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Dragon ball advanced adventure rom ita

Home > GBA > Dragon Ball - Advanced Adventure (GBA) Dragon Ball - Download advanced adventure ROM for Game Boy Advance (GBA) in the emulator game. Dragon Ball Play - An advanced adventure game available on this website only in the U.S. (U.S.) version. Dragonball - Advanced Adventure is a Game Boy Advance emulator game that you can download to your computer or play online within your browser. You can also download free ROMs like Dragon Ball Z - Supersonic Warrior, Final Fantasy - Tactical Advanced and Crash Bandicoot - huge adventures as below. DragonBall - Advanced Adventure works on all devices of high quality. Dragon Ball: Advanced Adventure is a Game Boy Advance video game released by VanPresso in Japan in 2004, with Atari landing in the U.S. and Europe the following year. It offers 5 game modes and 30 play characters, so it is a truly advanced game compared to the titles in their category. Dragon Ball: Advanced Adventure Story Mode covers the entire story of the Dragon Ball, from the first encounter between Goku and Bullma to Goku's victory over the dangerous Little Wizard. There is a mini-game where you can earn experience points to enrich your plot. Surprisingly, there are many items to collect throughout the game, and there are many secrets to unlock. If you get a chance, it's definitely a GBA game worth trying! Download the European edition (EN, FR, DE, ES, IT) OUTSIDE ROMLINK:Edgemu.net Gameplay Dragon Ball: Advanced Adventure is one of the strengths of gameplay. Smooth play, good graphics, rich game style with variations (e.g., sometimes playing aboard goku's Kinton Cloud, at least from the original game perspective), thanks to a large number of characters and items to collect to unlock new game modes thanks to longevity. The game modes available the first time you play are limited to stories, battles, multiplayer, and options. However, as already mentioned, you can unlock additional modes and characters by completing story mode: Gokuro, all you have to do is walk the Dragon Ball story from your encounter with Buma to the defeat of the great little wizard. When you complete a game in story mode, the home screen becomes richer with additional game modes and/or playable characters. Press 2 to start the character running the jump button. Press back during the jump to make somersold on the flight; Jump on the wall, jump to the wall and press in the opposite direction + press button B attack at the same time. Press UP + B to repel enemy fire (you can kick missiles and bombs while in flight) and press button L Special Attack button R to create an energy attack (Ki). A 1-2 Ki bar allows you to do a short-range energy attack, a 2-3 Ki bar allows you to launch a medium-range energy attack with 3-4 Ki bar, and finally you get Kamehameha with a maximum power R+L special move at 4 Ki bar. Advanced Adventure Energy hides numerous secrets that can be unlocked by taking appropriate action: use it only if you need it and use it against your boss because it consumes a lot of extra dragon balls. To get an overview of what you can unlock (both new game modes and playable characters), then take a look at the maxi-list: Goku's complete house guide advanced adventure begins in Goku's Villa: Start moving to the right until you meet the first enemy you are facing and defeating. Then continue to the right and you will find yourself in front of an exclamation point (!) indicating the presence of a dangerous situation on your face, a flying dinosaur that can give you some difficulty with the correct 3-4 enemies on your feet: jump, hit it 3 times and you can keep calm to the right. Then you will find a mountain: enter the door to climb and collect burgers to restore your health. Go out and continue to the right, pay attention to the flying dinosaurs. Reach the white bridge, get ready for another! (defeat other enemies); Continue forward until you find a hole in the wall, fly enemies and a couple of enemies on foot: continue defeating them as before until you find the red point you are exploiting using the SU+A combination: run at that point and access the burger on the right side of the cliff on the right. Keep direct as you do, you can beat some enemies on your feet and pick up bombs and two yellow flying dinosaurs: jump, as before and attack them, but be careful not to get caught by bombs. Then continue to the right until you find a red door that doesn't open... Ignore it and keep the yellow legs you must be careful not to fall into the hole. Another exactly the same as the last one you encountered near the mountain! Keep going to the right and face an extra ere that you're comfortable with overcoming. Continue, you will find another gate on dragon radar (tem #6 entry): Take it and then!, you will face yellow wolves, fly dinosaurs armed with bombs, and enemies on foot. When you're done, click the left side of the top To find chickens... Will give you vitality points. Continue, face the other! He is the first boss: multiple enemies (but this time with flying dinosaurs!) and at the end of this level you will find turtles at the mercy of the enemy! When he is using it, jump and attack with combos, then quickly withdraw and repeat the enemy attack: the thief bears (boss battle) and is not very difficult to beat, mind his attack with a knife beaten to the ground, because the shockwave can attack you and damage you. Repeat until this strategy is defeated. At this point you will be on Mutten Island to master the turtle you have saved and thank you will give the master a Kinton Cloud (object #4): from now on you will have access to a map of the world, but at the moment you will not need ... Welcome to the city: simply go north of where you are now and enter the city. Chase orong turns into a bat soon in town and meets Orong who runs away! Your mission is to chase him: you will find yourself controlling Goku by hitting bats and riding his flying cloud with the aim of defeating the purple flying dinosaurs who come to meet you at the same time. To be successful in this effort, try to hit the bat as fast with as many combos as possible. When Olong's vitality point bar is less than half full, it translates from bat to missile: change strategy, put you aside and hit it (be careful because if you follow it, it will accelerate and attack you, but if you go in front of it you will cause you a lot of damage, that's why you have to stand next to him and hit him quickly). Eventually, Olong will return to his normal form and fall to the ground. After a short conversation, you will return to the world map: go north. Yum Cha (Boss Battle) decides to find Yum Cha and Pual and confront you. When he sees Yum Cha in trouble, Pual throws a bomb at you. Yamcha is not particularly strong, but his extraordinary attack can harm you, and therefore you must foresee it: you know that he will use that attack when he stops and a small purple shadow appears behind him for about a second ... In this case, be prepared to jump to avoid this attack. Then land near it and use a combo (type R+L). It succeeds in blocking attacks, but it rarely happens, so it's not a big deal. Your opponent can fire missiles at you, but you can scan them easily. After a few well-settled shots you will win; After the UP+B. fight, you go right back to the world map dressed as a rabbit and go right along with the fire: repel kickful bombs + B. After the fight, you can dress up as a rabbit and see the sable to go back to the world map. Monte Padelaeo bull wizard ... The Mutten uses Kamehameha to extinguish the flame. When you regain control of the goku, you can use this attack from this moment on by moving the Momente R: button very close to Kamehameha until the bar in the lower left corner of the screen turns completely red. Now look at the scene and return to the world map where you can go to Pilaf Castle in the south. Pilaf Castle this level is probably the most complex of the entire game. Move to the right after the scene to avoid spikes. When you look at the camera, you go up and pick up the hamburger hidden behind the door. Proceed straight to the point where the giant sphere will fall on the platform above you. Let it go forward (or you will be crushed) and proceed to the right, up to the point!: keep defeating enemies and robots; After moving to the place above your current location, go left to pick up another burger. Then, just then! A lot of black dogs... Continue after defeating them and you will find a high waist on the platform above you (you can take it by jumping the wall and pressing right + A to jump from wall to wall). Then go to the next screen: you will find capsules that increase the extension of your magic stick (object #7). Then continue until the next! You should look for aggregations of 5 rocks in front of you: this is an important point, because you will find other objects to collect depending on which direction you choose. This means that if you want to take all the items (unlock more ones...), you need to repeat this level by choosing a different path. If you go down... Smash the rocks and go down. If you go left, you get extra life !: Go there if you want and continue to the right. You'll see another huge sphere chasing you (this time you can't avoid it), so jump on the platform, quickly forward (avoid fighting the enemy), break the rock, save yourself. Then another ! And continue to the next screen. Be careful because at the point where you can see holes in the ground some huge spheres will fall from above: move to the right to avoid them and get another burger, move to the left and move right (left if you need another burger) using that point, near the red area and points where you have to use the SU+ combination here, jump from there and head right to enter the door to find some robots with another life you can handle. Go back to the red dot and here it may seem difficult, but using the technique to jump the walls and keep it at the door will take you to a place where you can find the rabbit ears (object #12) of the bullma there. Then, go forward to the right to the point with the camera outside the door and continue to the right to climb onto the platform, completely re-setting you objects and climb the red points to get into the door. Then go back to this last red dot and move left from here... Always keep to the left until you find another!! Follow the trail to the next screen. Follow the road to another ! Keep walking until you have a fork with two roads to choose from: go left (not down!) and go right, then go down and a huge ordning waits for you and left to another place (avoid it as before), but because there will be a hole after the first nine and the second sphere will fall at that point! Run and jump on the platform at the end and proceed to the left. You can find objects and points that can increase your energy (objects #13), but some red robots will arrive and others will have to face: be careful because they flash and start exploding when they are destroyed, causing you a lot of damage. Then go back to the point with spikes and red robots. Defeat it (as before) and then make your way along the path (don't fall off the platform!) until ! Anything else! Go to the left and reach the end of the level to pick up the chickens... Shu and Pilaf (Boss Battle) Boss Battle where you have to deal with Shu (Ninja Dog) with pilaf inside the big robot and inside the little robot ... The better the better, the less lives you have and the less harm you deal with first of all the pilaf that causes it. Avoid shues and hit Pilaf with combos, but be careful when stopping attacks and counter-attacks: when you see the energy around you, start jumping, try to avoid it, and defeat him until you attack again as soon as you land. Then switch to the attack shoe falling on you, especially by jumping into the air (he can easily avoid it by clearing his shadow to cast it to the ground) or by firing a flame from the tail of his robot (when he's preparing for this attack, he stops and lights a small flame on his tail: he sees and moves in the direction of not attacking him from there). To simplify the fight, use L+R a few times to move special against him: when you inflict enough damage on him, he starts to jump further and you can dodge as before, while being careful to attack him immediately as he returns to the ground. After View the scene where Olong gets female panties and a new path opens to Master Mutten's house. To use all available objects, do this level again this time to the right at the point of the rock (remember?). If you go right... When you reach the point back to the rock, go to the right. Go up, go right, pick up another life, come back here, go right, go to the other! You have to fight along the way to the point. Then continue along the way, face the other! and reach the next screen. Here, go right, go right and go right to get temporary invincible items and all right for burgers. Now go back to the center and go up the road to the next ! Here, you must run to the left, or goku is crushed by the ball: go to the point with a big hole in the ground and move to the left, pay attention to the huge sphere. After doing this four times, you can go right up. Defeat the black dog and jump down the hole (don't climb now) and continue on that path until you reach a spot that reminds you of rocks and places. Here, go (jump on the wall if necessary) and end up! And move to the left for a door (object #53) with a pual inside. Go back to the top and see what's on the right: there's also a rock that can be destroyed. Follow that path to pick up chickens (using Kamehameha if you want) to destroy them. Then go down and break down 2 rocks on the right, fall down into the hole and you will return to the place with numerous huge spheres. It does as before, but this time it goes up to the next screen. Now, along the way to the final level battle, kill Shu and Pilaf as mentioned earlier. Finally, return to the home of The Mastro Mutten and a new level awaits you! Easy level of training at The Maestro Mutten... Go right, don't waste time facing the enemy and everything will go smoothly. You need to collect items that increase your life (behind the door to see clearly in the middle of the level) and then continue until you reach the screen. Here! Continue to the point where it is very easy to overcome, then going right can find a red door: ignore them and continue walking to the next screen. Cross the bridge, climb the mountain, pick up a burger and go right to the other bridge, but signal to the hole. After that, you can find other objects. After the scene, make your way back to the contrary. Going back... If you find yourself on a mountain and six rocks, go to the top of the mountain Master Mutten (object number 17). Then move to the left. Again, you can see the red door, but now ignore it and go to the next screen, avoid the enemy, jump in place and you can see the other red door ... Keep walking to the point where a few spikes go up at the same time: avoid, but you'll find chickens to collect from the top of the mountain on the left and you can break another life nearby from the rocks. Proceed to reach the next screen: you have to fight the crome. Kryn (boss battle) difficult if you do not know how to perform ... First, if your vitality bar is low, you can win according to your purpose of regaining vitality and energy. Crilin has multiple attacks, but the most powerful are the ones he put his legs on at 90°, going left and right and causing you some damage. It also has an attack that throws you into the air and knocks you to the ground. When Krillin is on his feet, he first uses the L+R combo twice. Then, when he tries to carry out the first of the two attacks mentioned before, skip it, and when he does the second, just don't get stung. Now finish with a little combo. After the scene, you can see it as the first mini-game ... Mini game Rock is the first mini game of this game is very easy: when you see the !! Then, if you destroy 10 large rocks, you will have to complete a mini-game. After the scene, you'll have a few training fights with Kryn. The Chrysalis training exercise consists of a series of fights in which something needs to be done to move forward. -Here's what it is: Another sleath will follow, and after the world map appears, go straight to where you know for sure... 21, Tenkaichi Budokaieкови, Tencaichi Tournament. Goal: Reach the final! Goku vs. Girona is a very simple match, using the moves you learned from a training fight with Lylin; What is particularly good is the tactic of throwing an enemy into the air and hitting him to

the ground. Goku vs. NamThe next match will see goku vs. remain: use the same technology as before and everything will go smoothly! It could be a Goku vs. Zucchini final, but it's not such a difficult match. Keep an eye on your opponent's spiritual energy bar (Ki). To beat it is the same tactic as in previous meetings, though everything will be made more difficult by the fact that the HP (Health Points) bar is longer. Eventually you will receive a wig #37 (Object 10) and you will find yourself on the map of the world: direction North, to the next level! After the Red Ribbon Army presentation scene muscle tower, you will find yourself on the first level of the muscle tower: make your way forward, look at the red door, ignore, continue, have a gi energy capsule (object #14) over the blue closet, face ! Then continue along the stairs and face the other !!, then go left, destroy some flying cameras that can give you a boreship and you will find another !! Climb the stairs to the right again and reach the new screen: pick up the turkey and break the box to keep it right for the boss fight... Sergeant Metallic (Boss Battle) is not difficult if you know what to do. Use Kamehameha at full power by staying away from metallics and charging key energy: use this energy to remotely hit an enemy on the head (weakness). You can also fire missiles from your mouth, so be careful and dodge them quickly. If you approach it, repeat Kamehameha's tactics until it explodes away from any distance. Proceed to the right because the newly destroyed robot will throw your hand at you, but very carefully: be ready to jump it! The second part of the level moves to the left of the capsule (object-to-object) containing objects that delight the stairs, break #8 and lengthen the magic stick. Then go back to where the case is and go left with 2 cases and with numerous flying cameras! you can find it. Next, continue to the left, but watch out for the first two because it contains an explosive red robot. Then 2 more cases and! You can find the points. Another 2 cases, another! and up the stairs. If you break your chest, you'll collect items that you've completely re-set, then go right and face another boss. Purple Ninja (Boss Battle) is not a very simple battle because of the numerous skills of your opponents. You can deflect stickninja stars. Sometimes, ninjas disappear and reappear above trying to attack you with a knife: try to avoid it, but it can be difficult... Don't use kamehameha because it definitely utilizes it to use this tactic. Sometimes it is ok to disguise yourself (for example on a rock) and in that case use kamehameha. Pay attention to all these things, go ahead and hit it and eventually you will win. Go left now and you'll find... 5 Purple Ninja! What should I do now? Some of them may evade it, but others will take it to the full and therefore will be severely damaged: load your Kamehameha, reach the left (or right) side of the screen and use it. Repeat this tactic until 2 or 3 remain alive, then finish with the same strategy used to win the first. After that, go right and climb the stairs... The third part of the level at the top of the stairs moves to Snistra. The first and second groups of two boxes contain nothing, so pull forward, take the chickens and point for the silver robot! Then climb the stairs. Finally, turn right to select the object (#30) and the red statement, and then move it to the right. Two empty boxes, then another !, two more empty boxes and another! Go up the stairs, go up to the top of the stairs and turn left. Two empty boxes, you reach the point where you can collect one life and catch another with 2 silver robots and 2 red robots! Then, if you move the two boxes further to the left, one of them contains an object that you completely reset. Continue up the stairs and turn right at the end. If you keep going up the other stairs a little bit, you'll have a fight with your next boss and then get to the scene. Boss Battle Sas is very easy after you figure out what you are doing. Notice the two blocks that can break on the left. Now use L+R technology on frozen enemies. When sea ice, hit the block again and repeat the strategy until one block breaks. When this skill is no longer available, it will be a common attack to defeat your opponent. Another scene follows and this level is completed. Now go straight to the world map and land on the next level. Ski with a submarine and you'll be the first of three bats! Go straight to it. Continue up until you can no longer advance and take the capsule to the top for an increased lifespan (#2). You can now choose where to go: take the road to the left, continue to the left to see the platform, view the platform, use the platform to jump up and down, and then move on. Destroy the rocks, go to another ! and then go to another screen. Continue right and high on some platforms, pick up burgers, left and then right for others!! Moving a little forward to the right, reaching the door that leads to the opposition 49, then take the route and go down and let yourself down. Go right until the next! Would you like to see the hole go up? Use the technique of jumping from wall to wall to reach objects that you completely reset as you climb. Then continue to the right and always follow the path down to the point (ignore the rocks and paths because it only connects to the red door). Continue to the next screen: go to the right, break two cases for the item Face the ! Boss Battle Very Easy: Climb, charge Kamehameha, go back down and use it against the enemy. Repeat this strategy until you win. Now, keep it right... The second part of the level points with multiple cameras, because they can give you problems! Attention. Now jump on the platform and go right, go to the platform on the window and don't go right to get the burger (you have to get points ! with the red robot). Finally, climb to the platform of the window and head left to the next screen. Also on the right, face the bat and ! Ride the chicken, destroy another 6 blocks and get ready to face the next boss: Plain Blue. General Blue (Boss Battle) After nasty, you need to keep fighting difficult, especially if you don't know how to do it. Blue General's most dangerous attacks are four: paralyzing attacks (when he tries to use it, blue flames appear around him), jumps to land there, psychic abilities (when ready to use it, pink flames surround him) and machine guns. First, to weaken it, use L+R technology 3 times at maximum power. He then quickly approaches the enemy and attacks him with as many combos as possible. When your Ki bar has enough power for other L+R technologies, use it and you finally have to win! Generally, otherwise it will paralyze you, don't get too far away from him. If you can't win, let's lose and choose to continue (the first option): in this way you will regain full vitality and spiritual energy, and therefore you will have an advantage. Go straight to the world map to see the scene and proceed to the next level. After Karin Tower skit, try to beat Taobai... But it is impossible! You can't take you down with a special attack and do anything about it. Play another mini-game before you take revenge... Karin Mini Game is a mini game, your goal is to catch Karin the cat: follow him and you will see many Karin. Wait a minute, the fake copy melts and you can see the real copy. Now, head for him as soon as possible, jump and hit A to catch him. After 10 times you will win a mini game and you can move on. Taobai again... attack your opponent and wear the blue aura he sometimes uses Throws into the air through the attack, causing damage. The best strategy is to throw it into the air and slam it to the ground. After a few attempts, it will definitely fall and you will have access to the next level. You have to defeat all the enemies to jump over the red ribbon plane and progress to the next section: check out Goku riding his Kinton Cloud, with this level of red ribbon base. As always on the ground, go right and use the middle level of your house to reach the top of the platform on the right. Continue to ignore the first empty box. And then! And discover if there is a red robot and pass through the construction with a bridge connecting the two sections. Another! Take a point and continue, take life and destroy another facing box!. Through the door, grab a capsule with the right #28 (object-like) and head to the exit to the next scene. On the right, move up to three empty cases to a door with a head and a #48 red ribbon logo (item 10). Box and ! Keep the right to the point. Then find the tower, climb to the top and continue to the right, the other! Continue to the right (hit on the head with Kamehameha) with two cyborgs; Don't fall into the hole because it's full of red robots. Ignore the next house and walk to the next screen. There are two empty boxes, an unrelated tower and a bridge: cross it and face it! Eventually jump the other way and then in the tower you will see an entrance to take a capsule containing vitality upgrades (item #3) and life inside the case. Take the tower (jump from the wall) outside the door, go to the right, then go to the top of the structure and go to cyborg! Head to the right-facing platform. If you have 2 empty cases, 2 burgers to collect, 2 empty cases, continue the right to construction and ! Jump towers! And cross the bridge for another red door and continue to the right until you find 2 empty boxes, then another 2 empty boxes and a big construction with ! The box in the lower right corner of the building picks up the burger and continues to the right, with up to 2 towers connected by a bridge!. Fix 2 cyborgs and then get into the big building... Check the lower right corner for cases with cyborgs and objects that are completely reset, then go up and use the red points to type through the door, where you'll find general red and his assistant Take on the next boss! Torture black on the robot in the red ribbon (boss battle) This boss has a very strong physical attack and can fire missiles at you. It can also move away from the scene to launch two possible attacks: in one you see a target pointing at you (try to avoid it or you will be hit... You have to avoid this type of 4-5 attack), the other fires an unavoidable giant missile when it hits the ground (so, to avoid it, keep an eye on where you're going to land, and you can see shadows in the area, move a little left or right, and when you see it coming, it's easy to attack him with Kamehameha and detonate it without causing damage!). Any tactics to adopt to beat black? First go nearby and use the L+R combo 3 times at maximum power. Then, always get close to him, and attack him with as many combos as you can. If you get close, be careful about short-range attacks. When restoring spiritual energy, you still use the R+L combo at full power, so you need to complete it. Right to the next level! Find yourself in Sable Baba after a scene from Baba Sibaby! and you'll have 2 faces of that wrestler. In this match of Gokuman vs. Akkuman (Boss Battle) you should pay attention to the gap between the two stone tongues: if you fall down, you lose. And in case you wonder ... You can't beat your opponent by knocking him down! :D Avoid the attack of his trident and attack him with everything you have. Keep in mind that he can use Akkumite beam for you, an attack that can kill you immediately ... It depends on how lucky you are! After watching the scene soon you will have to fight a mysterious fighter... Goku vs. ??? Beat this boss and you can safely use the strategies you use against Taobai. He seems to love jumping, so Kamehameha may be useless. Besides that, hit hard, throw it in the air and knock it to the ground a few times and you will get the win. At the end of the fight, the fighter's identity is revealed: he's Goku's grandfather! Go to the map of the world ... Pilaf's Team (Boss Battle) After a combined robot for Pilaf's team, you'll have to face this boss who can't win. First, keep the Ki energy bar at the best level before starting the level. Now get closer to your enemies, use the L+R combo 3 times, always at full power. If you do it right, he just has a red vitality bar left. Now, jump on it, jump and hit the pink part of the robot 2 times for each jump, watch out for red skulls and black bombs, Harmful. At this point you have to attack a little bit more and it will explode soon. If you need more Ki energy, you'll still be estheted with Yum Cha 3 or 4 before you take on this boss (of course, you can beat Yum Cha without using the L+R combo). Get past the level, get ready for a new martial arts tournament... 22, Tenkaichi Budokaigoku vs. Zaoji's opponent's difficulty is his magical power: When you know he's carrying spiritual energy, be prepared to jump to avoid hitting. Use tactics to blow him up and knock him to the ground to win the fight. Goku vs. Krin a very simple match: opponents proved to be very fast. First, don't use energy attacks, because it easily evades them or attacks while you load them. Instead, focus on the usual tactic of throwing high and throwing to the ground: once on the ground, it will stand still for a while, gives you a chance to hit by repeating the same movement. Repeat this tactic until victory. Crilin can use blue protection while applying tactics: in this case you need to do the technique again. And now, towards the finals! Goku v Tensinfinal can see Tensinsin in will not see it very often, but if you see it, you need to scan at any cost! Try to use JU+B attacks and combos to manage to break your defenses obviously, because he can block a lot of your offense. In short, try everything a little and eventually you will beat this very strong opponent (the second hardest in the game). At this point, you'll know the death of his friend Krynn in another script. You must face him in an aerial fight in your Kinton Cloud: fight tambourinectie, the monster that killed Kryn. One of those attacks is to re-enter 3 times off the screen (if you go up and down without stopping, you can easily scan them). Another attack is to throw you a little Ki bubble and disappear, appearing back on top of you and hitting you (avoid it, move quickly to the left or right). Try to win using the L+R combo as many times as you can (if you don't have at least one... You are in trouble!), avoid his movements and attack him with all you have when he stops. Use it if you have enough Ki for another L+R combo. Repeat this Until you win. In the scene you can see that the enemy has been defeated, but before he dies he drops you to the ground and destroys a cloud of magic: meet Yajirobei and at that point a very powerful enemy appears ... Goku vs. Big Small Wizard (Boss Battle) is a hard fight, in fact you can't win! In the scene you learn that the great little wizard has defeated you, he is young again, you are back to Karin Tower and that you have to go to the cave to recover the sacred water that will make you stronger. Sacred Water Cave Simple Level: Go straight to the first room and enter the door. Keep up one point! Continue your journey until you can choose whether to go below or beyond: go up and enter the door, go that way and enter next door. Go left and continue into and into the door. Ignore the cyborg, jump into the wall, move to the platform, and then move to the door. Go left and enter next door. Use the walls and platforms to climb, then visit another door. Watch out for huge spheres falling from above, you have to run to destroy rocks and three places and try to jump across holes (if you don't track, you can't make it). Enter the door, the two doors are in a room that does nothing: then go left to the screen and get ready to face the new boss ... Yum Cha (Boss Battle) Boss is Yum Cha! It's almost like what you've already faced, but with a longer vitality bar, use the L+R combo at full power and hit everything you can. After defeating him, you have access to a sacred water cave. Sacred Water Cave (Part 2)! Pass the point and get into the door and continue to the right. You will see 3 doors: select the one in the center to find some enemies and burgers to collect, then go back to this room and enter the right door. With tons of cyborgs and 2 flying cameras, you can #15 energy (object or object) and! Then move to the right of the door: enter and ignore the two doors, move to the right to get the burger, now enter the left door, go left until you see the two doors and enter the left door to collect the banshow fans (object 47). Go out this door and head right to face another boss. Krillin (Boss Battle)Easy, load all 4 L+R attacks on the max and then use them for the cron: only a part of the red vitality bar should remain. Give him a few more attacks to get it done. Keep going to the right and take the miracle water (object number 16). Now let's go back to the map of the world. In the last level of the game! Have you started a final level off and already have to face your boss? It promises to be a difficult level... Drums (boss battles) you have to deal with the monsters of the Great Little Wizard: it's not very strong, but it has the ability to disappear and reappear elsewhere. There are two other attacks: physical punches (used for melee attacks) and special movements that use energy waves that cover parts of the screen (you'll need to run them in other ways to avoid them). If it hits you, it causes you a lot of damage. The tactic you adopt is to follow it as soon as possible (because it disappears and reappears all the time) and attack everything you can. You can use the L+R combo if you want. After a few tries, you have to be right about him and move forward at this level. Final level, really! Now walk right up until you find the first point! Defeat the green dinosaurs at that point! Then proceed to the right side of the screen. New with monsters that look like clones of Tamborin! (They are also strong, they are also strong, because they manage to block some of your attacks), continue to the right until you find two silver boxes at the top of the ruins (you can find objects that completely restore you), then descend on the destroyed construction (dots near the red) and then descend to the destroyed structure; With those weird dinosaurs! Pass the point, the blue clone of the tambourine, then! Walked. Finally, go back until you see the red dot, stretch the stick, pick up a capsule with a devil egg (object #52), and go to the door and the very next screen. Go back until you find !, use the jump wall to the ceiling of the building on the left and enter the door using the red point, which can take the capsule with the object and knife to completely reset you (object number 36). Then step out the door and go straight up to the space between the two ruins, and there's a box that can take life. It then moves to the right until you find the next case, which provides an entry for temporary invincibility. Then move forward with !, another !! (It's hard because it gives you all the enemies you face at this level) and right up until you finally meet the last boss... Goku vs Big Small Wizard (Boss Battle) and we are in the last game of the game, which is also the most difficult. Less can respond to all Physical attacks (using the blue aura already seen on other occasions), can attack very quickly, that energy attack is the most powerful of all that can be seen in the game and can also break defenses in third-quarter attacks. To win, you have to start all combos with a GIU+B attack and throw them into the air as long as you have up to 4 Ki bars. Then, you will be able to carry out Goku's super key attack where you have to press L+R into the air... Goku uses Kamehameha to climb to a 45° angle, damaging everything found on the road. So when Goku is in the air and the enemy is on it, use this tactic to seriously damage him. Now, go to combos that start with a GIU +A B attack as long as you have enough power to carry out another super key attack: repeat this tactic until you can defeat it. You've finally finished the game in story mode, but you know that this game still offers work... Enjoy the last snonym and credits where you can see all the characters featured in the game. After all, you can go back to the home screen and see that the save is now after the stars: it means that you have unlocked the extra content! Related links

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