

# Dragon Ball Z Gaiden (Import) FAQ/Walkthrough

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Dragon Ball Z Gaiden: The Plot to Destroy the Saiya-Jins  
Walkthrough by  
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"Ok, folks, I'm finally doing it. I, Vegita, have finally decided to write a walkthrough for this game. Therefore, I shall walk you through this game. Does that sound fair? Good. Let us begin.

-----Here's the Walkthrough!-----

"The game starts. You see a man (who looks suspiciously like Nappa, I might add) plotting to destroy Earth. Cut to - Earth. Gokuu and Gohan are met by Mr. Popo, God's (Kami's) personal Assistant. He informs you that there are large machines that are wreaking havoc across the Earth. The Machines (which I will refer to as "Mammon Machines" out of respect for Chrono Trigger, another Akira Toriyama endeavor) are releasing a toxic gas that is destroying everything around it - plants, animals, and people. Gokuu and Gohan immediately set off to see what they can do to stop this menace. They leave their house and fly to Bulma's city, where they locate her and her father at the Capsule Corp. Building.

"Bulma is unable to do anything about the machines. Mr. Popo informs them that there is one in the Wasteland region on an eastern island (Mammon Machine # 1), one in the Desert to the south (Mammon Machine # 2), one on the Volcanic island to the southeast (Mammon Machine # 3), and there's one in the Yunzabit Heights to the far, far south (Mammon Machine # 4). Piccolo then shows up, asking what he can do to help with this menace. Gokuu suggests that they split up and each take out 1 machine, then meet back up in the far south and destroy the last machine. Gokuu volunteers to head to the wasteland, Gohan decided to go to the desert area, and Piccolo says he'll go to the Volcanic island. However, before they are able to leave on their separate journeys, 2 monsters show up!

"Gokuu immediately goes Super Saiya-Jin and throws a Kamehame-Ha...only to find that it didn't work. For some odd reason, the gas has a different effect on our heroes. Instead of simply killing them (we're too strong for THAT to work), they can't remember how to use their special ki attacks! Gokuu, Piccolo, and Gohan are forced to resort to hand-to-hand combat. Fight the monsters.

::pauses while you defeat the evil monsters::

"Gokuu realizes that this isn't going to be an easy journey with baddies like this roaming about, so they head their separate ways to stop them from coming. Thus, our journey begins!"

-----Chapter 1-----

--Part A - Gokuu and the Wasteland--

"Gokuu starts off in the northwest corner of the map. Before you start moving or anything, I should probably inform you of some important parts of this game (so you don't die). First of all is the Map function on the menu screen. If you select this, then you can travel to Bulma's City, Gokuu/Gohan/Chi-Chi's house, Kamesennin's house, and the island your character(s) have access to. Talk to

-Bulma if you need technological help,

-Kamesennin if you're looking for help finding the puzzle pieces (I think...this IS from memory, you know!), or

-Chi-Chi for a pit stop and life refill. This is absolutely necessary to know, since during the beginning of the game, you will have relatively low life and strength, while the monsters are relentless.

"As you collect clues regarding the location of the Mammon Machines, you'll want to save frequently, as any random battle could very well destroy you. The next point you'll want to know is the auto-travel feature, on the menu screen. Select the "Auto" feature, then scroll to the spot you want to travel to. After that, just select the cards you want to use to travel, and you will automatically be moved there. Once you reach your destination, the "Auto" function will be turned off, ready for you to select a new destination.

"Ok, back to the actual walkthrough. Have Gokuu travel to the town, and talk to the people there. No one knows much, except there have been some wierd lights off in the west. Interesting...travel to the big rock in the southwest. It seems a little out of place, don't you think?

"After reaching the rock, you will find...absolutely nothing! Just kidding, you WILL find a bird's egg. This will hatch after you arrive, and a bird will fly out. This bird will begin travelling across the map, towards the northeast. Follow it, and it will move further along. Follow it again, and it will continue on until you both reach the nest in the corner. Enter the nest, and the Bird will talk to you (don't ask me how; it's a Toriyama universe).

"Apparently while this bird had been...er, staying on the rock, it had heard several ongoings at the rock. Namely, there's a giant machine hidden in it, and there's a monster guarding it. Time to fly back to the rock! Upon reaching it a second time, Gokuu will find the machine, and the guard! Fight the guard!

::pauses while you fight the guard::

"There, that wasn't so hard, was it? Now that the guard is gone, Gokuu automatically destroys the machine. Good job! 1 down, 3 to go! I wonder how the others are fairing...?"

--Part B - Gohan and the Desert--

"Gohan has no idea where to begin, so he might as well go to the town to see what the locals know. Head to the town, and they will tell you that the pyramid to the south seems suspicious. Travel to the Pyramid, and you'll discover it's too dark to enter. You need a light source. Now, who would have a light source you could borrow?

"Sadly, Bulma does NOT have anything she can lend you. Return to the town on the island. There's a man there that is willing to part with his flashlight. All right, NOW go to the pyramid!

"Upon entering, you'll find that this isn't the largest Pyramid in the world. Travel up, then head left into the main room. Go all the way to the far-left wall, and you will find an inscription, telling you that there is an even bigger pyramid to the southeast. Sadly, it has since been buried underneath the sands of the desert.

"Upon heading south east, you will find...nothing but sand (gee, imagine that). You WILL, however, find a VERY large sand dune. Upon inspecting it, Gohan will discover the other pyramid! Enter it.

"Wow, now THIS is a big pyramid. Travel down the spiraling corridors to reach the center room, and go all the way to the back wall. Gohan will find...A MUMMY! Eep! The mummy tells him to help get it unwrapped. Gohan abliges, and you begin one of the DUMBEST games ever!

"The way the 'Catch the Mummy' game works is the Mummy appears in the center of the room (next to you), then quickly travels to either the north, south, east, west, or stays in the same spot. Your job is to use your fantastic reflexes, and, as soon as the mummy moves, move in front of it by pressing the same direction it moved, and press the A button to grab it.

"For example: Gohan and the mummy are in the middle of the room. The mummy quickly dashes to the North. Gohan (or you controlling him) should press Up, then press the A button when next to the mummy to grab it. You need to do this 12 times in 1 'Game' to succeed.

::waits for you to succeed at this lame game::

"Congrats, you've won the most pointless game ever! Ok, after unravelling the mummy, you'll find...a young girl? Apparently, this girl discovered the evil machine, and the henchmen there wrapped her up and left her in the pyramid, so no one would find them. She then leads Gohan to the machine, where Gohan must now do battle with the guard. Hope you have some healing items, since it's a LONG way from Chi-Chi's to the Pyramid to the girl to the machine!"

Ok, Gohan has won. Now it's time for Piccolo!"

--Part C - Piccolo and the Island of Mystery--

"Piccolo arrives at the island, but he (as everyone else) has no idea where the Mammon Machine is. Therefore, head to the town (it's to the south of where you begin). Talking to the folks here didn't offer any help at all! Well, there are several landmarks on the island to visit: Pilaf's castle, a large rock, a lake with a hole in the ground, and the volcano itself.

"Piccolo won't find anything at any of the locations, except for the hole near the lake. Upon entering, Piccolo will find a pink demon. After threatening it, the demon will tell Piccolo that the machine is located below the Volcano. Well, now you know where to go!

"After reaching the Volcano, Piccolo will realize that it's just too darn hot to enter! Now, who do you suppose could possibly aid him at a time like this? That's right, Bulma! Head on over to the Capsule Corp. Building in the main city.

"Bulma is willing to help you, but first you need to do a little carpenter work for her. Knock down 14 walls in the 3 tries, and she will help you out. The problem is, there are 8 walls in each set, and you have to time when to release Piccolo's Ki at JUST the right time, or else you will only break 1 or 2 walls.

::waits for you to blow up some walls::

"There, you're a carpenter. Bulma gives you a capsule full of snow, which should cool down that volcano nicely! Head back to the volcanic island, travel to the volcano, and Piccolo will automatically use the capsule, cooling down the lava. Piccolo then enters the volcano, finds the machine, and it's guard...

"Why, the guard is the very same Pink monster that told Piccolo how to get there! No more threatening, Piccolo has to thrash this guy!

::waits while Piccolo gets evil on the pink demon's @#)\$(@\_\_(\*::

"All right, Piccolo blows up his machine. Next?"

--Part D - Where is Bulma?--

"Future Trunks arrives at the Capsule Corp. Building, looking for Bulma. According to Dr. Briefs, she is missing, but he's sure she'll be back. As soon as Dr. Briefs mentions Vegeta, though, Trunks, being the worried kid that he is (if something should happen to her, he won't exist!), sets off to find her. Travel to the Volcanic island.

"Trunks, after visiting the town, the volcano, the big rock, Pilaf's Castle, and the hole near the lake, STILL hasn't found her! Well, there's not much to do now but...wait, what is that next to the northern coast? Why, it's a couple of those monster-guys! Go visit 'em!

"Trunks will ask them where she is. They tell him that she was taken to an island off the coast in the east, but he won't live to find her. Take these two out and head to the island (it's 4 squares big, so it's not hard to find).

"Well, Trunks found Bulma and baby Trunks, and some bad guys! Trunks gets ready to fight them, but suddenly, I (Vegeta) show up to help out! Yeah! Now you have 2 people to fight with (although you can't control Vegeta).

::waits for you to save Bulma::

"Ok, now that Bulma is save, everyone returns to the Capsule Corp. Building to talk about the situation with the machines.

--Part E - Reunion--

"Gokuu and Gohan meet up in the arctic area. Piccolo is no where to be found, but they decide to set off and find the evil machine anyways. Their destination should be the giant control tower in the East. Travel there.

"Upon arriving, Gokuu and Gohan will be joined by Piccolo. The guard at the tower will inform you that this isn't the last of the machines, this is merely the control tower. What's worse is that the instructions have already been sent to the last machine, which is located somewhere on this desolate island! Where to go, where to go?

"Well, if anyone would know, Bulma would. Head over to Bulma, and she'll tell you that she has no idea where it could be. Wonderful. Head back to the arctic wasteland, and you will find a wandering monster. Before you get the chance to find out where the final Mammon Machine is, though, he/she/it flies

off and sicks his cronies on you.

::waits for you to drop the weaklings pestering you::

"Ok, after destroying them, everyone figures out that the monster-guy was headed for the big rock in the southwest (again...). Head over there, and you will be joined by Vegeta and Trunks once arriving. Find the machine and destroy it, thus saving the Earth.

"Oh, wonderful...this particular machine had a special mechanism built into it, so when you went in to destroy it, it tried to destroy you! The resulting explosion leaves your party crippled, just in time for a large group of enemies to attack. You'd better heal yourself, and quick!

"After the first wave of enemies, the monster you met after arriving on the island reveals himself, and sends another legion at you. Fight again.

"By now, you are probably tired of fighting. Lucky for you, Trunks and Vegeta show up just in time, to aid you. Now, your team is back together again!

::waits while you blow up the remaining enemies::

"Finally, there is the lone monster-guy. Drop him!

::another fight::

"All right, you've saved the world, and your own skin. What next? Well, you are telekinetically contacted by Dende, telling you to return to the main city. Seems there's some trouble brewing at the television station..."

-----Chapter 2-----

--Part A - Resurrection--

"Upon arrival at the Capsule Corp. building, Bulma will tell you that you need to get to the TV station, pronto. Everyone else in the city is too afraid to comment on the situation, which means that something serious is goin' down.

"The TV station is all dark, save for 4 spotlights, illuminating 4 people - Freeza, Coola, Slug, and Taurus. After a round of questions (how and why, mostly), you fly off to a deserted area of the world to fight. Here they come!

"Your first fight is against Taurus and Slug. Now that your characters have 5 attack cards each, you'll fair well...as long as you also have a full compliment of items, in case you need to heal. Stick to your special attacks (if you get the chance to use them), and blast away! Your second fight will be against Freeza and Coola. Coola's the stronger of the two in this group; take him out first.

::waits for you to trash the villains of the past::

"Now that you've defeated those guys...they get back up again, and start fighting once more! Great...time to fight them again!

"After beating up Taurus and Slug (again), you'll face off against the Cold Bros. King Kaioh will then telepathically tell Gokuu how to properly dispose of these irritants. Defeat the group again and Gokuu will prepare to blast them to bits...but before he gets the chance to stop him, Freeza launches a huge blast, destroying the Volcanic island.

"This is not good at all, as this means that a LOT of people just died, including Mr. Satan. All right, no one cares about saving Mr. Satan, but you need to bring those innocent lives back. Not only that, though, but you need to travel into outer space to stop this alien menace before he gets the chance to try to destroy Earth again. Bulma can make a ship for you, but she needs some alien crystals. Those crystals were located in the big rock on the volcanic island, but that island isn't there any more...

"So, needless to say, you need to collect the Dragon Balls. Before you can find them, though, you need to get the Dragon Radar from Bulma. Head to the Capsule Corp. building.

--Part B - Searchin' for the Dragon Balls--

"Ok, you have the Dragon Radar, and you need to find the balls. Each one of the (remaining) islands has one, except for Kamesennin's island. I suggest you head to the Arctic area first. There are two here, one being to the south, on a white patch of land (no hills or anything). The second is to the far southeast, near a training building. Nab them both, then head to the desert region.

"Yeah, there is only 1 here in the desert, to the far south. It's in between 2 sand dunes, so using the radar (and pure luck) will net you another Dragon Ball. Now go to the wasteland.

"In the wasteland there are 2, and I suggest you get the further one first. After getting this one, head to Kuririn's house, to the northwest of where you got the Dragon Ball. If you tried to visit Kuririn's house before, and he wasn't there, then you wouldn't be able to get the Dragon Ball. Now that you have all the others, Kuririn will be back, and can give you his. Woo hoo, that makes 5!

"Now, where could those last two Dragon Balls be? Well, if you head to the main city, you'll find Pilaf there. Figures, the bad guys never die when their homes do...anyways, he'll tell you that he has 1 of the Dragon Balls, and the other is in the special box he had that could shield the ball from your radar. He'll then tell you that it is in the desert area. Well, back to the desert!

"Now that you know it's here somewhere, the ball will appear on your radar. Locate it, then return to Pilaf. Pilaf gets his wish, and the island is restored. Head to the island, go to the rock in the southwest, get the crystals, and return to Bulma. Finally, you're off this stinkin' planet!

--Part C - Intergalactic Planetary--

"Thanks to Dende and Bulma, you know the location of the mad Doctor's planet. While Veggie doesn't like having to be in a closed, confined area with Gokuu and the others, the thought of beating up someone threatening him (and his family) keeps him in check. Upon reaching the planet, you will discover that...there is a force field preventing your entrance? Oh, wonderful. Your ship can't enter, and is damaged, crash-landing on a nearby desert-like planet.

"Immediately head to the town (set of buildings) to the southwest. Talk to the inhabitants, and you will find that the elder of the planet is in a giant tower to the far southwest. Since it IS a really tall tower, it isn't easy to miss. Travel there.

"The elder can help you repair your ship and get on your way, but first you

need to help him recover an ancient ring from the tomb. The tomb is even FURTHER to the southwest, so set your auto pilot for the hole in the ground, and fly off.

"Upon entering the tomb, you'll find a winding corridor leading to the bottom of this cavern-esque place. At the bottom is a pyramid-like structure. Enter to find the ring...and lo and behold, there is Freeza, guarding it! While this certainly is odd, it's nothing your team can't handle! Drop him!

"Ok, you have the ring. Return to the planetary elder and he will help you repair your ship...but you still have no way of accessing the planetoid of the evil Doctor! Well, you might as well go brief Bulma (whos last name is Briefs) on what has just happened.

"After talking to Bulma (and getting no new information), head back to the desert planet. You'll see a space ship fly by. Maybe they know how to get to the planet! Follow them!

--Part D - Water, Water, Everywhere--

"You follow the spaceship to the next planet, which is mostly fire, with some islands in between. I don't know WHY this planet has a sea of fire, it just does. Fly to the island in the southwest, where the space ship landed.

"You'll find an alien inside who is willing to tell you how to get into the doctor's planet, but first you have to...play another lame game. The character you have in the first position has to knock down walls (like what Piccolo had to do during his quest). Win and you will receive a wierd...thing. Take it to the people of the previous planet.

"Well, after taking it to the people on the previous planet, they will inform you that it's a special device that allows you passage to the underwater (underfire?) city. To access this city, you have to go back to the flamin' planet (maybe it's a sun...?), and travel to the island within a ring of fire within an island. You'll know it when you see it.

"Anyways, go to that 1-by-1 square, and you'll be taken to the underwater/fire city. Talk to the people there and they will inform you that yes, one of them can help you get past the pesky barrier to the Doctor's planet, but that person was captured and taken to the Whirlpool in the southwest. Fly on down, and fight to save 'em!

"Ok, you've saved the Seahorse-person. He/She/It will be able to help you by creating a special orb that negates the barrier around the Doctor's planet, but it'll take some time. Just go to another planet, then head back and it'll be finished. NOW you can take on the Doctor!

--Part E - Doctor, Doctor--

"Once arriving at the Doctor's planet, you'll find a winding series of corridors. Down one of 'em you'll notice a large, locked door. Beyond it is the Doctor - but in order to access him, you have to take down his mechanized guards. Travel down the other corridors until you find each one of 'em, and fight! Remember, though - these fights are incredibly hard, so make sure you have saved up a LOT of items!

"After taking out the robots, simply head back to the locked door. Congrats, you can now take on the Doctor. The only problem is...none of your physical attacks can harm him! So, what's a DBZ character supposed to do? Easy - use your Ki attacks. After beating him once, he...gets right back up for another

go! Yeesh, this isn't easy! Keep it up, and you'll eventually beat him! Good luck to you.

"By the way...if you want the REAL ending, you have to beat the Doctor without using any items. Sound hard? It's harder than you think.

"Don't worry, folks...I'll finish this really soon. I just wanted to get out this much of it, so people would stop asking me questions like 'What am I supposed to do with Gokuu?' No, on to checking and making sure all of that is right..."

Remember, this walkthrough is located at  
<http://www.gamefaqs.com>, and  
<http://come.to/VegitaBOD> along with other walkthroughs and various writings by Vegita.

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