

Dragon Ball Z: Kyoushuu! Saiyajin (Import) Walkthrough

by Walkthrough

Updated to v3.14 on Dec 4, 2004

Dragon Ball Z: Assault Of The Saiya-Jins

General FAQ/Walkthrough

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Version 3.14159

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-----Assault of the Saiya-Jins-----
-----I: Introduction-----
-----Assault of the Saiya-Jins-----

"Welcome! I am Vegita, Guardian Of Destiny, and I see you want help for the Famicom game "Assault of the Saiya-Jins". Well, you've come to the right place, because this game was the first Famicom Dragon Ball game I ever owned, beat, and wrote a FAQ for. I have owned it for 5 years now, and I feel that I am quite proficient at it.

"First off, let's get one thing straight: Even though I am Vegita, I will try to write from an un-biased point of view (although I still think I'm the best at everything). Second of all, if I catch anyone copying all or part of this FAQ, ANY part of this FAQ (not counting little sentences like "First off, let's get one thing straight), I will destroy you. I will rip you limb from limb like the excessively weak individual you are, and then I will sue you for copyright infringement. Third of all, I do not own the rights to this game, the names of the characters in this game or FAQ, or have any ownership whatsoever of this game (except for the cartridge sitting in my room, that is). Those are the property of their respective owners."

of your offensive or defensive ratings. Once you've decided, a card will come up. The trick here is, you have to meet or beat the rating given (either offensive or defensive, whichever you picked) with one of your own cards. If you manage to beat all 5, you are rewarded with BP. If you screw up any, you lose your turn and 10 Ki Points (and you're crushed by the giant rock you're carrying). Ouch! Now, there is one thing that will often throw many people off, and that's the occasional Z card that you have to beat. Contrary to popular belief, you do NOT need to have another Z card to pass it - if you have a card with 1 Star in it, you can use it to be the Z! A 1 can only be used to beat another 1 or a Z, so it IS useful after all!

~The "Split-Form Training" Station. This game is rather strange, but it is based on skill rather than pure luck (unlike the other two Training Games). Your character is split into two equal halves (your Hit Points and BP are evenly split), and then the two halves fight. If you win, you get the largest percentage of your power rating added, but you get only half your HP back. If you lose you only regain half of your HP, you lose 10 Ki points, and you don't get the experience for it. Frankly, I don't understand why...after all, it's still half of you winning, right?

====III-A.2_b: Kai-oh Sama's Planetoid====

When Gokuu arrives at Kai-oh Sama's planetoid, he has to deal with 3 different training exercises: Catching Bubbles the Monkey, Hitting Gregory the Cricket with a Mallet, and Beating Kai-oh Sama himself. Whenever it's time for Gokuu to train (whichever one of the stages he's at), he has to travel around Kai-oh Sama's Planetoid on a small movement track. In order for him to access the training, he has to land on a Training Square. Once he does, he's taken to the training sections. Let's talk about each.

~Catching Bubbles. This exercise, surprisingly enough, is a lot like the "Rock Carrying" training session. Every time you land on the Training Station, Gokuu will begin running after Bubbles. Bubbles will have 5 cards, one of which shown. You have to beat his Offense Rating to catch up to him. If you beat his card, Gokuu will gain on Bubbles a little; if you don't, though, then Gokuu will stop and take a breather while Bubbles jumps up and down. After 5 cards, the session ends, and Gokuu will be taken back to the Track around the Planetoid. Continue on to the next track to go after Bubbles again (don't worry, all the distance you made each time is carried over to the next time). Once you catch Bubbles, you get a massive Level Up (and I mean MASSIVE), and the action is taken back to the rest of the Z Fighters.

~Whacking Gregory. This exercise is EXACTLY like the "Catching Bubbles" session. Gokuu chases after Gregory. When he beats Gregory's card, he gains on him. Continue around until you catch up to Gregory and thwack him good!

~Fighting Kai-oh Sama. This is just like your standard fight, except for the fact that you are CLEARLY outmatched by your opponent. To be perfectly honest, you will lose several times to him - this is ok, because after each loss you're taken back to the movement track. Head on over to the next Training Square, where you will continue fighting with him. Your life will be replenished (yay!), and Kai-oh Sama's life will remain what it was when you were defeated last time.

#####III-B: Fighting!#####

Ah, the most important part of the game - the actual fighting. First off, I should quickly cover the character participation regarding a fight. In order

to have more than one person in a fight, they have to be 1-space away from each other (bordering each other), or else it will only be the person whom was attacked in the fight. If Gokuu and Piccolo are either on the same space, right next to each other, or diagonally adjacent to one another, then they will be in the same fight. However, if there is any space between the two then it will only be the person being attacked.

Now, for the fighting itself! Your character is required to pick a card and an enemy they wish to use that card on. Simple enough, right? Let's discuss how the cards are read in a battle. As shown above (in the "Movement" section), each card has 3 points of reference - the Top Dragon Ball, the Bottom Dragon Ball, and the Symbol at the center of the card. During battle, each one of these are used to determine damage dealt, damage taken, and any special properties of the attack. Let's dissect the cards to find out how.

Top Dragon Ball - As stipulated above, the Top Dragon Ball has numbers 1 through 7 in it, as well as a Z. This Dragon Ball covers how strong the attack of the user is going to be, 1 being the weakest. The Z rating is the Strongest possible, so if you have one of these you're guaranteed a strong attack for that character!

Bottom Dragon Ball - As covered previously, the Bottom Dragon Ball has the Japanese symbols for 1 through 7 in it, as well as a Z. This Dragon Ball covers how strong the defense of the user is going to be, 1 being the weakest. The Z rating is the best defense possible, so use it when you're low on life or facing a particularly powerful enemy!

The Center Symbol - There are a few different symbols used in this game, each one representing a particular fighting style. It's best if you memorize these for future reference, as they ARE important at certain points. The fact of the matter, though, is that for the most part these symbols bear no meaning to your attack. The only times the Symbol does anything is when it is either a Ki card (and X with 3 dots), or when it matches your character's favored fighting style. When someone uses a card with the same Symbol as their favored fighting style, their attack Damage will be doubled. For instance - A Piccolo-Style Symbol will do nothing for most people, but if Gohan or Piccolo use it they will have a boost in strength!

Finally, as I just mentioned sometimes the Symbol will be a Ki Card. When one of these arises, whoever uses the card os given a list of their own personal Ki attacks. They then have to pick a Ki attack to use, which are usually more powerful than regular attacks.

Fighting a battle isn't just heads-on brawling, though - you can also use items in a fight to heal (or attack, as is the case with Yajirobee items)., or simply run away if you need to.

One Final Note - everyone that is in a fight must fight, as long as there are enough cards. If you have 2 people in a fight, they MUST fight each round. If you have 5 people, they ALL must fight. If you have more than 5, though, only 5 people will be able to attack, as there are only 5 cards for use at a time. Choose wisely, my son.

#####III-C: The Level System#####

Coming Soon!

-----Assault of the Saiya-Jins-----

-----IV: Game Walkthrough-----
-----Assault of the Saiya-Jins-----

Here's the walkthrough!

#####IV-A: Welcome#####

Ok, so this game isn't that hard to figure out, but I'll walk you through it anyways. You start out at the Kame house, in control of Gokuu. The movement in this game is quite different from the way you moved in Legend Of The Super Saiya-Jin. In LOTSS-J, you just either walked or flew. In this, you can only fly, and you use attack cards to move, one space per attack point. So you can only move up to 8 per round, and then it switches to the next player (If there is one). In this case, it would be Piccolo. The first think you should do is head south, keeping Piccolo and Gokuu in close proximity (so if you get into a fight, you will have both characters to fight with instead of just one). Fight around Princess Snake's house of healing (Unlike in LOTSS-J, these buildings will be used VERY frequently) to increase your Power Rating. Whenever you successfully win a fight, you get a certain amount of points added to your Power Rating. After gaining a certain amount, you can get a level up, netting you more life and Ki.

After Gokuu and Piccolo have about Power Ratings of 500 each, it's time for them to part ways and start the really fun work. Gokuu needs to get the Dragon Ball radar from Bulma (who won't give it to Piccolo, since he IS the Devil) while Piccolo needs to go train in order to get strong enough to fire off his Mankaksopoppo. That'll take a few levels, and fighting enemies can get really boring after a while, so it's best if you try your hand at a side game, which makes boosting your power rating extremely easy (see Section III-A.2).

After Gokuu and Piccolo have gained a few levels and gotten a power rating over 1000 each, then you will be able to get even more points in the third bonus game than before. Piccolo will be able to use his Mankaksopoppo, but you still aren't at Raditz's level yet. So stop worrying about Gokuu and send Piccolo off to train by himself again. Meanwhile, make sure that Gokuu drops by the Turtle's house, and then head north to the Saiya-Jin space pods. You will encounter the enemies from the Pendulum room of Kami's Lookout, who just aren't that strong fighting. Gokuu can easily drop both, while Piccolo attempts to get above 1500. Once Piccolo hits about 1700, he's ready to rumble.

Gokuu should go back and heal, since he might have taken a few lumps in those skirmishes. Send him back to the healing house. Piccolo should join him. Now, before you take Raditz on, what are you missing? You're strong enough, but how are you going to heal? That's right, go play a different set of side games to get items! They aren't that hard, you can either try a matching game with 8 cards, or you can try to match up the same card in three different spots. Either way, try to get a few healing cards, a a couple of Yajirobee's. Yajirobee is rather effective in this game, because he always goes before someone attacking, and his attack strength matches that of the person attacking.

Ok, so it's time to take on Raditz. How are you going to beat him? Simple! If you have a Grandpa Gohan card, then use it so he can't move, and blast him to death with Kamehame-Ha's and Mankaksopoppo's. Then have Gokuu use high defense cards, because Raditz will go after him, while Piccolo uses power attack cards. He has 300 HP, though, so he won't go down easily!

#####IV-B: Everyone Must Train#####

After Raditz dies, Gokuu (It doesn't matter if he dies or not in the battle, despite the series) will be taken to Snake Road with Kami. You have to use cards to move along it, occasionally coming across a training spot or temple containing a HELL demon (They give you items, you don't have to race or wrestle). Eventually, you make it to Kai-oh Sama's planet. From there, it switches to Kami's lookout, where Piccolo, Gohan, Kuririn, Yamcha, TenShinHan, and Chao-Zu are there. Kami sends you off to retrieve the Dragon Balls that have been taken by Garlic Junior and his henchmen. You split into 3 groups of two, and head off to find the henchmen, then team back up to take on Garlic Jr.

Sansho, the first henchman, is rather easy, so you should send a relatively weak pairing in to fight him. I preferred TenShinHan and Chao-Zu. The first thing you should do is hang out around Princess Snake's, fighting in pairs, so no one dies. You will be fighting new, harder enemies now, so be careful when you fight. Eventually, you will want to head east, where you will find a few training buildings. Build both of them up to about 1500 and head north to another healing building. Then head east again to a temple, the south along a little path through the mountains. Eventually, you will find Sansho, along with Ginger and Nicky lookalikes. Fight them to get the first Dragon Ball.

After defeating him, Gokuu will train against Bubbles. You have to move around the planetoid until you land on a training point, where you will run after Bubbles. He has a group of five cards which you have to try to beat (Remember the boulder game?) in order to catch up with him and grab him. Once you catch him, you will head off to the second team.

This team fights in a warmer, more mountainous landscape. I took Kuririn and Yamcha here. As with the last group, all you really have to do is build their power ratings up to about 1500 each (I build Kuririn up to about 2000 because he's so darn cool!), then go fight the henchman, this time Nicky. As with the last boss, he also has Ginger and Sansho lookalikes with him. Defeat him, and grab the Dragon Ball. Then we're back to Gokuu, this time catching Gregory underneath a mallet (see above). Succeed and it's back to the remaining LIVING Z Team.

Now for the last henchman (Yup, you guessed it: Ginger). I took Piccolo and Gohan. Since Piccolo should already be super strong, you only have to work with Gohan, which is still quite a bit of work. But you don't have much to worry about here, because you probably also have a moon item card, and don't know what to do with it (or you accidentally used it in a battle, and are kicking yourself for doing so). Well, once Gohan is at or above 1500, head for the center of the map. Ginger is stronger than the other two, but Piccolo can easily drop his minions. As for Gohan, use a moon card at the start of the round to create one heck of a fighter! His power rating jumps 10000 points, and he's huge! Snag yourself another Dragon Ball and go back to Kai-oh Sama's for the last part of the training.

Gokuu now has to fight Kai-oh Sama. Beat him and you'll have completed your training!

#####IV-C: The Contender for God...#####

Now that you have almost all the Dragon Balls, you have to stop the menace to the Earth: Garlic Junior! You are also now the combined forces of all three teams, which is quite a strong grouping. Of course, the enemies come in stronger groups as well, so heal them as soon as you can (You might be weak

from the boss battles). Now, go to the training spot of your choice and raise Piccolo's level to about 4000. Then work up someone else, I don't care who. You want to have two exceptionally strong characters for the upcoming battles.

After you have your two super fighters, head east to the corridor. You will find all three Henchmen ready to do battle, so go to it! The idea here is to have your super fighters take one each, while everyone else attacks the third. Of course, you could have Piccolo just drop one of the fighters, while everyone else tries to kill off another one, but that's just no fun! After defeating this massive team, you should go back and heal. Then build up the others in your group to at least

2500. Garlic Jr. is sitting on his throne (no pun intended), awaiting you to attack him. He starts out at about 2500, and, after being defeated once, grows to 3500 with even more life! Good luck.

#####IV-D: The Real Battle is Yet to Come!#####

Now that you have the Dragon Balls, you wish back Gokuu. But it'll be a while before he gets there, and the Saiya-Jins have already landed. So it's time for you to max your characters. Of course, they're probably in need of healing, so do so, then head to the Northwest region of the map, where you will find some Green Sfurru-Jins. In a group of 6. Ready to kill. You.

After wiping them off the face of the planet, you should heal (See? I told you those houses would be helpful!), and then continue along the path. You will come across Nappa, the Saiya-Jin General of Doom! Luckily, Gokuu will show up at this time, just to make things easier. But Nappa's 4000 Power Rating isn't making things easier...

After destroying a fellow Saiya-Jin, you can either build levels for everyone, or just head over to where Vegita is. He's got a Power Rating of 18,000, and he's not pleasant. But remember to use your Genki Tama, have Gohan turn into an Ooarzu (Use a moon card), and try to have Chao-Zu freeze him before someone does a large attack (Masen-Ko, Mankaksopoppo, Genki Tama, etc). And don't forget about Yajirobee! If you manage to defeat him, you will get a final password for each of your characters for the Tenkai-Ichi Budokai.

The End...

-----Assault of the Saiya-Jins-----
-----IV: Other Important Points-----
-----Assault of the Saiya-Jins-----

Coming Soon!

-----Assault of the Saiya-Jins-----
-----V: Various-----
-----Assault of the Saiya-Jins-----

#####V-A: Revision History#####

09-28-99: FAQ Made.
03-23-00: FAQ re-submitted to GameFAQs.com. General spelling errors fixed.
05-05-00: FAQ FINALLY updated, and submitted to GameFAQs.com. Complete overhaul begun, but long from finished.
05-16-01: Ok, it's been over a year, so I think I should update it. What do you think?

#####V-B: Thanks#####

Wow, there's a LOT of people here to thank, eh?

~Akira Toriyama, for creating Dragon Ball.

~The programmers, for making this game.

~That guy off of eBay who sold me this game (sorry, I don't remember your name!).

~CJayC (CJayC@gamefaqs.com, www.gamefaqs.com) for putting this FAQ up.

~Al Amaloo (www.gamewinners.com) for being such a cool guy, and having a great site.

~Vertsk8pro@hotmail.com for giving me a heart attack with your childish "I stole your FAQ and sold it with my name on it" antics. Because of that, I now do dozens of things to make sure people don't steal my work. If they do, I know exactly what to look for to see if they took MY work or not.

~Uh...I can't exactly thank God for the role he's taken in my life, because that would seem like I'm trying to force my religious opinions on someone else (which I'm not). Therefore, I'd like to thank "Murray" for the role he's taken in my life (Murray, you know who you are).

#####V-C: NO THANKS#####

If you write me asking for help with the game, I'll send you a link to my FAQ. If you ask for specific help, I'll try to aid you. However, if you ask me about something that is already covered in the FAQ, I will simply refer you to the FAQ again. I wrote the FAQ so that your questions would be answered here, not so I could repeat that FAQ bit by bit through e-mail for the next few years. If you need clarification about something in the FAQ, ask about it - but don't ask me to repeat anything.

And if you happen upon this FAQ at sites other than these:

www.GameFAQs.com

www.Gamewinners.com

<http://come.to/VegitaBOD>

Then please tell me ASAP!

Finally, if you are so bored you want to see a pathetically weak Dragon Ball-related site, go here:

<http://come.to/VegitaBOD>

or

<http://VegitaBOD.tripod.com/Homepage.html>

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