

# Dragon Ball Z: The Legacy of Goku FAQ/Walkthrough

by Tidus9554

Updated to v1.0 on Aug 7, 2002

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Dragon Ball Z: The Legacy of Goku
FAQ/Walkthrough
Written by: Tidus9554 (Tidus9554@yahoo.com)
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1. Introduction
  - 1a. My Short Review
  - 1b. What To Expect
2. Version Info/Copyright
3. Walkthrough
  - 3a. Roshi's Island
  - 3b. Goku's House
  - 3c. Southern Forest
  - 3d. Wise Man's Village
  - 3e. Raditz's Crash Site
  - 3f. Snake Way part 1
  - 3g. HFIL (Home For Infinite Losers, or for those cussers, Hell)
  - 3h. Snake Way part 2
  - 3i. King Kai's Planet
  - 3j. Kami's Lookout/Korin's Tower
  - 3k. Snowy Southern Forest
  - 3l. Pepper Town
  - 3m. The Saiyan Warriors
  - 3n. The Devastated Namekian Village
  - 3o. The Valley of the Ancients
  - 3p. The Namekian Temple
  - 3q. The Annoyingly Stupid Ginyu Squad
  - 3r. Frieza's Killing Grounds
  - 3s. The Final Fight
  - 3t. The End of the Planet??
4. Conclusion

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This game, published by Infogrames and developed by Webfoot Technologies, is nothing too special. It follows Goku through the early sagas that we know of as Saiyan, Namek, and Frieza. Here's a shortened review for you of my opinion:

## My Short Review

DBZ: The Legacy of Goku is not the best game in the world, although definitely worth a look. It follows Goku through the early sagas of Saiyan, Namek, and Frieza. The graphics are amazing, the controls are OK, the gameplay is fine, and the sound sucks. If you look at it, however, as a pure DBZ item, you find the

game is quite good for its size. Look at it as a video game, however, and you get a different story. This game is part of a trilogy, however, so expect better stuff as Infogrames makes the games that will include Cell, Androids, Trunks, and Majin Buu, and maybe even the Saiya-Jin, Broly! There's definitely room for improvement, here.

#### What To Expect

Not much. You don't control anyone else but Goku, although you do get cameos by familiar DBZ characters, like Yamcha, Puarr, Bulma, ChiChi, Krillin, Gohan, Tien, Chiaotzu, and others. The game will take you through familiar and unfamiliar locales, like Roshi's Island, Planet Namek, and Raditz's Crash Site, to name a few. This FAQ is a straightforward walkthrough of this 2-hour-long game.

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VERSION INFO/COPYRIGHT.DAT

v 0.1: The first beginning of this FAQ. This may be done today if I get lucky.

v 1.0: OK, so I didn't get lucky. Who really cares? Anyway, the FAQ is done and ready for posting! If any more corrections come in, a Credits section shall be added, like always, to commemorate those who contributed. BTW, like the new layout? I love computers, so it kind of makes sense, right?

#### COPYRIGHT INFO

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All Dragon Ball Z characters and logos are (c) by their respective creators. FUNimation holds all rights to the DBZ anime, and thus any actions they see fit, they see fit.

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FAQ/WALKTHROUGH.EXE

#### ROSHI'S ISLAND

You'll start out on Roshi's Island. Talk to Master Roshi and he asks you to find his lost porno magazines. There's one near Gohan, one just around the house, and one inside the house. Collect all 3, then come back to Roshi and talk to him 3 times. You'll get some herbs and 350 EXP. That'll get you to level 2. Then Raditz appears and steals Gohan. Piccolo appears when he leaves to ask Goku to team up. Goku will call his Flying Nimbus. Approach it to leave the area.

#### GOKU'S HOUSE

Ah, beautiful house. I love you house... huh? Oh yeah. Anyway, walk around this area, killing crabs, wolves, snakes, and yes, even the squirrels (I hate poor animal killing) until you hit level 4 or 5. Then, follow the dirt path around to reach the area to take you to the Forest.

#### SOUTHERN FOREST

This is the largest area in the game, so pay attention. First, collect the 2

visible stones you'll find nearby; you'll need them in a sec. Go forward and kill the wolves. Now you have a large area to explore, some of which can only be reached via flying. I'll just give you a list of what to find and a general area of where to find it.

1. Find the 3rd Stone up near the mountains. Use the stones to get the old man back across the water (press A when near a hole to put a stone down) and he thanks you with 350 EXP, some herbs, and an increase in your Speed. On your way back, speak to both Tien and Chiaotzu to get 500 EXP a piece, the helpful buggers.
2. Now go back to the mountains and climb the waterfall. You'll find a Dino Egg. Bring it back to the dino you saw in the beginning of this area to get 350 EXP.
3. Now, approach a fossil of a dino you saw at ground level and fly across the water. Beat up the Triceratops and head left.

#### WISE MAN'S VILLAGE

This is a small village with some mountain rocks up top. Again here's a list of what to find. I'll do this for each level from here on out.

1. On the bottom of town, you'll see a boy has lost his boat. Fly across, get the boat, and return it for 200 EXP, the cheap scamp.
2. Now you've gotta fly up to the mountains. On your way through, you'll find Yamcha and Puarr. Like Tien and Chiaotzu, Yamcha and Puarr give you 500 EXP a piece. Up at the very top of the mountain is a little girl; it'll be just to the upper left of a small pond you'll find. Return her to her mother to get 500 EXP.
3. Now go to the very top and very left of the mountain. You'll reach the edge of the mountain and Goku exclaims that there's a small groove of flowers just ahead. Fly up and you'll find it. Collect all 5 flowers, then go talk to the boy outside Sue's house to get 400 EXP per flower. That's 2,000 EXP right there, so you should be fairly high in level by now.
4. Now go back to where you found Sue and go to the right of the pond to find a small kitten. There's a house on the mountain where you can return the kitten to.
5. After that, the Wise Man will open the skull for you. If all other quests are complete, he'll let you pass and teach you a new ability: The Solar Flare! This may be helpful in a second. Walk through the skull.

#### RADITZ'S CRASH SITE

BOSS!!! RADITZ: 4,000 EXP

This area is small and full of herbs and flight charges. Walk up and talk to Raditz to start the fight. Raditz marks you closely, but if you got the speed increase from the man in the Forest, you'll have no problem staying away. When you're far enough from Raditz, turn and charge a Ki Blast, then release when he gets close. Now fly over his head and repeat. If he loses you when you go around a rock, this is an opportune time to heal and grab flight charges. When ready, sneak back behind him and feed him a full charge Ki Blast. Keep up the pressure and you'll win. If he gets too close and starts punching, switch to Solar Flare, charge and release, and he'll be stunned. Use this time to get away for healing. When he finally gets weak enough, you'll watch as Piccolo uses his new technique, Maskenpenngo, thus killing both you and Raditz. On to the next area.

#### SNAKE WAY PART 1

BOSS!!! SNAKE QUEEN: 3,500 EXP

You'll start at the sign up booth. Walk to the right to start your journey. Snake Way is just about endless, but try to keep your sanity as you walk. Eventually you'll find the Snake Queen. Talk to her to start the fight. Use the long road to your advantage, and use the same tactics as you used for Raditz to beat her. Now walk forward until you fall off of Snake Way.

HFIL (HOME FOR INFINITE LOSERS, OR HELL IN OTHER WORDS)

Beautiful name isn't it? Anyway, here you've gotta find 3 lost souls and bring them back to the HFIL Fitness Center. You get 500 EXP for each. Note that to get onto the high ledges, you need to find a cliff that doesn't have spikes on it and fly up to get there. Be sure to fight all the moving spirits you see, as you get massive EXP for it.

1. The first soul to find is on a ledge nearby the Fitness Center, which is in the lower left corner. Search around until you find the non-moving soul and talk to it to get it to follow you. Bring it to the Center.

2. The next soul is nearby the first, on a ledge you can reach just next to the Fitness Center. Bring it back.

3. The third soul is clear on the other side of the area, in the upper right corner.

4. After you've done all that, find a red devil next to some trees. Talk to him to make him disappear. Now find the ledge that takes you to the tree that bears fruit; there's a blue devil "guarding" it. Go up and take the fruit lying on the ground to finish.

SNAKE WAY PART 2

Oh, man! You have to walk Snake Way all over again! Sigh, better get started. There's no boss this time around, so all you need to do is get the flight charges. When you reach the end of Snake Way, Goku will spot King Kai's. Go back to the second-to-last turn of direction you made and fly up and left; you'll reach King Kai's with about 6 or 7 flight charges left.

KING KAI'S PLANET

Yay, you've finally arrived at King Kai's Planet! It's time to train. Go up and find King Kai, then talk to him to get started. First, catch Bubbles. If you fly, it takes little effort, but you'll need to recharge your flight charges to do this. When you finally punch Bubbles in the back, Kai gives you a mallet with which to pound Gregory. This is a little harder, but not by much. Again, fly to get him. When you've finished that, King Kai teaches you your final Ki Attack, Kamehameha, gives you 1,500 EXP, and increases your walking and flying speed. Not bad for five minutes of work, right?

KAMI'S LOOKOUT/KORIN'S TOWER

You're finally off the Kai's Planet and back near Earth. Talk to Kami, Mr. Popo, and Korin in the upper left corner. Mr. Popo gives you some herbs and Korin gives you a Senzu Bean. Afterwards, walk off the southern or western edge of the tower.

SNOWY SOUTHERN FOREST

You've landed back on Earth at last! Don't head south into Pepper Town yet,

though. First you need to find a lost boy out here. Make your way west and north, beating up wolves, until you find him on a ledge. Talk to him, then fly off the ledge and head into Pepper Town.

#### PEPPER TOWN

Finally, a town with electricity! Anyway, find the boy's mother to get a Capsule, then search in the grass near where you started in Pepper Town (using Kamehameha to move through the grass) and find the other capsule. Give them both to the Capsule Nut, in the first house you see when you first enter. Now go south, where there's a robbery underway. Kill all 3 robbers one at a time to get 1,500 EXP as a reward. Now head south. Walk through the milita post until you exit the area.

#### THE SAIYAN WARRIORS

BOSS!!! NAPPA: 20,000 EXP

BOSS!!! VEGETA: 30,000 EXP

Boss time! Go up until you find Nappa and Vegeta. They begin talking. When that's over, Nappa's on the move. Charge up Kamehameha, hit him, fly over his dead head, turn and repeat. There are plenty of flight charges nearby for refilling, as well as herbs if you get low on HP. Nappa takes a little longer than Raditz, so prepare. You should be level 10 or beyond by now. After Nappa falls, Vegeta attacks. Use the same method as Nappa and you'll do fine. Halfway through the battle, Vegeta comments about having gotten so strong in such little time. Just keep up the attacks until he falls.

#### THE DEVESTATED NAMEKIAN VILLAGE

This place has been blasted big time! The old Namek you first meet says there are saplings that need replanting. Getting them earns you nothing but a waste of time, so screw him over and make your way upwards. This will be your first encounter with Frieza's henchmen. They're very tough, but they do net you 10,000 EXP. At this point in the game, you should only be using Solar Flare and Kamehameha unless you need a quick blast. Make your way north until you go up a ramp and the screen flashes white.

#### THE VALLEY OF THE ANCIENTS

Here's a quick level up tip: if you go up the ramp to the Valley of the Ancients, then return to the Village, you'll see a henchman with his back turned. Get close enough so you can hit him, yet far enough so he doesn't chase you, charge Kamehameha to full power and let him have it. Unless you've been a couch potato about fighting, he'll fall quickly, giving you 10,000 EXP. You can repeat this as many times as necessary, and you'll need to too: The temple is swarming with the henchmen. Anyway, here go left and then up the ledges. About halfway up, King Kai contacts you and tells you that Tien, Chiaotzu, Piccolo, and Yamcha have made it to his planet. Keep going upwards, fighting henchmen, until you're at the top. Now explore this area, particularly the very top, and find two artifacts: one red and one blue. Then go back down the ledge and enter the hole in the mountain that is declared a temple.

#### THE NAMEKIAN TEMPLE

Glorius temple, isn't it? It's also very confusing if you don't know what you're doing. First, enter the white teleport pad in the first room. Now find a disembodied hand. It'll be pointing in a direction. Follow the arrow to the wall and keep walking. You should walk through it. On the other side is a green artifact. Now return to the entrance of the temple and follow the telepads in this order: White, Green, Orange, Yellow, White, White. In the final room, stand

on the 3 circles on the edge of the statue and press 'A' to place the artifacts down. A new telepad opens to the left of the statue. Go through it.

#### THE ANNOYINGLY STUPID GINYU SQUAD

BOSS!!! RECOOME: 40,000 EXP

BOSS!!! BURTER: 70,000 EXP

BOSS!!! JEICE: 70,000 EXP

BOSS!!! CAPTAIN GINYU: 90,000 EXP

This rather large area is the battleground setting for the Ginyu Squad. Talk to each one to get them started. Fly over heads, turn, charge Kamehameha, release, repeat. Not too difficult, just time-consuming. Captain Ginyu only fights you when the other 3 are dead; of course, he's not much harder. Beat them up all easily to move on.

#### FRIEZA'S KILLING GROUNDS

This place is infested, not only with slime, but with Frieza's henchmen. Make your way east until you find the ship. Out here will be the last chance you'll have to level up for the final battle, so train hard. When you find the ship, fly up into the hole at the top. Then walk right into the next room and activate the Rejuvenation Chamber.

#### THE FINAL FIGHT

BOSS!!! FRIEZA FORMS 1, 2, 3: ??? EXP

This is it, the final battle! Walk northeast until you find Frieza. Talk to him to start the battle! He's a little faster than all the other bosses, and even if you got all the speed increases, he'll probably be able to catch you. Be sure to fly like a frickin' bird to stay away from him and hit him with Kamehameha in the same fashion as the Ginyu Squad. You gain EXP for defeating his forms one by one. Keep up the pressure and he'll fall rather quickly.

#### THE END OF THE PLANET??

BOSS!!! FRIEZA FINAL FORM: ??? EXP

After his first 3 forms, the planet begins to break up with the terror of this fierce battle. After Frieza transforms again, he performs a deed so evil, so... Frieza-like, that Goku transforms into a Super Saiyan! This final area is very small, which makes it more difficult for you to defeat Frieza. A tip for you: Never go left to right unless you need either flight charges or herbs. Keep up the same tactics as the other forms. He takes quite a while to defeat, and your Super Saiyan form doesn't give you any advantage over him; it just looks really cool. After you beat him, sit back and watch the ending!

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#### CONCLUSION.DAT

Well, that's it. The game is done, you get nothing special, and you wasted 30 to 40 dollars. Happy? OK, but don't sell it too short. If you have a wait in a movie theatre to go see a really good movie (like I did when I went to see Austin Powers in Goldmember), then at least you have a game to keep you entertained.

If there are any corrections I need to make, e-mail me at:

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and I'll put your name into a credits section that I'll create.

"Ladies and gentlemen, I am now finished, I bid you adieu."

A changed quote from Austin Powers: The Spy Who Shagged Me.

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DRAGON BALL Z: THE LEGACY OF GOKU.FAQ COMPLETE. SYSTEM SHUT DOWN. GOOD NIGHT.

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