

# Dragon Ball: Advance Adventure FAQ/Walkthrough

by GDman

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DRAGONBALL: ADVANCE ADVENTURE

Publisher: Banpresto

Walkthrough

Version 0.10

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INTRODUCTION  
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Ok, so Dragonball Advance Adventure isn't exactly the hardest game in the world but Boss fights can sometimes piss you off. Also when you're stuck in an area and need help. As you know this game is Japanese and unfortunately I don't speak that language. If you want to find something specific in the walkthrough, press ctrl+f, type in the name of what you're looking for and click search. Dragonball: AA is not the fourth instalment of the legacy of Goku series but a completely different game.

=====  
CONTROLS  
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Basic Controls  
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A Button- Jump

B Button- Punch/Kick etc.  
Up+L- Block  
Away From Opponent+L= Block in battle mode  
Double Tap D-Pad- Run

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Techniques  
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Kamehameha- L+R Buttons  
Power Pole- L Button

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MENU SCREENS  
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Here is a rough translation of the menu screen if you want to know what each of them does.

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|  
|  Story Mode                Tournament Mode  |  
|  
|  
|  2p Mode                   Options         |  
|  
|  
|  Extra Mode                Mini Games Mode  |  
|  
|  
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```

NOTE: Mini- game and Extra mode needs to be unlocked. See the unlockables section.

Story Mode: No need to explain.

Tournament Mode: Here you can fight against the computer in the fighting style. There is also another option here that lets you do a Survival Mode after you beat the game with both Goku and Krillin.

2p Mode: Fight against your friends in fighting style.

Options: Here you can see the items you've gathered, delete your file, and after beating Boss Rush Mode you can get a Sound Test.

Extra Mode: In this mode, you play the story, but you can open the red doors, play different characters, collect some portraits and different items.

Mini Games Mode: Here you can play 3 mini games after you unlock them:  
Breaking Rocks (Beat Story Mode)  
Catch Korin (Beat Story Mode)  
Boss Rush Mode (Get all the items)

(CREDITS to blastoff)

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GAME BASICS  
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HP  
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Your HP is the health bar displayed at the top left corner of your screen. At first, you only have 2 health bars but as you pick up health powerups it will increase. This makes boss battles easier as bosses usually start out with 3 health bars.

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KP  
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Your KP is your Ki (energy) Points displayed at the bottom left corner of your screen. Goku starts out with 1 Ki Bar, as you collect Ki powerups the max amount of your Ki will increase. Your KP will decrease as you use techniques. You can increase your ki once it's depleted by hitting your enemies. It actually seems to increase faster as you take damage from enemies.

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LIVES  
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Goku will start out with 3 lives. As Goku dies, you will lose a life. If all of your lives are gone, Goku will die and your slot will be deleted. You can increase your lives by collecting Goku head icons. They are quite common and seem to appear in almost every area.

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WALKTHROUGH  
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AREA 1: Forest  
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After the introduction, start heading right and killing your enemies. (This area is pretty straightforward.) You will see a ! appear on screen, this means that you are about to fight multiple enemies and can't leave the area without killing them. There's also a pterodactyl, jump up to the top of the small hill to take him out easily. Moving on, you'll notice a gunman. You can easily dodge his shots by jumping. Jump to the top of the mountain and enter the cave by pressing up on your d-pad. Get the cheeseburger if you're hurt. Head back outside and keep heading right killing your enemies until you see another ! There will be about 7 enemies coming towards you. Keep pressing left/right on your d-pad (whatever direction you are facing your opponent in) and B to throw them at another enemy using your power pole.

Keep heading right jumping up the ledges until you jump your first gap in the game. You'll see another ! This time, there will be a pirate, a pterodactyl and a gunman shooting you across the gap. Keep heading right and you'll see a red circle on the ground. Press up + A to extend

your pole and jump to the top of the mountain. You will see yet another ! This time there'll be a couple of pterodactyls that will drop bombs on you. Stand at one place until they drop the bombs and run at the opposite direction. Or you can just hit them before they drop the bombs. You'll encounter a locked door, ignore it for now.

Keep heading right and you will see a couple more ! but you should be able to hold your own from now on. Kill the tigers (when they are on the ground.) Enter the cave and you'll see a capsule, walk over it and you'll get the Dragon Radar. Climb up the mountain and kill all the pterodactyls until you are able to proceed (there is a turkey on top of the mountain if you need your health fully restored). Head right until you see another ! This will be your toughest group of enemies yet. Once you beat them you'll be able to proceed to the boss.

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BOSS: Bear Bandit  
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For your first boss, he's pretty hard to beat. The boss starts out with 2 health bars. He has a pretty big sword and will slash on the ground to send powerful shock waves at you that inflicts about 80-130 damage. You can dodge it by jumping right before the sword hits the ground (Don't jump afterwards or you will take full damage!) His regular attack is to basically slash you inflicting around 50 damage. You can easily dodge his attacks by running under him, which should be easy considering he is so big and to attack him when he is facing the opposite direction. Feel free to use your power pole technique by pressing the L button, which should inflict at least 7 hits.

At the end, there will be a cut scene and you will receive the nimbus cloud.

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BOSS: Oolong  
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At the start of the fight, Oolong will turn into a bat and you'll pursue him in the nimbus cloud. At this point, he'll only bite you, which inflicts around 50 damage. It should be pretty easy to dodge, you can control the nimbus cloud with the d-pad and you can even jump. There will be a few Pterodactyls chasing Gokou but they are not much of a threat. After Oolong's health is down to red, he will turn into a rocket and try to hit you inflicting around 100 damage. He will also try to burn you using his thrusters inflicting 100 damage each hit. They are easy to dodge because the pterodactyls aren't chasing you anymore. You can only damage him when he is not on the attack (Oolong will turn into a drill when attacking.)

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BOSS: Yamcha  
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Yamcha is one of the character that is in both DB and DBZ. Yamcha is not a weakling though, he has his Wolf Fang Fist which inflicts 10-20 damage each hit. There's no way to break the combo (I haven't found one yet. A purple aura will surround Yamcha every time before he does the

Wolf Fang Fist so quickly jump to the other side before he hits you. Yamcha also carries a rocket launcher dealing 90-100 damage. However you don't even have to move to dodge it and the rocket does not go all the way across the screen. Puar is also hovering above you with a bomb inflicting around 80 damage so it's not much of a threat compared to the other attacks. Yamcha is also hard to hit because he dashes around hitting you with punches inflicting 30-50 damage. I usually hit him after he does the wolf fang fist. Yamcha starts out with three health bars.

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AREA 2: Fire Mountain  
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Nothing much here, just watch the flashy cut scene. You need to pull out a successful Kamehameha wave to pass this area, to do so press L and R buttons together. It will be very weak so don't use it against your enemies for now.

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AREA 3: Pilaf's Castle  
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I will be more vague from now on since you should already know most of the game basics. Jump on the platform above the spikes and take out the guard. Jump on the platform on the right and take out the security camera before the alarm goes off. You can take left path to get a burger but it's not worth it so go right and take out the robots since they can shoot missiles at you for a lot of damage. Take out the annoying Bombers too. A boulder will soon roll down, if it hits you, you'll have 300 damage! If it crushes you, you'll die. Luckily the boulder does not follow you so stay behind it and let it kill your enemies.

Jump the gap and head right killing the enemies. Drop down and take the left path for a burger. Head right killing the wolves and grab the life by wall jumping (Metroid.) Goku can wall jump the same way. Jump up and head right to proceed to the next screen. Head right and a couple of bombers will jump down from the ceiling. Kill them and head right. You can take 2 paths here after breaking the blocks, one is to fall down and the other is to simply head right. I took the first path so I will go that way.

Head right and jump up the platform and to the higher level, kill your enemies and avoid falling on the spikes. Get the life at the end of the path and go back down to the lower level. Now head right and follow the path and break the blocks. Jump up and start heading left. Jump up the platforms and kill all your enemies. Head right and break the blocks. Head right jumping the gaps, jump the platforms and take out the security camera. Head right and grab the item to become invincible. Head back left and jump the platforms killing the bombers. Head right and follow the path and head left. A couple of boulders will start rolling down. Avoid them and follow the path, jump up the platforms and head right.

Jump up the platforms and head left, jump up the set of platforms and follow the path to the next screen. Head left and follow the path, jumping across the gaps and grab the life at the end. Fall down and

head left. A couple of boulders will start chasing you, keep heading left. Jump up the platforms and head right across the spiky pits killing the red robots. Jump up and head left killing your enemies. Jump the platforms and head right.

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BOSS: Pilaf and Shu  
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You are fighting against 2 robots and it's going to be very frustrating. You will need to be good at dashing. Pilaf's robot is the smaller one that has 2 health bars. Shu's is the bigger one with 3 health bars and poses more threat so go for the larger one first. Shu will try to hit you with his flame thrower dealing 70 damage. It can be dodged if you dash right underneath him. Shu will also try to stomp you inflicting around 100 damage, you can tell where he is going to land by looking at the shadow. Shu will also shoot rockets from his belly inflicting 80 damage. To hit Shu, you will need to jump. After you take out Shu, aim for Pilaf. Pilaf will bounce around inflicting 40-50 damage. Pilaf ALWAYS jumps twice. Pilaf will also roll some bombs at you, they are insanely easy to avoid but be warned as they can inflict 230 damage to you. Pilaf will also try to punch you inflicting 15-30 damage.

MORE COMING SOON

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ITEMS  
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- #1 - Health Upgrade
- #2 - Health Upgrade
- #3 - Health Upgrade
- #4 - Kintoun (Story Mode - Goku)
- #5 - Kuro Kintoun (Story Mode - Klylin)
- #6 - Dragon Radar
- #7 - Power Pole Upgrade (Attack)
- #8 - Power Pole Upgrade (Attack)
- #9 - Power Pole Upgrade (Attack) (Red Ribbon Base) (Story Mode)
- #10 - Saiyan's Tail
- #11 - Power Pole Upgrade (Use Up+A with Goku anywhere)
- #12 - Bunny Costume (Pilaf's Castle)
- #13 - Ki Upgrade
- #14 - Ki Upgrade
- #15 - Ki Upgrade
- #16 - Sacred Water (Health Upgrade)
- #17 - Roshi's Sun Glasses
- #18 - PP Candy
- #19 - 1 Star DragonBall (Pilaf's Castle) (Story Mode)
- #20 - 2 Star DragonBall
- #21 - 3 Star DragonBall
- #22 - 4 Star DragonBall
- #23 - 5 Star DragonBall
- #24 - 6 Star DragonBall (Red Ribbon Base) (Story Mode)
- #25 - 7 Star DragonBall
- #26 - Pilaf's Hat (Pilaf's Castle) (Story Mode)
- #27 - General Blue's hat

- #28 - Upa's Feather (Red Ribbon "Town") (Story Mode)
- #29 - Microband
- #30 - Red Sword
- #31 - Ox-King's Axe
- #32 - Roshi's Cane (Jungle Run) (Extra Mode)
- #33 - Lunch's Machine Gun
- #34 - Korin's Cane
- #35 - Akkuman's Spear (Sacred Water Trial Cave) (Story Mode)
- #36 - Yajirobe's Sword
- #37 - Jackie Chun's wig
- #38 - Son Gohan's Hat
- #39 - A Drink Can
- #40 - Master Tsuru's Hat
- #41 - Mafuba's Electric vase
- #42 - Mecha Goggle (Beat Survival Mode with Piccolo)
- #43 - Girl Panties
- #44 - Carrot (Pilaf's Tower) (Extra Mode)
- #45 - Carved Turtle Rock
- #46 - Milk (Jungle Run) (Extra Mode)
- #47 - Bansho's Fan (Sacred Water Trial Cave) (Story Mode)
- #48 - Red Ribbon's Symbol
- #49 - Diamond
- #50 - Gold Bars
- #51 - Crystal Ball
- #52 - Demon's egg
- #53 - Puar (Pilaf's Castle) (Story Mode)
- #54 - Obake (Uranai Baba's Ghost Helper)

(CREDITS to Blastoff)

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FREQUENTLY ASKED QUESTIONS  
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[Q] I have something that you missed in your FAQ and I want to send you the information

[A] Cool, I probably missed lots of things. Here are ways of contacting me:

AIM: GdmanIsBad  
MSN: roysanjiv@hotmail.com

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UPDATES  
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Version 0.10 (November 30, 2004)- Started the walkthrough, 10% done, 2 levels completed. More updates to come frequently.

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CREDITS  
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To CjayC and GameFAQS for posting this walkthrough  
To BlastOff for various parts of the FAQ

To Banpresto for making Dragonball: Advance Adventure  
To Akira Toriyama for creating DB, DBZ and DBG

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