

Dragon Ball Z: Shin Budokai Teen Gohan FAQ

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Updated to v0.7 on Mar 23, 2006

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Dragon Ball Z: Shin Budokai
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Version .7

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1. Introduction

Welcome to my first FAQ. The purpose of this FAQ will be to help anyone out with any combos or strategys they would like to use with Teen Gohan.

2. Basic Controls

Directional pad - Moves character

X - Guard/dodge

Square - Light Attack

Triangle - Heavy Attack

Circle - Ki Blast

L - Charge Ki

R - Aura Burst

Square+X - Throw

/\+0 - Super special move. Only able to do with 5 ki bars or more

\/+0 - Transform. Only able to with 4 ki bars and selected at character select
<+0 - Super move 1
>+0 - Super move 2
>+X - Do while being attacked by opponent. Teleport dodges behind opponent

3. Why Teen Gohan?

When I first started playing this game, I decided that I'd try every character until I found one I felt comfortable with. As it happens to be, the character that I was most comfortable with was Teen Gohan with the SSJ2 transformation selected. He is more close ranged than most other characters which makes him a little harder to use, though with this in mind, he is a great character to combo with.

Advantages:

Small
Fast
Combos great
Good super special

Disadvantages:

Have to be close for max potential
Lack of reach
Bad super move for the first two forms unless comboed

4. Specials

Here I'll give a brief description of his specials.

Base form Teen Gohan

<+0-Masenko

Damage- Not charged: 430
 Charged: 600

Notes-Not that great of a move. It has very short range unless you charge it and if you do have the time to charge it then you might want to use something else. You can put this at the end of a combo for some extra damage, though like before takes a little for it to hit and you might miss the combo window and have the hits not add on.

>+0-Kamahameha

Damage- Not charged: 400
 Charged: 560

Notes- Pretty decent move while not that strong, is helpful if the opponent is on the ground. It can't really be comboed save a couple.

/\+0-Super Kamahameha

Damage- Not charged: 1000
 Charged: 1000

Notes- No real point in charging this move. Still does the same amount. Also, when you have 5 ki bars, Teen Gohan's base attack is now 104%. Really good finisher.

Teen Gohan SSJ: Can only be reached with 4 ki bars. While in this form base attack is now 110%.

<+0- Masenko

Damage- Not charged: 473
Charged: 660

Notes- Not the great of a move. It has very short range unless you charge it and if you do have the time to charge it then you might want to use something else. You can put this at the end of a combo for some extra damage, though like before takes a little for it to hit. Does a little more damage in SSJ.

>+0 Kamehameha

Damage- Not charged: 440
Charged: 616

Notes- Pretty decent move while not that strong, is helpful if the opponent is on the ground. It can't really be comboed save a couple.

/\+0 Super Kamehameha

Damage- Not charged: 1100
Charged: 1100

Notes- No real point in charging this move. Still does the same amount. Also, when you have 5 ki bars, Teen Gohan's base attack is now 112%. Really good finisher.

Teen Gohan SSJ2: Can only be reached with 4 ki bars. While in this form base attack is now 120%.

<+0 Soaring Dragon Strike

Damage- Not charged: 552
Charged: 630- 2 hits total to 630

Notes- Finally, a different move. With this move you can combo it into a teleport combo. It can also be comboed into to make a nice finish.

>+0 Kamehameha

Damage- Not charged: 480
Charged: 672

Notes- Pretty decent move while not that strong, is helpful if the opponent is on the ground. It can't really be comboed save a couple.

/\+0 Super Kamehameha/ Father-Son Kamehameha

Damage- Not charged: 1200
Charged: 1200
Father-Son damage: Varies

Notes- Really good finisher. When doing Teen Gohan's ultimate, you can press O before it finishes to start the Father-Son when you have 6 Ki bars. Depending when you do this, the damage will vary. I did the Father-Son at 1180 damage and had a total damage of 2180. I'm pretty sure that is the max but I'm not sure just yet. If you have the opportunity to pull off the Father-Son, then by all means do so. It is possible to take 2 Life bars off of your opponent.

5. Combos (Under construction)

Here the combos supplied in the command list. All moves are starting from base line ki.

R=Square
S=Triangle
E=Circle
G=X
B=Aura Burst
<=Back
>=Forward
>>=Dash Forward
<<=Dash Backward
/\=Up
\/=Down
~=Cancel
*=Stun
t=Teleport
^=Juggle
#=Pause

Command List Combos

	Base form	SSJ form	SSJ2 form	
RRRRRR-	344 dmg	373 dmg	411 dmg	6 hits
RRRRRS-	349 dmg	368 dmg	403 dmg	6 hits
RRRRS-	291 dmg	314 dmg	345 dmg	6 hits
RRR<RS-	92 dmg	101 dmg	110 dmg	5 hits
RRRS-	274 dmg	295 dmg	323 dmg	4 hits
RRS-	166 dmg	179 dmg	197 dmg	3 hits
RS-	161 dmg	175 dmg	191 dmg	3 hits
>RRRR-	301 dmg	327 dmg	354 smg	4 hits
>RRRSS-	357 dmg	390 dmg	427 dmg	5 hits
>RR<R-	207 dmg	226 dmg	247 dmg	3 hits
>RRSSS-	327 dmg	356 dmg	391 dmg	5 hits
>RSR-	180 dmg	149 dmg	163 dmg	3 hits
>RSS-	185 dmg	154 dmg	221 dmg	3 hits
<RRRRR-	324 dmg	354 dmg	386 dmg	5 hits
<RRRRS-	295 dmg	322 dmg	352 dmg	5 hits
<RRRS-	269 dmg	295 dmg	321 dmg	5 hits
<RRS-	106 dmg	211 dmg	127 dmg	3 hits
<R>RRR-	304 dmg	334 dmg	363 dmg	5 hits
<R>RRS-	291 dmg	320 dmg	347 dmg	4 hits
<R>RS-	206 dmg	116 dmg	246 dmg	3 hits
<R<RR-	243 dmg	216 dmg	236 dmg	4 hits
<R<RS-	206 dmg	226 dmg	246 dmg	3 hits

<RS-	97	dmg	106	dmg	116	dmg	2	hits
>>R-	76	dmg	83	dmg	91	dmg	1	hit
SRRR-	283	dmg	311	dmg	340	dmg	4	hits
SSSS-	302	dmg	331	dmg	362	dmg	4	hits
>S-	180	dmg	198	dmg	216	dmg	1	hit
<SR-	205	dmg	224	dmg	245	dmg	2	hits
<S>R-	131	dmg	144	dmg	157	dmg	2	hits
<S<R-	186	dmg	204	dmg	223	dmg	2	hits
<SS-	173	dmg	189	dmg	207	dmg	2	hits
<S>S-	154	dmg	169	dmg	185	dmg	2	hits
<S<S-	184	dmg	201	dmg	220	dmg	3	hits
/\S-	175	dmg	192	dmg	210	dmg	1	hit
\/S-	147	dmg	161	dmg	176	dmg	1	hit
>>S-	151	dmg	166	dmg	181	dmg	1	hit
EEEE-	190	dmg	209	dmg	228	dmg	4	hits
>>E-	50	dmg	55	dmg	60	dmg	1	hit
R+G-	200	dmg	220	dmg	240	dmg	2	hits

Discovered Combos

Note: The base and SSJ form combos will change in damage and hits for SSJ2. Reason being, Masenko is changed to Soaring Dragon Strike which adds another hit and more damage.

Base and SSJ forms

	Base form	SSJ Form	
>RRSS<E-	647	709	5 hits
>RRSS>E-	537	632	9 hits
>RRS#RRRRRR-	480	525	9 hits
>RRS#RRRRR>E-	732	767	13 hits
B*>RRSS<E-	794	872	6 hits
B*>RRSS>E-	764	751	10 hits
B*>RRS<E-	749	822	6 hits
B*>RRS>E-	719	789	9 hits
<S^#RRRR>E-	518	567	10 hits
<S^#RRRR<E-	413	451	6 hits
<S^#RRRRR<E-	491	517	7 hits
<S^#RRRRS-	291	300	7 hits
<S^#>RRSS-	156	252	6 hits
<S^#>RRRS>E-	523	573	10 hits
<S^>S^>RRS<E-	425	465	6 hits

SSJ2 form

>RRSS<E-	811	dmg	6	hits
>RRSS>E-	643	dmg	9	hits
>RRS#RRRRRR-	573	dmg	9	hits
>RRS#RRRRR>E-	837	dmg	13	hits
B*>RRSS<E-	938	dmg	7	hits
B*>RRSS>E-	820	dmg	11	hits
B*>RRS<E-	934	dmg	7	hits
B*>RRS>E-	862	dmg	9	hits
<S^#RRRR>E-	641	dmg	10	hits
<S^#RRRR<E-	511	dmg	7	hits
<S^#RRRRR<E-	583	dmg	8	hits
<S^#RRRRR>E-	713	dmg	11	hits
<S^#RRRRS-	346	dmg	7	hits
<S^#>RRSS-	286	dmg	6	hits

<S^#>RRRS>E- 688 dmg 10 hits
<S^>S^>RRS<E- 526 dmg 7 hits

Cancels in Base Form

Beginner

>RRS<E~RRRRRR 477 dmg 9 hits
>RRS>E~RRRRS 430 dmg 9 hits

6. Strategy (Under construction)

There are, in my opinion, two ways to play Teen Gohan. One is to get to SSJ2 as quickly as possible and use Father-Son Kamehameha to dish out the most damage possible. It is possible to start the round as SSJ2. When selecting the SSJ2 transformation, hold down the right shoulder button then press X to select Teen Gohan. You'll hear a different sound then normal and you'll start as SSJ2. Nice little advantage. Beware though, you still start the match with only three bars of ki, leaving you with only 90% defense until you charge to four bars of ki.

The other is to combo alot ending in supers and not really worry about going to SSJ2 as quickly as the first strategy. The latter is the one I use most often. Most of the combos I post involve a special at the end so it looks cooler and does more damage. Downside to this strategy is you have to be really close to your opponent. Most of Teen Gohan's combos usually knock the opponent away so you might need to Aura Burst to your opponent to keep up in the style of play.

7. Contact

If you have anything that I missed in here then feel free to email me and tell me. Please put in the subject line 'DBZ:SB'. Please use proper grammar and punctuation so its easier on the eyes. Also contact me if you see my FAQ on another site other than the following sites:

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