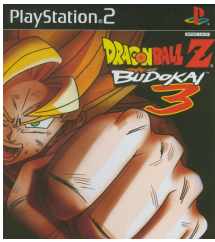


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Dragon Ball Z:
Budokai 3
Moby Games

[Dragon Ball Z: Budokai 3 Unlockables XXVIII \(PS2\)](#)

[Get SS4 Goku](#)

Dragon Ball Z: Budokai 3 is a video game developed by the Dimps Corporation and published by Atari Inc. It was created exclusively for the PlayStation 2 console from Sony and released in November 2004. The title is classed as a cross between an action title and a role playing game, featuring influences from fighting and martial arts games. It is based on the anime and manga properties that bear the same name.

Dragon Ball Z: Budokai 3 is the third game in the series and the gameplay is much improved over the initial two releases. There's a new Fatigue system implemented, in addition to the changes that make the Ki meter much more important. There are now beam struggles that launch when two beams meet in the air and there's also an option, which allows flight in the middle of all combat encounters. One element of the other games that is brought back is the capsule system. All characters can be upgraded using the capsules found in the game world.

The story mode is based on the Dragon Universe. There are 11 characters to choose from and two maps to explore, Planet Earth and Namek. There are capsules, Dragon Balls and Zennie to be collected on both of them. The events depicted in the game span the time frame from Saiyan Saga to the Kid Buu Saga. If the player wants to get everything out of the game, the Dragon Universe story mode must be played through several times with various characters.

UNLOCKABLES

SS4 Goku

There is a way to get Goku's SSJ4 form the first time you play Dragon Universe mode with him. Before going to the martial arts tournament, go to the island where it is being held at. Move northeast, and on one of the islands you will see "???" on a scroll. Go there to get SSJ4 Goku.

SS4 Goku

Select the following capsules with Goku: Kaioken, SSJ, SSJ2, SSJ3, SSJ4, Kamehameha, and Spirit Bomb. Attack your opponent with physical blows, such as kicks and punches, and use combos to knock them back (without using any energy blast). When your opponent hits the floor, power up your energy. As they rise to their feet again, dash towards them and hit them so that they fall to the floor. Once your Ki is at maximum, transform into SSJ4 while standing as close as you can to your opponent. Notice that your opponent will be unguarded and stunned for a few seconds. As soon as you finish transforming, press L2 to turn into hyper mode. Then, press L2 again. If done correctly, you should send your opponent into the air and try to do a Spirit Bomb. However, the Spirit Bomb fades and the energy will flow into Goku. He will launch the Super Dragon Fist attack at your opponent. This combo can cause heavy damage quite early in the battle. Also, transforming SSJ4 next to your opponent, then using your Forward + Circle Kamehameha attack will do almost one full bar of damage, as your opponent cannot block it.

