

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

by GDman

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Dragon Ball Z: Buu's Fury  
Walkthrough  
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Introduction  
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As you probably can see, this is my first walkthrough so I don't have any art or any diagrams but I will do my best. Seeing as I am a DBZ fan, I decided to write this walkthrough. If you have any other questions that are not on this guide, please E-mail or MSN me at roysanjiv@hotmail.com.

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Controls  
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-----  
|A Button- Melee Attack |  
|B Button- Energy Attack |  
|R Button- Block |  
|L Button- Switch Attacks |  
|R Button- Block |  
|R+B Buttons- Energy Block |  
|START- Status Screen (L/R to switch through screens) |  
|SELECT- Scouter (L/R to switch through screens) |  
|Double Tap D-Pad- Run |  
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Level-up  
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Unlike LOG2, there's a brand new level-up system. With each level you gain, you get 3 points to split to your stats (except speed.) You can also improve your stats using equipment. Go to the status screen and select the stat you want to improve and press right.

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Game Screens  
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Level Doors  
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You will encounter "level doors" (Which is what I like to call them) during the game. They have a number on them, which represents what level your character needs to be to go through. The colors also give a clue to which characters can open the doors, here are the colors,

Goten- Blue  
Goku- Orange  
Vegeta- Dark Blue  
Trunks- Purple  
Gohan- Green  
Gotenks- Gray

Status Screen  
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Status- This screen shows your character's status (HP, EP, STR, POW, END, SPD) and attacks.

Inventory- This screen shows the current items you have, you cannot use story items in the game at your own will.

Journal- Displays your Completed and current goals you need to accomplish

Equip- Allows you to equip items to your characters to increase the status, the slots are body, hand, feet and accessories.

Options- allows you to change the text speed, sound and music volumes and view credits and enter sleep mode

Scouter  
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The scouter is a little different from the other screens. The first screen is the regional map, which is EXTREMELY useful. The second one is the world map, which shows exactly which region you are in the world. The third final screen is the scanning screens, which allows you to click on enemies/NPC/yourself and bring up more information.

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Walkthrough  
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## Other World Saga

=====  
Our hero, Goku begins his journey in snake way. Take this time getting used to the controls before starting out. Head to your right and climb up the stairs and enter the door once you reach the end. Talk to King Yemma at his desk and then talk to the assistant guarding the door, he will let you pass by after you talk with him. Go through the door and enter the plane to your right.

Head south and open the 2 chests to get 1 ton armbands and boots. Then head right and talk to Olibu to enter the "battlefield royal." Defeat the fighters along the way. Once you reach the end you will meet Olibu who you can easily defeat. After the fight you will need to break down a level 65 door, go back and train until you are at that level and punch it open.

Blast the steel doors open with your kamehameha wave and go through, next use the instant transmission (IT) and place the cursor on the chest, you will teleport and grab the cotton gi.

-----  
BOSS: Pikkon

-----  
HP: 950  
STR: 14  
POW: 14  
END: 30

You really don't need a strategy to defeat Pikkon, just corner him and unleash your fists on him. Once his HP becomes low he will take off his weighted clothing and refill his HP and Goku will go super saiyan. Simply keep punching him until he loses.

## Great Saiyaman Saga

=====  
You are now controlling Gohan. Go upstairs and check the room on the room on the south to find a chest with a Lazarus crystal. After that go outside and you will see a save point (which is self-explanatory.) Keep going south until the cutscene takes over and stand on the nimbus cloud.

The nimbus cloud will drop Gohan off at Hercule City. Don't buy anything from the Z mart since later on in the game, enemies will drop off expensive items like dirt. Head right to see a guy robbing a bank, Gohan will turn SS to disguise himself so kill the guy and watch the cutscene.

At the Intersection, go to the Hercule cafe to learn about the missing Hercule exhibits. Keep heading north until you reach a save point and Gohan's high school. Upon entering, head to your north to go to the sprint track which does nothing for now so ignore it. Gohan's class is at the upper left so head over there.

Go back to the entrance of Hercule City and you will see a blue circle on the ground, which is the world map. Press A on it and fly to West City and land by pressing A (Yellow Star.) Once at West City, head east to enter Capsule Corporation. After that, head right to enter Bulma's house. She'll agree to make you a disguise if you get her a capsule. Head to the lobby and head right to learn about the missing Z exhibits. To your left is Dr. Brief's lab, head to the lower left corner to enter

the computer room. From the lobby go up and enter the room on the right to find the capsule. Head back to Bulma.

Go back to the enemy-infested Hercule City and head back to your school and watch the cut scene. You will now have to save the mayor from the "Red Sharks." The mayor's office is beside Gohan's school. Take out the smaller enemies first and then defeat the leader using the punch/running away strategy.

Go to the lower left corner of town to see Chobi being kidnapped. Go left to the circus and head north defeating the enemies along the way, take out the big guys at the end using punch/run and free Chobi from his cage. Head back all the way to the city and you will see a tank. Don't punch it and unload your Kamehameha on it and defeat the guys that come out. Head back to the entrance and watch the cutscene.

Go to Kami's Lookout afterwards using the world map and talk to Piccolo. After that, go back all the way to East District 439 and go to Goku's house.

#### World Tournament Saga

=====

Head south then east defeating the enemies along the way. You will come across a fork, take the right path and go all the way north to go to a level 65 Gohan door. I recommend training a bit more though. Head back to the previous screen then head east, continue following the path until you come across a screen with a save point. Head south then west at the split. (Going east leads you to a level 140 Gohan door.) The path is pretty straightforward from now on so keep following until you reach a screen with a chest, open it. By now Gohan should have passed level 65 so head back to the door and break it open. You will now have to avoid the rocks Goten throws at you, they are pretty easy to avoid and you shouldn't have trouble.

You are now playing as Trunks and you have to catch Vegeta at 150x earth's gravity. He will always fly away as you get near him so the best way is to lead him to a spot in the middle (not a corner.) and then chase him while Trunks is SS and press A once you get near him. After the cut scene, you have the option of training Trunks a bit before entering the tournament. Once you are ready, talk to Bulma.

Go down a bit and you will see a plank near the ocean, if you go to the edge you will have the option of fishing. Catching fishes is completely random in the game. You can trade fishes to Korin for zennies. Head north and you will come across a food, drink and gift shops. Buy some equipment from the gift shop if Trunks is not properly equipped. Keep heading north until you reach the registration desk, talk to the receptionist to sign up. You will now control Gohan, talk to the receptionist and she'll tell you to test your strength. The object of the mini-game is to hit A when the bar is green.

You will now control Trunks and you will have to fight 10 battles in a row so keep lots of healing items handy although many of them aren't tough. Once you reach the last battle, you'll have to fight Goten.

-----  
BOSS: Goten

-----  
HP:??

STR:??  
POW:??  
END:??

I forgot to scan Goten when I was fighting him for the first time, so sorry :(. This isn't really different from the fight with Pikkon so use the same strategy. After you get his health down, Goten will turn SS so do the same and keep hitting. After the fight you will face Hercule, who you can easily knock out with 1 hit.

(If you didn't know by now, you can also switch your characters in save points.) You are now controlling Gohan, talk to some of the other fighters if you wish otherwise talk to the announcer to start off the tournament. Watch the long series of cut scenes until you get to your first fight in the tournament.

-----  
BOSS: Spopovich  
-----

HP: 225  
STR: 15  
POW: 0  
END: 25

Spopovitch may have wimpy stats but considering you're playing as Videl, he is very tough. The way I beaten him was that I kept punching and walking at the same time while he was cornered, if he slips away corner him and use the strategy again. Once you Spopovitch's health down, he will refill his HP. Keep hitting him until the cutscene takes over.

You are now controlling Goku, Head over to the world map and fly to Kami's Lookout (which is now marked.) Head west and you'll see an arrow on the ground. This is a Flight circle, kind of like a world map but it only allows you to travel to regional areas. Press A on it to fly to Korin's tower and talk to Yajirobe to get a senzu bean. Also if you caught any fish, I'd suggest trading them for zenies. After all that's done, go back to Papaya Island and head north and talk to Gohan for a long cut scene.

Babidi Saga

=====  
You are now controlling Vegeta. There's a save point nearby also. Head north and break through the Goku door (forgot what level.) Fight off the Majin Fighters/Soldiers (a change from fighting street thugs.) Head southwest and go through the small opening at the trees, follow the path to a chest. Go back 2 screens and head straight North. The path is straightforward until you get to the fork. Take the left path since the right one leads to a level 120 Vegeta door. The path is straightforward again. Once you reach the save point, head north to view a cut scene. Use the flight circle near you to fly to the area near Babidi's ship. Break down the level 85 Gohan door and enter. (My party was level 65-85 before entering.)

This is where the walkthrough gets a little vague. Each stage of the ship is a maze and you'll need to push 3 switches to get to the end. My Advice is to go straight down and then you'll see in your scouter three places you haven't visited. They contain long hallways that will lead you to a switch. Once you pressed all three switches, the door leading to the end of stage 1 will open. You will now have to fight Puipui who

you can knock with a single punch. Watch the cut scene and you will find yourself at stage 2. Stage 2 isn't really that different than stage 1, just use your scouter again. Once you reach the end, you'll be teleported to another planet and will have to fight Yakon.

-----  
BOSS: Yakon  
-----

HP: 1725  
STR: 20  
POW: 68  
END: 41

Yakon might be the toughest enemy you've faced this far and with good reason. Yakon will absorb your energy attacks (like Android 19 in LOG 2.) Yakon also likes to slash at you with his claws repeatedly. Also, Yakon will shoot a huge beam out of his mouth that will REALLY hurt you. Finally, If Yakon goes to the cave he will spawn Mini-Yakons that have 850 HP each to attack you. The best way to defeat Yakon is to punch him and run away (don't punch for too long or he will slash you.) IT also works very effectively, jut place the cursor on Yakon and press B and Goku will teleport and punch him.

Now for level 3, this is where most people get stuck. Move down untill you reach the locked door, check your scouter and you'll see 4 places you haven't visited. Go to the first intersection and head left/right and walk through the hallway to find a gray switch, you will now have to find the missing switches. To do so, head to the left end of the 2nd intersection and head left to find three switches that will open secret doors that contain missing switches if you press them. The 3 missing switches are in order, once you find them go back to the gray switch and press A.

Right end of 2nd intersection

There's a door at the left end of the 2nd intersection, 2-3 screens before the three switches.

There's a path leading down, which leads to a switch at the left end of the 2nd intersection (check your scouter.)

-----  
BOSS: Dabura  
-----

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

Dabura isn't as tough as Yakon but still watch out. If you see Dabura floating, quickly run away because he will explode the area near him and then he will spit at you to turn you into stone. Treat Dabura like a normal enemy watching out for his spit and you will have the battle won in no time.

Majin Vegeta Saga  
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-----  
BOSS: Majin Vegeta  
-----

HP: 8500  
STR: 22  
POW: 25  
END: 36

You will take control of Goku again, this time against a battle with Vegeta. This battle is divided into sections, after you complete a small portion of the battle there will be a cut scene but the fight still stays the same. Vegeta isn't that hard to beat, just strike him with punches. Cut scenes will interrupt the fight 3 times.

You are now playing as Vegeta in southwest forest, if you're at level 120 or higher by now I suggest you go to the fork and break down the door, defeat the enemies and get the chest. Make your way back to the cliff and use the flight circle to fly to Babidi's Ship.

-----  
BOSS: Majin Buu  
-----

HP: 14640  
STR: 37  
POW: 40  
END: 55

You are finally fighting Buu. Buu can turn you into chocolate to stop you from moving, so be careful. Avoid the beam he shoots at you but don't try fight him head on because you will do no damage. When Babidi comes down to the ground, punch him. While he's dizzy, unleash your fury on Buu. Hopefully you can beat him before Babidi recovers, if not then punch Babidi again.

#### Dragon Ball Saga

=====

You can only play as Trunks or Goten in this saga. This is a good chance to train them both. Head over to West City and to Capsule corp., go to Bulma's house and talk to her to get the dragon radar. Now head back to the world map and you'll see the radar in the top left, it will turn red when you're near an area that has a Dragon Ball. I will go by them in no particular order, so if you're stuck in an area, press Ctrl+F or scroll down.

Fukurou Forest- Break down the Goten door and head north. A few ninjas will attack you, kill them and watch out for the one who pops out from the barrels. Head east, and keep going until you can go no more. Climb up the stairs until you reach a fork. They lead to the same place so it doesn't matter which one you pick. Head north and you will eventually come across a statue of a dragon's head. You cannot go through it without the ninja key. Head east and follow the path, you will come across another dragon statue containing the ninja key now head back and go through the other statue.

-----  
BOSS: Ninja  
-----

HP: 3550  
STR: 36  
POW: 23  
END: 25

This Ninja will shoot shurikens at you and poof to different places but other than that he's very easy to beat. After defeating him, check the upper-left box to get a Gokuu Hat (which is very useful for levelling up.) Now get the Dragon ball and backtrack. (Make sure you're playing as Goten because you will need to break down the door again.)

Thieves Den- Let's use Trunks this time, break down the Trunks door and head west through the straightforward path. When you get to a fork, take the north path because going left takes you to the lighthouse, which is unimportant right now. Talk to the thugs to find out that you need a Bandanna to get inside the village, check the FAQ to find out where to get one and equip it and enter. To your right you'll see a hut which is the black market, buy some stuff if you want to. Enter the upper-right hut and head up the stairs for a cut scene. Pick up the dragonball and after Trunks blows his cover, defeat the thieves. The thieves in the village will attack you too, defeat them and backtrack.

Pilaf's Castle- Head right and break down the door. Go along the zig-zagging path defeating the enemies and go through the gate. Head north until you see another gate, it leads to the castle so go through. You will now reach a fork, ignore them since the left one is basically the long road to the boss. You'll notice a crack in the wall, punch it and the wall will break, head north and keep following the path until you come across a save point. Save your game and head north.

-----  
BOSS: Pilaf's Guardian  
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HP: 10605  
STR: 38  
POW: 0  
END: 62

This guy is really tough! Block when he uses his sword, you can tell when he's attacking when he raises his sword and he takes a long time to swing it. Use the Flame Kamehameha or freeze and punch him using the Burning Attack. After the Guardian's dead, Pilaf will give you the Dragon Ball.

Giant Airship- This area is straightforward and it has enemies like Mechanoids, Bio-Mechs and Cyborgs. It's hard to dodge because most of the time you'll be fighting on narrow bridges. Use moving platforms and elevators to keep you going. You'll see a cut scene when you reach the end, take out the Mechnoid and get ready for the boss.

-----  
BOSS: Warlord  
-----

HP: 7680  
STR: 34  
POW: 0  
END: 47

This guy has extendable claws so punching and running away isn't gonna help. I suggest attacking him head on because your characters should be pretty strong by now. After the Warlord is defeated, the self-destruct will activate leaving you with 3 minutes to backtrack. Don't fight any enemies except Cyborgs because they're very aggressive.

Diablo Desert- There isn't a save point nearby so I'd suggest you save



before you come here. Break down the door and you'll see a guy standing near a rock. Break it by using Energy Blast 2 times. Enemies will approach you, kill them. Head left 1 screen and blast down the rocks until you find a switch, step on it. Head right 2 screens, one of the rocks has a switch underneath it, break the rock down by using a blast. You know what to do. Now head up 1 screen and left 3 screens, there's a switch underneath one of the rocks so get stepping. There's also a chest. Head up 1 screen and right 1 screen, there's a rock with a switch on the upper-right. Now head up 1 screen and right 1 screen, go up the stairs. A golden door will block the stairs if you didn't press all of the switches. Now head left 2 screens and save, go up the ramp and use the flight circle and there will be a cut scene. You are now on the Diablo Desert Express, it's pretty straightforward. Jump down once you reach the end and defeat the bandits inside the train. Once you clear them, talk to the lady to get the Dragon Ball.

Kyodai Pyramid- Break down the door in the upper right and talk to the guy standing outside to learn about Dr. Challenger's challenge. Save 4 of his men and retrieve the headdress of Totenhotep. Go inside and head north past the skeletons avoiding the shuriken throwing statues. Just don'' stand in the raised tiles. Soon you'll encounter two doors, take the right one and inspect the upper tomb to save 1 of the men. Back track to the entrance and head right until you reach a dark room, which is actually a maze but you can't see it because of the darkness. Head up, right, left, up, right to save a man. Now backtrack to the previous room and head north. Follow the path, which will eventually lead you to a staircase, climb it and save. Step on the switch and head east to arrive in a room with narrow paths, use your scouter to guide you and enter the door at the upper left and step on the switch. Go back to the narrow path room, on the upper right is a switch and on the bottom left is a man waiting to be saved. Head back to the room with the save pad and head west and south to a room with a switch, step on it and backtrack to the save pad room. Head north through the newly opened gate.

-----  
BOSS: Totenhotep  
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HP: 7320  
STR: 0  
POW: 26  
END: 55

Totenhotep is basically a Mummy wrapped in golden bandages, he will shoot bandages at you to slow you down. Get Totenhotep's headdress after he's dead and go north to rescue a man, grab the goodies and backtrack to the entrance which shouldn't be too hard and talk to Dr. Challenger to get the Dragon Ball.

Nataday Village- Go to the upper right hut and talk to the priest to learn about a monster. Now go back and break down Goten's level 100 door and head north, at the fork take either path because they lead to the same area. Follow the long and straightforward path defeating the enemies. Eventually, you'll get to a save point, save your game and head west to enter the Volcano. Look carefully and hug the wall to your left and move up, you'll enter a secret room. Head south and you'll be rewarded with a chest, go back to the entrance. Head right around the wall and through the opening, go across the bridge to another cave. Go right and hug the wall to your south. You'll find an opening leading to a chest. Go back and go through the tunnel with a light coming out of

it. Go around and climb up the stairs and enter the cave. Go through the tunnel at the upper left and head north, go through the hole and south to a chest. Go back through the hole and to the upper left, follow the path and step on the switch. Backtrack to the entrance of the cave. And head through the tunnel at bottom left, go around the bridge that opened when you stepped on the switch and enter the cave and follow the path to a save pad. Go through the tunnel and follow the path to the summit.

-----  
BOSS: Broly  
-----

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

Broly is a legendary SS and he is very powerful. If you didn't level up properly in the mountains, Broly will kill you with a few hits. He will also use energy blasts and fly high up in the air and land on you. You can tell where Broly is landing by looking at his shadow. You can defeat him by using energy attacks if you didn't bother to level up. After Broly is dead, backtrack all the way to the village and talk to the priest to get the final Dragon Ball. Head back to Kami's Lookout.

#### Majin Buu Saga

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Watch the cut scene, after Trunks leaves you'll be controlling Goku. Head to the world map and head to Buu who is near capsule corp., after some talking the fight will begin.

-----  
BOSS: Majin Buu  
-----

HP: 45000  
STR: 42  
POW: 38  
END: 65

Make sure you've trained Goku a lot before fighting Buu. He will stretch his fists at you but it can be easily avoided. Also since you have SS3, the fight will be a bit easier. Punch him a bit then run away, Buu still has the laser to turn you into food so be careful.

After the fight with Buu is over, you'll be back at Kami's Lookout. Press the buttons in the exact button combination shown on screen to fuse into Gotenks. Gotenks will rush off to fight Buu. Buu has the exact same attacks and stats as last time so you shouldn't have any problem. A cut scene will happen after a short while to interrupt the fight.

#### Janemba Saga

=====

You are now controlling Goku in snakeway, go to Yemma's office and a cut scene will happen. Step on the IT circle, which is like the world map except that you don't fly around. Go to heaven and check out Dabura for a laugh then head over to HFIL.

Janemba's hand will pop out and punch you no matter where you are in HFIL so be careful. Head northeast and use IT and place the cursor on

the switch you see to step on it. Follow the path defeating phantoms and zombies and avoiding the spikes. Grab the item in the chest you see and head west. Follow the path for now and at the fork, head north. Once you reach the end, head north then south. Kill the zombies, avoid the spikes and head north. In the right side of the screen is a chest. Head south and you'll arrive at a maze. It's really easy to figure out. Just use IT on the switch to go around. Once you're at the next screen, talk to the spirits and one of them will be Vegeta and then a cut scene will happen. Backtrack to the entrance and head northwest, break down the Vegeta door and head north.

-----  
BOSS: Janemba  
-----

HP: 8880  
STR: 0  
POW: 0  
END: 70

Avoid the Janemba fists that pop out of nowhere more faster now and quickly kill the Mini- Janembas when they appear. Keep punching Janemba since he can't attack. He should go down very quickly. You are now playing as Vegeta.

-----  
BOSS: Super Janemba  
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HP: 25840  
STR: 47  
POW: 70  
END: 55

Super Janemba is a lot tougher and faster than Janemba, his energy blasts are also capable of killing you with a few hits. Use the final flash to stop Janemba in his tracks. After Goku and Vegeta fuse into Gogeta, use the dragonfist. Watch the cut scene that happens after killing Janemba and use the IT circle to go to Supreme Kai's Planet.

Super Buu Saga

=====  
Watch the cut scene when you enter, you are now controlling Gohan. Head north until you see the Z-sword, to pull it out, rapidly tap any button to push the triangle at the end of the bar. Watch the cut scene and then you'll have to break the rocks that are being thrown at you, to do so press A when they are near you. You will now have to break the block of Katchin, try it and the sword will break. Watch the cut scene.

You are now controlling Trunks, go to West city and to Capsule Corp. go to Dr. Brief's lab and he'll upgrade the scouter. Now you can see areas you haven't been to yet. Head back to Kami's lookout and go to bed and then a cut scene will happen. If you want to get out of the HBTC, choose "no", if you want to level up, choose "yes". I recommend the latter. Eventually a cut scene will happen. Fuse into Gotenks.

-----  
BOSS: Super Buu  
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HP: 35330  
STR: 50

POW: 65  
END: 55

This battle is broken down to three parts. Buu has the same attacks as last time and they are now stronger. Use the same strategy as you did before. Once you halve Buu's HP, a cut scene will happen. Take a chunk out of Buu's health and he will destroy the lookout. Use the flight circle and grab the super gloves inside the chest, now go back to where you came from and use the bottom flight circle to fly away to the Barren Wastelands. For the final part, turn Buu into a Volleyball and punch him to do heavy damage, hopefully you aren't weakening by now, watch the cut scene that happens. Gotenks will de-fuse.

You are now controlling Gohan, fly to the Barren Wastelands. (It's the patch of ground surrounded by a forest in which where Kami's lookout used to be.) You will now have to fight Buu, shouldn't be too hard since he's weakened and plus you have 27 stat point. After the battle's over, head north then follow the path and break down the Gohan door to trigger a cut scene. Buu will arrive again so fuse into Gotenks. Buu will then absorb Gotenks and Piccolo.

-----  
BOSS: Super Buu 2  
-----

HP: 105300  
STR: 55  
POW: 75  
END: 65

Buu now has the Super ghost kamikaze attack. He will spawn them out from the start. Once you get close the Super Ghost will notice you and try to explode on you. Run away from them and once they're gone hit Buu before he spawns them again. Once the fight is over, watch the cut scene. Gohan will get absorbed.

#### Fusion Saga

=====

You are now fighting Super Buu 3 but this isn't a boss battle. Use IT on Buu to knock him off the ledge and do some damage, avoid the flames also. Do this 4 times and Goku and Vegeta will fuse into Vegito.

-----  
BOSS: Super Buu 3  
-----

HP: 125000  
STR: 60  
POW: 85  
END: 65

Buu will use the flames to attack you and the super ghosts too, they are easy to avoid. The one thing you should worry about is Buu absorbing you, rapidly tap the d-pad to break free of Buu's skin once it attaches to you. After you almost kill Buu, he will absorb Vegito.

You are now inside Buu. Head north then east once you reach the end. Kill the Blisters and Enzymes and break down what looks like Buu's heart. Backtrack 2 screens and go through the opening. Head north and kill the Worm Heads if you want to. Follow the path and destroy the 3 doors. Backtrack to the screen right before the Worm Heads and go

through the hole. Now it's pretty straightforward, go through Buu's intestines and defeat the fake Gohan, Gotenks and Piccolo. You will soon reach an area where you can see Majin Buu when a cut scene will happen.

## Kid Buu Saga

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You have the option of training a bit before engaging Buu. Go to the Barren Wastelands once you are ready.

-----  
BOSS: Kid Buu  
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HP: 125000  
STR: 66  
POW: 110  
END: 100

You are now fighting on Supreme Kai's Planet. Goku and Vegeta will take turns fighting, first up is Goku. Kid Buu now has the ability to multiply himself and use IT. Just keep punching Buu and he won't multiply. Once you halve Buu's HP, it will be Vegeta's turn. Take Buu's health to a quarter and it will be refilled again. It's Goku's turn again, take Buu's health down to a quarter and a cut scene will happen. Hide behind an unbreakable rock for 5 minutes. Watch the long cut scene, Goku will need more time so hide behind a rock for another 5 minutes. Watch the cut scene, tap A and B as fast as possible to knock Buu over with the Spirit Bomb. Watch the cut scene and go to Capsule Corp. and enter the atrium for the ending. CONGRATULATIONS!

## ----- FAQ -----

[Q] Where can I find a Bandana and a Dinosaur Tail?

[A] Go to the world map and fly around a bit and you will see an airship flying around, go into it and defeat the thugs because 80% of the time they drop Bandanas. To get a Dinosaur Tail, go to Supreme Kai's planet and head to east until you reach a dead end. Go up and punch the crack in the wall to find it.

[Q] I am stuck on the level 175 Goku door in Barren Wastelands!

[A] It's a glitch, just don't enter unless you have an extra save file.

## ----- Items/Equipment -----

COMING SOON

## ----- Version History -----

Version 0.10 (05/09/04)- Just started the walkthrough, 3 chapters done.

Version 0.60 (19/09/04)- Completed the Walkthrough.

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Credits  
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To www.gamefaqs.com for publishing this walkthrough  
To Atari/Webfoot for making this game  
To Saitoul024 for helping me find the exhibits  
To Deadman 1206 who got me into FAQ writing  
To Akira Toriyama for creating DBZ

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