Ginyuu of their misfortunes. Also, there is a break between the previous fight (Rikuum/Gurudo) and this one, giving you time to gain a few levels and REALLY stomp on your adversaries. As for handling the fight itself, I suggest taking out the weaker of the two (Baata). That's how it went in the Manga/Anime, and he ultimately falls quicker to you due his having less health and power than Jiisu. Don't underestimate either of them, though, especially if your BP isn't close to theirs - they could decimate your teammates in a few swift moves!

Concentrate all your attacks on one of them (whichever you prefer), and keep it up until they're dead. Gain a few levels before the fight to make it easier, and (once again) I suggest having Vegita use the weakest cards possible in case he decides to ignore you.

=====  
~L~ Ginyuu  
=====

Hit Points: 396

Ki Points: 300  
Power Rating: 120,000  
Experience: 12,000 (In conjunction with defeating Jiisu/Baata)  
Items Gained: None

This fight starts off with a mano-a-mano battle between Gokuu and Ginyuu. The main problem with this fight is that Gokuu cannot use items - thus, you'll have to simply duke it out with Ginyuu, who will most likely be more powerful than you (unless Gokuu returned early and you gained a few levels). Therefore, do as much damage as you can to Ginyuu before he takes you out. It IS possible to beat him, but for some odd reason the game decides to have him automatically switch with Gokuu, forcing you to do battle against Gokuu instead. Bleh!

After Ginyuu wins (or switches), the rest of your party gears up to fight. Jiisu/Baata (whoever survived the previous fight) will fight alongside Ginyuu as well, so it's usually best to take care of them first. The trick to beating Ginyuu is to force him to switch back into his own body (which is a game of chance more than anything), then pummel him into submission. Since he keeps switching between your own party members, and will only switch out when he's low in health, you'll have to do a lot of healing - therefore, bring along quite a few healing items. The moment he goes back into his own body, concentrate everything you have into him before he gets the chance to change again!

Oh, and one more thing - if you picked up the 2nd Namekian Toad (see the Items Section), then the moment Ginyuu tries to switch he will be swapped into the amphibian instead. Rock on, that was MUCH easier!

=====

~M~ Freeza

=====

---Fake Furiza---

Hit Points: 80  
Ki Points: 150  
Power Rating: 266,666 (I think...feel free to e-mail me!)  
Experience: --- (I think it's 5,000...feel free to e-mail me!)  
Items Gained: All 7 Dragon Balls

This battle seem+s difficult at first, until you realize that Furiza has a paltry amount of life and Ki, and his Battle Power isn't nearly as high as it SHOULD be. Given the added benefit that you have lots of people on your team (and, of course, that you can use items while he cannot), and this should be a tremendously simple fight. Heck, I've heard of people whooping the feux-Furiza down to practically nothing, and having him run from the fight! I'm not saying you should underestimate him and send in someone extremely weak (Yamcha or Chao-Zu spring to mind), but he shouldn't be much of a challenge for your more powerful characters.

---First Form---

Hit Points: 500  
Ki Points: 360  
Power Rating: 500,000  
Experience: 8,000  
Items Gained: None

Now THIS is where the game starts to heat up. The REAL Furiza is fast, powerful, has a ton of health and Ki, and is (most likely) leagues above your

own party members' abilities (unless, of course, you pushed Vegeta up to his maximum level). You do NOT want to mess around with Furiza, since he is powerful enough to take down most anyone in a few hits - and if you are using someone with a Power Rating less than 100,000, then there's a good chance they could outright die. Yeah, he's just that powerful. Helpful tip - get at least TenShinhan and Gohan (and Vegeta) up past 100,000, so they can take him on comfortably; Gohan can use the physical attacks, while TenShinHan should stick to using his 12-Eyes Ki Attack for guaranteed damage (and, of course, Veggie should get the weaker offensive cards so that you won't lose anything valuable on him). You'll need as much firepower as you'll need luck, so you either need to play smart (using debilitating cards on him, like Piccolos and Grandpa Gohans) or simply level up until you're strong enough to deal with him. It's your call.

---Second Form---

Hit Points: 520  
Ki Points: 360  
Power Rating: 1,000,000  
Experience: 8,000  
Items Gained: None

Fight this form of Furiza for 1 round, sending in people with the best defenses possible. Before the start of the 2nd round, Piccolo will fly in, having fused with Nail (assuming, of course, that you DID fuse with Nail; it's possible to skip directly to Furiza, though I don't know why you would want to). Now that Piccolo is there, and he's on a par with Furiza, have him do the majority of the fighting. Give him the good physical cards all the time, and if a Ki Card comes up don't hesitate to use a Mankaksopoppo. If you want to send someone else in, be forewarned that Furiza is now twice as powerful, which means he's almost guaranteed to take out anyone with a BP below 200,000. The best defense is a...good defense, here, so make sure they have a Z in the bottom Dragon Ball. If they don't, then you'd better hope Furiza doesn't target them instead of the big Namekian!

After wearing Furiza down to almost nothing, he'll run away. Good enough, since you still get experience for it.

---Third Form---

Hit Points: 500  
Ki Points: 400  
Power Rating: 2,000,000  
Experience: 20,000  
Items Gained: None

Furiza's 3rd form (the "Alien" knock-off) is more of an irritant than anything. Upon challenging him, he'll power up to this form, then fight you for a few rounds...and run away. After a few more fights, he'll attack you again, sticking around for a couple of rounds before escaping again. Frustrating, yes, but it certainly beats a full-on fight with this character. Ultimately, this form only serves as a waypoint between the last serious fight and Furiza's final form. Once you've fought him for a few rounds, he takes you to an Island in the south where the final battle takes place. Before this fight, however, he transforms once more into the...

---Fourth Form---

Hit Points: 2,000  
Ki Points: 500

Power Rating: 4,000,000  
Experience: 50,000  
Items Gained: None

Here's the big cheese in his biggest, cheesiest form. Furiza's BP is a whopping 4 million, something that even Piccolo cannot rival (fusing with Dende + a Saichourou card = 3,000,000, still shy of Furiza's power). After dealing with the menace for a pair of rounds, Gokuu will leave his Healing Pod, ready to do battle with the Alien Marauder. I suggest, prior to the fight, that you gain a couple Chi-Chi and Enma-Daiou cards so that Gokuu can use his Kai-ou Ken ability at its maximum. This will get him closer to Furiza's fighting capacity, but he'll still be shortsided when it comes to Health. Therefore, e, Piccolo, and Vegeta (and Kuririn, if you got everyone to their maximum levels) should launch their most powerful attacks on him, giving the Ki Cards to Gokuu (Kamehame-Has) and everyone else using the best attacks possible. A level 5 Genki-Tama is sure to blister Furiza somethin' fierce, but that's under the assumption that you'll hit him - therefore, have a Grandpa Gohan card for that final round, so Gokuu can be assured a hit. Wear the alien down and you'll beat the game!

The 2nd way of dealing with this menace (which leads into the FINAL final boss) requires the death of someone in the party. Most people choose Chao-Zu, since he's nigh worthless against Furiza (and the final boss), and I sadly have to agree. Have Furiza kill off a Party Member (cough CHAO-ZU cough), and Gokuu will become enraged, going Super Saiya-Jin in the process. Gokuu's BP goes up to an amazing 6,000,000, giving him an edge over Furiza and making the battle much easier. Once doing this, you can pretty much forget anyone else in the group and just have Gokuu attack. If he needs healing, heal him; if he gets a Ki Card, then PLEASE use a Kamehame-Ha on the unwitting Alien. He deserves it.

=====  
~N~ Super Saiya-Jin Vegeta  
=====

Note - Super Saiya-Jin Vegeta is only accessible if Gokuu goes SSj while fighting Furiza, AND Vegeta survives the fight. If Gokuu doesn't go SSj, then Vegeta won't learn how to by watching him. If Vegeta dies...well then, he's not alive to fight you anymore, now is he?

Hit Points: 2,000  
Ki Points: 500  
Power Rating: 6,000,000  
Experience: N/A  
Items Gained: N/A

SSj Vegeta is a powerful, angry, powerful fighter. If you're lookin' for a can of whoop-arse, then Vegeta just bought the whole store out and opened every one of 'em simultaneously. Battling this character is extremely difficult, so be sure you use whatever items you have left to give you an edge. Gokuu's Power Rating is the same as Vegeta's (6 million), but Veggie easily wins out in the HP contest. Therefore, you will have to have everyone do everything they can to wear this titan down. Gokuu's Kamehame-ha's do decent damage, but Veg-o is prone to dodging them; therefore, if you have a Grandpa Gohan card, use it. Increase your power with any cards you have (use Saichourou's and Kai-ou Samas on your more powerful characters to beef 'em up even more), bring his down with Piccolo cards, and hope for the best. Despite TenShinHan's ability to always connect with his 12-Eyes ability, it simply isn't worth the effort given the difference in Power Ratings. If a Ki Card comes up, give it to Gokuu, or Piccolo, or Gohan, or Kuririn...ONLY give it to TenShinHan if he's the next in

line. Yamcha and Chao-Zu should stay on the sidelines at all times, since they are practically worthless in this battle.

-----Legend of the Super Saiya-Jin-----  
-----VIII: Character Analysis-----  
-----Legend of the Super Saiya-Jin-----

Here's where I talk about each character, their attacks, and general strengths/weaknesses that everyone has.

=====  
~A~ Gokuu  
=====

#### ##### Ki attacks #####

Wind Blast: 2 Ki Points.

Gokuu throws his fist so fast the airknocks the enemy flat. Does a little amount of damage. Frankly, I don't think I've EVER hit a point in the game where I didn't have enough Ki to throw out a more powerful Ki attack. Gokuu either had enough Ki, I had a Ki Restoration Card, or I had someone else with enough Ki to use THEIR powerful Ki attack. In other words - this attack is darn-near ALWAYS a waste of space.

Regular Ki Blast: 4 Ki Points.

A simple blast of energy. It can be thrown as a single shot, a larger, two-handed shot, or a volley of four. The only thing this attack has going for it is the fact that the 4-volley version is more difficult to completely avoid than the Kamehame-Ha. However, the damage is scant by comparison - if you have all 4 blasts connect (which is rare), you'll still only do half as much damage as the Kamehame-Ha. Hey, it's your call, but I'd prefer to go with the more damaging attacks.

Taiyo-Ken: 6 Ki Points.

Gokuu charges up, then releases the stored Ki in a blinding flash of light. Blinds the enemy, so they can't see for a period of time. While blinded, they can't attack or dodge Ki Blasts effectively. Whether or not it works, as well as the duration, is determined by the strength of the Ki card (and the BP of Gokuu).

Kamehame-Ha: 8 Ki Points.

Very powerful charged Ki blast, fired with both hands. This is Gokuu (And Kamesennin's, but he's not a playable character) trademark attack. If you want damage, this is it for Gokuu (not counting the Genki-Tama, of course), and have a Ki card lyin' about, then burn this and burn your enemies.

Kaioh-Ken: 10 Ki Points.

Increases Gokuu's Power Rating significantly. Unfortunately, this can't be used until Gokuu has trained with Kai-ou Sama. Costs 10 additional Ki Points every round to continue usage. The higher the strength of the Ki card, the higher the level of Kaioh-Ken used. This is quite possibly THE Ki Attack of the game. You take the strongest person in your group, then give him the ability to get even STRONGER? Yeah, that's nice to have.

Genki-Tama: 10 Ki Points.

Charges up a massive attack. Every round it is charged up, it increases in strength. Costs additional 30 Ki Points for every additional round charged up. Can be charged up 5 times, afterwards it is automatically released at an even larger size. Can only be used after Kaioh-Ken is used. The beauty of this attack is that you can use a 1-star Offense, and the attack will STILL wreak havoc on just about anything/everything you come across. Of course, you have to charge the move up 5 rounds for it to reach maximum potency, but still...that attack is sure to decimate nearly anything you fight.

##### Synopsis #####

Gokuu is a great player. He has a wide arrange of attacks, and uses several different special attack cards throughout the course of the game. He is also the strongest character at all points of the game he's in...until the very end. If he is in your party, then odds are he's also the strongest person there, and should be used at every opportunity. He also has one the largest amount of attacks to utilize, ranging from a blast of wind, to a massive chunk of Earth combined with energy, to a blinding blast, to an increase in sheer power. He's easily one of the best characters in the game.

=====

~B~ Piccolo Junior

---

=====

##### Ki Attacks #####

Regular Ki Blasts: 4 Ki Points.

Depending on the power of the card, Piccolo can either hurl 1 regular blast, four regular blasts, or a large two-handed one. The four-blast volley is harder to dodge than the 2-handed blast, but won't do as much damage unless all 4 hit. As with Gokuu, though, this is only worth the effort if you want to have the 4 blast-attack (greater odds of hitting). The damage trade-off is worse than with Gokuu, however, so it's usually best to ignore this move in favor of the...

Mankakksopoppo: 10 Ki Points.

Piccolo's trademark attack. He lets loose with a massive screw-beam blast. Hard to dodge, massive damage. Very nice. It moves extremely quickly, so enemies are less-likely to avoid it. It also does crap-loads of damage, so it has power as well. It doesn't take an arm and a leg's worth of Ki points, so it's also affordable. Killing was never easier (well, almost).

##### Synopsis #####

Piccolo is another character that isn't used as much as he should have been. He's really cool, being a Namekian and all, and he has a green background when he does a Ki attack, unlike just about everyone else in the game. I wish he had more attacks, personally, or maybe had been in the game longer. As it is, his brief appearances are almost always overshadowed by another characters' greater strength or more diverse attacking ability.

=====

~C~ Gohan

---

=====

##### Ki Attacks #####

Regular Ki Blast: 4 Ki Points.

Gohan charges up and lets loose with a simple blast of energy. Can be thrown by itself, in groups of 4, or in a larger, two-handed form. Just like Piccolo, Gokuu...or anyone else, this attack is almost a token skill. If you want damage, go with the MasenKo. If you want an assured hit...then have TenShinHan blast 'em. Otherwise, stay away from this move.

MasenKo: 15 Ki Points.

One of the strongest attacks in the game. It does an enormous amount of damage, but it comes at a cost, as well. Gohan's

##### Synopsis #####

If Gohan wasn't as strong as he is, he'd be the worst character in the game. His Ki blasts are decent, but not very effective, as they can easily miss. He's stronger than everyone else on Namek (until Piccolo and Vegeta show up), so he's an asset then. However, if TenShinHan is there then he's not really needed. Gohan's only real plus, other than the fact that he's usually the strongest person in the group, is that he gains levels rather quickly. He starts out slow, but then gains speed, and is at least 2-3 levels ahead of everyone else on Namek. Unfortunately, this does level off, placing him a little above TenShinHan in terms of Power.

Gohan, from time to time, will also go berserk, attacking anywhere from 2-5 times in a row, with random attacks. While this is nice, it is very rare, and often comes when you least expect it (and are unable to properly prepare for it). He also has the ability to turn into an Oozaru, but this only happens twice in the game, so it's usefulness is also nil.

=====

~D~ Kuririn

=====

##### Ki Attacks #####

Split-Bomb Technique: 10 Ki Points.

VERY effective attack. Kuririn fires off a giant Ki blast that splits, spreads out, and hits all the enemies in the group. Great if you have a Ki card and too many enemies to bother with. I am hesitant to say this is the BEST attack in the game (since Vegeta's Bakuhatsu-Ha does the same thing, with Vegeta perpetually being stronger than Kuririn), but it definitely ranks up there. Kuririn's ability to take down entire groups of enemies in a single swipe is a freakin' Godsend in certain situations. It makes level-building easier, it helps when you have to fight powerful groups of enemies, and if you simply want to clear out a batch of foes at once, this'll do it for you.

Regular Ki Blast: 2 Ki Points.

Launches one or four blasts. Low-range damage. By now, you know the drill - this attack isn't really worth it, so don't bother.

TaiyoKen: 6 Ki Points.

Kuririn charges up, then releases the stored Ki in a blinding flash

of light. Blinds the enemy, so they can't see for a period of time. While blinded, they can't attack or dodge Ki Blasts effectively. Whether or not it works, as well as the duration, is determined by the strength of the Ki card (and the BP of Gokuu).

Kamehame-Ha: 8 Ki Points.

Not as effective as Gokuu's, but still effective. Medium damage. If you're going to use a Ki Attack, stick to the Split-Bomb (for multiple crowds) or the Kien-Zan (better damage).

KienZan: 12 Ki Points.

Kuririn charges up and forms his Ki into a disk-like attack. This attack, if lucky, can automatically kill the enemy you throw it at. Kuririn usually throws one, but if the Ki card is strong enough, he may hurl 4 instead. Hey, that makes it more likely to hit AND more damaging! Rock on, baldy!

#### ##### Synopsis #####

If it weren't for his lack of strength (compared to the other fighters in the game), Kuririn would be the best player out of everyone. Although he doesn't have the sheer power of Gokuu, or the powerful Ki attacks of Vegeta, but he IS an excellent mix, and ties them for the best fighter in the game. Kuririn is one consistant dude. If he's in your party, then he won't ignore you, and he won't be leaving (unless he gets killed). Since the obligatory "regular Ki blast" attack can sometimes attack 4 times (for a greater chance of doing damage), you might want to use it for a more-likely hit; however, Kuririn's KienZan can do the same thing, so you don't even need to bother with lesser attacks!

Kuririn's ability to attack all enemies, blind stronger enemies, or just deal out massive amounts of damage are always an asset, but one of his declining features is the fact that he shares the same attack card (Kami) as TenShinHan, Yamcha, and Chao-Zu. This means that if a particularly strong card came up, the likelihood of him getting to use it will be less, considering there is a stronger person there to use it. This is also a blessing if the stronger characters are low on life, and need to rest...but for the most part, it is a detriment.

=====

~E~ Yamcha

=====

#### ##### Ki Attacks #####

Kamehame-Ha: 6 Ki Points.

Yamcha charges up a bunch of energy in his palms and throws a semi-large beam attack. Yamcha's Kamehame-ha isn't quite as strong as Gokuu's blast, but it IS moderately powerful. Stronger than TenShinHan and Piccolo's standard blast, so it's nice to have. Low to mid range strength. Hey, if you have enough Ki, just throw a Soukidan; it's more likely to hit AND does better damage.

Soukidan: 12 Ki Points.

Yamcha grips one hand with the other, then forces a large amount of ki into a ball that he controls with his mind. This attack, for what it might lack in attack power, easily makes up with it's ability to strike twice. That is to say, if the enemy dodges the attack the first time it comes by, Yamcha will send it around a



second time, which usually (if not always) catches the enemy off guard. Yamcha can, depending on the strength of the Ki card, create an even larger ball.

##### Synopsis #####

Yamcha, plainly put, isn't that great a character. He usually has a higher speed rating, and his Soukidan will pretty much always hit, but his lack of strength just doesn't help. From the main characters of the game, his power lies below everyone else's, save Chao-Zu. It is nice to have another fighter, though, especially if you're fighting a boss, and need a distraction while a stronger character readies a blast...

=====  
~F~ TenShinHan  
=====

##### Ki Attacks #####

Regular Ki Blast: 4 Ki Points.

TenShinHan throws a regular, run-of-the-mill Ki blast. Ten can either throw 1 or 4 blasts, or one big, two-handed one. You should know ALL about this attack by now.

TaiyoKen: 6 Ki Points.

TenShinHan charges up, then releases the stored Ki in a blinding flash of light. Blinds the enemy, so they can't see for a period of time. While blinded, they can't attack or dodge Ki Blasts effectively. Whether or not it works, as well as the duration, is determined by the strength of the Ki card (and the BP of TenShinHan).

Kiko-Ho: 20 Ki Points.

TenShinHan's Super Explosion attack. Ten charges up with both hands in a triangle position, then holds one hand out as he sends all of his Ki to the area around the target. Ten then uses the Ki he sent out to make the air around the target to explode. VERY powerful, but it's tendency to miss renders this attack less than effective.

12 Eyes: 15 Ki Points.

Ten, using some VERY wierd abilities, splits into four seperate people, firing off blasts from 4 different directions. This attack, while not as powerful as the Kiko-Ho, is impossible to dodge (although it is possible for the enemy to parry the attack and take less damage). If the strength of the Ki card is high enough, TenShinHan will instead throw 4 Kiko-Hos. Very nice attack, especially considering it's a guaranteed hit.

##### Synopsis #####

TenShinHan, while not quite as powerful, overshadows Gohan in every other aspect. He has stronger attacks; he is usually faster; his ki attacks are far more versatile than most characters in the game, and he's in your group just as long as Gohan is (if you opted to get him). His ability to hit with a 4-man Ki blast, without fail, ranks him very highly in the game. He is almost always the strongest of the Earthlings that trained with Kami, as well, so he will be used quite a bit on Namek.

=====

##### Ki Attacks #####

Dodon-Pa: 8 Ki Points.

Chao-Zu (and Tao Pie-Pie)'s trademark move. Chao-Zu charges up, then launches a finger blast at the enemy. It's a simple yet extremely effect attack, as this is much stronger than everyone else's regular Ki attack.

Mind Control: 6 Ki Points.

Another signature ability of Chao-Zu's, he holds his hands out and uses his psychic powers to hold the enemy in check. This has a better chance of working than Taiyo-Ken, so don't be afraid to use it! Hey, it actually makes the little guy worth something in a major battle!

Energy Grab/Discharge: 16 Ki Points.

Chao-Zu's "Nappa Suicide" attack. Chao-Zu charges up, flies at the enemy, grabs onto their back, and discharges a very large amount of Ki. While this is a very powerful attack, it has a high chance of missing, since Chao-Zu actually has to grab the enemy before it'll work. No, I do not know of any super-powered version where he kills himself while doing tremendous amounts of damage at the same time. Stop e-mailing me about it.

##### Synopsis #####

Because of Chao-Zu's severe lack of strength, he is a bottom-of-the-barrel character. Practically every other character in the game is stronger than him! His weak power is made up for his strong attacks, but Chao-Zu is usually used as a last resort, since you will have stronger characters with the same attack card to work with, or people with stronger Ki attacks. Chao-Zu's only saving grace is his Mind Control attack, which works fairly consistantly. This is good for boss battles, as Chao-Zu usually is strong enough to survive any blows he might take, and still stop the enemy in their tracks.

##### Ki Attacks #####

Two-Fingered Telekinetic Hit: 2 Ki Points.

Vegita points two fingers, and WHAM, you get hit. Whew! This is like Gokuu's Air Blast, where you don't see it, it just hits. Of course, Vegita has MUCH better attacks, so why would you waste your precious Ki Card on THIS attack?

Regular Ki Blast: 4 Ki Points.

Vegita charges up and throws either a 1-handed blast, or 4 Ki blasts. While the 4 does more damage, it's more difficult to connect with all 4. Which attack he does is determined by the strength of the Ki card. If the Ki card is high enough, then Vegita will perform the:

Final Flash: 4 Ki Points

(Regular Ki Blast/Z Card Rating)

Vegita's trademark attack. He charges up in both hands, puts his hands together (palm-to-palm), and lets loose with a VERY large blast. While this isn't a seperate attack (it's still the "Regular Ki Blast"), it deserved it's own catagory (it even has its own cut-scene!).

Body Explosion (Bakuhatsuha): 8 Ki points.

Vegita charges up, and explodes in all directions. This attack, while useful for large groups of enemies, can be very deadly at the same time, as it may or may not hit the other people in your party that are attacking. This can be quite painful when Vegita is light-years ahead of you in power.

KienZan: 12 Ki Points.

Vegita is quite the fast learner. Upon watching Kuririn once, Vegita picked up his trademark attack of forming ki into a razor-sharp disk. This attack is quite potent, as it randomly dices the opponent (Duh. I don't care HOW much stamina you have, if you're cut in two, you're gonna die!).

Galic-Ken: 20 Ki Points.

Vegita's strongest attack. He charges up a massive attack, a la Kamehame-Ha, and lets loose. This attack, while quite powerful, has its drawback from the high amount of Ki points it requires. Oh well...

#### ##### Synopsis #####

Vegita is THE man. He can attack multiple enemies, attack twice, drop enemies that try to escape, or just let loose with a MASSIVE ki blast. Because he also (at his max level) ranks 3rd strongest in the game, he is quite the player to be used. His only drawback (which is QUITE the drawback, let me tell you), is that Vegita is very picky about fighting. If you put him in with at least 1 other person, then he might not fight at all! What's even worse is, if you put JUST him in the fight, he will switch out with someone else, and that person will take all the hits, but will be unable to attack! So Vegita, with all his fighting prowess, is not quite the best guy in the game...but he's up there, all right!

=====  
~J~ Character Ranking  
=====

Here's where I rank the characters. This is strictly opinion-based, so no fair griping. I'll start with a basic strength rating!

#### ##### Strength Ranking #####

The basic strength rating chart shows who is the strongest person in your group at each part of the game, where

- Earth - The Fight against Raditz and The Arrival of the Saiya-Jins.
- Namek 1 - The arrival on Namek to the defeat of Dodoria.
- Namek 2 - Tsumuri and Mai-Ma leaving to the defeat of Zarbon.
- Ginyuu - The fight against the Ginyuu Squad to Nail vs. Freeza.
- Freeza 1 - The first fights against Freeza to The change of map.
- Freeza 2 - The final fights against Freeza and the Vegita fight.

Note: If I list, in the ranking "1/2" then that means either

- A) Someone who is stronger than the person ranked will join the group, bumping their rank down (I.E. if Gohan ranks # 1 with 13,000, and Vegeta joins the group with 30,000, Gohan will go down a rank), or
- B) That person CAN go from rank #2 to #1 if certain actions are taken (i.e. if Piccolo fuses with Nail, he'll become #1. If he doesn't, he'll rank REALLY low).

Character	Earth	Namek 1	Namek 2	Ginyuu	Freeza 1	Freeza 2
Gokuu	1	---	---	1	---	1
Piccolo	1/2	---	---	---	1	1/2
Gohan	2/3/4	1	1/2	2/3	2/3	2/3/4
Kuririn	3/4/5	2/3	3/4/5	4/5	4/5	3/4/5
TenShinHan	1/2/3/4	2/3	2/3	3/4	3/4	3/4/5
Yamcha	4/5/6	4	4/5/6	5/6	5/6	4/5/6
Chao-Zu	5/6/7	5	5/6/7	6/7	6/7	5/6/7
Vegita	BOSS	---	1	1/2	1/2	1/2/3/BOSS

Now, so that you're not completely confused, let's look at the "Earth" column. We see Gokuu's rank of #1. This means that if Gokuu is in your party and you're on Earth, then he's the strongest person there, hands down. Piccolo ranks 1 and 2, which means there are times when he's the strongest (no Gokuu), and times when there's someone ahead of him (Gokuu). Gohan ranks 2, 3, and 4, because there are times when there's only 1 person stronger than him (Gokuu), 2 people stronger than him (Piccolo & Gokuu), and 3 people stronger than him (Piccolo, Gokuu, & TenShinHan). This continues down the list. NOW do you understand?

Strength Overall:

- 1 - Gokuu, Vegeta (Boss)
- 2 - Piccolo
- 3 - Vegeta (Non-Boss)
- 4 - Kuririn
- 5 - Gohan
- 6 - TenShinHan
- 7 - Yamcha
- 8 - Chao-Zu

#### ##### Ability Ranking #####

This chart combines speed, how quickly levels are gained, and the strength of that person's special attacks/number of special attacks. I won't deal with ties or 1/2/3 rankings here...if that character sucks, then they suck. That's that.

You know what the places mean, so here's the chart!

Character	Earth	Namek 1	Namek 2	Ginyuu	Freeza 1	Freeza 2
Gokuu	1	---	---	1	---	1
Piccolo	6	---	---	---	6	8
Gohan	7	4*	6	6	7	5
Kuririn	3	1	2	3	2	4
TenShinHan	2	2	3	2	3	3

Yamcha	4	5	5	5	5	7	
Chao-Zu	5	3	4	4	4	6	
Vegita	BOSS	---	1	1	1	2/BOSS %	

=====

\* = When you first arrive at Namek, Gohan starts to gain levels really quickly, pushing his usefulness up a notch. Sadly, by the time you reach Namek part 2, his levelling has tapered off, and everyone gains the same. Due to this, Kuririn and TenShinHan are just as useful (if not moreso) than he is.

% = What, you got a problem with my putting that? He's a boss, too! Besides, it's MY FAQ...I can do what I please. If I wanted to put in a recipe for brownies on the sole basis that it reminded me of this game, then it would be perfectly acceptable. If you don't like the inclusion of that, make yer own FAQ.

#### Ability Ranking Overall:

- 1 - Vegita (he's in the game more)
- 2 - Gokuu
- 3 - Kuririn/TenShinHan (tie)
- 5 - Chao-Zu
- 6 - Yamcha
- 7 - Gohan
- 8 - Piccolo

TenShinHan is good for the big bad Boss battles because of his ability to consistantly hit them (4-man Blast attack). Kuririn is good everywhere else because of his ability to strike all the enemies in a fight with 1 attack (AND the physical attack).

Oh, and I mean 'Ability Ranking' based off of their Ki attacks and any other special abilities they might have. Vegita can attack multiple times, stop enemies from running, and has a VERY nice selection of Ki attacks, putting him first. Gokuu's sheer strength, ability to go SSj, and BP-raising Kai-ou Ken ability put him second, since he is a veritable tank. Kuririn and TenShinHan tie, since their strength is relatively the same yet their Ki abilities differ - TenShinHan can demolish single enemies with more powerful Ki blasts and unavoidable shots, while Kuririn can drop entire groups. Rounding out the group are Chao-Zu (a powerful Ki attack and a stunning shot that works well), Yamcha (a nigh-unavoidable Ki blast and higher speed), Gohan (berserker and Oozaru - although they aren't that frequent), and Piccolo (2 Ki attacks, not the most powerful in the game, and...that's about it). Nyah.

#### ##### Overall Character Ranking #####

Here's where I weight the pros and cons of every character and decide who's the most effective people in the game.

----1 (tie) - Gokuu----

Gokuu's not in your party THAT much for the length of the game, but when he is, he is ALWAYS the strongest. Even in the final fight against Freeza, when Gokuu shows up with a 250,000+ power level, after using Kai-ou Ken he reaches 3-4 million, easy. Combine that with his grandios special abilities (he has a MASSIVE ki attack, a debilitating Ki attack, and other attacks), and you've got

a whopper of a fighter. Since Gokuu's not in the party very much and doesn't have any reliable means of taking down multiple enemies (like the other two that tied for #1), he ties with two others for the top spot. Oh yeah, and since he's a Saiya-Jin, you can use the Saiya-Jin healing trick on him...the problem is, though, that he's just not around long enough for you to use it, and the few times that he IS in your group, he won't need it!

Pros:

- ~Amazing Strength
- ~Excellent Special Attacks
- ~Fairly High Speed
- ~Can actually make himself stronger in battle
- ~Saiya-Jin healing trick = a more powerful Gokuu in less time

Cons:

- ~Not used in the game that much
- ~Lacks a "Attack all enemies" Ki blast

----1 (tie) - Vegita----

Vegita, while not in your party as long as Gohan and the others, is almost always the strongest person once you get him. He has the sheer strength factor on his side, coupled with the fact that he will randomly attack twice! Vegita also has the great ability to drop enemies that are attempting to run from battle, plus a great variety of attacks (he can attack all with medium power, or one with fierce power). Vegita's only shortcoming is the fact that he has trouble taking orders, and will quite often ignore you. That's right, Vegita will NOT fight from time to time. Even if you send just him into the fight, he'll switch out for someone else. This is the ONLY factor that prevented Vegita from taking the # 1 spot. Vegita, being a Saiya-Jin, can also use the Saiya-Jin healing trick to gain levels; however, he doesn't require nearly as much as the others in the game to breach each experience amount, so it's almost a moot point.

Pros:

- ~Excellent Strength
- ~Near-Perfect array of special attacks
- ~Can attack twice
- ~Can stop enemies from escaping
- ~Gains levels quickly
- ~Saiya-Jin healing trick = quick leveling.

Cons:

- ~Will sometimes ignore your commands
- ~Occasionally skips the battle and puts someone else in for him

----1 (tie) - Kuririn----

Kuririn, that little bald guy with no nose, ranks # 1 along with Vegita and Gokuu for a variety of factors. First of all, like Vegita, he can attack all the enemies at once, or can attack 1 enemy with a KienZan. Unlike Vegita, however, is his consistancy; in other words, if you tell Kuririn to attack a certain enemy, he WILL attack that enemy. He won't skip out on you. Although throughout the majority of the game, Kuririn is overshadowed by others in strength, Kuririn's abilities make him shine. Also, his power really isn't THAT far off of TenShinHan's most of the time, so his attacks will do just as much in the long run. Kuririn just has more of 'em. Heck, Kuririn has a higher BP than even Gohan at the end of the game!

Pros:

- ~Excellent array of special attacks
- ~Quick to gain levels
- ~Can attack all enemies with a decently-power Ki attack
- ~At the end of the game, he's stronger than most anyone (save Fused Piccolo, Gokuu, and Vegita)
- ~Is there for the majority of the game, making him a staple to your party

Cons:

- ~Not as strong as Vegita or Gokuu, but more consistent

----4 - TenShinHan----

Let's face it, the 3-eyed Earthling rocks! He is usually the strongest Earthling (that didn't train with Piccolo), and his speed is usually higher than everyone else's, save Yamcha. TenShinHan's amazing strength is followed by his infalible techniques. He has a MONSTER ki blast, plus a decent-sized Ki attack that hits without fail. TenShinHan doesn't have any real weaknesses, save for the fact that he's usually not the strongest or fastest in the group. Ultimately, TenShinHan is like Kuririn in most aspects - he has decent power, decent speed, and is there for the majority of the game; the point that bumped him down a notch is the fact that his 12-eyes attack (while extremely useful) is only truly worth using against bosses. Since you fight groups of enemies FAR more often than you fight bosses, this means you'll be using Kuririn more than TenShinHan for dirtywork. Thus, TenShinHan is slightly outranked.

Pros:

- ~Great strength
- ~Near-perfect array of special attacks
- ~Quick to gain levels

Cons:

- ~He's not THAT much stronger than Kuririn, and 1 special attack isn't going to sway the board in his favor
- ~Not as much speed as Yamcha or Gohan (max level)

----5 - Gohan----

Gohan WILL be the strongest person you have on Namek until you get Vegita. He also will randomly go berserk, attacking everything in sight! Aside from that aspect, Gohan just isn't worth it. He is a powerhouse, and he has a VERY large Ki attack, but other than those two factors, he's not the character you would want to use in a fight. I suggest using Kuririn or TenShinHan at this point, until you fight a boss. THEN bring in Gohan.

Pros:

- ~Berserker mode. 'nuff said.
- ~Can go Oozaru, multiplying his power by 10 (rare, though)
- ~Great strength

Cons:

- ~Severe lack of useful special abilities; TenShinHan, Gokuu, Vegita, Piccolo, or Kuririn would be better suited to using that Ki Card than Gohan

----6 - Piccolo----

Piccolo's strength makes him a very valuable asset, as towards the game when you're fighting extremely strong enemies he will usually be the best fighter you've got (other than Vegeta, of course). His lack of speed and abilities, though, ranks him lower than the others, unfortunately. This, coupled with his extremely-small amount of time in the game (darn shame, too) ranks him low.

Pros:

- ~Very strong
- ~Very quick
- ~Cool looking attacks

Cons:

- ~Not used as much as anyone else (save Gokuu)
- ~Not as strong as Gokuu
- ~Only 2 special attacks?

----7 - Chao-Zu----

Chao-Zu, while severely lacking in strength (usually the weakest member of the party), makes up for his weak power in abilities. His Dodon-pa is stronger than anyone else's base Ki blast, and his Body Grab/Discharge does a great amount of damage (provided it connects). His Mind Control attack works wonders against stronger (or weaker) enemies, making this little fighter great for bosses! His lack of strength usually means people ignore him, but don't! He's got quite a bit of potential!

Pros:

- ~Very effective enemy-halting attack
- ~Strong special attacks

Cons:

- ~Weak, weak, weak!

----8 - Yamcha----

Yamcha has a lower power than most people in the game, save Chao-Zu. He usually has a higher speed than everyone, but Yamcha's lack of good attacks or a high attack power rank him lower than everyone else. Sorry, Yamcha...maybe if you had "Rouga Fuu Fuu Ken" (Wolf Wind Attack) you'd rank higher!

Pros:

- ~Usually the highest speed
- ~Special attack that can hit twice (if dodged)

Cons:

- ~Low Power (not as bad as Chao-Zu, though)
- ~Not a very good set of special abilities (could be worse, though)

-----Legend of the Super Saiya-Jin-----  
-----IX: Various-----  
-----Legend of the Super Saiya-Jin-----

If it don't fit nowhere else, it fits right here! You betchie!



=====

Throughout this guide, you have probably noticed quite a few names and words that different in spelling than that seen on Dragon Ball Z (the TV show). The reason for this is because I prefer to go by my own interpretations of the names, presented in the original Japanese (or as close as possible). For example, the move known as "Solar Flare" is a rough translation of "Taiyo-Ken", which is the original name the attack had. While Solar Flare is a somewhat-accurate translation, I like to avoid as many arguments as possible on the difference in interpretations, opting for the use of "Taiyo-Ken" (the original) over "Solar Flare" (the translated version). The word "Saiya" is a pun on the Japanese word for vegetable (Yasai), and since the term "Jin" means people, person, or man, the phrase "Saiya-Jin" means the Saiya-people (or the race of Saiyas). Thus, I tend to use the term "Saiya-Jin" over the slightly less-correct "Saiyan". Granted, Saiyan is a more Americanized version of the name, but I just like using Saiya-Jin instead. Now you get another joke that was included in the series - the "plant people" (Saiya-Jin) have people named Vegita and Kakorotto (carrot).

For names, I like to go with as close a romanization of the Katakana as possible, although I do take some liberties with SOME names. The name "Vegita", for example, can be translated as a variety of ways from the Japanese (Vegita, Vegeta, Vejita, Vejiita, Begeta, Begita, etc). The Japanese language has no separate B and V sounds, instead combining the two into what we (English-speaking folk) would consider as a slurring of the sounds. However, we know that the name is a pun on the word "Vegetable", so I choose a hard V sound instead of the slurred version; thus, when I write the name I will also choose the "V" sound instead of going to the extent of "V/Begita v/bounces the v/ball". Truth be told, I randomly picked one of the myriad of spellings out there (the ones that start with V, that is), and the one I ended up with was Vegita...and now you know why I prefer that spelling over Vegeta.

Of course, then you have the name "Tien", which is wholly incorrect. Certain words and phrases in Japanese are spelled out using Katakana and Hiragana - formal and informal "letters", in a manner of speaking. Each symbol represents a single syllable, such as "Te", "Ta", "Ti", "Se", "Sa", "Si", etc. The name "TenShinHan" is written using 6 Katakana symbols (syllables):

Te - N - Shi - N - Ha - N

It has always been written that way, as there really isn't much variation that you could put in there (maybe something along the lines of "TehnShinHahn" to add emphasis to the vowels, but that would seem a little extreme). Here's where the dilemma of "Tien" comes into play - the guys at FUNimation translated his name in such a way that goes against how his name is pronounced and written, and ultimately shows their inability to both read OR hear the Japanese language correctly.

There are other names which I opt for different spellings - I prefer Kuririn instead of "Krillin", since his name revolves around 2 jokes and neither can be gotten from the spelling of Krillin: Kuri means chestnut (as Toriyama was notorious for food-related joke names), and "Kurin" is slang for "Shaved Head" - since Kuririn is a monk with a shaved head (for most of the series), this is where the joke comes into play. You'll probably also notice that I use double-vowels in the spelling of certain names, like "Gokuu" or "Ginyuu". This is partly due to repetition, partly as a designation of a "Japanese" word (personal habit), and partially because I like to show the extended vowel sound(s) by adding in that extra letter. Granted, by this merit I should probably write Vegita's name as "Vegiita", but once again it is just a personal preference. I like the spelling of Frieza as "Furiza" instead of the logical

"Freeza", which completely defies my "double-letter" rationalization, yet it's (one AGAIN) just my personal preference. You'll find a lot of those, which is why I took the time to explain this. I hope I have not confused anyone, and hope that my efforts will clear up any discrepancies otherwise created by my writing.

...actually, there have been quite a few arguments placed on whether or not his name is 'Freeza' or 'Freezer', based around the joke of his name and how you should effectively translate the name to reflect that joke (the cold). I think I'll stick with the romanized 'Furiza so as to avoid these arguments. You know the joke, so deal with it.

U.S. Spelling	My Preferred Spelling
------------------	--------------------------

Goku	= Gokuu
Roshi	= Kamesennin
Vegeta	= Vegita
Krillin	= Kuririn
Tien	= TenShinHan
Chao-Tzu	= Chao-zu
Frieza	= Furiza
Ginyu	= Ginyuu
Burter	= Baata
Recoome	= Rikuum
Jeice	= Jiisu
King Kai	= Kai-ou Sama (which roughly means "Very Honorable King Kai", so I guess that works)
King Yemma	= Enma Dai-ou (which roughly means "Honorable King Enma")
Saiyan	= Saiya-Jin

=====

~B~ Frequently Asked Questions

=====

If you have a question you'd like to ask me about this game, check here first to see if I haven't already answered it in some form or another!

Please Note - if you write to me, asking a question (or questions) that ARE answered in the FAQ, I will simply reply with "Your answer lies in the FAQ," and point you to where it is.

~Q: I went to the ship but Dadoria didn't appear, and I'm not getting a message from time to time! What did I do wrong?

~A: Remember that part where I said go to the Trashed Village to the Northeast of the cave where the Dragon Ball is located, and find the Namekian Child? You HAVE to do that. I didn't list anything that was optional at that point of the walkthrough, you HAVE to do that. Go get him now. If you want another way to get to 'em, then go to the 2 Space Pods and travel south until you find the buildings. It's that simple, folks. Just read the FAQ.

~Q: My characters are having a hard time beating (fill in the name of a boss)! How can I beat him?

~A: If you are having too much trouble, then go back to your last save file and gain a few more levels. If you aren't having that much trouble, but need an edge to win, then get certain items that will aid you in battle (Grandpa Gohan, King Kaioh, etc).

~Q: Raditz keeps killing me! Why can't I hurt him?  
~A: As I said earlier, you HAVE to go to Mr. Popo's house and help him out. Once saving him, he'll give you the Gohan card, which you immediately use against Raditz. After that, Gokuu will grab hold of him, and you can kill him.

~Q: That fairy won't go away! Why can't I get to Saichourou's?  
~A: The fairy tells you of the other cave, to the southwest. Head there and search all the holes in the walls to find the switches, then return.

~Q: I can't find all the switches! Where are they?  
~A: Are you in the right cave? The correct cave has brown walls, while the cave with the fairy has blue walls.

~Q: The fairy still won't help me, and I found the switches!  
~A: Although not really, a question, odds are you missed some of the switches in the cave. There are 6 in all, some located in rooms (black holes in the walls conceal switches, while black doors indicate room entrances). Make sure you search ALL the switches, THEN return to the fairy.

~Q: Why does it say I don't have time to train?  
~A: "You have to have money to make money", so the saying goes. This holds true, here - you have to have some Zenii (Spending Points) before you can start training to earn more. How much you require, sadly, I don't know off-hand.

~Q: Vegeta left me when I went in to fight the Ginyuu Squad? How do I get him back?  
~A: I'm still trying to figure out how and why Vegeta leaves the party, as this has NEVER happened to me. If you know, e-mail me (VegitaBOD@aol.com)

~Q: Can you send me a ROM of this game please I want to play it rllly bad.  
~A: Learn English. Why don't you use a web browser to search for a site that carries it? I don't deal in ROMs, I don't use ROMs, and don't like ROMs. You, sir, will be ignored.

~Q: How do I get Piccolo to fuse with Nail?  
~A: Have Piccolo talk to Nail. Gee, that was hard...

~Q: Do you know any cheat codes or game genie codes for this game?  
~A: No. Don't ask me for them, I don't have them. I don't like them. I don't like cheating, as that shows that you cannot handle the game itself. Do NOT ask me for codes, or I will ignore your e-mail. If you continue to do so, I will have you blocked. I am NOT kidding.

=====  
~C~ Revision History  
=====

??-??-94: It's a dark day in the world...Vegeta has written his very first Dragon Ball guide! Run, children, run, for nothing is safe anymore!  
03-06-00: The Text-version of Veggie's guide is FINALLY created and sent in to GameFAQs.com. That took a while, didn't it?  
03-20-00: Namekian Toad Item added, and items expanded.  
06-13-00: Started the experience chart. This is NOT easy to do!  
06-26-00: Finished the basic Character work. Listed their special attacks (and costs), and a general summary of their ranking. Also finally confirmed the Porunga card.

07-05-00: Finished off the "Character Ranking" section. Now you can decide for yourself who's the best and worst (this is just my opinion).

08-10-00: Created the Frequently Asked Questions portion of the FAQ. It's the FAQ FAQ!

12-12-00: Whew! I finally get some time to work on my FAQs, so I went through and fixed up some of the FAQ and added to the FAQ section. Geez, folks, is it so hard to read the FAQ and see what you missed? I see the same 3 questions over and over, and each one of 'em is in the FAQ - get this - 3 times! How can you miss this? HELLO???

05-28-02: That's right, roughly 1 1/2 years later I actually get back to work on this guide. Hey, it was good enough at the time, so I didn't NEED to work on it. However, my inability to leave things finished is finally catching up with me, and I now find myself fixing the formatting (and a variety of other errors) throughout the guide. Who knows, I might ACTUALLY finish the blasted thing this time!

07-16-02: Well, the guide is FINALLY nearing completion. I have the items, the enemies, the bosses, the walkthrough, and the character sections finished...all that's left is that blasted "Basics" section and it'll FINALLY be done. FINALLY.

...WOW.

=====  
~D~ Thanks  
=====

~~CJayC (CJayC@gamefaqs.com, www.gamefaqs.com) for putting this FAQ up.

~~Al Amaloo (www.gamewinners.com) for being such a cool guy, and having a great site.

~~Vertsk8pro@hotmail.com for giving me a heart attack with your childish "I stole your FAQ and sold it with my name on it" antics. Because of that, I now do dozens of things to make sure people don't steal my work. If they do, I know exactly what to look for to see if they took MY work or not.

~~Clement Cheng, for the location of the first Namekian Toad.

~~Curtis Hoffmann for further introducing me to the world of Dragon Ball.

~~Dave Rutledge for thoroughly introducing me to ALL of the Dragon Ball games. I had no idea there were so many! Plus, his Superpope techno is pretty good (check out the Metroid Remixes!).

~~Uh...I can't exactly thank God for the role he's taken in my life, because that would seem like I'm trying to force my religious opinions on someone else (which I'm not). Therefore, I'd like to thank "Murray" for the role he's taken in my life (Murray, you know who you are).

=====  
~E~ NO THANKS  
=====

For the love of God, read the FAQ, folks! If anyone writes me asking how to get past certain areas, or where certain items are, or ways to beat bosses, I will simply refer you back to this FAQ. I have already covered all that I think is necessary, so there if you can't find your answer here then maybe it's time for you to do some thinking of your own, ok?

Also, I hate gold-diggers. I hate, hate, HATE people who say "Uh, you can do this easier if you do this. Give me credit for it." If you are kind about it and I don't actually have that information in my FAQ, THEN you get your name in it. Otherwise, I will refuse to, simply you were bossy about it. Do NOT send me 5 e-mails complaining that I didn't add you. Tough crap, you're not gettin' in for 1 measly piece of information that really isn't important! That's like submitting one single trick for one single character in Marvel vs. Capcom 2, then saying "List me 'cause I came up with it." I reserve the right to refuse anyone's work, and if you're not nice about it, then you ain't gettin' in the FAQ. Write your own, if it's so darn important.

If you write me asking for help with the game, I'll send you a link to my FAQ. If you ask for specific help, I'll try to aid you. However, if you ask me about something that is already covered in the FAQ, I will simply refer you to the FAQ again. I wrote the FAQ so that your questions would be answered here, not so I could repeat that FAQ bit by bit through e-mail for the next few years. If you need clarification about something in the FAQ, ask about it... but don't ask me to repeat anything.

=====  
End FAQ  
=====

The following are sites that can NOT use my work. If you see these sites using ANY of my FAQs, please e-mail me ASAP. Each of these websites are sites that have plagiarised myself or others in the past, or simply taken our work(s) without our prior permission. Since they do not have enough respect for the authors (or an ignorance of the law), I am expressly forbidding them from using my work. I will not promote such sites that partake in these actions.

911 Codes	<a href="http://911codes.com">http://911codes.com</a>
9 Lives	<a href="http://www.9lives.ru/eng/">http://www.9lives.ru/eng/</a>
Bean's PlayStation Dimension	<a href="http://www.bean.dk/psx/index.htm">http://www.bean.dk/psx/index.htm</a>
Cheat Code Central	<a href="http://www.cheatcc.com">http://www.cheatcc.com</a>
Cheat Index	<a href="http://cheatindex.com">http://cheatindex.com</a>
Cheat Matrix	<a href="http://cheatmatrix.com">http://cheatmatrix.com</a>
Cheat Search	<a href="http://cheatsearch.com">http://cheatsearch.com</a>
Cheatstop	<a href="http://www.panstudio.com/cheatstop/">http://www.panstudio.com/cheatstop/</a>
CNET Gamecenter	<a href="http://games.netscape.com/Faqs/">http://games.netscape.com/Faqs/</a>
Console Domain	<a href="http://www.consoledomain.co.uk">http://www.consoledomain.co.uk</a>
Dirty Little Helper	<a href="http://dlh.net">http://dlh.net</a>
Dark Station	<a href="http://www.darkstation.com/">http://www.darkstation.com/</a>
Dreamland	<a href="http://kirby.pokep.net">http://kirby.pokep.net</a>
Games Domain	<a href="http://www.gamesdomain.com">http://www.gamesdomain.com</a>
Game Express	<a href="http://www.gameexpress.com">http://www.gameexpress.com</a>
Games Over	<a href="http://www.gamesover.com/">http://www.gamesover.com/</a>
Mega Games	<a href="http://www.megagames.com">http://www.megagames.com</a>
Square Haven	<a href="http://www.square-haven.net">http://www.square-haven.net</a>
Ultimate System	<a href="http://www.flatbedexpress.com">http://www.flatbedexpress.com</a>
VideoGaming.net	<a href="http://www.videogaming.net/">http://www.videogaming.net/</a>
Cheats.de	<a href="http://www.cheats.de">http://www.cheats.de</a>

(Taken from Jim "Red Phoenix" Chamberlin's FAQ Theft Guide, as well as added onto.)

As I stated above, if you want to use one of my guides, I ask that you e-mail me to gain my permission first. I like to keep track of which sites use my work, so I know where to send the updates, and it's a little difficult to keep

you updated if you don't e-mail me.

This FAQ Copyright Vegita, Guardian Of Destiny, August 2002

This document is copyright Vegita and hosted by VGM with permission.