= Dragon Ball Z : Attack of the Saiyans =

 Dragon Ball Z : Attack of the Saiyans , known in Japan as Dragon Ball Kai : Saiyan Invasion (???????? ?????? , Doragon B?ru Kai Saiyajin Raish?) , is a video game based on the manga and anime series Dragon Ball for the Nintendo DS . The game is developed by Monolith Soft and distributed by Namco Bandai in North America and everywhere else under the Bandai label . It was released in Japan on April 29 , 2009 . The game was released in Europe and North America in November 2009 . The game was originally planned to use the Z moniker , despite starting with events that occur in Dragon Ball , but was changed to Kai to associate it with the Dragon Ball Kai revision .
 The game is a turn @-@ based RPG that allows players to take on the role of six characters from the series , starting from the 23rd Tenkaichi Budokai through the Saiyan story arc . The game is one of the first games in the Dragon Ball franchise to be published by Namco Bandai in North America , as the company would acquire the gaming license from previous license holder Atari in July of that same year .
 Attack of the Saiyans was generally well received by gaming critics , complimenting the battle system , its visuals , and its ability to stay true to the series . It would go on to be the third @-@ best selling video game during the month of May 2009 in Japan .

 = = Gameplay = =

 Presented in traditional 2 @-@ D animation sprites , the game consists of three modes to help navigate , the map of the Dragon World , the area maps , and the battle mode . The world map will be available from the start , and will allow players easy access to each of the areas throughout the game . On area maps the player will navigate through various places such fields , forests , caves , and towns on the top screen . The touch screen will display available equipment that can be used while in fields . These items are available courtesy of Capsule Corporation Dyno @-@ Caps which can be bought , given , or found in various spots and or treasure chests . Many of these areas have obstacles such as rocks and brush which the player will have overcome with ki blasts . However , some of these obstacles require stronger levels of ki blasts . The battle screen will take place at the screen with the party facing off with a monster or a boss , their stats and the command select icon presented via the touch screen . The game makes little to no use of the stylus , forcing players to rely on the control pad .
 In combat , the player 's active party members will consist of only first three members of their party or less . Players can swap available members at any time throughout the game . Each character will have a few set attacks and techniques at the player 's disposal while the rest are locked . When the player wins a battle , each member of their party will earn Ability Points or AP . Ability Points can be used to buy or upgrade skills in a character 's skill menu . When certain skills are unlocked or upgraded new skills will become available . Each character will have a " Rage Gage " . This meter will gradually fill throughout the course of combat . When a character 's gauge is full , they can perform an ultimate attack . If two or more characters gauges are full , the player can execute a Sparking Combo . By which the chose characters will perform a tag team attack . When an ultimate attack or a Sparking Combo is performed the gauge returns to zero . Players also have the ability to block enemy attacks with the Active Guard or A Guard . This allows a chosen character to only take minimal damage when their corresponding button is pressed at the moment before an attack .

 = = Development = =

 The game was first announced in the December 22 , 2008 issue of Weekly Shonen Jump magazine with the title Dragon Ball Z Story : Saiyan Invasion (???????Z????? ?????? , Doragon B?ru Zetto Sut?r? Saiyajin Raish?) . The article stated that the game would be an RPG in development by Monolith Soft exclusively for the DS , it would take start at the 23rd Tenkaichi Budokai and extend into the Saiyan saga , and it would be released sometime in 2009 . Several screenshots were

shown in the article . One of which depicted different looking graphics command icons . It was also revealed that only six of the main characters Goku , Gohan , Piccolo , Krillin , Tien , and Yamcha , would be playable . In the February issue of V Jump , it was announced that the title had been changed to tie @-@ in with the revised series , Dragon Ball Kai .

On May 25 , Namco Bandai 's European branch released a press statement announcing that they would be releasing the game throughout Europe and the PAL regions under the new name Dragon Ball Z : Attack of the Saiyans . On June 2 , Namco Bandai 's American branch issued a press release stating that they would release the game as Attack of the Saiyans throughout North America . The announcement also mention that the game would include numerous alternate storylines for a better understanding of the Dragon Ball universe , a three character party and combo attack system , that certain ki attacks would be needed to solve puzzles or unlock secrets , and that their release date would be sometime in the Fall of 2009 . Following that statement , the company issued another press release stating that they had acquired the North American license from previous license holder Atari , and would publish future Dragon Ball games for , at least , the next five years starting with Attack of the Saiyans , Raging Blast , and Revenge of King Piccolo . In November , Namco Bandai issued a press release stating that the game was available throughout all North American markets .

= = Reception = =

Dragon Ball Z : Attack of the Saiyans was released in Japan on April 29 , 2009 , in Australia on November 19 , 2009 , in Europe on November 6 , 2009 , and in North America on November 10 , 2009 . Following its release , the game would go on to become the third best @-@ selling video game in Japan during the month of May 2009 , falling behind two other DS games Kingdom Hearts 358 / 2 Days and Ace Attorney Investigations : Miles Edgeworth .

The game received " average " reviews according to the review aggregation website Metacritic . In Japan , Famitsu gave it a score of one six , one seven , and two eights , for a total of 29 out of 40 .

Charles Onyett of IGN found the gameplay enjoyable and enough to be appreciated by any genre fan . Yet he stated that if players were not Dragon Ball fans , then they will not want to play the game . Robert Thompson of Nintendojo felt that the game would satisfy fans of both the series and the genre , but he would complain about the ki and Sparking Combo attacks being repetitive , and the story shifting control of the characters , stating it could make unfamiliar gamers disoriented . Ryan Olsen of Kombo.com praised the battle system , calling it more engaging than the ones found in the average RPG . Still he would call the game a cut and dry RPG , calling the Active Guard system the only exotic aspect of the game . Neal Ronaghan of Nintendo World Report called the game vanilla with an interesting twists , stating that the fans should be the ones playing the game . He also drew comparisons of the Active Guard system to the Timed Hit system from Super Mario RPG , and Rage Gage to the Limit Break from Final Fantasy . Brittany Vincent of RPGFan would call side quests like Krillin 's return home an added treat to the long story . She pointed out the game 's difficulty being frustrating , stating that the game will cause players to revert to the start screen many times , yet is still beatable .

Joe Law of GameFocus criticized the Rage Gage system , stating that it had been done better in other games . However he cited the game 's overall length a good thing as he felt the game had no replay value . Nick Valentino of GameZone praised the game , calling it the best RPG to make use of the Dragon Ball label , and the game was the perfect introduction into the franchise . Mike Moehnke of RPGamer cited the games as not being perfect , but was superior to the Super Famicom game Legend of the Super Saiyan . Kat Bailey of 1UP.com felt the game was made with children in mind , stating that the vibrant colors and the fast @-@ paced gameplay would keep kids interested in the game .