

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

by SSJ4Kain

Updated to vFinal on May 14, 2007

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*****
Dragon Ball Z: The Legacy Of Goku - FAQ/Walkthrough.
Written By: Kain Stryder.
E-Mail Address:ssj4kain@aol.com.
Walkthrough Version: Final.
Last Updated: 5/14/07.
System(s): Gameboy Advance.
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| [ I. Introduction ] . . . . . [ INTR1 ] |
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| [ II. Current Updates ] . . . . . [ CURUP2 ]|
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table, on the left is the name of a section or sub-section. To the right is a weird code, like GOK5.1. Basically, if you wish to go to the section where I tell you about Goku under The Playable Characters Of The Story, on your Keyboard, hold Ctrl and then hit F and a window will open. Type in GOK5.1 and hit Find Next. It'll bring you to that section instantly. The code to reach the Table Of Contents is just that: Table Of Contents. I hope this makes browsing my FAQs easier for you. Enjoy!

=====  
= I. Introduction . . . . . [ INTR1 ] =  
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Welcome to my guide on Dragon Ball Z: The Legacy Of Goku. To start, this game is VERY short and this guide won't go into insane depth, for it isn't needed. Second, this guide will give you EVERYTHING you need to know about this game and help in areas if you are stuck. Also, this walkthrough is NOT to be on any other site except GameFAQs and NeoSeeker. This walkthrough is also not to be edited in any way, shape or form and is to remain free for personal use only and not sold in ANY way for profit gain. Thanks for understanding this. Anyway, with that said, onto the walkthrough!

Update: This walkthrough is also now available at IGN.

=====  
= II. Current Updates . . . . . [ CURUP2 ]=  
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5/14/07 - Just writing in to let any readers know if they E-Mail me any questions or comments, that my address still works. My willpower to write walkthroughs over the last few years died, mostly to college and real life, but I may just start this up again. Feel free to write in, thanks.

1/20/04 - Eh, just added the "Suggested Level" feature to every part of The Walkthrough. Not much else, I'm afraid...

11/25/03 - I added the new layout to this walkthrough. How's it look?

8/13/03 - Added a ASCII art banner. How's it look? Also, this will be the final planned update to this guide, as it has covered everything. If I ever find anything new or someone sends me something that's new and should be in this guide, I'll update it, but until then, enjoy.

5/10/03 - Just revised the walkthrough a bit. Not a whole lot, you won't notice much of a difference, except for a few things here and there.

4/13/03 - Updated and revised the walkthrough.

10/01/02 - Added a new Secret.

5/26/02 - Updated with a new secret and a slight revision to the walkthrough, adding locations to the Red and Blue Artifacts and a tip on how to heal while training before going to battle Frieza.

5/20/02 - I've completed this guide. Revisions will be made overtime, if needed. I hope this guide helps you and serves you in any way needed.

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= III. FAQ (Frequently Asked Questions.) . . . . . [ FAQ3 ] =  
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None at the moment. If anyone E-Mails me asking about something, I'll post it here. Until then, nothing's here.

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= IV. How To Play . . . . . [ HOTO4 ]=  
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- A. Controls . . . . . [ CONT4.1 ] -  
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Here's the main controls of the game, which are the utter basics of game play.

D-Pad - Obivously used to move around. Not hard to figure out at all.

Select - Hold it down to see the remaining seconds left you have of Flight.

Start - Brings up the Menu.

B Button - Fires the selected Ki technique.

A Button - Punch.

L Button - Switch Ki techniques.

R Button - Used to fly/land.

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- B. Playing Field . . . . . [ PLAFI4.2 ] -  
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When playing the main game, you'll notice the following things on your screen.

K - This is your Ki Meter. It's labeled in green. As you use Ki, it goes down. Over time, it will gradually recover.

H - This your Health Meter. As you take damage, it'll go down. To recover it, use a healing item.

Ki Attack - To the right of your Health and Ki Meters will be a small, black box with a picture inside. Depending on your current Ki attack, there will be a different picture. A fireball picture is the Ki Blast, a circle is the Solar Flare and a wave picture is the Kamehameha.

Flight Meter - This is how long you can fly. It measures it by showing you what your max amount of flight is and then what your current usage of flight is left. As you fly, it goes down. To increase it, pick up Green or Red Flight Orbs. To increase the Flight Meter perminately, raise your Level.

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- V. Menu . . . . . [ MENU5 ] -  
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By hitting the Start Button at any part of the game, you will bring up the Menu. Below is the list of things you will see in the Menu.

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- A. Quests . . . . . [ QUES5.1 ] -  
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Nothing is here except a list of all the Side Quests you've completed throughout the game.

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- B. Inventory . . . . . [ INVEN5.2 ] -  
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This is the area where your items are stored. To use a item, if possible, select the item with the A Button and it'll be used.

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- C. Attacks . . . . . [ ATTA5.3 ] -  
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Nothing much here. Just a list of your 3 attacks throughout the whole game.

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- D. Save . . . . . [ SAVE5.4 ] -  
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You can save your game at anytime, by simply going here and choosing a Slot to save to.

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- E. Options . . . . . [ OPTI5.5 ] -  
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The game's options are pretty simple, but here they are.

Text Speed - Choose between Low, Medium or High.

Music Volume - Raise the Music volume from 00-08.

SFX Volume - Raise the Sound Effects volume from 00-08.

Exit - Return to the main screen.

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- F. Credits . . . . . [ CRED5.6 ] -  
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Eh, nothing here but the Credits to the game. Pretty useless to look at, but do so if you wish.

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- G. Exit . . . . . [ EXIT5.7 ] -  
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Just click this option to head back to your game.

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- VI. The Walkthrough . . . . . [ THEWA6 ] -  
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Now begins the walkthrough to the game. I will list all that you need to know in beating the game and I won't go into an insane amount of detail, just be warned. Anyway, let's begin.

Note: I won't list Items, due to the fact...well...there are NONE. Except for Senzu Beans and Herbs, but those are found basically everywhere. If there's something to find, you'll find it within The Walkthrough, so don't worry if you miss anything. Also, all "Items" you do get are for Side Quests, which are generally found in the area you are at the moment, so, if you can't find them, God help you. By the way, I won't really list a separate section for Boss Strategies, as there are none. Each Boss fights practically the same and their AI is terrible. The same strategy can beat each and every Boss, so don't fret over anything. Have fun.

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- A. The Beginning . . . . . [ THBEG6.1 ] -  
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Enemies: None.  
Suggested Level To Gain To: 1.

It's been 5 years since the events that have taken place in Dragon Ball. After the fateful event on the day of the 23rd Tenkaichi Boudouki with The Great Demon King Piccolo VS. Goku, it's been a very peaceful time. Goku has decided to visit his friends for a day, which he hasn't seen them in 5 years and wishes to catch up. Along for the ride is Gohan, his 4 year old son. A day of fun that was about to go wrong, as an unknown being draws closer to Earth, searching for someone named Kakarot...

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- B. Kame House . . . . . [ KAMHO6.2 ]-  
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Enemies: None.  
Suggested Level To Gain To: 2.

After 5 years, Goku is having a reunion with his friends and even bringing his son, Gohan with him. The game starts with Goku standing outside of Kame House with everyone. If you talk to everyone but Master Roshi, they'll just comment on Gohan and ask a few questions, like in the show. When you talk to Master Roshi, he'll tell you that he's lost his Porn Collection and wants you to find it for him.

Here's your first Side Quest of the game. Head to the Side Quest section for more information. After the Side Quest, Radditz will arrive and just like in the show, he asks Goku to join him. Refusing, Radditz takes Gohan as ransom, until Goku makes "the right choice." After this, Piccolo will appear and ask for an alliance with Goku to beat Radditz. Agreeing, Piccolo disappears and Goku...goes back to his house...

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- C. Goku's House . . . . . [ GOKHO6.3 ]-  
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Enemies: Squirrel, Snake, Crab And Wolf.  
Suggested Level To Gain To: 4-5.

Well, I honestly don't know why this happens, with Goku going home, but I have to go with it. Goku will make an attempt to warn you that there is Snakes about, but like Snakes are a problem to the Earth's strongest

fighter. Anyway, the area is filled with enemies and since you're only Level 2, you should definately do some battling. First, I recommend you survive on Herbs alone, since Senzu Beans are rare in this game. If you must, use a Senzu Bean, since you can find another one in this area.

I suggest that you level up to Level 4 or 5 before you leave the area, since the next area is filled with Wolfs that are pretty strong at this point of the game. The only item of interest here is the mentioned Senzu Bean, which is to the east of Goku's House, on a cliff. You'll know it when you see it, because you have to break 2 rocks and kill a Wolf and 2 Snakes to get it. There's also some Herbs scatterd around the area. Pick them up if you need them. Anyway, when you think you're ready, the exit is to the north west of Goku's House.

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- D. Forest . . . . . [ FORES6.4 ]-  
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Enemies: Snake, Wolf, Pterodactyl And Dinosaur.  
Suggested Level To Gain To: 6-7.

In the next area, you'll quickly come across a Pterodactyl who cries about her lost egg. This is the second Side Quest of the game, so head to the Side Quest section for more infomation. Continuing on, you'll find a rock, which when you talk to it, Goku takes it because it "may be useful." Follow the path and kill the Wolfs if you can. Sooner or later, you'll find an old man on a tiny island.

By talking to him, he needs to get across, but won't let Goku fly him to the other side. Stubborn fool. Anyway, this is the 3rd Side Quest, so again, head to the Side Quest section for more. While going through the forest, you'll run into Tenshinhan and Chaou Zu. By talking to them both, you'll recieve 500 experience from each of them.

If you're following the 2 Side Quests, find what you need and then head back to the start of the forest. You'll want to head to the area where there's Dinosaur bones and a river. Goku will state he feels a high Power Level near here. To continue on, fly across the river. I suggest you be Level 6 or even 7 here. You'll encounter a Dinosaur, which is INCREDIBLY hard to fight at this point. Though, the game's AI isn't that great and you can defeat him. My strategy is to just to pull him to the river, cross over and Ki Blast him until he's dead. Since you'll be on the otherside, he'll never be able to touch you. After either beating him or running away, head out of the forest.

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- E. Forest Village . . . . . [ FOVIL6.5 ]-  
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Enemies: Squirrel, Snake, Wolf And Pterodactyl.  
Suggested Level To Gain To: 9-10.

This is kind of a safe area, where you can rest up and take it easy. If you wish to train, head back a screen and challenge the Dinosaur some more. If you need health, there's a red jar near the house in this area, which gives a Herb everytime you leave the screen and enter it. When you feel ready, head to the house in the northeast.

The old man will tell you you aren't ready for Radditz and need to "calm the forest." Yeah, whatever, old man. Goku's only the strongest person in

the world. I'm sure he "isn't ready yet." Anyway, there's 4 Side Quests here, so head to the Side Quests section for more information. These Side Quests MUST be done to calm the forest. Continuing on, there isn't anything else in this area that's important, except you'll see Yamcha and Puar, which you'll get 500 experience from each of them, so go talk to them.

After you handle the problems in the forest, I suggest training until you're at Level 9 or 10. That way, Radditz won't give you too much trouble. If you aren't sure if you've completed the tasks at hand to "calm the forest," talk to the old man. He'll tell you. After doing so, he'll tell you the exit is the Dinosaur's Skull behind him. Before going, he'll give you the Solar Flare technique. Gee, I'm pretty sure Goku knew this already and didn't learn it from some crazy old man who talked to trees and shit. Oh well. Continue on through the skull and meet Radditz.

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- F. Radditz's Area . . . . . [ RADARE6.6 ] -  
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Enemies: Squirrel And Radditz.  
Suggested Level To Gain To: 9-10.

Nothing much to do here except battle Radditz. If you are in need of healing, there are plenty of Herbs around the area, so either grab them and heal or stock up if need be. When you are ready, talk to Piccolo, who states they should get on with the fight, then talk to Radditz. After some talk of Goku still refusing, Radditz will fight you, while Piccolo just stands there, staring into space.

Great help you are, Piccolo. Anyway, the best strategy to beat Radditz is to Solar Flare him, Ki Blast him and then run away and repeat. If he hurts you, grab some Herbs and heal. He isn't that hard, if you've been gaining Levels that is. After hurting him enough, Goku grabs him and Piccolo walks over and Makankosappos you both dead. After a brief scene of Gohan crying and Piccolo talking, you then end up in Heaven.

-----  
- G. Heaven . . . . . [ HEAV6.7 ] -  
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Enemies: None.  
Suggested Level To Gain To: 9-10.

Well, nothing much here. King Yemma just speaks about Snake Path and that you should go meet Kaiou. Simply walk to the right of the screen and you'll appear on Snake Path.

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- H. Snake Path . . . . . [ SNAPA6.8 ]-  
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Enemies: Princess Snake.  
Suggested Level To Gain To: 9-10.

If you're still hurting from fighting Radditz, I suggest you heal yourself now. Because, just ahead is Princess Snake and she isn't easy. Anyway, while you walk on Snake Path, DON'T touch the sides, as they will cause damage to you. If you try to fly off Snake Path, you'll just take damage and be thrown back onto it. When you encounter Princess Snake, the best



strategy to defeat her would to Solar Flare her, punch/Ki Blast her and then repeat. Eventually, she'll die and you can continue down Snake Path. Though, not to far ahead, Goku "loses" his balance and falls into Hell.

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- I. Hell . . . . . [ HELL6.9 ] -  
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Enemies: Spirits.  
Suggested Level To Gain To: 10-11.

First off, this is actually called HFIL and I honestly hate that name. I don't see why Infogrames used it in a video game. They could've used Hell and gotten away with it. I guess being under FUNimation's control, they had to use it. Anyway, you have two objectives here. One is a Side Quest, so head to the Side Quest section and take a look. You actually MUST do this in order to continue the game.

Complete the Side Quest and you'll see. Anyway, after completing the mentioned Side Quest, talk to Mez (The red Ogre.) and he'll challenge you to a race. Goku states he should ask some Spirits where he went, but that's REALLY useless. No one talks to you at all. Simply just head to where Goz is and take King Yemma's Fruit. Mez will appear and Goku will catch him, thus allowing him to find out how to get back onto Snake Path. He'll open an entrance, but the jokes on you.

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- J. Snake Path (Again.) . . . . . [ SNPAA6.10 ]-  
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Enemies: None.  
Suggested Level To Gain To: 10-11.

You'll have to start at Snake Path all over again. It's not a problem, since you can pick up the Red Flight Orbs every second and skip 3/4 of Snake Path with ease. Anyway, continue now to the end and you'll reach Kaiou's Planet. Simply fly to it and you'll land on it.

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- K. Kaiou's Planet . . . . . [ KAIPL6.11 ] -  
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Enemies: None.  
Suggested Level To Gain To: 10-11.

Once you arrive on Kaiou's Planet, talk to Kaiou and after hearing Goku's story about the Saiyajins coming in a year, he'll decide to train you. This is the part that seriously disappointed me. You don't learn the Kaioken or Genki Dama at all. It sucks. Anyway, your first task is to catch Bubbles. The strategy to this is to simply just grab some Green Flight Orbs and fly near him and punch him to stop him.

After doing so, you'll win and continue onto Gregory. This time, you have to use a hammer to hit him. Not that hard, really. Just fly near him and whack him to win. After doing this, Kaiou teaches you the Kamehameha, which Goku never learned from him AT ALL. God, this game has so many errors...anyway, after this, you'll be wished back and arrive at Kami Sama's Lookout.

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- L. Kami Sama's Lookout . . . . . [ KASAL6.12 ]-

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Enemies: None.  
Suggested Level To Gain To: 10-11.

Nothing much here except Kami Sama tells you that Earth is under attack and you need to get there as soon as possible. And what better way to do it by first heading through a forest, a city and a military base before you can get there. Anyway, if you head to the north west of where you start out, you'll find Korin, who will give you a Senzu Bean. After this, head to the west and leave Kami Sama's Lookout.

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- M. Snow Forest . . . . . [ SNOFO6.13 ]-

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Enemies: Squirrel, Wolf And Dinosaur. (Namek version Dinosaur.)  
Suggested Level To Gain To: 13-14.

Well, now you'll end up in another forest. There's a Side Quest here, so be sure to check the Side Quest section for that. Anyway, your current Level should be around 11-12 around now. If not, train a bit around this area. I recommend Level 13 or 14 for Nappa and Vegeta. The Dinosaur in this area gives 4,000 experience, so fight it for training. It's the same kind of Dinosaur you'll soon encounter on Planet Namek. Anyway, nothing is really around this area, so go ahead and continue south into the city.

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- N. City . . . . . [ CITY6.14 ]-

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Enemies: Squirrel And 3 Bank Robbers.  
Suggested Level To Gain To: 13-14.

Wow, the first actual city in this game and sadly, the last as well. Anyway, if you did the last Side Quest, get the reward of the Capsule. Then, if you look around in the town, you'll find another Capsule. There's a Side Quest involved for these 2 Capsules, so head to the Side Quest section now. After doing this, if you are in need of some health, to the far northeast of town, there's a red jar with a Senzu Bean inside. If you need more, simply walk into a house and exit and get another. Now that you are healed, there's another Side Quest available, involving Bank Robbers. Head to the Side Quest section for more information. Whenever you are ready, head south.

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- O. Military Base . . . . . [ MILBA6.15 ]-

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Enemies: None.  
Suggested Level To Gain To: 13-14.

Nothing here. Just walk through and continue onto the next screen. If you need healing, a nurse is nearby and can heal you. Once done, just follow the path and exit the place.

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- P. Nappa And Vegeta's Area . . . . . [ NAVEA6.16 ]-

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Enemies: Nappa And Vegeta.  
Suggested Level To Gain To: 13-14.

Finally, the long awaited battle. Gohan and Krillin will talk about how Yamcha, Tenshinhan, Chaou Zu and Piccolo all died and that the Saiyajins are just too strong. Goku will then take over and battle Nappa. Simply talk to him and the battle will begin. Nappa isn't too hard, if you're at Level 13 or 14. Simply put, the best strategy here is to Solar Flare him, then charge the Kamehameha and let him have it. Repeat until he's dead. If you take damage, there are plenty of Herbs around the area, so simply just pick one up and heal.

Or, if you don't need health, just stock up. Anyway, Nappa will soon fall and then Vegeta takes his turn. Vegeta's much stronger and I suggest grabbing a few Green Flight Orbs first. The best way to win would have to be to just Solar Flare him, fly away and then Kamehameha him. Repeat and he'll be defeated...or will he? He'll then stop play time and start the real fight. He'll become stronger, so this is where you really want to fly around and shoot him. Just Solar Flare him and Ki Blast/Kamehameha him until he falls.

I don't recommend punching him, unless you charge the Solar Flare for 3-5 seconds, then just barrage him. Otherwise, you'll get one punch in and then he'll attack you and cause some serious damage. Anyway, after he falls, he'll become angry and turn Oozari, knocking Goku down. Unfortunately, this is the end of the fight, as I'm guessing Infogrames got lazy and decided to do a story mode of the battle after this. Yajirobe comes in, cuts Vegeta's tail off and Gohan goes Oozari for 5 seconds and bashes Vegeta to nothing.

Afterwards, Goku pleads with Krillin to let Vegeta go and agrees. Vegeta escapes and they decide to go to Planet Namek. Krillin tells him that he, Gohan and Bulma would go and that Goku should come along as soon as he's healed. Now the shocker. You are suddenly just brought to Namek as Goku. There is NO training, recovering OR playing as Gohan and going through the game. Seriously, how can you cut out 1/2 of the Namek Saga like that? It's just SAD. Anyway...onto the next part.

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- Q. Namek Village . . . . . [ NAVIL6.17 ]-  
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Enemies: Namek Pterodactyl, Namek Dinosaur And Frieza's Guard.  
Suggested Level To Gain To: 22.

First thing's first. Check your Level. I'm suggesting Level 14 for this part. Though, this is an EXCELLENT place to train. Frieza's Guard gives 10,000 experience each, so kill them, enter a house, grab a Herb and repeat. I honestly recommend training to Level 22 here. Cause after that, you'll need over DOUBLE of your max experience you've gained so far to gain to your next Level. I'm talking like over a million. Anyway, gain to Level 22 (Trust me, you'll thank me later.) and talk to the Namek at the entrance to the village. There's a Side Quest here, so head to the Side Quest section for more information. When you are ready, head to the northwest and exit the screen.

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- R. Entrance Of The Ancient Ruins . . . . . [ ENOTAR6.18 ] -  
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-----  
Enemies: Namek Pterodactyl, Namek Dinosaur And Frieza's Guard.  
Suggested Level To Gain To: 22.

You'll enter this area and see The Ancient Ruins, but don't enter it yet. First, look around the area and find the Blue and Red Artifacts. The Red Artifact can be found to the north of where you enter the screen and the Blue Artifact can be found to the northeast, underneath where the Namek Dinosaur is standing. There's also a Senzu Bean here if you need it, so be sure to grab it. There's one more Artifact, the Green Artifact, but that'll be found inside The Ancient Ruins.

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- S. The Ancient Ruins . . . . . [ TARU6.19 ] -  
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Enemies: Frieza's Guard.  
Suggested Level To Gain To: 22.

This is probably the hardest part of the game, even though the game isn't really that hard. This entire place is a maze, so be prepared. Anyway, from the entrance, pick up the Red Flight Orbs if you need them and then step onto the white block in front of the statue of Piccolo. In the next room, head all the way to the east and then north. You should see a hand pointing towards a wall. Go ahead and follow the finger. The wall is fake and it'll lead you to a room where the Green Artifact is located. Grab it and exit the room. If you need some Herbs or health, simply follow the wall up past the statue of Piccolo and press against the wall until you find the opening, leading to a room with Herbs.

When you are ready, find the green block to the southwest (From where you get the Green Artifact.) and enter the next room. Kill the enemies here if you wish and locate the orange block, which is to the southeast. There's other hidden areas here, mostly one to get some more Herbs and a Senzu Bean. Though, there is another one of importance. If you somehow get stuck at the beginning, simply head to the west wall, where the Red Flight Orb is and press against the wall and you'll get a shortcut through the temple.

Next, head southeast and step onto the yellow block. In the next room, head south, then west to the white block and then simply walk north and walk onto the other white block. You'll arrive in a room with a massive Guru statue, with three places for those Artifacts you had. Simply put them on their correct places and an exit will open. You'll also gain experience from this, so at least it wasn't for nothing. Now, you're about to face The Ginyu Force. Heal up if you need to and then locate the new white block that just appeared to the west of the Guru statue and step on it. In the final room, walk north and ignore the white block you see and just keep walking. You will then exit The Ancient Ruins and arrive to fight The Ginyu Froce.

-----  
- T. The Ginyu Force's Area . . . . . [ TGFA6.20 ] -  
-----

Enemies: Namek Dinosaur, Frieza's Guard, Rikum, Jace, Burta And Ginyu.  
Suggested Level To Gain To: 22.

After exiting The Ancient Ruins, you'll come across Gohan, Krillin and

Vegeta. They'll all speak about The Ginyu Force and that they're too strong. Again, Goku speaks that he'll beat them. If you speak to Ginyu, he won't fight you, because he thinks you aren't worth it. Show him how strong you are by fighting Rikum, Burta and Jace. First, talk to Rikum and fight him. If you're Level 22 or above, this is a EASY fight. Simply Solar Flare him and pull off either one or 2 really good Kamehameha charges and it's lights out for him.

Next, challenge Jace or Burta. I took on Jace first. Simply just Solar Flare him and then Kamehameha him to death and he'll die. Same goes for Burta. Over all, if you're Level 22 or higher, this isn't going to be a challenge at all. After defeating them, Ginyu becomes angry and challenges you. If you need health, scout the area for some Herbs, but watch out for Frieza's Guards and the Namek Dinosaurs.

Anyway, find Ginyu and start the fight. Again, this shouldn't be too hard if you're Level 22 or above. Just Solar Flare him, walk away, charge a Kamehameha and release it when he gets close. He'll eventually fall and you will have gained a SHIT load of experience from fighting The Ginyu Force. After the battle, Goku comments that The Ginyu Force wasn't even a challenge for him and he wants a turn at Frieza. You'll then be moved to a different area.

-----  
- U. Frieza's Military Camp . . . . . [ FRMIC6.21 ] -  
-----

Enemies: Namek Pterodactyl And Frieza's Guard.  
Suggested Level To Gain To: 22.

The area you'll arrive in next is one of Frieza's military camps. Simply walk around and kill the enemies. There's only a few camps here, with one even having a Healing Chamber, but it's broken...damn. Though, most of this area is small little portions of land and you'll be hoping from one piece of land to the next. The exit is to the east. You'll know you're close when Goku states he thinks he can see Frieza's Space Ship over those mountains to the east. Simply head to the east and walk off screen and you'll arrive at the next area.

-----  
- V. Frieza's Space Ship's Area . . . . . [ FSSA6.22 ]-  
-----

Enemies: Frieza's Guard And Frieza's Elite Guard.  
Suggested Level To Gain To: 23.

Here you are. The second to last area of the game. Now is the time to train, if you haven't already. If you've followed my advice and gotten to Level 22 at the Namek Village, you should be close to your next Level, since all that experience from The Ancient Ruins and The Ginyu Force fight really helped out. Anyway, there is a new enemy, which is the same thing as Frieza's Guard, except they give you 30,000 experience instead of 10,000 experience. So be sure to increase your Level. If you defeat them all, simply head into the ship.

Though if you talk to Gohan, a small scene will ensue, like in the show. Afterwards, you have 2 options. 1. You can head to the right and enter the Healing Chamber, which will continue the game. You'll wake up and be healed and you will have to fight Frieza. There is no more training. 2. You can go through the north door and outside and fight more enemies to

increase your Level. It's up to you. Regardless, if you wish to train, read the next section. Otherwise, skip it and head to the next one.

-----  
- W. The Final Training . . . . . [ FITRA6.23 ] -  
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Enemies: Frieza's Guard And Frieza's Elite Guard.  
Suggested Level To Gain To: 25.

Ok, so here's my suggestion for training. I suggest you train to Level 25, which is your maximum. Don't worry, Level 23-25 doesn't require an INSANE amount of experience. Though, watch your health, since there isn't any Herbs or Senzu Beans around at all. But, there is a Healing Chamber and the game screws up at this point. If you go near it, you'll get healed. Just don't enter it and you'll be fine. So while you're training, if you need to heal, get close to it and then walk away. Anyway, when you reach Level 25 or you feel you are ready, head into the ship and enter the Healing Chamber. You will then wake up and encounter Frieza.

-----  
- X. Frieza's Area . . . . . [ FRIAR6.24 ] -  
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Enemies: Frieza.  
Suggested Level To Gain To: 25.

Now fully healed, you'll enter the final area of the game. Be sure you have some Senzu Beans and Herbs, cause you may need them. Talk to Gohan and Krillin and they'll tell you Vegeta is dead and that they can't stop Frieza. This is it, the final part of the game. Make sure you're absolutely ready, because Frieza could give you some trouble. I hope you brought a good supply of Senzu Beans and Herbs, other wise, you could be hurting, but don't worry, this area has a healthy supply of Herbs around, so you should be ok. Whenever you're ready, talk to Frieza and you'll start the final fight of the game.

-----  
- Y. The Final Battle . . . . . [ THFIBA6.25 ] -  
-----

Enemies: Frieza.  
Suggested Level To Gain To: 25.

Frieza starts off in his first form, so this isn't a major battle. Just Solar Flare him and charge a Kamehameha and blast him. Repeat and you'll win. Once he's defeated, he'll go into form 2. Again, just Solar Flare him and Kamehameha him. (Gee, not too much strategy to this game, huh? Just Solar Flare and then Kamehamehaing an enemy. Real simple if you ask me.)

If you need it, there are Herbs in the area, so grab them or stock up, because you WILL need them for the final battle. Anyway, once Frieza goes into form 3, just continue to Solar Flare him and Kamehameha him. If you wish, Solar Flare him and then punch him a few times. After being defeated for a third time, he goes into his final form and the screen changes to Namek's Destruction beginning. Krillin will walk up and yell that Goku can win and to not listen to Frieza. Frieza becomes annoyed with this and kills him.

Goku, angered by this, goes Super Saiyajin and challenges Frieza. This is

the final battle. Use ALL your Senzu Beans and Herbs. Don't hold back, you won't need them. The best strategy here is to STAY AWAY FROM HIM. Even at Level 25, Frieza can cause some serious damage. Just Solar Flare him and Kamehameha him. He'll eventually just fall dead and mumble how Goku will also die with this planet.

-----  
- Z. Ending . . . . . [ ENDI6.26 ]-  
-----

Good job. You've defeated one of the most easiest Dragon Ball Z games ever. Now enjoy the really lame FMV ending, which pretty much doesn't make you feel special about anything you've just done and it's pretty disappointing, but still, enjoy it if you can and be happy that you just completed a really simple game. Now brag to your friends, who won't care. ^\_^

Thanks for reading my walkthrough and I hope it helped you. Well, you're done now. Take care and see ya.

=====  
= VII. Technique Guide . . . . . [ TECGU7 ] =  
=====

Here you will find out the techniques Goku can use in Dragon Ball Z: The Legacy Of Goku. Though, there's only 3...

Ki Blast - The Ki attack you begin with. It'll serve you well. To use it, simply hit the B Button to release a small Ki Blast. If you hold the B Button down, you can charge the attack and allow it to become a fair sized Ki Ball, which does some decent damage. Use this if you need to pump out some damage fast.

Solar Flare - The infamous technique Tenshinhan created, the Solar Flare will prove to be one of the best attacks you'll have. To use it, select it and then hit the B Button to release it quickly. The longer you hold it, the longer the enemy/enemies stay frozen. A great technique to use, paired up with either the Ki Blast or Kamehameha.

Kamehameha - Probably the most used attack in Dragon Ball/Z/GT, the Kamehameha is the final attack you'll receive. It's the strongest Ki attack you'll have. To use it, select it and hit the B Button and a small beam of energy will be released. Not too powerful, but if you charge it up, it'll do some SERIOUS damage. Though it's strong, it can't be dished out fast, thus that's when the Ki Blast comes in handy.

=====  
= VIII. Item List . . . . . [ ITELI8 ] =  
=====

This area has been split into two sections. One is the Usuable Items that Goku himself can use and the other is the Items that are used for Side Quests.

-----  
- A. Usable Items . . . . . [ USAIT8.1 ]-  
-----

Senzu Bean - Fully heals your health bar. You can only carry a max of 3 at a time.

Herb - Recovers 1/4 of your health. You can only carry a max of 6 at a time.

Green Flight Orb - Recovers 10 points to your Flight Meter. (Sometimes, they only give 5.)

Red Flight Orb - Recovers 20 points to your Flight Meter.

-----  
- B. Side Quest Items . . . . . [ SIQUIT8.2 ] -  
-----

3 Magazines - Porn Magazines. Give them to Master Roshi.

1 Egg - A Pterodactyl's Egg. Give it to the mother Pterodactyl.

3 Stones - Can be used as stepping stones. Use them to help the old man cross the pond.

1 Boat - A toy boat. Give it to the boy who lost it.

5 Flowers - Pretty flowers. Give them to the boy who wants to get Sue a gift.

2 Capsules - Official Capsule Corp. Capsules. Give them to the man who loves Capsule Corp.

3 Trees - Young saplings. Plant them for the old Namek.

3 Artifacts - Ancient Artifacts. Use them in The Ancient Ruins.

=====  
= IX. Enemy List . . . . . [ ENELI9 ] =  
=====

Here is the list of ALL the enemies in Dragon Ball Z: The Legacy Of Goku and how much experience each gives you.

Snake  
Experience: 5.

Squirrel  
Experience: 5.

Crab  
Experience: 70.

Wolf  
Experience: 70.

Pterodactyl  
Experience: 300.

Dinosaur  
Experience: 600.

Radditz  
Experience: 4,000.



Princess Snake  
Experience: 3,500.

Spirit  
Experience: 1,000.

Bank Robber  
Experience: 1,000.

Nappa  
Experience: 20,000.

Vegeta  
Experience: 30,000.

Namek Pterodactyl  
Experience: 2,000.

Namek Dinosaur  
Experience: 4,000.

Frieza's Guard  
Experience: 10,000.

Rikum  
Experience: 40,000.

Jace  
Experience: 70,000.

Burta  
Experience: 70,000.

Ginyu  
Experience: 90,000.

Frieza's Elite Guard  
Experience: 30,000.

Frieza Form 1  
Experience: 300,000.

Frieza Form 2  
Experience: 500,000.

Frieza Form 3  
Experience: 800,000.

Frieza Form 4  
Experience: None.

=====  
= X. Side Quests . . . . . [ SIQU10 ] =  
=====

Here are ALL the Side Quests that you either must complete or you can complete for either items, experience or Speed.

-----  
The first Side Quest of the game. You MUST do this Side Quest, since if you don't, you can't continue the game. Anyway, this is INCREDIBLY easy to do. There is 3 Magazines you must locate. The first one is obvious, as it's to the right of Goku. Pick it up and then enter Kame House. You'll see another Magazine on the floor, so grab that one too. Exit the Kame House and walk behind the Kame House and you'll see the final Magazine. With all 3 Magazines, talk to Master Roshi.

Reward - 2 Senzu Beans, 1 Herb and 350 experience.

-----  
- Forest - Pterodactyl's Missing Egg -  
-----

Once you enter the forest, you'll notice a Pterodactyl and its nest. When you talk to the Pterodactyl, it tells you that someone stole her egg and she can't get it back. So it's up to you to reclaim it. First, continue along into the forest and once you come to a waterfall, fly across the ledge to the other side. You'll see a staircase leading up. I suggest you be Level 5 for this part, since the enemy Pterodactyl is a pain to fight. Defeat the Pterodactyl and get the egg. Bring it back to its mother and she'll be very happy. Though, talk again and she growls at you to not touch her egg.

Reward - 350 experience.

-----  
- Forest - The Bridge -  
-----

In the forest, you'll see a old man on a tiny island. If you fly across and talk to him, he'll claim that he got stuck there and can't go back. Goku will ask him if he wants him to fly him back, but he refuses and says he wants a bridge to cross. Ok...makes sense...I guess. Anyway, you'll now have to recover 3 rocks, which can be used as a bridge. The first rock can be located to the east of the Pterodactyl's Nest, near the entrance. You'll see the rock from the nest. The second rock is found southwest from the nest, in a shaded area. The 3rd and final rock is located near the end of the forest, near where you fight the enemy Pterodactyl and get the egg. Once you get all the rocks, simply go back to the old man and place each rock in the shaded piece of water. You then make a bridge and rescue the old man.

Reward - 1 Herb, 350 experience and Speed increases.

-----  
- Forest Village - Lost Boat -  
-----

In the village, simply walk to the west and you should find a boy, with a boat on a tiny piece of land with water surrounding it. When you talk to him, he states that his brother put it there and he can't get it. So, simply fly across, pick the boat up and return with it. Give it to him and he'll thank you.

Reward - 200 experience.

-----

- Forest Village - Sue Is Missing -

---

The major problem of the village is that a girl named Sue has gone missing. When talking to her parents, they think she may be lost and they hope she didn't climb any rocky areas. So, head northwest from Sue's House and up the hills. If you pass Yamcha and Puar, you're going the right way. Just follow the path and when you come to a small pond with two Wolves, head to the left and find the girl. Talk to her and then return home with her. After doing so, her parents thank you for your help.

Reward - 500 experience.

---

- Forest Village - A Present For Sue -

---

After exiting Sue's House, talk to the boy and he'll claim to want to give Sue a present, but he wants Goku to help him. Goku agrees and the boy states that she likes flowers. So, simply head back to where you found Sue, but continue along the path. If you meet a Pterodactyl, you're on the right track. Kill it and go to the ledge. Goku will state he thinks he can fly into the grove from here. Do so and pick the 5 flowers. Return to the boy and he'll be thrilled with what you did for him.

Reward - 400 experience.

---

- Forest Village - Neko Is Missing -

---

The final part of "calming the forest." First, head back to where you found Sue, but at the pond, head right instead. Follow the path until you find a black cat. Talk to it and it'll follow you. Return to the old man in the northeast part of the village and he'll thank you for what you've done.

Reward - Nothing. Cheap bastard...

---

- Hell - Find The Missing Spirits -

---

When you arrive in Hell, you must find 3 Spirits for one of the ogres. First, you must locate them. They aren't hard to find, as they are the ones that won't attack you and can't be attacked. Simply search around Hell, find them and bring them to the ogre near the building to the southwest. After doing so, he'll destroy the barrier guarding King Yemma's Fruit and allow you to catch Mez.

Reward - 500 experience for each Spirit.

---

- Snow Forest - Help The Lost Boy -

---

After coming back from Kami Sama's Lookout, you'll be in another forest. If you walk to the west, you'll find a boy on a cliff. Fly up and talk to him and he'll tell you how he became stuck up there. Now you must help him get home. Simple enough. Exit the forest by heading south and you'll enter

the city. Head to one of the houses to the south and his mom will be glad that her boy is home.

Reward - Capsule.

-----  
- City - The Man Who Likes Capsule Corp. -  
-----

After saving the boy, you'll have a Capsule now. If you look around the northwest part of town, you'll find yet another Capsule. You can't do anything with them, but you can get some experience for both of them. Head back to the entrance to town and head to the house with the man who loves Capsule Corp. Give him the 2 Capsules and he'll be happy about it.

Reward - 1,500 experience.

-----  
- City - The Bank Has Been Robbed -  
-----

When you arrive in the city, all anyone's talking about is that the Bank has been robbed. So, being the good guy that you are, head to the bank and take care of the robbers. When you arrive there, you'll see 3 Bank Robbers standing outside. Just go up to them and defeat them all. After you defeat them, the Police will thank you for your assistance.

Reward - 1,500 experience.

-----  
- Namek Village - Plant Some Trees -  
-----

The final Side Quest of the game. When you arrive in the Namek Village, an old Namek asks that you find 3 trees and plant them, since their planet is being destroyed. Basically, go around this area and locate 3 trees. They look like really small trees and are different from the ones you normally see. Fight your way through the area and grab all 3. After doing so, head back to the house the old Namek is by and walk up to the holes and plant each tree. After doing so, the old Namek thanks you for what you've done.

Reward - 7,000 experience.

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= XI. Secrets . . . . . [ SECRE11 ] =

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-----  
- Unlimited Health And Ki - Submitted by Saiyanjin Matt -  
-----

Whenever you are fighting an enemy who uses Ki, if you go into the air and allow them to hit you, you'll return to the ground, but the Flight Meter will still be present. As long as you don't hit the R Button, you'll have unlimited Health and Ki and you won't be able to die. Also, the enemy won't do much, since you'll still technically be in flight, so they'll just stand there.

-----  
- Unlimited Health -  
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During the intro movie, hit up, down, left, right, B Button and A Button.  
If done correctly, you'll hear a tone and when you start your game up,  
Goku will have unlimited Health.

=====  
= XII. Credits . . . . . [ CREDI12 ]=  
=====

Well, here's where I give credit to the ones that helped make this  
walkthrough possible. Here's the following people I'd like to thank:

Akira Toriyama - For creating Dragon Ball of course. If it weren't for  
him, this walkthrough or Dragon Ball wouldn't be here right now. So be  
thankful.

FUNimation - For utterly killing Dragon Ball Z even more. Thank you.

Infogrames - For making this game and helping kill Dragon Ball Z even  
more as well. I hope your next game is MUCH better than this.

Myself - For actually sitting down and doing this walkthrough. It was  
hell, but it was worth it.

Saiyanjin Matt - For the secret on how to get unlimited Health and Ki.

=====  
= XIII. My Words . . . . . [ MYWO13 ] =  
=====

Thanks for reading my walkthrough first of all. I sure hope it helped you.  
If you wish to submit something to this walkthrough, send it to  
ssj4kain@aol.com and label the subject as "Submit-Legacy" and as nothing  
else please. It isn't too hard and I'm not asking for alot. If you have  
any questions regarding this game, also send them to me and label the  
subject as "Question-Legacy" please. Again, not asking much here and it  
isn't hard to understand. Now for the legal stuff.

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