

Dragon Ball Z: Chou Saiya Densetsu (Import) Item List

by Vegita

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

Items FAQ

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-----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. Also, do NOT send me any e-mails. I WILL NOT OPEN IT.

Great, now that we have that settled...let's get to those items, eh? Each section begins with a list of the items in that category, along with brief descriptions of the effects and how much they cost (if any). These are followed by more detailed descriptions of the cards, what they look like, what they do, and where you can get them (if necessary). Got it? Good.

-----Legend of the Super Saiya-Jin-----
-----II: Restoration Items-----
-----Legend of the Super Saiya-Jin-----

| 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.

-----Legend of the Super Saiya-Jin-----
-----III: Card-Changing Items-----
-----Legend of the Super Saiya-Jin-----

| 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 existance 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).

-----Legend of the Super Saiya-Jin-----
-----IV: Character Effect Items-----
-----Legend of the Super Saiya-Jin-----

| 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 Vegeta & 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.

-----Legend of the Super Saiya-Jin-----
 -----V: Misc. Sellable Items-----
 -----Legend of the Super Saiya-Jin-----

| 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 gets 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 the enemies you're fighting. | 150 Points |

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 Vegita).

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 Vegita, as well as its use towards locating Vegita 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 Vegita and he happens to go Oozaru during the fight, the Yajirobee item will cut off Vegita's tail, reverting him to his normal form.

Vegita: Man with wild black hair and a LARGE widow's peak. Vegita (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 Vegita joins your party.

Buuku Juitsu: A shot of someone (Gokuu? Piccolo? Vegita?) 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 Vegita. 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 Vegita!

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!

-----Legend of the Super Saiya-Jin-----
 -----VI: Misc. Unsellable Items-----
 -----Legend of the Super Saiya-Jin-----

| 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...

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

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

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~A~ Revision History _____
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03-01-00: Due to popular demand, I decided to make an items-only guide. It cuts down on the time needed to look up items and where to find 'em, so I guess it's helpful, eh?

07-04-02: Happy Independence Day! In honor of this holiday (which I have off from work), I decided to update and reformat this guide. 2 years isn't THAT long to wait for an update, is it?

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~B~ 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!).

~Everyone who informed me of the Porunga card and how to get it, as well as the
location of the 2nd Namekian Toad. You know who you are (too bad there are
too many to list, or else I'd easily double the size of this guide!).

~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).

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~C~ NO THANKS

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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.

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 | http://911codes.com |
| 9 Lives | http://www.9lives.ru/eng/ |
| Bean's PlayStation Dimension | http://www.bean.dk/psx/index.htm |
| Cheat Code Central | http://www.cheatcc.com |
| Cheat Index | http://cheatindex.com |

| | |
|---------------------|---|
| Cheat Matrix | http://cheatmatrix.com |
| Cheat Search | http://cheatsearch.com |
| Cheatstop | http://www.panstudio.com/cheatstop/ |
| CNET Gamecenter | http://games.netscape.com/Faqs/ |
| Console Domain | http://www.consoledomain.co.uk |
| Dirty Little Helper | http://dlh.net |
| Dark Station | http://www.darkstation.com/ |
| Dreamland | http://kirby.pokep.net |
| Games Domain | http://www.gamesdomain.com |
| Game Express | http://www.gameexpress.com |
| Games Over | http://www.gamesover.com/ |
| Mega Games | http://www.megagames.com |
| Square Haven | http://www.square-haven.net |
| Ultimate System | http://www.flatbedexpress.com |
| VideoGaming.net | http://www.videogaming.net/ |
| Cheats.de | http://www.cheats.de |

(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.

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