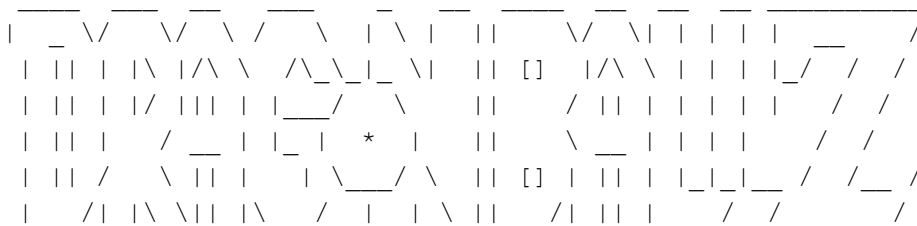


# Dragon Ball Z: Buu's Fury FAQ/Walkthrough

by SOng

Updated to v1.0 on Jan 22, 2007



\*\* Buu's Fury \*\*

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Dragon Ball Z: Buu's Fury  
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-[Revision History]-

V1.0        First release of the FAQ (completed!)                      Size: 447 KB

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Author's Note  
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It has been a while since I have been making new FAQs. This is my 3rd FAQ for a game that is being associated with Dragon Ball Z. This FAQ will cover almost everything that you need to know about the game. (Hopefully that I don't make that much silly mistakes that I have done for my previous FAQs ^\_^;)

If you want to contact me, please check out Section 10.0 and read it before dropping an e-mail.

-[Scott]-

-----  
1.0 Controls  
-----

The controls are really simple and below are the buttons and what they do:

	MENU	TERRAIN
C-PAD	Toggle between options	Moves your character
A	Select	Normal Attack
B	Cancel	Use special attacks
L	Cycle menu page left	Toggle between modes
R	Cycle menu page right	Block
START	No use	Activate the menu
SELECT	No use	Activates the scouter

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2.0 Basics  
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If you are new to the series of Legacy of Goku, I suggest that you do some reading on this section. This section provides you the essentials on how to play this game and some tips.

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2.1 Knowing the Status Bar  
-----

When you are on the terrain, you will see a status bar similar to the ASCII below on the top left corner of the screen.

```

      _ Charge Meter
Mode  _ | _____
|_|| / _____| - HP (Hit Points gauge)
|_|| / _____| - EP (Energy Points gauge)
===== - EXP (Experience gauge)

```

-[HP]-

The red bar (top-most) represents the character's HP. Once it is fully depleted, it will be an automatically game over unless you have Lazarus Crystal in your inventory (more details will be cover in the Supplies Bestiary). To restore HP, you can do this in 2 methods. The first method is to gain levels and the second method is use a Food item on your character.

-[EP]-

The green bar (middle) represents the character's EP. Whenever you use the character's special attacks (i.e. energy blast, kamehameha, etc), you will use EP. EP will restore gradually as you move along terrain. You cannot use special attacks when your character's EP is fully depleted. To restore EP, there are basically 3 methods. The first method is to wait (but it will waste your time...). The second method is gain levels. The last method is use a Drink item on your character.

-[Mode]-

Basically, all playable characters have Energy Blast mode, Super Saiyan

and 2 attacks modes. For details on all available modes, please refer to Section 3 for more details. You can toggle between modes by press the L button. Different abilities requires different methods to activate.

-[Transform]-

To change to a Super Saiyan, the charge meter must be full. It is a yellow triangle found between the HP/EP meters and the Mode icon. When you activate Super Saiyan, the charge meter will be used up. Of course the mode selected must to be Super Saiyan (indicated by a Z symbol)

When your character transform in a Super Saiyan (power-up mode), EP meter changes its color to yellow. The yellow EP meter will gradually decrease and eventually used up. When it is fully depleted, your character will reverts back to plain Saiyan. To transform again, you need to wait for the charge meter to be filled up again and have Super Saiyan (Z icon) as your mode.

By the way, in transformed mode, your character can deal higher damage!

-[EXP]-

The experience bar is located on the lowest of the 3 bars. It is an empty bar at the beginning. As you defeated enemies, you will be awarded EXP automatically which will be indicate by blue bars filling up the EXP bar. Once the bar is fully filled, your character gains a level. When a character gains a level, his HP & EP will be restored back to full!

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## 2.2 Scouter

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The scouter is a special menu that can be activated by pressing the L button. When in scouter mode, everything will freezes temporarily (i.e. enemies won't be able to attack and you won't be able to attack them either).

As you activate the scouter for the first time, you will be in the Map Radar mode. To switch to Scouter mode, hit L button again. To switch to World Map Radar, hit R. In short, the process can be summarised in the diagram below:

Scouter <- Press L - Map Radar - press R -> World Map Radar

-[Map Radar]-

The Map radar will be "bigger" if you explore most of the areas. The exits are indicated by red markers and grey dots represents key objects such as Save Circle, Flight Circle, or even your destination location.

-[Scouter]-

You will see your character and any scoutable objects on the green and black environment. Select the object and you will get the object's avatar, pic (if any), attribtues [strength (STR), power (POW), endurance (END)] along with a description. All this data will be available at the computer accessible at Capsule corporation. Some scoutable objects are missable like King Kai's pets when you first meet them on the Snake Way. You can also scout for appearances. Like for Goku, you can have Super Saiyan and Saiyan mode. For your convenience, I have listed the scoutable objects in the Computer Bestiary based on the order that you get to see them.

-[World Map Radar]-

You will see red dots on a gigantic world map. A blinking bracket on the red dot is the location of the current dungeon/city on the world map. This isn't accessible when Goku is at the Other World (or Chapter 1)

At Chapter 9, the Scouter will be upgraded and you will be able to see areas on your Scouter Map that you haven't been to yet. Such areas are being indicated in gray.

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### 2.3 Items, Key Items and Zenie

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[Items]

Items can be obtained in 4 ways - buy from Z-Marts and shops in cities, find it in treasure chests, find it breakable objects such as boulders or barrels or pick it from enemies that drop them. Enemies could drop supplies items often and sometimes they could even drop equipment. To retrieve the item, just move your character over it and hit A. If you leave the item on the ground for too long, it will be disappear and you will miss the item!

[Key Items]

Locations of most key items such as Dragon Balls, Exhibits (Z-Fighter or Hercule) are fixed. They are listed as key items as they are uncommon. Some of them have a dramatic impact on the story. Some of key items requires more methods to get them...

[Zenie]

Zenie can only be obtained in one way. (Or 2 ways if you considered selling items and equipment as one) You need to defeat enemies. Once an enemy is defeated, it will drop coins (ranging small gray coins to large Z coins). Z coins worth the most. So do not miss them!

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### 2.4 Save, Flight & World Map Circles

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[Save Circle]

The location of these save circles are fixed. To save your game, just have your character walk over and hit A to save your game. After you have Trunks as a playable character in Chapter 3, you can switch between characters by selecting the 2nd option. Certain characters are selectable for certain chapters. For more details, please refer to Section 3.

[Flight Circle]

The special circle allows you to move from places to place within that dungeon/city. An example is the one found at Kami's Lookout, which allows you to move from Kami's Lookout to Korin's Tower.

[World Map Circle]

The world map circle will allows you to enter World Map or depart from that location. In the world map, you can fly around cities.

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### 2.5 World Map & Dragon Radar

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[World Map]

The world is huge and below are the controls while your character is in the world map.

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Button	What it does
C-Pad	Move forward, backward or turn left or right
A	Descend (Fly lower)
B	Assend (Fly higher)
START	Activates Menu

---

If an area is accessible, you will find the status bar indicate the name for area. For example, fly over West City and you should see a status bar on the lower part of the screen with "WEST CITY" on it.

When flying around the world, you will not encounter any enemies unless you have enter into dungeons or cities. However, if you spot either one of the following:

---

Description	Place
A white airship flying in the skies	Stolen Airship
A blue submarine in the sea	Rogue Submarine

---

Make contact with it and there will be two possibilites. You will be fighting enemies (the enemies will varies depends on your character's levels) or the place is loaded with zenie and chests! Some of the key items can be obtained here like the Bandana...

[Dragon Radar]

At the Chapter 6 after you have visit Bulma at West City, you will be given the Dragon Radar. The Dragon Radar will give you hints on the possible location of the Dragon Balls. As Dragon Balls can only be uncovered in dungeons, I found the radar a bit useless in the game... When you saw one of the 4 arrows starts to blink purple, fly towards that direction. Once it hits red, make a landfall to access the area.

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## 2.6 Character Gates & Levelling Up

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[Character Gates]

During Chapter 2, you will be able to access all the accessible areas but they will be blocked off due to character gates. Character Gates are entry gates that can be destroyed only when a specific character has reached a certain level. The specific case will be apply based on the character's colour coding.

---

Character	Colour
Goku	Orange
Gohan	Green
Goten	Teal
Trunks	Purple
Vegeta	Blue
Gotenks	Gray

---

[Levelling Up]

When your character gains a level, his HP/EP will be fully restored and you will see a yellow triangle appear next the status bar. Access the menu when your character gains a level. You will be able to assign 3 attribute points to any of the attribute parameters - STR, POW, END.

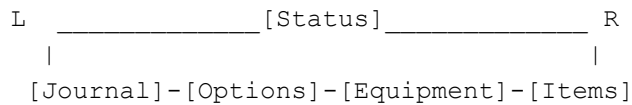
If you reach the 25th level barrier (i.e. level 75, 100, 125, 150), the character's special abilities will gain level up too!

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## 2.7 Main Menu

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To access the main menu, just hit the START button. You will start off with the status screen. You can switch between pages by tapping L or R. Basically, it works like a ring as shown in the diagram below.



[Status]

You will see the list of playable characters tab on the top with the current character that you are using as the being first shown up as you activate the menu. If your character level up, you will be able to use A button to assign to 3 attributes (per level) to any 3 of the following attributes:

---

Abbr.	Meaning	What it does?
STR	Strength	Affects your character's normal attacks
POW	Power	Affects your character's EP attacks
END	Endurance	Affects your character's defense

---

Hit Down on the C-Pad and you will see the list of available modes and hit A on the them to view on how to execute them...

[Journal]

The game progressed in a way by completing journal entries. To progress to next stage of the game, you need to fulfilled the required journal entry. There are optional entries which leads to sidequests, etc. You can keep track of the entries by tap L when you access the menu. The Journal is categorized in Goals and Completed Goals. Use the left or right button to toggle between the tabs

[Options]

You can change the text speed, sound FX volume, music volume, put the game into sleep mode ro view the credits.

[Equipment]

You will see 4 body icons available and they are Body, Hand, Foot and Accessory. Different equipment can be equipped on different parts. Some equipment provide boosts to the core attributes END, STR, POW and some helps in other scenarios (for example, the Snorkel helps you to catch better fish). Weighted equipments like 1 Ton Armbands and 1 Ton Boots increases the amount of EXP gained and thus allowing your characters to level up fast but these equipment will reduce the

characters' speed.

[Items]

You will see the 2 tabs - Supplies and Key Items. Supplies refer to usable items such as food and drinks (you can use them from the menu by selecting them and hit A twice. Key Items refer to the rare items such as Exhibits, event items (e.g. 2402 Capsule), etc.

-----  
3.0 Playable Characters  
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There are a total of 5 playable characters for this game. They are Goku, Gohan, Trunks, Vegeta and Goten. Certain characters are playable at certain chapters only. As the story goes on, you will get new skills for certain characters and some changes in character's outfit.

-----  
3.1 Goku  
-----

Begin: At the Snake Way of the Other World (Chapter 1)

-[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

(Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

(Instant Transmission)

Hold the B button to bring up the cursor. Use the +Control Pad to select an item, enemy or switch. Release the B button to teleport there and back.

Level	How to Obtain?
1	Begins with it
2	Have Goku reached Level 75
3	Have Goku reached Level 125

You can switch between levels by selecting the skill and press left and right on the C-Pad to toggle the levels. The levels are indicated by the red number. At level 1, Goku can teleport one target. At level 2, Goku can target 2 targets. At level 3 Goku can teleport three targets! Please note that instant transmission will only works when there are targetable targets like chests, enemies, switches, save circles, world map circles or transmission circles. The more targets you use, the more EP is required.

(Kamehameha)

Hold the B button to emit a long beam of energy.

Level	How to Obtain?
1	Begins with it
2	Have Goku reached Level 100
3	Have Goku reached Level 150

What will be a DBZ game without Goku's most famous trademark finisher? Just hold down the B button and Goku will fire a beam of energy towards where he is facing. The longer you hold, the more EP is required. The

higher level, the more damaging Kamehameha becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits.

(Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Goku will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Goku is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Goku will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

-[Bonus Skills]-

(Super Saiyan 3)

This skill will be only be available after you have defeated Majin Buu. To transformed to Super Saiyan 3, Goku must be in Super Saiyan mode. After you are in Super Saiyan mode, switch the icon to Super Saiyan 3 (indicated by Z3), hit B to power up again. The EP bar will change to orange. Once EP drops to yellow/green, Goku will revert back to normal Saiyan mode. The principles of a Super Saiyan will also apply to Super Saiyan 3.

(Fusion)

This mode will allow Goku and Vegeta to fuse into Gogeta. Refer to Gogeta for more details. It will only be available only if you have obtained all 15 Z-Fighter Exhibits and 25 Hercule Exhibits (of course, you need to submit them to the respective museums)

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## 3.2 Gohan

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Begin:       Goku's House at East District 439 (Chapter 2)

-[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

(Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

(Masenkoha)

Hold the B Button to make a cursor appear in front of the player. Upon releasing the B button, a large ball of energy will be thrown at the cursor's location.

Level	How to Obtain?
1	Begins with it
2	Have Gohan reached Level 75
3	Have Gohan reached Level 127



As you hold the B button, a cursor will be moving back and fro in front of Gohan. Just release B when the cursor reaches your desired location. The higher level Masenkoha, the slower the cursor is. In fact, you can position the cursor where you like when it is at level 3. It will damage the enemy that is in the area.

(Electric Kamehameha)

Hold the B Button to emit a long beam of energy. Enemies hit by this beam can be electrically charged.

Level	How to Obtain?
1	Begins with it
2	Have Gohan reached Level 100
3	Have Gohan reached Level 150

Just hold down the B button & Gohan will fire a beam of energy towards where he is facing. The longer you hold, the more EP is required. The higher level, the more damaging Electric Kamehameha becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits.

(Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Gohan will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Gohan is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Gohan will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up. Once the Old Kai has released Gohan's innate powers, Gohan would not be able to transform anymore. But his normal mode will have the same powers of a Super Saiyan without any conditions.

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### 3.3 Vegeta

---

Begin: During the course where you need to search for Babidi's Spaceship in Chapter 4.

-[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

(Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

(Big Bang)

Press the B Button and release to emit a large ball of energy that explodes on contact. Hold the B button longer to make the attack stronger.

Level	How to Obtain?
-------	----------------

- 1 Begins with it
- 2 Begins with it
- 3 Have Vegeta reached Level 125

As you hold down the B button, a ball of energy will be generated at Vegeta's hands, release it and the ball will be released towards the direction that Vegeta is facing. The longer you hold, the bigger the ball becomes (this does not consume more EP!). The higher the level, the more damaging the energy ball does (this will consume MORE EP though...). You need to wait for the energy ball to explode before you can use it another time.

(Final Flash)

Hold the B button to emit a long of energy which travels across land instantly.

Level	How to Obtain?
1	Begins with it
2	Have Vegeta reached Level 100
3	Have Vegeta reached Level 150

Just hold down the B button & Vegeta will fire a beam of energy towards where he is facing. The longer you hold, the more EP is required. The higher level, the more damaging Final Flash becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits.

(Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Vegeta will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Vegeta is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Vegeta will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

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#### 3.4 Trunks

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Begin: You will be able to play him after you have finished training with Vegeta to the Gravity Chamber where you need to go for training for the World Tournament.

-[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

(Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

(Burning Attack)

Press the B Button to shoot a spiked ball fo chrono-energy which stuns enemies on contact. Hold the B button longer to increase stun time.

Level	How to Obtain?
1	Begins with it
2	Have Trunks reached level 75
3	Have Trunks reached Level 125

It works like a normal energy blasts except it could temporarily stuns an enemy that it hits.

(Flame Kamehameha)

Hold the B button to emit a chain of energy flames. While holding the B button, press the +Control Pad to move the flames like a whip.

Level	How to Obtain?
1	Begins with it
2	Have Trunks reached Level 100
3	Have Trunks reached Level 150

Just hold down the B button & Trunks will fire flames of energy towards where he is facing. The longer you hold, the more EP is required. The higher level, the more damaging Flame Kamehameha becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits. Despite it has the shortest range among all "beam type" attacks, you can move the flames like a whip using the C-Pad, which makes it extremely useful when Trunks is being trapped.

(Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Trunks will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Trunks is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Trunks will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

-[Bonus Skills]-

(Fusion)

This mode will allow Trunks and Goten to fuse into Gotenks. Refer to Gotenks for more details. It will only be available only after you successfully complete the fusion for the first time.

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3.5        Goten  
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Begin:        You will be able to play him after you have received orders from Goku to collect the Dragon Radar from Bulma and the dragon balls.

-[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki),

so make sure you have sufficient EP to use it.

#### (Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts

#### (Energy Punch)

Press the B Button to throw a mighty punch, enhanced with energy

Level	How to Obtain?
1	Begins with it
2	Begins with it.
3	Have Goten reached Level 125

In my opinion, this is probably the weakest special ability of all usable abilities. To use this, you need to get Goten near an opponent as you are using the normal attacks (punch and fists) yet you need to use EP. The higher the level, the damage it does and the more EP it will consume...

#### (Kamehameha)

Hold the B button to emit a long beam of energy.

Level	How to Obtain?
1	Begins with it
2	Have Goten reached Level 100
3	Have Goten reached Level 150

Just hold down the B button and Goten will fire a beam of energy towards where he is facing. The longer you hold, the more EP is required. The higher level, the more damaging Kamehameha becomes and of course, it will use more EP. You will hit any targets that are in line of the energy for multiple hits. Well, it is a miniature version of Goku's Kamehameha.

#### (Super Saiyan)

Press the B button to transform into a Super Saiyan.

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Goten will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Goten is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Goten will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

-[Bonus Skills]-

#### (Fusion)

This mode will allow Goten and Trunks to fuse into Gotenks. Refer to Gotenks for more details. It will only be available only after you successfully complete the fusion for the first time.

Begin: After Goku and Vegeta wears the Potara Earrings before they battle against Super Buu (with Gohan, Gotenks and Piccolo absorbed)

-[Attacks]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

(Energy Blast)

Press the B button to shoot out a concentrated missile of internal energy. Press the B button multiple times to shoot out many blasts.

(Super Saiyan)

Press the B button to transform into a Super Saiyan

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Vegito will only be transform to Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, the transformation will failed. Once Vegito is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Vegito will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

(Banshee Blast)

Hold the B button to emit 5 thin powerful beams of energy, one from each finger.

Just hold down the B button and Vegito will fire a 5 thin powerful beams towards where he is facing. The longer you hold, the more EP is required. You will hit any targets that are in line of the energy for multiple hits. It is quicker version of Kamehameha and it is very useful to use in the battle against Buu and his ghosts.

(Energy Sword)

Hold the B button to create a glowing sword of energy. When fully charge, continue hold the B button to spin around, and press the +Control Pad to move.

Not as useful as compared to the way Vegito uses it against Buu in the manga. First of all, you need to hold the B button for the sword to "generate" before you can swing it to use it for attacking. It works like Trunks' Burning Attack but you will probably hardly have the time to use it against Buu...

-[Additional Notes]-

The battle against Super Buu is the only time that you can use Vegito. So enjoy using him for that short period of time. When Vegito levels up, both Goku or Vegeta could gain levels.

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3.7 Gotenks  
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-[Activate]-

Just toggle your icon as "Fusion". Hit B to initiate the fusion dance. Hit the 5 sequence buttons (it show on-screen) correctly and you will

get Gotenks in Saiyan mode. Fusion could only last for 5 minutes. Once 5 minutes is up, you will be reverted back to Goten or Trunks (depending who you have used to initiate the fusion.)

-[Commands]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

- Energy Blast

Press the B button to shoot out a concentrated missile of internal energy. Press the B Button multiple times to shoot out many blasts.

(Super Saiyan)

Press the B button to transform into a Super Saiyan

To use this, make sure your charge indicator is full (i.e. the yellow triangle is completely filled) or it won't be usable. Gotenks will only be able to transform into Super Saiyan when he is able to charge up his ki to a full yellow gauge. If he is being disturbed in the course of transformation, it will failed. Once Gotenks is in Super Saiyan mode, he will be moving faster and attacks will deal more damage. The charge indicator will be empty too. The yellow bar will start to decrease as the time goes by. Once the yellow EP is fully used up, Gotenks will revert back to normal mode. You can transform back to normal mode, by hit B when selecting Super Saiyan icon but the charge indicator will be used up.

(Super Kamikaze Ghost Attack)

Hold the B Button to create small ghost replicas. Let go of the B Button to release the ghosts which, attack the closest enemy and explode on contact

You can only released up to a maximum of 3 ghosts at one time. After you have released the B button, the ghost(s) will search for targets. If there is no targets in the region, the ghost(s) will just explode. If the enemy is close to Gotenks, there is a high possibility of Gotenks receiving damage from the explosion!

(Ultra Volleyball Attack)

Press the B Button to emit a beam that turns enemies into giant volleyballs.

This attack is fun to use! Any enemy hit by these energy will be transformed into a volleyball where you can attack those "volleyballs" like dummies!

-[Additional Skills]-

(Super Saiyan 3)

This skill will be only be available after you have defeated Super Buu at the Hyperbolic Time Chamber. To transformed to Super Saiyan 3, Gotenks must be in Super Saiyan mode. Once in Super Saiyan mode, just switch the icon to Super Saiyan 3 (indicated by Z3), hit B to power up again. The EP bar will change to orange. Once EP drops to yellow/green, Gotenks will revert back to normal Saiyan mode. The principles of a Super Saiyan will also apply to Super Saiyan 3.

-[Additional Notes]-

- You cannot equip anything on Gotenks. But you can...
- When Gotenks level up, it means either Goten or Trunks level up

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### 3.8 Gogeta

---

#### -[Activate]-

Just toggle your icon as "Fusion". Hit B to initiate the fusion dance. Hit the 5 sequence buttons (it show on-screen) correctly and you will get Gogeta in Super Saiyan mode. Fusion could only last for 5 minutes. Once 5 minutes is up, you will be reverted back to Goku or Vegeta ( depending who you have used to initiate the fusion.)

#### -[Commands]-

In order to execute these skills, you need to change the icon in order to use it. To change icon, use the L Button. These attacks use EP (ki), so make sure you have sufficient EP to use it.

#### - Energy Blast

Press the B button to shoot out a concentrated missile of internal energy. Press the B Button multiple times to shoot out many blasts.

#### - Big Bang Kamehameha

Hold the B button to create a large ball of energy, followed by a long beam.

The Big Bang Kamehameha will create a large ball in front of Gogeta when you are holding the B button. Once you released it, it will released a large beam of enemy towards the direction that Gogeta is facing. Typically, it is a combination of Kamehameha and Big Bang.

#### - Dragon Fist Explosion

Hold the B Button to create a giant dragon of pure energy. Use the +Control Pad to control the dragon's head. Release the B button to make the dragon bite.

You will released a giant golden dragon of energy. Use the C-Pad where you can twirl it like a whip. Release the B button and the dragon head will bite its target!

#### -[Additional Notes]-

- You will be able to play as him during Chapter 8 when you fight against Janemba.
- When Gogeta levels up, it means either Goku or Vegeta will also gains a level.
- You cannot equip anything on Gogeta. But you can...
- When in fusion, Gogeta will automatically be in Super Saiyan form.
- In order to use Gogeta after Chapter 11, you need to get all the Z-Fighter Exhibits (15) and Hercule Exhibits (25). Upon sending in the last exhibit, a prompt will appear and indicate Gogeta as playable!

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### 4.0 Walkthrough

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This walkthrough will cover all the possible quests to get all possible items and secrets in the game. As it is indepth, there are bound to be a lot of spoilers. So read in your own danger.

-----  
Chapter 1 The Other World  
-----

The game starts off with the ending of Cell saga and a forecast of the future events...

-[Snake Way]-

Goku and King Kai (along with his pets) are on the Snake Way and they are going to meet King Yemma, who oversees the stuff in the underworld. You will be told by King Kai that you have take a plane called "The Higher Plane" and it is docked next to King Yemma's Castle at the end of Snake Way. By the way, you started off the game with 100Z.

----- J#1 -----  
Journal #1 - Go to King Yemma's Castle  
-----

Move Goku towards the right side of the screen and a tip will pop up. Just double tap the the control and you will be able to make Goku run. By the way, below is Goku's starting stats and you can view them by pressing Start button.

Goku	LV 60		Abilities
HP:	135/135	STR: 27	Energy Blast
EP:	90/90	POW: 27	Electric Kamehameha Lvl
XP:	2200	END: 26	Instant Transmission Lvl
NXT LVL:	675	SPD: 50	

-[King Yemma's Castle]-

Once you reached the next screen, you will see a gigantic snake head and make your way up the stairs. You will find a couple of clouds (they are souls of the dead people) and two of Yemma's assistant. Examine the "wall", which is actually the table of King Yemma.

Go to the door that is at the northwest corner of the screen. Talk the guard and you will be allowed to pass. There are two planes in the next area. The white one leads to Heaven and you will need to take the Higher Plane (green plane) which is on the other dock. You will be heading for Grand Kai's planet.

-[Grand Kai's Mansion]-

There will be some cutscenes between Goku and King Kai. There is a large circle and that is the Save Circle where you can save your game. Now head south, since you are unable to enter mansion...

-[Grand Kai's Planet]-

You will meet Olibu. You will need to converse with the fighters to learn a thing or two.

----- J#2 -----  
Journal Entry #2 - Train with Other World fighters  
-----

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Training Tutorial #1 - Basics

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This will be nothing new for those who have played Legacy of Goku II before. For those who are new to this game, just read on...

- Punch and Kick with A button. The B button will allow Goku to



execute special techniques like a ki blast or something else based on the "mode" that Goku is in.

- Press and hold down R button to block
- The red bar is your health meter while the green one is your energy meter. The bar below the two bars is the experience meter which shows how much experience you have gained from battles.
- To perform an energy block, hold down the R button first and then hold the B button. A glow of energy will surround Goku but your energy will be depleted. Energy will be recovered as you walk on the battlefield.
- When you defeat an enemy, sometimes they will drop items and zenie coins on the ground. To pick up the items, you have to walk up next to the item and press A button but you can pick up coins just by walking over them.
- Before you talk to the pink-faced guy with green hair, check the chests and you will learn on how to equip things. First of activate the menu. Tap the R button until you see the Equip menu. Your characters can equip up to 4 types of different equipment.

Body: Shirts, Gi(s) and different types of armors.  
These items help to increase the endurance but might also have different effects.

Hand: Knuckles, Wrist Bands  
These items can increase attack strength or increase the amount of experience you gain in battle.

Feet: Shoes, Boots, Sandals  
These items affect your character's speed but might also have different effects.

Accessories: Belts, Amulets, Pocket-like items  
These items may have many effects, but useful and strange!

---

At the southeast corner of the area, there is a couple of chests where you find a 1 Ton Armbands & 1 Ton Boots. Equip them. But these items will reduce Goku's Speed but speed up the levelling process. Once you are done with the tutorials. Talk to Olibu who is the lower right hand corner of the map (heck, he is only yellow hair colour...) Choose "Yes" (top option) and you will be allow to pass..

-[Battlefield Royale]-

Enemies: Fighter

You will find 2 fighters and you will be forced to fight them. Just attack with A button or execute Goku's special technique with B.

---

#### Training Tutorial #2 - Modes

---

Notice that there is an icon found next to Goku's HP and EP meter. That reflects the current mode that Goku is in. When you are in different mode, hitting the B button will allow Goku to do a different thing. To switch between modes, just tap L button









poster of Hercule on the wall. That pathway leads to Hercule's mansion.  
So make a trip there...

-[Hercule's Mansion]-

Enter the building. Proceed to the room (the entrance is located in southwest corner). Inside the room, there is a chest containing a Hercule Exhibit 13. Now leave the room and exit the building.

-[Hercule's Cafe]-

The building on the left of the T-junction is Hercule's Cafe. If you have found any exhibits, it will be handled to them. There is nothing of interest here. Hence exit.

Head to the left side of the city. The left pathway leads to the Musaka Circus, where isn't much thing that you can do now either. Take the path towards north that is along the TV station. You will find an another civilian along with 2 kids playing tag. The path in the southeast leads to the previous area that you can come from. Head north and you have finally reach school - Orange Star High School!

-[Orange Star High School]-

There is another save circle here. Save your game. There are a row of lockers and a black board and door at the rear. That door leads to the stadium and the blackboard take notes of the competition. Those 4 door walls actually leads to new areas. Take the one on the left and you has finally reach your class... This is following some cheesy conversation and Gohan will meet his classmates: Videl, Erasa & Sharpner (heh, someone's parents named their son after a stationery ^\_^)

Now there is nothing much to do except for heading home? Once you exit school, you will be at the entrance of the city and Gohan think of visiting Bulma, who resides in West City...

----- J#5 -----  
Journal Entry #5 - Fly to West City and talk to  
Bulma  
-----

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#### Training Tutorial #4 - World Map & Flight

---

To enter the world map, you need to use a World Map Circle to fly onto the world map. In the world map, it allows you to fly areas to areas.

While in the flight, use the B button to fly upwards while the A button to descend and land. A star will appear on the mini-map to designate key areas. Other areas you will have to find on your own by exploring.

When you saw a cloud-like structure in the skies, make contact with it and you will go onboard the stolen airship where you face a group of enemies! (Mercenary, Criminal x2, Thug, Bomber). You will need to defeat all of them so that the World Map Circle will show up and that allows you to exit that mini-quest. Ocassionally, it will be an empty ship with some chests...

---

Move over to the World Circle and hit the A button. You are in the world map with Gohan in the flight mode. Now make your way to the star that is marked on the map. It is located west off Hercule City. Just

hit A to land with Gohan being position directly above the city marker. (Note: It is not that yellow capsule house, instead it is another city marker like the one that you have seen for Hercule City). Hit A to descend.

Once in the city, you will end near another World Map Circle. Northwest off the circle, you will find another Z Mart.

#### Z-Mart (West City)

Items	Type	Restores	Cost
Rice Ball	Food	40 HP	200Z
Chicken Leg	Food	80 HP	400Z
Hamburger	Food	120 HP	600Z
Onigiri	Food	200 HP	1000Z
Tea	Drink	40 EP	100Z
Soda	Drink	80 EP	200Z
Vanilla Soda	Drink	125 EP	350Z
Cherry Soda	Drink	175 EP	575Z

Equipment	Type	Status Effect	Cost
Wool Sweater	Body	END +3, RqLV: 52	300Z
Leather Jacket	Body	END +5, RqLV: 55	495Z
Wooden Armor	Body	END +6, RqLV: 63	850Z
Stone O-Yoroi	Body	END +8, SPD-12, RqLV: 72	1480Z
Cotton Gloves	Hand	END +1, STR +1, RqLV: 50	50Z
Wool Mittens	Hand	END +3, STR +2, RqLV: 55	500Z
Leather Gloves	Hand	END +6, STR +4, RqLV: 72	1250Z
Woolen Shoes	Foot	END +3, SPD +2, RqLV: 55	475Z
Leather Moccasins	Foot	END +4, SPD +3, RqLV: 65	820Z
Wooden Geta	Foot	END +6, SPD +15, RqLV: 84	2050Z
Stone Men-po	Accessory	END +5, RqLV: 59	600Z
Topaz Amulet	Accessory	POW +5, RqLV: 60	840Z
Red Belt	Accessory	END +9, RqLV: 75	1925Z
Lucky Charm	Accessory	END +1, Raises Luck, RqLV: 58	4500Z

In the northern part of the town, next to the building at the northend most of the city, you will find an old man offering you a Lazarus Crystal for 5500 zenie (He is directly behind the Z-Mart) There is also a chest that is being blocked a series of bushes (you will need Goku for this...)

In between the grassy area where you find a guy promoting the Silver Spider album, you can find another Save Circle there. Now move across the World Map marker and head right and you will end in a path that leads to new area.

-[Capsule Corporation]-

You will find Mrs Brief doing her laundry at the washing area and she will give you a Cookie if you talk to her. You can get endless amount of cookies. But they only restore a mere 5 HP...

Now make your way the smaller building and that's Bulma's House. Inside the house, you will find Bulma there. Talk to her. You need to go to the supply room and retrieve a 2402 capsule... Head for the Lab.

At the lobby, talk to receptionist and she will give you instructions on getting to the supply room. Before heading, it is time to do some

exploration. Head west and you will reach Mr. Brief's Lab. Talk to his assistant at the southwest corner and you will get Z-Fighter Exhibit 7! The walkway leads to the Computer Room where you can find information of the enemies that you have encounter. Unfortunately the database is currently empty...

The right path leads to the place where you will hand over all the Z Exhibits that you have found through the course of the game. Now make your way north off the Lobby. At the Atrium, there is a fountain and the pathway will split into 2. The left path leads to the Gravity Chamber while the right one leads to the Supply Room. In the supply room, look for a capsule, which should be located in between the 2 shelves closest to northeast. You will received #2402 Capsule! Exit the labortory building and head for Bulma's home. Give the capsule to Bulma and you will receive the Great Saiyanman Watch! You will get an new journal entry...

----- J#6 -----  
Journal Entry #6 - Use your new disguise to fight  
crime in Hercule City!  
-----

There will be a prompt from Bulma regarding the Scouter. You can get information about many things and people by just pressing SELECT button to pause the game. Press L button to switch to Scouter View. Use the +Control Pad to select a character or enemy and then press the A Button.

Now with your gear, it is time to rock n' roll. Make your way to the World Map Circle and make your way back to Hercule City!

-[Hercule City]-

Just make a move slightly forward & there will be a cutscene. Gohan will transform himself in Great Saiyaman. Defeat the bandit and now it is time to make your way back back to school and it is time to do some crime-busting!

There will be 2 mercenaries and 2 gunmans. Head for the Musaka Circus. Take the left path and you will find 4 criminals. In the next screen, you will find a bomber, a criminal, a mercenary & a gunman. In the northern area, there are 3 thugs (which has around 340+ HP each!). Head southeast from there. You will find 2 criminals and 2 gunmen there. Defeat them and head south. On the next screen, there is another bomber and a gunman for you to handle. Behind the crates, is a mercenary and another criminal. Just kick their butts and "clean the house"!

Move towards the area in front of Orange Star High School. You will find 4 criminals down there and Gohan says that he is going to be late for school! At class, there are funny jokes regarding the town's new superhero... Videl will get a call and it states the mayor has been kidnapped by the Red Shark Gang... Gohan will rush and chase after Videl. To the bathroom (^\_^)

----- J#7 -----  
Journal Entry #7 - Help Videl defeat the Red  
Shark Gang and save the Mayor!  
-----

Exit the school and there will be a cutscene that is nearby... Make your way towards the crime scene and Gohan will transform into the Great Saiyanman. It's time to fight crime! You will need to fight





Boss: Tank HP: 576 STR: 13 POW: 30 END: 75

It will start to fire from its cannon. Hence dodge towards lower right or you will get hit by 30+ HP damage! Just move away from the tank and move away its barrel's firing line (since its turret cannot turn). You can attack safely from far with your energy blasts.

Boss: Criminal x2 HP: 115 STR: 10 POW: 10 END: 18  
Bomber x2 HP: 125 STR: 9 POW: 14 END: 18

Once the tank explodes, you will be forced to face 2 bombers and 2 criminals. They should be quite easy...

.....

Now make your escape, not not make your way back up the circus or you be force to fight the tank again! Make your way to Hercule Cafe and you will find another boss...

.....

Boss: Tank HP: 576 STR: 13 POW: 30 END: 75

Well, it is another tank except it is surrounded a bomber ( or the group of 2 bombers and 2 mercenaries that guard this area) Just attack the bomber first and keep firing your energy blast at the tank till it explode or your EP runs out. If you runs out, make a run so that you can approach the tank from the bank. You should be able wipe it. Once the tank explodes, you will fight...

Boss: Bomber x3 HP: 125 STR: 9 POW: 14 END: 18  
Criminal HP: 115 STR: 10 POW: 0 END: 18

Just be careful of falling bombs and remember there are more enemies until you reach the entrance of the city... So heal up if your HP is low.

.....

At the entrance of the town, Gohan will be confronted by Videl. He freed Chiobi but end up exposed his identity... You can now make your way to World Map Circle to continue with the story or you can return back to the Musaka Circle where you see the tank parking there. This means that the Musaka Circle has been a dungeon where you can go there to earn EXP or earn zenie...

Go the World Map Circle and Goku will prompt you (!). Goku is going to participate in the world tournament too!

----- J#9 -----  
Journal Entry #9 - Tell your family and friends  
that Goku is returning!  
-----

Back on the world map, you will saw 3 dots and a star. The dots are optional but you will get visit more friends and get more data for your computer database at the Capusle corporation. But to proceed on with the story, you need to inform Chi-Chi and Goten about Goku's return.

-[Roshi's Island]-

Head for the red dot that is southeast off Goku's house. There is a Save Circle where you can save your game. You will find Krillin,

Android #18, Master Roshi and Marron there. Talk to everyone. Board the world map circle and head for West City. Watch out for any blue submarines (Rogue Submarine) while flying across the sea. If you landed there, you will encounter tougher enemies or get more treasure!

-[Kami's Lookout]-

It is a gigantic bowl like object that is floating in the sky. Just make contact with it and you will be able to access it. You will meet Mr. Popo, Dende and Piccolo (heh, he made a good comment over Gohan's super hero outfit...) If you visit one of the rooms, you can exit Kami's Lookout via its window!

-[West City]-

Go to Bulma's house and you will find Bulma's family there. Talk to Trunks and Vegeta. If you have a Dirty Shirt, talk to Mrs. Brief for a wash... If you come after a while (just exit the city and reenter it) and you will be collect the Dirty Shirt as a Clean Shirt!

-[Goku's House]-

Enter your house and you will meet Chi-Chi and Goten who is watching TV. Goten offer his help to assist his brother in training...

-[Yemma's Office]-

The scene now switches to the Other World where Goku is meeting King Yemma with Baba. There will be a cutscene of Yemma's assistant arguing with the Tank-Boy and some bad things happen...

-----  
Chapter 3 World Tournament  
-----

There will be a meeting at the entrance between the brothers and you will be given this journal:

----- J#10 -----  
Journal Entry #10 - Meet Goten in the eastern forest to train.  
-----

Make your way to the forest. You have been here if you done the optional quest area. Just proceed to the screen where you see 2 cliffs that is arranged a line. Proceed the area on the north. It is a Level 65 door. If Gohan hasn't reach level 65, go and defeat more enemeies to gain levels. Just break the door and you will find Goten. Talk to him.

.....  
Goten - Rock Dodging Mini-game

Just dodge them by moving Gohan left and right or even going near or moving away from the zone area (!) But Goten will still be able to hit you if you stay in an area too long. Just dodge his throws ten times.

.....

Goten will transform into Super Saiyan much to Gohan's disbelief and you will have to spare with him...

.....  
Goten HP: 1050 STR: 10 POW: 7 END: 20

If you are just slight above level 65, be ready for a tough fight as

he got a lot of HP. However, if you have training to gain levels, this battle should be relatively easy. Just block and counter works well.

.....

-[Gravity Chamber]-

The scene will switch to Trunks training with his dad at the Gravity Chamber. Trunks morph himself in Super Saiyan. Trunks will be questioned by Vegeta and there will be an objective... You need to hit Vegeta once.

Trunks	LV 60		Usable Icons
HP:	136/136	STR:	30 Energy Blast
EP:	90/90	POW:	25 Super Saiyan
XP:	2200	END:	25 Burning Attack Lv11
NXT LVL:	675	SPD:	55 Flame Kamehameha Lv11

.....

Vegeta	HP: 5	STR: 37	POW: 22	END: 36
--------	-------	---------	---------	---------

Well, Vegeta has only 5 HP. You just need to hit him once and victory is yours. Your Super Saiyan won't last long as due to impact of Gravity Chamber. The objective is like playing except you will need to hit him. Energy blast won't worked and your objective is throw a punch. Once Trunks get revert back Saiyan, just wait for a while and he transform back Super Saiyan automatically. You need to keep close to him and hit him once you got the chance. If you got him cornered, he could hop over you to the other direction.

.....

You will be back at the city where you can find the Save Circle. Vegeta will inform you that you can use Save Circles to change your character and there is another journal entry.

----- J#11 -----

Journal Entry #11 - Train for the World  
Tournament. Meet Bulma at Capsule Corp when you  
are finished!

-----

From this time onwards, you can switch between Gohan and Trunks as your playable characters. You can go to East District 439 (Goku's house) to train, Hercule City (be careful of the Thugs as Trunks' current level might insufficient) or hitch a ride on any blue submarines (Rogue Submarine) or airships (Stolen Airships) etc. I would advise you to get Trunks to at least Level 70 before proceeding on.

Once you are done, using either Gohan or Trunks, make your way back to Capsule Corporation and you will find Bulma there. Talk to here and you will be given a prompt whether you are ready to take part for the World Tournament. Choose "Yes" to continue.

There will be some cutscene and the group will eventually arrived at Papaya Island where the Tournament will be held. Shortly, you will meet Goku. In the next area, you will find a couple of stalls and here is the shopping list:

Drinks Stall

-----

Items	Type	Restores	Cost
Milk	Drink	20 EP	50Z
Tea	Drink	40 EP	100Z
Soda	Drink	80 EP	200Z
Vanilla Soda	Drink	125 EP	350Z
Cherry Soda	Drink	175 EP	575Z
Root Beer	Drink	250 EP	950Z

Food Stall

Items	Type	Restores	Cost
Miso Soup	Food	20 HP	100Z
Rice Ball	Food	40 HP	200Z
Chicken Leg	Food	80 HP	400Z
Hamburger	Food	120 HP	600Z
Onigiri	Food	200 HP	1000Z

Gifts Stall

Equipment	Type	Status Effect	Cost
Leather Gloves	Hand	END +6, STR +4, RqLV: 72	1250Z
Brass Knuckles	Hand	END +6, STR +9, RqLV: 85	2210Z
Leather Moccasins	Foot	END +4, SPD +3, RqLV: 65	820Z
Wooden Geta	Foot	END +6, SPD +15, RqLV: 84	2050Z
Lucky Charm	Accessory	END +1, Raises Luck, RqLV: 58	4500Z
Red Belt	Accessory	END +9, RqLV: 75	1925Z
Topaz Amulet	Accessory	POW +3, RqLV: 60	840Z
Blue Belt	Accessory	END +15, RqLV: 116	4450Z
Hercule Exhibit 24	Key Item	-For Hercule Cafe	25000Z
Hercule Exhibit 25	Key Item	-For Hercule Cafe	50000Z

Head further north and you will find Yamcha and Puar. On the left side you will meet Krillin's family along with Ox King. In the next area, you will find more familiar faces along with Oolong. Talk to everyone. Talk to the assistant or lady at the desk for registration. Once you are done, return back to the Save Circle and switch the other character. Talk to the female assstant for registration. You will be allow to pass and you will be switch to Gohan automatically.

You meet Videl there (with her new haircut) along your friends. Talk to Announcer who is standing next to Hercule and there will be some speeches between him, Goku and Piccolo. Talk to the Monk on the right of Hercule to start the challenge.

-----  
Punch Challenge - who has the strongest punch?

Hercule will start off the challenge by knocking 137 on the machine. A bar will appear on the screen. The moving marker will determines the power of your punch. Press the A button to punch. Timing is the key! The bar ranges from red to orange. Just stop the marker when it is at the back (i.e the green zone). Do not worry about delivering a weak punch. You will be given another chance (\*phew\*)

-----  
You will be switched to play as Trunks and your objective is defeat ten fighters to win the tournament!



-[West City]-

Head for the World Map Circle and choose flight. Before heading to Kami's Lookout head for West City. Use Instant Transmission to get the chest located at northwest corner of the city. You will get a Hercule Exhibit 22 from the chest. Now exit the city and head Kami's Lookout. At this point of time, it is also highly advisable to train up Goku to at least level 75 so that you could upgrade his instant transmssion. Otherwise, you may have problems in the subsequent events.

Once you are done, make your way to Kami's Lookout is indicated by the star on the world map.

-[Kami's Lookout]-

Once you reached, you will meet Popo and Dende at the lookout. Look an emblem that is engraved on the left hand side of the floor. Examine it and hit A. Goku will fly towards the Korin's Tower and he will meet old friends - Yajirobe and Korin. Talk Yajirobe and you will get a Senzu Bean. Talk to him for 2 more times to get 2 more Senzu Beans! Before leaving, make Yajirobe's head turn, by walking around him anti-clockwise thrice (3 times). There will be a cutscene of Yajirobe drowning an Z Exhibit in the Southwest Forest! Now exit and head to the flight marker to teleport back to Kami's Lookout. Now make your way back to Papaya Island.

-[Papaya Island]-

Back at Papaya Island, make your way to Gohan and give a Senzu Bean to him. Gohan will feed Videll with the Senzu Bean. Gohan will go for his match against Kibito.

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.....
Yamu                      HP: 1476  STR: 20  POW: 0  END: 23
Spopovich                 HP: 1855  STR: 22  POW: 0  END: 25

```

Well, you have Super Saiyan 2 this time now. So let Gohan strut his stuff. He will be able to deal TWICE as much as damage as he is in Super Saiyan.

These is follow by some events and Gohan got his energy sucked... You will get a short recap of an upcoming evil named Majin Buu...

-----  
Chapter 4      Babidi  
-----

Everyone will make a landfall at the Southwest Forest and you will be given the following journal entry.

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----- J#13-----
Journal Entry #13- Find Babidi's space ship.
-----

```

From this point onwards, Goku and Vegeta are playable characters. Below is Vegeta's stats. Use the save circle and you will be able to switch your characters. By the way, feel free to break those rock boulders for some cold hard zenie. I would recommend you to have all your characters above level 70 so that you will be able to access the next area.

Vegeta      LV 75                              Usable Icons

HP: 335/335 STR: 47 Energy Blast  
EP: 165/165 POW: 32 Super Saiyan  
XP: 40325 END: 46 Final Flash Lv1  
NXT LVL: 6075 SPD: 45 Big Bang Level Lv2  
-----

I would opt for Goku at this point of time. Because you will need him for most of the future battles. In next screen, move all the way to the north and you will find Level 70 Goku Character Gate. Break it.

In the next screen, there is a Majin Fighter. Head further west a bit and you will find another Majin Fighter. At southwest corner, there are 2 more Majin Fighter. By the way, you can break those white boulders to uncover some zenie. If hit SELECT, you will be able to activate the scouter and the same time the radar map for the area. The red indicators are the exits. Go through the one that's on the left.

In the next area, there is a Majin Fighter and a Majin Soldier. The Majin Soldier is a long-range based attacker. So get close to him or he will be able to fire laser beams at you! After finished tossing the two, you will find another Majin Fighter in the next area. Defeat him as well. Head west. In the next area, there will be 2 more Majin Fighters. Defeat them. Head southwards and you will find 2 Majin Soldiers awaiting for you. There is a treasure chest and 2 rock boulders, where you can smash for zenie. Open up the chest to retrieve the Tailsman of Light.

Make your way back to the first area. Take the north exit. There will be 3 Majin Fighters there. Head north again. You will end in a dead end and the path splits to 2. The right leads to a level 120 door which can be access by Vegeta. You will find a Majin Fighter and Majin Solider there. Ignore the door and head towards left. You will find another Majin Fighter with a Majin Soldier. Defeat them and follow the path to the next area.

In the next area, you will find 3 Majin Fighters there. Defeat them and continue to the next area. In the next area, you will find a human along with a Majin Fighter. If you walk around Yajirobe anticlockwise thrice earlier, there will be a Z-Fighter Exhibit 12 next to the human. On the cliff path, you will find 2 Majin Fighters and 2 Majin Soldiers. Defeat them. On top of the cliff, there is 2 more Majin Fighters. Take the north path and you will find an enemy spraying fire!

.....  
Destroyer HP: 3762 STR: 25 POW: 50 END: 40

It will launches a flamethrower on its left and hence stay on its right and you will be able to defeat it quite easily. Just use punches or uses Goku's Kamehameha. Or you can try to corner him to next area and it will be very vulnerable...

.....

In the next cliffy area, you will find 2 Majin Solider and 2 Majin Fighter. Defeat them. Destroy those 3 rock boulders for some cash. Proceed onto the right to the next area. You will find a Save Circle. I would recommend you to train all characters to level 85. (Trust me, it would not take too long for these characters to reach level 85). Once you are done with your training, switch to Goku and take the north path.



In next area, you will have a cutscene of the energy be passed to the evil magician, Babidi. Kibito is being killed and both Piccolo and Krillin has been turned into stone.

----- J#14-----  
Journal Entry #14- Enter Babidi's ship to  
defeat Dabura  
-----

Examine the flight pad on the right to head for the spaceship. It is similar to the one that you have seen at Kami's Lookout. At Babidi's Spaceship, you will see a character gate of level 85 for Gohan. Ignore it for the time being, smash up the 4 rock boulders surrounding the spaceship and head for the northeast corner. Have Goku use Instant Transmission and you will find a Z-Fighter Exhibit 1 from the chest! Board the flight circle and make your way back to the Save Circle, switch to Gohan (hope you did get him to level 85 as I have told you earlier) and break the character gate. Head inside the spaceship...

-[Babidi's Spaceship - Stage 1]-

Once in the spaceship, you will find a save circle and 2 blue barrels. Like the rock boulders earlier, you can destroy them for cash or items. Feel to use the Save Circle to switch between characters.

In the next area, you will find a giantic red ruby and 2 Majin Fighters. Watch out the 2 Laser Turrets which could hide underground and fire lasers at you! Take the path to the east and you will find a machine. Examine the red button and it should turn green.

In the next area, you can find a barrel at northwest corner along with 2 Majin Fighters and 2 Majin Soldiers. In the next area, you will find 4 slits at the corners (these are the openways for the Laser Turrets!) on the sides of the giantic red ruby. To handle the turrets, just run towards and make a quick side step to avoid the laser and manhandle the machines with your punches. There are 3 exits. Take the one on the right.

You will find 2 Majin Fighters & 2 Majin Soldiers in that area. Defeat them and continue to head east and you will find a large object in the middle. Examine the red button. It should turn green.

Now re-track and make your way back to the 3-junction area. Take the west path and you will find another object. Examine the red button. Examine it. The gate should be opened.

Return back to the previous area and take the south path. There is a barrel and a Save Circle. Save your game. In the next area, there will be some cutscenes. You will meet Pui Pui and you will be controlling Vegeta to fight him...

.....  
PuiPui HP: 50 STR: 15 POW: 15 END: 10

Don't bother to transform as this enemy is awefully weak. In fact, you can hit with your ki blast. Or just give him a a punch for KO.

.....

After you have defeated PuiPui, it is the end of Stage 1. There is another save circle. It is time to move...



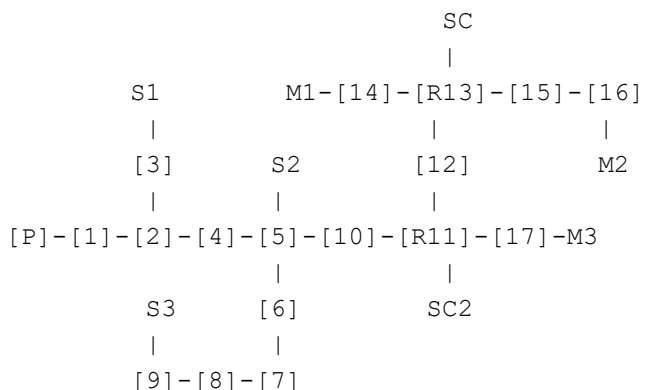
Majin Shield Soldier. Defeat them.

Take the left path and you will fight another 2 Majin Fighter and 2 Majin Shield Soldier. Head west against and you will fight another Destroyer. Ignore the door to the north. Head west instead. Fight 2 more Majin Soldier and 2 Majin Shield Soldier. Head west again. It will be an empty area with 3 red panels. Activate the one on the left.

Make your way back to the area where you find the Destroyer with the door. Use the door in north this time round. There are 4 Majin Fighter. Defeat them. Enter the unlocked door. You will find a switch in the middle. Pick it up. Make your way back to the panels room and activate the middle panel.

Since the subsequent areas has became more complex, I have created a small ASCII map to assist you.

=====  
Map #1 Babidi's Ship - Stage 3  
=====



- |                    |                     |
|--------------------|---------------------|
| [1] 2x MS, 2x MSS  | [R11] 2x MF, 2x MSS |
| [2] 1x DR          | [12] 5x MF          |
| [3] 4x MF          | [R13] 3x MF, 3x MS  |
| [4] 2x MSS, 2x MF  | [14] 2x MF, 2x MSS  |
| [5] 2x MS, 1x MSS  | [15] 2x LT, 1x DR   |
| [6] 4x LT          | [16] 2x MSS, 2x MS  |
| [7] 2x MS, 1x MSS  | [17] 2x MF, 2x LT   |
| [8] 2x MF, 1x DR   |                     |
| [9] 2x MSS         |                     |
| [10] 2x MSS, 1x DR |                     |

Legend:

- |                            |                 |                  |
|----------------------------|-----------------|------------------|
| MS - Majin Soldier         | S1 - Switch #1  | M2 - Machine #2  |
| MSS - Majin Shield Soldier | S2 - Switch #2  | M3 - Machine #3  |
| MF - Majin Fighter         | S3 - Switch #3  | SC - Save Circle |
| LT - Laser Turret          | P - Panel Room  | SC2 - Exit       |
| DR - Destroyer             | M1 - Machine #1 |                  |

=====

Make your way to [5] and you should fight 2 Majin Soldier and a Majin Shield Soldier along with the unlocked door and you will find Switch #2 in the middle. Make your way back to the Panel Room and activate the panel on the right.

Make your way to the door where you collect Switch #2 and take the south path. You will find 4 Laser Turrets arrange in a zig-zag path. Defeat them and head south. You will fight 2 more Majin Soldier and a Majin Soldier. Take the left path. You will find 2 Majin Fighter and a Destroyer. Head left again and you will be ambushed by 2 Majin Shield Soldier and the locked door. Enter and retrieve the last switch!

Now make your way back to the area where you find the 1st ruby junction (marked R13 on the map). Take the west path and you will fight 2 Majin Fighter and 2 Majin Shield Soldier. Head left again and you will find the first machine. Examine it and Gohan will place a switch in. It will also activate the door. Now make your way back to the Save Circle to switch. I would opt for Goku.

Resume the journey to find the remaining 2 machines! Head back to R13 and take the east path. You will fight 2 Laser Turret and a Destroyer. Head right again and you will fight 2 Majin Soldier and 2 Majin Shield Soldiers. Head south and you will find the 2nd machine!

Make your way to R11 and take the east path. You will fight 2 more Majin Fighter and 2 Laser Turrets. Take them out and head eastwards & you will find the last machine! Now make your way to SC2 (as indicated on the map. I would advise to provide both Gohan and Goku some training so that they are at level 100. There is another save circle and I would advise you to use it. Head south...

There will be some scenes and eventually, you will be teleported to Demon World and you will be using Gohan.

.....  
Dabura HP: 10000 STR: 22 POW: 5 END: 51

He got 10000 HP. Just throw your close range attacks and he will activate his forcefield (which will damage Gohan). So get away from him when he sits in mid-air (Dhalsim-style). He has an ability of splitting saliva which could turn Gohan into temporarily. Just hit left and right to shake off the stone status. When his HP is down to 25%, Vegeta will make a comment and it is over... Take note of Gohan's change in his costume...

.....

There will be some more scenes and Vegeta will transform into Majin Vegeta!

-----  
Chapter 5 Majin Vegeta  
-----

Everyone gets transported to the World Tournament. This is followed by some scenes and you will be teleported to Rocky Canyon...

-[Rocky Canyon]-

The battle has finally begun between the two rivals (if you have read the manga, you will get to know Goku and Vegeta has drawn against each other in the first round of the World Tournament but it is also spoiled up because of Babidi's...). You will be controlling Goku and you will fight...

.....  
Majin Vegeta HP: 8500 STR: 22 POW: 25 END: 36



In short, you will be able to harm Buu only when Babidi is dizzy and avoid his pink laser! It is not necessary to defeat Babidi...

.....

After Buu's HP has been fully depleted, there will be a couple of sad scenes where Vegeta perishes with Buu but Majin Buu is alive! This resumes with Chapter 6...

-----  
Chapter 6      Dragon Ball  
-----

There will be some scenes and you will be controlling Goku.

----- J#16-----  
Journal Entry #16- Go To Kami's Lookout  
-----

-[Kami's Lookout]-

Board the flight pad and you will be back on the World Map. Make your way to Kami's Lookout and Goku will meet up with Krillin and Piccolo. They will think of a solution to defeat Buu... Now you need to find Dragon Balls to ressurect those who have died and you will be controlling Goten!

----- J#17-----  
Journal Entry #17- Get the Dragon Radar from Bulma and find the Dragon Balls.  
-----

Goten	LV 75		Usable Icons
-----			
HP:	292/292	STR: 46	Energy Blast
EP:	213/213	POW: 48	Super Saiyan
XP:	40325	END: 31	Kamehameha Lv1
NXT LVL:	6075	SPD: 55	Energy Punch Lv2
-----			

Beside Goten, you will be able to use Trunks for this scenario too! Give the kids some training and have them level up at least 85 each. I would suggest to have them train at Southwest Forest those Majin-based enemies offers you a substantial amount of experience points!

-[West City]-

I would prefer to use Trunks. Hence move towards West City and make your way to Capsule Corporation. Visit Bulma and get your Dragon Radar.

.....  
Dragon Radar - Search for Dragon Balls!

The Dragon Radar appears automatically when you are on the World Map. Follow the indicators to find the Dragon Ball. When the indicator becomes red, a Dragon Ball is near.

.....

-[Dragon Ball 1-Star - Thieves Den]-

.....  
IMPORTANT: Get a Bandana & Root Beer  
-----

You will definitely need a Bandana, an accessory which are dropped by Hessian, Hooligan or Mad Bomber found in Stolen Airships.



Hamburger	Food	120 HP	600Z
Onigiri	Food	200 HP	1000Z
Curry Plate	Food	400 HP	2000Z
Soda	Drink	80 EP	200Z
Vanilla Soda	Drink	125 EP	350Z
Cherry Soda	Drink	175 EP	575Z
Root Beer	Drink	250 EP	950Z

Equipment	Type	Status Effect	Cost
Leather Jacket	Body	END +5, RqLV: 55	495Z
Wooden Armor	Body	END +6, RqLV: 63	850Z
Stone O-Yoroi	Body	END +8, SPD -12, RqLV: 72	1480Z
Bronze Keiko	Body	END +10 SPD -5, RqLV: 80	2200Z
Wool Mittens	Hand	STR +2, END +3, RqLV: 55	500Z
Leather Gloves	Hand	END +6, STR +4, RqLV: 72	1250Z
Brass Knuckles	Hand	END +6, STR +9, RqLV: 85	2210Z
Leather Moccasins	Foot	END +4, SPD +3, RqLV: 65	820Z
Wooden Geta	Foot	END +6, SPD +15, RqLV: 84	2050Z
Stone Geta	Foot	END +10, SPD +17, RqLV: 98	3780Z
Wool Cap	Accessory	END +4, RqLV: 54	350Z
Stone Men-po	Accessory	END +5, RqLV: 59	600Z
Amethyst Amulet	Accessory	POW +7, RqLV: 80	1925Z
Lucky Charm	Accessory	END +1, Raises Luck, RqLV: 58	4500Z

You will meet Violent Bill (Sniper), Angry Pete (Hessian), Grim Steve (Hooligan) and Joey The Knife (Mad Bomber). The door behind Grim Steve leads to a storeroom. Go to the door next to Joey the Knife. In the empty house, go up the stairs 4 times and you will meet Bandit King (Goon) and you will be allow to pick a stuff for your own. See the Dragon Ball? Pick it up and you will found 1-Star Dragon Ball! But the monkey jumps down and stole your Bandana and it is a battle!

Goon	HP: 1575	STR: 40	POW: 0	END: 40
Hooligan	HP: 560	STR: 22	POW: 0	END: 34
Mad Bomber	HP: 585	STR: 17	POW: 35	END: 35
Sniper	HP: 612	STR: 15	POW: 31	END: 36

You will get ambushed from behind by the Goon and hence the first option is blocked his attack. Just wipe out as usual enemies. Remember to pick up the Iron Kabuto (red object) when the Goon is defeated.

Well, you have taken care of the boss and everyone will be against you since your bandana is stolen. Exit the house and you will be force all the enemies that are in the slum. However, the store owner and the guest in Z-Mart are friendly force though...

Now it is time to get out of island and continue to search for the remaining 6 dragon balls...

-[Dragon Ball 2-Star - Diablo Desert]-

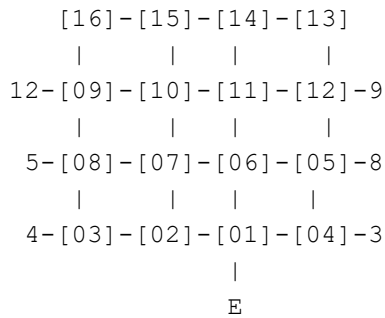
The desert is located near to West City with the giant Cactus as its prominent features. Once you saw "Diablo Desert" marker, choose to make a landfall there.

At the entrance, there is a Level 80 door for Goten. In the middle area,



you will find a scientist and a rock. Use your Kamehameha to break that rock and you will be forced to fight a Hooligan, Mad Bomber and Sniper.

=====  
Map #2 Diablo Desert  
=====



- |                         |                   |             |
|-------------------------|-------------------|-------------|
| [1] HL x1, SN x1, MB x1 | [6] GN x2         | [11] HL x4  |
| [2] MB x3, GP           | [7] MY x3         | [12] JG x1  |
| [3] JG x1               | [8] HL x4, GP, TC | [13] IA     |
| [4] HL x3, GP           | [9] ZA, MY x1     | [14] DY, GS |
| [5] HL x2, HE x2        | [10] DY x1, GP    | [15] MB x3  |
| [16] DB, SP             |                   |             |

#### Legend

HL	Hooligan	JG	Juggernaut	ZA	Z-Exhibit 2
SN	Sniper	HE	Hessian	GP	Gold Point
MB	Mad Bomber	DY	Destroyer	IA	Iron Armor
GN	Goon	MY	Mummy	GS	Gold Steps
JG	Juggernaut	TC	Spiked Breastplate	DB	Dragon Ball
SP	Save Point				

=====  
The desert is like a maze yet it is quite simple. Anything that's on left side, you will end on the right side. Sounds complex? Let me illustrate you an example. If you head west from 08, you will end up in 05. However for 13, 14, 15 & 16, it will lead you to a cliff where you can access the upper cliff via 14, which is blocked by golden steps (GS). To remove those steps, you need to find a gold point (GP) where you step on it, it will remove 1/4 of the gold steps. There are a total of 4 gold points. The gold points are found the rocks and you need 2 energy blasts to destroy them.

#### Gold Point #1 - Area 04

It is located under the boulder that is at the southeast end of the area. You will find 4 hooligans in this map.

#### Gold Point #2 - Area 02

You will find 3 Mad Bombers in the area and they are surrounded by 5 boulders. The Gold Point is just underneath one of those boulders.

#### Gold Point #3 - Area 08

You will find the treasure chest containing a Spiked Breastplate at the southwest corner. The gold point located underneath the boulder that is found among the 3 boulders in the northwest corner.

#### Gold Point #4 - Area 10

There is a miniature elevated platform in the middle and a Destroyer is there (remember the flamethrower dinosaur-like creature you have



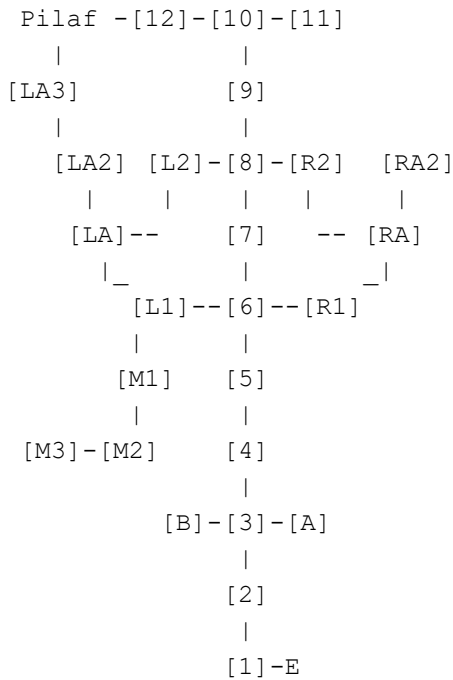
north path. Inside the enclosed area, you will fight 2x Sniper and another Destroyer.

You should reach the courtyard of the castle with 2 huge towers. There is a Sniper on the left side, a Hooligan in the middle and a Hessian on the right. Lastly, there is 2 Destroyers guarding the entrance and a Save Circle in front. From this point, the area gets more complex and you will face tougher enemies. Hence below is a map to help you.

```

=====
Map #3 Pilaf's Castle
=====

```



- |                                      |               |
|--------------------------------------|---------------|
| [1] 2x HL                            | [A] 1x GN     |
| [2] 1x DR                            | [B] 3x HL, CW |
| [3] 2x HL, 2x HN                     |               |
| [4] 1x DR, 2x SN                     |               |
| [5] SC, 2xDR, 1xHN, 1xHL, 1xSN, 1xMB |               |
| [6] 2x HL, CW                        |               |
| [7] 1x GN                            |               |
| [8] 3x HL                            |               |
| [9] 3x GH                            |               |
| [10] 2x VM, CW                       |               |
| [11] Dead End                        |               |
| [12] 2x GN, SC                       |               |

- |                           |                 |
|---------------------------|-----------------|
| Left Wing                 | Right Wing      |
| [L1] 1x GN, 2x SN, CW, MH | [R1] 3x GH      |
| [L2] Blank Area           | [RA] CW         |
| [M1] 1x GH                | [RA2] DR        |
| [M2] 2x SK, 1x VM         | [R2] Blank Area |
| [M3] Dead End             |                 |
| [LA] 3x SK, CW            |                 |
| [LA2] 2x HN, 1x MB        |                 |
| [LA3] 2x SN, CW           |                 |

- |              |                |
|--------------|----------------|
| Enemies      | Legend         |
| HL Hooligan  | E Entrance     |
| DR Destroyer | SC Save Circle |

HN Hessian CW Crack Wall  
GN Goon MH Manhole  
SN Sniper  
GH Ghost  
SK Skeleton  
VM Vampire  
MB Mad Bomber

=====

Personally, I don't like this dungeon as there are all traps and no treasure for you to get. In fact you can get straight to Pilaf by going straight all the way or going via the west wing (through that cracked wall - path leading from [L1] to [LA3]). Although enemies in the middle route are tougher, you will encounter new enemies on the way (so you can scout them) and a precious save circle for you to save your game in case of emergency...

-[Left Wing Route]-

Sewers [M1 to M3 (Dead End) \*optional\*]

To access the sewers, you need to locate the manhole (MH). As you climb down the stairs, you will encounter a Ghost. It has the ability to disappear and repel your attacks. Attack when it is visible. There are 2 paths leading to next entrance. Take the one on the left. In the next area, you will be to fight 2 Skeletons and a Vampire. Skeletons cannot be killed but they can be knocked down temporarily. Watch for Vampires, especially when it transformed into a bat which could suck your HP! Just exit via the path on the right. There are 2 Ghosts in the next area. You will end up in area blocked by 4 floors.

Beside heading down the manhole, break the crack wall found in that area. Head north and you find 3x Skeletons at that area. There is a pathway on the right while there is a cracked wall. Break cracked wall to access the left wing

"Shortcut to Pilaf"

You will fight 2x Hessian and a Mad Bomber. Head up to the next area and you will fight 2x Sniper and there is a cracked wall. If you break the cracked wall, you can face Pilaf and his Guardian there! (See Boss fight for details!) Once you have entered there, you cannot get out unless you have defeat Pilaf and his Guardian.

Right Wing Route (optional)

If you make way towards right, you will find 3 Ghosts there and a cracked wall in the northeast corner. If you break it and it will lead you to a fight against another Destroyer in the next area. Take the one on the left and it will lead you to the middle route at [8] marked on the map.

-[Middle Route]-

If you do not want to decide which way to go, just break the wall and go straight (i.e. follow the numbers on the map). You will fight a Goon in the next area. Defeat and continue to move ahead. In the next area, there are 6 pillars and you will get to fight 3x Hooligans. In the next area, you will be forced to fight 3 Ghosts. Take the path on the right and you will find another area where you will encounter 2 Vampires. There is also a crack wall (which leads to the dead end) Take the path on the left. You will find 2 Goon guarding doorway and a Save Circle. Restore your HP to max. Save your game and head north and it will be a boss fight.

You will fight only the Guardian so ignore that kid (Pilaf). The Boss wields a shield and sword. Guard when it attacks with the sword. It is slow moving too. Just go to a corner and have Trunks power to Super Saiyan. Use Flame Kamehameha from a distance until you saw the boss use its shield to guard. Attack it. When it raises its sword, it means it is about to attack. So hold your guard and counterattack!

Drop: Pilaf's Gloves

.....  
After the battle is over, remember to pick the gloves and the 3-Star Dragon Ball and it is time to make your way out of the dungeon. Too bad, there aren't any escape ropes for this RPG game. So heal up and force your way out. Equip the Pilaf's Glove and you could earn more zenie or rare items! Board the world map circle and made your way towards north. Give your character some training till they are level 100.

-[Airship - 5-Star Dragon Ball]-

Fly northwest and you will find an purple airship that is docked directly above an abandon city. Once you board it, there is a Save Circle. Move right to the next area.

-[Airship]-

Move towards right and you will fight a new enemy, a Cyborg. Continue to move towards your right. You will see a Bio Mech (a stronger version of a Goon). Board the elevator. On the next area, there is a crane holding a platform. Move over it to board it.

-[Airship Interior]-

Once on the next floor, head left and you will fight 2 Cyborgs along the pathway. Defeat them & move towards left to resume. Once you reach the next area, watch for 2 Bio Mechs! Board the elevator.

Once on the next floor, you will fight a Cyborg who is at the doorway. Move towards right. In the next area, you will encounter a new enemy - Mechanoid which has the ability of transforming into a metal ball ( note that you can not damage it when the enemy is ball form). In the next screen, there is a Destroyer. Defeat it and continue head towards right. On the next area, you will find another elevator along with a Cyborg and a Bio Mech. Board the elevator.

Exit from the area via the southeast exit. There is 2 Mechanoids along the walkway. Exit the area via the door on the left. Board the platform In the next area, watch out for 2 Laser Turrets. Defeat them & proceed left. In the next area, you will fight a Cyborg and Destroyer in that area. Defeat and exit via the door on the left.

There will be another elevator. Board it. Once you have exit the elevator, head right and you will encounter 2 Mechanoids. Head right and you will fight 3 Cyborgs. Proceed and board the elevator.

Exit from the elevator area and you will encounter another Mechanoid and a Bio Mech. Board the platform and it will lead to another elevator. At the upper deck, you will fight Cyborg x2, Mechanoid x1 and 2x Bio Mech. Inside the door on the right, it leads to another elevator and a Save Circle. Heal up your characters before proceeding.





(i.e. they have darker shadows) Do not step on them or the statues will shoot discs at your character! There are 2 Skeletons, which can be killed but you can knock them down. In the next area, you will find 6 large coffins. Examine the coffin and it will unveil a Mummy each! There are two doorways. Take the one on the left. There are 3 tombs arranged in the left side of the area. The bottom 2 coffin will release a Mummy each. You can find Dr. Challenger's friend in the coffin in the top end of the area.

2nd Friend: Man #2

Return back to the area with 6 coffins. Take the other path (i.e. the door on the right). There is a blue orb and a couple of movable platforms. You can move those platforms by hitting the blue orb. Hit it once and cross to the other side. Hit the blue orb on the other side and cross back to the platform in the middle. Hit the blue orb with an energy blast. Move up to the platform midway and shoot another energy blast at the blue orb on the right. Move across platform and hit the blue orb from the north direction. Stand on the platform and hit the blue orb again. Move up to the other platform. There is 2 statues and a blue orb on the right wall. Hit that blue orb. Move south to move along the platform and hit the blue orb that is surrounded by a brick wall. Now move across right to reach the next area.

In the next area, you will encounter 4 Skeletons. Run away from them and exit via the southeast exit. In a zig-zag manner, you will fight 4 Mummies on your way south. Exit the door in the south.

The area will be pitch black and there is an invisible path leading to the exit...

Move all the way down till you cannot get moving. Just keep on moving in one direction till Trunks stop moving.

South, East, South, West, South, East, South (you should be able to reach the wall or the bottom right most corner of the room).

From there, move west, north, west, and north where you should be able to reach the scientist (Man #2) that is standing on the platform.

From the platform where you rescue the 2nd friend of Dr. Challenger, make your way west from the ledge and fight the mummy. Walk west till you reach end of the platform and head south till you can move anymore. Move towards right, south, left and down (along the edge again) and you should reach the exit in no time. In the next area, you will find 3 mummies (this is actually the area if you choose to take the east path from the beginning). There are 3 Mummies. Head north twice. In the next area, you will fight another 3 more mummies. Head north and the U-turn with 3 Mummies blocking your way. Exit via the exit in the southeast corner. You will find 3 more mummies there. Head south again. Take the stairs up.

2F

There is a Save Circle. Walk over the red ruby that is located north off the Save Circle. It will raise the front door a bit. Take the left path. In next area, you will encounter 2 Skeleton and 3 Mummies. Take the exit in the southwest corner. In the next area, you will find another 4 more Skeletons and another Ruby spot. Step on it. Make your way back to the previous door and take the northwest path this time round.





4 Star Dragon Ball. This dragon ball will not appear unless you got all 6 dragon balls...

Exit the area via the World Map Circle and there will be a cutscene between Goten and Trunks. You will end in Nataday Village.

-[Nataday Village - 4-Star Dragon Ball]-

There is a Save Circle and World Map Circle. Head for the house in the northwest corner and there will be a cutscene. The Village Priest will give his necklace (where the 4-star dragon ball is) unless you beat the monster. Talk to the guard guarding the gate and you will be allowed to past. Make sure that Goten has hit the century mark or you need to go to dungeons to train him up...

-[Northern Wilderness]-

Once you are level 100, break the gate and proceed on. In the next area, you will find 3 Phantoms. In the next area, you will fight an Elite Majin Soldier and Elite Majin Fighter x2. There will be two paths for you to choose. It is up to you...

~West Path~

You will fight 4x Shinobi (an improved Ninja). Exit via the north area and you will encounter 5x Ghouls! In the next area, you will encounter 2x Rapsallion and a broken bridge. The exit leads to the east path.

or

~East Path~

As you enter the pathway, you will be ambused by Grenadiers. Move up to the cliff path and eliminate the enemies, which consist of 2 Grenadiers & a Rapsallion. In the next area, there is a Juggernaut blocking your entrance and you will fight it in order to get pass. On the next screen, there is 2 Vlad along the cliff path. Just watch for their blood-sucking techniques! You will reach the next area with a broken bridge where there is 2 Rapsallion stationed there. The southwest path is actually leads to the left path

Take the east path off the broken bridge. You will reach a pathway with a Phantom stationed there. Defeat it and proceed to the right side of the screen. There are 2 Majin Fighters along the way. Defeat them and proceed south. In the next screen, you will encounter a stronger foe, Knight Destroyer (which looks like Pilaf's Guardian if you ask me, but it has weaker attributes). Proceed towards east and you will fight 2x Assasins. Dispose them and proceed. In the next area, you will fight 2 Ghouls. There are 2 Skeletons blocking your path along the bridge. At the other side of the river bank, you will fight 2 more Ghouls. Proceed to the next area via the northwest exit.

On the next screen, there will be 2 Marauder on stand-by. Dodge their rockets and defeat them and proceed to the next area. On the next area, there will be a Rapsallion and 2x Grenadiers on the cliffs. Dispose them off. Take the west path to proceed. In your way, there is a 2 Destroyers. Move along the path to the next area.

You will encounter 2 more Phantoms in this area. Proceed and you will reach the other bank of the broken bridge. You will have to fight the 2 Rapsallions on this bank in order to move on... Move up the cliffy pathway and you will reach the Volcano.

-[Volcano]-

There is a Save Circle on the right and I advise you to use it. Enter the Volcano entrance that is on the extreme left of the screen. You will encounter 3x Bones (advanced version of Skeleton). Dodge them and proceed. There is a hidden path on the left which lead to another area with Bruiser. South from there leads to a chest contain the Evil Talisman

In the second cave area, you will fight 3 Vlads with 2 more exits on the right. The middle path leads to the chest containing a Charge Gloves! Proceed on with the exit on the extreme right.

In the third cave area, there are 3 Phantoms in the next area with 2 exits. Take the northeast path. You will fight Hooligans here. Defeat them and move on the pathway. You will fight 2 Cursed One (an upgraded version of the Mummy). There is a rock boulder at the northeast area. Break it. It will lead an area with a Vlad and an exit that leads to a chest containing a Hercule Exhibit 12! Retrace your path back to the area where you fight the Cursed Ones. Exit via the northwest path. In the next area, you encounter 2 more Vlads and an exit which eventually leads to the Gold Point. Step on it and the bridge will be activated. You need to retrace back to the path where you find the 3 Phantoms (it is a long way back there...) and take the southwest exit.

In the 4th cave area, there will be a Knight Destroyer stationed there. In the next area, there will be 6 Ghouls. Proceed north and you will encounter 2 Ronin near a Save Circle. Get level up and try to have a full HP/EP. Save your game. Exit via the southwest path.

Move along the cliff path. You will reach the Volcano Summit and you will battle a Legendary Saiyan!

.....  
Broly HP: 20240 STR: 32 POW: 27 END: 70

If you are in level 110+, Trunks/Goten should be able to deal around 1000+ in Saiyan mode and 2000+ in Super Saiyan (of course when you equipped with the necessary accessories. He can deal a gigantic stomp (i.e. leaps up in mid-air and land on your character with a stomp). If it hit you, you are in trouble. Just simply walk away from his shadow and you will be fine. When he raises his arms, it indicates he is going to execute a strong attack. Since there is a long lapse, just escape from him. He can throw energy blast as you too. But overall, he should be not be too difficult when Trunks or Goten are in a decent level (i.e. level 110+). By the way, when he use his aerial leap attack, stand on the "box" and it will crack. Have it crack a second time and have Broly land on it. Broly will be wounded by the lava!

.....

After the battle is over, the floors will crack and reveal the lava underneath. Grab the Z-Fighter Exhibit 10 that is located in the middle. Exit and make your way out back to the village.

Make your way to the hut where you find the Village Priest. You will get the last Dragon Ball - 4-Star Dragon Ball! Now you need to make your way back to Kami's Lookout.

But I would recommend you to visit Papaya Island and buy the Hercule Exhibit 24 & 25 (which cost 75,000 zenie in total) since you have













.....  
Z Sword: Pulling it out...

To pull the sword from the rock, press the A Button Button or +C-Pad as fast as you can. The meter will indicate your strength!

.....  
Once you have plucked the sword out, there will be another cutscene and even you will be back at present time. There will be another mini-game

.....  
Z Sword: The Strongest Sword?

When Goku throws the boulder, press the A button to swing the sword. Timing is crucial. Just hit A when the boulder is around Gohan's head. After the rock is done, the sword's next opponent is a Katchin. Do the same as you do for the boulder...

.....  
The sword snaps! You will meet a Kai from fifteen generations ago!

-[Kami's Lookout]-

The screen will switch to Trunks and Goten being trapped inside a room. And the following journal entry appears.

----- J#22-----  
Journal Entry #22- Take a nap.  
-----

Note: You will be able to use Trunks or Goten for this mission.

-[West City]-

There will be a couple of cutscenes. You will be controlling Trunks. Now examine the window and you will be back on the world map. Make your way to the West City. The Z-Mart has been loaded with new items, so check it out!

Z-Mart (West City)

Items	Type	Restores	Cost
Curry Plate	Food	400 HP	2000Z
Steak	Food	600 HP	3000Z
Turkey	Food	800 HP	4000Z
Three Course Meal	Food	1100 HP	5500Z
Root Beer	Drink	250 EP	950Z
Hercule-ade	Drink	350 EP	1350Z
Elixir	Drink	500 EP	2500Z
Super Elixir	Drink	750 EP	3750Z

Equipment	Type	Status Effect	Cost
Silver Armor	Body	END +22, RqLV: 106	4700Z
Monk's Robe	Body	END +4, POW +15, RqLV: 108	4875Z
Gold Armor	Body	END +24, SPD -10, RqLV: 120	9850Z
Platinum Armor	Body	END +28, SPD -8, RqLV: 126	12300Z
Iron Bracer	Hand	END +7 STR +11, RqLV: 100	1110Z
Silver Gauntlets	Hand	END +8, STR +12, RqLV: 105	4340Z

Platinum Gauntlets	Hand	STR +16, END+10. RqLvl: 119	6545Z
Iron Greaves	Foot	END +12, SPD +18, RqLV: 110	6100Z
Silver Boots	Foot	END +14, SPD +20 RqLV: 122	7300Z
Gold Boots	Foot	END +20, SPD +15, RqLV: 126	10250Z
Stone Men-po	Accessory	END +5, RqLV: 59	600Z
Topaz Amulet	Accessory	POW +3, RqLV: 60	840Z
Lucky Charm	Accessory	END +1, Raises Luck, RqLV: 58	4500Z
Blue Belt	Accessory	END +15, RqLV: 116	4450Z

Make your way to the Capsule Corporation Building. Visit Dr. Brief at his lab and your Scouter will be upgraded! Exit the house and head for the Z-Mart. Purchase a Steak. Make your way to the northeast corner of the map and you should find a man dressed in pink. Give him the Steak and you will get Hercule Exhibit 21!

If you visit the dungeons (such as Pilaf's Castle, Diablo Desert, etc.) there will be new character gates with higher levels required! Ignore them for the time being and make your way to your room. Make your way to Kami's Lookout and you will be back at the room. Examine the bed and you will be given the option of whether to take a nap. Choose Yes. (Note: You cannot take a nap when you using Gotenks or Goten)

-[Hyperbolic Time Chamber]-

There will be cutscenes and eventually, both Goten and Trunks are in Hyperbolic Time Chamber. You will be controlling Trunks. Surrounding the area where you find Goten are cloudy areas where you keep on moving back to that area. It is being indicated by the ? sign. Talk to Goten and you will be sparring...

.....  
Goten HP: 5470 STR: 28 POW: 36 END: 35

Well, he is easy and he would not be transforming into a Super Saiyan. He has only one attack and that is a punch. Once the battle is over, you will be exiting the chamber.

.....

Next you will be in an area where you can find a fridge along with many pots. Destroy those pots and you can collect some food items from it. Exit. In the next area, you will find a Save Circle. The north door leads to the outside world. Head south. Talk to Goten and you will be given another chance to spar. You can spar for infinite amount of times and once the sparing event is over, you end up in the kitchen. Just do this until Trunks gain a level (you want to fight Buu with the max HP/EP right). Talk to Goten and choose No to end the spar.

There will be some cutscenes. Eventually, you need to perform the fusion dance. Do it correctly and you will be transform into Gotenks! Buu will come and it is another boss fight!

.....  
Super Buu HP: 35330 STR: 50 POW: 65 END: 55

He is quite tough but you using of the game's best characters' Gotenks! He has the similar attacks as Majin Buu, like the ability to transform Gotenks into a candy. If that happens, move away from him! Heal when Gotenks' HP gets low. Once you weaken Buu's HP to zero, he will get angry and his HP will be restored!

.....

There will be some scenes. Gotenks will acquired the Super Saiyan 3 skill and you will be out off the Hyperbolic Time Chamber. You will get to use Super Saiyan 3 Gotenks against Super Buu but you will have the HP that you have left earlier.

.....  
Super Buu HP: 35330 STR: 50 POW: 65 END: 55

It is the same as the previous battle except Gotenks is in SSJ3 and has the remaining HP that you left from the previous battle. The 1st thing to do in this battle is to heal up if Gotenks HP gets low. Remember to hit the trees in the northwest corner to get the Z-Fighter Exhibit 9 if you haven't gotten it earlier as this place will get destroyed! It is quite easy as Gotenks could easily deal 3000+ damage with a punch! Damage his health till 50% and the battle will be over...

.....

After the battle is over. The whole Kami's Lookout will be destroyed. There will be 3 flight pads. Take the left flight pad. Move around those threes and access the other flight pad, examine the chest to grab the Super Gloves. There is a Save Circle. Heal up Gotenks and proceed to the flight pad in the south to continue with your pursuit on Buu...

-[Giant Crater]-

Gotenks and Piccolo will find Buu being trapped in the middle of the crater and it is another battle.

.....  
Super Buu HP: 35330 STR: 50 POW: 65 END: 55

It seems funny that he has the same stats as before and his HP gauge reflects the same amount of HP. The battle strategy will works the previous one. Just fight him until his HP is left with 5%...

.....

-[Southwest Forest]-

You will be regaining control of Gohan and he have acquired new powers. There will be a journal entry here:

----- J#23-----  
Journal Entry #23- Save Goten and Trunks from  
Super Buu.  
-----

By the way, Gohan will be at level 126 as apposed to the previous levels. You will have a lot of points to assign to Gohan. It is quite funny that he has the Super Saiyan icon. Assign the points and take the flight circle. Make your way to the Barren Wasteland, which has replaced the destroyed Kami's Lookout.

-[Giant Crater]-

There will be some cutscenes and you will be controlling Gohan.

.....  
Super Buu HP: 35330 STR: 50 POW: 65 END: 55





There will be a Save Circle and use the flight pad. Move along the pathway and proceed to the next area.

In the next area you will encounter 2 Blood Cells floating around. Just walk on in order to proceed on the next area. In the next area, there are 3 more blood cells floating around...

In the next area, you will find a Blister enemy that is capable of releasing another enemy - Enzyme. Destroy the Blister. Move across the waterfall and head to the area on the right. If you head south, you will return back to the previous area.

Proceed on via the exit on the right. Along the pathway, you will find 2 more Blood Cell. Move towards right and there will be 2 Blisters. Destroy them and the enzymes. Break the web-like structure in the north. It will open up in the area where you find the waterfall. Return back there.

In the next area, there are 3 more Blood Cell floating in the area. Proceed towards north. There are 2 Blisters in this area and there are 2 paths for you choose.

#### Northwest Path

Head north and you will find 3 large worms (a worm consists of 4x Worm Body, a Worm Head and a Worm Tail). If you attack them, they can be broken up into multiple Worm heads! They would not attack you if you do not provoke. They offer quite a decent amount of experience points and drop some hefty items too...

Continue to head north. There is a Blood Cell looming this area and a large waterfall in the middle. Proceed to the next area via the northeast path. In the next area, there are 4 more worm. Destroy the 3 web-like structure in the north. It will open up a pathway along the the other route. Return back to the area where you find the 2 Blisters and take the east path.

#### East Path

Head east and you will reach an empty walkway. Proceed east to move on. In the next area, there are 2 more Blister. Head east. There is a worm loafing in the area and a Save Circle.

-[Intestines]-

You have reach the intenstines and the walkways are getting cramped up. You will fight 3 blood cells along the way. Proceed north till the area become broader. In the next area, your character will meet up with Gotenk and Trunks. They will fuse into Gotenks and you will have to fight them...

```
.....  
Gotenks                HP: ~35000   STR: ??   POW: ??   END: ??
```

Surprisingly, you cannot detect his stats on the scouter but he has around 35000 HP and it would not take much of your time to defeat him...

```
.....
```

Exit the area. In next area, you will find both Goten and Trunks trapped inside a large ball. You cannot do anything much here except heading left. In the next area, you will find a fake Gohan and it is







Kid Buu HP: 125000 STR: 65 POW: 110 END: 100  
He has more HP and Vegeta starts off as a plain Saiyan. It is tougher compared to Goku's battle. Buu could use instant transmission like Goku and has the similar attacks as the previous fight. Just weaken his HP till the gauge show 45%...

There will be some scenes and eventually you will regain control of Goku again. Check Goku's equipment before continuing...

Kid Buu HP: 125000 STR: 65 POW: 110 END: 100

Well, Goku will got the same condition as Vegeta and this time round you start off as a plain Saiyan. Weaken his HP till he is left with 25%...

Now you will regain control of Vegeta and a timer of 60 secs on appears on the top right hand corner of the screen.

Kid Buu HP: 125000 STR: 65 POW: 110 END: 100

He has the same stats again and this time you are fighting against time. Try to endure for a minute using Vegeta. Waste the minute by running around the field (it is large enough for you to dodge Buu and transform to Super Saiyan...)

After you have endure the tough 1 minute, there will be some more scenes and eventually, you need to endure another minute of battle against Buu using Vegeta...

Kid Buu HP: 26071 STR: 65 POW: 110 END: 100

Well, you got your work cut off by Majin Buu ^\_^ . Just endure the final minute. In fact, even if you get Buu's HP to 0, he will still be able to attack you. Hence just held on for the final minute.

There will be some scenes and you will play a mini-game...

Spirit Bomb! BOMB!

Goku must push the Spirit Bomb into Majin Buu! Press A button as fast as you can to help Goku! There will be a strength indicator on the right. Just tap A till the bar reaches green. If you move left and right on the C-Pad, it fills up the bar faster...

There will be some scenes of Buu destroyed and there will be an instruction box tell you to head for Capsule Corporation to celebrate the defeat of Majin Buu!

You will be back on the world map. A instant tranmission circle will

appear at the top of the Kami's Lookout. You can use it to visit the Other World. The subsequent quests are optional. But if you want to uncover all the secrets, I guess you do them...

Make your way to Kami's Lookout and enter the area behind Dende. Go up the stairs which leads to the rooftop and you can get to the Other World

+-----+  
| Tour Around the Other World |  
+-----+

-[Planet of the Kais]-

Next to the Transmission Circle, you will find a fishing harbour where you can catch fish for Korin. Exit the area via the northeast path.

There will be inverted Y-shaped pathway. Take the path heading southeast. Head east twice. There is a crack wall north off the tree. Hit with your normal attacks and it is a Z-Mart!

Z-Mart (Planet of Kais)

Items	Type	Restores	Cost
Steak	Food	600 HP	3000Z
Turkey	Food	800 HP	4000Z
Three Course Meal	Food	1100 HP	5500Z
Dinosaur Tail	Food	1500 HP	7500z
Hercule-ade	Drink	350 EP	1350Z
Elixir	Drink	500 EP	2500Z
Super Elixir	Drink	750 EP	3750Z
Dinosaur Milk	Drink	5000 EP	5000Z

Equipment	Type	Status Effect	Cost
Dragon Armor	Body	END +26, RqLV: 140	11855Z
Titanium Breastplate	Body	END +32, SPD +10, RqLV: 150	12350Z
Diamond Armor	Body	END +35, SPD-12, RqLV: 55	14650Z
Geromantium Kataginu	Body	END +6, RqLV: 63	99999Z
Diamond Gauntlets	Hand	END +15, STR +18, RqLV: 132	6825Z
Scuba Gloves	Hand	STR +15, RqLV: 140, Fishing	11500Z
Kilaton Armbands	Hand	SPD -25, RqLV: 150, EXP Gain	32650Z
Geromantium Gloves	Hand	STR +25, END +20	85480Z
Silver Boots	Foot	END +14, SPD +20, RqLV: 122	7300Z
Gold Boots	Foot	END +20, SPD +15, RqLV: 126	10250Z
Kilaton Boots	Foot	SPD -25, RqLV: 150, Raises EXP	33695Z
Geromantium Tabi	Foot	END +25, SPD +28, RqLV: 165	50210Z
Brown Belt	Accry	END +17, RqLV: 134	3250Z
Mercury's Cap	Accry	END +12, SPD +20, RqLV: 122	7300Z
Diamond Amulet	Accry	POW +20, RqLV: 145	12250Z
Geromantium Bandana	Accry	END +40, RqLV: 153	73550Z

Get a Dinosaur Tail. You will need it for later use along with Scuba Gloves if you have experienced problems in getting Red Snapper for Korin. If you take the north path of the inverted Y-shaped path, you will end up in the area where you have previously battled Kid Buu.

-[Grand Kai's Planet]-

You will find Grand Kai who is standing next to King Kai at the limosine on right of his mansion. Talk to him and you will receive

Z-Fighter Exhibit 14 from him!

Make your way to Cave of Ancients (the place where you fought with Olibu earlier. You will find King Kai's ape, Bubbles there. Talk to it and you will get Z-Fighter Exhibit 6!

-[Heaven]-

You will find someone that you have met earlier and he is an angel. If you talk to him, you will get a Crystal O-Yoroi! (if you have gotten it earlier.)

-[Yemma's Office]-

You will find Baba there. Talk to her and you will get Z-Fighter Exhibit 8 from her!

-[HFIL]-

You will be fighting the same enemies you have fought there previously. But it is an excellent place to train for your weaker character especially Goten and Trunks. The ideal level is level 150 for every character.

+-----+

Now it is time to take a tour around the world.

-[East District 439]-

You will find Ox King inside Goku's house. Talk to him and you will get Z-Fighter Exhibit 5! Make your way to Save Circle and switch to Gohan.

Make your way to Level 140 Character Gate for Gohan. Make use of the scouter. You need to head to the area near next to gray regions. Proceed to move on. There is a Metal Hulk blocking your way. Defeat it. You will find 2 more Hyper Cyborgs. Defeat them.

In the next area, you will fight a Death Machine along with another Hyper Cyborg. There are 2 pathways. Take to the north route first.

[North Path]

There is a Shogun and a Shadow Warrior in the area. Head north to the next area. You will fight another Shadow Warrior here. Continue to move forward and you find a Metal Hulk along with a Hyper Cyborg in the vicinity. You will end in Grandpa Gohan's Hut. Examine the key which is on the cushion. Pick it up.

Make your way back to the area where you find a lot of rocks. Take the east path this time round. One of the rocks can be destroyed which will lead an opening to the eastern path.

[East Path]

In the next area, you will encounter a Shadow Warrior. Head east and you will fight 2 Shogun. Proceed east again and you will fight 3 Pharaohs. Exit via the northeast exit. Blocking your path is a Metal Hulk and a Death Machine. Defeat them. In the next area, there is another plank where you can go diving for fishing. In the next area, you will fight 2 Ultra Bio Mech. The chest contains a locked chest. If you have the Key (obtained in Grandpa Gohan's Hut), you will get Z-Fighter Exhibit 4!

-[Thieves Den]-

Remember the lighthouse I told you to ignore earlier? Before heading there, I would recommend you to get the following items:

Item	Where to get it?
Root Beer	Buy at Papaya Island
Turkey	Buy at West City (Chapter 7 onwards)
Hercule-ade	Buy at West City (Chapter 7 onwards)
Elixir	Buy at West City (Chapter 7 onwards)
Dinosaur Tail	Buy at Planet of Kais (Chapter 11)

Once you are done, make a trip to Thieves Den. Proceed there with Trunks or Goten (since they are at lower levels as compared to the Big 3 of Goku, Vegeta and Gohan.) Make your way to the lighthouse.

At the lighthouse, talk to the Lighthouse Keeper and you will get the following journal entry.

----- J#29-----  
Journal Entry #29- Get a root beer for the  
Lighthouse Keeper.

Give him the Root Beer and you will get Hercule Exhibit 10 in exchange for it! Talk to him again and you will have the following journal entry:

----- J#30-----  
Journal Entry #30- Get a turkey for the  
Lighthouse Keeper.

Give him the Turkey and you will get Hercule Exhibit 18 in exchange for it! Talk to him again and you will have the following journal entry:

----- J#31-----  
Journal Entry #31- Get a hercule-ade for the  
Lighthouse Keeper.

Give him the Hercule-ade and you will get Hercule Exhibit 9 in exchange for it! Talk to him again and you will have the following journal entry.

----- J#32-----  
Journal Entry #32- Get an elixir for the  
Lighthouse Keeper

Give him the elixir and you will get Hercule Exhibit 14 in exchange for it. Talk to him again and you will have following journal entry.

----- J#33-----  
Journal Entry #33- Get a dinosaur tail for the  
Lighthouse Keeper

Give him the dinosaur tail and you will get Hercule Exhibit 20 in exchange for it. Talk to him again and you will have following journal entry.

Journal Entry #34- Get a super elixir for the  
Lighthouse Keeper

Give him the Super Elixir and you will get Hercule Exhibit 17 from him!

That's the end of the gifts for the Lighthouse Keeper. If you haven't gotten the chest at Thieves Den with Goku, feel free to do it now. The Z-Mart at the den are selling the same items though...

-[Hercule City]-

The Z-Mart is selling the same items that you have in Chapter 7. So stock up your supplies.

Z-Mart (Hercule City)

Items	Type	Restores	Cost
Onigiri	Food	200 HP	1000Z
Curry Plate	Food	400 HP	2000Z
Steak	Food	600 HP	3000Z
Turkey	Food	800 HP	4000Z
Cherry Soda	Drink	175 EP	575Z
Root Beer	Drink	250 EP	950Z
Hercule-ade	Drink	350 EP	1350Z
Elixir	Drink	500 EP	2500Z

Equipment	Type	Status Effect	Cost
Iron Armor	Body	END +15, SPD-10, RqLV: 92	3500Z
Silver Armor	Body	END +22, RqLV: 106	4700Z
Monk's Robe	Body	END +4, POW +15, RqLV: 108	4875Z
Gold Armor	Body	END +24, SPD-10, RqLV: 120	9850Z
Brass Knuckles	Hand	END +6, STR +9, RqLV: 85	2210Z
Iron Bracer	Hand	END +7, STR +11, RqLV: 100	1110Z
Silver Gauntlets	Hand	END +8, STR +12, RqLV: 105	4340Z
Bronze Plated Boots	Foot	END +10, SPD +18, RqLV: 104	4000Z
Iron Greaves	Foot	END +12, SPD +18, RqLV: 110	6100Z
Silver Boots	Foot	END +14, SPD +20, RqLV: 122	7300Z
Stone Men-po	Accessory	END +5, RqLV: 59	600Z
Topaz Amulet	Accessory	POW +3, RqLV: 60	840Z
Lucky Charm	Accessory	END +1, Raises Luck, RqLV: 58	4500Z
Blue Belt	Accessory	END +15, RqLVL: 116	4450Z

There enemies are still the same at Musaka Circus. You can still play the mini-game at Orange Star High School. If you get under a timing of 17 seconds, you will get Hercule Exhibit 19 for the attempt. However, you break that record, there aren't any benefits. To complete the challenge east. Bring in Trunks or Goten. Give him equipment that boosts speed. Fuse into Gotenks and complete this challenge will be a breeze!

-[Fukurou Forest]-

Before you make your way to the Fukurou Forest, please read the paragraph below:

Whenever you are on the world map, you are bound to fight airships flying around and you will encounter bandit-type enemies like Rapsallion, etc. Defeat them and they drop Bandanas (remember the one that Trunks use for his disguise in Chapter 5?). You need to get at

least 6 of them.

Make your way there and there is a level 135 Character Gate for Goku. Head north twice and you will meet a Ninja there. Talk to him and you will be given the following journal entry:

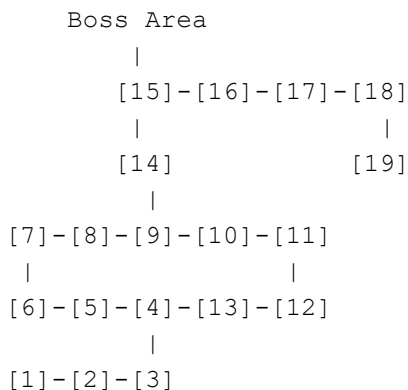
----- J#35-----  
Journal Entry #35- Defeat Airship Bandits and  
take the bandanas they drop to the Ninja  
-----

The Ninja are offering a bounty for any warrior who defeats an Airship Bandit in battle. Just bring him a bandana to prove you've defeated a bandit. You will get a Hercule Exhibit 5.

Give him another bandana and you will get Hercule Exhibit 4. Give him another bandana and you will get Hercule Exhibit 7. Give him another Bandana and you will get Hercule Exhibit 2. Give him another Bandana and you will get a Hercule Exhibit 6. Give him your last Bandana and you will get Hercule Exhibit 3!

If you like, you can venture into the Stronghold using Goku and give him some decent training.

=====  
Map #4 Ninja Stronghold (Chapter 10)  
=====



- |   |  |
|---|--|
| [1] 1x Shogun, 2x Ronin                 | [11] 2x Shogun, 1x Shadow Warrior        |
| [2] 5x Living Dead                      | [12] 1x Metal Hulk, 1x Shogun            |
| [3] 4x Shadow Warrior                   | [13] 2x Shadow Warrior                   |
| [4] 1x Shogun, 2x Shadow Warrior        | [14] Blank Area                          |
| [5] 1x Shogun, 4x Living Dead           | [15] 5x Shadow Warrior, Save Circle      |
| [6] 1x Metal Hulk, 1x Shadow<br>Warrior | [16] 1x Metal Hulk, 1x Shadow<br>Warrior |
| [7] 3x Shadow Warrior                   | [17] 1x Shogun, 2x Shadow Warrior        |
| [8] 4x Living Dead                      | [18] 4x Shogun                           |
| [9] 1x Metal Hulk, 1x Shogun            | [19] 2x Shogun                           |
| [10] 2x Shadow Warrior                  | [20] 3x Shogun, 4x Samurai               |

=====

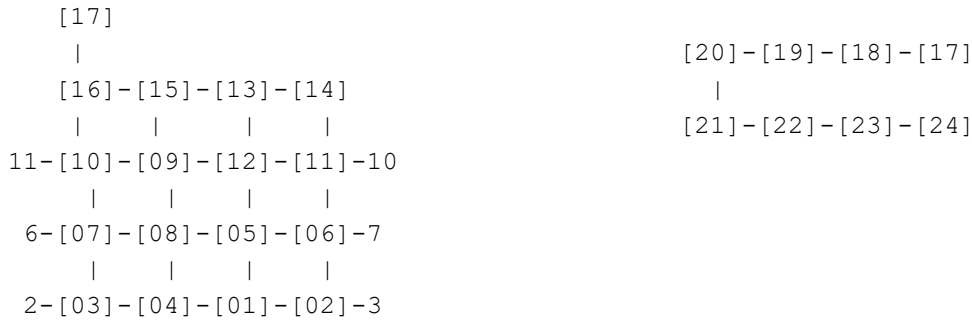
-[Diablo Desert]-

Switch to Gohan before entering the desert. There will be a level 100 character gate for Gohan north off the World Map Circle. Break the gate.

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Map #5 Diablo Desert (Chapter 11 - Gohan Level 100)

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- |                                   |                                     |
|-----------------------------------|-------------------------------------|
| [01] Hooligan, Sniper, Mad Bomber | [11] RapsCALLION x3                 |
| [02] Cursed One x2                | [12] Bones x3, 1x Cursed One        |
| [03] Bones x1, Cursed One x2      | [13] Bones, Destroyer               |
| [04] Bones x3                     | [14] Blank Area (chest)             |
| [05] Cursed One x1, Bones x2      | [15] Cursed One x1, Bones x3        |
| [06] Juggernaut, 1x Grenadier     | [16] Save Circle, Flight Pad        |
| [07] Cursed One x2, Bones x2      | [17] Assassin x3                    |
| [08] Bruiser x2                   | [18] Assassin x2, Brusier x1        |
| [09] Bones x4                     | [19] Death Machine, Grand Mechanoid |
| [10] Bones x5                     | [20] World Map Circle, Bruiser x1   |
- [21] RapsCALLION, Grenadier, Marauder  
[22] Bruiser  
[23] Grenadier, RapsCALLION  
[24] Assassin x2, Marauder, Bruiser

This section is optional.

=====

-[West City]-

Make your way to West City and switch to Trunks. Give him some good equipment and get his levels to at least 135. Check out the Z-Mart, which is selling the same items except you will be able to buy a Hercule Exhibit 8 for 300,000Z! Make your way back to Diablo Desert.

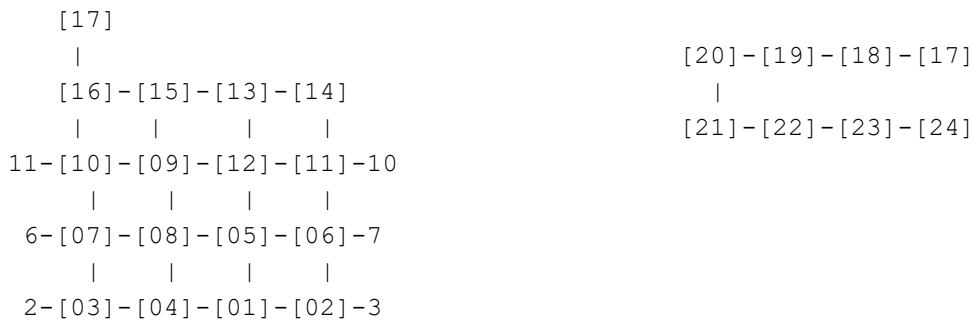
-[Diablo Desert]-

You will encounter new enemies and Trunks will be having a hardier time as compared to Gohan. The enemies here are tougher.

=====

Map #6 Diablo Desert (Chapter 11 - Trunks Level 135)

=====



- |                            |                              |
|----------------------------|------------------------------|
| [01] World Map Circle      | [11] Pharaoh, Ultra Bio Mech |
| [02] Pharaoh x2            | [12] Pharaoh x3              |
| [03] War Machine, Assassin | [13] War Machine, Pharaoh    |
| [04] Pharaoh x2            | [14] Blank Area (chest)      |

- [05] Pharoah x2
- [06] Grand Mechanoid
- [07] Pharoah x3
- [08] Grand Mechanoid x2
- [09] Pharoah, Death Machine
- [10] Pharoah x3
- [15] Pharoah x3
- [16] Save Circle, Flight Pad
- [17] Hyper Cyborg x2
- [18] Hyper Cyborg x2
- [19] Hyper Cyborg, Rapsallion
- [20] World Map Circle, Power Mechanoid

- [21] Hyper Cyborg
- [22] Grand Mechanoid x2
- [23] Hyper Cyborg
- [24] Grand Mechanoid, Death Machine

Make your way to [22] marked on the map. Defeat the Grand Mechanoid and you will get Z-Fighter Exhibit 11! To exit, make your way to [20] on the map and board the world map circle.

=====

-[Kyodai Pyramid]-

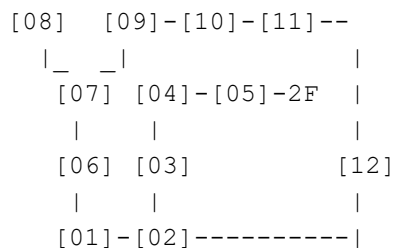
Break the level 120 character gate for Gohan. You will fight 2 Super Majin Fighter & 2 Super Majin Soldier.

=====

Map #7 Kyodai Pyramid (Chapter 11 - Gohan Level 120)

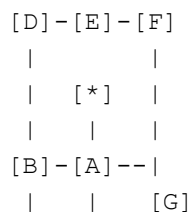
=====

1st Floor



- [01] Super Majin Fighter x2
- [02] Super Shield Soldier x2
- [03] Super Majin Fighter x2, Pharoah x2
- [04] Cursed One x2
- [05] Super Shield Soldier x3
- [06] Pharoah x4
- [07] Pharoah x4
- [08] Super Majin Fighter, Super Majin Soldier, Super Shield Soldier, Mummy x2
- [09] Orb Maze
- [10] Pharoah x3
- [11] Super Majin Soldier x3, Super Majin Fighter x3
- [12] Dark Maze, Super Majin Soldier x2, Super Shield Soldier x1

2nd Floor





- [A] Save Circle
- [B] Super Majin Soldier x2
- [C] 2x Super Majin Fighter, 2x Super Shield Soldier
- [D] Orb Obstacle
- [E] 4x Super Shield Soldier
- [F] Maze, Phantom x3
- [G] Empty Area
- [\*] Pharoah x3

=====

Generally, there is nothing new in this dungeon except you encounter new enemies or collect any items that you have missed earlier. The above maps does not provide detailed help as compared to the previous walkthrough. You should roughly have an idea how to get pass them. If you need help, please refer to the walkthrough for Kyodai Pyramid in Chapter 6.

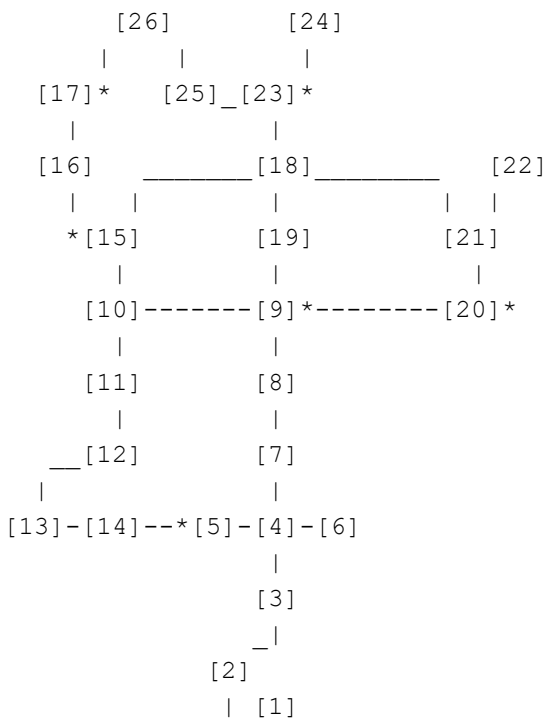
-[Pilaf's Castle]-

If you break the level 100 Character Gate (Goten) during chapter 8 i.e. before Gotenks battle Super Buu, you will need to enter the castle and exit in order for the level 145 character gate for Goten to appear.

=====

Map #8 Pilaf's Castle (Goten Level 100)

=====



- |  |                                 |
|--|---------------------------------|
| [1] RapsCALLION                        | [21] Blank Area                 |
| [2] Ghoul x2                           | [22] Knight Destroyer           |
| [3] Knight Destroyer                   | [23] RapsCALLION x3, Cursed One |
| [4] Bones x2, Juggernaut               | [24] Blank Area                 |
| [5] Grenadier x2, Marauder             | [25] Ghoul x3, Save Circle      |
| [6] Ghoul                              | [26] Knight Destroyer           |
| [7] Assassin, Marauder, Grenadier      |                                 |
| [8] Destroyer x2, Save Circle          | * Cracked Wall                  |
| [9] Phantom x2                         |                                 |
| [10] RapsCALLION, Assassin, Ion Cannon |                                 |

- [11] Vlad
- [12] RapsCALLION x2
- [13] Vlad x2, Cursed One
- [14] Blank area
- [15] Vlad x2, Cursed One
- [16] Grenadier x2, Marauder x2
- [17] Ghoul x2, Bruiser
- [18] Assassin x3
- [19] Ion Cannon
- [20] Vlad x3

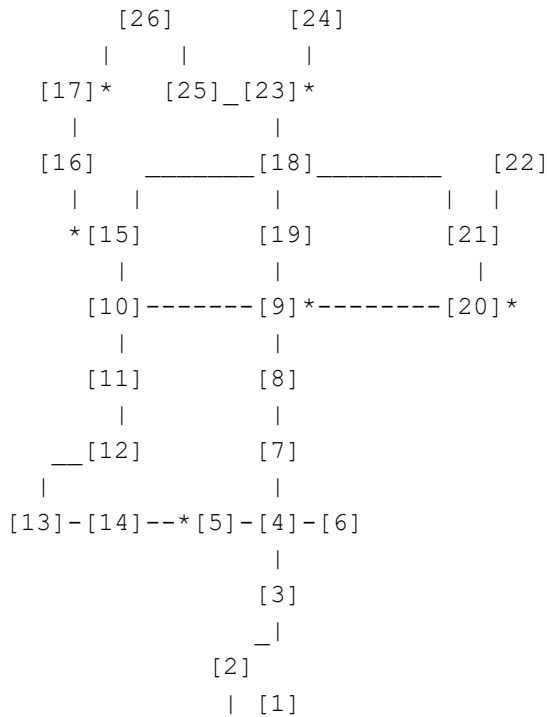
=====

Break the level 145 character gate with Goten. Proceed to move on. Make your way to the place where you battle Pilaf's Guardian for the dragon ball earlier.

=====

Map #8 Pilaf's Castle (Goten Level 145)

=====



- |                                   |                                 |
|-----------------------------------|---------------------------------|
| [1] Power Mechanoid               | [21] Blank Area                 |
| [2] Shogun, Shadow Warrior        | [22] Metal Hulk                 |
| [3] Death Machine x2              | [23] Shogun, Shadow Warrior     |
| [4] Shogun x2, Shadow Warrior x2  | [24] Blank Area                 |
| [5] Shogun, Shadow Warrior x2     | [25] Shogun x2, Save Circle     |
| [6] Metal Hulk                    | [26] Power Mechanoid x2         |
| [7] Shogun x2 Shadow Warrior x2   |                                 |
| [8] Death Machine x2, Save Circle | * Cracked Wall                  |
| [9] Atomizer x3                   | Just make your way to the area  |
| [10] Atomizer, Shogun             | marked [26]. Defeat the Power   |
| [11] Shadow Warrior               | Mechanoid on the left to obtain |
| [12] Atomizer x2                  | the Z-Fighter Exhibit 15!       |
| [13] Shadow Warrior, Shogun       |                                 |
| [14] Blank area                   |                                 |
| [15] Shogun x2, Atomizer          |                                 |
| [16] Shogun, Death Machine        |                                 |
| [17] Metal Hulk                   |                                 |
| [18] Shadow Warrior x3            |                                 |



After the battle is over, a 3 minute countdown will initiate! Make your way out! I managed to get out with 1:38 minutes left... Once the battle is over, you would not be able to access the airship anymore.

Well if you have been using this walkthrough, you should have gotten all the Z-Fighter Exhibits and Hercule Exhibit by now. Time to cash them in. If you collected all exhibits, you will be given a note that you can play as Gogeta (refer to section 3.0 for more details)

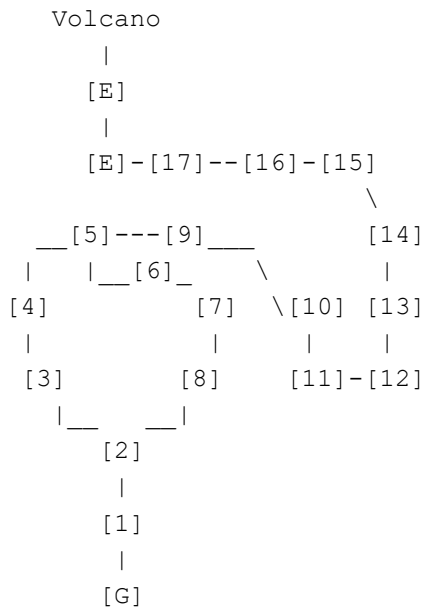
From this point onwards, you can go and test your strengths at the new dungeons at Southwest Forest or Nataday Forest. Both have gray doors, which indicate you need a fusion character to access it...)

-[Nataday Village]-

There is a 140 Character Gate for Gotenks. So use him and you will be able to break the gate! If you haven't fuse, go inside the room where you find the priest to do the fusion dance.

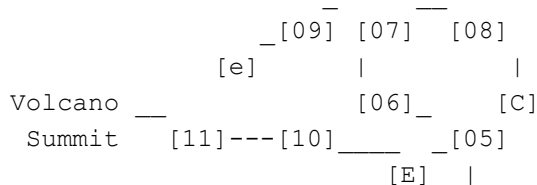
=====  
 Map #10 Nataday Village (Chapter 11 - Level 140 Gotenks)  
 =====

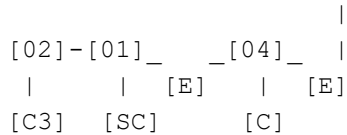
[Northern Wilderness]



- |                                  |  |
|----------------------------------|--|
| [1] Lich x2, Living Dead x3      | [11] Lich, Living Dead x4                      |
| [2] Shogun x3                    | [12] Shogun x3, Shadow Warrior                 |
| [3] Shadow Warrior x2            | [13] Lich x2, Nosferatu x2                     |
| [4] Nosferatu x2                 | [14] Nosferatu x3                              |
| [5] War Machine                  | [15] Shogun x2, Shadow Warrior x3              |
| [6] Living Dead x4               | [16] Shogun x2, Shadow Warrior,<br>Living Dead |
| [7] Shadow Warrior x2, Shogun x2 | [17] Shadow Warrior x2                         |
| [8] Metal Hulk                   | [E] Empty Area                                 |
| [9] Shogun x3                    |  |
| [10] Metal Hulk                  |  |

-[Volcano]-





- [01] Death Machine, Living Dead
- [02] Living Dead x5
- [03] Evil Talisman\*
- [04] Lich x3, Nosferatu x2
- [05] Shadow Warrior x2, Shogun x3
- [06] Living Dead x4
- [07] Metal Hulk
- [08] Living Dead x2, Nosferatu, Lich
- [09] Shadow Warrior x3
- [10] Nosferatu x2
- [E] Empty
- [11] Living Dead x3, Lich x3
- [12] Shogun x4, Shadow Warrior, Save Circle

You will fight a Shadow Colossus at the Volcano Summit and it has 27800+ HP! Feel free to collect the chests that marked C on the map if you have missed out earlier.

=====

There is nothing much besides heading back...

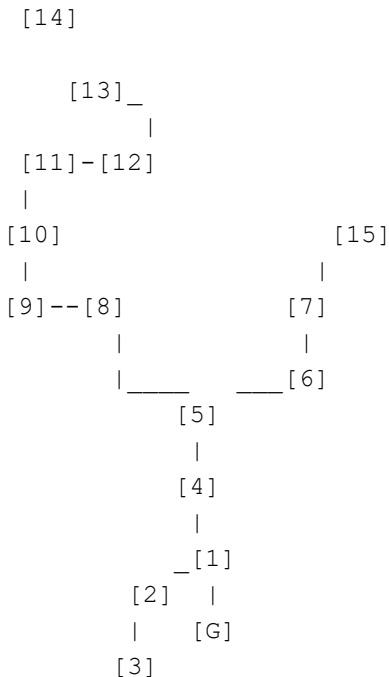
-[Southwest Forest]-

There is another level 125 gate for Gotenks. Use him to break the door. Bascially, you can revisit this area, if you haven't collect the Z-Fighter Exhibit at Area [9] (Yajirobe's dropped Z-Exhibit) or the Armor of Darkness at Area [15] (you need to have Vegeta at level 140)

=====

Map #11 Southwest Forest (Chapter 11 - Level 125 Gotenks)

=====



- [G] Gate
- [1] Super Majin Fighter x4
- [2] Super Majin Fighter x2, Super
- [10] Metal Hulk
- [11] Death Machine, Super Shield Soldier
- [12] Save Circle



Name: Chicken Leg Buy: 400Z

It tastes like chicken! Restores 80 hit points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

-----  
Name: Hamburger Buy: 600Z

A flame broiled and delicious burger. Restores 120 hit points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

-----  
Name: Onigiri Buy: 1000Z

A traditional triangle of rice wrapped in kelp. Restores 200 hit points

Getting it:

You can buy it from West City's Z-Mart or obtain it by defeating enemies.

-----  
Name: Curry Plate Buy: 2000Z

It is a dish of chicken and rice covered in spicy curry sauce. Restores 400 hit points.

Getting it:

You can buy it from Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

-----  
Name: Turkey Buy: 4000Z

This is a full sized turkey with stuffing. Restores 800 hit points.

Getting it:

You can buy it from Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 18. Give it to the man at lighthouse of Thieves Den when he requests for it.

-----  
Name: Steak Buy: 3000Z

A medium-rare steak seasoned to perfection. Restores 600 hit points.

Getting it:

You can buy it from Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 21. Talk to the man dressed in pink near the dumpster in West City. He will request for a T-bone steak...

-----  
Name: Three Course Meal Buy: 5500Z

Are you sure you can eat that all day by yourself? Restores 1100 hit points.

Getting it:

You can buy it from Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

-----  
Name: Dinosaur Tail Buy: 7500Z

They say the most succulent dinosaur meat comes from the tail. Restores 1500 hit points.

Getting it:

You can buy it from Planet of Kai's Z-Mart (Chapter 11 onwards) or obtain it by defeat enemies.

Quest:

Hercule Exhibit 20. Give it to the man at lighthouse of Thieves Den when he requests for it.

-----  
That's all for food items!

-----  
5.2 Drinks  
-----

Drink items restores EP. To use an item, just activate the menu and switch to the items screen, move cursor to the item and hit A to use it.

-----  
Name: Milk Buy: 50Z

A carton of milk. Restores 20 energy points.

Getting it:

You will be given one from Chi-Chi before Gohan heads for school in Chapter 2. You can buy it from Z-Mart or obtain it by defeat enemies.

-----  
Name: Tea Buy: 100Z

Care for a spot of tea? Restores 40 energy points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

-----  
Name: Soda Buy: 200Z

Now that's a tasty beverage! Restores 80 energy points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.



-----  
Name: Vanilla Soda Buy: 350Z

Vanilla makes a good soda even better. Restores 125 energy points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

-----  
Name: Cherry Soda Buy: 575Z

There's nothing like a good Cherry Soda! Restores 175 energy points.

Getting it:

You can buy it from Z-Mart or obtain it by defeating enemies.

-----  
Name: Root Beer Buy: 950Z

A cool refreshing root beer. Restores 250 energy points.

Getting it:

You can buy it from Papaya Island's drink store, Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 10. Give it to the man at lighthouse of Thieves Den when he requests for it.

-----  
Name: Hercule-ade Buy: 1350Z

Replenishes your precious electrolytes. Restores 350 energy points.

Getting it:

You can buy it from Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 9. Give it to the man at lighthouse of Thieves Den when he requests for it.

-----  
Name: Elixir Buy: 2500Z

A rare magical liquid that restores your vitality! Restores 500 energy points.

Getting it:

You can buy it from Z-Mart (Chapter 6 onwards) or obtain it by defeating enemies.

Quest:

Hercule Exhibit 14. Give it to the man at lighthouse of Thieves Den when he requests for it.

-----  
Name: Super Elixir Buy: 4000Z

The best magical elixir on the market. Restores 750 energy points.



















Getting it:

It is located inside the chest found in Hercule's Mansion.

---

[14] Hercule Exhibit 14

A crate with a Hercule logo on it

Key to West City

After Hercule saved West City from the West City Warlord, Hercule was awarded the prestigious Gold Key by the mayor of West City.

Getting it:

Give an Elixir to the Lighthouse Keeper when he requests for it at the Lighthouse located in Thieves Den.

---

[15] Hercule Exhibit 15

A crate with a Hercule logo on it

Boxing Gloves

A pair of boxing gloves that Hercule often used in training.

Getting it:

East District 439. Search the tree with blue fruits in that area for this exhibit. Refer to the walkthrough for more details.

---

[16] Hercule Exhibit 16

A crate with a Hercule logo on it

Collector's Plate

No home is complete without this stunning Hercule collector's plate. Adds a touch of elegance to any collection.

Getting it:

After defeating Kid Buu in Chapter 11, the purple airship will reappear on the world map. Enter it and make all your way to defeat the Ultra Bio Mech at the end of the dungeon. Collect the Hercule Exhibit after the battle and make your way out of the dungeon under 3 minutes.

---

[17] Hercule Exhibit 17

A crate with a Hercule logo on it

Video Game

The adventures of Hercule are now a hit video game! Fight the evil Cell in stunning 16 color graphics!

Getting it:

Give a Super Elixir to the Lighthouse Keeper when he requests for it at the Lighthouse located in Thieves Den.

---

[18] Hercule Exhibit 18

A crate with a Hercule logo on it

Hit Pop Single

Hercule tore up the charts with this cover of Silver Spider's song "Eyes Of The Lion."

Getting it:

Give a Turkey to the Lighthouse Keeper when he requests for it at the Lighthouse located in Thieves Den.



## Hercule Cereal

Hercule Cereal, the breakfast that gives you the energy you need to make it through your day! Contains 23 essential vitanutrients!

### Getting it:

Buy it from the Gift Shop at Papaya Island for 25,000 zenie.

---

[25] Hercule Exhibit 25

A crate with a Hercule logo on it

## Hercule Collectible Card Game

Are you up to the challenge of the Hercule Collectible Card Game? Fight and trade with your friends! Contains Hercule's moves, his allies, and his deadly enemies!

### Getting it:

Buy it from the Gift Shop at Papaya Island for 50,000 zenie.

---

That's all for Hercule Exhibits!

## 6.3 Story Items

---

I would recommend people who do not want spoilers to avoid reading this section. I have arranged them in order of the game's progress.

---

2402 Capsule

Chapter: 02

A Number 2402 capsule that contains a digital wrist watch.

### Getting It:

Retrieve it at the Supply Room (north east off the Atrium of Capsule Coproration) when Bulma ask Gohan to get it.

### Effect:

It will give Gohan his Great Saiyaman outfit.

---

Switch

Chapter: 04

It's a switch with two prongs, but its not attached to anything.

### Getting It:

There are 3 of these where all of them are found inside Babidi's Spaceship. Refer to the walkthrough for details.

### Effect:

Allows you to fix the machine so that you can get pass Stage 3.

---

Ninja Key

Chapter: 06

The key to the Boss Ninja's inner sanctum.

### Getting it:

It located inside the dragon's head located at Ninja Stronghold. Just

take the east route from the save circle where you find the locked door.

Effect:

Allows you to enter Boss Ninja's inner sanctum.

-----  
Headdress of Totenhotep

Chapter: 06

The headdress of an ancient pharoah. Some say it's cursed!

Getting it:

Defeat the boss Pharoah Totenhotep at the Kyodai Pyramid's main chamber. You will find the headdress after the boss is defeated.

Effect:

You will give it to Dr. Challenger in exchange for the 7-Star Dragonball

-----  
Dragon Ball 1

Chapter: 06

The one-star Dragon Ball

Getting it:

Infiltrate inside the Thieves Den (you need a Bandana which can be obtained by defeating enemies found at the Stolen Airship). Collect it at the boss' hideout. Refer to the walkthrough for more details.

Effect:

You need to give it Bulma in order to summon Shenron

-----  
Dragon Ball 2

Chapter: 06

The two-star Dragon Ball

Getting it:

Make your way to Diablo Desert. Open up the golden stairway and make your way to hitch a ride on Diablo Desert Express. Defeat all enemies in the cabin and you will give the Dragon Ball from one of the civilians. Please refer to the walkthrough for more details.

Effect:

You need to give it Bulma in order to summon Shenron

-----  
Dragon Ball 3

Chapter: 06

The three-star Dragon Ball

Getting it:

Enter Pilaf's Castle and make your way to the area where you meet Pilaf. Defeat his guardian and you will get the Dragon Ball. Please refer to the walkthrough for more details.

Effect:

You need to give it Bulma in order to summon Shenron

-----  
Dragon Ball 4

Chapter: 06

## The four-star Dragon Ball

### Getting it:

After getting 6 dragon balls, there will be some cutscenes and the kids will end up in Nataday Village. Talk to Village Priest. Make your way to the Volcano Summit. Defeat the 'monster' and return back to the village. You will get the Dragon Ball by force... Please refer to the walkthrough for more details.

### Effect:

You need to give it Bulma in order to summon Shenron.

---

Dragon Ball 5

Chapter: 06

## The five-star Dragon Ball

### Getting it:

Board the purple coloured airship that is docked above the deserted city in the north of the main continent. Defeat the Warlod of the ship. After defeating it, make your escape to the world map circle under 3 minutes! Please refer to the walkthrough for more details.

### Effect:

You need to give it Bulma in order to summon Shenron

---

Dragon Ball 6

Chapter: 06

## The six-star Dragon Ball

### Getting it:

Make your way to Fukurou Forest and enter the Ninja Stronghold. Get the Ninja Key and enter the Ninja Boss's chamber. Defeat him to get the dragon ball. Please refer to the walkthrough for more details.

### Effect:

You need to give it Bulma in order to summon Shenron

---

Dragon Ball 7

Chapter: 06

## The seven-star Dragon Ball

### Getting it:

Rescue Dr. Challenger's four friends inside Kyodai Pyramid and retrieve the Headdress of Totenhetop. You will get the dragon ball in exchange for it. Please refer to the walkthrough for more details.

### Effect:

You need to give it Bulma in order to summon Shenron

---

Potara Earrings

Chapter: 09

Wear these Earrings to perform a powerful fusion than the fusion dance

### Getting it:

Goku will get it from the Old Supreme Kai at Planet of Kais.

Effect:

It will be used automatically in the story where Goku and Vegeta use it to fuse into Vegito. It will be discarded once they are inside Buu's body.

-----  
Key Chapter: 11

An old key.

Getting it:

Break the 140 Character Gate with Gohan at East District 439. Make your way to Grandpa Gohan's house (the north route) and you can find the key on the cushion where Goku used to place the 4-star dragon ball.

Effect:

It will allow you to open the chest at the east route of the same area, which will get you Z-Fighter Exhibit 4.

-----  
That's all for the key items!

-----  
6.4 Fish Items

Fish items can be obtained via fishing. Please refer to Section 8.0 for more details.

- Small Fish                    A lovely, little fish.
- Large Fish                    Once thought extinct, these giant fish are now quite plentiful.
- Red Snapper                    Oooo! A Red Snapper! Very Tasty
- Old Shoe                        It is an old shoe.

Getting it:

You can get these by fishing at any one of the fishing locations: Roshi Island, Thieves Den, East District 439 (Chapter 11) or Planet of Kais (Chapter 11). You will get better fish by equipping your character with fishing equipment.

Effect:

The old shoe serves no purpose in the game. The small fish and large fish can be given to Korin (at Korin's Tower) for zenie. Red Snapper can get you Z-Fighter Exhibit 13 or Holy Water. It is possible to get Holy Water by exchanging Large Fish. For more details please refer to Section 8.0 for more details.

-----  
7.0 Equipment Bestiary

-----  
There are a total of 4 classes equipment. They are body, hand, feet and accessory equipments. To equip an equipment, press START to activate the menu. Move towards the Equip page and you will be equip the equipment with the A button.  
-----

## 7.1 Body Equipment

-----  
Body items are items that you can wear, such as shirts, gi(s), and different types of armors. These items helps to increase the character's endurance (END), but might also have different effects.

---

Cotton Gi	Buy/Sell:	100Z/50Z
	RqLvl:	LVL 50

A simple cotton gi.

Stats: END +1  
Obtain: Cave of Ancients (Chapter 1)  
Buy: Hercule City

---

Dirty Shirt	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get this shirt cleaned before you wear it.

Stats: END +1  
Obtain: Defeat Mercenary, Thug  
Buy: -

---

Dirty Gi	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get this gi cleaned before you wear it.

Stats: END +1  
Obtain: -  
Buy: -

---

Dirty Armor	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get this gi cleaned before you wear it.

Stats: END +1  
Obtain: -  
Buy: -

---

Prototype Space Armor	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

It's a prototype so it isn't working yet

Stats: END +1  
Obtain: -  
Buy: -

---

Wool Sweater	Buy/Sell:	300Z/150Z
	RqLvl:	LVL 52

A thick knitted wool sweater

Stats: END +3  
Obtain: -  
Buy: Hercule City, West City



---

Reflective Tunic	Buy/Sell:	-/420Z
	RqLvl:	LVL 60

A tunic made of reflective material resistant to energy attacks.

Stats: END +4  
Obtain: East District 439 (Chapter 2)  
Buy: N/A

---

Leather Jacket	Buy/Sell:	495Z/247Z
	RqLvl:	LVL 55

A cool looking leather jacket

Stats: END +5  
Obtain: -  
Buy: Hercule City, West City, Thieves Den

---

Fancy Wardrobe	Buy/Sell:	-/2500Z
	RqLvl:	Level 69

This suit is expensive looking.

Stats: END +5  
Obtain: -  
Buy: N/A

---

Clean Shirt	Buy/Sell:	-/325Z
	RqLvl:	LVL 62

A shirt so clean it shines!

Stats: END +5, POW +4  
Obtain: Give Mrs. Brief a Dirty Shirt for cleaning.  
Buy: -

---

Wooden Armor	Buy/Sell:	850Z/425Z
	RqLvl:	Level 63

Armored carved out of wood.

Stats: END +6  
Obtain: -  
Buy: Hercule City, West City, Thieves Den

---

Stone O-Yoroi	Buy/Sell:	1480Z/740Z
	RqLvl:	Level 72

A traditional Samurai armor carved out of stone.

Stats: END +8, SPD -12  
Obtain: -  
Buy: West City, Thieves Den

---

Bronze Keiko	Buy/Sell:	2200Z/1100Z
	RqLvl:	Level 80

A traditional samurai scale armor made of bronze.

Stats: END +10, SPD -5  
Obtain: -  
Buy: Thieves Den

---

Halloween Costume	Buy/Sell:	-/1105Z
	RqLvl:	Level 86

It's a scary Halloween Costume

Stats: END +12  
Obtain: Defeat Hooligan  
Buy: -

---

Armor of Darkness	Buy/Sell	-/1955Z
	RqLvl:	Level 86

This magic armor makes your HP increase faster when you use melee.

Stats: END +15  
Obtain: Southwest Forest (Character Gate, Vegeta Lv120)  
Buy: -

---

Jade Keiko	Buy/Sell	-/1245Z
	RqLvl:	Level 88

A traditional samurai scale armor made of jade that reduces damage done while blocking.

Stats: STR +10  
Obtain: Defeat Hessian, Vampire  
Buy: -

---

Iron Armor	Buy/Sell	3500Z/1750Z
	RqLvl:	Level 92

A chestplate made of iron

Stats: END + 15, SPD -10  
Obtain: Diablo Desert (Chapter 6)  
Buy: West City (Chapter 9 onwards)

---

Brute Coat	Buy/Sell:	-/1605Z
	RqLvl:	Level 92

The kind of coat a real tough guy might wear.

Stats: END +15, STR +9  
Obtain: Defeat Elite Shield Soldier  
Buy: -

---

Clean Gi	Buy/Sell:	-/1085Z
	RqLvl:	Level 93

A gi so clean it shines!

Stats: END +13, POW +10  
Obtain: Give Mrs. Brief a Dirty Gi for cleaning.  
Buy: -

---



Obtain: -

Buy: West City or Hercule City (Chapter 9)

---

Stylish Haori	Buy/Sell:	-/125Z
	RqLvl:	Level 120

Wearing this stylish jacket gives you a lot of charisma.

Stats: END +5

Obtain: Defeat Living Dead

Buy: -

---

Armor of Light	Buy/Sell:	-/3650Z
	RqLvl:	Level 122

This magic armor makes your energy regenerate faster when you use melee.

Stats: END +25

Obtain: Defeat Poltergeist

Buy: -

---

Rhinestone Leisure Suit	Buy/Sell:	-/12Z
	RqLvl:	Level 124

This is a really tacky looking suit.

Stats: END +20, POW +7

Obtain: Defeat ???

Buy: -

---

Clean Armor	Buy/Sell:	-/3792Z
	RqLvl:	Level 125

An armor so clean it shines!

Stats: END +25, POW +16

Obtain: Give Mrs. Brief a Dirty Armor for cleaning.

Buy: -

---

Platinum Armor	Buy/Sell:	12300Z/6150Z
	RqLvl:	Level 126

A chestplate made of platinum.

Stats: END +28, SPD -8

Obtain: -

Buy: West City (Chapter 9 onwards)

---

Force Suit	Buy/Sell:	-/5125Z
	RqLvl:	Level 129

This suit is imbued with the power of science.

Stats: END +25, STR +18, POW +5

Obtain: Defeat Shogun

Buy: -

---

Dragon Armor	Buy/Sell:	11855Z/5927Z
--------------	-----------	--------------

RqLvl: Level 140

Armor made from the scales of a dragon. Reduce the cost of energy attacks

Stats: END +26  
Obtain: -  
Buy: Planet of Kais (Chapter 11)

---

Enhanced Space Armor	Buy/Sell:	-/3750Z
	RqLvl:	Level 140

This high tech armor emits an electronic aura

Stats: STR +16, END +30, SPD-10  
Obtain: Give Dr. Brief a Prototype Space Armor for upgrading  
Buy: -

---

Super Armor	Buy/Sell:	
	RqLvl:	Level 141

This armor has magic that makes Super Saiyan last longer.

Stats: END +29  
Obtain: -  
Buy: -

---

Wet Suit	Buy/Sell:	-/3450Z
	RqLvl:	Level 142

This suit helps you catch better fish.

Stats: END +25  
Obtain: Defeat Death Machine, Hyper Cyborg  
Buy: -

---

Diamond Armor	Buy/Sell:	14650Z/7325Z
	RqLvl:	Level 145

A chestplate carved out of a giant diamond.

Stats: END +35, SPD -12  
Obtain: -  
Buy: Planet of Kais (Chapter 11)

---

"Bad Man" Shirt	Buy/Sell:	-/5125Z
	RqLvl:	Level 149

A pink shirt? Who would wear such a ridiculous thing?

Stats: END +35  
Obtain: Defeat Blister (Inside Buu - Chapter 10)  
Buy: -

---

Titanium Breastplate	Buy/Sell:	12350Z/6175Z
	RqLvl:	Level 150

A breastplate made of titanium.

Stats: END +32, SPD +10

Obtain: -  
Buy: Planet of Kais (Chaper 11)

---

Saiyan Armor	Buy/Sell:	-/5125Z
	RqLvl:	Level 150

Armor like the Saiyans once wore

Stats: END +24  
Obtain: Defeat Blister (Inside Buu - Chapter 10)  
Buy: -

---

Crystal O-Yoroi	Buy/Sell:	-/15000Z
	RqLvl:	Level 155

The crystals in this armor make your energy attacks stronger.

Stats: END +38  
Obtain: Dabura (Heaven - Chapter 8 onwards)  
Buy: -

---

"Z" Armor	Buy/Sell:	-/12600Z
	RqLvl:	Level 155

This magic armor constantly heals you.

Stats: END +35  
Obtain: Defeat Blister (Inside Buu - Chapter 11)  
Buy: -

---

Geromantium Kataginu	Buy/Sell:	99999Z/25000Z
	RqLvl:	Level 175

A traditional samurai clothing made of Geromantium.

Stats: END +40  
Obtain: -  
Buy: Planet of Kais (Chapter 11)

---

## 7.2 Hand Equipment

---

Hand items can be equipped to your character's hand or wrist. Examples of these items are knuckles, wristbands, gloves, etc. Normal hand equipment like knuckles and gloves helps to increase your character's STR stats while weighted wristbands increase the amount of experience that your character gains in a battle but it reduces the character's speed (SPD).

---

Dirty Gloves	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get these gloves cleaned before you wear it.

Stats: END +1  
Obtain: Defeat Hooligan  
Buy: -

---

Dirty Gauntlets	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get these gauntlets cleaned before you wear it.

Stats: END +1  
Obtain: -  
Buy: -

---

Prototype Energy Gloves	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

It is a prototype so it isn't working yet.

Stats: STR +1  
Obtain: -  
Buy: -

---

Cotton Gloves	Buy/Sell:	50Z/25Z
	RqLvl:	LVL 50

A pair of simple cotton gloves

Stats: STR +1, END +1  
Obtain: -  
Buy: Hercule City, West City

---

1 Ton Armbands	Buy/Sell:	-/75Z
	RqLvl:	LVL 50

Weighted armbands slow you down, but give you more experience as a reward

Stats: SPD -5  
Obtain: Grand Kai's Planet  
Buy: -

---

Wool Mittens	Buy/Sell:	500Z/250Z
	RqLvl:	LVL 55

A pair of thick knitted wool mittens

Stats: STR +2, END +3  
Obtain: -  
Buy: Hercule City, West City, Thieves Den

---

Reflective Gloves	Buy/Sell:	-/440Z
	RqLvl:	LVL 67

A pair of gloves made of reflective material resistant to energy attacks

Stats: STR +3, END +6  
Obtain: Defeat Laser Turret, Hooligan  
Buy: -

---

2 Ton Armbands	Buy/Sell:	-/350Z
	RqLvl:	LVL 70

Weighted armbands slow you down, but give you more experience as a

reward.

Stats: SPD -8

Obtain: Defeat Hooligan, Majin Fighter, Mad Bomber

Buy: -

---

Leather Gloves	Buy/Sell:	1250Z/625Z
	RqLvl:	LVL 72

Gloves made of tough leather

Stats: STR +4, END +6

Obtain: -

Buy: West City, Thieves Den, Papaya Island (Gift)

---

Clean Gloves	Buy/Sell:	-/625Z
	RqLvl:	LVL 72

Gloves so clean they shine!

Stats: STR +5, END +7

Obtain: Give Mrs. Brief a Dirty Gloves for a wash.

Buy: -

---

Brass Knuckles	Buy/Sell:	2210Z/1105Z
	RqLvl:	LVL 85

A pair of brass knuckles

Stats: STR +9, END +6

Obtain: -

Buy: Papaya Island (Gift), Thieves Den, Hercule City (Chapter 9 onwards)

---

Pilaf's Gloves	Buy/Sell:	-/720Z
	RqLvl:	LVL 87

Legend has it wearing these gloves will make you rich

Stats: STR +8, END +6, SPD +5

Obtain: Defeat Pilaf's Guardian at Pilaf's Castle in your quest to get a Dragon Ball (Chapter 6)

Buy: -

---

10 Ton Armbands	Buy/Sell:	-/625Z
	RqLvl:	LVL 90

Weighted armbands slow you down, but give you more experience as a reward.

Stats: SPD -10

Obtain: -

Buy: -

---

Iron Bracer	Buy/Sell:	1110Z/555Z
	RqLvl:	LVL 100

An arm guard made of iron

Stats: STR +11, END +7



Obtain: -

Buy: Hercule City or West City (Chapter 9 onwards)

---

Silver Gauntlets	Buy/Sell:	4340Z/2270Z
	RqLvl:	LVL 105

A pair of gauntlets made of silver.

Stats: STR +12, END +8

Obtain: -

Buy: Hercule City or West City (Chapter 9 onwards)

---

Magician's Gloves	Buy/Sell:	-/2100Z
	RqLvl:	LVL 107

These magic gloves reduce the cost of an energy block.

Stats: STR +7, END +5

Obtain: -

Buy: -

---

Charge Gloves	Buy/Sell:	-/4580Z
	RqLvl:	LVL 108

You can detect power flowing through these high tech gloves.

Stats: STR +13, END +5

Obtain: Volcano (Chapter 6)

Buy: -

---

20 Ton Armbands	Buy/Sell:	-/1250Z
	RqLvl:	LVL 110

Weighted Armbands slow you down, but give you more experience as a reward.

Stats: SPD -15

Obtain: -

Buy: -

---

Super Gloves	Buy/Sell:	-/3792Z
	RqLvl:	LVL 113

These gloves have magic that makes Super Saiyan last longer.

Stats: STR -13

Obtain: Kami's Lookout (after battle with Super Buu at Hyperbolic Time Chamber)

Buy: -

---

Clean Gauntlet	Buy/Sell:	-/3200Z
	RqLvl:	LVL 116

Gauntlets so clean they shine!

Stats: STR +14, END +15

Obtain: Give Mrs. Brief a Dirty Gauntlet for a wash.

Buy: -

---

Platinum Gauntlets	Buy/Sell:	6545Z/3272Z
--------------------	-----------	-------------

A pair of gauntlets made of platinum.

Stats: STR +16, END +10  
 Obtain: -  
 Buy: West City (Chapter 9 onwards)

---

Brute Gloves	Buy/Sell:	-/?
	RqLvl:	LVL 120

The kind of gloves a real tough guy might wear.

Stats: STR +20, END +6  
 Obtain: -  
 Buy: -

---

100 Ton Armbands	Buy/Sell:	-/4600Z
	RqLvl:	LVL 130

Weighted Armbands slow you down, but give you more experience as a reward.

Stats: SPD -30  
 Obtain: Defeat Hyper Cyborg  
 Buy: -

---

Diamond Gauntlets	Buy/Sell:	6825Z/3412Z
	RqLvl:	LVL 132

A pair of gauntlets carved from a diamond

Stats: STR +18, END +15  
 Obtain: -  
 Buy: Planet of Kais (Chapter 11)

---

Power Gauntlets	Buy/Sell:	-/?Z
	RqLvl:	LVL 132

These gauntlets are glowing with energy.

Stats: STR +15, POW +20, END +2  
 Obtain: Defeat Hyper Cyborg  
 Buy: -

---

Enhanced Energy Gloves	Buy/Sell:	-/2500Z
	RqLvl:	LVL 140

These are powerful high tech gloves

Stats: STR +20, END +20  
 Obtain: Give Dr. Brief a Prototype Energy Gloves for an upgrade.  
 Buy: -

---

Scuba Gloves	Buy/Sell	11500Z/5750Z
	RqLvl:	LVL 140

These gloves help you catch better fish

Stats: STR +15

Obtain: -

Buy: Planet of Kais (Chapter 11)

---

Kiloton Armbands	Buy/Sell:	32650Z/16325Z
	RqLvl:	LVL 150

Weighted Armbands slow you down, but give you more experience as a reward.

Stats: SPD -35

Obtain: -

Buy: Planet of Kais (Chapter 11)

---

Saiyan Gloves	Buy/Sell	-/5125Z
	RqLvl:	LVL 152

Gloves like the Saiyans once wore.

Stats: STR +20

Obtain: Defeat Blister (Inside Buu - Chapter 10)

Buy: -

---

Crystal Gauntlets	Buy/Sell:	-/12500Z
	RqLvl:	LVL 156

The crystals in these gauntlets make your energy attacks stronger.

Stats: STR +23, END +12

Obtain: Defeat Worm, Blister

Buy: -

---

Geromantis Gloves	Buy/Sell:	-/0Z
	RqLvl:	LVL 170

Looks like Geromantium Gloves, but are actually a cheap knock-off.

Stats: STR -10, POW-1, END-10, SPD-1

Obtain: Defeat Shadow Colossus

Buy: -

---

Geromantium Gloves	Buy/Sell:	85480Z/21370Z
	RqLvl:	LVL 170

A pair of gloves made of Geromantium.

Stats: STR +25, END +20

Obtain: -

Buy: Planet of Kais (Chapter 11)

---

### 7.3 Leg Equipment

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---

Dirty Tabi	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get these tabi boots cleaned before you wear them.

Stats: END +1  
Obtain: Defeat Goon  
Buy: -

---

Dirty Shoes	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get these tabi boots cleaned before you wear them.

Stats: END +1  
Obtain: Defeat Grand Mechanoid  
Buy: -

---

Prototype Hyper Boots	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

It's a prototype so isn't working yet

Stats: END +1, SPD +1  
Obtain: ?  
Buy: -

---

Dirty Boots	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get these boots cleaned before you wear them.

Stats: END +1  
Obtain: ?  
Buy: -

---

Cotton Tabi	Buy/Sell:	50/25Z
	RqLvl:	LVL 50

Simple cotton tabi boots.

Stats: END +1, SPD +1  
Obtain: -  
Buy: Hercule City

---

1 Ton Boots	Buy/Sell:	-/87Z
	RqLvl:	LVL 50

Weighted boots slow you down, but give you more experience as a reward.

Stats: SPD-5  
Obtain: Grand Kai's Planet  
Buy: -

---

Woolen Shoes	Buy/Sell:	475Z/237Z
	RqLvl:	LVL 55

Shoes made of knitted wool.

Stats: END +2, SPD +5  
Obtain: -  
Buy: Hercule City, West City

---

Leather Moccasins	Buy/Sell:	820Z/410Z
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Moccasins made of thick tanned leather.

Stats: END +4, SPD +8

Obtain: -

Buy: Hercule City, West City

---

2 Ton Boots	Buy/Sell:	-/350Z
	RqLvl:	LVL 71

Weighted boots slow you down, but give you more experience as a reward.

Stats: SPD-8

Obtain: Grand Kai's Planet

Buy: -

---

Clean Tabi	Buy/Sell:	-/827Z
	RqLvl:	LVL 75

Tabi boots so clean they shine!

Stats: POW +5, END +8, SPD +10

Obtain: Give Mrs Brief a Dirty Tabi for cleaning.

Buy: -

---

Wooden Geta	Buy/Sell:	-/1025Z
	RqLvl:	LVL 84

Sandals made of wood

Stats: END +6, SPD +15

Obtain: -

Buy: West City, Gift Shop, Thieves Den

---

Sneakers	Buy/Sell:	-/1025Z
	RqLvl:	LVL 84

These are sneakers... For sneaking!

Stats: END +5, SPD +25

Obtain: Defeat Majin Soldier, Ninja or Phantom

Buy: -

---

1 Ton Boots	Buy/Sell:	-/87Z
	RqLvl:	LVL 50

Weighted boots slow you down, but give you more experience as a reward.

Stats: SPD-5

Obtain: Grand Kai's Planet

Buy: -

---

10 Ton Boots	Buy/Sell:	-/625Z
	RqLvl:	LVL 91

Weighted boots slow you down, but give you more experience as a reward.

Stats: SPD-10  
Obtain: Defeat Bio Mech  
Buy: -

---

Stone Geta	Buy/Sell:	3780Z/1890Z
	RqLvl:	LVL 98

Snadals made of stone

Stats: END +10, SPD +17  
Obtain: -  
Buy: Thieves Den

---

Alligator Loafers	Buy/Sell:	-/5000Z
	RqLvl:	LVL 100

These are some expensive shoes

Stats: END +2, SPD +5  
Obtain: Defeat Assasin, Shinobi, Pharoah  
Buy: -

---

Spirit Geta	Buy/Sell:	-/2295Z
	RqLvl:	LVL 102

There is a mysterious supernatural aura around these sandals

Stats: STR +5, POW +15, END -10, SPD +15  
Obtain: HFIL  
Buy: -

---

Bronze Plated Boots	Buy/Sell:	4000Z/2000Z
	RqLvl:	LVL 104

Leather Boots covered in bronze plates

Stats: END +10, SPD +18  
Obtain: -  
Buy: Hercule City (Chapter 7 onwards)

---

Iron Greaves	Buy/Sell:	6100Z/3050Z
	RqLvl:	LVL 110

Shin-guards made of iron

Stats: END +12, SPD +18  
Obtain: -  
Buy: Herculy City or West City (Chapter 7 onwards)

---

20 Ton Boots	Buy/Sell:	-/1250Z
	RqLvl:	LVL 111

Weighted boots slow you down, but give you more experience as a reward

Stats: SPD -25  
Obtain: Defeat Knight Destroyer, Living Dead, Nosferatu  
Buy: -

---

Flippers	Buy/Sell:	-/2157Z
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These flippers helps you catch better fish

Stats: SPD +20

Obtain: Defeat Nosferatu, Super Majin Soldier, Bruiser

Buy: -

---

Clean Shoes	Buy/Sell:	-/check
	RqLvl:	LVL 115

Shoes so clean they shine!

Stats: POW +16, END +15, SPD +20

Obtain: Give Mrs Brief a Dirty Shoes for cleaning.

Buy: -

---

Silver Boots	Buy/Sell:	7300Z/3650Z
	RqLvl:	LVL 122

Boots made of silver

Stats: END +14, SPD +20

Obtain: -

Buy: West City, Hercule City (Chapter 7 onwards), Planet of Kais  
(Chapter 11)

---

Silvery Boots	Buy/Sell:	-/0Z
	RqLvl:	LVL 122

These look like Silver Boots but the silver paint is scratching off.

Stats: STR -10, POW -1, END -1, SPD -1

Obtain: Defeat Nosferatu

Buy: -

---

Super Boots	Buy/Sell:	-/4347Z
	RqLvl:	LVL 129

These boots have magic that makes Super Saiyan last longer.

Stats: END +18, SPD +20

Obtain: Defeat Death Machine

Buy: -

---

100 Ton Boots	Buy/Sell:	-/4250Z
	RqLvl:	LVL 131

Weighted boots slow you down, but give you more experience as a reward

Stats: SPD -30

Obtain: Defeat Hyper Cyborg, Pharoah, Super Majin Soldier

Buy: -

---

Gold Boots	Buy/Sell:	10250Z/5125Z
	RqLvl:	LVL 135

Boots made of gold

Stats: END +20, SPD +15

Obtain: -

Buy: West City (Chapter 7 onwards), Planet of Kais (Chapter 11)

---

Shock Boots	Buy/Sell:	-/4725Z
	RqLvl:	LVL 129

You can detect power flowing through these high tech boots.

Stats: POW +15, END +12, SPD +20

Obtain: Defeat Hyper Cyborg

Buy: -

---

Enhanced Hyper Boots	Buy/Sell:	-/-
	RqLvl:	LVL 142

These are powerful high tech boots

Stats: STR +18, END +18, SPD +25

Obtain: Give Dr. Brief a Prototype Hyper Boots for upgrading

Buy: -

---

Kiloton Boots	Buy/Sell:	33695Z/16847Z
	RqLvl:	LVL 150

Weighted boots slow you down, but give you more experience as a reward

Stats: SPD -25

Obtain: -

Buy: Planet of Kais (Chapter 11)

---

Saiyan Boots	Buy/Sell:	-/5125Z
	RqLvl:	LVL 151

Boots like the Saiyans once wore.

Stats: SPD +24

Obtain: Defeat Blister (Inside Buu - Chapter 11)

Buy: -

---

Clean Boots	Buy/Sell:	-/-
	RqLvl:	LVL 153

Boots so clean they shine!

Stats: POW +20, END +20, SPD +25

Obtain: Give Mrs. Brief a Dirty Boots for cleaning.

Buy: -

---

Winged Sandals	Buy/Sell:	-/5125Z
	RqLvl:	LVL 151

These winged sandals will make you walk and run faster.

Stats: END +5, SPD +40

Obtain: Defeat Blister (Inside Buu - Chapter 10)

Buy: -

---

Soccer Cleats	Buy/Sell:	-/3400Z
	RqLvl:	LVL 165



These soccer cleats pack quite a kick!

Stats: END +12, SPD +30

Obtain: Defeat Blister or Shadow Colossus

Buy: -

---

Geromantium Tabi	Buy/Sell:	50210Z/12252Z
	RqLvl:	LVL 165

Tabi boots made of Geromantium

Stats: END +25, SPD +28

Obtain: -

Buy: Planet of Kais (Chapter 11)

---

#### 7.4 Accessory

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---

Dirty Cape	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get this cape cleaned before you wear it.

Stats: END +1

Obtain: Defeat Destroyer

Buy: -

---

Dirty Belt	Buy/Sell:	-/0Z
	RqLvl:	LVL 50

Maybe you should get this belt cleaned before you wear it.

Stats: END +1

Obtain: Defeat Death Machine, Ultra Bio Mech

Buy: -

---

White Belt	Buy/Sell:	-/62Z
	RqLvl:	LVL 50

This is a white karate belt

Stats: END +3

Obtain: Defeat Fighter

Buy: -

---

Rhinestone Sunglasses	Buy/Sell:	-/12Z
	RqLvl:	LVL 50

These are some really tacky looking sunglasses

Stats: END +2

Obtain: Defeat Rapsallion, Elite Majin Fighter

Buy: -

---

Primordial Twisty-Straw	Buy/Sell:	-/467Z
	RqLvl:	LVL 50

Drinks taste better when you use this ancient straw

Stats: END +1

Obtain: Defeat Shinobi, RapsCALLION

Buy: -

---

Majestic Chopsticks	Buy/Sell:	-/?
	RqLvl:	LVL 50

Food tastes better when you use the chopsticks

Stats: END +1

Obtain: ?

Buy: -

---

Wool Cap	Buy/Sell:	350Z/175Z
	RqLvl:	LVL 54

A thick knitted wool cap

Stats: END +4

Obtain: -

Buy: Hercule City, West City

---

Lucky Charm	Buy/Sell:	4500Z/2250Z
	RqLvl:	LVL 58

This charm gives you good luck!

Stats: END +1

Obtain: -

Buy: Hercule City (all), West City (all), Gift Shop, Thieves Den

---

Stone Men-po	Buy/Sell:	600Z/300Z
	RqLvl:	LVL 59

An armored samurai face mask made of stone.

Stats: END +5

Obtain: -

Buy: Hercule City (all), West City (all), Thieves Den

---

Quartz Amulet	Buy/Sell:	-/72Z
	RqLvl:	LVL 60

This is an amulet made of quartz

Stats: POW +2

Obtain: Defeat Criminal

Buy: -

---

Yellow Belt	Buy/Sell:	-/420Z
	RqLvl:	LVL 66

This is a yellow karate belt

Stats: END +6

Obtain: Defeat Majin Soldier, Laser Turret, Mummy

Buy: -

---

Topaz Amulet	Buy/Sell:	840Z/420Z
	RqLvl:	LVL 70

This is an amulet made of topaz.

Stats: POW +5  
Obtain: -  
Buy: Hercule City (all), West City (all), Gift Shop

---

Bandana	Buy/Sell:	-/70Z
	RqLvl:	LVL 70

Only a really vicious criminal would wear something like this.

Stats: STR +3, POW +3, END +3  
Obtain: Defeat enemies on Stolen Airship (after getting Dragon Radar)  
Buy: -

---

Red Belt	Buy/Sell:	1925Z/962Z
	RqLvl:	LVL 75

This is a red karate belt

Stats: END +9  
Obtain: -  
Buy: West City, Gift Shop

---

Demon Mask	Buy/Sell:	-/910Z
	RqLvl:	LVL 76

This is a terrifying looking mask

Stats: STR +7, POW -5, END +9  
Obtain: Defeat Sniper, Goon, Majin Fighter, Majin Soldier, Mummy  
Buy: -

---

Monocle	Buy/Sell:	-/962Z
	RqLvl:	LVL 80

Wearing this classy monocle gives you lots of charisma.

Stats: POW +1, END +4  
Obtain: Defeat Goon, Mad Bomber, Hooligan  
Buy: -

---

Amethyst Amulet	Buy/Sell:	-/962Z
	RqLvl:	LVL 80

This is an amulet made of amethyst.

Stats: POW +7  
Obtain: -  
Buy: Thieves Den

---

Hare's Foot	Buy/Sell:	-/0Z
	RqLvl:	LVL 81

This item looks like a rabbit's foot... but it's not real.

Stats: STR -10, POW -1, END -1, SPD -1

Obtain: Defeat Sniper

Buy: -

---

Green Belt	Buy/Sell:	-/1775Z
	RqLvl:	LVL 82

This is a green karate belt.

Stats: END +10

Obtain: Defeat Majin Fighter

Buy: -

---

Snorkel	Buy/Sell:	-/2275Z
	RqLvl:	LVL 83

This snorkel helps you catch better fish.

Stats: STR +8, END +10

Obtain: Defeat Majin Soldier, Majin Shield Soldier, Hessian

Buy: -

---

Clean Cape	Buy/Sell:	-/1025Z
	RqLvl:	LVL 80

A cape so clean it shines!

Stats: POW +8, END +10

Obtain: Give Mrs Brief a Dirty Cape for washing

Buy: -

---

Garlic Necklace	Buy/Sell:	-/?
	RqLvl:	LVL 85

This protects against the undead.

Stats: STR -15, POW -10, END +25

Obtain: ?

Buy: -

---

Rabbit's Foot	Buy/Sell:	-/125Z
	RqLvl:	LVL 86

This rabbit's foot gives you good luck

Stats: END +1

Obtain: Defeat Goon, Hessian, Mad Bomber or Majin Shield Soldier

Buy: -

---

Sapphire Amulet	Buy/Sell:	-/1775Z
	RqLvl:	LVL 86

This is an amulet made of sapphire

Stats: POW +10

Obtain: Defeat Hooligan

Buy: -

---

Skull Ring	Buy/Sell:	-/750Z
	RqLvl:	LVL 87

There's an evil arua around this ring...

Stats: POW +9, END +12  
Obtain: Defeat Phantom or Sniper  
Buy: -

---

Pure Black Cape	Buy/Sell:	-/1420Z
	RqLvl:	LVL 89

How much more black could this cape? The answer is none.

Stats: END +13  
Obtain: Defeat Cyborg or RapsCALLION  
Buy: -

---

Super Cape	Buy/Sell:	-/1665Z
	RqLvl:	LVL 93

This cape has magic that makes Super Saiyan last longer

Stats: END +16  
Obtain: Defeat Shinobi, Cursed One or Ghoul  
Buy: -

---

Talisman of Light	Buy/Sell:	-/2500Z
	RqLvl:	LVL 95

This talisman increases the amount of energy recharged when you use attacks.

Stats: STR +9, POW +10, END +12  
Obtain: HFIL  
Buy: -

---

Emerald Amulet	Buy/Sell:	-/2750Z
	RqLvl:	LVL 95

This is an amulet made of emerald.

Stats: POW +5  
Obtain: Kyodai Pyramid  
Buy: -

---

Doom Amulet	Buy/Sell:	-/4000Z
	RqLvl:	LVL 85

There's an evil aura around this amulet...

Stats: STR +10, END 20  
Obtain: HFIL  
Buy: -

---

Polka-Dot Kazoo	Buy/Sell:	-/1280Z
	RqLvl:	LVL 96

This is a very silly kazoo.

Stats: 0  
Obtain: Defeat RapsCALLION, Shinobi or Bruiser  
Buy: -

---

Iron Kabuto	Buy/Sell:	-/3050Z
	RqLvl:	LVL 96

A traditional samurai helmet made of iron

Stats: END +20  
Obtain: Defeat Goon (Bandit King) at Thieves Den  
Buy: -

---

Ox King's Hat	Buy/Sell:	-/1075Z
	RqLvl:	LVL 96

This is the kind of viking hat that Ox-King is often seen wearing.

Stats: STR +11, END +10  
Obtain: Kyodai Pyramid  
Buy: -

---

"Gokuu" Hat	Buy/Sell:	-/5750Z
	RqLvl:	LVL 100

If you wear this hat while you level up, you'll get a bonus!

Stats: END +5  
Obtain: Ninja Stronghold - destroy the pine coffin after defeating the Ninja boss in Chapter 6.  
Buy: -

---

Evil Talisman	Buy/Sell:	-/3792Z
	RqLvl:	LVL 105

There is a terrible cost to this talisman's power.

Stats: STR -10, POW +18, END -15, SPD +5  
Obtain: Volcano  
Buy: -

---

Crystal Pendant	Buy/Sell:	-/4000Z
	RqLvl:	LVL 112

The crystals in this pendant increase the power of energy attacks.

Stats: POW +15, END +10  
Obtain: Defeat Nosferatu, Bruiser or Poltergeist  
Buy: -

---

Blue Belt	Buy/Sell:	4450Z/2225Z
	RqLvl:	LVL 116

This is a blue karate belt.

Stats: END +15  
Obtain: -  
Buy: Gift Shop, Hercule or West City (after Chapter 7)

---

Mercury's Cap	Buy/Sell:	7300Z/3650Z
	RqLvl:	LVL 122

The legendary cap of Mercury.

Stats: END +12, SPD +20

Obtain: -

Buy: Planet of Kais (Chapter 11)

---

Four-Leaf Clover	Buy/Sell:	-/5Z
	RqLvl:	LVL 126

This four-leaf clover gives you good luck!

Stats: END +1

Obtain: Defeat Metal Hulk or Hyper Cyborg

Buy: -

---

Vampire Cape	Buy/Sell:	-/4122Z
	RqLvl:	LVL 128

This cape causes HP to be recharged instead of energy when you use attacks.

Stats: POW +14, END +22

Obtain: Defeat Shadow Warrior or Shogun

Buy: -

---

Crisis Ring	Buy/Sell:	-/4250Z
	RqLvl:	LVL 132

When you're about to die, this ring makes you stronger.

Stats: STR +5, POW +2, END +10

Obtain: Defeat Shogun

Buy: -

---

Brown Belt	Buy/Sell:	3250Z/1625Z
	RqLvl:	LVL 134

This is a brown karate belt.

Stats: END +17

Obtain: -

Buy: Planet of Kais (Chapter 11)

---

Ruby Amulet	Buy/Sell:	-/4825Z
	RqLvl:	LVL 134

This is an amulet made of ruby.

Stats: POW +16

Obtain: Defeat Rapsallion

Buy: -

---

Expensive Wristwatch	Buy/Sell:	-/10000Z
	RqLvl:	LVL 134

This is an extremely expensive wristwatch.

Stats: POW +1, END +1

Obtain: Defeat Hyper Cyborg, Shadow Warrior or Ultra Bio Mech

Buy: -

---

Eldritch Cameo	Buy/Sell:	-/475Z
	RqLvl:	LVL 140

This carving of unfathomable age is etched in a long forgotten ancient language.

Stats: STR -10, POW -10, END +30  
Obtain: Defeat Death Machine or Hyper Cyborg  
Buy: -

---

Black Belt	Buy/Sell:	-/2750Z
	RqLvl:	LVL 145

This is a black karate belt.

Stats: END +25  
Obtain: Defeat Shogun  
Buy: -

---

Diamond Amulet	Buy/Sell:	12250Z/6125Z
	RqLvl:	LVL 145

This is an amulet made of diamond

Stats: POW +20  
Obtain: -  
Buy: Planet of Kais (Chapter 11)

---

Clean Belt	Buy/Sell:	-/2500Z
	RqLvl:	LVL 150

A belt so clean it shines!

Stats: POW +20, END +20  
Obtain: Give Mrs. Brief a Dirty Belt for a wash.  
Buy: -

---

Geromantium Bandana	Buy/Sell:	73550Z/36775Z
	RqLvl:	LVL 168

A bandana made from Geromantium

Stats: END +40  
Obtain: -  
Buy: Planet of Kais (Chapter 11)

---

That's all for accessories.

-----  
8.0 Mini-Games and Secrets  
-----

-----  
8.1 Mini-Games  
-----

-[Korin's Fishing Game]-  
Fishing is available after you have visited Korin at Korin's Tower. If



you give him a fish, he will reward you with zenie or an item.

There are a total of 4 fishing locations and they are:

Place	Location
Roshi's Island	Southeast corner of the island
Thieves Den	Near the lighthouse
East District 439	River Bank, after Level 140 Gohan Character Gate
Planet of The Kais	Near the transmission circle. Available in Chapter 11 after you have defeated Kid Buu

To fish, you need to approach a wooden plank like the one you found on Roshi Island and examine it with A button and the following prompt will appear:

```
+-----+
| Do you want to go fishing? |
| - Yes                       |
| - No                        |
+-----+
```

Choose "yes" and your character will jump into the water to fish! They will revert back to normal form before diving into the water except for Gogeta (because he does not have any Saiyan mode).

Once you have caught a fish, talk to Korin and the following are exchangeable for rewards:

Item	Reward
Small Fish	100 to 500Z
Large Fish	500Z to 1000Z, Holy Water (rare)
Red Snapper	Holy Water, Z-Fighter Exhibit 13
Old Shoe	Nothing!

To catch rarer fish, you may want to equip the following equipment in order to improve your chances in catching fish.

Item	Type	Getting it
Snorkel	Accessory	Obtain from defeating enemies
Scuba Gloves	Hand	Buy from Planet of Kais
Flippers	Foot	Obtain from defeating enemies
Wet Suit	Body	Obtain from defeating enemies

-[Sharpner's Track and Field]-

You can start playing Track and Field once Gohan has obtained his Great

Saiyaman outfit. The Track and Field is located north off the lockers room of Orange Star High School.

The objective of the track and field is to complete 3 rounds of the track and field without going off the track. If you get a timing of under 17 seconds, you will be awarded Hercule Exhibit 19 from Sharpner.

In order to achieve the school, unequipped any weight equipment like 1 Ton Boots or 1 Ton Armband and give your character equipment that boosts speed. You should be get it done if your character has a SPD rating of 70. However, it will be a lot more easier if your character is in Super Saiyan mode. Likewise if you use Gotenks (fusion characters does have attributes bonuses), the track and field challenge should not pose you much a problem.

-[Mrs. Brief's Laundry Services]-

Occasionally, enemies will drop "dirty" equipment and you can have them washed by Mrs. Brief. "Cleaned" equipment will have more value and increases stats boost.

Equipment	Type	After Laundry
Dirty Shirt	Body	Clean Shirt
Dirty Gi	Body	Clean Gi
Dirty Armor	Body	Clean Armor
Dirty Gloves	Hand	Clean Gloves
Dirty Gauntlets	Hand	Clean Gauntlets
Dirty Tabi	Foot	Clean Tabi
Dirty Shoes	Foot	Clean Shoes
Dirty Boots	Foot	Clean Boots
Dirty Cape	Accessory	Clean Cape
Dirty Belt	Accessory	Clean Belt

She will be cleaning in this order of the item list. If you do not have any "dirty" equipment for her to do laundry, you will get a Cookie by talking to her. You can collect your laundry after you have exit the screen. One quick way to collect laundry is by entering and exiting the Capsule Corporation Building

-[Mr Brief's Research]-

You will get these rare prototypes are hard to obtain. I could hardly give an account on how to get them. Enemies drop them randomnly. If you got them, bring it Mr. Brief at Mr. Brief's Lab in Capsule Corporation building and you can upgrade them to better equipment.

Equipment	Type	After Improvement
Prototype Energy Gloves	Hand	Enhanced Energy Gloves
Prototype Space Armor	Body	Enhanced Space Armor
Prototype Hyper Boots	Foot	Enhanced Hyper Boots

That's all folks.

-[Unlock Gogeta as playable character]-

In order to play as Gogeta, you need to gather all 15 Z-Fighter Exhibits and all 25 Hercule Exhibits to their respective museum. You can only do this from Chapter 11. Refer to Section 6.1 and Section 6.2 for more details.

-[255 Senzu Beans]-

During Chapter 3, when Gohan asks Goku to get a Senzu Bean, fly to Korin's Tower and get a bean from Yajirobe. Instead of giving it to Gohan, eat it. When you return, Goku will still give a Senzu bean to Gohan even though he does not have any. When you look in your inventory, you will see that you have 255 senzu beans. If you visit Yajirobe, you will be able to collect infinite Senzu beans like the same way that you collect cookies from Mrs. Brief.

---

## 9.0 The Computer

---

You can collect data or information of various objects by activating the Scouter mode and use the L button to analyse objects that are around you. You will get analysis about their stats (HP, STR, POW, END) and a short description on their background.

---

## 9.1 Characters & Non-Playable Characters (NPC)

---

This is the list of characters and NPC you could encounter in the game. Characters or NPC marked with an asterisk (\*) are missable if you do not scout for their bio data when you first meet them.

---

001 Goku	Playable Character
----------	--------------------

Goku is a Saiyan from the planet Vegeta that was stranded on Earth. He is an all-around good guy who often saves the Earth.

1st Appearance:  
Snake Way (Chapter 1)

---

002 King Kai	NPC
--------------	-----

This guardian of the North Galaxy is known as one of the greatest martial arts trainers at the universe and his corny sense of humor.

Location(s):  
Snake Way (Chapter 1), King Kai's Planet

---

003 Gregory*	NPC
--------------	-----

Gregory is a talking cricket who hangs out with King Kai.

Location(s):  
Snake Way (Chapter 1)

---

004 Bubbles	NPC
-------------	-----

Bubbles is an ape who hangs out with King Kai.

Location(s):

---

005 Soul NPC

This is a spirit that lives in the Other World.

Location(s):

Yemma's Office, HFIL (Chapter 8), Snakeway (Chapter 8)

---

006 Yemma's Assistant NPC

This assistant helps King Yemma usher souls into the Other World

Location(s):

Yemma's Office

---

007 King Yemma NPC

King Yemma is a giant ogre who guards the entrance to the Other World.

Location(s):

Yemma's Office

---

008 West Kai\* NPC

This guardian of the West Galaxy has a fierce rivalry with King Kai.

Location(s):

Other World Stadium (Chapter 1)

- During your battle against Pikkon in the Other World Stadium, it is possible to scout on the West Kai.

---

009 Alien Announcer\* NPC

This fungus ailen is well known as the announcer of the Other World.

Location(s):

Other World Stadium (Chapter 1)

- During your battle against Pikkon in the Other World Stadium, it is possible to scout on the Alien Announcer.

---

010 Gohan Playable Character

Gohan is the son of Goku and Chi-Chi. He is half human and half Saiyan. Gohan defeated Cell in the Cell Games.

Location(s):

Goku's House (Chapter 2)

---

011 Chi-Chi NPC

Chi-Chi is Goku's wife and Gohan and Goten's mother. She is the daughter of the Ox-King.

Location(s):

Goku's House (Chapter 2), World Tournament Stage (Chapter 3)

---

012 Goten Playable Character

Goten is the son of Goku and Chi-Chi. Despite his young age, he's one of the most powerful fighters in the universe.

1st Appearance:

Goku's House (Chapter 2)

---

013 Human NPC

The Capsule Corporation database has no information on this person

Location(s)

Hercule City, West City, Nataday Village, Papaya Island

---

014 Scientist NPC

A man of science!

Location(s)

Orange Star High School, Capsule Corporation, Kyodai Pyramid

---

015 Erasa\* NPC

Erasa attends high school with Gohan at Orange Star High School.

Location(s)

Orange Star High School (Chapter 2)

- She is a missable character as she will disappear after Chapter 2 ends.

---

016 Sharpner NPC

Sharpner attends Orange Star High School with Gohan.

Location(s)

Orange Star High School (Chapter 2)

- You will find him at the stadium of Orange High School after Gohan has helped Videl to defeat those thugs in his Gt. Saiyaman Oufit.

---

017 Mrs. Brief NPC

Mrs. Brief is Dr. Brief's wife, and Bulma's mother.

Location(s)

Capsule Corporation (Chapter 2 onwards)

---

018 Bulma NPC

Bulma Brief is the daughter of the founder and president of the Capsule Corporation, Dr. Brief. Bulma has many invention patents in her name, most notably the Dragon Radar. Bulma is often involved in Goku's adventures and is married to Vegeta.

Location(s)

Bulma's House (except for Chapter 11), World Tournament

---

019 Dr. Brief NPC

Dr. Brief is the president of the Capsule Corporation, and Bulma's father.

Location(s)

Capsule Coproration - Dr Brief's Lab (Chapter 2 onwards)

---

020 Chobi\*

NPC

Chobi is a dinosaur who is friends with Gohan's family.

Location(s)

Hercule City - Musaka Circus (Chapter 2)

- You can scan for his bio data before you get close to the crowd who is surrounding the circus after Gohan has help Videl to rescue the Mayor. You got a second chance before you rescue it at the Musaka Circus.

---

021 Musaka\*

NPC

Musaka is the ringmaster of Musaka Circus

Location(s)

Hercule City (Chapter 2)

- You can scan for his bio data before you get close to the crowd who is surrounding the circus after Gohan has help Videl to rescue the Mayor.

---

022 Mr. Popo

NPC

Mr. Popo is Dende's right hand man. He has lived on Kami's Lookout for countless ages.

Location(s)

Kami's Lookout

---

023 Dende

NPC

Dende is the Guardian of Earth and an alien from the planet Namek.

Location(s)

Kami's Lookout

---

024 Piccolo

NPC

Once an evil villian, Piccolo has seen the error of his ways and is now one of Earth's greatest heroes. Piccolo is an alien from the planet Namek.

Location(s)

Kami's Lookout, Papaya Island (Chapter 4)

---

025 Krillin

NPC

Krillin is an old friend of Goku's. They trained together under Master Roshi. Krillin is married to Android #18

Location(s)

Roshi's Island, Papaya Island (Chapter 4)

---

026 Android #18

NPC

Once Dr. Gero's evil Android, she has now changed her ways and fights

for the good guys. Is married to Krillin.

Location(s)

Roshi's Island, Papaya Island (Chapter 4)

---

027 Marron

NPC

Marron is the daughter of Krillin and Android #18

Location(s)

Roshi's Island, Papaya Island (Chapter 4)

---

028 Master Roshi

NPC

Master Roshi is a master of martial arts who trained Goku and Krillin. He is also known as the Turtle Hermit.

Location(s)

Roshi's Island

---

029 Trunks

Playable Character

Trunks is the son of Vegeta and Bulma. Despite his young age, he's one of the most powerful fighters in the universe.

1st Appearance:

Bulma's House (Chapter 2)

---

030 Vegeta

Playable Character

Vegeta was the prince of the Planet Vegeta before it was destroyed by Frieza. Although he was once a villain, he usually fights for Z-Fighters now

1st Appearance:

Bulma's House (Chapter 2)

---

031 Puar\*

NPC

Puar is a shapeshifting cat and a constant companion of Yamcha

Location(s)

Papaya Island (Chapter 3)

- You can get his biodata before Trunks & Gohan registers for the World Tournament.

---

032 Yamcha\*

NPC

Yamcha was once known as the dreaded Desert Bandit of Diablo Desert. He's now one of good guys.

Location(s)

Papaya Island (Chapter 3)

- You can get his biodata before Trunks & Gohan registers for the World Tournament.

---

032 Oolong\*

NPC

Oolong is a friend of the Z-Fighters. He has the power to shapeshift.

Location(s)

Papaya Island (Chapter 3)

- You can get his biodata before Trunks & Gohan registers for the World Tournament.

---

033 Ox King

NPC

Ox King is the father of Chi-Chi

Location(s)

Papaya Island (Chapter 3), Goku's House (Chapter 11)

---

034 Videl\*

Playable Character

The crimefighting daughter of Hercule. She attends Orange Star High School with Gohan.

Location(s)

Papaya Island (Chapter 3)

- You can play her temporarily during her match in the World Tournament. But after the battle is over, you do not have any chances to use the scouter on her.

---

035 Announcer\*

NPC

This Announcer has been announcing Martial Arts Tournament since back when Goku was a kid!

Location(s)

Papaya Island (Chapter 3)

- Once Chapter 3 is over he will also disappear...

---

036 Monk

NPC

One of the monks in charge of running the World Tournament.

Location(s)

Papaya Island

---

037 Jewl\*

NPC

Jewl is a popular martial artist

Location(s)

Papaya Island (Chapter 3)

- Make sure you scout for the data in the room where you find all the challengers before reporting to the Monk that you are ready.

---

038 Killa\*

NPC

Killa is a martial artist

Location(s)

Papaya Island (Chapter 3)

- Make sure you scout for the data in the room where you find all the challengers before reporting to the Monk that you are ready.

---

039 Pintar

NPC

Pintar is a martial artist



Location(s)

Papaya Island (Chapter 3)

- Make sure you scout for the data in the room where you find all the challengers before reporting to the Monk that you are ready.

---

040 Kibito\*

NPC

Kibito is the body guard of the Supreme Kai.

Location(s)

Papaya Island (Chapter 3), Planet of Kais (Chapter 8)

- After Gohan will remove the Z Sword from the ground, you cannot scout his biodata.

---

040 Supreme Kai\*

NPC

The Supreme Kai is the highest ranking Guardian of the universe.

Location(s)

Papaya Island (Chapter 3), Planet of Kais (Chapter 8)

- After Gohan will remove the Z Sword from the ground, you cannot scout his biodata.

---

041 Yajirobe

NPC

Yajirobe is a friend of the Z-Fighters. Although he carries a sword, he rarely uses it.

Location(s)

Korin's Tower

---

042 Korin

NPC

Korin is a wise martial artist cat who lives at the top of Korin's tower.

Location(s)

Korin's Tower

---

043 Emperor Pilaf\*

NPC

The bumbling Pilaf has tried to take over the world many times, but is usually foiled by Goku.

Location(s)

Pilaf's Castle

---

044 Village Priest

NPC

The head shaman of Nataday Village

Location(s)

Nataday Village

---

045 Gotenks

Playable Character

Gotenks is the fusion of Goten and Trunks using the Metamorphosis Art of Fusion

Location(s)

You will be able to play as him after you have successfully perform the fusion for the first time after Goku has depart for the Other World in Chapter 7.

---

046 Gogeta

Secret Character

Gogeta is the fusion of Goku and Vegeta using Metamorese Art of Fusion.

Location(s)

You will be able to play as him during the battle against Super Janemeba at HFIL in Chapter 8. Once you have collected all 25 Hercule Exhibits and 15 Z-Fighter Exhibits, you will be able to use him as a secret character.

---

047 Vegito

Playable Character

Vegito is the fusion fo Goku and Vegeta using the magic Potara Earrings

Location(s)

You will be able to play as him against Super Buu (with Gohan absorbed) at Barren Wastelands in Chapter 10. However once the battle is over, you cannot longer use this character for the future battles.

---

048 Grand Kai

NPC

The Grand Kai is one of the Guardians of the universe and of the Other World. He is also a legendary martial artist.

Location(s)

Grand Kai's Planet (Chapter 11 - after defeating Kid Buu)

---

049 Baba

NPC

Baba is a fortune teller who sometimes acts as an emmisary between the physical world and Other World. She is also Master Roshi's sister.

Location(s)

Yemma's Office (Chapter 11 - after defeating Kid Buu)

---

That's all for playable and non-playable characters!

---

## 9.2 Enemies

---

This is the enemies bestiary which contains their HP, STR, POW and END stats. I have also included the list of possible items that they dropped upon defeating them. Enemies that are marked with an asterisk (\*) are are missable scouting objects.

---

001 Fighter

HP: 175 STR: 10 POW: 0 END: 20

This is a martial artist from the Other World.

Location(s)



006 Thug HP: 340 STR: 24 POW: 0 END: 25

These tough guys have more muscles than brains.

Location(s)

- Musaka Circus

(Stolen Airship, Rogue Submarine - Level 50 to 75)

Drop:

Miso Soup, Milk, Rice Ball

---

007 Tank HP: 576 STR: 13 POW: 30 END: 75

Battle tanks are fully armored in 2 inch plates of geromantium. These tanks are armed with a 120mm cannon.

Location(s)

- Musaka Circus (after rescuing Chobi)

Drop:

Rice Ball, Miso Soup, Vanillia Soda

---

008 Majin Fighter HP: 500 STR: 18 POW: 0 END: 31

A martial artist who has been converted over to Babidi's side.

Location(s)

- Southwest Forest (Goku Lv70 Gate)  
- Babidi's Ship (Chapter 4)

Drop:

Green Belt, Rice Ball, 2 Ton Armbands, Tea, Dirty Gloves, Dirty Shirt, Monocle, Dirty Tabi, 2 Ton Shoes, Demon Mask

---

009 Majin Soldier HP: 575 STR: 0 POW: 27 END: 33

One of Babidi's Majin Henchmen from an unknown alien species.

Location(s)

- Southwest Forest (Goku Lv70 Gate)  
- Babidi's Ship (Chapter 4)

Drop:

Soda, Tea, Demon Mask, Snorkel, Chicken Leg, Reflective Gloves, Sneakers, Hamburger, Yellow Belt, Monocle

---

010 Destroyer HP: 3762 STR: 25 POW: 50 END: 40

A robot with thick geromantium armor that makes it invulnerable to most conventional attacks.

Location(s)

- Airship (Chapter 6)  
- Southwest Forest (Goku Lv70 Gate)  
- Babidi's Ship (Chapter 4)  
- Diablo Desert (Gohan LV100)  
- Pilaf's Castle (Goten LV100)  
- Northern Wilderness, Volcano (Goten LV100)











Onigiri, Cherry Soda, Skull Ring, Sneakers

---

029 Elite Majin Fighter            HP:            1250 STR: 33 POW: 0 END: 51

A martial artist who has been converted over to Babidi's side

Location(s)

- Northern Wilderness (Goten LV100)
- Southwest Forest (Goku LV100, Vegeta LV120)

Drop:

Curry Plate, Rhinestone Sunglasses, Cherry Soda, Alligator Loafers, Onigiri, Dirty Gi

---

030 Elite Majin Soldier            HP:            1380 STR: 0 POW: 45 END: 54

One of Babidi's Majin Henchmen from an unknown alien species

Location(s)

- Northern Wilderness (Goten LV100)
- Southwest Forest (Goku LV100, Vegeta LV120)

Drop:

Onigiri, Talisman of Light, Cherry Soda, Polka-Dot Kazoo, Root Beer

---

031 Shinobi                            HP:            1585 STR: 44 POW: 58 END: 50

A ninja. These warriors value stealth and subterfuge. Some ninja use their ninjutsu skills for Assassination and thieving.

Location(s)

- Northern Wilderness (Goten LV100)
- Ninja Stronghold (Trunks LV110)

Drop:

Dirty Gi, Curry Plate, 20 Tons Boots, Polka-Dot Kazoo, Root Beer, Super Cape, Brute Coat, Steak, Alligator Loafers, Primordial Twisty-Straw

---

032 Ghoul\*                            HP:            1495 STR: 36 POW: 0 END: 36

When there is no more room in H.F.I.L the dead will walk the Earth.

Location(s)

- Northern Wilderness (Goten LV100)
- Pilaf's Castle (Goten LV100)
- Southwest Forest (Goku LV100, Vegeta LV120)

Drop:

Hamburger, Demon Mask, Soda, Cherry Soda, Onigiri, Rabbit's Foot, Hallooween Costume, Vanilla Soda, Dirty Gi, Super Cape

---

033 RapsCALLION                    HP:            1425 STR: 45 POW: 0 END: 55

A known criminal wanted on several counts of chicanery and multiple counts of shenanigans.

Location(s)

- Northern Wilderness (Goten LV100)
- Diablo Desert, Diablo Desert Express (Gohan LV100)





Drop:

Polka-Dot Kazoo, 20 Ton Armbands, Cherry Soda, Onigiri, Super Cape,  
Brute Coat

---

042 Ronin HP: 1765 STR: 47 POW: 0 END: 50

Although many of these ancient warriors live by the code of the Bushido, they should be considered highly dangerous. Samurai are known for their devastating sword attacks.

Location(s)

- Volcano (Goten LV100)
- Ninja Stronghold (Trunks LV110)
- Ninja Stronghold (Goku LV135)

Drop:

Steak, Root Beer, Curry Plate, Cherry Soda, Rhinestone Sunglasses

---

043 Living Dead HP: 2260 STR: 43 POW: 0 END: 50

When there is no more in H.F.I.L. the dead will walk the Earth

Location(s)

- H.F.I.L
- Northern Wilderness, Volcano (Gotenks LV140)
- Ninja Stronghold (Goku LV135)

Drop:

Stylish Haori, Steak, Root Beer, Hercule-ade, Dirty Gauntlet, Crystal Pendant, 20 Ton Boots

---

044 Poltergeist HP: 2405 STR: 34 POW: 0 END: 45

These spirits come from the Other World to haunt the living.

Location(s)

- H.F.I.L
- Ninja Stronghold (Trunks LV110)
- Pilaf's Castle (Vegeta LV155)

Drop:

Armor of Light, Rhinestone Sunglasses, Steak, Crystal Pendant, 20 Ton Boots, Magician's Gloves, Turkey

---

045 Nosferatu HP: 2975 STR: 0 POW: 27 END: 53

These undead monster thrive off the blood of the living

Location(s)

- H.F.I.L
- Northern Wilderness, Volcano (Gotenks LV140)
- Southwest Forest (Gotenks LV140)

Drop:

Crystal Pendant, Turkey, 20 Ton Boots, Hercule-ade, Silvery Boots, Flippers

---

046 Lich HP: 2500 STR: 46 POW: 0 END: 50

The bones of the dead are animated by an unseen force.



- Barren Wasteland
- Ninja Stronghold (Goku LV135)
- East District 439 (Gohan LV140)
- Northern Wilderness, Volcano (Gotenks LV140)
- Southwest Forest (Gotenks LV140)
- Pilaf's Castle (Goten LV145)
- Airship (Chapter 11)

Drop:

Three-Course Meal, Turkey, Pyrite Armor, Elixir, Prototype Space Armor, Stylish Haori, Four-leaf Clover

---

051 Power Mechanoid                    HP:        10521   STR:   82 POW:    0 END: 115

This cyborg transforms into a metal ball.

Location(s)

- Barren Wasteland
- Airship (Chapter 11)
- Diablo Desert Express (Trunks LV135)
- Pilaf's Castle (Goten LV145)
- Kyodai Pyramid (Vegeta LV155)
- Northern Wilderness, Volcano (Gohan LV160)

Drop:

Dinosaur Tail, Super Elixir, Elixir, Dinosaur Milk, Crystal Gauntlets

---

052 Blood Cell                        HP:        3085   STR:   55 POW:    0 END: 35

The Blood Cells in Buu's imune system don't like intruders.

Location(s)

- Inside Buu - Stomach, Intestines (Chapter 10)

Drop:

Dinosaur Tail, Three Course Meal, Super Elixir, Wet Suit

---

053 Blister                            HP:        18530   STR:    0 POW:    0 END: 75

This blister creates enzymes

Location(s)

- Inside Buu - Stomach (Chapter 10)

Drop:

Dinosaur Milk, Super Elixir, "Z" Armor, Super Elixir, Crystal Gauntlets, Winged Sandals, Dinosaur Tail, Soccer Cleats, Saiyan Gloves, Saiyan Boots, "BAD MAN" Shirt, Saiyan Armor

---

054 Enzyme                            HP:        5420   STR:   25 POW:    0 END: 25

Enzymes assist Buu in digestion.

Location(s)

- Inside Buu - Stomach (Chapter 10)

Drop:

N/A

---

056 Worm Body                        HP:        5170   STR:   35 POW:    0 END: 58







---

065 Grand Mechanoid                    HP:            5775   STR:   56 POW:   0 END:   51

This cyborg transforms into a metal ball.

Location(s)

- Diablo Desert Express (Gohan LV100)
- Diablo Desert, Diablo Desert Express (Trunks LV135)

Drop:

Dirty Shoes, Hercule-ade

---

066 War Machine                        HP:            8280   STR:   51 POW:   90 END:   75

Battle tanks are fully armored in 2 inch plates of geromantium. These tanks are armed with a 120mm cannon.

Location(s)

- Diablo Desert (Trunks LV135)
- Northern Wilderness (Gotenks LV140)

Drop:

100 Ton Armbands, Elixir

---

067 Super Majin Fighter                HP:            5955   STR:   65 POW:   0 END:   63

A martial artist who has been converted over to Babidi's side.

Location(s)

- Kyodai Pyramid (Gohan LV120)
- Southwest Forest (Gotenks LV140, Vegeta LV140)

Drop:

Elixir, Steak, Dirty Armor, Turkey

---

068 Super Majin Soldier                HP:            6250   STR:   0 POW: 110 END:   75

One of Babidi's Majin Henchman from an unknown alien species.

Location(s)

- Kyodai Pyramid (Gohan LV120)
- Southwest Forest (Gotenks LV140, Vegeta LV140)

Drop:

Turkey, Dirty Gauntlets, Alligator Loafers, Flippers, 100 Ton Boots

---

069 Super Shield Soldier                HP:            7200   STR:   0 POW: 110 END:   85

The Majin Soldier will block your attacks with his shield.

Location(s)

- Kyodai Pyramid (Gohan LV120)
- Southwest Forest (Gotenks LV140)

Drop:

Turkey

---

070 Ion Cannon                         HP:            1475   STR:   0 POW:   62 END:   56

These advanced megawatt class chemical laser guns are quite dangerous.

Loction(s)

- Pilaf's Castle (Goten LV100)

Drop:

Brute Coat

---

071 Atomizer	HP:	6750	STR:	0	POW:	105	END:	58
--------------	-----	------	------	---	------	-----	------	----

These advanced megawatt class chemical laser guns are quite dangerous.

Location(s)

- Pilaf's Castle (Goten LV145)

- Airship (Chapter 11)

Drop:

Elixir, Super Elixir, Hercule-ade

---

That's all the enemies!

-----  
Bosses  
-----

Most bosses are missable once you have defeat them, so make sure you use your scouter to get their bio-data.

---

001 Olibu*	HP:	565	STR:	13	POW:	0	END:	21
------------	-----	-----	------	----	------	---	------	----

Olibu is an Other World fighter, originally from Earth. Many of the Earth's legends are based off him.

Location(s)

Grand Kai's Planet (Chapter 1)

---

002 Pikkon*	HP:	950	STR:	14	POW:	14	END:	30
-------------	-----	-----	------	----	------	----	------	----

A powerful and respected ailen warrior in the Other World

Location(s)

Other World Stadium (Chapter 1), HFIL (Chapter 8)

---

003 Hercule	HP:	20	STR:	5	POW:	5	END:	5
-------------	-----	----	------	---	------	---	------	---

The World Champion of Martial Arts. The world believes he was the one who defeated Cell, even though it was really Gohan. Although a powerful martial artist on his own right, he is no match for the Z-Fighters powers.

Location(s)

Papaya Island (Chapter 3)

- You can play as him temporarily at the start of Chapter 8, which involves no battles...

---

004 Idasa*	HP:	1320	STR:	13	POW:	0	END:	28
------------	-----	------	------	----	------	---	------	----

An elementary school student who has made a name for himself in various junior martial arts tournaments.

Location(s)

Papaya Island (Chapter 3)

- You can scout for his data when you are fighting him as Trunks.

---

004 Shopovich\* HP: 225 STR: 15 POW: 0 END: 25

This martial artist fought against Hercule in the 24th World Tournament. There appears to be something strange about him...

Location(s)

Papaya Island (Chapter 3)

---

005 Yamu\* HP: 1476 STR: 20 POW: 0 END: 23

There appears to be something strange about this martial artist.

Location(s)

Papaya Island (Chapter 3)

---

006 Puipui\* HP: 50 STR: 15 POW: 15 END: 10

Pui Pui is an ailen from the planet Zoon and also a henchman of Babidi.

Location(s)

Babidi's Ship (Chapter 4)

---

007 Yakon\* HP: 1725 STR: 20 POW: 68 END: 41

A notorious monster from the alien planet of darkness. Has the power to absorb energy.

Location(s)

Babidi's Ship (Chapter 4)

---

008 Mini-Yakon\* HP: 850 STR: 20 POW: 16 END: 38

These aliens are like miniature versions of Yakon.

Location(s)

Babidi's Ship (Chapter 4)

- These miniature versions of Yakon will only appear if Yakon has gone hiding inside the cave.

Drop: Vanilia Soda, Jade Keiko, Snorkel, Hamburger

---

009 Dabura HP: 10000 STR: 22 POW: 5 END: 51

Dabura is the ruler of the Underworld. He is a henchman of Babidi.

Location(s)

Babidi's Ship (Chapter 4), Heaven (Chapter 7 onwards)

---

010 Majin Vegeta\* HP: 8500 STR: 22 POW: 25 END: 51

Vegeta has been taken over by Babidi's Majin powers

Location(s)

Rocky Canyon (Chapter 5)

- After you have resume control of Vegeta upon defeating Goku, the biodata will reflect under Vegeta.





Although he likes a child, Kid Buu is actually the most dangerous of all Buu's many forms.

Location(s)

Planet of Kais (Chapter 11)

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## 9.2 Enemy Classes and Strategies

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As a tradition in most RPGs, enemies become stronger as you progress into the game and stronger forms of an enemy will appear to replace the weaker. Below is a breakdown of the classes, notes about their attacks and how to deal with them.

---

### "Criminal Class"

Lvl 050-075	Lvl 076-100	Lvl 100 onwards
Criminal	Hooligan	Rapscallion

"A known criminal wanted on several counts of chicanery and multiple counts of shenanigans"

Criminal are enemies that has a mohawk on it heads. There are 2 variations of them. They have a simple jab attack and has the ability to guard. Just like a normal fighter.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

---

### "Gunman Class"

Lvl 050-075	Lvl 076-100	Lvl 100 onwards
Gunman	Sniper	Assasin

"A known criminal wanted on several counts of mischief and multiple counts of high jinks."

These enemies are one of the most verstatile enemies that you will encounter. They are able to attack with long range (with their hand rifle or short range). They are a werewolf-like enemies.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

---

### "Bomber Class"

Lvl 050-075	Lvl 076-100	Lvl 100 onwards
Bomber	Mad Bomber	Grenadier

"A bomber armed with dangerous explosives. Approach with extreme caution."

These helmet-wearing enemies will hurl bombs at you from a distance. The bomb will takes around 2 to 3 seconds before it explodes. But after a release of a bomb, he will become very vulnerable to attacks.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

---

"Mercenary Class"

Lvl 050-075	Lvl 076-100	Lvl 100 onwards
Mercenary	Hessian	Marauder

"A ruthless soldier of fortune. Armed with rocket propelled grenades."

They fire rocket missiles which travel a long distance but the speed is quite slow. But upon hitting your character, it is rather damaging if your character is low on HP.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

---

"Thug Class"

Lvl 050-075	Lvl 076-100	Lvl 100 onwards
Thug	Goon	Bruiser

"These tough guys have more muscles than brains."

The description fits these tough-looking guys. They are very slow-moving but their pipe swinging attack packs a punch. They don't guard but they have a decent amount of HP. So he raises his pipe, just move away from him. Attack from range. Very dangerous to fight with when your character is low on HP. The hit-and-run strategy works extremely well against it.

They will appear on the Stolen Airships or Rogue Submarines. The appearance will change depending on the character's level.

---

"Tank Class"

Lvl 050-075	Lvl 075-125	Lvl 126 onwards
Tank	Juggernaut	War Machine

"Battle tanks are fully armored in 2 inch plates of geromantium. These tanks are armed with a 120mm cannon."

It is extremely to deal these enemy if you do not use ki-blast. It could cause an instant dead scenario when your character is trapped in between the walls and is unable to move out. It could roll over your characters like pancakes and its main cannon does an equivalent damage of a Mercenary class enemy. Plus when it explodes, it will reveal 4 crew members (a combination of Criminal class and/or Bomber class enemies)

Tank - Criminal, Bomber  
Juggernaut - Hooligan, Mad Bomber  
War Machine - RapsCALLION, Grenadier

---

"Majin Fighter Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Majin Fighter	Elite Majin Fighter	Super Majin Fighter

"A martial artist who has been converted over to Babidi's side."

They look alike to Yamu. But they are weaker and average fighters. Their attacks are the same as the Fighters that Goku fought at Grand Kai's Planet. Just block and counter will be fine.

---

"Majin Soldier Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Majin Soldier	Elite Majin Soldier	Super Majin Soldier

"One of Babidi's Majin Henchmen from an unknown alien species."

Just handle them the same way you have handled the Gunman class enemies. They will fire laser beams from distance which can be nullified with your ki blast. It could guard your attacks too. Just get close to it and pummel it with your fists.

---

"Shield Soldier Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Majin Shield Soldier	Elite Shield Soldier	Super Shield Soldier

"This Majin Soldier will block your attacks with his shield."

They are just Majin Soldier classes armed with Shield. The shield will take around 3 to 4 hits before you can get to fight the Soldier himself. But when you are forcing it to backstep, it is actually very vulnerable as the shield has exposed its body. Likewise, just dodge its and keep on pummeling will do the trick of defeating it.

---

"Destroyer Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Destroyer	Annihilator	Death Machine

"A robot with thick geromantium armor that makes it invulnerable to most conventional attacks."

They are \*HUGE\*. But remember this basic theory. Big sized enemies are normally slow in speed. The Destroyer is capable of firing flamethrower on its left arm (if it facing, it will be on the right). It is capable of dealing a short jab punch when it is moving forward. When it is being attacked, it seems most of the time becoming temporarily stunned. Just approach it from the target's right (avoid the flamethrower) and engage close combat to defeat it.

---

"Turret Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Laser Turret	Ion Cannon	Atomizer

"These advanced megawatt class chemical laser guns are quite dangerous."

The location of these enemies are fixed and the lasers are fired in the direction that the barrel of the turret is facing. It could hit its own friendly forces ^\_^ (if you managed to lure enemies standing in between your character and the laser...). Since the location is fixed, just position your character directly above its release spot and



pummel once it reveal itself off the ground. Or you can dodge it's laser and hit it, applying the hit-and-run strategy.

---

### "Mummy Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Mummy	Cursed One	Pharoah

"From the ancient sands of time these mummies awaken to curse the living"

These mummies are capable of "locking" your character with pieces of cloth that prevents your character from using energy based attacks. If you get caught by it, just tap left and right on +Control Pad to shake them off.

---

### "Ghost Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Ghost	Phantom	Poltergeist

"These spirits come from the Other World to haunt the living."

The Ghost has the ability to teleport and become invisible for a time being. They could travel across walls and could repel your attacks easily. The only weakness of the enemy is its low HP and in fact, you can ignore them as a transparent target ^\_^

---

### "Skeleton Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Skeleton	Bones	Lich

"The bones of the dead are animated by an unseen force."

These enemy cannot be defeated. If you lower its HP to zero, it will be in a shabbles of bones for a temporarily 5 to 10 seconds. They used to appears in groups. Just ignore and move away from them.

---

### "Vampire Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Vampire	Vlad	Nosferatu

"These undead monster thrive off the blood of the living"

These enemies can transform into vampire bats (which enable it to travel across objects at will). In human form, it will rush to your character and once it grab hold of your character will suck blood out of your character. If you get caught, just tap left and right to shake it off.

---

### "Cyborg Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
-	Cyborg	Hyper Cyborg

Half man... Half machine... All deadly.

This group is probably the most balanced group. It can attack from

long range or short range, with a decent defence and speed. They become more and more common when your characters gain more levels.

---

### "Bio Mech Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
-	Bio Mech	Ultra Bio Mech

Watch out for this Cyborg's killer claw!

It resembles the Thugs group but it has more variety of attacks. Its killer claw can be extended and grab your character from afar to close it, plus it deals same amount of the damage of a Thug class will do. It's key weakness remains the same. It is still a slow moving dude.

---

### "Mechanoid Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Mechanoid	Grand Mechanoid	Super Mechanoid

This cyborg transforms into a metal ball

I hate these guys (really!). They are extremely dangerous if your characters are low on HP. They will guard most of the times and once it transformed into a ball, it become invincible where it will received no damage (unleass your character is equipped with a Spiked Breastplate...). Just hold down the R button until it opens its torso and strike it. Play a game of patience with it.

---

### "Ninja Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Ninja	Shinobi	Shadow Warrior

"A ninja. These warriors value stealth and subterfuge. Some ninja use their ninjutsu skills for Assasination and thieving."

This enemy is cool but it has only 2 basic attacks - a short jab and throwing darts. It is able to teleport from places and it could hide itself within pots or golden chests. You can attack it even when it is in disguise.

---

### "Samurai Class"

Lvl 050-075	Lvl 076-125	Lvl 126 onwards
Samurai	Ronin	Shogun

"Although many of these ancient warriors live by the code of the Bushido, they should be considered highly dangerous. Samurai are known for their devastating sword attacks."

It will be in guard mode when it faces your character within a short distance and surprised you with a dashing sword slash. Hit-and-run strategy works well against it but I recommend guard-and-counter. Since its attacks are short range (although the dashing sword slash have some range), just guard and pummel once it gets "stunned".

---

### "Ghoul Class"

Lvl 050-075

Lvl 076-125

Lvl 126 onwards

-

Ghoul

Living Dead

"When there is no more room in H.F.I.L the dead will walk the Earth."

It attack like zombies. It seems they have an average attack like Majin Fighter class but they are slower moving and often appears in large groups. But don't underestimate them or you will pay the price.

---

"Knight Destroyer Class"

Lvl 050-075

Lvl 076-125

Lvl 126 onwards

Knight Destroyer

Metal Hulk

Shadow Colossus

"The Destroyer's nastier, stronger and meaner older brother."

It resembles the Destroyer class but it is armed with a shield and a sword. Despite having high HP and great defense, it has only one attack - a sword slash. When you saw it raising its sword, dodge from it from a distance. Resume your attacks until you saw it is about to raise it sword attack. Just hit and run will do the trick.

---

Other Enemies

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---

Fighter

"This is a martial artist from the Other World."

You will fight them at the start of the game. They can throw a couple of \*weak\* punches that won't bite...

---

Buu's Body Defense Mechanism

Blood Cell

"The Blood Cells in Buu's imune system don't like intruders."

If you don't bother them or move in their way, you won't get harmed! But they attacks like vampires and will keep on draining off HP unless you destroyed them.

Blister "This blister creates enzymes"

Enzyme "Enzymes assist Buu in digestion"

The blister will appear only in the Stomach portion of Buu and it also offers rarest equipment (or best) for the game. It could create infinite amount of enzymes, which could stick on your character like glue and drains 1 HP unless you shake it off (tap left and right on the +Control Pad). Upon the blister is destroyed, the enzymes will also be destroyed except those that are still sticking on your character's body.

Worm Head, Worm Body, Worm Tail

"These worms live inside Buu's digestive system."

The enemy could travel in straight lines and cannot move diagonally. A worm normally comprises of a worm head, 3 to 4 worm bodies and a worm tail. Once you destroyed the head, the entire worm will be destroyed. If you destroy the body, the worm will split into smaller groups. They attack similar to Goku's Kamehameha. Like the red blood cells, if you don't disturb them, they won't attack your character.

---

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### 9.3 Complete Scouting List

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There are a total of 148 available scouting objects. Some scouting objects has variations too.

For example,

Goku has 3 transformations (normal Saiyan, Super Saiyan & Super Saiyan 3) but there is another 3 transformations with halos. Hence for Gohan's case, it will be more complex...

For the enemies, the locations will be different depending on the character gates that you have used to access a particular dungeon. Hence, here is the scouting list arranged accordingly as the game will list. (Well, my GBA is low on battery because of typing this list ^\_^)

---

001 Alien Warlord Boss

Location: Airship - Control Room (Chapter 6)

Notes: Make sure you use your scouter on it before defeating it to retrieve the dragon ball.

---

002 Alien Announcer NPC

Location: Other World Stadium (Chapter 1)

Notes: You can only scout for its biodata during the battle against Pikkon in Chapter 1.

---

003 Android #18 NPC

Location: - Roshi's Island  
- Papaya Island (before registration & fighters' rest area)

---

004 Annihilator Enemy

Location: - H.F.I.L  
- Southwest Forest (Goku LV100)

---

005 Announcer NPC

Location: Papaya Island

Notes: You can scout for his biodata before you start the punching challenge at the World Tournament Stage.

---

006 Assasin Enemy

Location: - Northern Wilderness (Goten LV100)  
- Diablo Desert, Diablo Desert Express (Gohan LV100)  
- Pilaf's Castle (Goten LV100)  
- Diablo Desert (Trunks LV135)

---

007 Atomizer Enemy

Location: - Pilaf's Castle (Goten Lv145)  
- Airship (Chapter 11 - after defeating Kid Buu)

---

008 Baba NPC

Location: Yemma's Office (Chapter 11 - after defeating Kid Buu)

---

009 Babidi Boss

Location: - Rocky Canyon (Chapter 5)  
- West City (Chapter 7)

Notes: There are 2 chances - the battles against Majin Buu using Vegeta at Rocky Canyon and Goku (SSJ3) at Chapter 7 before you see him get destroyed by Majin Buu forever.

---

010 Bio Mech Enemy

Location: Airship (Chapter 6)

Notes: It will be lost forever once the Airship blows up...

---

011 Blister Enemy

Location: Inside Buu - Stomach (Chapter 10)

Notes: Once Goku and Vegeta successfully rescue the captured friends from Buu, you can no longer fight this enemy. Please note that this enemy drops a \*lot\* of valuable equipment...

---

012 Blood Cell Enemy

Location: Inside Buu - Stomach, Intestines (Chapter 10)

Notes: It will be longer available after Goku and Vegeta got free from Buu's body.

---

013 Bomber Enemy

Location: - East District 439  
- Musaka Circus (Get Great Saiyaman outfit)  
- Stolen Airship\*  
- Rogue Submarine\*

\* This depends on your character's levels

---

014 Bones Enemy

Location: - Volcano (Goten LV100)  
- Diablo Desert (Gohan LV100)  
- Pilaf's Castle (Goten LV100)

---

015 Broly Boss

Location: Volcano Summit (Chapter 6)

Notes: Remember to scout his data before you killed him...

---

016 Bruiser Enemy

Location: - Volcano (Goten 100)  
- Pilaf's Castle (Goten LV100)  
- Diablo Desert, Diablo Desert Express (Gohan LV100)  
- Stolen Airship\*  
- Rogue Submarine\*

\* This depends on your character's levels

---

017 Bubbles NPC

Location: - Snakeway (Chapter 1)  
- Cave of Ancients (Chapter 11 - defeated Kid Buu)

---

018 Bulma NPC

Location: - Bulma's House (before getting all dragonballs)  
- Papaya Island (before registration)  
- Kami's Lookout (before Goku battles Buu at West City)

---

019 Chi-Chi NPC

Location: - Goku's House (before departing for World Tournament),  
- Papaya Island (before registration)

---

020 Chobi NPC

Location: - Hercule City (see notes for details)  
- Musaka Circus (before rescue it)

Notes: Immediately after Gohan (or Great Saiyaman) aids Videl to rescue the Mayor from the bandits, you can scout for the data. If you move too close to it, it will trigger the cutscene.

---

021 Criminal Enemy/NPC

Location: - East District 439  
- Musaka Circus (Get Great Saiyaman outfit)  
- Thieves Den (at the entrance)  
- Stolen Airship\*  
- Rogue Submarine\*

\* This will depend on your character's current level

---

022 Cursed One Enemy

Location: - Volcano (Goten LV100)  
- Diablo Desert (Gohan LV100)  
- Pilaf's Castle (Goten LV100)  
- Kyodai Pyramid (Gohan LV120)

---

023 Cyborg Enemy

Location: Airship (Chapter 6)  
Notes: It will be lost forever once the Airship blows up...

---

024 Dabura Boss/NPC

Location: - Demon World (see notes below)  
- Heaven

Notes: You will see his normal form when fighting him using Gohan in Chapter 4. You will get to see his "special" version when you visit Heaven once you got access to the Other World map.

---

025 Death Machine Enemy

Location: - Barren Wasteland  
- Diablo Desert, Diablo Desert Express (Trunks LV135)  
- East District 439 (Gohan LV140)  
- Volcano (Gotenks LV140)  
- Southwest Forest (Gotenks LV140, Vegeta LV140)  
- Pilaf's Castle (Goten LV145)

---

026 Dende NPC

Location: Kami's Lookout

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027 Destroyer Enemy

Location: - Airship (Chapter 6)  
- Southwest Forest (Goku Lv70 Gate)  
- Babidi's Ship (Chapter 4)  
- Diablo Desert (Gohan LV100)  
- Pilaf's Castle (Goten LV100)  
- Northern Wilderness (Goten LV100)

---

028 Dr. Brief NPC

Location: Capsule Corporation - Dr. Brief's Lab

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029	Elite Majin Fighter	Enemy
Location: - Babidi's Ship (Chapter 4) - Southwest Forest (Goku LV75)		
Notes: You will no longer be able to scout for their data after you trigger the battle against Dabura.		
030	Elite Majin Soldier	Enemy
Location: - Babidi's Ship (Chapter 4) - Southwest Forest (Goku LV75)		
Notes: You will no longer be able to scout for their data after you trigger the battle against Dabura.		
031	Elite Shield Soldier	Enemy
Location: Babidi's Ship (Chapter 4)		
Notes: You will no longer be able to scout for their data after you trigger the battle against Dabura.		
032	Enzyme	Enemy
Location: Inside Buu's - Stomach (Chapter 10)		
Notes: Once you lost the Blister, this will be gone too. It is another enemy that is released from the Blister enemy itself.		
033	Erasa	NPC
Location: Orange Star High School (before get Great Saiyaman outfit)		
Notes: She will be available for scouting once Gohan's first class at Orange Star High School is over.		
034	Fighter	Enemy
Location: Grand Kai's Planet		
035	Ghost	Enemy
Location: - Pilaf's Castle (Goten Lv80) - Kyodai Pyramid (Trunks Lv80)		
036	Ghoul	Enemy
Location: - Northern Wilderness, Volcano (Goten LV100) - Pilaf's Castle (Goten LV100) - Southwest Forest (Goku LV100, Vegeta LV120)		
037	Gogeta	Playable
Location: 1st Appearance - Chapter 11 (H.F.I.L)		
Notes: You will be able to play during the battle against Janemba at HFIL in Chapter 8. If you unlock him, by collecting all 25 Hercule Exhibits and 15 Z-Fighter Exhibits.		
038	Gohan	Playable/Boss
Location: 1st Appearance - Chapter 2 (Goku's House)		
Notes: You will be able to play as him from the beginning of Chapter 2. He is the character with most outfits. So do not miss it.		
039	Goku	Playable
Location: 1st Appearance - Chapter 1 (Snakeway)		
Notes: What is a Dragonball Z game if you do not get play as Goku for most of the time. Make sure you get snapshots of him while he has the halo on it...		
040	Goon	Enemy
Location: - Thieves Den (Trunks LV80)		

- Diablo Desert, Diablo Desert Express (Goten LV80)
- Pilaf's Castle (Trunks LV80)
- Stolen Airship\*
- Rogue Submarine\*

\* This will depend on your character's current level

---

041 Goten Playable/Boss

Location: 1st Appearance - Chapter 2 (Goku's House)

Notes: It is quite sad that you have battle him for most of the times in the game. You will be able to play as him after Chapter 6 when Goten and Trunks need to find the dragon balls.

---

042 Gotenks Playable

Location: 1st Appearance - Chapter 8 (Kami's Lookout)

Notes: He will be playable when the last battle against Kid Buu end. Hence you should have no problem in getting his stats.

---

043 Grand Kai NPC

Location: Grand Kai' Planet (after defeating Kid Buu in Chapter 11)

Notes: You cannot get your scouter when he is wearing the Kai outfit though. You will find next to the location where King Kai is.

---

044 Grand Mechanoid Enemy

Location: - Diablo Desert Express (Gohan LV100)  
 - Diablo Desert, Diablo Desert Express (Trunks LV135)

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045 Gregory NPC

Location: Snakeway (Chapter 1)

Notes: Probably the first missable target if you did not about the scouter before you start the game. He will disappear after Goku have talked with King Yemma.

---

046 Grenadier Enemy

Location: - Northern Wilderness (Goten LV100)  
 - Diablo Desert Express (Gohan LV100)  
 - Pilaf's Castle (Goten LV100)  
 - Diablo Desert, Diablo Desert Express (Trunks LV135)  
 - Stolen Airship\*  
 - Rogue Submarine\*

\* This will depend on your character's current level

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047 Gunman Enemy

Location: - East District 439  
 - Musaka Circus (after rescue Chobi)

---

048 Hercule NPC/Boss/Playable

Location: - Papaya Island (throughout the World Tournament)  
 - Start of Chapter 8  
 - Barren Wasteland (Chapter 9)

Notes: If you saw a guy with a funny hairstyle in a brown gi, that's him. He is the world's most famous "hero".

---

049 Hessian Enemy

Location: - Thieves Den (Trunks LV80)  
 - Diablo Desert, Diablo Desert Express (Goten LV80)



- Pilaf's Castle (Trunks LV80)
- Stolen Airship\*
- Rogue Submarine\*

\* This will depend on your character's current level

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050 Hooligan Enemy

Location: - Thieves Den (Trunks LV80)  
 - Diablo Desert, Diablo Desert Express (Goten LV80)  
 - Pilaf's Castle (Trunks LV80)  
 - Diablo Desert (Gohan LV100)  
 - Pilaf's Castle (Goten LV100)  
 - Stolen Airship\*  
 - Rogue Submarine\*

\* This will depend on your character's current level

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051 Human NPC/Boss

Location: - Hercule City  
 - West City  
 - Nataday Village  
 - Papaya Island (battle in Kid's tournament, shop owners)  
 - Planet of the Kais (Z-Mart) - Chapter 11

Notes: Any human being that has no name being affixed to it will be classified under here. There are lots of them to scout for. You will be fighting some of them in the course of the World Tournament as Trunks.

---

052 Hyper Cyborg Enemy

Location: - Barren Wasteland  
 - Airship (Chapter 11)  
 - Diablo Desert Express (Trunks LV135)  
 - East District 439 (Gohan LV140)  
 - Kyodai Pyramid (Vegeta LV155)  
 - Northern Wilderness, Volcano (Gohan LV160)

---

053 Idasa Boss

Location: Papaya Island (World Tournament Match)  
 Notes: Make sure you get his biodata before you defeat him with Trunks.

---

054 Ion Cannon Enemy

Location: - Pilaf's Castle (Gohan LV100)

---

055 Janemba Boss

Location: HFIL (Chapter 8)  
 Notes: It is located after the save point where you located Pikkon. Before you defeat it, allow it to fly up to the air to get Mini-Janemba for data collection.

---

056 Mini-Janemba Boss

Location: HFIL (Chapter 8)  
 Notes: It will only appear during the boss fight against Janemba if you allow the boss to create it.

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057 Janemba Hand Enemy

Location: HFIL (Chapter 8)  
 Notes: It is located throughout the course of HFIL when you first visited it. However, it will disappear forever after you have defeated Janemba. To get its bio data, just have your

character idle on the terrain. Wait for a ripple to appear and then activate the scouter. It is normally just nearby your character.

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058	Jewl	NPC
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Location: Papaya Island - Resting Room (Chapter 3)  
Notes: After the kids tournament is over, you will be controlling Gohan where all the available participants are...

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059	Juggernaut	Enemy
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Location: - Thieves Den (Trunks LV80)  
- Diablo Desert (Goten LV80)  
- Diablo Desert (Gohan LV100)  
- Pilaf's Castle (Goten LV100)

---

060	Kibito	NPC
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Location: - Papaya Island - Resting Room (Chapter 3)  
- Planet of Kais (Chapter 9)  
Notes: He can be found in northwest corner of the resting room with the Supreme Kai (Mr. Shin). The last chance to get his data is during the process of Gohan pulling out the Z Sword at the Planet of Kais.

---

061	Kid Buu	Boss
-----	---------	------

Location: Planet of Kais (Chapter 11)  
Notes: It is the official last battle of the game. You got many chances to fight him using Vegeta and Goku.

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062	Killa	NPC
-----	-------	-----

Location: Papaya Island - Resting Room (Chapter 3)  
Notes: After the kids tournament is over, you will be controlling Gohan where all the available participants are...

---

063	King Kai	NPC
-----	----------	-----

Location: - Snakeway (Chapter 1)  
- Grand Kai's Planet  
Notes: He will follow Goku around throughout the start of the game. If you miss him, you can visit Grand Kai's Planet and find him next to the mint-coloured limosine.

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064	King Yemma	NPC
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Location: Yemma's Office  
Notes: He is a huge ogre and you can scan him by standing on his side, not in front of his table.

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065	Knight Destroyer	Enemy
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Location: - Northern Wilderness, Volcano (Goten LV100)  
- Pilaf's Castle (Goten LV100)

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066	Pilaf's Guardian	Boss
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Location: Pilaf's Castle (Chapter 6)  
Notes: Before you defeat it to get the dragonball, just make sure you use the scouter on it or it will be lost forever.

---

067	Korin	NPC
-----	-------	-----

Location: Korin's Tower (Chapter 3 onwards)  
Notes: It will be accessible when Goku needs to visit Yajirobe at Korin's Tower to collect a Senzu Bean for Videl.

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068	Krillin	NPC
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Location: - Roshi Island  
- Papaya Island (before registration - Chapter 3)  
- Papaya Island (fighter's resting area - Chapter 3)

---

069 Laser Turret Enemy

Location: - Babidi's Ship (Chapter 4)  
- Airship (Chapter 5)

---

070 Lich Enemy

Location: - H.F.I.L  
- Northern Wilderness, Volcano (Gotenks LV140)

---

071 Living Dead Enemy

Location: - H.F.I.L  
- Northern Wilderness, Volcano (Gotenks LV140)  
- Ninja Stronghold (Goku LV135)

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072 Mad Bomber Enemy

Location: - Thieves Den (Trunks LV80)  
- Diablo Desert, Diablo Desert Express (Goten LV80)  
- Pilaf's Castle (Trunks LV80)  
- Diablo Desert (Gohan LV100)  
- Pilaf's Castle (Goten LV100)  
- Stolen Airship\*  
- Rogue Submarine\*

\* This will depend on your character's current level

---

073 Majin Buu Boss

Location: Rocky Canyon (Chapter 5), West City (Chapter 7)  
Notes: There are 2 chances - the battles against Majin Buu using Vegeta at Rocky Canyon and Goku (SSJ3) at Chapter 7.

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074 Majin Fighter Enemy

Location: - Southwest Forest (Goku LV70)  
- Babidi's Ship (Chapter 4)

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075 Majin Shield Soldier Enemy

Location: Babidi's Ship (Chapter 4)  
Notes: It will be lost forever after you have intitate the battle against Dabura using Gohan (i.e. access Level 3 gate in Babidi's Ship)

---

076 Majin Soldier Enemy

Location: - Southwest Forest (Goku LV70)  
- Babidi's Ship (Chapter 4)

---

077 Majin Vegeta Boss

Location: Rocky Canyon (Chapter 5)  
Notes: You will be battling him using Goku. So make sure you get his bio data before the battle is over.

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078 Marauder Enemy

Location: - Northern Wilderness (Goten LV100)  
- Diablo Desert Express (Gohan LV100)  
- Pilaf's Castle (Goten LV100)  
- Stolen Airship\*  
- Rogue Submarine\*

\* This will depend on your character's current level

079	Marron	NPC
Location: - Roshi Island - Papaya Island (before registration - Chapter 6)		
080	Master Roshi	NPC
Location: - Roshi Island - Papaya Island (before registration - Chapter 6)		
081	Mechanoid	Enemy
Location: Airship (Chapter 6) Notes: It will be lost forever once the Airship blows up...		
082	Mercenary	Enemy
Location: - East District 439 - Musaka Circus (Get Great Saiyaman outfit) - Thieves Den (at the entrance) - Stolen Airship* - Rogue Submarine*		
* This will depend on your character's current level		
083	Metal Hulk	Enemy
Location: - Barren Wasteland - Ninja Stronghold (Goku LV135) - East District 439 (Gohan LV140) - Northern Wilderness, Volcano (Gotenks LV140) - Southwest Forest (Gotenks LV140) - Pilaf's Castle (Goten LV145) - Airship (Chapter 11)		
084	Monk	NPC
Location: Papaya Island		
085	Mr. Popo	NPC
Location: Kami's Lookout		
086	Mrs. Brief	NPC
Location: Capsule Corporation		
087	Mummy	Enemy
Location: - Diablo Desert (Goten LV80) - Kyodai Pyramid (Trunks LV80) - Kyodai Pyramid (Gohan LV120) - Kyodai Pyramid (Vegeta LV155)		
088	Ninja	Enemy
Location: - Ninja Stronghold (Goten LV80) - Ninja Stronghold (Trunks LV110) - Ninja Stronghold (Goku LV135)		
089	Ninja Boss	Boss
Location: Ninja Stronghold (Chapter 6) Notes: Once you defeated the boss himself, it will be a gonner forever.		
090	Nosferatu	Enemy
Location: - H.F.I.L - Northern Wilderness, Volcano (Gotenks LV140) - Southwest Forest (Gotenks LV140)		

091	Olibu	Boss/NPC
Location: - Grand Kai's Planet (Chapter 1) - Cave of Ancients (Chapter 1)		
Notes: After Goku has used instant transmission to retrieve the Cotton Gi from the chest that is trapped, you can no longer scout for his biodata.		
092	Oolong	NPC
Location: - Papaya Island (before registration)		
Notes: You will find him near Master Roshi at the registration counter of World Tournament arena before you have registered both Gohan and Trunks.		
093	Ox King	NPC
Location: - Papaya Island (before registration) - Goku's House (Chapter 11 - after defeating Kid Buu)		
094	Phantom	Enemy
Location: - Northern Wilderness (Goten LV100) - Pilaf's Castle (Goten LV100) - Kyodai Pyramid (Gohan Level 120)		
095	Pharoah	Enemy
Location: - Kyodai Pyramid (Gohan LV120) - Diablo Desert (Trunks LV135) - East District 439 (Gohan LV140) - Kyodai Pyramid (Vegeta LV155)		
096	Piccolo	NPC/Boss
Location: - Kami's Lookout - Papaya Island (Chapter 4)		
097	Pikkon	NPC/Boss
Location: - Other World Stadium (Chapter 1) - HFIL (Chapter 8)		
Notes: You got 2 chances to get his biodata. The first one is at the Other World Stadium where you are battling him with Goku. The next one is at HFIL at the Save Circle before you battle Janemba (do not get too close to it or it will trigger the cutscene where he will fly away for good.)		
098	Emperor Pilaf	NPC
Location: Pilaf's Castle (Chapter 6)		
Notes: After you have defeat his bodyguard - Pilaf's Castle, he will be lost forever.		
099	Pintar	NPC
Location: Papaya Island - Resting Room (Chapter 3)		
Notes: After the kids tournament is over, you will be controlling Gohan where all the available participants are...		
100	Poltergeist	Enemy
Location: - H.F.I.L - Ninja Stronghold (Trunks LV110) - Kyodai Pyramid (Vegeta LV155)		
101	Power Mechanoid	Enemy
Location: - Barren Wasteland - Airship (Chapter 11)		

- Diablo Desert Express (Trunks LV135)
- Pilaf's Castle (Goten LV145)
- Kyodai Pyramid (Vegeta LV155)
- Northern Wilderness, Volcano (Gohan LV160)

---

102 Village Priest NPC  
Location: Nataday Village

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103 Puar NPC  
Location: - Papaya Island (before registration)  
Notes: You will find him near Yamcha at the registration counter of World Tournament arena before you register both Gohan and Trunks.

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104 Puipui Boss  
Location: Babidi's Ship (Chapter 4)  
Notes: The problem is that he is so easy to handle (with only a merely 50 HP) and you might miss his biodata if you kill him too fast with Vegeta.

---

105 Rascalion Enemy  
Location: - Northern Wilderness (Goten LV100)

- Diablo Desert, Diablo Desert Express (Gohan LV100)
- Pilaf's Castle (Goten LV100)
- Diablo Desert, Diablo Desert Express (Trunks LV135)
- Stolen Airship\*
- Rogue Submarine\*

\* This will depend on your character's current level

---

106 Musaka NPC  
Location: Hercule City (Chapter 2 - after Gohan saves Mayor)  
Notes: This is another commonly missed biodata. Before you get to close to the crowd, use your scouter from far range to get his biodata. If you get too close to him, you will lose his biodata for good!

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107 Ronin Enemy  
Location: - Volcano (Goten LV100)

- Ninja Stronghold (Trunks LV110)
- Ninja Stronghold (Goku LV135)

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108 Samurai Enemy  
Location: - Ninja Stronghold (Goten LV80)

- Ninja Stronghold (Trunks LV110)
- Ninja Stronghold (Goku LV135)

---

109 Scientist NPC  
Location: - Capsule Corporation

- Kyodai Pyramid (Dr. Challenger)
- Orange Star High School (Lecturer)

---

110 Shadow Colossus Enemy  
Location: - Airship (Chapter 11)

- Barren Wasteland (Chapter 11)
- Kyodai Pyramid (Vegeta LV155)
- Northern Wilderness, Volcano & Summit (Gohan LV160)

---

111 Shadow Warrior Enemy  
Location: - East District 439 (Gohan LV140)

- Northern Wilderness, Volcano (Gotenks LV140)
- Ninja Stronghold (Goku LV135)
- Pilaf's Castle (Goten LV145)

---

112 Sharpner NPC

Location: - Orange Star High School (before getting Gt. Saiyaman)  
- Stadium (after rescue Mayor)

---

113 Shinobi Enemy

Location: - Northern Wilderness (Goten LV100)  
- Ninja Stronghold (Trunks LV110)

---

114 Shogun Enemy

Location: - Ninja Stronghold (Trunks LV110)  
- Ninja Stronghold (Goku LV135)  
- East District 439 (Gohan LV140)  
- Northern Wilderness, Volcano (Gotenks LV140)  
- Southwest Forest (Gotenks LV140, Vegeta LV140)  
- Pilaf's Castle (Goten LV145)

---

115 Skeleton Enemy

Location: - Pilaf's Castle (Trunks LV80)  
- Kyodai Pyramid (Trunks LV80)

---

116 Sniper Enemy

Location: - Thieves Den (Trunks LV80)  
- Diablo Desert, Diablo Desert Express (Goten LV80)  
- Pilaf's Castle (Trunks LV80)  
- Diablo Desert (Gohan LV100)

---

117 Soul NPC

Location: - Yemma's Office  
- Snakeway (Chapter 8)

---

118 Spopovich Boss

Location: - Papaya Island (resting room - Chapter 3)  
- Papaya Island (battle using Videl - Chapter 3)  
- Papaya Island (battle using Gohan - Chapter 3)

Notes: You got 3 chances to get him. Once you have defeated him using Gohan, it is all over.

---

119 Super Buu "1" Boss

Location: - Hyperbolic Time Chamber (using Gotenks)  
- Kami's Lookout (using SSJ3 Gotenks)  
- Giant Crater (using SSJ3 Gotenks, using Gohan)

---

120 Super Buu "2" Boss

Location: - Barren Wasteland (Chapter 9)  
Notes: This is a battle that require you to use Gohan to knock Buu's HP to 50% (who has already absorbed Gotenks & Piccolo)

---

121 Super Buu "3" Boss

Location: - Barren Wasteland (Chapter 10)  
Notes: You will fight him twice. The first one using Goku where your objective is playing hide-and-seeK with him. The second one is using Vegito.

---

122 Super Janemba Boss

Location: - HFIL (Chapter 8)

Notes: You will get to battle him twice. The first one is either Vegeta or Goku (depending who you select not to fight Janemba first) and the 2nd battle is to use Gogeta.

---

123 Super Majin Fighter Enemy

Location: - Kyodai Pyramid (Gohan LV120)  
- Southwest Forest (Gotenks LV140, Vegeta LV140)

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124 Super Majin Soldier Enemy

Location: - Kyodai Pyramid (Gohan LV120)  
- Southwest Forest (Gotenks LV140, Vegeta LV140)

---

125 Super Shield Soldier Enemy

Location: - Kyodai Pyramid (Gohan LV120)  
- Southwest Forest (Gotenks LV140)

---

126 Supreme Kai NPC

Location: - Papaya Island - Resting Room (Chapter 3)  
- Planet of Kais (Chapter 9)

Notes: He can be found in northwest corner of the resting room with Kibito. The last chance to get his data is during the process of Gohan pulling out the Z Sword at the Planet of Kais.

---

127 Tank Enemy/Boss

Location: - Musaka Circus (Chapter 2 - after rescuing Chobi)

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128 Thug Enemy

Location: - Musaka Circus (Get Great Saiyaman outfit)  
- Stolen Airship\*  
- Rogue Submarine\*

\* This will depend on your character's current level

---

129 Pharoah Totenhotep Boss

Location: Kyodai Pyramid (Chapter 6)

Notes: After you have defeat him at his chamber to retrieve his headdress, you won't be able to get his biodata anymore.

---

130 Trunks Playable/NPC

Location: 1st Appearance - Chapter 2 (Bulma's House)

Notes: He will be playable when you first battle Vegeta in the Gravity Chamber in Capsule Corporation.

---

131 Ultra Bio Mech Enemy

Location: - Airship (Chapter 11)  
- Barren Wasteland  
- Diablo Desert Express (Trunks LV135)  
- East District 439 (Gohan LV140)  
- Kyodai Pyramid (Vegeta LV155)  
- Northern Wilderness, Volcano (Gohan LV160)

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132 Vampire Enemy

Location: - Pilaf's Castle (Trunks LV80)

---

133 Vegeta Playable/Boss/NPC

Location: 1st Appearance - Chapter 2 (Bulma's House)

Notes: He will be available as your party needs to look for Babidi's Spaceship. There is a strange remark about him. During the process when you use Vegeta to battle Buu (when



he is in Majin form) or Vegeta with a Halo, you cannot get his biodata...

---

136 Vegito Playable

Location: Barren Wasteland (Chapter 10)

Notes: You can only get to use him to battle Super Buu (with Gohan, Gotenks and Piccolo) absorbed after Vegeta and Goku successfully agree to use the Potara to fuse. Note that he can transform into Super Saiyan, that makes 2 biodata to collect!

---

137 Videl NPC/Playable

Location: Papaya Island (Chapter 3)

Notes: There are 3 chances to scan for her biodata and that occur all during the World Tournament chapter. The first one is at the punching machine. The second one is at fighter's resting area and the last one is during the battle against Spopovich.

---

138 Vlad Enemy

Location: - Northern Wilderness, Volcano (Goten LV100)  
- Pilaf's Castle (Goten LV100)

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139 War Machine Enemy

Location: - Diablo Desert (Trunks LV135)  
- Northern Wilderness (Gotenks LV140)

---

140 West Kai NPC

Location: Other World Stadium (Chapter 1)

Notes: To get his biodata, you need to move Goku to the sidelines of the stage to scan for his data before you attempt to start fighting Pikkon.

---

141 Worm Body Enemy

Location: Inside Buu - Stomach (Chapter 10)

---

142 Worm Head Enemy

Location: Inside Buu - Stomach (Chapter 10)

---

143 Worm Tail Enemy

Location: Inside Buu - Stomach (Chapter 10)

---

144 Yajirobe NPC

Location: Korin's Tower (Chapter 3 onwards)

---

145 Yakon Boss

Location: Babidi's Ship (Chapter 4)

Notes: Do not kill him too fast using Goku or you will miss out the Mini-Yakon.

---

146 Mini-Yakon Boss

Location: Babidi's Ship (Chapter 4)

Notes: After Yakon has unleash a beam blast from its mouth, it will return to the dark cave and create 5 of these. So take a snapshot before wiping out the entire Yakon crew.

---

146 Yamcha NPC

Location: - Papaya Island (before registration)

Notes: You will find him near Puar at the registration counter of World Tournament arena before you register both Gohan

and Trunks.

---

147 Yamu Boss  
Location: - Papaya Island (resting room - Chapter 3)  
- Papaya Island (battle using Gohan - Chapter 3)  
Notes: You got 2 chances to get him. Once you have defeated him  
using Gohan, it is all over.

---

148 Yemma's Assistant NPC  
Location: Yemma's Office

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#### 9.4 Enemies Appearance List

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The types of enemies you battle will depend on the following conditions:

- Your character's current level
- The character gate at the start of the dungeon
- The game's chapter.

Below are the list of all character gates found in the game. Gates marked with (M) represents metal gates. That means you can access the gate with that specific character but when going out, you need to use that character too.

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#### List of Dungeons/Gates

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No.	RqLV	Character	Location/Notes
1	65	Goku	Grand Kai Planet
2	65	Gohan	East District 439 (find Goten, Chapter 3)
3	70	Goku	Southwest Forest
4	80	Trunks	Thieves Den
5	80	Trunks	Pilaf's Castle
6	80	Trunks	Kyodai Pyramid
7	80	Goten	Fukurou Forest (M)
8	80	Goten	Diablo Desert
9	85	Gohan	Babidi's Ship (Chapter 4)
10	100	Goten	Nataday Village
11	100	Gohan	Diablo Desert (Chapter 9)
12	100	Goku	Southwest Forest (Chapter 9)
13	110	Trunks	Fukurou Forest (Chapter 9) (M)
14	120	Gohan	Kyodai Pyramid (Chapter 9)
15	120	Goten	Pilaf's Castle (Chapter 9)
16	120	Vegeta	Southwest Forest ((M) Goku LV100)
17	125	Gotenks	Southwest Forest (Chapter 11)
18	135	Goku	Fukurou Forest (Chapter 11) (M)
19	135	Trunks	Diablo Desert (Chapter 11)
20	140	Vegeta	Southwest Forest ((M) Gotenks LV125)
21	140	Gohan	East District 439 (M)
22	145	Goten	Pilaf's Castle (Chapter 11)
23	155	Vegeta	Kyodai Pyramid (Chapter 11)
24	165	Gohan	Nataday Village (Chapter 11)

---

(The information is not confirmed but based on my analysis)  
Apparently, it seems higher level gates (those in Chapter 11) will only appear if you have break those character gates in Chapter 9. The levels of the characters may have an impact on the appearance

of new gates.

The list below will cover on the appearance of enemy by dungeon and the criteria.

---

Dungeon: Grand Kai's Planet

Enemy:

- Fighter

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Dungeon: East District

Enemies:

- Criminal, Bomber, Mercenary, Gunman

In-Dungeon (Gohan LV140 Gate)

- Death Machine, Hyper Cyborg, Shadow Warrior, Shogun, Pharoah, Metal Hulk, Ultra Bio Mech

---

Dungeon: Hercule City

(Chapter 2 - when Gohan is in Gt Saiyanman)

- Criminal, Bomber, Mercenary, Gunman

Musaka Circus (Chapter 2 - after rescue Chobi)

- Criminal, Bomber, Mercenary, Gunman, Thug, Tank

---

Dungeon: Southwest Forest

(Goku LV70 Gate)

Enemies:

- Majin Fighter, Majin Soldier, Destroyer

(Goku LV100 Gate)

Enemies:

- Elite Majin Fighter, Elite Majin Soldier, Knight Destroyer, Ghoul, Elite Shield Soldier, Annihilator

In-Dungeon (Vegeta LV120 Gate)

- Elite Majin Soldier, Elite Majin Fighter, Ghoul

(Gotenks LV125 Gate)

- Super Majin Fighter, Super Majin Soldier, Super Shield Soldier, Metal Hulk, Death Machine, Shogun, Nosferatu

In-Dungeon (Vegeta LV140 Gate)

- Super Majin Soldier, Super Majin Fighter, Shogun

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Dungeon: Babidi's Ship (Chapter 4)

(Gohan LV85 Gate)

- Majin Fighter, Majin Soldier, Majin Shield Soldier, Laser Turret, Destroyer

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Dungeon: Thieves Den

(Trunks LV80 Gate)

- Hooligan, Sniper, Goon, Mad Bomber, Hessian, Juggernaut

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Dungeon: Diablo Desert

(Goten LV80 Gate)

- Hooligan, Sniper, Goon, Mad Bomber, Juggernaut, Hessian, Mummy

(Gohan LV100 Gate)

- Hooligan, Sniper, Mad Bomber, Assassin, Bruiser, Bones, Cursed One, Juggernaut, Destroyer, Rapsallion

(Trunks LV135 Gate)

- Pharoah, War Machine, Assassin, Grand Mechanoid, Death Machine, Ultra Bio Mech

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Dungeon: Diablo Desert Express

(Goten LV80 Gate)

- Hooligan, Sniper, Goon, Hessian, Mad Bomber

(Gohan LV100 Gate)

- Train Express - Assassin, Death Machine, Grand Mechanoid, Bruiser, Rapsallion, Grenadier, Marauder

(Trunks LV135 Gate)

- Hyper Cyborg, Rapsallion, Power Mechanoid, Grand Mechanoid, Death Machine

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Dungeon: Pilaf's Castle

(Trunks LV80 Gate)

- Hooligan, Destroyer, Hessian, Goon, Sniper, Ghost, Skeleton, Vampire, Mad Bomber

(Goten LV100 Gate)

- Rapsallion, Ghoul, Knight Destroyer, Bones, Juggernaut, Marauder, Assassin, Grenadier, Phantom, Ion Cannon, Vlad, Cursed One, Bruiser

(Goten Level 145)

- Power Mechanoid, Shogun, Shadow Warrior, Death Machine, Metal Hulk, Atomizer

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Dungeon: Airship

(Chapter 6)

- Cyborg, Mechanoid, Bio Mech, Laser Turret, Destroyer

(Chapter 11 - after defeating Kid Buu)

- Hyper Cyborg, Atomizer, Death Machine, Power Mechanoid, Shadow Colossus, Ultra Bio Mech

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Dungeon: Fukurou Forest - Ninja Stronghold

(Goten LV80 Gate)

- Ninja, Samurai

(Trunks LV100 Gate)

- Ronin, Shinobi, Poltergeist, Shogun, Samurai, Ninja

(Goku LV135 Gate)

- Shogun, Ronin, Samurai, Living Dead, Metal Hulk, Shadow Warrior
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Dungeon: Kyodai Pyramid

(Trunks LV80 Gate)

- Mummy, Skeleton, Ghost

(Gohan LV120 Gate)

- Super Majin Fighter, Super Shield Soldier, Super Majin Soldier, Pharoah, Mummy, Cursed One, Phantom

(Vegeta LV155 Gate)

- Hyper Cyborg, Shadow Colossus, Ultra Bio Mech, Power Mechanoid, Mummy, Pharoah, Poltergeist

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Dungeon: Nataday Village

Northern Wilderness (Goten LV100 Gate)

- Elite Majin Fighter, Elite Majin Soldier, Phantom, Shinobi, Ghoul, Rapsallion, Grenadier, Juggernaut, Vlad, Knight Destroyer, Assasin, Skeleton, Destroyer

Volcano (Goten LV100 Gate)

- Bones, Bruiser, Vlad, Phantoms, Cursed One, Knight Destroyer, Ghoul, Ronin, Destroyer

Northern Wilderness (Gotenks LV140 Gate)

- Lich, Living Dead, Shogun, Nosferatu, War Machine, Shadow Warrior, Metal Hulk

Volcano (Gotenks LV140 Gate)

- Death Machine, Living Dead, Metal Hulk, Shogun, Shadow Warrior, Lich, Nosferatu

North Wilderness (Gohan LV165 Gate)

- Hyper Cyborg, Ultra Bio Mech, Power Mechanoid, Shadow Colossus

Volcano (Gohan LV165 Gate)

- Hyper Cyborg, Ultra Bio Mech, Power Mechanoid, Shadow Colossus

Volcano Summit (Gohan LV165 Gate)

- Shadow Colossus

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Dungeon: H.F.I.L (Chapter 8 onwards)

- Living Dead, Poltergeist, Nosferatu, Lich, Annihilator

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Dungeon: Barren Wasteland

Gohan LV140 (Chapter 9 onwards)

- Death Machine, Hyper Cyborg, Metal Hulk, Power Mechanoid

(Chapter 11 - after defeating Kid Buu)

- Hyper Cyborg, Ultra Bio Mech, Power Mechanoid, Shadow Colossus, Metal Hulk

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Dungeon: Inside Buu (Chapter 10)

Stomach

- Blood Cell, Enzyme, Blister, Worm Head, Worm Body, Worm Tail

Intestines

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10.0 Credits and Acknowledgement  
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1. A very special thanks to GameFAQs <<http://www.gamefaqs.com>> for hosting my FAQs since 1998
2. My sister for allowing me to use her GBA and Game Cube's Gameboy Player.

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Frequently Asked Questions  
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- Q) Why can I enter the Thieves Den?  
A) You need get the Bandana (an accessory dropped from enemies found at the Stolen Airship encountered randomly on the world map). Equip it on your character and you will be allow to past.
- Q) Where can I find (insert) Exhibits item?  
A) Please refer to Section 6.1 for Z-Fighter Exhibits or Section 6.2 Fighter Exhibits
- Q) Where can I find the Z-Mart (Planet of Kais) in Chapter 11?  
A) Make your way down the southeast path of the inverted Y-pathway. In the next area, search for a cracked wall in the north. Hit A at the wall to damage it and you will be able to access it.
- Q) Why you don't answer my questions?  
A) Your answer can be found in the FAQ. Use CTRL + F and enter a keyword to find your answer. Everything that I know about this game is in this FAQ.

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Contact Information  
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You can contact me via my e-mail at:

vaynard\_x11x (at) yahoo (dot) com

Please kindly include DBZ: Buu's Fury (DBZ: BF) as your subject. It makes thing simpler for me as I also made FAQs for other games as well. Please wait for a day or two for my reply. If you do not receive my reply, it means that your answer can be found within the FAQ.

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"The End"  
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