

Once again, I ask that NO ONE uses this guide on their site for ANY reason. If you want one so badly, write it yourself. That's what I did. If for some reason you ignore this fact, because you don't like to listen, at least give me credit for this, instead of ripping it off and saying you wrote it. Also, this walkthrough is to be on GameFAQs only and NO other site. Finally, please DO NOT edit this walkthrough in ANY way. Now, read on and enjoy!

Update: This walkthrough is also now available at IGN.

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= II. Current Updates [CURUP2] =

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5/14/07 - Just writing in to let any readers know if they E-Mail me any questions or comments, that my address still works. My willpower to write walkthroughs over the last few years died, mostly to college and real life, but I may just start this up again. Feel free to write in, thanks.

11/23/03 - Added the new layout to the FAQ. How's it look?

8/13/03 - Added a ASCII art banner. How's it look? Also, this will be the final planned update to this guide, as it has covered everything. If I ever find anything new or someone sends me something that's new and should be in this guide, I'll update it, but until then, enjoy.

5/10/03 - Just revised the walkthrough a bit. Not a whole lot, you won't notice much of a difference, except for a few things here and there.

5/30/02 - I've completed this guide. Revisions will be made overtime, if needed. I hope this guide helps you and serves you in any way needed.

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= III. FAQ (Frequently Asked Questions.) [FAQ3] =

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None at the moment...heh. If anyone E-Mails me asking about something, I'll post it here. Until then, nothing's here.

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= IV. How To Play [HOTOPT4] =

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- A. Controls [CONTR4.1]-

Here's the main controls of the game, which are the utter basics of game play.

D-Pad - Obviously used to move around. Not hard to figure out at all.

Select - Cancels out of Praticce Mode. (This is its only use.)

Start - Use to select options and also pauses the game.

X Button - Releases a back hand type attack. Also used to cancel out small Ki Blasts.

Y Button - Punch.

B Button - Kick.

A Button - Ki blast.

L Button - Dash.

R Button - Dash.

- B. Story Mode [STOMO4.2]-

Story Mode allows you to take on the roles of Piccolo, Super Saiyajin 2 Goku, Super Saiyajin 2 Majin Vegeta and even Majin Buu. As you go through Story Mode, you are presented with the starting battle with Piccolo VS. Frieza, up until Super Saiyajin 2 Goku VS. Kid Buu. There are a few modes of play here. You aren't expected to win with anyone except Super Saiyajin 2 Goku, but if you do, it just shows you a few different messages said after each battle. If you lose when playing as anyone but Super Saiyajin 2 Goku, nothing bad will happen, since that's how the story originally went. If you lose as Super Saiyajin 2 Goku, you are presented with a screen with Krillin, who offers you a Senzu Bean, which is a continue. If you run out of Senzu Beans, you lose the game.

- C. VS. Mode [VSMOD4.3]-

VS. Mode is basically what you expect it to be. You can either fight a friend here or go against the computer. What's different in Hyper Dimension is you can change your stats. Your stats are as follows:

Energy - Your current amount of Health. In VS. Mode only, you can change it from anywhere from 10 to 900.

Attack - Allows you to add a handicap to your attack, with physical attacks dealing more. Can be increased from 0 to 10.

Ki - Allows you to add a handicap to your attack, with energy attacks dealing more. Can be increased from 0 to 5.

Difficulty - Makes the computer player more of a challenge, fighting style wise. Can be increased from 1 to 4, with 1 being the lowest, 4 being the highest.

BGM - Background music. You can choose from 9 songs or just have no music at all.

When playing with the computer, you can make it as strong as the game will allow, giving you whatever challenge you want. You can also choose your battlefield as well. They range from:

Battlefield #1 - In the air, near Kami's Lookout. (Lower area is slightly below Kami's Lookout.)

Battlefield #2 - Tenkaichi Boudouki Arena. (Higher area is in the air, near Kami's Lookout.)

Battlefield #3 - Tenkaichi Boudouki Arena. (Area to the left is a grassy

type area. Area to the right is a burning city. Area above and to the left is in the air, near Kami's Lookout. Area above and to the right is the area slightly below Kami's Lookout. Top area is Kami's Lookout.)

Battlefield #4 - Planet Namek. (Area to the right is in the air, above the hole created by Frieza's Death Ball.)

Battlefield #5 - Kami's Lookout. (Area below is in the air, slightly below Kami's Lookout.)

And there's your choices for the battlefields. The first mentioned areas are the ones you start out in, with the other areas being ones you can knock your opponent to, continuing the fight there. Meaning, let's say you start fighting on the ground. Well, with a certain move, you can easily nail them into the air and continue the fight there. Cool, huh?

- D. Tenkaichi Boudouki Mode [TEBOM4.4] -

The Tenkaichi Boudouki Mode is basically a tournament mode, with up to 8 Human players playing. You can also have the computer play as well. The controls for setting the tournament up are easy:

Select: Select the character you wish to enter into the tournament.

Y Button: Enable that slot to be controlled by the computer.

X Button: Have the computer choose randomly the person for that slot.

Easy, huh? Also, you can't change your stats here, as everyone has a Health of 400 and no handicaps. The tournament starts with 8 fighters and ends with only one. Be sure to challenge this mode with a few friends.

- E. Practice Mode [PRAMO4.5] -

Practice Mode is virtually like VS. Mode, only you can't die, no matter what you do. You can go up against the computer, who does NOTHING but stands there and lets you hit him. It's basically a mode where you practice fighting, like the title suggests. You can't take damage and at anytime the fight can be stopped, by hitting the Select Button. You can change your stats and stuff, but everything but the music selection is pretty much useless, since you can't do ANYTHING to each other. A second player can play, by simply picking up Controller 2 and fighting as the computer. Use this mode to just get used to the game and to practice moves and stuff. That's what it's there for.

- F. Options Mode [OPTMO4.6] -

Nothing special here, expect changing a few things in the game here and there. Options Mode allows the following:

Sound - Change the sound of the game from either Stereo or Mono.

Screen Color - Allows the screen to always show the scene at Noon, Dusk or Night. Setting it to random randomly displays one of the three features.

Rush Battle - This is an option to fight the opponent REALLY fast, in a series of kicks and punches. The winner is the one not tired at the end of the small duel and uses his energy attack on the loser. You can have this option on or off.

Knock Away - This allows you to either have the option of not throwing opponents into other screens or having the option to do so.

Sound Effects - Listen to 120 sound effects from the game.

BGM - Listen to 20 songs from Hyper Dimension.

And there you have the Options Mode. Nothing really great here, since it is the Options Mode after all. Give a listen to a few of the songs though. They aren't that bad.

- G. Field Screen [FIESC4.7]-

When playing the actual game, you'll notice some things on your screen. First off, the very top of your screen. There are 3 things you will notice. First, there's a number. Let's say 200. That is your Health. When you are attacked, it goes down. If you go below 150, your Life Bar warns you that you are dying and need to heal fast. The next thing is the Life Bar. This acts as your warning that your Health is dropping and you need to heal fast. When it drops completely, your character dies. The final thing is the small circle underneath the number bar. When charging, once this circle completes itself once, you will recover 5 Health back.

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= V. The Playable Characters Of The Story [TPCOT5]=
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- A. Super Saiyajin 2 Goku [SS2GO5.1] -

The main character of the series, Goku will also be the main character throughout the Story Mode version of this game. You'll use him the most out of anyone. Goku's fighting style is average. He has no special advantages over anyone and is just over all normal. No weaknesses or anything, a well rounded character. His punches are at a medium range, as are his kicks. His best attacks are punch and kick combos, with his signature Kamehameha blast. Goku would be of best use to someone who likes playing with a normal rated character, that performs best with physical moves and not all out Ki blasts.

- B. Super Saiyajin 2 Majin Vegeta [SS2MV5.2] -

The Prince of the Saiyajins, Vegeta is Goku's rival throughout the series and is always trying to outdo him. Some think he turns good, but he never truly does until he makes the ultimate sacrifice, which was blowing himself up to destroy Majin Buu, to save his family. That is when he finally understands how Goku always wins. By putting his heart into it and seeing fighting as only a game, an enjoyment to participate in. Unfortunately, Vegeta's efforts are in vain and Majin Buu survives.

In this game, Vegeta is the second most character used in the Story Mode and after Perfect Cell, he turns back to his evil self, allowing Babidi to control him through the Majin effect, making him once again an enemy. Thus, the cause he is always in the Super Saiyajin 2 Majin Vegeta state. Vegeta's fighting style is based on a low attack power, but can deal the damage out fast with speed. His physical attacks are below normal, with his punches and kicks being around Goku's level. He works best with his Ki attacks. Anyone who loves a Ki fighter will love using Vegeta.

- C. Super Saiyajin 3 Gotenks [SS3GO5.3]-

The result of Goten and Trunks's ultimate fusion, Super Saiyajin 3 Gotenks appeared during the Majin Buu Saga to fight Majin Buu and put an end to him. Having an incredible amount of power, he could've done it, but Gotenks's cockiness is what made him be defeated. In this game, you can fight him in the Story Mode, at the special ending and also choose him in VS. Mode. Gotenks's fighting style can best be described as small and a pain in the ass to fight. His punches and kicks are at a very below average range, which in simple terms, are very short. He has a few good Ki attacks, but his best ones can't be delt out until he's close to death. His only advantage is that he's quick and hard to hit. Over all, use him if you wish to piss your opponent off royally.

- D. Mystic Gohan [MYSGO5.4]-

The first son of Goku, Gohan is probably one of the most loved characters in Dragon Ball Z. He is trained by Piccolo shortly after the fight with Radditz and from there on out, his life is forever changed, with it not going back to normal until Perfect Cell was defeated. During this time, Gohan went to high school and also became the crime fighter, Great Saiya Man. Shortly after the 25th Tenkaichi Boudouki began, a new threat appeared and in 24 hours, Gohan became more stronger than he ever possibly imagined, thus becoming Mystic Gohan.

Gohan only appears in the special ending of the Story Mode in one fight as a user and as an opponent. In VS. Mode, he can be used as much as you like. Gohan's fighting style is outstandable. He has virtually no flaws and is probably the best physical fighter in this game, next to Piccolo. Gohan does well with physical attacks, but he's not that great with his Ki ones. He can perform the Kamehameha and the Masenko, but that's about it. Use him if you love nothing but a physical type fighter, with a slight use of Ki attacks.

- E. Super Saiyajin 2 Vegetto [SS2VE5.5]-

The greatest warrior of all time, Vegetto is the Potara Fusion result of Goku and Vegeta. Only appearing during the fight with Kid Buu, Vegetto at the time was much stronger than Kid Buu, but once again, cockiness got in his way and he lost, being absorbed into Kid Buu. Once inside, something made Vegetto seperate and Vegeta crushed his earring, never allowing him to be merged with Goku again. Vegetto only appears in the special ending of Story Mode and is only available in VS. Mode. Vegetto can best be described as an air fighter. Most of his attacks are performed in the air

and his best attacks are his combos and Ki blasts. Use him only if you prefer fighting in the air and using heavy Ki attacks. Other than that, Vegetto is probably one hard guy to control.

- F. Piccolo [PICCO5.6] -

The Great Demon King, known only as Piccolo. He was originally the Earth's greatest threat, but when Radditz showed up, he was forever thrown onto the good guys side. What turned him good was mostly Gohan, with his happiness and actually talking to Piccolo and not being afraid of him. That and Goku's never ending kindness towards him, once even saving Piccolo from death after the 23rd Tenkaichi Boudouki. Over time, Piccolo became a great character and stayed that way throughout the series.

In Hyper Dimension, he has been ressurected, as promised by Gohan and he now starts the game off with challenging Frieza, which is his only fight in Story Mode. In VS. Mode, he's a great character to play as. His fighting style is something that is just a little slow, but greatly powerful. He has the longest range for his kicks and punches, even allowing him to throw his arm out even farther. (A move of his.) Piccolo is a very good rounded character, with equal amounts of physical attacks and Ki attacks. He's probably the second best fighter in the game. Anyone liking a strong, physical and Ki attacker will like Piccolo.

- G. Majin Buu [MAJBU5.7] -

The final threat to Earth in DBZ, Majin Buu was a demon created by Bibidi, a sorcerer, who wanted to destroy the Universe. After an assault by the Kaioshins, he was locked away for a very long time. But, during the 25th Tenkaichi Boudouki, he was brought out of his prison by Gohan's pure power and once again wrecked havoc. Though, he turned good once Mr. Satan simply told him don't kill people, it's bad and he just gave it up. Unfortunately, the evil in him escaped and became the real threat to Earth.

In Hyper Dimension, Majin Buu appears as an enemy and to fight his evil side. He's available in VS. Mode and is sadly probably the worst fighter in this game. His fighting style is somewhat childish, very slow and not that powerful. His movements are very slow and most of his attacks are predictable. Though, his combos do ungodly ammounts of damage. He does have a few good Ki attacks though and his defense is very good, giving him an edge to getting hit by Ki attacks. Over all, play as Majin Buu only if you want to cause some slow, but hard hitting combo attacks, as well as Ki attacks. Taking less damage is also good as well.

- H. Kid Buu [KIDBU5.8] -

The final and most evil form of Majin Buu, Kid Buu was the ultimate terror the Universe has seen. In the Story Mode, he is the final enemy you fight, first fighting him with Super Saiyajin 2 Goku, then with Majin Buu, then with Super Saiyajin 2 Goku again. In VS. Mode, you can play as him as much as you like. Kid Buu's fighting style is alot like Gotenks's, except much more powerful. He's also small, so hitting him is hard. His physical and Ki attacks are outstanding and if you learn how to use him right, he could

become one hell of a fighter. He's above average in everything and his advantage is that he's small and he's quick. He has an all around advantage. He'll work well with any player, even beginners.

- I. Frieza (Final Form.) [FRFF5.9] -

The most feared being in the Universe, during his time, Frieza was the most powerful thing around. His obsession for power led him to wanting Immortality, which lead him to the Dragon Balls, which could grant him that wish. This ultimately lead to his demise, with Goku stopping him and later, Future Trunks finishing him off. In the Story Mode, Frieza appears for two battles and is then finished. In this game, he appears in his final form, which is his strongest one he has.

In VS. Mode, he's an optional character and proves to be a well rounded one at that. His fighting style is mostly fighting with his legs and tail, using his fists only as a last resort. He has many Ki attacks at his command and they are all good ones at that. Out of all the characters, he probably has the most Ki attacks. He doesn't have that many physical attack combos, but the Ki attacks clearly make up for that. He'll work well with any player, especially those who love alot of choices on Ki attacks and someone who can fight virtually anyone without a disadvantage.

- J. Perfect Cell [PERCE5.10] -

One of the most strongest beings in the Universe, Cell was the ultimate creation of Dr. Gero. Cell was made up from the DNA of all the strongest fighters around. After traveling back from the future, since he needed Androids #17 and #18 to reach his Perfect stage and that in his time they were dead, he held a tournament. If someone beat him, he wouldn't destroy the Earth. After an attempt from all the Z Fighters, it was Gohan out of everyone that brought Cell to his knees.

In Hyper Dimension, Cell appears in two fights, one against Vegeta, the other against Goku. Both are in his Perfect form. In VS. Mode, he becomes an optional character. Cell's fighting style is based virtually on strength, but no speed at all. He's the tallest character and also the hardest one to move around. His kicks and punches have a long range of attacking, along with some really powerful combo attacks. The Ki attacks he has are very good, though there isn't many to use. Any player who likes to use a big, bulkly type character, Cell is their man. The only downside to him is trying to control him and his over all slowness.

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= VI. Performing Character Attacks [PECHA6] =
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Ever need to know how to perform a certain attack, but you just couldn't figure out how to do it? Well, here you'll find a COMPLETE list of each character's attacks and how to do each one of them. Scroll down for the character you're interested in.

- A. Super Saiyajin 2 Goku [SS2GOK6.1] -

Abise Geri: Down, Back And B Button.
Chou Kamehameha: Down, Back, Forward And A Button.
Double Kick: Forward And B Button.
Double Punch: Down, Forward And Y Button.
Jumping Knee: Forward, Down, Forward And B Button.
Kamehameha: Back, Down, Forward And A Button.
Kantsu Energy Dan: Forward, Back, Forward And A Button.
Quad Kick: Back, Down, Forward And B Button.
Shunkan Idou (Away.): Back, Down, Back And B Button.
Shunkan Idou (Towards.): Back, Down, Back And Y Button.
Side Slash: Hold L/R Button + B Button.
Slash Down Kick (While In The Air.): Forward, Down And B Button.

Desperation Attack (Genki Dama.): Back, Down, Forward, Up + Y Button.
(Can ONLY be done with 80 Health or less.)

- B. Super Saiyajin 2 Majin Vegeta [SS2MAV6.2] -

Bakuhatsuha: Down, Up And Y Button.
Bakukenha: Diagonal Back Down, Diagonal Forward Up And Y Button.
Big Bang Attack: Back, Down, Forward And A Button.
Chou Energy Dan (While in the air): Down, Back And A Button.
Dash Bakukenha: Back, Down, Forward And Y Button.
Driving Elbow: Hold L/R Button + Y Button.
Energy Field (While In The Air.): Down, Back And Y Button.
Final Flash: Down, Back, Forward And A Button.
Needle Block: Forward, Down, Forward And B Button.
Renzoku Energy Dan: Down, Forward And A Button.
Sliding Kick: Down, Forward And B Button.
Super Dash: Down, Forward And B Button. (Three Times.)

Desperation Attack (Galic Ho.): Up, Down + Y Button.
(Can ONLY be done with 80 Health or less.)

- C. Super Saiyajin 3 Gotenks [SS3GOT6.3] -

Aerial Kantsu Energy Dan (While In The Air.): Forward, Back, Forward And A Button.
Kikoha: Back, Down, Forward And A Button.
Power Tackle: Down, Forward + Y Button.
Renzoku Energy Dan: Down, Forward And A Button.
Renzoku Shine Shine Missiles: Down, Forward, Down, Forward And A Button.
Rolling Thunder Punch: Back, Down, Forward And Y Button.
Super Ghost Kamikaze Attack: Down, Back, Forward And A Button.
Ultra Diving Headbutt: Hold L/R Button + Y Button.
Wild Boar Takedown: Down, Forward And Y Button.

Desperation Attack (Gekitotsu Ultra Buu Buu Volley Ball.): Forward, Back, Down, Forward And Y Button.
(Can ONLY be done with 80 Health or less.)

- D. Mystic Gohan [MYGOH6.4] -

Bakuretsu Punch: Hold Back, Forward + Y Button.

Buku Kyaku (While In The Air.): Forward, Down And B Button.
Kamehameha: Down, Back, Forward And A Button.
Masenko: Back, Down, Forward And A Button.
Renzoku Energy Dan: Down, Forward And A Button.
Rushing Knee Slasher: Hold Back, Forward + B Button.
Rushing Uppercut: Forward + Y Button.
Zanku Kyaku: Hold Down, Up + B Button.
Zanzoken Rushing Knee: Hold L/R Button + B Button.

Desperation Attack (Gekiretsu Rush.): Forward, Down, Back, Forward And B Button.

(Can ONLY be done with 80 Health or less.)

- E. Super Saiyajin 2 Vegetto [SS2VEG6.5] -

Aerial Kick: Back/Down, Forward/Up And B Button.
Big Bang Attack: Back, Down, Forward And A Button.
Double Slash Kick (While In The Air.): Forward, Down And B Button.
Elbow Dash: Down, Forward And Y Button.
Final Kamehameha: Down, Back, Forward And A Button.
Kakusan Energy Dan: Down, Back And A Button.
Slash Kick: Hold L/R Button + B Button.
Ultimate Rush: Forward, Down, Back And B Button.

Desperation Attack (Galactic Juggle.): Down, Back, Down, Forward And Y Button.

(Can ONLY be done with 80 Health or less.)

- F. Piccolo [PICC6.6] -

Buku Kyaku (While In The Air.): Forward, Down And B Button.
Chou Bakuretsumaha: Back, Down, Forward And A Button.
Electric Freeze: Back, Down And A Button.
Makankosappo: Down, Back, Forward And A Button.
Mystic Attack (High.): Forward, Down, Forward And Y Button.
Mystic Attack (Low.): Forward, Down, Forward And B Button.
Regeneration Counter: Back, Down, Forward And Y Button.
Sonic Kick: Hold L/R Button + B Button.
Tsuihidan: Forward, Down, Forward And A Button.

Desperation Attack (Kakusanyudokodan.): Forward, Back, Down, Up And Y Button.

(Can ONLY be done with 80 Health or less.)

- G. Majin Buu [MAJBUU6.7] -

Buu Drop (While In The Air.): Down + B Button.
Buu Energy Bomb: Back, Down, Forward And A Button.
Flying Crash: Hold L/R Button + B Button.
Kakusan Energy Dan: Down, Back And A Button.
Mightiness Bomber: Down, Back, Forward And A Button.
Oyatsu Kosen: Hold Down, Up + B Button.
Planet Attack: Hold Back, Forward + Y Button.
Power Press: Hold Down, Up + Y Button.

Tornado Buu Buu Spin: Hold Back, Forward + B Button.

True Planet Attack: Hold Back, Forward, Y Button, Back, Down, Forward + Y Button.

Desperation Attack (Genocide Assault.): Down, Forward, Y Button + B Button.

(Can ONLY be done with 80 Health or less.)

- H. Kid Buu [KIDBUU6.8]-

Buu Bullet: Back, Down, Forward And A Button.

Buu Floater (While In The Air.): Forward, Down, Back And Y Button.

Buu Whip: Down, Forward And Y Button.

Earth Kick (Far.): Down, Back And A Button.

Earth Kick (Middle.): Down, Back And B Button.

Earth Kick (Near.): Down, Back And Y Button.

Electric Energy Ball: Down, Back, Forward And A Button.

Kantsu Energy Dan: Forward, Back, Forward And A Button.

Renzoku Energy Dan (While In The Air. Downward.): Forward, Down And B Button.

Renzoku Energy Dan (While In The Air. Forward.): Forward, Down And Y Button.

Rolling Buu Attack: Hold L/R Button + Y Button.

Rolling Disc Tackle: Back, Down, Forward And Y Button.

Stretching Punch: Forward + Y Button.

Desperation Attack (Explosive Arm Blast.): Back, Forward, Down, Up + Y Button.

(Can ONLY be done with 80 Health or less.)

- I. Frieza (Final Form.) [FRIFF6.9]-

Death Ball (While In The Air, Downward.): Down, Back And B Button.

Death Ball: Back, Down, Forward And A Button.

Double Kick: Hold L/R Button + B Button.

Double Slash Kick (While In The Air, Downward.): Forward, Down And B Button.

Frieza Beam: Back, Down And A Button.

Frieza Blast: Down, Back, Forward And A Button.

Frieza Slasher: Down, Back And Y Button.

Kienzan: Forward, Down, Forward And A Button.

Kishinha: Forward, Down, Forward And Y Button.

Psychokinesis Grab: Forward, Down, Back And Y Button.

Desperation Attack (Charging Flame Headbutt.): Down, Back, Y Button + B Button.

(Can ONLY be done with 80 Health or less.)

- J. Perfect Cell [PECEL6.10] -

Cell Jr. Creation Attack: Forward, Back, Forward And B Button.

Chou Kamehameha: Down, Back, Forward And A Button.

Energy Arrow (While In The Air.): Forward, Down And Y Button.

Grand Shoulder Slide: Hold L/R Button + Y Button.

Kamehameha: Back, Down, Forward And A Button.
Kantsu Energy Dan: Forward, Back, Forward And A Button.
Ki Flame (Upwards.): Back, Down, Forward And Y Button.
Psychokinesis Lift: Forward, Down, Back And Y Button.
Rushing Suki Combo: Down, Forward And Y Button.
Screaming Ki Burst: Forward, Down, Back And B Button.

Desperation Attack #1 (Chou Bakuhatsuha.): Forward, Down, Back, Down, Forward And Y Button.

Desperation Attack #2 (Chou Bakuretsu Renzoku Punch.): Forward, Back, Forward, Back, Forward And Y Button.

(Can ONLY be done with 80 Health or less.)

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= VII. Shared Attacks [SHAT7] =
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All attacks that are listed here, are attacks ALL characters share and can use.

Heal - Y Button + B Button - This function allow you to restore your energy 5 points per full circle charge.

Hop (Foward.) - Foward, Foward - Hop foward.

Hop (Backward.) - Backward, Backward - Hop backward.

3D Attack - Hold L/R Button + B Button - This attack allows your character to go into the background and then come charging back to the foreground and hit your opponent.

Throw - Forward + X Button - If you are close to your opponent, you can grab them and throw them across the screen for some small damage.

Counter - None - When your character blocks an attack, you'll see a small blue spark. If you're fast enough, pull off an attack with that spark still present. The screen will freeze for a second, turn dark and then you'll pull off the attack, with your opponent helpless to it.

Hand To Hand Combat - None - If you and your opponent pull off a physical attack on each other at the same time, both of your characters will go into a fury of punches and kicks. After this is over, be the first to slam in a command and you'll pull off an attack, while your opponent stands there, helpless. Here are the attacks you may perform:

A Button - Hold it down to charge your special Ki attack.

B Button, X Button And Y Button - Renzoku Energy Dan.

Ram - Forward, Back, Forward + X Button - This attack allows to literally ram your opponent into the next screen over. Though, it won't work if you're in a stage which has no side area.

Upper Ram - Down, Forward + X Button - This attack allows you to uppercut your opponent into the next screen above you. Though, it won't work if you're in a stage which has no upper area.

Upper Ki Blast - Back, Down, Foward + A Button - This attack allows your character to fire a Ki Blast upwards at your opponent. If you're in the sky, you can fire it downward.

Charged Ki Blast - Down, Back, Forward + A Button - Depending on your character, you can do 3 different types of charged Ki attacks. The longer you hold down, the stronger the attack gets. Though, some characters can't do the full charge of their attack.

Sky Upward Hit (In The Sky.) - Up + Y Button - Using this attack allows your character to rush your opponent from underneath and attack them.

Sky Downward Hit (In The Sky.) - Down + B Button - Using this attack allows your character to rush your opponent from above and attack them.

Ax Hand (In The Sky.) - Down, Back + X Button - Using this attack allows your character to slam your opponent from above with an Ax Hand and send them to the ground below. Though, it won't work if you're in a stage with no ground area.

Hand To Hand Combat (In The Sky.) - None - If you and your opponent pull off a physical attack on each other at the same time, both of your characters will go into a Ki Blast match. One person will remain in the foreground, with the other in the background. The person in the foreground is the attacker and the person in the background as the defender. You will have 2 attacks as the attacker and 2 blocks as the defender. One cancels another out, so you have a 50% chance of getting hit or blocking. The attacks and blocks are as follows:

A Button - Fire the Renzoku Energy Dan.

B Button - Fire the Ki Blast.

X Button - Block the Renzoku Energy Dan.

Y Button - Block the Ki Blast.

Each turn, the attacker has 2 turns to hit the opponent with attacks. If you fire 2 Renzoku Energy Dan, then you will switch places with your opponent and they will now attack and you will now defend. If you hit with a Ki Blast, regardless to how many times you've attacked, the entire match will end and the normal fighting will continue.

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In this section, you'll find descriptions of each character's attacks.

Abise Geri: An attack where the user jumps into the air with his legs parted, like a split and slams their feet down onto the enemy.

Who Uses It: Super Saiyajin 2 Goku.

Aerial Kantsu Energy Dan: The user leaps into the air and performs a triple Ki Blast attack.

Who Uses It: Super Saiyajin 3 Gotenks.

Aerial Kick: An attack where the user leaps upwards and swings their leg at the opponent.

Who Uses It: Super Saiyajin 2 Vegetto.

Bakuhatsuha: An explosion of Ki uplifts from the ground when used.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Bakukenha: A quick attack, which the user jumps into the air and releases a Ki Blast.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Big Bang Attack: The user puts their arm forward and releases a fairly sized Ki Blast.

Who Uses It: Super Saiyajin 2 Majin Vegeta And Super Saiyajin 2 Vegetto.

Buku Kyaku: An attack where the user jumps into the air, stops briefly, then flies down and performs multiple kicks to the opponent.

Who Uses It: Mystic Gohan And Piccolo.

Buu Bullet: A large ball of Ki energy fired from the hand.

Who Uses It: Kid Buu.

Buu Drop: The user of this attack drops down from above in a massive diving thrust.

Who Uses It: Majin Buu.

Buu Energy Bomb: An attack where the user leaps into the air and stays there, with a huge barrier of energy surrounding them, stopping any attack and damaging the opponent if they touch them.

Who Uses It: Majin Buu.

Buu Floater: The user simply turns themselves into a glider and glides down the screen slowly.

Who Uses It: Kid Buu.

Buu Whip: An attack where the user uses a part of their body as a whip.

Who Uses It: Kid Buu.

Charging Flame Headbutt: An attack where the user surrounds themselves in a aura of flame and then charges head first at the opponent.

Who Uses It: Frieza. (Final Form.)

Chou Bakuhatsuha: The user grows in size and hits the ground with such force, that 3 massive pillars of Ki erupt from the ground.

Who Uses It: Perfect Cell.

Chou Bakuretsumaha: An attack where the user charges Ki in front of their chest with their hands and then releases it outwards.

Who Uses It: Piccolo.

Chou Bakuretsu Renzoku Punch: The user grows in size and charges towards the opponent with a barrage of multiple punches.

Who Uses It: Perfect Cell.

Chou Energy Dan: An attack where the user fires two quick shots of Ki at the opponent.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Chou Kamehameha: An attack performed when the user cups their hands and charges their Ki and then releases it in a MASSIVE wave.

Who Uses It: Super Saiyajin 2 Goku And Perfect Cell.

Cell Jr. Creation Attack: The user creates a smaller clone of itself, where it then launches itself at the opponent and explodes.

Who Uses It: Perfect Cell.

Dash Bakukenha: An attack which is used when the user charges towards the opponent and then releases a Ki Blast.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Death Ball: A large ball of dark energy, charged above the head with one finger and then released at the opponent. After hitting the ground, it digs into it and disappears.

Who Uses It: Frieza. (Final Form.)

Double Kick: The user of this attack performs a double kick.

Who Uses It: Super Saiyajin 2 Goku And Frieza. (Final Form.)

Double Punch: The user of this attack performs a double punch.

Who Uses It: Super Saiyajin 2 Goku.

Double Slash Kick: An attack where the user jumps into the air, kicks the opponent, then kicks them again.

Who Uses It: Super Saiyajin 2 Vegetto And Frieza. (Final Form.)

Driving Elbow: An attack where the user charges at the opponent, attacking with their elbow.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Earth Kick: The user of this attack throws their leg into the ground and brings it up in a different location.

Who Uses It: Kid Buu.

Elbow Dash: An attack where the user charges at the opponent with his elbow out. If the attack hits, a quick punch is followed after the attack.

Who Uses It: Super Saiyajin 2 Vegetto.

Electric Energy Ball: An attack where the user charges a Ki Ball above their head, with electricity surrounding it, then releases it at the opponent.

Who Uses It: Kid Buu.

Electric Freeze: The user of this attack fires electricity from their antenna, stunning whoever is hit with it for a short time.

Who Uses It: Piccolo.

Energy Arrow: An attack where the user fires a small Ki Blast from two fingers at the opponent.

Who Uses It: Perfect Cell.

Energy Field: The user of this attack jumps into the air and surrounds themselves with a Ki Barrier, guarding from any attack.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Explosive Arm Blast: An attack where the user grabs the opponent, barrages them with his arm and then rips his arm off and uses it as an explosive.

Who Uses It: Kid Buu.

Final Flash: An attack where the user leans back and throws their arms out in front of them and charges up their Ki. Depending on how long the attack is charged, it will do a certain damage to the opponent.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Final Kamehameha: An attack, which is the combined result of the Kamehameha and the Final Flash. The user cups their hands and charges the Ki Blast and depending on how long it's charged, it will do a certain

amount of decent damage to the opponent.

Who Uses It: Super Saiyajin 2 Vegetto.

Flying Crash: An attack where the user flies off and flies back in, butt first and slams into the opponent.

Who Uses It: Majin Buu.

Frieza Beam: An attack where the user takes two fingers and fires a narrow beam at the ground, which heads towards the opponent.

Who Uses It: Frieza. (Final Form.)

Frieza Blast: An attack where the user stands still, extends one arm and uses the other to grip the arm. They then begin to charge a MASSIVE Ki Ball and then release it.

Who Uses It: Frieza. (Final Form.)

Frieza Slasher: An attack where the user lifts their hand really fast, causing a slash of wind to follow and knocking the opponent into the air.

Who Uses It: Frieza. (Final Form.)

Galactic Juggle: A massive assault, where the user barrages the opponent with punches and kicks, finishing with a somersault kick, kicking them into the air and firing a beam at them. As they come down, the user grabs them in mid air and slams them down, finishing with a explosion which further hurts them.

Who Uses It: Super Saiyajin 2 Vegetto.

Galic Ho: An attack where the user hits the opponent to the ground and then from the air, fires off massive Ki Blasts, before finishing with one giant Ki Blast.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Gekiretsu Rush: A powerful physical attack, where the user rushes the opponent and barrages them with punches and a few kicks, finishing with a jump kick.

Who Uses It: Mystic Gohan.

Gekitotsu Ultra Buu Buu Volley Ball: An attack where the user fires off 3 Energy Rings, which wrap the opponent into a ball. The user then picks the ball up and slams it around the screen.

Who Uses It: Super Saiyajin 3 Gotenks.

Genki Dama: A powerful attack, where the user first assaults the opponent and then turns SSSJ3, performs the Dragon Punch, turns back to their normal state and performs the Genki Dama.

Who Uses It: Super Saiyajin 2 Goku.

Genocide Assault: An attack where the user stuns the opponent with electricity, then releases a massive amount of Ki from their mouth onto the entire area.

Who Uses It: Majin Buu.

Grand Shoulder Slide: An attack where the user charges the opponent with his shoulder.

Who Uses It: Perfect Cell.

Kamehameha: An attack where the user cups their hands behind them and charges up a Ki Blast. Depending on how long it is charged, certain damage will be delt.

Who Uses It: Super Saiyajin 2 Goku, Mystic Gohan And Perfect Cell.

Kakusan Energy Dan: An attack where the user fires off three 3 quick Ki Blasts.

Who Uses It: Super Saiyajin 2 Goku, Super Saiyajin 2 Vegetto And Majin Buu.

Kakusanyudokodan: An attack where the user barrages his opponent with physical attacks, then sends them into the air and fires 5 Ki Blasts at them.

Who Uses It: Piccolo.

Kantsu Energy Dan: An attack where the user fires off a massive Ki Blast.

Who Uses It: Super Saiyajin 2 Goku, Super Saiyajin 2 Vegetto, Kid Buu And Perfect Cell.

Kienzan: An attack where the user creates a razor sharp disc of energy and fires it at the opponent.

Who Uses It: Frieza. (Final Form.)

Ki Flame: An attack where the user swings their hand in front of them and three big Ki Flames fly out.

Who Uses It: Perfect Cell.

Kikoha: An attack where the user gathers Ki from their hands and releases it at the opponent.

Who Uses It: Super Saiyajin 3 Gotenks.

Kishinha: An attack where the user fires a quick blast of Ki from throwing their arm forward.

Who Uses It: Frieza. (Final Form.)

Makankosappo: A powerful attack where the user puts two fingers to their head and charges a narrow beam of Ki, which they then release, causing damage depending on the charging time.

Who Uses It: Piccolo.

Masenko: A powerful attack where the user brings both of their hands over their head and charges a Ki Blast, which they then release it.

Who Uses It: Mystic Gohan.

Mightiness Bomber: An attack where the user holds out their hands in front of them and charges up a Ki Blast and then releases it, causing damage depending on the time spent on charging.

Who Uses It: Majin Buu.

Mystic Attack: An attack where the user stretches their arm out over a great distance, striking the enemy.

Who Uses It: Piccolo.

Needle Block: An attack where the user leaps into the air with their knee extended. The closer the user is to the opponent, the more hits they will get in.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Oyatsu Kosen: A strange attack, where the user electricutes the opponent, which the electricution beam turns them into candy and the user chews on them, before spitting them back out in an explosion, reverting them back to normal.

Who Uses It: Majin Buu.

Planet Attack: An attack where the user rolls at the opponent and then rams them with their head.

Who Uses It: Majin Buu.

Psychokinesis Grab: An attack where the user grabs the opponent with telekinesis and then lifts them into the air and blasts them with a exploding Ki Blast.

Who Uses It: Frieza. (Final Form.)

Psychokinesis Lift: An attack where the user lifts the opponent into the air and fires Ki Blasts at them with their finger.

Who Uses It: Perfect Cell.

Power Press: A quick attack where the user hits the opponent with a double slap.

Who Uses It: Majin Buu.

Power Tackle: An attack where the user rushes the opponent and then dives onto the ground and slides, ramming into the opponent.

Who Uses It: Super Saiyajin 3 Gotenks.

Quad Kick: An attack where the user releases four kicks at the opponent.

Who Uses It: Super Saiyajin 2 Goku.

Regeneration Counter: An attack where the user guards with his arm and allows it to be cut off. The user then grabs the opponent, regrows their arm and uppercuts the opponent.

Who Uses It: Piccolo.

Renzoku Energy Dan: An attack where the user fires off 3 quick Ki Blasts.

Who Uses It: Super Saiyajin 2 Majin Vegeta, Super Saiyajin 3 Gotenks, Mystic Gohan And Kid Buu.

Renzoku Shine Shine Missiles: A massive attack where the user fires out 11 quick Ki Blasts.

Who Uses It: Super Saiyajin 3 Gotenks.

Rolling Buu Attack: An attack where the user rolls into a ball and launches themselves at the opponent.

Who Uses It: Kid Buu.

Rolling Disc Tackle: An attack where the user rolls up and throws themselves at the opponent.

Who Uses It: Kid Buu.

Rolling Thunder Punch: An attack where the user swings their arm around and then charges the opponent and uppercuts them.

Who Uses It: Super Saiyajin 3 Gotenks.

Rushing Knee Slasher: An attack where the user charges forward and kicks twice.

Who Uses It: Mystic Gohan.

Rushing Suki Combo: An attack where the user charges forward and assaults the opponent with a barrage of punches.

Who Uses It: Perfect Cell.

Rushing Uppercut: An attack where the user charges forward and performs an uppercut.

Who Uses It: Mystic Gohan.

Shunkan Idou: An attack where the user teleports either away or toward the enemy.

Who Uses It: Super Saiyajin 2 Goku.

Side Slash: An attack where the character flies off and then returns to the opponent, performing a fast kick.

Who Uses It: Super Saiyajin 2 Goku And Super Saiyajin 2 Vegetto.

Slash Down Kick: An attack where the user flies down in the air and performs a kick.

Who Uses It: Super Saiyajin 2 Goku.

Sliding Kick: An attack where the user slides onto the ground and does a slide kick at the opponent.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Sonic Kick: An attack where the user leaps to the side of the opponent and then comes back and attacks with a strong kick.

Who Uses It: Piccolo.

Screaming Ki Burst: An attack where the user leaps into the air and stands there and releases Ki Blasts in every direction.

Who Uses It: Perfect Cell.

Stretching Punch: An attack where the user throws his arm out farther than normal and attacks with a punch.

Who Uses It: Kid Buu.

Super Dash: A powerful attack where the user performs the Sliding Kick, a knee kick, a punch and then a jump kick.

Who Uses It: Super Saiyajin 2 Majin Vegeta.

Super Ghost Kamikaze Attack: An attack where the user spits out ghosts that seek the opponent and explode once they touch them. Depending on how long the button is held down, 1-3 ghosts will be used.

Who Uses It: Super Saiyajin 3 Gotenks.

Tornado Buu Buu Spin: An attack where the user spins around violently and heads towards the opponent, trying to hit them.

Who Uses It: Majin Buu.

True Planet Attack: An attack where the user rolls at the opponent, rams them with their head and then tackles them.

Who Uses It: Majin Buu.

Tsuihidan: An attack where the user fires a guided Ki Blast at the opponent, which follows them everywhere.

Who Uses It: Piccolo.

Ultimate Rush: An attack where the user charges the opponent and assaults them with a barrage of physical attacks and finishes with a powerful kick.

Who Uses It: Super Saiyajin 2 Vegetto.

Ultra Diving Headbutt: An attack where the user cartwheels to the side and then comes back and attacks the opponent with a headbutt.

Who Uses It: Super Saiyajin 3 Gotenks.

Wild Boar Takedown: An attack where the user charges forward and then dives at the opponent.

Who Uses It: Super Saiyajin 3 Gotenks.

Zanku Kyaku: An attack where the user leaps into the air and performs a powerful jump kick.

Who Uses It: Mystic Gohan.

Zanzoken Rushing Knee: An attack where the user disappears to the side and then charges back in and attacks the opponent with a knee kick.

Who Uses It: Mystic Gohan.

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= IX. Secrets [SECR9] =
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3 Extra Battles - When you go through Story Mode, if you can beat it without using one Senzu Bean, you'll unlock 3 special battles, involving Super Saiyajin 2 Goku, Mystic Gohan, Super Saiyajin 3 Gotenks and Super Saiyajin 2 Vegetto.

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= X. Credits [CRED10] =
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Heh. Unfortunately, I have no one to thank really. I did this all by myself so far, so if anyone sends in something and I add it, I'll add your name here. Cool, eh? But for now, I'll thank the following:

Akira Toriyama - For creating Dragon Ball of course and also having this game made. If it weren't for him, this walkthrough wouldn't be here right now. So be thankful.

Myself - For actually sitting down and doing this walkthrough. It was hell, but it was worth it.

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= XI. My Words [MYWO11] =
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Thanks for reading my walkthrough first of all. I sure hope it helped you. If you wish to submit something to this walkthrough, send it to ssj4kain@aol.com and label the subject as "Submit-Dimension" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Dimension" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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