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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, 2012Dragon 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 PlayStation2 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 PlayStation2 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 and a sequel to Dragon Ball Z: Budokai and was developed by Dimps and published by Atari for the PlayStation 2 and Nintendo GameCube. It was 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 stage 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 were 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 Dragon Ball Z: Budokai 3, released as Dragon Ball Z 3 (ドラゴンボールZ3, Doragon Bōru Zetto Suri) in Japan, is a fighting game developed by Dimps and published by Atari for the PlayStation 2. It was released on November 16, 2004, in North America in both a standard and Limited Edition release, the latter of which included a DVD featuring a behind the scenes look at the game's development. In Europe, it was released on November 19, 2004. The game's story mode yet again plays through the story of Z, but this time, the game includes several characters outside the main story, which include Bardock, Cooler, Broly and Gogeta from the DBZ films, Omega Shenron and the Super Saiyan 4 transformations from Dragon Ball GT, and Kid Goku and Demon King Piccolo (only a skin for Piccolo, which is unlockable in some versions of the game) from the original Dragon Ball. Players fly around a map of Earth and Namek, which changes depending on the saga. Story Mode was originally intended to have storylines for every playable character in the game as proven by audio logs, but were cut down to just eleven characters, likely due to time constraints. Other features the game includes are a versus mode, an items shop, a tournament, and a battle ranking stage where the player has to challenge the AI in a hundred fighter challenge. Moving a spot above after beating who ever is next in the ranking. The fighting mechanics have also been enhanced from the preceding 2 games making the game closer to its anime counterpart in terms of combat (which was well received by fans of the series and games alike). Budokai 3 has a roster of 42 playable characters in recent releases of the game. The game was released in Japan by Bandai on February 10, 2005. Like Budokai 2 before it, the Japanese version of Budokai 3 added several costumes not present in the North American and European versions. The North American Greatest Hits version of Budokai 3 adds these costumes, as well as the option to switch the audio to Japanese for the first time in North America. This version was also released in Europe as a re-release of the game under the title Dragon Ball Z: Budokai 3 - Collector's Edition. From this release onwards, all Dragon Ball Z games in North America and Europe were released with dual voice language options in English and Japanese in order to please all fans, as well as some graphical tweaks.[3] 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) Dragon Ball Z: Shin Budokai (ドラゴンボールZ 真武道会, Doragon Bōru Zetto Shin Budōkai, Dragon Ball Z: True Tournament) 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 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 includes 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 before replaced by Shunsuke's scores. Yamamoto was fired by Toei Animation in 2011, and all the soundtracks he did for the Dragon Ball Z games and 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 Kid Gohan Y N Y N Y Y Teen Gohan Y Y Y Y Y Y Great Saiyaman Y Y N N Y 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 N N Y Y Yamcha Y Y Y N N Y Y Android 16 Y Y N N Y Y Android 17 Y Y Y Y Y Android 18 Y Y Y Y Y Android 19 Y Y Y Y Y Dodoria Y N N N N N Frieza Y Y Y Y Y Dodoria Y N N N N N Zarbon Y N N N N N Captain Ginyu Y Y N N Y Y Recoome Y Y N N Y Y Cell Y Y Y Y Y Hercule Y Y Y N N Y Y Nappa Y Y N N Y Y Raditz Y Y Y N N Y Y Gohan N Y Y N N Y Y Gohan N Y Y Y Y Y Kid Trunks Y Y N N N Y Y Videl N Y Y N N Y Y Supreme Kai N Y Y N N N N Gero (Android 20) N Y N N N Y Dabura N Y Y N Y N Y Majin Buu N Y Y N Y Y Super Buu N Y Y N Y Y Kid Buu N Y Y Y Y Saibamen N Y N N Y Y Cell Jr. N Y N N N N Bardock N N N Y Y Y Cooler N N Y Y Y Y Omega Shenron / Syn Shenron N N N Y N N Y Y Oob/Uub N N Y N N N N Kid Goku N N Y N N N N N Janemba N N Y Y N Y Pikkon N N N Y Y N Future Gohan N N N N Y 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 Y Baby Vegeta N N N N N N Y Super 17 N N N N N Y Goku (GT) N N N N N N Y Vegeta (GT) N N N N N N Y Music Dragon Ball Z & Z 2 Original Soundtrack Dragon Ball Z & Z 2 Original Soundtrack Soundtrack album by Kenji YamamotoReleasedJanuary 19, 2005 (2005-01-19)GenreAnime/Video gameLength68:28LanguageJapaneseLabelTeam EntertainmentBudokai Soundtrack chronologyDragon 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 & Z 2 オリジナルサウンドトラック, Doragon Bōru Zetto ando Doragon Bōru Zetto Tzu Orjinaru 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 album remains a Japanese exclusive. Because this release focuses on the first two PS2 DBZ games, many of Yamamoto's orchestrated tracks heard in the story modes of both games were left out. Prompting many fans digitally rip music straight from the games themselves. For the most part, 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 Fauldner's compositions straight from the anime. Sites like IGN[8][9] and GameSpot heard the music the strongest feature of Budokai.[10] Michael Knutson of GameZone though the tracks in Budokai 2 were upbeat and worth to 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に火をつける!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 e 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 Kauntoudan/Countdown to the Decisive Battle 戦慄の刻ととき Senritsu no Tokki/It's Thrilling Time 最強の力 Saikyō no Chikara/Super Strength BUDO〜Asian Spirit〜 FLASH RuN aCRoss The UNiVeRsE Spark of Fighting A lot of Qi! 限界を超えて〜 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 ~Shiko no Chikara o Shinjite~ I Trust My 7th Sense: Believe in the Supreme Power 遭遇SōGū/Encounter 未知の邦[くに]から来た戦士Michi no Kuni Kara Kita Senshi/Warrior From An Unknown Land The Battle With All My Force 野性の魂〜Wild Soul〜Yasei no Tamashii ~Wild-Natured Spirit: Wild Soul Soul Vaccination 100 so Much Oil in the Ground Soul With A Capital'S! 'Im Gonna Get Over〜地平線の彼方へ〜'Im Gonna Get Over〜 Chihaisen no Kanata-/I'm Gonna Get Over: The Other Side Of The Horizon Do It All At Risks Full Of Tears〜悲しみの淵で〜Full of Tears ~Kanashimi no Fuchi de~Full of Tears: In The Depths Of Sadness The Man Called 'C' Track name changes When the games were released in English-speaking countries, names of various tracks including the theme song were changed in order to localize despite that this soundtrack has not been released in English-speaking countries. As follows are those changes. 1. Go For!!! 4. Take It On!! 19. A Stranger Dragon Ball Z 3 Original Soundtrack Dragon Ball Z 3: Original SoundtrackSoundtrack album by Kenji YamamotoReleasedMarch 2, 2005 (2005-03-02)GenreRockJazzLength77:34LanguageJapaneseLabelTeam EntertainmentDragon Ball Z: Budokai Soundtrack chronologyDragon Ball Z & Z 2 Original Soundtrack (2005) Dragon Ball Z 3: Original Soundtrack(2005) Singles from Dragon Ball Z 3: Original Soundtrack "俺はとことん止まらない!"Released: February 23, 2005 (Dragon Ball Z 3: Original Soundtrack (ドラゴンボールZ3 オリジナルサウンドトラック, Doragon Bōru Zetto Suri Orizinaru Saundotorakku) is the official licensed soundtrack of Dragon Ball Z: Budokai 3. It was released by Team Entertainment on March 2, 2005 in Japan only.[13] Like its predecessor Dragon Ball Z & Z 2 Original Soundtrack this album contains a collaboration of American as well as Japanese artists. American credits include Steve Lukather guitarist of the 80's rock band Toto and 70's R&B Soul Funk band Tower of Power, but despite these credits the album remains a Japanese exclusive. The opening theme "Ore wa Tokoton Tomaranai" is performed by Hironobu Kageyama.[14] As its title suggests this release stays focused on tracks that are heard on Budokai 3, unlike its predecessor which focused on the first two games on a single disc. As a result, the soundtrack's track list appears to contain a more complete selection. However, many compositions that were featured throughout the trilogy's story modes yet were left out of the previous soundtrack were still overlooked, prompting many disappointed fans to rip copies of the tracks straight from the game itself. Ironically, many of these and a few cuts from the previous soundtrack were used for the North American release of Budokai Tenkaichi[15] because at the time of that game's release neither Funimation or Atari had secured rights to the compositions by the anime's composer Shunsuke Kikuchi which was used in that game. The cuts used appear to have rip straight from this album as the instrumentation does not loop as it did in the Budokai games. Like the previous soundtrack, the back of the album's jewel case feature track listings in both Japanese as well as English. However, a few of the English names are not all direct translations, but distinct track names the songs were given when the game was released as Budokai 3. Also like the previous soundtrack with Budokai 2's opening theme "Kusuburu Heart ni Hi o Tsukero!!!", the Budokai 3 theme song "Ore wa Tokoton Tomaranai!!" is only presented in this collection its TV size version as it was heard at the beginning of the game. However, the full versions of both songs, performed by Hironobu Kageyama, were released coupled in a single disc between the two soundtrack releases. Upon the game's release, the music received mixed reviews from gaming critics. Although it would receive high scores like 8 on GameZone,[16] some critics still referred to the music as repetitive and corny. Yet it was appropriate for conveying the game's atmosphere.[17][18][19][20] Luke Van Leuvenr of Palgn states "the sound is generic but annoyingly addictive".[21] However, Jeremy Dunham of IGN thought the music sounded terrific[22] and Tony "Zing" Tomas of WHAM! Gaming called it top notch.[23] Track listing "俺はとことん止まらない!!"Ore wa Tokoton Tomaranai!!! Won't Stop 'Till the End!!! "MISSION〜新しき神話を創れ〜"MISSION〜Atarashiki Shinwa o Tsukure〜Mission: Make A New Legend "天空の闘い FOR JUSTICE"Tenkū no Tatakai FOR JUSTICE/Sky Battle For Justice "勝利へのインパルス"Shōri e no Inparusu/Impulse Towards Victory "We Go Nuts!"〜誰も眠れぬ夜〜We Go Nuts!-Dare mo Nemurenu Yoru-!We Go Nuts!: Restless Night "Under the Gibbous Moon" "不屈"〜Indomitable Spirit〜Fukutsu-Indomitable Spirit-/Fortitude: Indomitable Spirit "Hand"-in-Hand Fight "午前0時のシャッフル"勝利へのインパルス/Shōri e no Inparusu/0:00 Midnight Shuffle Time "24-7 Crazy" "疾風チャレンジャー"Shuppo Charenjā/Hurricane Challenger "Twist of Fate" "out of CoNTRoL" "Heartbeatが聴こえるかい?"Heartbeat ga Kikoeru Kai?/Can You Hear The Heartbeat? "Ultra dAnce in Battiefield" "銀河を超えて"Ginga o Koete/Over The Galaxy "Night of Tempest" "I'm In Tip-Top Shape" "炎のOutsiders"Honō no Outsiders/Blazing Outsiders "Flight in the Dark side" "戦(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 "虚空を抱きしめて"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 Budokai 2 received "average" reviews on both platforms according to Metacritic.[26][27] Budokai 3 Budokai 3Aggregate scoreAggregatorScoreMetacritic77/100[28]Review scoresPublicationScore1Up.comB+[29]Game Informer5/10[30]GamePro3/11[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 lighting 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]GameSpot7.5/10[45]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]GameTrailers5.5/10[57]GameZone7.1/10[58]IGN(AU) 7.7/10[59](US) 7/10[60]PALGN7/10[61]PJM56/10[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 Budokai: HD CollectionAggregate scoreAggregatorScoreP3Xbox 360OPM (AU)5/10[64]NAPSM7/10[65]NA 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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