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Dragon ball budokai psp

GAME NAME Dragon Ball Z Shin Budokai LANGUAGE Multi RELEASE March 7, 2006 GENRE Fighting DOWNLOAD EUR (En,Fr,De,Es,It): 1File – Direct In Dragon Ball Z: Shin Budokai, players can take on their friends in intense wireless multiplayer battles employing all the most exhilarating aspects of Dragon Ball Z combat, including counter-attacks, super high-speed bouts, flight and Ki (energy) management, all via an enhanced version of the renowned Saiyan Overdrive Fighting System. In single-player mode, players will be able to challenge some of the most evil characters ever seen in a comic-based video game, or select multiplayer and play as the bad guys themselves, becoming the most feared and powerful warriors in the universe. Gameplay features include a choice of 18 playable characters including prize fighter Pikkon, the ability to perform in-game transformations to more powerful forms, an all-new stage from the Janemba movie, and a total of seven game modes. 4 25 votes Article Rating Fighting video game series This article is about the video game series. For the first game in the series, see Dragon Ball Z: Budokai (video game). Dragon Ball Z: BudokaiGenre(s)FightingDeveloper(s)DimpsPublisher(s)JP/EU: BandaiNA/AUS: Infogrames(Budokai PlayStation 2)NA/AUS: Atari, Inc.(Budokai 2 onward)Platform(s)PlayStation 2, GameCube, PlayStation 3, Xbox 360First releaseDragon Ball Z: BudokaiNovember 2, 2002Latest releaseDragon Ball Z: Budokai HD CollectionNovember 2, 2012 Dragon Ball Z: Budokai (ドラゴンボールZ武道会, or originally called Dragon Ball Z in Japan) is a series of fighting video games based on the anime series Dragon Ball Z. Gameplay The Budokai series plays like a typical 2-D fighting game. As well as including the regular punch and kick buttons, there is the ability to shoot ki blasts, which can also be used in specific special moves. The special moves are mainly taken directly from the anime, including Goku's Kamehameha, Vegeta's Galick Gun and Frieza's Death Beam. Although these mechanics have stuck with the series, other ideas such as the "Hyper Mode", the ability to move at incredible speeds, fly freely, and "Beam Struggles" between two characters' beam attacks, were later replaced in favour of other techniques. History Dragon Ball Z: Budokai (2002) Main article: Dragon Ball Z: Budokai (video game) Dragon Ball Z: Budokai, released as Dragon Ball Z (ドラゴンボールZ, Doragon Bōru Zetto) in Japan, is a fighting game released for the PlayStation 2 on November 2, 2002, in Europe and on December 3, 2002, in North America, and for the Nintendo GameCube on October 28, 2003, in North America and on November 14, 2003, in Europe. It is the first Budokai game of the series and the first Dragon Ball Z game to be released in all of Europe instead of having specific releases in France, Spain, and Portugal like earlier games. The game was released in Japan by Bandai on the PlayStation 2 on February 13, 2003, and on the Nintendo GameCube on November 28, 2003. It was developed by Dimps and published by Infogrames and later by Atari as a Greatest Hits title for the PlayStation 2 in North America. The game includes a total of 23 playable characters, and the story follows the first three chapters of the Dragon Ball Z timeline starting with Goku and Piccolo's fight with Raditz in the Saiyan Saga, up to Gohan's final battle with Cell in the Android Saga. Features include a story mode, a versus mode, a tournament stage, a practice mode, and an items shop which allows players to purchase customization abilities using money gained through challenges in the story mode and tournament victories to make custom fighters. Story mode is divided into special chapters, initially having the player fight predominantly as Goku and Gohan through the Saiyan, Namek and Android Sagas before unlocking bonus chapters from different perspectives like Piccolo and Vegeta. The story mode also includes a few "what if" episodes to play with the villains of each saga, retelling iconic Dragon Ball events with different outcomes. A cel-shading effect was added to the graphics in the GameCube version. The North American versions feature English voice acting from the North American Funimation dub, while the European versions feature the original Japanese voice acting and several European languages text translations.[1] Dragon Ball Z: Budokai 2 (2003) Main article: Dragon Ball Z: Budokai 2 Dragon Ball Z: Budokai 2, released as Dragon Ball Z 2 (ドラゴンボールZ2, Doragon Bōru Zetto Tsū) in Japan, is a fighting game released for the PlayStation 2 in North America on December 4, 2003, and on the Nintendo GameCube on December 15, 2004. The game was published in Japan by Bandai and released for the PlayStation 2 on February 5, 2004. The game features a tournament stage, versus mode, and an item shop. Unlike its predecessor, Budokai 2's story mode, called Dragon World, introduces a unique retelling of all four chapters of Z and plays like a board game as the player assembles a team of Z-fighters alongside Goku to challenge the series' villains. The game has 31 playable characters, including fusions of different fighters, and Majin Buu's various absorbed forms. Many of these forms are unique to Budokai 2, including an original fusion between Tien and Yamcha and Super Buu absorbing Vegeta, Frieza, Cell, and Tien and Yamcha simultaneously, which does not appear in future games. The Japanese version of the game adds new costumes as well as a new page in story mode. Some of the added costumes were included in the North American GameCube version. Once again, the North American versions feature English voice acting from the North American Funimation dub. The European PlayStation 2 version also features it, while the later European GameCube version switched back to the original Japanese voice acting because of negative feedback from players who were used to the Japanese dub since the 16-bit era.[2] Dragon Ball Z 2 V (2004) In Japan, 2,000 lucky V-Jump readers got Dragon Ball Z 2 V, a revamped version of Dragon Ball Z: Budokai 2 with Cooler (4th form), Kuriza, Majin Frieza, and Majin Cell included. All of the characters are already unlocked, but the capsules were preset. The World Martial Arts Tournament now displays the "V-Jump" logo. The logo for the game was slightly changed. In addition to a "V", mostly likely to emulate the "V" in V-Jump, Cooler poses near the "D" in Dragon Ball Z. Dragon Ball Z: Budokai 3 (2004) Dragon Ball Z: Budokai 3, released as Dragon Ball Z 3 (ドラゴンボールZ3, Doragon Bōru Zetto Surī) in Japan, is a fighting video game part of the Dragon Ball Z franchise, developed by Dimps and released in North America on March 7, 2006, in Europe on May 25, 2006, and in Japan on April 20, 2006, for the PlayStation 2. It received runner-up placements in GameSpot's 2004 "Best Fighting Game" and "Best Game Based on a TV or Film Property" award categories across all platforms.[4] Dragon Ball Z: Shin Budokai (2006) Portable. The game's story mode is based on the events of the movie Dragon Ball Z: Fusion Reborn. The choices the player makes in the story determine how the story evolves. Another mode is the Arcade mode, a single-player mode that lets you brawl against the CPU in order to fight and gain the Dragon Balls. Next is the Z trial mode, which consists of two different types of play: survival, where you fight against CPU-controlled opponents for as long as you can, and time attack, where you see how fast you can make it through a predetermined set of opponents. Finally, there's the Profile Card mode in which the players will have their in-game character profile cards that lists their name and power level. The player can design their own card and customize them with the items from the game's item store. Dragon Ball Z: Shin Budokai - Another Road (2007) Dragon Ball Z: Shin Budokai - Another Road (known simply as Dragon Ball Z: Shin Budokai 2 (ドラゴンボールZ 真武道会2, Doragon Bōru Zetto Shin Budōkai Tzū, Dragon Ball Z: True Tournament 2) in Japan and Europe) is the sequel to Dragon Ball Z: Shin Budokai for the PlayStation Portable. The game features a brand new story that tells the tale of Majin Buu being released in Future Trunks' timeline. As Majin Buu is too strong for Trunks to handle alone, he uses his time machine to recruit the original Z warriors for assistance, eventually succeeding in the destruction of Majin Buu. Dragon Ball Z: Budokai - HD Collection (2012) Dragon Ball Z: Budokai - HD Collection is a collection of remastered versions of Budokai and Budokai 3, alongside full Trophy and Achievements support. Both games include the optional original Japanese language track. Both games also feature reused soundtracks consisting of soundtracks from the US and European Versions of the Sparking! (Budokai Tenkaichi) games, whereas the soundtracks from the original PS2 versions were made by Kenji Yamamoto. This is because Yamamoto had used actual songs[5] as bases for the tracks he made for the Dragon Ball Z games he worked on were replaced by Shunsuke's scores. Yamamoto was fired by Toei Animation in 2011, and all the soundtracks he did for the Dragon Ball Z Kai were replaced by Shunsuke's scores. The game was released in Europe on November 2, 2012, and in North America on November 6, 2012,[6] for PlayStation 3 and Xbox 360. Playable characters This section needs expansion. You can help by adding to it. (December 2009) Character Budokai Budokai 2 Budokai 3 Shin Budokai Shin Budokai: Another Road Burst Limit Infinite World Goku Y Y Y Y Y Y Y Y Great Saiyaman Y Y Y N N N Y Vegeta Y Y Y Y Y Y Trunks Y Y Y Y Y Y Piccolo Y Y Y Y Y Y Krillin Y Y Y Y Y Y Tien Y Y Y N N Y Yamcha Y Y Y N N Y Android 16 Y Y Y N N Y Android 17 Y Y N N Y Android 18 Y Y Y Y Y Android 19 Y N N N N N Frieza Y Y Y Y Y Y Pikkon N N N Y Y N N Y Zarbon Y N N N N N N N Captain Ginyu Y Y Y N N Y Y Recoome Y Y Y N N N Y Cell Y Y Y Y Y Y Hercule Y Y Y N N N Y Nappa Y Y Y N N N Y Raditz Y Y Y N N N Y Goten N Y Y N N N Y Gohan N Y Y Y Y Y Kid Trunks N Y Y N N N Y Videl N Y Y N N N Y Supreme Kai N Y Y N N N N Dr. Gero (Android 20) N Y Y N N N Y Dabura N Y Y N N Y Majin Buu N Y Y N N Y Super Buu N Y Y N N Y Kid Buu N Y Y Y Y Saibamen N N N Y Y N N Y Cell Jr. N N N N N N Bardock N N N Y Y Y Cooler N N N Y Y N Broly N N Y Y Y Y Omega Shenron / Syn Shenron N N N N N Y Oob/Uub N N Y N N N Kid Goku N Y Y N N N Janemba N N N Y Y N Y Pikkon N N N Y Y N Y Future Gohan N N N N N N Gotenks N Y Y Y Y Y Gogeta N N Y Y Y Y Vegito N Y Y Y Y Y Pan N N N N N N Baby Vegeta N N N N N Y Super 17 N N N N N N Y Goku (GT) N N N N N N Vegeta (GT) N N N N N N Y Music Dragon Ball Z & Z 2 Original Soundtrack Dragon Ball Z & Z 2 Original SoundtrackSoundtrack album by Kenji YamamotoReleasedJanuary 19, 2005 (2005-01-19)GenreAnime/Video gameLength68:28LanguageJapaneseLabelTeam EntertainmentBudokai Soundtrack chronology Dragon Ball Z & Z 2 Original Soundtrack Dragon Ball Z 3 Original Soundtrack Dragon Ball Z & Z 2 Original Soundtrack (ドラゴンボール Z & Z2 オリジナルサウンドトラック, Doragon Bōru Zetto ando Doragon Bōru Zetto Tzu Orijinaru Saundotorakku) is the official licensed soundtrack of the first two Dragon Ball Z: Budokai 1 & 2 video games. It was released by Team Entertainment on January 19, 2005 in Japan only.[7] This release was unique in that composer Kenji Yamamoto collaborated with not just the standard Japanese performers of American as well as Japanese artists. American credits include Steve Lukather guitarist of the 1980s rock band Toto and 1970s R&B Soul Funk band Tower of Power who can predominately be heard on tracks 22-24, but despite these credits the tracks featured are very rock oriented with only a few featuring a jazzy funk vibe thanks in part to Tower of Power's influence. The back of the jewel casing gives both Japanese and English track listings for the songs, but the English list is not a direct translation of the Japanese. Instead, they are the names that were provided when the games were released as Budokai and Budokai 2. Easily giving the impression that the soundtrack producer anticipated a big demand of importing the album by fans in English-speaking countries. Coupled with the soundtrack is a bonus DVD featuring the intro and music videos of the opening theme "Kusuburu heart ni Hi o Tsukero" performed by Hironobu Kageyama, and montage game footage. The compositions were met with positive reviews by various gaming critics. Many critics who reviewed the first Budokai game assumed that the music, like the voice talent, was Faulconer's compositions straight from the anime. Sites like IGN[8][9] and GameSpy consider the music the strongest feature of Budokai.[10] Michael Knutson of GameZone though the tracks in Budokai 2 were upbeat and would not get repetitive.[11] Mr. Nash of the Armchair Empire first says that it doesn't hold up but then goes on to say "The music works just fine for adding atmosphere to the fights".[12] Track listing くすぶるheartに火をつけろ!!Kusuburu heart ni Hi o Tsukero!!/Light a Fire in your Smouldering Heart!! Big Opportunity Expectation 熱き風のごとく Atsuki Kaze no Gotoku/Like A Burning Wind 勝利への疾走 Shōri no Shissō/Running Towards Victory Move Forward Fearlessly 挑戦者たち Chōsensha-tachi/Challengers Breaking Free 決戦へのカウントダウン Kessen e no Kauntodaun/Countdown to the Decisive Battle 戦慄の刻(とき) Senritsu no Toki/It's Thrilling Time 最強の力 Saikyō no Chikara/Super Strength BUDO〜Asian Spirit〜 FLaSH RuN aCRoSS THe UNiVeRSe Spark of Fighting Arts〜 Qi No Limit〜 Genkai o Koete 〜Qi' No Limit〜/Breaking The Limit: Qi' No Limit I Trust My 7th Sense〜至高の力を信じて 〜I Trust My 7th Sense 〜Shikō no Chikara o Shinjite〜 // Trust My 7th Sense: Believe in the Supreme Power 遥遇 Sōgū/Encounter 未知の邦(くに)から 未知なる Kuni Kara Kita Senshi/Warrior From An Unknown Land The Battle With All My Force 野性の魂〜ジャ ゴゼム Zeroji no Shaffuru/12:00 Midnight Shuffle Time "24-7 Crazy" 疾風チャレンジャー〜 Shuppū Charenjā/Hurricane Challenger "Twist of Fate" "ouT oF CoNTRoL" "Heartbeat が駆こえるかい?" Heartbeat ga Kikoeru Kai?/Can You Hear The Heartbeat? "Ultra dAnce in Battlefield" "銀河を超えて" Ginga o Koete/Over The Galaxy "Night of Tempest" "I'm in Tip-Top Shape" "夜の Outsiders" Hono no Outsiders/Blazing Outsiders "Flight in the Dark side" "暁(あかつき)の闘い Akatsuki no Tatakai/Daybreak Battle "魔の勢力" Ma no Seiryoku/Might of Evil "Ultimatum"〜最後通牒〜 Ultimatum〜Saigo-Tsūchō〜/Surrender Or Perish "暗黒からの強者" Ankoku kara no Kyōsha/Powerful Man From The Darkness "宇宙最大の作戦"〜Great Tactics〜 Uchū Saidai no Sakusen〜Great Tactics〜/The Greatest Tactics in the Universe: Great Tactics "青空を抱きしめて" Aozora o Dakishimete/Embrace The Blue Sky "Expectation"(Remix) "Twist of Fate"〜ouT oF CoNTRoL(Remix) Track name changes Like the game's previous two installments, the names of various music tracks were changed when it was released in English-speaking countries as Budokai 3 for localization. The name changes are as follows: 1. The Ultimate Energy!! 11. Step On It 22. Warning 24. Chaos 26. Sky High Reception Budokai Budokai received "mixed or average" reviews on both platforms according to the review aggregation website Metacritic.[24][25] Many critics complained about the GameCube version's simple interface and the fact that combos weren't worth the payoff.[citation needed] However, more complex combos were possible due to an oversight in the move canceling feature but were rarely known at the time.[citation needed] These oversights were turned into an important part of the system in the later games and were what high level play tended to revolve around.[citation needed] Budokai 2 received "average" reviews on both platforms according to Metacritic.[26][27] Budokai 3 Aggregate scoreAggregatorScoreMetacritic77/100[28]Review scoresPublicationScore1Up.comB+[29]Game Informer5/10[30]GamePro[31]GameSpot8.2/10[32]GameSpy[33]GameZone8.1/10[34]IGN8/10[35]OPM (US)[36]PALGN8/10[37]X-Play[38]The Times[39] Budokai 3 was given much higher reviews than its predecessors Budokai and Budokai 2 according to Metacritic.[28] This was often due to how critics felt that the game did more to improve its gameplay rather than just its graphics and presentation. Its fighting and graphics have also been praised, with IGN stating that Budokai 3 was "One of the few instances of cel-shading done right", and that it "also offers a healthy amount of special effects and pyrotechnics and they all look great."[35] Shin Budokai Shin BudokaiAggregate scoreAggregatorScoreMetacritic70/100[40]Review scoresPublicationScore1Up.comB-[41]CVG6/10[42]Eurogamer7/10[43]Famitsu28/40[44]GamesTM4/10[46]IGN7/10[47]OPM (US)[48]PALGN7/10[49]PSM7.5/10[50]The Times[51] Shin Budokai received "average" reviews according to Metacritic.[40] In Japan, Famitsu gave it a score of one eight, one seven, one six, and one seven, for a total of 28 out of 40.[44] Shin Budokai - Another Road Shin Budokai - Another RoadAggregate scoreAggregatorScoreMetacritic65/100[52]Review scoresPublicationScoreFamitsu25/40[53]GameRevolutionC[54]GameSpot6.8/10[55]GameSpy[56]GameTrailers6.5/10[57]GameZone7.1/10[58]IGN(AU) 7.7/10[59](US) 7/10[60]PALGN7/10[61]PSM6/10[62]X-Play[63] Shin Budokai - Another Road received "mixed" reviews according to Metacritic.[52] In Japan, Famitsu gave it a score of one six, one five, and two sevens for a total of 25 out of 40.[53] Budokai: HD Collection HD CollectionAggregate scoreAggregatorScorePS3Xbox 360Metacritic64/100[66]63/100[67]Review scoresPublicationScorePS3Xbox 360OPM (AU)5/10[64]N/APSM7/10[65]N/A Budokai: HD Collection received "mixed" reviews on both platforms according to Metacritic.[66][67] References ^ "DBZ Budokai Guide & Walkthrough g PlayStation 2 (PS2)". 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