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You should start looking for something like this

[The DS Exclusive R&B - Rhythm and Beat... 'Em Up!](#)

Draglade tries to bring some freshness to the fighting genre with some music

A new [fighting game](#) where players use an interesting combination of rhythm and combat to create devastating combos and attacks, Draglade, has been announced by 505 Games exclusively for the [Nintendo DS](#). So if you got tired of traditional fighting games, this new one will certainly entertain you: shake your booty and beat the hell out of your opponents. Fair enough, as long as nobody will actually bring any of these moves to real dance floors! Back to Draglade, the story is quite simple: some mad scientist has discovered that a powerful audible weapon, the Glade, can be created from the energy of atmospheric matter. But since the clash of two glades in a battle generates a violent and symphonic experience, people have decided (for the sake of art, of course) to enter the arena and fight till they drop. The player will lead one of four fighters (Grappers, as they are called) - Hibito, Guy, Kyle, and Daichi to become Major Grappers. Even though this doesn't sound very exciting, the most important part of the game promises to be, since we will have vast amounts of customizable attack techniques and combos and, most likely, the music will be really well done and catchy, since this is, actually, the reason everything happens. Draglade will, of course, take full advantage of the Nintendo DS' dual screen - the touch screen is used to mix and "brew" the combos and attacks, while the top screens shows you the battle arena and all the cartoon violence you can think of. There is a particular feature that sounds really great here: the Beat Combos, which are customized attack created by the player himself. Well.. that I would like to have! My own, personal, trademark move. But all these can't happen right now - we'll have to wait until this March, when 505 Games are expected to launch this promising DS exclusive.