

Butoden 1, 2, and 3; Super Gokuden 1, 2), Hyper Dimension is the best. The gameplay has been changed for the better, and the difficulty has also been increased. Below is a FAQ, which contains how to operate the game, and of course, complete lists of each of the fighter's attacks and movements, and a complete walkthrough for the Story mode.

To begin, here is a list of all the menus, what they translate to, what they do, and how to operate them.

When the game begins, the introduction will play. You can interrupt it by pressing a button. You will then be given a set of five options.

The first option (from the top) is the single player Story mode. Here, a single player fights alone to advance through the many matches. You have no choice who you fight against, or who you fight with. And, unlike previous games, there are no options to set the difficulty or the amount of continues. The story mode covers the Freeza, Cell, and Buu sagas. It is difficult to complete this mode, and it will take practice. The matches you will play through are (the character you will fight with is on the right) Piccolo versus Freeza, Goku versus Freeza, Vegeta versus Perfect Cell, Goku versus Perfect Cell, Goku versus Vegeta, Vegeta versus Fat Buu, Goku versus Fat Buu, Goku versus Little Buu, Vegeta versus Little Buu, Fat Buu versus Little Buu, and Goku versus Little Buu. The final matches against Freeza, Cell, Fat Buu, the first match Little Buu, and the final match against Little Buu must be won, or you will be asked by Krillin whether you want to eat a Senzu bean (the equivalent of a continue) or not (if you choose not to continue, you lose, and are taken back to the opening menu). You will always begin with three Senzu beans. However, if you finish the above matches without the need of a Senzu bean, you will play through three more matches. They are Gohan versus Gotenks, Goku versus Gohan, and Gohan versus Vegetto. Specific strategies for each match and more can be found in the "Walkthrough" chapter in this FAQ.

The second option is the Versus mode. Here, choose whether to fight another player (first option from the top) or the CPU (second option). Then, you and your opponent must choose a character (if fighting the CPU, you will have to choose the character you want to play against) and the arena where you wish to fight in. You can select your character (or the CPU's character) randomly by pressing X. After that, you and your opponent must choose (from the top) your amount of Ki to start with (the default is 400; press left to decrease the amount by 10, or press right to increase the amount by 10. The lowest amount possible is 10, the highest amount possible is 900); how much, if any, extra damage your attacks do to your opponent (the default is 0, no extra damage; press left to decrease the amount by 1, press right to increase the amount by 1. The lowest amount possible is 0, and the highest amount possible is 10); how much, if any, damage is buffered from your opponent's attacks (the default is 0, no damage buffered; press left to decrease the amount by 1, press right to increase the amount by 1. The lowest amount possible is 0, the highest amount possible is 9); the CPU's difficulty level (the default is 2. Press left to decrease the difficulty level by 1, press right to increase the difficulty level by 1. The lowest level possible is 1, the highest level possible is 4); and what BGM will be played for this fight. Then, you and your friend, or you and the CPU will fight. After the fight, the winning fighter will taunt or compliment at the losing one, then the amount of (in order from top to bottom) wins, loses, and ties for both players. Then you are returned to the character selection screen for another match.

The third option is the Tenkai-Ichi Budokai mode, where up to eight players fight through three rounds to decide the champion (the first round consists of Player 1 versus Player 2, Player 3 versus Player 4, Player 5 versus Player 6 and Player 7 versus Player 8. The second

button. Hold down to crouch, or press up to jump (holding left or right as you jump will cause your fighter to jump in the corresponding direction). You can also execute a shorter jump forward by pressing forward twice quickly, or you can jump backwards by pressing backwards twice quickly. Holding the direction opposite your opponent when your opponent attacks will cause your fighter to guard, blocking all or some of the attack's damage (you can also guard to block an attack while crouching).

Attacks that all fighters can execute (with the exception of super blasts and attacks which cause your character to move into the background, as those attacks have different names and are performed differently with each fighter) follow. The attacks below deal NO damage if blocked.

Y - You will punch; however, the actual method of punching differs from fighter to fighter (for example, Freeza attacks with his tail). There are two different punches you can perform. Your fighter will always perform the first when at a distance from your opponent. The first will cause your fighter to either move forward slightly before or as they are attacking, or extend the range of their attack; and whichever happens depends on who you are. The second is performed in close range combat. This one is always quicker and NEVER causes your character to move forwards or backwards. You can also punch while jumping or crouching. Punches while jumping may differ depending on the direction jumped, but crouching punches are always the same. The damage for a punch varies from character to character. A punch does no damage if blocked.

B - You will kick; however, like above, the actual kick depends on who you are (for example, Fat Buu tries to hit his opponent with his rear). Again, there are two different kicks you can perform. One is performed at a distance, and has more range, whereas another is performed at a close range with no extra range. You can also kick while jumping or crouching. Kicks while jumping may, again, differ depending on the direction jumped, but crouching kicks are always the same. Again, the damage dealt varies. A kick does no damage if blocked.

A - You will throw a small Ki fireball forward. It will dissipate after going a certain distance. Best to use as your opponent is landing from a jump or they can easily block. When too small Ki blasts hit, they will both be destroyed. The speed and damage of each small Ki blast depends on the character, although the damage is always low and does nothing if blocked.

X - You will attack with a swipe. This will destroy smaller Ki blasts (including small super blasts) as well as damage enemies that are caught by the attack. This attack cannot be performed while crouching or in mid-air. The damage depends upon the character.

Y + B - Recharge. You will charge your Ki, refilling any energy you might have lost in battle. THIS IS A VERY IMPORTANT TECHNIQUE! Do this while your opponent is getting up from being knocked down, or when they are stunned. You recharge Ki points 5 at a time (the blue circular gauge next to your health meter shows how much more you must charge before recovering at 5 more Ki points).

> + X - If you are close to your opponent, you will attack by grabbing your opponent and throwing them. It is unblockable. IF YOU ARE EVER IN A CORNER, ATTACK WITH THIS TO ESCAPE. This is also the simplest to execute an most effective counter-attack. The damage varies.

>, <, >, X - You will execute an attack or punch, that will (if it hits) knock the opponent into another arena, and your fighter will follow. This does 25 damage, or no damage if blocked.

D, >, D, >, X - You will execute an attack or punch, that will (if it hits) knock the opponent into the upper arena. It does 25 damage or no damage if blocked. Cannot be executed on the Namek arenas, or in other arenas.

D, <, D, <, X - You will execute an attack or punch, that will (if it hits) knock the opponent into the lower arena (if you are in the upper arena). This does 25 damage, or no damage if blocked. Cannot be executed on the Namek arenas, or in other arenas.

When in combat, after hitting with a kick or punch, always follow it up with repeated kicks or punches, as your opponent will be recovering from the previous hit and will not be able to block any attacks for a short time. You can deal much more damage to your opponent this way instead of attacking with only a single kick or punch. If you hit your opponent with a punch, then with a kick right after (or vice-versa), your opponent will be knocked over (this doesn't always happen, depending on your character).

If you cannot escape an opponent's attack, hold backwards to guard, blocking the attack. However, you can still be hit while guarding. If your opponent crouches and attacks, you will hit (not always. There are some exceptions- such as Little Buu's crouching punch. You can block it while standing). But if you crouch and guard, you can block the attack. You can still block attacks from opponents who are not crouching in you guard while crouching, as well as attacks from opponents who are. But you cannot block attacks from opponents who jump and attack if you are crouching and guarding. You must be standing and guarding to avoid the attacks of jumping opponents. When blocking certain attacks, you will still take some damage, even if you guard. And, while blocking your opponent's attack, you can execute a counter-attack. When your opponent hits you and you block, a spark will appear. Simply input the movements for an attack other than a punch, kick, or small Ki blast, as the spark fades (your opponent will still be in attacking stance while the spark is there and unable to attack) and your fighter will interrupt your opponent's attack with his own. This is also another way to catch an opponent off-guard.

Each fighter also has an attack where they move into the background before attacking. When in the background, no attack can reach them. These attacks are good for dodging around Ki blasts and counter-attacking at the same time. However, these attacks can be countered by executing your attack that causes you to move into the background. You will hit your opponent as they finish their attack.

However, there will be arenas in which you will be flying by use of the technique Bukujutsu. In this arenas, instead of jumping or crouching, you can fly up or down with the directional buttons. You can still perform any attacks, except for attacks in which you move into the background, and you can no longer throw. You can now hold down or up while pressing A to fire the small Ki blast diagonally downwards, or diagonally upwards. And, while flying, you can attack upwards by pressing up and Y; you can attack downwards by pressing down and B. You no longer need to jump before executing an attack that required you to jump, as you can no longer jump anyway. You can also block any attack by holding backwards, even diagonal attacks coming from below or above.

Whenever both you and your opponent's physical attacks hit each other, a short duel will ensue; after which, both fighters will jump away from each other. The first one to press an attack button will

Vegita's Attacks and Movements

< + D, > + U, Y . . . Jumping Bakuken-ha
<, < + D, D, D + >, >, Y . . . Dashing Bakuken-ha
D, U, Y . . . Bakuhatu-ha
(While jumping) D, D + <, <, Y . . . Final Flash Bomb
L/R + Y . . . Driving Elbow
D, D + >, >, B, D, D + >, >, B, D, D + >, >, B . . . Super Dash
>, D, D + >, B . . . Needle Block
D, D + >, >, A . . . Renzoku Energy Dan
(While jumping) D, D + <, <, A . . . Energy Dan
<, < + D, D, D + >, >, A . . . Big Bang
D, D + <, <, >, A . . . Final Flash
U, D, Y . . . Galactic Gunfire

Gotenks' Attacks and Movements

D + Y . . . Gotenks Uppercut
D + > + Y, >, D, <, Y . . . Sliding Headbutt and Power Tackle
D, D + >, >, Y . . . Inoshishi Attack
<, < + D, D, D + >, >, Y . . . Rolling Thunder Uppercut
(While jumping) D, >, Y . . . Ultra Diving Headbutt
L/R + Y . . . Ultra Headbutt
(While jumping) >, <, >, A . . . Kikoha
D, D + >, >, A . . . Renzoku Energy Dan
D, >, D, >, A . . . Renzoku Shine Shine Missiles
<, < + D, D, D + >, >, A . . . Kikoha
D, D + <, <, >, A . . . Super Ghosts Kamikaze Attack
>, <, D + <, D, D + >, >, Y . . . Renzoku Galactica Donuts and Gekitotsu
Buu Buu Volleyball

Gohan's Attacks and Movements

D + Y . . . Gohan Uppercut
> + Y . . . Jet Upper
< (hold), >, Y . . . Bakuretsu Rush
< (hold), >, B . . . Bakuretsukyaku
D (hold), U, B . . . Zankuukyaku
(While jumping) >, D, B . . . Bukuukyaku
L/R + B . . . Zanzouken and Rushing Knee
D, D + >, >, A . . . Renzoku Energy Dan
<, < + D, D, D + >, >, A . . . Masen-ko
D, D + <, <, >, A . . . Kamehame-ha
>, > + D, D, D + <, <, >, B . . . Gekiretsu Rush

Vegitto's Attacks and Movements

D, D + >, >, Y . . . Driving Elbow
> + B . . . Vegitto Kick
D + B . . . Grand Slider
>, > + D, D, D + <, <, B . . . Super Dash
< + D, > + U, B . . . Kicking Uppercut
(While jumping) >, D, B . . . Slash Down Kicks
L/R + B . . . Backstep Kick
D, D + <, <, A . . . Kakusan Energy Dan
<, < + D, D, D + >, >, A . . . Big Bang
D, D + <, <, >, A . . . Final Kamehame-ha
D, D + <, <, D + <, D, D + >, >, Y . . . Galactic Juggle

Piccolo's Attacks and Movements

>, > + D, D, D + >, Y, >, > + D, D, D + <, <, Y . . . High Mystic Attack
and Throw
>, > + D, D, D + >, B, >, > + D, D, D + <, <, Y . . . Low Mystic Attack

and Throw

<, < + D, D, D + >, >, Y . . . Mystic Counter
(When close to your opponent) B, > . . . Piccolo Kick
(While jumping) >, D, B . . . Bukuukyaku
L/R + B . . . Sonic Kick
<, < + D, D, A . . . Kaikouha
D, >, A . . . Tsuihidan
<, < + D, D, D + >, >, A . . . Gekiretsukoudan
D, D + <, <, >, A . . . Makankousappou
>, <, D, U, Y . . . Meteo Smash and Kakusanyuudohkodan

Fat Buu's Attacks and Movements

D (hold), U, Y . . . Powersault
< (hold), >, Y . . . Planet Attack
< (hold), >, Y, <, < + D, D, D + >, >, Y . . . Shin Planet Attack
D + B . . . Sliding Crash
(While jumping) D + B . . . Dropping Crash
< (hold), >, B . . . Buu Buu Spin
D (hold), U, B . . . Henku Beam
L/R + B . . . Big Crash
D, D + <, <, A . . . Kakusan Energy Dan
<, < + D, D, D + >, >, A . . . Buu Bomb
D, D + <, <, >, A . . . Mightiness Bomber
D, D + >, >, Y, B . . . Jinruizetsumetsukougeki

Little Buu's Attacks and Movements

Y . . . Buu Punches
> + Y . . . Stretching Buu Punch
D, >, D, >, Y . . . Lengthening Buu Whip
<, < + D, D, D + >, >, Y . . . Rolling Buu Tackle
(While jumping) >, <, < + D, D, Y . . . Buu Floater
L/R + Y . . . Rolling Buu Attack
D, D + <, <, Y . . . Close Surprise Kick
D, D + <, <, B . . . Far Surprise Kick
D, D + <, <, A . . . Farthest Surprise Kick
(While jumping) D, >, Y . . . Buu Energy Dan
(While jumping) D, >, B . . . Buu Energy Dan
>, <, >, A . . . Kantsu Energy Dan
<, < + D, D, D + >, >, A . . . Buu Burn
D, D + <, <, >, A . . . Power Ball
<, >, > + D, D, U, Y . . . Udebunrikougeki

Freeza's Attacks and Movements

D, D + <, <, Y . . . Freeza Cutter
D, >, D, >, Y . . . Jishin-ha
>, > + D, D, D + <, <, Y . . . Psychokinesis
D + B . . . Slide
(While jumping) D, >, B . . . Slash Down Kicks
(While jumping) D, D + <, <, B . . . Black Hole Death Ball
L/R + B . . . Backstep Kick
A . . . Freeza Beam
D, <, D, <, A . . . Kienzan
<, D, <, D, A . . . Daichiretsuzan
<, < + D, D, D + >, >, A . . . Death Ball
D, <, >, A . . . Kiaiho
D, D + >, >, Y, B . . . Super Freeza Rush

Perfect Cell's Attacks and Movements

D, D + >, >, Y . . . Bakuretsu Rush
(While jumping) >, D, Y . . . Negative Arrow

surprise, tackling him. This distracted Raditz long enough for Goku to tackle him, and hold him down. Piccolo was ready to attack, but if Goku released Raditz, he would escape. Goku ordered Piccolo to go ahead and kill them both. Piccolo complied, and let loose with his "Special Beam Cannon" an attack much stronger than either of the Saiya-jins anticipated. The attack tore through both Goku and Raditz, killing them. Goku went to the other dimension, home of the Kaios. There, after he recovered, he traveled down Snake Road, and after many months, he met a certain King Kaio, who was impressed by Goku's determination and strength. The gravity on King Kaio's planet was much stronger than Earth. Goku soon learned to master the gravity there, increasing his strength, and he was taught the Kaioken and Genki Dama by King Kaio. When Goku completed his training, Kaio sent word to his friends on Earth. With the Dragon Balls, they wished Goku back. He returned just in time to help battle Nappa and Vegeta, who had been sent by Freeza to destroy Earth after both Goku and Raditz failed. Nappa was killed by Vegeta (after Vegeta saw how weak Nappa was compared to Goku, he killed him, saying he was not worthy battle alongside him). Then, Goku and Vegeta fought, and after fierce combat, Goku, Gohan, and Krillin, defeated Vegeta. Goku made an enemy of the Saiya-jin Prince, who was very, very, very angry about the fact he had lost to a lower-class Saiya-jin than himself. Goku was badly injured, and went to a hospital to recover and later, he caught up with Freeza on the planet Namek, where Goku became a Super Saiya-jin, and defeated Freeza. Later, he saved the Earth from the dying Cell, and defeated Super Buu. He also learned how to go Super Saiya-jin 2 (which is the state he is in this game), and Super Saiya-jin 3.

D + Y - Goku Uppercut. Goku quickly uppercuts. Deals 17 damage and is fast and easy to execute. No damage if blocked.

D, D + >, >, Y - Double Punch. Goku slides forward with a punch, which he follows with an uppercut that knocks your opponent down. If the first punch connects, the second will hit. A good counter-attack. The first punch does 18 damage, while the second punch does 22. If both punches hit, your opponent will take 40 damage. If blocked, both punches deal 3 damage each.

> + B - Double Kick. Holding forward as you kick causes Goku to follow his kick with a second. If the first kick connected, or if your opponent let down their guard too soon, the second will hit, and your opponent will be knocked flat their back. The second kick also carries Goku forward a short distance, which is useful for catching opponents off guard. The first kick does 21 damage, and the second does 22 damage. If both kicks hit your opponent will take 43 damage. This attack will inflict no damage if blocked.

<, < + D, D, D + >, >, B - Gekiretsurenkyaku. Goku will move forward with a string of four very high damaging kicks. Difficult to execute quickly, but if you hit with any one of the kicks, the kicks following will hit. If all attacks hit, your opponent will take 70 damage. If blocked, each kick does 4 damage.

D, D + <, <, B - Abisegeri. Goku spins forward into the air, kicking. Easy to execute, and it hits multiple times. Good for attacking your opponent as they jump, or spinning over any manner of Ki blasts to hit your opponent! This also puts you in a good position to begin a combo. A hit does 18 damage, however, this attack will almost always hit twice, dealing 36 damage. If blocked, a single hit does 2 damage.

D, >, D, >, B - Jump Knee Lift. Goku uppercuts with his knee while jumping. Attack with this when close to your opponent. It hits more than once if you are close enough. Good for ending a string of attacks, or intercepting your as they mid-jump; however, its best used as a counter-attack. Since Goku executes this attack quickly, your opponent won't be able to block or counter fast enough. A hit from this attack does 11 damage, or 3 damage blocked. If you attack with this at a close range you can hit your opponent up to 3 times for 61 damage or 9 damage if blocked.

(While jumping) >, D, B - Slash Down Kick. Goku shoot diagonally down forwards, leg outstretched. This is good for hitting you opponent before or after they attack with Ki, or as they land. Do not abuse this attack, or your opponent will become wary. It is more useful to catch your opponent off guard, and deal 24 damage, or 4 damage if blocked.

L/R + B - Shunkan-Idou Kyaku. Goku executes Shunkan-Idou, and appears in the background, then comes at his opponent with a fast kick. Like all other attacks of the kind, it is fast, but not high damaging. It deals 17 damage, and no damage if blocked.

<, D, <, D, Y - Shunkan-Idou Mukau. Goku will execute Shunkan-Idou and appear a closer to his opponent. This is best to execute when close to your opponent, as Goku will appear behind (!) them. Great for avoiding Ki attacks; it also puts you in position to counter-attack with a combo.

<, D, <, D, B - Shunkan-Idou Sakini. Goku will execute Shunkan-Idou and appear farther away from his opponent. This is great for avoiding an opponent's dashing or sliding attack.

>, <, >, A - Kantsu Energy Dan. Goku will attack with a larger Ki blast, which destroys all smaller Ki blasts, and even small super blasts (!), AND still keep going! Good to hit the enemy if they attack with a triple or more Ki blast (such as the Renzoku Energy Dan). Deals 24 damage, and deals 3 damage blocked. Takes 5 Ki to execute.

<, < + D, D, D + >, >, A - Kamehame-ha. Goku executes Kamehame-ha at a forty-five degree angle. Deals 42 damage, or 4 damage if blocked. Takes 10 Ki to execute.

D, D + <, <, >, A - Chou Kamehame-ha. Goku attacks with the Chou Kamehame-ha. The longer you charge before attacking, the larger and stronger the blast will be. Deals 32 damage if it hits without being charged, or 5 damage if blocked. If charged, it does 52 damage, or 7 damage blocked. If fully charged, it does 73 damage, or 10 damage if blocked. Takes 10 Ki to execute.

<, < + D, D, D + >, >, > + U, U, Y - Goku's desperation attack is the Super Meteo Smash. It is unblockable, though it is very, very difficult to execute. Goku will charge for a few seconds, then Shunkan-Idou Mukau and appear directly in front of his opponent, punch and kick them repeatedly (and they can't block!) until they are stunned, then go Super Saiyain 3 (!), uppercut them, then drop out of the Super Saiyain levels and blasts the opponent with a Genki Dama before returning to Super Saiya-jin 2. This deals 110 damage.

Because of the difficulty of Goku's attacks, linking them together is difficult unless you are fast. Remember, if you miss with your attack do not continue with the combo.

D + Y, D + Y - Goku Uppercut, Goku Uppercut. Like I said above, unless you hit with the first attack, there is no reason to combo. This is a fast combo that deals around 34 if all uppercuts hit.

D + Y, > + B - Goku Uppercut, Double Kick. This will deal 60, if not blocked, you've got a fast combo which deals almost as much as a super blast!

(D, D +<, <, B) (D, D +<, <, B) (D, D +<, <, B) - (Abisergeri) (Abisergeri) (Abisergeri). Yes, if you are fast, simply bounding around with the Abisergeri is a good combo, as it makes it hard to attack Goku, and if they try, they're in for pain! If your opponent is in a corner, THIS will keep stop them from pulling anything. And if they block, throw them as the attack ends.

<, D, <, D, Y, <, < + D, D, D + >, >, B/D, >, D, >, B - Shunkan-Idou Mukau and Gekiretsurenkyaku or the Jump Knee Lift. Shunkan-Idou away from your opponent and counter with a string of kicks, or warp in front of or behind them and go for it! Or execute the Jump Knee Lift if you haven't got the movements for Gekiretsurenkyaku down yet.

<, < + D, D, D + >, >, B, D, D + >, >, Y - Gekiretsurenkyaku, Double Punch. A six hit combo that deals heavy damage if all hits connect. It still does a reasonable amount of damage if blocked.

(D, D +<, <, B) <, < + D, D, D + >, >, B, D, D +<, <, B, > + B - (Abisergeri) Gekiretsurenkyaku, Abisergeri, Double Kick. Good for flipping over a Ki blast and assaulting your opponent, or assaulting your opponent before flipping over them and attacking again, or both. However, you'll have to be fast executing the if you choose to execute the Abisergeri before Gekiretsurenkyaku, as the latter is very difficult to execute quickly. Try rolling the keys (that means rolling from < to D to >, then pressing B. If done at the right speed, the CPU will interpret it as <, < + D, D, D + >, >, B) if you have problems.

If you prefer defense, Goku is great. He's really good at catching opponents off-guard, or countering their attacks. The Abisergeri is a very good defensive attack. You can flip over opponents Ki blasts, intercept a jumping opponent, hit them as they are trying to execute an attack, or catch them in the middle of one! And if they block the attack, throw them. However, Goku's best defensive (as well as offensive) maneuver is the Shunkan-Idou. You can easily avoid Ki attacks or and attack for that matter. Follow it up with a throw or a fast attack to catch your opponent for sure! You can also escape from and opponent if the situation is becoming a bit too hot.

After hitting with any attack follow it up with either the Jump Knee Lift or the Double Kick while your opponent is trying to recover- this works really well as when attacked as a follow-up to a jumping attack.

Or, if the opponent fired a small Ki blast or a Renzoku Energy Dan, or even a small super blast, counter with a Kantsu Energy Dan. It will pierce through nearly all of your opponent's Ki attacks and hit your opponent.

If your opponent attacks with a dashing or sliding attack, execute Shunkan-Idou and appear far from them and counter-attack (the Gekiretsurenkyaku and the Abisergeri work well).

Another VERY useful trick is to get close to your opponent, execute the Shunkan-Idou Makau (you'll appear behind your opponent), and throw them (> + X). Unblockable, and can really catch your opponent off-guard.

If your health becomes low, get as far away from your opponent as possible and execute Goku's desperation, the Super Meteo Smash. It is very difficult to execute, but within a few tries you should be able to get the motions down (you must perform the actions for the attack fast).

Goku can also be cheap. If you get the motions for the Super Meteo Smash down, there is no way you can lose- it always hits and is unblockable. However, it **IS** avoidable. As Goku executes Shunkan-Idou and appears close to you, just jump away.

Like I said before, Goku's skills are in his ability to counter his opponent at every turn, and, when he hits, he hits hard with a combo, then performs a Shunkan-Idou and disappears, only to strike from behind his opponent!

Vegita, is prince of all Saiya-jins. His planet was destroyed by Freeza, but he believed Freeza's lies and thought it to be destroyed by a meteor. Freeza then sent him to Earth to destroy it, as well as kill the rebellious Kakarot. He first came to Earth, along with his right hand, Nappa, and a group of Saibaimen, expecting to easily wipe out its inhabitants, when they were met by Piccolo, Gohan, Krillin, Tenshinha, Chiatzu, Yamcha, and Yajirobee. The Saibaimen killed the arrogant Yamcha, Chiatzu performed a "Psycho Attack" in order to kill Nappa and himself, but, unfortunately, he hardly scratched Nappa. However, Tenshinha, Chiatzu's friend, became angered, attacking Nappa. Nappa amputated Ten's arm, then managed to kill him, but not after Ten damaged him badly. But just when things were looking bad, Goku, who had been wished back, arrived. Goku easily defeated Nappa, who, enraged, tried to kill Gohan but Piccolo sacrificed himself to let Gohan live. Vegeta lost his temper and killed Nappa, then faced off with Goku, Gohan, Krillin, and Yajirobee. Goku went one on one with Vegeta at first. Goku used the Kaioken to match Vegeta's strength, then fought him. Vegeta fought Goku with an arrogant attitude, for he was far stronger, and wasn't afraid to show it. Goku didn't stand a chance . . . however, Vegeta had underestimated Goku's determination. When Goku began used the Kaioken to multiply his strength by 2, Vegeta still scoffed at his strength, and toyed with Goku. A big mistake. Goku again performed Kaioken, multiplying his strength by 3! Now he was slightly stronger than the Saiya-jin prince, but that was enough. Goku fought Vegeta with such ferocity that Vegeta was left reeling. Angrily, and not wanting to admit there was another that rivaled his power, Vegeta decided to simply destroy Earth. He simply flew high into the sky, charged up, and attacked with the Gyarikku Hou, a gigantic blast, destroying the- wait, what's this, something is resisting against his blast! It was Goku, of course. He stopped Vegeta's blast with his own Kamehame-ha! The Saiya-jins put all their strength into their attacks, each trying to outdo the other. Vegeta, driven by sheer rage and injured pride, and Goku, fighting for those of Earth. Vegeta was too strong. Goku couldn't resist any longer. But there was one chance left. Kaioken . . . by 4! But could Goku handle the power?! No, but he was charged long enough to power his Kamehame-ha to devastating heights- strong enough to overcome Vegeta's Gyarikku Hou, blasting Vegeta into orbit! Goku was spent, but he had defeated Vegeta. Yajirobee came to congratulate Goku- who immediately told him to leave, as the Saiya-jin prince had returned! Though badly damaged, Vegeta had one last trick up his sleeve . . . In a desperate attempt to defeat Goku, Vegeta performed the Powerball attack, creating the radiation which mutated him into an Oozaru- a gigantic ape - multiplying his strength by 10! Because he was also a Saiya-jin, Goku would have mutated also, but his tail had been removed some time ago (Saiya-jin must have their tail to go Oozaru). Vegeta chased Goku, who could do nothing in the face of Vegeta's power. Goku dodged away from Vegeta, who had begun to play with Goku . . . again. Suddenly, Goku got

an idea. He jumped right in front of Vegeta, who though surprised by this, decided to crush Goku, until suddenly, he was blinded by a bright flash emitting from Goku's body- the Taiyoken! Goku flew away from the blinded Oozaru, and gathered energy for a desperate attack- the Genki Dama! Energy surged through him, when suddenly, Vegeta recovered! Taken by surprise, Goku was unable to prevent the enraged Oozaru from breaking both his legs and squeezing him in a crushing embrace . . . Suddenly, Gohan and Krillin attacked Vegeta- Gohan, who still had his tail, was affected by the radiation which still was present, and he to became an Oozaru! Gohan and Krillin defended Goku, but, Vegeta was too strong. Gohan and Krillin were both tired out, when Yajirobee of all people cut Vegeta's tail, transforming him back to his original state. Gohan's tail was cut soon after by Vegeta, however. Goku then released the Genki Dama. Vegeta dodged it. However, Gohan bounced it back at him- Vegeta was unable to fight any longer. Krillin was ready to finish him, but Goku had him spare Vegeta. The Saiya-jin prince left Earth angrily, vowing to defeat Kakarot. Vegeta later helped Goku, Piccolo, Gohan, and Krillin battle Freeza. As Freeza mortally wounded him, he saw his dreams of becoming the strongest unravelling . . . as he died he saw he was not the strongest, and died crying, which was a rare thing for him. But because off Goku's kindness, he was brought back to help battle Perfect Cell. His son (from the future), Trunks, was killed by Perfect Cell. Vegeta, though usually uncaring, became enraged and attacked Cell, but he couldn't defeat him. He did distract him long enough for Gohan to atomize the monster, finishing what he couldn't. Later, he accepted Madoshi Bibidi's offer to become his slave to receive power- he thought he could defeat Goku. Their fight nearly ended in disaster, but Trunks (from the present), begged Vegeta to stop. He did. But, the damage from the battle was enough to allow Bibidi to revive Buu . . . To make up for his mistake, Vegeta helped Goku battle Buu, and, when neither of them could defeat the Majin, he sacrificed his life destroy both himself and Buu. But the attack failed, killing only Vegeta. Vegeta was revived once again to protect Earth from Little Buu. He learned how to go Super Saiya-jin 2 (whenever you fight with him in this game he is in this state). He is also in has the Majin strength in this game, thus the "M" on his forehead and the energy surrounding him.

< + D, > + U, Y - Jumping Bakuken-ha. Vegeta jumps forward a good distance, then fires a short burst of Ki from his palms, the Bakuken-ha, in mid-air before jumping back a slight distance. It deals a fair amount of damage if not blocked, and it is good for catching your opponent off guard. Like Goku's Abisegeri, you can use this to dodge over Ki blasts and counter-attack your opponent. Most large Ki blasts are difficult to clear. It deals 36 damage, or 5 damage if blocked.

<, < + D, D, D + >, >, Y - Dashing Bakuken-ha. After a short lag time, Vegeta dashes a until close to his opponent and attacks with the Bakuken-ha for a fair amount of damage if not blocked. A good attack although it should be executed when closer to your opponent than farther, as they can hit you as you dash. If you attack with it at a close range, your opponent will be unable to counter-attack in time. Again, 36 damage, or 5 damage if blocked.

D, U, Y - Bakuatsu-ha. Vegeta will stand still for a second, then cause a energy to flare from the ground a short distance away from him. This is great for stopping opponents dashing or sliding towards you, but you are very vulnerable while executing this attack. If you attack with this when your opponent is too close to you, they have a good chance to hit you before the attack is executed. But if they attack to reach you from a distance, they will almost always take a hit . . . or two . . . or

three. This will disperse Ki blasts, defending you. However, it is unable to stop a charged or fully charged super blast, so be careful. An easy way to counter this attack is to attack with any attack where your fighter attacks from the background. A hit from this deals 12, or 2 damage, blocked. However, it will nearly always hit two to three times.

(While jumping) D, D + <, <, Y - Final Flash Bomb. Vegeta attacks by expelling large amounts of energy around himself. This can not block any of your opponent's attacks, save small Ki blasts (and even these will disperse the energy field, though the blast itself will dissipate), and because the energy is expelled around Vegeta, your opponent must be very close to you for you hit them. This attack is best to execute when under a jumping opponent. This keeps Vegeta suspended in mid-air; you can use it to avoid attacks. It does 42 damage, or 6 damage blocked.

L/R + Y - Driving Elbow. Vegeta jumps into the background and rushes the enemy with his elbow extended. A good attack to catch enemies off-guard before and as they attack. It does 15 damage, and none if blocked.

D, D + >, >, B - Super Dash. Vegeta's trademark string of attacks. Vegeta will dash forward, then slide into the enemy. This does not inflict too much damage. Perform the attack again as Vegeta executes the first, and Vegeta will slam his knee into his opponent's chest. If you quickly perform the attack for a third time, Vegeta punches his opponent then will finish with a devastating kick. The enemy will be knocked down. The initial slide is also a good attack by itself. The slide does 17 damage, the slide coupled with the knee does 35 damage, and all attacks hitting deal 73 damage. Ouch. If blocked, the slide does 3 damage, the slide and knee do 6 damage, and all attacks together do 12 damage.

D, >, D, >, B - Needle Block. Like Goku's Jump Knee Lift, but faster. Vegeta will execute an uppercut with his knee as he jumps upwards. Good to hit a jumping opponent, or for counter-attacking. This attack can hit multiple times if you execute it when close to an opponent. A single hit does 26 damage, or 5, blocked. If you are close enough, it will hit three times, dealing 50 damage or 12, blocked.

D, D + >, >, A - Renzoku Energy Dan. Vegeta rapidly attacks with three small Ki blasts in a row. However, the Kantsu Energy Dan or other large Ki blasts can disperse the smaller blasts and still hit Vegeta, so be careful. Each blast does 10 damage, or 2 damage each if blocked. Takes 10 Ki to execute.

(While jumping) <, D, <, D, A - Energy Dan. Vegeta hangs in mid-air slightly longer while attacking with two small Ki blasts fired downwards. You can catch opponents off-guard with this. Each hit shot deals 10 damage, or 2 damage each if blocked. Takes 5 Ki to execute.

<, < + D, D, D + >, >, A - Big Bang. Vegeta attacks with a Big Bang at a forty-five degree angle. Deals 42 damage, or 3 damage if blocked. Takes 10 Ki.

D, D + <, <, >, A - Final Flash. Vegeta holds both arms out, then brings them together, executing the Final Flash. The longer you charge before attacking, the larger and stronger the blast will be. Deals 32 damage if it hits without being charged, or 5 damage if blocked. If charged, it does 52 damage, or 7 damage blocked. If fully charged, it does 73 damage, or 10 damage if blocked. Takes 10 Ki to execute.

U, D, Y - Vegita's desperation attack is the Galactic Gunfire. Vegita will grab at the opponent, jump, throw them to the ground, repeatedly blast them with Ki small blasts from above, then hit them with an explosive force which causes everything to explode! Either, this attack will be almost impossible to execute, or extremely easy. To perform it more easily, jump at your opponent, and before you land, press U, D, then Y just as you land. Or crouch by quickly tapping down, then press U, D, Y as Vegita returns to a standing position. Another way is to press > then U, D, Y. And this attack is unblockable! However, unlike Goku's desperation, you have to be close to the opponent to hit with it, so be careful. It deals about 142 damage.

Vegita's attacks are slightly difficult to link together because some of his better attacks are preceded by a lag. Other than that he can combo quite well.

< + D, > + U, Y, D, D + >, >, A - Jumping Bakuken-ha, Renzoku Energy Dan. Jump at your opponent with the Jumping Bakuken-ha, then pound them with the Renzoku Energy Dan.

D, D + >, >, B, D, D + >, >, B, D, D + >, >, B, D, D + >, >, B, D, D + >, >, B, D, D + >, >, B - Super Dash, Super Dash. This is a good combo to be performed over and over- especially when in a corner. However, you can usually only execute the full string of attacks a twice before your opponent counters. Go ahead and abuse it anyway, though.

< + D, > + U, Y, <, < + D, D, D + >, >, Y, (D, U, Y) - Jumping Bakuken-ha, Dashing Bakuken-ha, (Bakuhatsu-ha). If you are fast, these make a good combo. The jumping Bakuken-ha will usually be blocked (if it isn't, they will be knocked down. Wait until they stand up before continuing the combo), although your opponent might let down their guard long enough for you to hit them with the dashing Bakuken-ha. If they block that, hit them with the Bakuhatsu-ha, although it will probably be blocked.

Vegita is a very aggressive fighter. Come attack the opponent with repeated kicks and punches, and when they try to block, execute the Super Dash, then jump away, only to jump back at them once their defenses are down and hit them with the Jumping Bakuken-ha! Or jump and kick, and after hitting the opponent, throw them.

The trick with Vegita, is to keep attacking the enemy; don't let up, and don't stop to catch your breath! If you're attack is blocked fall back, but return as fast as possible.

You can break out of an opponent's attack with a quick crouching kick- Vegita's crouching kick hits twice, and pushes the enemy a good distance back. Quickly attack with Bakuhatsu-ha or Super Dash! You can also attack with the Bakuhatsu-ha defensively, blocking Ki blasts or keeping your opponent back.

When you corner an opponent, attack with the Renzoku Energy Dan. While they block the attack, come at your opponent with the Super Dash.

Catch your opponent off-guard by attacking with the dashing Bakuken-ha, then execute Bakuhatsu-ha as they stand up.

Vegita can also attack airborne enemies. Execute the Big Bang or Needle Block attack to send your opponent back to the ground! Catch your opponent by surprise by jumping towards your opponent a few seconds after they jump, and hit them with small Ki blasts from mid-air as you jump over them! Or simply hit them with Renzoku Energy Dan or a well timed Bakuhatsu-ha as they land.

And if they get you weak, attack with the Galactic Gunfire. It's easy to execute, making it ideal to throw into the middle of a Super

Dash attack. However, you have to get close to the enemy, so be careful. Or you can just repeatedly slide to knock your opponent down, and recharge while they are getting up.

Vegita's punches (actually, his close punch is a quick headbutt) and kicks are great for close range combat. They are both fast, although they don't have very good range.

Only attack with the Final Flash Bomb to hit a your opponent in mid-jump or to stay in the air a few seconds longer. Never play defensively too long, or your opponent will wear you down.

In any case, Veggies is a very good fighter; his moves catch you of guard and can be done repeatedly for a great deal of damage, the Needle Block makes an excellent counter-attack, and he can shield off your Ki attacks with his Bakuhatsu-ha. However, if you catch him in-between attacks, and keep him on defense, you can get in some good damage, especially if you trap him in a corner. Vegita is also a good all-around fighter, as well as the offensive master.

Gotenks, is Goten, Goku's and Chi-Chi's youngest son, and Trunks, Vegita's only son, fused into one. They were taught how to fuse by Goku to battle Fat Buu, and Gotenks was soon able to go Super Saiya-jin 3. Gotenks is strong, but somewhat naive, giving his attacks sgoofy names. Though confident in his fighting ability, he is very arrogant, and enjoys taking his sweet time in battle. In this game, he is in the Super Saiya-jin 3 state.

D + Y - Gotenks Uppercut. Like Goku, Gotenks quickly uppercuts. Easy to execute, and deals 17 damage, or no damage if blocked.

D + > + Y - Sliding Headbutt. Gotenks slides forward on the ground, hitting the enemy with his head. 18 damage if not blocked. It will do no damage if blocked.

>, D, <, Y - Power Tackle. After hitting with the above attack, immediately executing this will cause Gotenks to throw his opponent. This attack is unblockable because your opponent will still be recovering from the previous attack. This attack, together with the previous, deal 32 damage.

D, D + >, >, Y- Inoshishi Attack. Gotenks dashes before jumping forwards a short distance, headbutting the enemy. 28 damage. No damage if blocked.

<, < + D, D, D + >, >, Y - Rolling Thunder Uppercut. Much like a favorite attack of Goten, the Rolling Bomber, Gotenks will roll his fist around many times, then finish with an uppercut. If your opponent is close to you, they will be hit repeatedly, then knocked upwards by the uppercut. If you miss, though, you'll be left wide open until the attack ends. Attack with this to end a combo. If all punches and the uppercut hit, it will deal 50 damage. A single punch will deal about 10 damage, while the finishing uppercut deals about 17 damage. Blocked, each hit does 1.

(While jumping) D, >, Y - Ultra Diving Headbutt. Gotenks will shoot out of the air and headbutt his opponent. Not high damaging, but it does enough. 26 damage if not blocked, 4 blocked.

L/R + Y - Ultra Headbutt. Gotenks jumps into the background and attacks the opponent with a headbutt. Same as all the other attacks of this kind. 17 damage, none if blocked.

(While jumping) >, <, >, A - Kikoha. Gotenks attacks with a small Kikoha blast in mid-air. Great to hit your opponent if they are jumping. Deals 32 damage. It deals 5 damage if blocked. Takes 5 Ki.

D, D + >, >, A - Renzoku Energy Dan. Gotenks rapidly attacks with three small Ki blasts, one after the other. Each blast does 10 damage, or 2 damage if blocked. Takes 5 Ki.

D, >, D, >, A - Renzoku Shine Shine Missiles. Gotenks rapidly attacks with eleven (!) small Ki blasts. If they hit, your opponent will take a great deal of damage. If you miss, you will be open for a good while. Each blast deals 10 damage each, or 2 if blocked. If all hit, you can deal 110 (stronger than most super blasts) damage, or 22 if blocked. Takes 10 Ki.

<, < + D, D, D + >, >, A - Kikoha. Trunks' signature attack. Gotenks attacks with a larger Kikoha at a forty-five degree angle. 42 damage if blocked, 3 damage if not blocked. Takes 10 Ki.

D, D + <, <, >, A - Super Ghosts Kamikaze Attack. Gotenks attacks with a ghostly image of himself. These ghosts home in on your opponent. They longer you charge, the more ghosts Gotenks will attack with (the limit is three). These deal heavy damage, and if you hit with all three, you can really inflict some pain. However, your opponent can cancel out a ghost with a small Ki blast! This is best to attack with while your opponent is jumping, because it catches them off-guard quite well. If a single ghost hits, it does 42 damage, or 3 damage if blocked. If all ghosts hit, your opponent will take 125 damage, or 9 damage if blocked. Because of its strength and the added seeking ability, this is the best super blast in the entire game. Takes 10 Ki.

>, <, D + <, D, D + >, >, Y - Gotenks' desperation attack is the Renzoku Galactica Donuts and Gekitotsu Buu Buu Volleyball. Gotenks attacks with three Galactic Donuts succession. If they hit, they will squeeze your opponent into a volleyball ball which Gotenks will smash around. Heavy damage. Gotenks fires it faster than a Ki blast, so it is a very effective counter-attack attack, though the actual donuts move somewhat slowly. This attack is not difficult to execute, but easy for an opponent to dodge if fired at a distance; if you try to attack with it at a short range, your opponent could hit you before you can attack. Plus, it is blockable, and it does no damage if blocked. This deals 110 damage.

Gotenks lacks a good amount of attacks to work with. His attacks don't deal that much damage either, but his attacks are fairly easy to link together, although there will be gaps in-between where your opponent may be warned and block your attack.

D + Y, D + Y, D + Y - Gotenks Uppercut, Gotenks Uppercut, Gotenks Uppercut. A good quickie, and with some nice (about 45) damage for a quick combo so easy to execute.

D + Y, <, < + D, D, D + >, >, Y - Gotenks Uppercut, Rolling Thunder Uppercut. If you are fast enough, this can really inflict damage!

<, < + D, D, D + >, >, A, D, D + <, <, >, A - Kikoha, Super Ghosts Kamikaze Attack. Knock them out of the air with Kikoha, then hit them with the Super Ghosts! Just make SURE you hit, or you'll waste about 20 points of Ki. Ouch.

(D, D + >, >, D, D + >, >, A) (D, D + >, >, D, D + >, >, A) (D, D + >, >, D, D + >, >, A) - Renzoku Shine Shine Missiles. A super Ki assault. It will take its toll on your Ki for sure, but if you can hit your opponent . . . Just let me say it will be WELL worth it. Even if they block, they'll take major damage. This is an excellent strategy to use against opponents. Just be wary of attacks from the background. Thanks to Lord Sephiroth for alerting me to this strategy.

Gotenks has some of the lowest-damaging attacks as well as some of the highest damaging attacks. He also has a good variety to his attacks, although his they are few.

This makes Gotenks good at surprise attacks. Your best bet is to mix up your attacks; for example, the Inoshishi Attack followed by a quick Gotenks Uppercut. Or jump and drop your opponent with the Ultra Diving Headbutt from mid-air, then follow it up with a Renzoku Energy Dan or the Renzoku Shine Shine Missiles.

The Sliding Headbutt should always be followed by the Power Tackle. However, if you find the tackle difficult to execute, attack with a crouching kick.

Counter-attack with and Inoshishi Attack or a Sliding Headbutt. The Rolling Thunder Uppercut is also a good counter-attack, but it is too difficult to execute. It can also be used to trap opponents in the corner of an arena.

With Gotenks, play between aggressive and defensive. Aggressively attack your opponent then fall back suddenly. When they try to attack, hit them with a headbutt, then follow it up with a Super Renzoku Energy Dan. If your opponent jumps at you, counter with a Ki blast! Always try to take your opponent by surprise. When they fall, attack with ghosts as they get up.

Attacking with a hit-and-run pattern is also good for Gotenks. However, be sure not to follow the same pattern more than needed. Otherwise, your opponent will become wary, and Gotenk's safety lies in his ability to catch his opponent of guard.

Gohan, Goku's and Chi-Chi's oldest son. Gohan is much like his father in many aspects, however, he prefers to study instead of train, which is partly due to his mother, Chi-Chi, who was, for a time, very worried about his safety. However, when Piccolo became his trainer, he instilled a strict fighting sense in Gohan. Later, Piccolo sacrificed his life to save Gohan from Nappa. Gohan has revered and respected his former trainer since. Later, he and Krillin wished Piccolo, Tenshinha, Chiatzu, and Yamcha, who were also killed by Nappa, back. Gohan has been a fierce fighter, and trained in the Room of Space and Time. When Perfect Cell challenged the Earth's fighters at the Cell Games, Goku defeated him, he became enraged, and self-destructed, killing Goku. But he didn't die so easily. He then proceeded to kill Vegeta, Trunks, and Android #16, then he fought Gohan, and after crippling Gohan's arm, began to insult Goku. By now, Gohan had completely lost his temper, and his true power was finally released. He went Super Saiya-jin 2, becoming the first Saiya-jin to ever surpass Super Saiya-jin, and killed Cell with a single punch. Gohan became very lax in his training, and when he and Kaioshin tried to stop Madoshi Babidi and Dabura from reviving Buu, Gohan was unable to defeat Dabura, whose strength was scoffed by Goku and Vegeta. Later, Gohan trained with Kaioshin, and became very, very strong, becoming Mystic Gohan, which is the state he is in this game.

D + Y - Gohan Uppercut. Gohan, like Goku and Gotenks, can perform a fast uppercut. 17 damage, none if blocked.

> + Y - Jet Upper. Gohan rushes forward with an uppercut, your opponent

down into the air. Attack with this when close to your opponent, as your chances of missing are reduced and your opponent has no chance to counter-attack. This deals 17 damage, and none if blocked.

< (hold), >, Y - Bakuretsu Rush. Gohan moves forward while punching. Like the previous attack, it should be attacked with only if you are close to your opponent; if you miss, you will be wide open for attack. A excellent counter-attack. A single punch does about 22 damage, and if all punches hit, your opponent will take about 52 damage. Blocked, a single punch does around 2 damage and all punches do 10 damage.

< (hold), >, B - Bakuretsukyaku. Gohan rushes forward, knee outstretched. If he hits his opponent he will follow-up the attack with a kick. Attack with this when at a short distance from your opponent. If the distance is too far, your opponent can easily attack you with a Ki blast. Another good counter-attack. The first hit will do 12 damage, while the second will do 14, dealing 26 damage if all attacks hit. Each hit does 3 damage each if blocked.

D (hold), U, B - Zankuukyaku. Gohan jumps straight up as he executes a kick. A good attack with which to knock jumping opponents out of the air, or punish your opponent if they get too close. 26 damage, or 4 blocked.

(While jumping) >, D, B - Bukuukyaku. Gohan shoots downwards from mid-air. If he connects with his opponent, he will kick them repeatedly, then jump away. 20 damage, none if blocked.

L/R + B - Zanzouken and Rushing Knee. Gohan executes Zanzouken and appears in the background before rushing his opponent with his knee. Same as all the other attacks of this kind. 18 damage, none if blocked.

D, D + >, >, A - Renzoku Energy Dan. Gohan attacks with three small Ki blasts, one after the other. 6 damage each, or 2 each if blocked. Takes 10 Ki.

<, < + D, D, D + >, >, A - Masen-ko. Gohan attacks with the Masen-ko at a forty-five degree angle. Deals 38 damage, or 3 damage if blocked. Takes 10 Ki.

D, D + <, <, >, A - Kamehame-ha. Gohan attacks with the Kamehame-ha. The longer you charge before attacking, the larger and stronger the blast will be. Deals 32 damage if it hits without being charged, or 5 damage if blocked. If charged, it does 52 damage, or 7 damage blocked. If fully charged, it does 73 damage, or 10 damage if blocked. Takes 10 Ki.

>, > + D, D, D + <, <, >, B - Gohan's desperation attack is the Gekiretsu Rush. Gohan will rush his opponent, punching, before finishing the attack with an uppercut, a kick, and a Zankuukyaku. Easy to execute, but it too easy to jump over Gohan or hit him with a Ki blast as he does this attack. Attack with this when both you and your opponent are in a corner, as they will have a difficult time trying to avoid the attack. A single hit does about 10 damage, or 2 damage, blocked. If all of the hits connect, you will deal 150 damage, or 28 damage blocked.

Gohan lacks fast attacks, but is otherwise good for combos. Like Gotenks, he also is lacking a sufficient array of attacks.

D + Y, D + Y, D + Y - Gohan Uppercut, Gohan Uppercut, Gohan Uppercut. You know what to do.

< (hold), >, Y, > + Y/D, D + >, >, A - Bakuretsu Rush, Jet Upper/Renzoku Energy Dan. Hit your opponent with multiple punches, then slam them with an even harder one, or blasts them with the Renzoku Energy Dan!

< (hold), >, B, D, D + >, >, A/> + Y - Bakuretsukyaku, Renzoku Energy Dan/Jet Upper. Hit opponent with a fast set of kicks followed by a fast punch or even faster fireballs!

D (hold), U, B, > + Y/D, D + >, >, A - Zankuukyaku, Jet Upper/Renzoku Energy Dan. Kick your opponent before punching them to smithereens or blasting them until they scream!

As Gohan, you have to play defensively. Only attack your opponent when they are open, or if you counter-attack. If you do attack your opponent, make sure you inflict a good deal of damage. Counter-attack with the Bakuretsu Rush, and follow it up quickly with the uppercut. Quickly executing the Zankuukyaku while your opponent is close to you also makes a good counter-attack. When trying to catch an open enemy, attack with by rushing the opponent with your knee outstretched. If you hit with your knee, the kick following is sure to hit. The Bukuukyaku is also a good move with which to catch the opponent off-guard with. Throw your opponent every chance you get.

Gohan is also the supreme champion at counter attacks. His Bakuretsu Rush, Bakuretsukyaku, and Zankuukyaku are excellent counters, and should be abused.

You'll have to be careful what attacks you attack with and when you do attack, make sure they hit. If you miss, attack with a fast attack, such as an uppercut. If you miss with that, go defensive. Block your opponent's attacks until they are open.

Let loose with a Ki attack whenever possible. Because of Gohan's less than lacking amount of quick physical attacks, your Ki attacks will be very useful.

In other words, don't mess up. Be careful, especially when choosing when to attack, and what to attack with.

Vegitto, is Goku and Vegeta fused into one. When Little Buu absorbed Fat Buu, Goten, Trunks, Piccolo, and Gohan, becoming Ultimate Buu, Goku and Vegeta agreed to fuse permanently, this time using the Potarra earrings given to them by Kaioshin. They fused, becoming Vegitto! Vegitto was the strongest fighter in all of DBZ. Vegitto went Super Saiya-jin, and easily defeated Ultimate Buu with almost no effort. However, Vegitto allowed Buu to absorb him in order to rescue his those the Majin had absorbed. However, after being absorbed, Vegitto was split back into Goku and Vegeta. Vegeta, disgusted at having to fuse again, crushed his earring. Goku and Vegeta managed to free everyone Buu had absorbed, and later defeated Buu.

D, D + >, >, Y - Driving Elbow. Vegitto rushes forward, elbow extended. If he hits his opponent, he will immediately hit his opponent a second time with a jab. Good damage. A fast attack which can easily catch your opponent off-guard. Good for ending a combo. The hit from Vegitto's elbow does 17 damage, and the jab following does 15 damage, dealing 32 damage altogether. Both attacks deal 3 damage if blocked.

> + B - .Vegitto Kick. Vegitto will thrust his foot outwards, then he will then forcefully bring his foot down, for two hits (sometimes). This will allow Vegitto to hit opponents who are blocking while crouching without jumping. This deals 20 damage, and none if blocked.

D + B - Grand Slider. Vegetto will dash forward. This attack does not inflict heavy damage, but knocks your opponent upwards. 16 damage, but none if blocked.

>, > + D, D, D + <, <, B - Super Dash. Vegetto will spin and kick. If he hits the his opponent, he will execute a string of punches and kicks, finishing with a flip kick. This does 32 damage.

< + D, > + U, B - Kicking Uppercut. Vegetto shoots diagonally upwards kicking. Execute this to intercept your opponent as he jumps, or when in close to an opponent to inflict good damage. It also makes an excellent counter-attack. A single kick does 16 damage, but if you execute this attack at a close range it can hit up to four times, dealing 46 damage. A blocked kick does 2 damage.

(While jumping) >, D, B - Slash Down Kicks. Vegetto shoot diagonally down forwards with a slash-down kick. If you hit the enemy, even if they are blocking, Vegetto will attack with second Slash Down kick. A good move to catch opponents off-guard. 18 damage each, or 2 damage each, blocked.

L/R + B - Backstep Kick. Vegetto leaps into the background, then leaps towards his opponent, kicking. Same as all the other attacks of this kind. 20 damage. None if blocked.

D, D + <, <, A - Kakusan Energy Dan. Vegetto attacks with a row composed of three small Ki blasts in a slightly diagonal line. If one blast hits, the lower blasts are sure to hit. Faster to fire than a super blast, and it does a good deal of damage if it hits. Better than the Renzoku or the Kantsu Energy Dan. Each blast deals 8 damage, or 2 if blocked. Takes 5 Ki.

<, < + D, D, D + >, >, A - Big Bang. Vegetto attacks with the Big Bang at a forty-five degree angle. Deals 42 damage, or 3 if blocked. Takes 10 Ki.

D, D + <, <, >, A - Final Kamehame-ha. Vegetto attacks with a hybrid of the Chou Kamehame-ha and the Final Flash. Deals 32 damage if it hits without being charged, or 5 damage if blocked. If charged, it does 52 damage, or 7 damage blocked. If fully charged, it does 73 damage, or 10 damage if blocked. Takes 10 Ki.

D, D + <, <, D + <, D, D + >, >, Y - Vegetto's desperation attack is the Galactic Juggle. Vegetto will gather Ki. If your opponent is very close to him, Vegetto will attack his opponent, throwing them high up, then attacking with a Ki force to damage them as they drop, before catching them in mid-fall and hurling them into the ground. If you miss, Vegetto will be stunned for an insignificantly short period of time. Did I mention this attack is incredibly difficult to execute? It deals 117 damage.

Vegitto can link together many of his rushing attacks to perform some fast, damage dealing combos, if you are fast enough.

D, D + >, >, Y, <, < + D, D, D + >, >, B/< + D, > + U, B, D, D + <, <, A - Driving Elbow, Super Dash or Kicking Uppercut, Kakusan Energy Dan. A fairly fast combo if executed quickly.

D, D + >, >, Y, D + B - Driving Elbow, Grand Slider. The best rushing combo for Vegetto. Fast, and it deals a decent amount of damage.

(< + D, > + U, B) (< + D, > + U, B) (< + D, > + U, B) - Just like Goku's Abisengeri, Vegetto's Kicking Uppercuts is a good attack to pound at you opponent with, but if you get careless, your opponent could easily hit you. If they block the attack throw, your opponent as you land.

D, D + <, <, A, D, D + >, >, Y/D + A, < + D, > + U, B/<, < + D, D, D + >, >, B - Kakusan Energy Dan, Driving Elbow or Grand Slider, Kicking Uppercut or Super Dash. This combo has flexibility, but note it may be difficult to continue with the combo if you do execute the Grand Slider instead of the Driving Elbow, which would be the better choice. And, out of the Kicking Uppercut or the Super Dash, take your pick, they both work well, but I would generally choose the Kicking Uppercut.

Vegitto is a very balanced character. He can play offensively or defensively, and is good at both (although he does better when you play offensively). However, he is not the best at either.

To attack offensively, the Driving Elbow, the Super Dash, and the Kicking Uppercut are great for catching your opponent and really dealing damage.

Abuse the Grand Slider. It is an incredibly useful attack that makes up for its lack of damage in speed and ease to execute, as well as the fact it can take opponents by surprise.

When playing defensively, the Kicking Uppercut and the Super Dash are good counter-attacks. When trying to catch an open enemy, attack with a string of kicks, a dash, or rush, elbow extended forward to begin a string of attacks.

Vegitto's slash-down kick, which is followed by a second kick, is good attack to hit the opponent with when they try to attack with a Ki blast, as the blast will pass under you and you will hit the opponent before they can react. If both kicks hit, follow it up by kicking upwards.

Also, Vegitto's two hit kick is very useful, as it will allow Vegitto to hit opponents who are ducking and blocking with a single kick, without having to jump and attack. So, unless your opponent wants to be hit, they will stand and block. After kicking, quickly dash to catch them off-guard.

In any case, Vegitto can do nearly anything, and do it well. His attacks are versatile, and can be used to combo or to counter-attack. And, all of his attacks deal a good fair amount of damage. This makes him an ideal all-around character.

Piccolo, the most powerful Namekian alive. When his father become Kami, he split himself from all the evil within him, creating Piccolo Diamou. However, if Diamou was killed, Kami would be aslo, so there was nothing he could do to stop him . . . until Goku, in his earlier years, mortally injured him. Diamou created Piccolo to take his place, then died, making Piccolo Kami's new side. Thus Piccolo was born hating Goku, and was forced to survive alone in the wilderness for years as he grew up. His desire to destroy Goku grew also. However, when Raditz came to Earth, Piccolo saw that Raditz interfered with his plans of destruction, so he aided Goku in defeating Raditz. However, when Goku distracted Raditz long enough for Piccolo to attack, Piccolo was forced to kill them both, or else Raditz would have escaped. Piccolo cared little for Goku, but when he learned from the dying Raditz that Vegeta and Nappa, stronger Saiya-jins, were coming to Earth, he took it upon himself to train Gohan, who had demonstrated his strength against Raditz. As part of his training, Piccolo heartlessly left Gohan in the wilderness to fend for himself for 6 months. When the 6 months were up, Piccolo fought

Gohan until he was assured of his strength. He then rallied Krillin, Yamcha, Tenshinha, and Chiatzu to battle Vegita and Nappa when they came to destroy Earth. Yamcha, Tenshinha, and Chiatzu were killed battling Nappa and his small group of Sabiamen, and when Nappa was finally defeated, he attacked Gohan in a desperate effort to kill him. Piccolo had grown attached to his hated foe's son, and stopped him, but at the cost of his own life. In the other dimension, Piccolo refused to train with Yamcha, Tenshinha, and Chiatzu, waiting until they were wished back by Gohan and Krillin. After being wished back, Piccolo merged with Nail, a Namekian who had helped Gohan and Krillin. He then distracted Freeza, long enough for Goku to charge the Genki Dama, even though he was no match for Freeza and badly wounded, and the attack failed to kill him. Later, Piccolo merged with Nail and Kami (his father, Piccolo Diamou's good side), greatly increasing his strength. Piccolo never gives up, even when facing impossible odds. He has nerves of steel, and a fierce sense of justice. He is now one of Goku's allies.

>, > + D, D, D + >, Y - High Mystic Attack. Piccolo stretches his arm to attack his opponent at a good distance. Good to catch your opponent off-guard. 24 damage, 6 if blocked.

>, > + D, D, D + >, B - Low Mystic Attack. Piccolo will crouch and stretch his arm to attack his opponent at a good distance. Another good move to catch your opponent off-guard. Again, 24 damage, 6 if blocked.

<, < + D, D, D + >, >, Y - Mystic Counter. Piccolo will raise his arm. If he is hit with a physical attack, Piccolo returns with a stronger attack. This is a can really catch an enemy off-guard. They may think you are wide open, and attack, only to be knocked away by a stronger attack! This is also good to attack with when dealing with overly-aggressive players. 30 damage, and is unblockable once Piccolo attacks.

>, > + D, D, D + <, <, Y - As Piccolo attacks with either of the of the two previous attacks, performing this will cause Piccolo to throw his opponent if his attack hits. This adds 32 damage to the attack.

(When close to your opponent) B, > - Piccolo Kick. Truly the most unique attack in the game, if you are close to your opponent (but not too close), kick them. Piccolo will execute his close range kick, jolting his opponent with his knee. Now press > and Piccolo will extend his leg for another hit! 24 damage, none if blocked.

(While jumping) >, D, B - Bukuukyaku. Piccolo shoots downwards from mid-air. If he connects with his opponent, he will kick them repeatedly, then kick them away. This inflicts 32 damage, none if blocked.

L/R + B - Sonic Kick. Piccolo leaps into the background, then comes at his opponent with a kick. Same as all the other attacks of this kind. 20 damage, none if blocked.

<, < + D, D, A - Kaikouha. Piccolo shocks his opponent. You can only hit them with this when they are close to you. Deals 12 damage, 2 if blocked. Takes 5 points of Ki.

D, >, D, >, A - Tsuihidan. Piccolo attacks with a seeking Ki blast. It inflicts a good amount of damage, and is useful for hitting tricky opponents, although it can be negated by a small Ki blast. 26 damage, 2 if blocked. Takes 5 points of Ki.

<, < + D, D, D + >, >, A - Piccolo attacks with Gekiretsukoudan, which

is also known as the Chou Bakuretsuma-ha, at a forty-five degree angle. 42 damage, 3 if blocked. Takes 10 points of Ki.

D, D + <, <, >, A - Makankousappou. Piccolo's signature "Special Beam Cannon". This attack will blast through opponents, hitting multiple times, even if blocked! With no charging, this deals 22 damage, but will nearly always hit your opponent twice, doubling the damage; 2 damage if blocked (it will always hit twice if blocked). If charged, it does 27 damage, double for multiple hits; or 4 damage blocked. If fully charged, it does 32 damage, again, double that if it hits more than once, or 10 damage if blocked. Takes 10 points of Ki.

>, <, D, U, Y - Piccolo's desperation is the Meteo Smash and Kakusanyudohkodan. He will uppercut the enemy into the air, float up and meet them with a string of punches as they fall, then hit them with five Tsuihidans at once! It is also very easy to execute, making it one of the better desperation attacks. 122 damage.

Piccolo's attacks were never easy to combo, but they are even harder now. He is missing a lot of his attacks from the previous DBZ fighters, which were removed in favor of very different attacks.

>, > + D, D, D + >, Y/>, > + D, D, D + >, B, (>, > + D, D, D + <, <, Y)
D, >, D, >, A - High Mystic Attack or Low Mystic Attack (with throw), Tsuihidan. Attack your opponent and blast them. What else?

(D, >, D, >, A) (D, >, D, >, A) (D, >, D, >, A) - (Tsuihidan)
(Tsuihidan) (Tsuihidan). They'll have a difficult time dodging these heat seekers!

Piccolo is another well-balanced character. He does not have many attacks which can be linked together, but he makes up for this in damage. Like Vegitto, each of his attacks do a good amount of damage.

Piccolo does best in close range combat, but he can attack and attack well at any range. Piccolo's High and Low Mystic Attacks are great when attacking offensively at a distance; alternate between the high and low attack to confuse your opponent. The follow-up throw can be done as Piccolo is stretching his arm, so you should always perform it. The Sonic Kick is also more important because of Piccolo's small amount of attacks. The Bukuukyaku should also be abused.

However, Piccolo is the undisputed best at close range combat. He has no equal . . . maybe Perfect Cell or Vegita, but Piccolo's Kaikouha and Mystic Counter can get rid of anyone easily. Speaking of which, the Kaikouha is easy to attack with, and easy to hit with when at a close range, making it a great counter-attack. His Mystic Counter is another good counter-attack. But what really causes Piccolo to be the best at close range is his kicks, and (shivers) the Piccolo Kick. They are fast and high damaging, and can hit more than once! His crouching kicks are very long, and can catch your opponent off-guard.

When in fighting a defensive opponent, throw them, or blast Ki at them repeatedly. When fighting an offensive or aggressive opponent, play defensively, and catch them off-guard. Whenever you knock an opponent down, you should immediately begin recharging your Ki and health, or ready the Makankousappou.

And, Piccolo's Ki attacks are good too. The Tsuihidan is very difficult to dodge, and will inflict a good amount of damage. Piccolo's Gekiretsukoudan can catch an opponent off-guard, and can even hit an opponent standing next to you. The Makankousappou does a good amount of damage, but only because it hits twice, so be careful how you attack with it.

In other words, Piccolo is a little of everything. He can hit and run, catch his opponent off-guard, play defensively, offensively or somewhere in between, but most of all he can attack fast and hard.

Fat Buu, the first Majin, was the terror of the Kaios, the one who killed every Kaio, excepting Kaioshin. He was locked away, but was unable to be destroyed. Much later, Madoshi Babidi and Dabura tried to revive the Majin, and succeeded in convincing Vegeta to join them. They succeeded, and ironically, each of them were killed by Majin Buu; Majin Buu killed Dabura on a whim; Vegeta realized what he had done, and died trying to kill the Majin; and Majin Buu soon grew tired of Babidi's orders and killed him. Majin Buu was very strong, but was beaten by Goku. But Goku could not kill him. Then, Majin Buu met Mr. Satan, and came to like his dog Bee. When Bee was hurt, Majin Buu became angry, and decided to become good. He expelled the evil inside of him. This evil became a new Buu, who was consumed by the evil of the Majins. Thus, Majin Buu, with all the evil of the Majins removed, became Fat Buu. However, Majin Buu ate Fat Buu, taking his power, and became Super Buu. Later, thanks to Goku and Vegeta, and Super Buu was defeated. Or so they thought . . .

D (hold), U, Y - Powersault. Fat Buu swings his arms upwards in an ark. This takes a slightly too long to execute. 32 damage, 4 if blocked.

< (hold), >, Y - Planet Attack. Fat Buu rolls, then dashes towards his opponent head first. 22 damage, 4 if blocked.

<, < + D, D, D + >, >, Y - Shin Planet Attack. If executed as Fat Buu performs a Planet Attack, Buu will flip and bounce to and the attack. Ignore this- it does EXACTLY the same damage as a Planet Attack, so there is really no point in executing this attack.

D + B - Sliding Crash. Fat Buu slowly slides forward for a short distance on his fat rear. 18 damage, none if blocked.

(While jumping) D + B - Dropping Crash. Fat Buu drops from mid-jump, trying to hit his opponent with his rubbery, marshmallow rear. 24 damage, none if blocked.

< (hold), >, B - Buu Buu Spin. Fat Buu spins, pirouetting repeatedly. A good attack to break away from an opponent with, although Buu is vulnerable while performing this. A hit does 20 damage, or 1 if blocked. If you are close to your opponent when you execute this, you can hit multiple times, dealing 60 damage, or three if blocked.

D (hold), U, B - Oyatsukosen. Fat Buu shocks his opponent, turning them into candy. He munches on his opponent, then spits them out. This looks funny, and can really catch your opponent off guard. It CAN be blocked, though, and your opponent has to be fairly close. 45 damage, none if blocked.

L/R + B - Big Crash. Fat Buu leaps into the background and comes at his opponent, trying to hit them with his over-sized behind. 24 damage, none if blocked.

D, D + <, <, A - Kakusan Energy Dan. Fat Buu fires small Ki blasts diagonally upwards and downwards, as well as straight ahead. And if your opponent is close enough, they will be hit by all three. Not unlike Vegetto's Kakusan Energy Dan, but each blast is fired at a different angle. Each blast does 8 damage each, or 2 each if blocked. Takes 5

points of Ki.

<, < + D, D, D + >, >, A - Buu Bomb. After a short lag time, Fat Buu creates an invisible Ki force rise up around him, dealing a good amount of damage as well as dissipating any other Ki attacks coming towards him. 40 damage, or 6 damage if blocked (if your opponent blocks the attack while close to you, they will be hit multiple times for blocked damage). Takes 10 points of Ki.

D, D + <, <, >, A - Mightiness Bomber. Fat Buu fires an invisible blast of Ki at his opponent. The longer you charge before attacking, the stronger your attack will be. Deals 40 damage if it hits without being charged, or 6 damage if blocked. If charged, it does 58 damage, or 7 damage blocked. If fully charged, it does 70 damage, or 10 damage if blocked. Takes 10 points of Ki.

D, D + >, >, Y, B - Fat Buu's desperation attack is the Jinruizetsumetsukougeki, otherwise known as the Genocide Attack. Fat Buu shocks his opponent, stunning them. He then floats upwards and breathes out many bolts of Ki at his stunned opponent, devastating them. 120 damage.

Combos? This guy is just too slow. Generally, just true to execute a Buu Buu Spin after attacking, then throw as soon as possible.

Like Gohan, Fat Buu is a defensive character. His attacks are slower, but they deal much more damage.

His Planet Attack and Buu Buu spin are both good attacks to catch your opponents off-guard, or to hit them with if they leaves themselves open. And, along with the Powersault and Buu Bomb, also make good counter-attacks. The Oyatsukosen is another good counter attack. It deals a great amount of damage, is easy to do and can catch your opponent by surprise, but you have to charge down before doing it, so it is not that useful.

And, do not get into close range combat with Fat Buu. His attacks are too slow; and it is especially difficult to get out of a corner.

Fat Buu has typical Ki blasts, excepting the Buu Bomb. The Buu Bomb can be used to disperse opponent's Ki attacks, and is also a great counter attack.

As for Fat Buu's desperation attack, it is difficult to execute, and difficult to hit your opponent with.

Fat Buu can be a good character for advanced players, but to the rest, his lack of fast attacks is very frustrating. Overall, he has potential, but his slow attacks coupled with his lack of mobility, drags him down.

Little Buu, is the last Majin and the final Buu. After Super Buu was defeated by Goku and Vegita, he became a thinner, smaller Buu, whose strength began to increase at an alarming rate. He was very strong, and he began to destroy . . . However, in a last, desperate attempt to defeat him, Vegita distracted Buu, though it nearly cost him his life, giving Goku enough time to charge the Genki Dama. Goku put all his strength in the attack, and barely managed to destroy Little Buu. After he was defeated, Goku wished for his power to be bestowed upon a boy. At the following Tenkai-Ichi Budokai, Goku met Uubu, and has been training him since.

Y - Buu Punches. Little charges forward, punching repeatedly. Each punch does around 15 damage, noe if blocked.

> + Y - Stretching Buu Punch. Little Buu slides forward, his fist stretching outwards a good distance. It does 22 damage, and none if blocked.

D, >, D, >, Y - Lengthening Buu Whip. Little Buu causes the tassel on his head to lengthen, and whips the it out a good distance. 22 damage, none if blocked.

<, < + D, D, D + >, >, Y - Rolling Buu Tackle. Little Buu rolls himself into a spinning ball, then flies quickly forward. Good for catching your opponent off-guard. 32 damage, 5 if blocked.

(While jumping) >, > + D, D, D + >, >, Y - Buu Floater. Little Buu flattens himself out, causing him to float. He will remain suspended in air until you press a button other than a direction. While in air, you can float back and forth by the > and < buttons.

L/R + Y - Rolling Buu Attack. Little Buu becomes a spinning blob and leaps into the background before flying at his opponent.

D, D + <, <, Y - Close Surprise Kick. Little Buu shoves his foot into the ground, and it comes up right in front of him, hitting any opponent who gets too close. Cannot be attacked with while in an arena where you fly. 26 damage, 4 if blocked.

D, D + <, <, B - Far Surprise Kick. Little Buu shoves his foot into the ground, and it comes up a fair distance away from him. Good for surprising an opponent. Cannot be attacked with while in any arena which causes you to fly. 26 damage, 4 if blocked.

D, D + <, <, A - Farthest Surprise Kick. Little Buu shoves his foot into the ground, and it comes up a great distance away from him. THIS will really catch an opponent off-guard! Cannot be attacked with while in an arena where you fly. 26 damage, 4 if blocked.

(While jumping) D, >, Y - Buu Energy Dan. Little Buu hangs in mid-air, and spits a stream of three small Ki blasts straight forward, hitting any airborne opponents. While in an arena where you fly, you must press U, D, >, Y to execute the attack. 10 damage each, or 1 each, blocked.

(While jumping) D, >, B - Buu Energy Dan. Little Buu hangs in mid-air, and spits a stream of three small Ki blasts diagonally downwards. Good for catching an opponent off-guard. While in an arena where you fly, you must press U, D, >, B to execute the attack. 10 damage each, or 1 each, blocked.

>, <, >, A - Kantsu Energy Dan. Little Buu will attack with a larger Ki blast, which destroys all smaller Ki blasts. Good to hit the enemy if they attack with a triple or more Ki blast (such as the Renzoku Energy Dan). 22 damage, 3 blocked. Takes 5 points of Ki.

<, < + D, D, D + >, >, A - Buu Burn. Little Buu attacks with the Buu Burn at a forty-five degree angle. 42 damage, 3 if blocked. Takes 10 points of Ki.

D, D + <, <, >, A - Power Ball. Little Buu raises an Ki blast above his head, then fires it. Its strength depends on how much you charge it. Attacking with this as an opponent is above you will cause them to be hit by the blast as it is above Little Buu's head. Deals 32 damage if it hits without being charged, or 6 damage if blocked. If charged, it does

57 damage, or 8 damage blocked. If fully charged, it does 72 damage, or 10 damage if blocked. Takes 10 points of Ki.

<, >, > + D, D, U, Y - Little Buu's desperation attack is the Udebunrikougeki. Little Buu whips his tassel, wraps it around his opponent, holding them in place, swings his arm around so fast it catches on fire, then detaches his arm, which punches them so hard . . . ! Not too difficult to execute, and, because of the length of his tassel, it can be executed at a distance. It does 92 damage.

Little Buu is not very good for combos, but his attacks are fast, and can be executed fairly quickly.

D, >, D, >, Y, D, D + <, <, Y/D, D + <, <, B/D, D + <, <, A/<, < + D, D, D + >, >, Y- Lengthening Buu Whip, Close Surprise Kick or Far Surprise Kick or Farthest Surprise Kick or Rolling Buu Tackle. A flexible combo to attack your opponent at any range.

> + Y, D, >, D, >, Y (<, < + D, D, D + >, >, Y) - Stretching Buu Punch, Lengthening Buu Whip, (Rolling Buu Tackle). A faster combo which is just as devastating.

D, D + <, <, Y/D, D + <, <, B/D, D + <, <, A, >, <, >, A/D, D + <, <, >, A - Close Surprise Kick or Far Surprise Kick or Farthest Surprise Kick, Kantsu Energy Dan or Power Ball. Surprise your opponent with a kick, then hit them with either the Kantsu Energy Dan or the Power Ball, take your pick.

Little Buu is very agile, but his attacks don't do all that much damage. But his attacks are very good at catching his opponent off-guard, especially with the Lengthening Buu Whip and the Surprise Kicks.

Little Buu, like Gotenks, is good at catching his opponent off-guard. He is also very maneuverable, allowing him to easily dodge Ki blasts and such. He also has decent Ki blasts of his own. Speaking of Ki blasts, the Buu Energy Dan should be used to the point of over use, mostly because it will do damage even if blocked, and will do a good amount of damage if they hit. Little Buu can also attack at a good range, too.

Ruthlessly attack your opponent while continuously dodging their attacks and coming back with your own. Advanced, faster players can use this strategy to evade and attack all at once- you'll be almost untouchable if you get it down.

Basically, just be careful what attacks you attack with and when. That's really all there is to say about Little Buu.

Freeza, the Planet Destroyer, was the monster who is responsible for the destruction of Planet Vegeta as well as the death of Goku's father, Bartock. Freeza, his father, King Cold, and his brother Cooler, are of an unknown race. Freeza took control of Planet Vegeta and used the Saiya-jins, the inhabitants of Planet Vegeta, as his own minions. However, the Saiya-jins began to grow too strong for him to control, so he destroyed them. He spared Nappa, Raditz, and Vegeta, told them lies about their planet's fate, they believed him and they joined his army. On Freeza's orders, Raditz was sent to Earth to see if Kakarot, another Saiya-jin who had been on Earth at the time of Planet Vegeta's destruction, had destroyed the planet yet. Of course, Kakarot- Goku - hadn't, and he and Piccolo managed to kill Raditz. Nappa and Vegeta were sent next. Nappa died (ironically, it was the enraged Vegeta who killed him), but Vegeta lived. However, while the Saiya-jins were on Earth, Freeza learned of the Dragon Balls. With many of Earth's best fighters

dead, Freeza could easily have used Earth's Dragon Balls- however, because Piccolo had died in combat, his other side, Kami, also died, which, in turn, caused Shenron, Earth's dragon, to die, which caused the Dragon Balls to turn to stone. So Freeza headed for Namek, a distant planet with much stronger Dragon Balls than those on Earth. He wanted to use the Namekian Dragon Balls to wish for immortality, but so did Vegeta, who turned traitor and killed Zarbon, Kui, and Dodoria, three of Freeza's most finest henchmen. Gohan and Krillin also traveled to Namek to stop Freeza. Gohan and Krillin, with the help of Tsumuri, Mai-Ma, Dende, Nail, and Guru, the great Namekian elder, gathered most of the Dragon Balls. They then met Vegeta, and formed a temporary alliance. Freeza unleashed his private troops- Ginyu, Burter, Jiisu, and Guldo. Fortunately, Goku arrived just in time to help his friends in battle. So Freeza's last henchmen were killed- save Ginyu, but he became trapped in the body of a Namekian toad (he was beaten by Goku, but before Goku could kill him he executed the Body Switch attack. However, Goku held a toad in the way of his attack, causing him to become a toad), so he was useless. Angered, Freeza took matters into his own hands and went after Guru to force him to give away the location of Goku, Gohan, Krillin, Vegeta, Dende, as well as the Dragon Balls. Guru was very old, and was dying, and if he died, because he had created the Namekian Dragon Balls, the Dragon Balls would lose their power. Still, Guru sent Nail to stall Freeza. Nail, who knew he had just been given his death sentence, did what he had to. He ". . . didn't stand a snowball's chance in a furnace in Hell against Freeza . . ." (according to Vegeta, Guardian of Destiny). But as soon as Freeza realized he was being purposely delayed, he mortally wounded Nail and left him for the dead. Then, Freeza went after Dragon Balls himself, knowing there was no time to lose- Guru was nearly dead. Goku, Gohan and Krillin wished Piccolo and all the others killed by Nappa and Vegeta back on Earth back to life, and that they would be brought to Namek. The third wish was to be Vegeta's, but the Guru died, and Vegeta never got his wish. However, Freeza then found them. Freeza was stronger than all of them. As he revealed his true power, Vegeta cried- there was no way to beat him. However, Piccolo found the dying Nail and allowed his fellow Namekian to merge with him. Then Piccolo agreed to try to hold off Freeza so Goku could charge a Genki Dama. But Freeza was too much. Vegeta was killed, and Piccolo was badly wounded by Freeza. Freeza then reached full power, and killed Krillin. Goku's rage caused him to go Super Saiya-jin. However, Goku was stronger than Freeza in his Super Saiya-jin state, and defeated him. Freeza, outraged, tried to kill Goku in a last, desperate attempt, but his attack was deflected back at him, tearing him up. As Freeza died he leveled the Namek. The survivors wished back those who were killed. But Freeza was not dead. His body was found by his father, King Cold. King Cold had Freeza rebuilt as a cyborg. Freeza and Cold returned to Earth to destroy it. Cold wanted to destroy Earth from space aboard his large spaceship, but Freeza insisted on going to Earth and defeating those to he lost to, as well as retrieving the Dragon Balls there. On Earth, the warriors felt Freeza's power approaching, and Piccolo voiced their frustrations before they attacked Freeza. Freeza brought an army with him, but upon seeing Goku again, he went insane, but just then . . . Another Super Saiya-jin attacked Freeza- Vegeta's son from the future, Trunks. Trunks easily killed Freeza, King Cold, and his entire army. In this game, Freeza is in his original final state (he developed various forms to hide his power).

D, D + <, <, Y - Freeza Cutter. After a short lag time, Freeza slashes his opponent. 32 damage, 5 if blocked.

D, >, D, >, Y - Jishin-ha. After a slight lag time, Freeza causes a

flare of Ki to shoot from his palm. It has a good range, too.

>, > + D, D, D + <, <, Y - Psychokinesis. Freeza attacks with an invisible force of Ki which raises his opponent into the air and throws them. It is unblockable and unavoidable, and makes an perfect counter-attack. 32 damage. However, it can only be done at a close range.

D + B - Slide. After a short lag time, Freeza slides forward on his back. 16 damage, none if blocked.

(While jumping) D, >, B - Slash Down Kicks. Freeza shoot diagonally down forwards with a slash-down kick. If you hit the enemy, even if they are blocking, Freeza will attack with second slash-down kick. A good move to catch opponents off-guard and deal a good amount of damage. Each kick does 18 damage each, or 2 each if blocked.

(While jumping) D, D + <, <, B - Black Hole Death Ball. Freeza will hang in mid-air, forming a Death Ball which he causes to collapse, creating a black hole. He will throw the attack at diagonally downwards. Your opponent can also be damaged by the aftershock as it hits the ground. Somewhat slow to fire, though. 24 damage, 4 if blocked.

L/R + B - Backstep Kick. Freeza floats into the background, then comes at his opponent, kicking. 20 damage, none if blocked.

A - Freeza Beam. Freeza shoots a beam from his finger. It moves much faster than most other small Ki blasts. 10 damage, none if blocked.

D, <, D, <, A - Kienzan. The infamous "Distructo Disk", Krillin's trademark technique. Freeza forms a semi-homing disk from Ki and throws it at his opponent. Difficult to dodge. It is also easy enough to execute, so it can be done repeatedly. However, it can be negated by a small Ki blast. 30 damage, 4 if blocked. Takes 5 points of Ki.

<, D, <, D, A - Daichiretsuzan. Freeza causes a bolt of Ki to shoot diagonally downwards from just above him. When the bolt touches the ground, it will travel forward at ground level. A good attack with which to catch opponents off-guard. 20 damage, 3 if blocked. Takes 5 points of Ki.

<, < + D, D, D + >, >, A - Death Ball. Freeza creates a star-like Death Ball and throws it at a forty-five degree angle. 42 damage, 3 if blocked. Takes 10 points of Ki.

D, <, >, A - Kiaiho. Freeza's super blast cannot be charged, but it is very painful and deals a great amount of damage. IF it hits. And that is quite a big IF let me tell you. It takes quite a while before Freeza fires this, and during that time Freeza is very vulnerable to anything but a Ki blast- any Ki blasts will thrown at Freeza will be dissipated, but not if they are thrown at his back (a fully charged super blast will cancel both attacks, though). And, Freeza's opponent must be in front of him when the attack is fired, or else no damage will be dealt. But, if they are in front of Freeza when the attack hits, it is unblockable. 72 damage, cannot be blocked. Takes 10 points of Ki.

D, D + >, >, Y, B - Freeza's desperation attack is the Super Freeza Rush. After a good lag, Freeza, shoots forwards, surrounded by explosive power. While executing this desperation, he is invulnerable to Ki attacks. 106 damage, NO damage if blocked.

Freeza can execute some fast combos, however, they can drain Ki quickly, because many of Freeza's best attacks (the Kienzan, the Daichiretsuzan) are Ki attacks.

<, D, <, D, A, (D, >, D, >, Y) D, <, D, <, Y - Daichiretsuzan, (Jishin-ha) Freeza Cutter. This is for a close range attack. Hit your opponent with Daichiretsuzan, (if your fast, hit them with the Jishin-ha here) then slash them with the Freeza Cutter!

D, >, D, >, Y, <, D, <, D, A - Jishin-ha, Daichiretsuzan. Another one for close range combat, this really works!

A, <, D, <, D, A, D, >, D, >, A - Freeza Beam, Daichiretsuzan, Kienzan. Most opponents will try to jump over the Freeza Beam and the Daichiretsuzan, only to get busted by the Kienzan.

Freeza has a great amount of potential. If you are very mindful of what attack you are attacking with and when, you'll find Freeza is a choice character.

Freeza relies on his Ki attacks more than anything else. The Kienzan and Daichiretsuzan are good moves to abuse. The Kienzan is deals a good amount of damage, and it seeks out your opponent. This is a very good attack to use against a jumping opponent- it's fast enough to execute before your opponent reaches the ground, and you can't block attacks in mid-air. The Daichiretsuzan is good to catch an opponent off-guard or as they are executing an attack. It also serves a purpose in close range combat, as it can hit your opponent as it shoots towards the ground. The Black Hole Death Ball and Death Ball are both good for offensive and defensive reasons. The Black Hole Death Ball should be abused, as it deals a good amount of damage to opponents, but it also keeps Freeza in the air longer, so it is useful for avoiding Ki blasts and returning with one of your own! The Death Ball, like the Kienzan and Daichiretsuzan, is good defense against opponents who jump alot, as if the try to attack you and you attack with a Death Ball, they will feel pain. Offensively, the Death Ball should be attacked with only if you're sure you're going to blast your opponent. The Jishin-ha is good for defense as well as offense, as it can be used to keep your opponent at bay, or for a good close range attack.

And don't forget Freeza's small Ki blast, the Freeza Beam. It travels faster than most other Ki blasts, and deals more damage, so it is also an effective attack.

As for Freeza's other attacks, they are there to back-up his Ki attacks. The Slash Down Kicks are faster and easier to execute than the Death Ball, and still deal a good amount of damage, if not blocked. The Freeza Cutter would be a great attack for close range combat, but the lag time before makes it somewhat ineffective, even as a counter-attack. However, if you can catch your opponent by surprise to hit them with this attack, you will deal good damage. Freeza's Slide gets him so low he can avoid almost anything, and knock his opponent down if he hits. However, it has a lag time before it that can prepare opponents from your attack.

As for Freeza's desperation attack, use it at a short distance from your opponent, or they will hit you in the lag before the attack. However, Freeza is invulnerable to Ki during this attack, so it is good to hit an opponent with if they are trying something. It is also a good attack to use over and over and over, as you are bound to hit your opponent before too long.

And, Freeza's Psychokinesis is completely unblockable at a close range. It is the more than the perfect counter-attack, but it can be difficult to execute. If you master it though, you will be almost

invincible. Besides the Freeza Cutter and the Jishin-ha, it is one of Freeza's few close range attacks, and is his best. Enemies will be unable to get close to you, and when they try to get away, lay on them with everything. And, attacking with the Psychokinesis as much as possible is cheap, but it works quite well.

Overall, Freeza's strength is in the damage he deals, and his range. However, he has some fair (and one very cheap) close range attacks, making him good for a balanced playing style.

Perfect Cell, an android designed from the DNA of Goku, Vegeta, Piccolo, and Freeza. In the past, Goku destroyed the Red Ribbon army. A high ranking official in the army, Dr. Gero, wanted revenge. He designed Androids #16, #17, #18 and #19. Each of his creations uncontrollable. Eventually, he transplanted his brain into an android, becoming #20. However, he was soon killed by #17 and #18, who had turned on him. Before he died, he began the process of creating Android #21- namely, Cell. Years later, after Cell had finally awakened, he found himself in an incomplete form, because of a lack of energy. He knew to reach his true form, he could gain energy by absorbing people. In particular, #17 and #18 had certain power sources built into them that would allow Cell to transform to his final form instantly. However, the Androids were too strong to absorb . . . And they had killed Vegeta, Gohan, Krillin, Piccolo, Yamcha, Tenshinha, and Chiatzu, as well as half the population of Earth. Goku had died from a rare heart disease; leaving only Trunks, Vegeta's son, to defend Earth. There was not enough strong fighters to absorb, and there would not be enough time for Cell to go about absorbing Earth's remaining population. This was a hopeless situation for Cell, but he then learned Bulma, Trunks' mother, had created a machine to take Trunks back in time so he could change the future. With Trunks gone, Cell used the time machine for himself. He followed Trunks into the past. While Trunks gave Goku medication to prevent the heart disease he was destined to have, Cell found Androids #16, #17, and #18. He defeated #16, and absorbed #17. Soon, he absorbed #18 also. He then became Perfect Cell. Cell then began his own Tenkai-Ichi Budokai of sorts, where every contender battled him, and if he won, he would destroy Earth. Cell defeated Mr. Satan with ease, then went on to battle Goku. After a narrow fight, Goku proved stronger. Cell was forced to release #18, then turned to suicidal tactics and self-destructed. However, Goku warped both himself and Cell to King Kaio's planet, and Goku, along with King Kaio and Bubbles, were killed. However, one of Cell's brain cell's remained, and he used this chance to rebuild his body as Perfect Cell! He returned to Earth, created 6 Cell Juniors- smaller androids resembling himself -and with his creations, he beat around the rest of the contenders, killing Trunks, who was still in the past. At this point Vegeta wildly attacked Cell, but to no avail. Cell killed #16 (who had been reprogrammed by Bulma to help battle Cell), crippled Gohan's arm, then began to insult Goku, right in Gohan's face. That mistake cost Cell his life. Gohan went Super Saiya-jin 2, killed each Cell Junior with a single kick, then finished Cell with one punch. Everyone who had died in battle were revived, then Trunks went back into the future before Cell came to the past. He had grown tremendously in strength, and killed Androids #17 and #18, as well as Cell, preventing him from coming to the past. In this game, he is in his perfect state.

D, D + >, >, Y - Bakuretsu Rush. Perfect Cell rushes forward, punching repeatedly. If one punch connects, all of the following will. If all of the punches connect, great damage will be dealt. It will still do good damage if blocked. However, don't miss with it, or you will be wide open. A good counter-attack. A hit does 32 damage, or 3 damage blocked. If all hits connect, you can deal 95 damage (ouch).

(While jumping) >, D, Y - Negative Arrow. Perfect Cell attacks with an arrow-shaped blast of Ki diagonally downwards. 26 damage, 4 if blocked.

>, > + D, D, D + <, <, Y - Psychokinesis. Perfect Cell attacks with an invisible force of Ki which stuns his opponent, as it lifts them into the air, then throws them back onto the ground. This is very, very, very CHEAP! It can catch your opponent at any range. Another good counter-attack. It is not completely unblockable- if your opponent is pressing <, if they are jumping, or if they are in the background, this attack will miss. But, because it has no start-up, your opponent will (most likely) be unable to avoid the attack. 35 damage.

<, < + D, D, D + >, >, Y - Honoo. Perfect Cell raises his hand, spraying bursts of flame at a forty-five degree angle. 26 damage, 4 if blocked.

L/R + Y - Grand Slider. Perfect Cell leaps into the background then slides at a great speed at his opponent. 24 damage, none if blocked.

>, <, >, B - Cell Junior. After a good lag time, Perfect Cell spawns a Cell Junior. The Cell Junior will repeatedly hop forward, and explode upon contact with an opponent. Very slow to execute. 58 damage, 6 blocked.

>, > + D, D, D + <, <, B - Cell Barrier. Perfect Cell causes a tremendous force of Ki to surge through himself. If your opponent touches Cell during this period, they will take heavy damage. However, he is still vulnerable to Ki blasts. 34 damage, 5 blocked.

>, <, >, A - Kantsu Energy Dan. Perfect Cell will attack with a larger Ki blast, which destroys all smaller Ki blasts. Good to hit the enemy if they attack with a triple or more Ki blast (such as the Renzoku Energy Dan). 24 damage, 5 if blocked. Takes 5 points of Ki.

<, < + D, D, D + >, >, A - Kamehame-ha. Perfect Cell attacks with a Kamehame-ha at a forty-five degree angle. 42 damage, 3 if blocked. Takes 10 points of Ki.

D, D + <, <, >, A - Chou Kamehame-ha. Perfect Cell attacks with the Chou Kamehame-ha. The longer you charge before attacking, the larger and stronger the blast will be. Deals 32 damage if it hits without being charged, or 5 damage if blocked. If charged, it does 52 damage, or 7 damage blocked. If fully charged, it does 73 damage, or 10 damage if blocked. Takes 10 Ki.

>, > + D, D, D + <, <, < + D, D, D + >, >, Y - Perfect Cell's desperation attack is the Chou Bakuhatsu-ha. Cell attempts to surpass perfection, becoming much stronger, and larger. He then punches the ground, causing Ki to rise up in the form of a trio of mass explosions before returning to his true form. If your opponent tries to jump over the explosion they will be hit by the Ki force. Be warned, an opponent can counter with any attack where they attack from the background. If your opponent is caught in all three blasts, they will take 126 damage. A single hit does 33 damage, or 6 each blocked (if your opponent blocks every hit, they will take 36 damage because each blast hits multiple times).

>, <, >, <, >, Y - Perfect Cell's desperation attack is the Chou Bakuretsu Rush. Cell attempts to surpass perfection, becoming much

stronger and larger. He then rushes forward, punching many, many times before returning to his true form. If one punch connects, the following will. If all hits connect, your opponent will take 156 damage (the highest damage for a desperation attack in the game!). A single punch does 33 damage, or 6 if blocked (if your opponent blocks every punch they will take 36 damage).

Perfect Cell has very few combos, but they are all fairly useful. That's really about it.

>, > + D, D, D + <, <, Y, >, <, >, B - Psychokinesis, Cell Junior. As long as your opponents aren't too close, this combo will get them every time.

>, <, >, B, >, <, >, A/D, D + <, <, >, A - Cell Junior, Kantsu Energy Dan or Chou Kamehame-ha. Another defensive combo. It's for trying to hit your opponent as they try to avoid Cell Junior.

D, D + >, >, Y, >, > + D, D, D + <, <, B - Bakuretsu Rush, Cell Barrier. Because opponents often try to counter-attack after the Bakuretsu Rush, they will probably be taken by surprise by the Cell Barrier.

Cell strength is in the amount of damage he can deal. And he CAN deal damage! He even has two (!) desperation attacks!

Cell plays best if you start by playing defensively. Stay as far away from your opponent as much as possible, inflicting as much damage as you can at a long range. Once you've chipped away enough of your opponent's Ki and health, get aggressive, and really put the pressure on them. Attacks such as the Psychokinesis, Cell Junior, and the Kantsu Energy Dan are good long range attacks when playing defensively. The Bakuretsu Rush, Cell Barrier, and Negative Arrow are good attacks at close range and are also great for catching opponents off-guard. The Honoo and the Kamehame-ha are good to keep opponents away from you. The Chou Kamehame-ha is great for pounding the crud out of your opponents.

Speaking of attacks, Cell's Psychokinesis makes him the one of the cheapest. Cell is the only fighter with a fast, easy to execute attack which is nearly undefendable, and can hit at any range! If you master this attack, you can decide the fight quite easily, as well as defeat any opponent with ease.

And, Cell excels in close range combat. Although he can't hit as fast as Piccolo or Vegeta can, he can deal more damage. Also, his punches aren't that strong, and are too slow, but his kicks are fairly fast and hurt.

Plus, if you are losing, Cell has two desperation attacks for you to attack with! However, the Chou Bakuhatsu-ha is very difficult to execute, and if your opponent isn't caught in most of the explosions, it won't do that much damage. But the Chou Bakuretsu Rush inflicts a tremendous amount of damage, and is mindlessly easy to execute. Just be careful when executing his desperations, as you could leave yourself wide open.

Cell is very strong, and can be very cheap. He is one of the better characters.

The following rankings are for the determining characteristics in a fighter- offense defense, and balance. And, I have added another ranking for surprise- just how well a fighter can catch others off-guard. Find which strategy works for you, and pick one of the characters.

Below is for the best offensive fighter. Who can attack, fast,

hard, non-stop, and not give opponents a chance to counter?

10 - Fat Buu. He's all defense, and his attacks are slow. Not a good combination for offense.

9 - Little Buu. His attacks are mostly used to catch opponents by surprise.

8 - Gohan. He is a defensive fighting, but he has a few good offensive attacks (such as the Jet Upper).

7 - Freeza. He's got enough Ki blasts to keep up an attack from a distance.

6 - Perfect Cell. Offense is not Cell's forte' but his long kicks and the Bakuretsu Rush give him an edge.

5 - Goku. He's a great all-around character, but he can keep up an attack for quite a while with his combos.

4 - Gotenks. He has fast attacks, but not enough.

3 - Vegetto. He is more of a balanced character, but he is good at offense.

2 - Piccolo. He's good at offense because of his fast attacks.

1 - Vegeta. He is ALL offense!

Below is for the best defensive fighter.

10 - Little Buu. He is almost counter-less, and he doesn't deal much damage when he does counter-attack.

9 - Gotenks. He doesn't have many counters, and those he does have aren't very good. He also has no good attacks to keep his opponent at bay.

8 - Vegeta. He has only one good counter-attack, the Needle Block, but he can keep his opponent away with the Bakuhatsu-ha and the Renzoku Energy Dan.

7 - Vegetto. He has a good deal of counters, but most of them are difficult to execute, and he doesn't have enough fast keep-away attacks.

6 - Freeza. He has a few good counters, although most of them are slow. He is better at defense when at a defense.

5 - Piccolo. He is a great defensive character because of his Kaikouha, Tsuihidan, and Mystic Attacks.

4 - Perfect Cell. His Psychokinesis and Cell Barrier are good defensive attacks, and the Bakuretsu Rush is a good counter-attack.

3 - Fat Buu. He is very good at counter-attacking at a close range, all though he doesn't have very good long ranged attacks.

2 - Goku. The Shunkan-Idous and the Abisegeri are great defensive attacks. He also has good counter attacks.

1 - Gohan. He has the easiest, most damaging counter attacks to execute in entire game! He also has fast attacks for far range combat.

Below is for the most balanced fighter, who are good at both offense and defense.

10 - Fat Buu. He is not very balanced, because he's slow, and he doesn't have too many versatile attacks.

9 - Little Buu. Buu isn't good at anything except evading. What else can I say?

8 - Gohan. Sure, he's balanced enough, but his attacks aren't that good unless used defensively.

7 - Gotenks. A has a fair degree of balance.

6 - Freeza. Like Gotenks, Freeza is fairly balanced.

5 - Vegeta. He's an offensive fighter, but he has a few adaptable attacks.

4 - Perfect Cell. His style is very flexible.

3 - Piccolo. He is well balanced because his attacks are really flexible.

2 - Vegetto. He came close to tying Goku for first place, but he can't match Goku's multitude attacks. But other than that, he is a very well-

rounded fighter.

1 - Goku. He is a flexible character with a great diversity in his attacks.

Below is for surprise. How well can a fighter catch your opponent off-guard?

10 - Fat Buu. He's too slow to be good at catching his opponents off-guard.

9 - Gohan. Sure, his attacks are fast, but they cannot be executed in close range combat.

8 - Freeza. Because of the lag preceeding many of his attacks, it's difficult to catch your opponent by surprise.

7 - Perfect Cell. He was no attacks fast enough to catch a wary opponent.

6 - Vegitto. His Driving Elbow and Kicking Uppercut are great attacks to catch your opponent.

5 - Piccolo. The Mystic Attacks and the Mystic Counter can catch anybody off-guard.

4 - Goku. Shunkan-Idou really confuses opponents, especially when Goku appears behind you! That, coupled with the Abisegeri, makes Goku great to quickly surprises.

3 - Vegita. His attacks are faster than Goku's, and usually will catch you where you least expect it (you may be in the middle of an attack, when Vegita suddenly dashes towards you. You block- only to be tripped up by his slide!).

2 - Gotenks. His quick headbutts, the Renzoku Energy Dan, and the Renzoku Shine Shine Missiles are great.

1 - Little Buu. His Energy Dans, the Stretching Buu Punch, and the Rolling Buu Tackle all are great; and I won't even mention his Surprise Kicks (oops, looks like I did)!

Below is for the most damage. This is for the fighter who has the highest hit counts.

10 - Gohan. A single hit from one of his attacks does around the same as Little Buu's, but he has less of them. Sorry for ranking him so low . . . I really didn't want to.

9 - Little Buu. His attacks all don't do much damage, don't ya know?

8 - Goku. Nearly all of his attacks are meant to hit multiple times, and don't do much if only a ingle attack hits.

7 - Vegita. His attacks, though most are combos, deal more in a single hit than Goku's.

6 - Vegitto. He deals more damage than Vegita with a single hit.

5 - Piccolo. He has a few high damaging attacks.

4 - Gotenks. His Ki blast does a great deal of damage, but he has some of the lowest damaging attacks in the game!

3 - Fat Buu. Most of his attacks are for multiple hits, but they really hurt!

2 - Freeza. He has a great amount of very damaging attacks.

1 - Perfect Cell. He has two desperation attacks, AND his attacks hurt like . . . I dunno, but they hurt!

Below is for the most maneuverable fighter.

10 - Fat Buu. He is big, fat, and slow. What else can I say?

9 - Perfect Cell. He is very tall, and isn't that fast.

8 - Gohan. He's not agile, but he isn't slow either.

7 - Piccolo. Like Gohan, he is not slow, nor is he fast.

6 - Vegitto. He can weave in and out of attacks with ease, but he is tall.

5 - Gotenks. He can duck under attacks, he's fast, and agile.

4 - Freeza. He can duck under anything Gotenks can, and he's just as

agile, plus he can slide under nearly anything!

3 - Goku. He is really agile, and he's fast!

2 - Vegeta. He is just as agile as Goku, but he's faster, and shorter.

1 - Little Buu. He is the undisputed, most agile fighter, make no mistake.

Below is for the most damaging attacks. This is for whoever can inflict the most damage in the least amount of attacks.

10 - Vegeta. He can inflict damage, but most of his attacks have to be linked together.

9 - Little Buu. He can attack quickly, but his attacks aren't really for damage.

8 - Gohan. He has some damaging attacks, but not many.

7 - Gotenks. Like Gohan, he has a few damaging attacks, except his do a great deal of damage.

6- Goku. His attacks, especially his desperation attack, do a great amount of damage.

5 -Piccolo. He can inflict a great deal of damage with his super blasts and desperation attacks, and he can attack fast.

4 - Vegitto. His attacks are similar to Piccolo's but do more damage.

3 - Fat Buu. If nothing else, Fat Buu can really deal damage!

2 - Freeza. Freeza has a multiple strong blasts and a high damaging super blast and desperation. He even has a limited Pshychokinesis attack!

1 - Perfect Cell. He is the only fighter with 2 desperation attacks, AND he has the "unblockable" Psychokinesis!

Below is for the fastest attacker. Whoever can attack fastest AND deal the most damage will get this.

10 - Fat Buu. His attacks are just too slow.

9 - Gohan. Most of his attacks are slow to be performed, but not as slow as Fat Buu.

8 - Perfect Cell. He can deal damage, but he cannot attack quickly.

7 - Freeza. His attacks are more about damage, but he can perform them fairly quickly.

6 - Vegitto. He can attack fast, and can do damage. However, his attacks are somewhat slow.

5 - Little Buu. He can attack quickly and perform some fast combos.

4 - Goku. Most of his attacks are combos, but they are somewhat slow.

3 - Gotenks. His attacks are fast and make good combos.

2 - Piccolo. His attacks are faster than Gotenks'.

1 - Vegeta. His attacks are very fast and were made for combos!

Below is for the best counter-attacks. Who has the most damaging yet easiest to execute counters?

10 - Gotenks. He has NO fast, easy to execute counters. He does have the Rolling Thunder Uppercut, but it is very difficult to execute, for a counter attack.

9 - Little Buu. He doesn't have any really good counters.

8 - Perfect Cell. Like Little Buu, he doesn't have any *good* counter-attacks, save the Bakuretsu Rush.

7 - Freeza. He has plenty of attacks that could be used for counters, but they are all preceded by a lag, making them somewhat ineffective.

6 - Piccolo. His Mystic Attacks are good for counters, as is the Kaikouha.

5 - Vegitto. The Kicking Uppercut can be difficult to execute quickly, and doesn't deal as much damage.

4 - Goku. The Jump Knee Lift is the same as Vegeta's Needle Block, but it is slightly slower, and a little tougher to execute.

differ from regular Versus matches in the fact your opponent will almost always have an advantage over you. Not all the battles have to be won, but if you lose any match where you were playing as either Goku or Gohan, you will have the chance to eat a Senzu Bean, which is the equivalent of continue or not. Note that losing or winning certain matches will not change the matches you must play, although you may change the storyline slightly (though the outcome will be the same). If you use no continues, you will get surprise when you reach the end, though. Before I begin with the walkthrough, there are some tips for all battles that you should know. The first of which is, unless your opponent is stunned or it is mentioned as a weakness of your opponent, to try not to attack with any super blast. The opponents you face in this mode are very good at avoiding these AND attacking you, almost always with an attack from the background. Another thing never to do is to play too aggressively. YOU have to always be ready to fall back if your attacks are blocked- and opponents are experts at blocking your attacks. Persisting in your attack will only deal a very few points of damage to your opponent (if the first hit is blocked, it is certain the rest will be), and you will usually be hit by a painful counter-attack (almost always a throw, but some contenders have some nasty counters). Most opponents' attacks inflict more damage than usual, to the point where a hundred Ki lead could be lost in a matter of a few attacks. The one of the best (and sometimes only) strategy is to do is slowly wear your opponent down, through counter-attacks and fast attacks you can recover from quickly if you miss or your attack is blocked. Another thing to do is always recharge your Ki (Y + B). The most efficient way to do this is to get as far from your opponent as possible before recharging. Opponents will often wait around for awhile before even making a move towards you! You can recharge great amounts of Ki this way. And, if your opponent begins to recharge, recharge along with him. Your opponent will stop recharging after a few seconds and wait before attacking. Another thing is to be careful with attacks from the background, as they will usually be blocked and countered. Finally, abuse the throw (> + X). You can stop your opponents from pounding on you as you block, and it makes the perfect counter-attack.

For your first match, you must battle Freeza as Piccolo. However, concerning your health, you will be at a severe disadvantage (Freeza has twice your Ki!). You will have to play defensively if you hope to win. Just get as far from Freeza as possible, recharge if necessary, then, if Freeza dashes or jumps towards you, wait until he is close enough, then kick. Piccolo's kicks span a good distance, which makes them useful to catch Freeza before he gets too close to you. Then repeat. Freeza is not usually fast enough to block this, and if he does, you'll be out of range of any painful counter-attacks. If he does block, you should quickly get away from Freeza before he has a chance to attack. Another trick is to execute the Sonic Kick; Freeza will probably block the attack, but execute a throw right after. Freeza will be unable to do anything to avoid the throw. Also try to get in close range combat- Freeza has no fast attacks to catch you off-guard. Alternate between punches and kicks to deal the most damage, and, if you can get in enough hits, stun him. The Piccolo Kick is great for when you get up close like this. If he blocks any of your attacks, get away from him as fast as possible, because, as I said before, he has some very good counter-attacks (such as the Psychokinesis). Be careful when trying to get close to Freeza; because of his Death Ball, jumping at him must be done carefully, and he can easily stop you from hopping at him by attacking with his small Ki blast, the Freeza Beam. Mix it up with high and low Mystic Attacks to hit him from a distance, but make sure he's in range before attacking, else he may hit you with the Freeza Beam. Always try

to execute the follow-up throw as you execute the a Mystic Attack. And, if you want, perform the >, <, >, X as a counter-attack to knock Freeza into the only other area on Namek (Piccolo will follow him). You will both be flying. Now, because you are no longer able to attack from the background while flying, you should attack with the Makankousoppo if he leaves himself open, as there is little he can do to avoid the attack. The Gekiresudan, your other Super Blast, is also great here. Be sure to abuse the Bukuukyaku while flying- it is easier to execute and easier to hit your Freeza with. You can also counter his Kienzan and Daichiretsuzan with a small Ki blast. Finally, if Freeza readies the Kiaiho, stop him any way you can. One little trick is to attack with the Makankousoppo whenever he attacks with the Freeza Beam. This battle may seem difficult the first time around, but it is not so tough. Take your time, and Freeza will be no problem. You don't have to win this battle, but it's fun to try.

Now you must battle Freeza again with Goku. In this battle, you and Freeza are even- if anything, you have the advantage as your attacks do more damage than his. This is way easier than the previous match. Now it is the time to learn a devious trick for Goku, which works against any opponent, even in Versus battles. First, get close to Freeza (or any other opponent)- not too close, but you should be just out of range of his punches and kicks. Then execute the Shunkan-Idou and appear behind or right in front of him. Now throw your opponent. You are close to invincible if you keep this up. The only way for an opponent to escape is to keep moving constantly- and even then you can take them out with a few Ki attacks. To continue, should do this repeatedly to defeat Freeza. When he loses enough health, he will sometimes begin to attack from the background repeatedly. To stop him, jump and execute a Slash Down Kick. Time it right and you'll catch Freeza as he returns to the middle-ground. If he tries his desperation attack, the Super Freeza Rush; he will glow, then rush you, dealing a great deal of damage if he hits you. There is a good lag before the attack, but don't try anything. He's invulnerable to Ki while glowing, and unless you are fast, will probably rush at you before you have a chance to hit him. So play it safe and block it. If blocked, it does nothing (odd) and there is a lag right after, so you can hit Freeza anyway. He also tends to be taken by surprise by Slash Down Kicks, so attack with those buggers if you want. He sometimes gets trigger-happy and starts attacking with many small Freeza Beams. Stop the maniac monkeylike madman with the Chou Kamehameha. After enough hits he'll call it quits, err, I mean, die. Anyway, this battle is easy. And this is one you HAVE to win, else you're out a Senzu Bean, uh, a continue.

Now that Freeza's deader than dead, you must move on to your next opponent- namely, Perfect Cell. You will fight him first with Vegeta. This can be a good deal tougher than the previous battles for the inexperienced. There are two ways to easily beat Cell. Offensively or defensively. Keep in mind you have less Ki than he does, though he doesn't have all that much more- a Super Dash will fix that. Hey! Wait! What are you doing? You weren't supposed to execute a Super Dash! I said to execute a Super Dash? Well, don't. It doesn't matter if you're playing offensively or defensively, don't. Cell will usually catch you with a small Ki blast in the lag before the initial slide, and, even if he doesn't, you've got to follow through with the attack to deal any good damage. And, he'll always throw you before the attack's finished, so don't execute a Super Dash! And stay away from the Bakuken-ha attacks- he catches you too easily before you can reach him -and the Bakuhatsu-ha, which isn't anywhere near as useful as it is when playing a second player. And the Energy Dan is also useless, so ignore it. Keep away

from the Big Bang attack also. Cell can avoid it far too easily. And the Renzoku Energy Dan, it's less than useless. What attacks should you use, you say? Well, the Needle Block, the Final Flash Bomb, and the Final Flash itself. And your throws. And your kicks. Anyway, if you want to play it safe, get Vegeta into a corner, and just sit there (recharging if you want) until Cell attacks. As he attacks, counter with a throw. Repeat until Cell cries out in frustration or at least until he gets low on Ki, then, if you aren't already, should go on offense. Your offensive strategy should be the same no matter what amount of health he has. Cell doesn't like jumping kicks, so jump and kick him as you come down. If he blocks, throw him. If he doesn't, kick him quickly three to four times. That's a pretty good amount of damage, and will usually leave him stunned. Blast him with the Final Flash! Keep in mind Cell will usually get hit by the Final Flash, use it if you want, but don't overuse it, or Cell will begin to rely on the Grand Slider (a slide coming from the background) and though that's not a good thing, you can counter with the Final Flash Bomb if you so choose, and if you're fast. Attack with the Needle Block to intercept Cell in mid-air or as a counter-attack. It hurts a lot more than a throw. The thing you really should watch out for are Cell's desperations. They hurt. Stop him with the Driving Elbow, or a small Ki blast (or the Renzoku Energy Dan, if you are very fast). Throw him if he gets too oppressive, and always be ready to fall back. Either of the strategies work, though offense is more fun (and less cheap) than defense. You don't have to win this battle.

Goku decides to take a crack at Perfect Cell. Use the same trick you SHOULD have used against Freeza, the Shunkun-Idou followed by the throw, and Cell will go down, down, down. If you really want to be cheap, though, keep executing Slash Down Kicks. He'll try to stop you with a small Ki blast from time to time, but just jump over it. Even if he blocks keep it up until he's gone. Or use an offensive strategy similar to Vegeta's- jump and hit him with a kick (if he blocks throw him), then follow it up with the Double Kick. You have to win this battle.

Perfect Cell was no match for Vegeta and Goku, and now he's dead. However, Vegeta decides to see if HE is better than Goku. Watch out Goku, because here comes Veggies! And guess what? You play as Goku! Never saw that coming did you? You did? Anyway, Vegeta makes an even match. He likes to jump around much more than anyone else you've fought so far, making it more challenging to get close to him with the Shunkun-Idou in order to throw him. You should play between defense and offense. Vegeta overuses both punches, kicks, and his throw. He likes to catch you off-guard with the Final Flash Bomb and will try now and then to hit you with the Final Flash or Renzoku Energy Dan (he will rarely attack with either of the Bakuken-ha attacks or the Bakuatsu-ha). And watch out for the Super Dash- it hurts! His flurries of punches or kicks can easily be blocked. Throw him NOW! Be wary when attacking him in mid-air, because the Final Flash Bomb hurts too. As for the Final Flash, because he likes to charge it, it's pretty easy to stop him from letting it loose. If he does attack with it, you can easily jump over it and hit Vegeta with a Slash Down Kick as you land. If he tries the Renzoku Energy Dan, or a small Ki blast, execute a Kantsu Energy Dan- that'll settle his hash! Attack the Shunkun-Idou followed by a throw if you get him in a corner. He has a hard time blocking Goku's crouching kicks. Other than that, you should jump, come at him with a kick- if he blocks throw him (bye bye Veggies!) -then hit him with the Double Kick. If you find yourself in a corner, throw Vegeta away to get out. Or you can stay in the corner and use the same strategy you used on Perfect Cell as Vegeta. Vegeta shouldn't be too difficult, but you don't have to beat

him to progress (though you really shouldn't have trouble).

Who's afraid of the big fat Buu? Not you I hope, because you must duke it out with Fat Buu, in all his tubby glory. Vegeta's seen the error of his ways, and you get to play as him as he battles the fat guy himself. Fat Buu has a health advantage, and can deal a great deal of damage in a few rounds, so watch your step. Play carefully at first, throwing Fat Buu if he gets in your face. The Needle Block makes a good counter, but the throw is faster, and there's less of a chance for something to go awry. Attack with a kick while jumping (watch out for the Powersault!)- if he blocks, throw him, as you might have guessed - and follow it up with (however did you guess!) more kicks to his fat gut (they don't call him Fat Buu for nothing, you know). You could try the Super Dash, but if he blocks the slide cut the attack short and run, run away, far away, but not too far. Bust him up with the Renzoku Energy Dan from a distance whenever charging. But be careful with the Final Flash. He's much better at dodging it than Perfect Cell. Watch out for the Oyatsukosen! Saying it hurts is an understatement (how do you think you would feel if you were turned into candy, chewed on, then spit out?) but it can be blocked. This battle is the toughest yet, but you don't have to win. Even if you do, poor Vegeta will die anyway.

For all the trouble he had caused him, Goku is none too happy when his best buddy (well, not quite) Vegeta getting killed by a fat freakin' monster, so now you get to be beat up by Fat Buu! And guess what? You begin in a flying area! Again Fat Buu has the advantages. If you thought he was bad on the ground, the pink people eater is twice as bad in the air. This is mostly due to the fact that you can't throw opponents while flying or attack from the background. Fat Buu's Buu Buu Spin, Planet Attack, and Kakusan Energy Dan are well suited for mid-air combat, and Goku's best attacks while flying, the Gekiretsurenkyaku and the Slash Down Kick, are nowhere near as fast or easy to execute as some of Fat Buu's attacks (the Gekiretsurenkyaku would kick *** if it weren't so freakin' difficult to execute quickly). So what are you going to do? If you want to have an easier time of it, execute a Shunkan-Idou and appear close to Fat Buu, then execute the attack D, D + <, <, X to send that fat freaky dude crashing down to Earth. NOW beat the crud out of him. Just attack with any or all of the strategies for Goku in the previous matches to defeat Buu. Don't abuse the Slash Down Kick, or else he'll block it AND hit you with the Oyatsukosen as you land. That's another reason to be wary around Buu- you see, he likes to hit those who get too close with a hurtful combo- a Powersault which throws you into the air, followed by a second Powersault as you fall down, followed by the Oyatsukosen. Ouch. But this shouldn't be too hard . . . unless you fight in the skies; if you do, well, attack with the Chou Kamehame-ha and Kamehame-ha whenever you get the chance. The Kantsu Energy Dan is also a good attack to catch him with. In close range combat in air, the best attack you can attack with is the Gekiretsurenkyaku, but that is too difficult to execute quickly, and the Double Kick and Double Punch are the next best attacks. You have to win this battle, so it would be better if you fought him on the ground.

Well, Fat Buu has paid his debt to society, but you must face another monster- Little Buu! You are the mighty Goku. You get the idea. Again, Little Buu's has the advantage of health and can deal a great amount of damage. Other than that, he is not so hot. Little Buu's choice attacks are the Buu Punches, Stretching Buu Punch, the Surprise Kicks, the Lengthening Buu Whip, and the Kantsu Energy Dan, the Buu Burn, and the Power Ball. He also likes to attack with kicks while jumping, punches while crouching, small Ki blasts, and he does tend to throw his

opponents. All these are easy to block and counter. Block the Buu Punches and throw him after; if he tries the Surprise Kicks, just jump and hit him the Slash Down Kick; he hardly ever attacks with the Lengthening Buu Whip, but if he does just block. If he tries to jump at you with a kick from mid-air, block and throw him when he lands. Just block the Stretching Buu Punch and his crouching punches- there is not much you can do to counter either of these attacks. He almost always misses with the Buu Burn, so ignore that. The Power Ball is what you have to watch out for. Because he raises the ball above his head as he charges it, you may end up jumping right into it! He has a tendency to overuse it, so be ready to leap into the background to avoid it and attack. However, don't get careless, or you will find Buu soon has the upper hand. If you are going to attack Buu, make your attacks count, because he is really good at counter-attacking with a throw. You have to win this match.

Vegita has been wished back to battle Little Buu. You don't have to win this match, so there's really no point in trying- what? You want to try? Well, okay. Obviously, you're at a disadvantage (again). Make the Renzoku Energy Dan, the Final Flash, and, of course, your throws and kicks your attacks of choice. Little Buu isn't good at dodging the Final Flash, so burn him with that. He does get trigger-happy with small Ki blasts, so the Renzoku Energy Dan is a good attack to counter with. As always, the jumping kick, (throw Buu if he blocks) followed by repeated kicks make a fast combo which will drop Little Buu in less than no time if done repeatedly, but watch out for the Power Ball! The Bakuken-ha attacks are great to attack Buu with, but don't abuse them. Use your throw to counter if he attacks you (especially useful against his string of three punches).

Goku and Vegita couldn't stop him, so who gets to try other than the great master of greatness Fat Buu? This match is annoying because the fat freak is slow, his attacks are slow, and you're still at a disadvantage. Play defensively and counter-attack with the Planet Attack and Buu Buu Spin. Don't use any other attack (excepting maybe the Kakusan Energy Dan, Buu Bomb, and Mightiness Boomer), or else he'll dodge, and return to give you even more damage. Recharge when you need to. The Dropping Crash is great, but don't abuse that, either. He will throw you he blocks your attacks, so proceed with utmost caution. The only other thing that will hold Little Buu off is a jumping kick, followed by punches- well, Fat Buu's kicks and punches aren't exactly kicks and punches, but you get the idea. Just be careful. You don't have to win this match, fortunately.

Now Goku takes a last stand against Little Buu. Of course, Little Buu doesn't stand a chance against our hero. Little Buu's attacks HURT, so watch out. He will also abuse the Rolling Buu Attack (his attack from the background). Use the same strategy as before, but if you want to play it safe, the Shunkan-Idou and the throw are the way to go. Once he gets weak, you'll have to use another tactic, since he will avoid you with the Rolling Buu Attack. Stay away from any super blasts, he's way too good at dodging those. He hates Slash Down Kicks, so feed him some of those. He'll be gone in no time. By now you're either getting better at combat, or you're hanging on for dear life. You have to win this match.

If you got through all of the previous matches without needing a continue, you now have to complete the "Test of Strength" as Gohan. You are fighting none other than Gotenks. Gotenks can be tricky, but you should easily be able to defeat him easily, considering YOU now have the

names of the some of the attacks.

Holy Sephiroth - For contributing to this FAQ with various tidbits.

CJayC - For putting oh-so-much effort to make GameFAQs

(www.gamefaqs.com) what it is today, that is, a h-u-g-e compendium of FAQs, walkthroughs, and cheats. The VERY BEST website for anything game related.

Al Alamo - For taking the time and effort to make GameWinners

(www.gamewinners.com) what it is today. That is, another *great* site to visit.

God - For giving me the patience to finish this. Thanks!!

This document is copyright Zero IX and hosted by VGM with permission.