

Dragon Ball Z: The Legacy of Goku Speed Walkthrough Version A

by doctorbob26

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Speed Guide for "Dragon Ball Z: The Legacy of Goku" (GBA) | Version 1.1a
Written By: doctorbob26 | E-mail: doctorbob6@yahoo.com | 5/31/02

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/ A1 Introduction \
/ To Game \
/

"Dragon Ball Z: The Legacy of Gokou" is Published by Infogrames and developed by Webfoot Technologies Inc. Overall, it is an average to below-average game. It feels like a game that was just thrown together and the DBZ label was slapped on so it would sell. It is a fairly easy game and quite short. But that's enough of my "review" of it. Now, on to the more interesting stuff.

/ A2 Introduction \
/ To FAQ \
/

As you know, this is a speed guide for this game. By now, you're probably wondering if there's anything unlockable by completing this game in a quick time. The answer to your question is no, unfortunately. So why bother beating this game fast when there's no reward? What else are you going to do with this game, huh? Seriously, just what are you going to do with this game now that you have "wasted" \$40 (or \$30 in the case of the lucky ones) on it? That was exactly what I was wondering after I beat this game about 3 times. Then the idea behind for this FAQ popped out at me. So, basically, my point in making this FAQ is to breathe life into a (seemingly) lifeless game. When writing this FAQ I may use foreign spellings of characters names. Also, when writing this FAQ, I am assuming that you have beaten this game at least once. If you've never played this game before, I would suggest not using this FAQ, as I may be quite vague about some things.

/ B1 Guide \
/ Roshi Island \

Okay, we have the familiar beginning, as we've all seen. Just collect the magazines and don't waste time talking to anyone. Collect them in the order of next to the house, inside the house, and then next to Gohan. Talk to Roshi 3 times as usual, but don't ever waste time listening to what they (or anyone, for that matter) say, as you already know what to do and in effect don't need their help.

/ B2 Guide \
/ Home Area \

There's your house. Unfortunately, you can't go in even if you wanted to. Just go strait to the lake (larger one) to the south and east of your house. When you get there, kill the first 3 crabs there so you go up to level 3. Immediately save and shut off the game for a quick health replenish and a little save on time for going to the forest. When you turn it back on, you will be at you're house once again. Walk over to the forest, but don't kill anything (as you shouldn't do any point during the game because it wastes too much time), and go into it.

/ B3 Guide \
/ Forest \

You are now in the forest (yippee...). Go get the stone behind the pterodactyl and then the one down the (sort of) hidden path. Now, is an essential time to save, as you may have to try many times here. Take the path up the stairs and kill the 3 wolves over there. If you have problems, try to snipe them from afar. If you mess up on any part of this forest section, just redo it. Do not save and start form the beginning of the forest, as that wastes too much time. Pass the first set of stairs on that ledge, and also the 2nd. Take the path to the left of the 2nd set of stairs (so you don't have to fight an unnecessary wolf. Walk to right above the old man and fly north. Take the right path up. Kill the wolf near Tien and Chaozu. Or you could talk to them first so you have extra health when fighting subsequent enemies. Keep on walking and get the next stone and kill the 2 wolves near it. Now just go over and get the egg of the pterodactyl. Don't kill the Pterodactyl guarding the egg or bother with the flight charges. Save the game and let the pterodactyl kill you for an easy warp to the beginning of the forest. Give the egg to the pterodactyl. Now, just take the path to the right all the way to across the river. Pick up the flight charge and fly to the man's tent. Place the rocks and go back where you came from, but this time go into the village.

Don't bother with the Dino you just passed.

/ B4 Guide \
/ Forest Village \ _____

Now you are in the Forest Village (save now). You have a number of boring quests to do here. Okay, first, go strait to the boy who lost his boat and retrieve it for him. Now, go up the western-most stair set and talk to Yamcha and Puar. Go fly to where the pterodactyl is and then fly to the hidden (yea, sure) flower patch and pick the flowers. Get the girl and go back the way you came from. Deliver both the flowers and the girl. Now, go up the path that leads you to Radditz. Fly from the ledge that sticks out on the left to the next ledge. Walk up the path to Neko the cat and go back from the path that you just came from. Go to the house up the path. Talk to the guy and leave. You now have solar flare! No more need to fight any enemies (besides bosses, of course).

/ B5 Guide \
/ Crash Site \ _____

Save now, just in case you mess up. Go over and talk to Radditz from the side, as you should do with all bosses, as it decreases the chances of them hitting you as the battle begins. Just walk around and wait for him to fire a ki blast at you. Just hit R as it comes. So long as you have enough HP to survive the attack, you will now be invincible (as long as you don't ~~不~~ press R again.). Just walk up to Radditz and press A. And continue to press it. And continue. And continue... Ah, we're finally done. That wasn't too hard, was it? Just press B over and over to not listen to his talk and you will soon be done. What's that you say? You died? Eh, too bad. Have fun in HFIL! *Lets out an evil laugh*

/ B6 Guide \
/ Snake Way \ _____

Not much to do here. Just walk across it and fly in some section to save time, if you like. Make sure you don't talk to the Snake Queen. It'll just waste more time. Just walk to you "lose your balance". It sure didn't look like losing your balance to me...

/ B7 Guide \
/ HFIL \ _____

Now, we're in "The Home For Eternal Losers", and Funimation puts it. Our quest here is to gather the 3 spirits. Is it had? Nah, we'll be out of here in about 4 minutes or so (maybe less, I just guessed). To get the 1st spirit, go straight south, to the west, and then north some. Fly onto the higher platform. Go east and south to reach the first spirit (non-moving cloud). Take it back the way you came and go to the spirit gatherer by the path of going past the "Health and Fitness" Place (all I see is clouds, why would thy need a gym?). Now to go for the 2nd spirit. Save and turn off for a quick trip to the beginning of "HFIL". Travel to the East from the beginning. Talk to the "Red Devil" on your way there (if you don't, you will lose a lot of time, it's happened to me before). Keep on going east until you can't anymore. Then fly up the ledge and travel a little to the east to get the 2nd spirit. Once again, save and shut off for a quick trip to the start and refills of all stats. Travel back to the spirit gatherer through the way of the Health and

Fitness Place (once again) and deliver the spirit. This time, keep on walking north past the spirit-gatherer and fly onto the above ledge. Travel south, then east then strait north, as soon as you can to reach the final spirit. Travel back the way you came and deliver the final spirit. Now, fly back up past the spirit gatherer again, but this time, when you reach the lone grass patch (the one with the fruit) go around to the other side of it and travel up the stairs. Go eat the apple. The Red Devil will appear and in a few seconds you will once again be on Snake Way. Finally, I'm done with that section! I rather dislike HFIL, it takes too long to describe. At least it's much easier to do than describe! :)

/ B8 Guide \
/ Snake Way (2) \ _____

When you get back here, Goku makes his usual comment about being back at the beginning (as if it's really that long anyway). Just go across it as fast as you can. There are plenty of flight charges scattered about, so just fly the way to make it faster. Now, onto King Kaio's planet.

/ B9 Guide \
/ King Kai's Planet \ _____

Once again, we are on this little planet. Grab the flight charge and go talk to King Kaio. Start walking down and a little to the right until you are on the same horizontal "line" as Bubbles. Then just fly to the right until you are just a little bit (very little) behind him. Then land and punch, err... "catch" him. Grab the other flight charge that is near the southern, eastern corner of the planet (a planet has a corner?) and head over to Gregory. Do the same thing as you did with bubbles. Get in "line", fly land knock on head. Now, we will see the beautiful movie. Too bad we don't have enough time to see it... We will now appear at Kami's place. Don't bother talking to anyone; just walk off to the right and down to the Snowy Forest.

/ B10 Guide \
/ Snowy Forest \ _____

A very little forest here. Nothing much to do, just grab the kid off the ledge that's to the west and get out of there. Don't bother fighting; it's just a waste of time.

/ B11 Guide \
/ City \ _____

We now arrive at a seemingly peaceful city. Walk to the bank to reveal that there has been a bank robbery. (The robbers just stick out in front of the bank, right next to the cops. How stupid could they make this part of the game? A forest, to a city right next to it and the robbers of the bank just stand around near the cops and don't get shot... This was one sorry mistake in the game.) Okay, you know the deal with baddies. Just solar flare 'em and punch then about 5 to 7 times. Then repeat... many times. Then kill the remaining 2 robbers and bring the boy back to his house. You will get a capsule but don't bother with using it, as this quest is optional; the first of the 2 optional quests in the game. Just head to the south of the city and exit.

/ B12 Guide \

/ Nappa and Vegita \

After exiting the City, you will be at some sort of military base. King Kaio will contact you on your way, but don't bother listening, as always. Just follow the very short path and you will soon get up to the open field where Vegita and Nappa are located. Talk to Nappa (from the side, as always) and fight the way you usually fight him. Wait until he fires a ki blast and then fly. So long as you have enough hp to survive the attack, you will be invincible for the rest of the match. Just walk up to him and punch continually and keep on punching... Done? Now go to Vegita and talk to him and punch... and punch... "Enough is enough." Keep punching, you're about halfway there! Yes! Finally done. A small (very slow) sequence will play and they you will finally appear on Planet Namek.

/ B13 Guide \

/ Namek Village \

No necessary things to do here. Just breeze right through. Well, maybe a little less than a breeze because of Frieza's Minions, but you should have no trouble with them. Just solar Flare them and run (walk, actually) by them. On to the Temple Area.

/ B14 Guide \

/ Namek Temple (outside) \

Frieza's minions, a plenty. Really, there are quite a few of Frieza's Minions, so I would watch my back if I were you. But you know how to deal with them (and no, I don't mean fight them.). Just solar flare and run. The real mission is to get the 2 "Magical Artifacts". To get the 1st one, just take the left path up... all the way up to the top of the screen. It should be in plain view a little bit to the east of there. To get the 2nd artifact, go a bit more east from the 1st one. Go as far East as you can the go South a few steps and fly to the East, up the ledge. The artifact is under the dinosaur. Instead of killing the Dino, just use solar flare and run into the dinosaur and press A. You will recover the Artifact from there. Just Save and reset for a quick trip back to in front of the temple. Now to go inside.

/ B15 Guide \

/ Namek Temple (inside) \

Go inside the temple. This is easily the most confusing part of this game. Well, you may not think so, but I do. When you first walk in, go straight ahead onto the white platform before the statue. Now, walk all the way to the east (avoiding enemies, if possible), then to the north a bit. You will soon see a hand pointing to the East. Walk right where it points. This will lead you to a hidden passage. When you get through the passage, you will see the last "Magical Artifact" (Yeah!). Pick it up and walk out the way you came. Do not die here as I will waste a bit of time. Walk right past the hand this time, into the complete opposite direction it points to reach a blue platform. Take that to reach the beginning of the temple. Feel free to save now, as it will not waste time. Walk north up to the statue again, but don't go on the platform this time. Go by the Western Flight Charge and pick it up. Walk to the West from where the Flight Charge was located. You will enter a secret passage. Keep on walking west, even when you come out of the passage. When you can't go West anymore, head south and take the orange platform. When you emerge from the platform, go a few steps East then to the south. Pass by the

green platform. Go a bit more to the East and take the Yellow platform. Go west from that platform as soon as you can. Go all the way to the West and take the final platform you see, the white one. Walk straight up into another white platform. You are now in the room where you place the Magical Artifacts.

Walk up to the "x"'s on the floor and press A when right in front of them to drop the Artifacts. When you place the final one, you will hear something. Walk to the West to reveal that a new platform has appeared another white one. Just keep on walking up (don't take any more platforms) and you will soon be out of that horrid place. We are now at the Ginyu Force Area.

/ B16 Guide \
/ Ginyu Force \ _____

We arrive at an area that is seemingly behind the Namek Temple. You will see your comrades, but don't bother with them. Go fight the members of the Ginyu Force. I'm not going to bore you about details like I did with other "bosses", just fight. You know the routine by now (get hit by ki blast). Sorry... I couldn't hold back from saying it. Just defeat the first 3 then Ginyu, himself will challenge you. Just beat him the same way and you will be on your way. Now that was simple, right?

/ B17 Guide \
/ Frieza Outpost \ _____

Another rather small and simple area. Just head east. It's as simple as that. There's plenty of Flight Charges, so you should have no trouble getting across. Fend off the enemies with solar flare and you will soon come to the next area. Just walk over to Frieza's Ship and fly right into the top. When you get in just keep on walking to the East and right into the chamber. When you emerge, you will be at the Final Confrontation with Frieza!

/ B18 Guide \
/ The Final confrontation \ _____

Same Deal here as a normal boss. Just much, much longer. Just walk over to Frieza (don't talk to comrades) and talk to him from the side. Walk around him until he fires a Ki Blast then take to the air. Walk up to him and punch. This time, for a VERY long time. Soon he will turn into form 2. Then into form 3. After you destroy form 3 Frieza, you will appear on the soon to explode Namek. Frieza will come in as his final form and kill Krillian (What else did you expect?). You'll become enraged and charge up to SSJ. Just fight Frieza as you did before. Take to the air as a Ki Blast is fired. Then punch until he finally dies. Congrats, you win! Yippee!

/ C Goal \
/ \ _____

This section really should have been part of the guide, but it doesn't really matter. Your goal for beating this game on a pretty good run should be in less than 1 hour for the average to below average player. Under 50 minutes for the above average player. And finally, fewer than 40 minutes for the expert. The lowest time I believe is possible to beat this game in is 35 minutes. I, however, have never gotten that low. My best score (4th play through the game) was 38 minutes and I forget how many seconds. Please tell me if it is possible to get under 35 minutes, as I would really like to know.

/ D1 Other \
/ Contact Me \

I accept e-mail at the following address:

doctorbob6@yahoo.com

Please note that I do NOT accept e-mail attachments. If you send me an E-mail with an attachment, it will be immediately deleted. Also, note that I delete all e-mail after I read them for the first time. Please no flames... (Constructive criticism is allowed, though). Also, I will not answer any questions already answered in this FAQ.

/ D2 Other \
/ Thanks \

I would just like to say thank you to the following people for making this FAQ possible:

- GameFAQs
- Infogrames
- Webfoot Technologies Inc.; and finally
- You, the user for supporting this FAQ just by reading it

/ D3 Other \
/ Disclaimer \

I cannot guarantee that everything on this FAQ is completely accurate. I am not responsible for any problems that you have with this FAQ. Also, I am not responsible for anything that this FAQ does to you. In other words, USE THIS FAQ AT YOUR OWN RISK. I also do not own Dragon Ball Z or anything associated with it.

/ D4 Other \
/ Copyright \

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/ D5 Other \
/ Websites \

This FAQ can appear on the following sites. If it is seen anywhere else please let me know about it immediately. Your help is appreciated. I was quite generous with this guide. Even letting fan-owned sites use it. (Probably due to the fact that this took only about 2 hours to write the guide (longer than the game, LOL))

- GameFAQs (<http://www.gamefaqs.com>)
- Neoseeker (<https://www.neoseeker.com>)
- a2zCheats (<http://www.a2zcheats.com>)
- Dragon Ball Realm (<http://www.angelfire.com/games4/dragonballrealm>)
- Aladin's DBZ Site! (<http://www.freewebz.com/aladindbz>)

/ D6 Other \
/ Updates _____

-Version 1.0 - 5/30/02 - 10:00PM - Started writing this FAQ. I have gotten up to "HFIL" and expect to be done within the next 2 days.

-Version 1.1 - 5/31/02 - 11:00PM - Finished the walkthrough and wrote the "other" stuff, like legal stuff. There's not much more I can write, but I can think of a few things, though. Submitted FAQ. Hope it gets posted...

-Version 1.1a - 6/18/02 - 8:45PM - Not exactly a real update. Fixed most to all spelling and grammer errors. Updated "Websites" section. Added this section.

-END_OF_FILE-

-DOCTORBOB26

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