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Skip to content Dragon Ball: Raging Blast 2 ( 2, Doragon Bru Reijjingu Burasuto Ts) is a fighting video game and the 2010 sequel to the 2009 game, Dragon Ball: Raging Blast. It was announced for the PlayStation 3 and the Xbox 360 consoles[1] by Namco Bandai and Spike. The game was released November 2 in North America, November 11 in Japan, November 5 in Europe, and November 4 in Australia. Overview[Development][First announced on May 3, 2010 in the Weekly Shonen Jump, Dragon Ball: Raging Blast 2 sports up more than 100 playable characters, more than 20 of which are brand new to the Raging Blast series and 6 new to any Dragon Ball video game. New modes and additional environmental effects have also been included.[2][cameplay] File:A8850b26a-dragon-ball-raging-blast-2-ps3-xbox-360-81481.jpg Gameplay The gameplay takes a very similar approach to that of its predecessor.[3] Destructible environments, and character trademark attacks and transformations return and are true to the series. These include signature "Pursuit Attacks" which enable players to initiate attack combos, juggling the opponent in a string of devastating strikes throughout the environment. Additionally, Raging Blast 2 sports the new Raging Soul System which enables characters to reach a special state, increasing their combat abilities to the ultimate level. Raging Blast 2's "story mode" is the "Galaxy Mode", as Namco Bandai Games America announced. It works like the story in Dragon Ball Z: Supersonic Warriors 2 and Dragon Ball Z: Budokai 3, that you pick a character and play his or her respective story, with what-if battles as well. At the end of each story there is a boss fight, which makes a powerful enemy, like Ultimate Gohan vs Gotenks Buu where Gohan starts with 1 HP.Battle Zone[ File:Dragon Ball Raging Blast 2 Main Menu.jpg Main menu The Battle Zones that must be complete are: Square Zone-Ultimate Zone or Ultimate Square-Final Ultimate Zone. While playing those new Battle Modes (Battle Zone), "Enhanced Characters" can be unlocked, such as Mecha Frieza. Also, various amount of titles can be unlocked depending on the character used. Enhanced Characters will have a much higher power level, due to their items. Enhanced characters cannot have their costume changed, items will be binded on the character, and moves will be default.Some characters like Goku, Vegeta, Vegito, Gogeta, Piccolo can not get enhanced. Here is a list of characters who can: Future Gohan, Ultimate Gohan, Meta-Cooler, Hatchiyack, Cell, Cell Jr., Super Janemba, Super Saiyan 3 Vegeta, and more.Characters will have much power depending on their current Power Level and the items they already have. For example: Cell will have a power of 69-72 depending on his transformation, Ultimate Gohan will have 38, Cell Jr. and Meta-Cooler will have 28, Hatchiyack will have 27, Vegeta in SS3 will have 41. When Cell is enhanced, he will have by default: Fierce God, Maxing Ki and High Improvements on others. With the Fierce God-item, enhanced Cell's Ki attacks will deal a high amount of damage (holding Ki button (TRIANGLE or Y) button will deal around 1.6-2x).Galaxy Mode[Galaxy Mode is the new "Story Mode" of Dragon Ball: Raging Blast 2. This new Story Mode is very long but does not follow the actual story of the anime or manga, although some missions are similar to some major story battles, an example being Goku's boss battle in his galaxy is Vegeta in the Saiyan Saga, and if you stick to his base form, they will have an exchange of dialogue, similar to the dialogue in the real battle. This carries over to the Versus mode, where certain characters will have conversations, e.g. Teen Gohan and Cell . Every character has their own Galaxy Mode which involves several battles including a boss battle and bonus battles. In these "Missions" or battles there are some special conditions such as finish before your Raging Soul ends and start from almost no health and win the match. Some characters have battles with other characters where all the characters that go together to do the battle have to be unlocked. The Dragon Balls are earned by beating the boss mission of any character. If a character has a transformation, they have to unlock it by completing missions, but they start out in base, but later they can transform.Collector's Edition and Bonuses[ File:Dragon Ball Raging Blast 2 Alternative Limited Edition Clothes.jpg Alternate clothing for Goku, Teen Gohan, Gogeta, Vegeta, Future Trunks, and Vegito Accompanying the regular release of Dragon Ball: Raging Blast 2 is a Collector's Edition that has been confirmed only for a release in European countries and Australia, the Collector's Edition features include a laser-cell artwork from the Dragon Ball: Plan to Eradicate the Super Saiyans remake, 8 exclusive costumes (including Bardock in white Battle Armor, Turtles with a lighter skin-tone in Battle Armor similar to Nappa's, and Piccolo in King Piccolo's clothing), and finally a 3D pop-up box.Along with the Collector's Edition, there are several pre-order bonuses, so far there are only six available, all split into packs of three. The first containing alternate clothing for Gogeta, Teen Gohan and Goku, and the other one containing alternate clothing for Vegeta, Trunks and Vegito.Characters[The following are the characters that are included in the game:[4][5][6]Characters Returning from Raging Blast 1[ File:Rblasto.jpg File:Rblasto 76.jpg File:Rblasto 123.jpg Goku (Base, Super Saiyan, Super Saiyan 2, Super Saiyan 3)Vegeta (Base, Super Saiyan, Super Vegeta, Super Saiyan 2)Vegeta (Super Saiyan 3)Vegeta (Scouter)Majin VegetaVegite (Base, Super Vegito)Gogeta (Super Gogeta/Kid Gohan/Teen Gohan (Base, Super Saiyan, Super Saiyan 2)Gohan (Base, Super Saiyan, Super Saiyan 2)Future Trunks (Sword) (Base, Super Saiyan)Future Trunks (Fighting) (Base, Super Saiyan, Super Trunks)Kid Trunks (Base, Super Saiyan)Goten (Base, Super Saiyan)Gotenks (Base, Super Gotenks, Super Saiyan 3)Piccolo/Krillin/Yamcha/Tien Shinhan/Chiaotzu/Videl/Frieza (1st Form, 2nd Form, 3rd Form, Final Form, 100% Power)Zarbon (Base, Post-Transformation)Dodoria/Captain Ginyu/Juice/Burter/Recoome/Guldo/Bardock/Nappa/Raditz/Cell (Imperfect Form, Semi-Perfect Form, Perfect Form, Super Perfect Form)Android 16/Android 17/Android 18/Android 19Dr. Gero/Majin Buu/Super Buu (Base, Gotenks Absorbed, Gohan Absorbed)Kid Buu/Broly (Base, Super Saiyan, Legendary Super Saiyan)Broly (Super Saiyan 3)Characters New to the Raging Blast series[ Characters New to any Dragon Ball fighting game[]Dore/Neiz/Android 14/Android 15/Hatchiyack/Tarble/Venues[Old venues from Raging Blast 1[ New venues to the Raging Blast series[]Temple/Underworld/Glacier/Dark Planet/Achievements and Trophies[Main article: List of Achievements and Trophies in Raging Blast 2Dragon Ball: Plan to Eradicate the Super Saiyans[ File:RB2 OVA new animation 1.jpg A sample of the 2010 reanimated OVA On August 10, 2010, Namco Bandai announced a completely reconstructed, re-scripted, and re-edited version of an original Japanese OVA that has never been released in North America or Europe, Dragon Ball: Plan to Eradicate the Super Saiyans. Originally known as Dragon Ball Z Gaiden: Saiyajin Zetsumetsu Keikaku (lit. "Dragon Ball Z Side Story: Plan to Eradicate the Saiyans") in Japan, this OVA was released on VHS in two parts, and was an "Official Visual Guide" for a Famicom game of the same name. The footage from the OVA was put into two games for Bandai's Playdia. In 2003, it was put onto DVD and released with the Dragon Box. This new version is completely reanimated but, in accordance with FUNimation announcement, the OVA is not voiced in English but it has English subtitles. Every copy of Raging Blast 2 comes with this 30 minute animation on the game disc, and watching it unlocks the OVA's antagonist Hatchiyack.Reception and Sales[Dragon Ball: Raging Blast 2 has received generally mixed reviews from game critics. The PS3 version currently holds a score of 60 on Metacritic,[7] while the Xbox 360 holds a 59.[8] The PS3 version scored 60.85%, and the Xbox 360 version scored 58.52% on GameRankings. IGN.com gave the game a 55/100, stating "Overly complicated controls are put into a game where button mashing can win the day with ease, layered on top of no story and a host of unlockable pictures and other trivial things that only the most hardcore of Dragon Ball fans will enjoy."[9] GameSpot gave it a 5.0/10.0, stating "Raging Blast 2's good looks and fan service can't conceal the shallow combat at its heart."[10] However, G4TV gave it a more positive review, awarding the game 4/5 stars.In Dragon Ball: Raging Blast 2 first week of sales (not including Japan, because the game released in Japan over a week later), the game sold a total of 52,019 copies on Xbox 360 and PS3 combined (26,171 on Xbox 360, and 25,848 on PlayStation 3). It has sold a total of 890,000 copies on Xbox 360 and PS3 combined (390,000 on Xbox 360,[11] and 500,000 on PlayStation 3)[12] as of September 29, 2012.Regional differences in music[Just like the Budokai Tenkaichi series, the first and second Raging Blast games use music from the original Dragon Ball Z series composed by Shunsuke Kikuchi (as opposed to music from Dragon Ball Kai composed by Kenji Yamamoto), although both games use the Japanese Dragon Ball Kai cast. While the first game uses music composed exclusively by Shunsuke Kikuchi, the second uses both the Japanese and American soundtrack.Recent copies of Raging Blast 2 have the Dragon Ball Z: Budokai Tenkaichi 2 music, most likely due to the Yamamoto scandal.Trivial[The demo was released on the 13th of October (UK and JP)/ 27 October (US) for the PlayStation Network and on the 14th of October for Xbox Live. It featured four playable characters which were Super Saiyan Goku, Kid Buu, Dabura, and Ultimate Gohan and two playable stages being the Glacier and Rocky Land.This is the second Dragon Ball Z video game to feature FUNimation's Dragon Ball Z Kai voice cast, behind Dragon Ball Z: Tenkaichi Tag Team.This is the first time Hatchiyack and Tarble have received English voice actors.During the dialogue between Teen Gohan and Krillin, Gohan says the same dialogue he does with Piccolo and erroneously refers to Krillin as Piccolo. The same thing happens when Teen Gohan fights Goku. Another mistake like this happens whenever Goku and Vegeta use the fusion technique. Instead of simultaneously saying "Fusion-Hai" as it should be, Goku is heard saying "Gohan, don't let it hit you". This only happens when the fusion is initiated as while playing as Goku. The correct "Fusion-Hai" is heard if the fusion is done while playing as Vegeta.Ironically, there are many errors in dialogues when fighting which differs the one that is subtitled. Some attacks also have the wrong description, such as a long-ranged beam having the description of short-ranged beam. Similar mistakes happen when listing voices in museum, where the person says something different to what the person should say according to the text below.Lord Slug makes an appearance in the special 30 minute movie, but he does not appear in the game.If Kid Trunks battles Zangya, he will flirt with her at the beginning of the battle, like Master Roshi does with girls in Dragon Ball Z: Budokai Tenkaichi 3.When Frieza is battling Goten, he thinks he is fighting Goku who has somehow gotten smaller.If Gotenks defeats Goku or Vegeta he breaks the fourth wall by saying "Check out who just became the main character!"King Vegeta is mentioned twice through dialogue. The first time is when Vegeta says "I thought our father sent you to some far off planet, because you were such a lame fighter!" The second time is when Tarble says "Dad! Brother! I defeated Frieza!"If Tarble goes up against Nappa and wins, he will say "I wonder why Saiyans are so aggressive."When Goku goes against Hatchiyack, Goku will say that Hatchiyack might even be stronger than Broly.If Super Saiyan 3 Broly goes up against certain characters like Raditz, Frieza, Cooler, or Tarble, they will refer to him as the Legendary Super Saiyan.However, Bardock will simply refer to him as a monster with no sign of fear or shock in his voice.When the voices for the game are shown in the credits, Teen Gohan's English voice is not credited. However, his Japanese voice is credited.Like in the Budokai Tenkaichi series, if the player chooses Cell Jr., Meta-Cooler, or Saibamen, they may choose them more than once due to the fact that many of them are seen at the same time in the series.When Legendary Super Saiyan Broly uses Eraser Cannon, he moves his mouth but strangely does not speak.When Goku faces Super Saiyan 2 Gohan, Gohan replies to Goku with "Let's go Piccolo."Gallery[Scans[ Screenshots[ Characters[ References[ Dragon Ball: Raging Blast 2 boasts 90 playable characters @ E3 2010 (gamingtarget.com) Dragon Ball: Raging Blast 2 at namco.com According to Namco Bandai's producer Ryo Mito "Dragon Ball: Raging Blast 2 First Look" at gamespot.com Video confirming Super Saiyan 3 Broly, Vegeta, and Gotenks Video confirming Future Gohan (Base), Captain Ginyu, Frieza (first form), Majin Buu, Cell (Semi-Perfect Form), Tien, Yamcha, Jeice, Future Trunks (Base), and Vegito (Super Saiyan) Dragon Ball: Raging Blast 2, PS3 version, at metacritic.com Dragon Ball: Raging Blast 2, Xbox 360 version, at metacritic.com Dragon Ball: Raging Blast 2 review at IGN.com Dragon Ball: Raging Blast 2 review at gamespot.com Dragon Ball: Raging Blast 2 sales on Xbox 360 Dragon Ball: Raging Blast 2 sales on PlayStation 3External links[ Reddit and its partners use cookies and similar technologies to provide you with a better experience. 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