

= Guilty Gear X2 =

Guilty Gear X2 , also known as Guilty Gear XX ( Japanese : ?????? ????? , Hepburn : Giruti Gia Iguzekusu ) and subtitled The Midnight Carnival in Japan , is a fighting game developed by Arc System Works and published by Sammy Studios . The third main installment ( 5th overall ) of the Guilty Gear series , Guilty Gear X2 furthered the plot of the series , as well as introduced new characters and gameplay mechanics . A sequel to Guilty Gear X , it was first announced in January 2002 , and was released on May 23 , 2002 , for the arcades , in Japan . It was later ported to the PlayStation 2 and published in North America and Europe .

The PlayStation 2 version of Guilty Gear X2 has sold well in Japan ; over 140 @, @ 000 copies were sold between 2002 and 2004 . In addition to the public reception , the game has been praised by video game critics . Several aspects were commended , the most noticeable being its gameplay , visuals , music , and new additions from Guilty Gear X , the second game in the series . It was found to be the best title of the series , as well as one of the best titles of the year , on the console , and on the genre by some reviewers . Since its release , it has received five updated versions , each offering additional features over previous versions .

= = Gameplay = =

The fighting system works around a four main attack button configuration , consisting of punch , kick , slash , and heavy slash . Additional buttons allow the player to perform taunts , and throw enemies in the air . When a character causes damage or moves toward its adversary , a tension gauge charges . However , when a character moves backwards or uses defensive moves often , its tension gauge is reduced . Once a character 's gauge is filled , Super Mode can be engaged . When a character is in this state , super moves called Overdrive Attacks , or a variety of special techniques ? " Instant Kill " , " Faultless Defense " , " Dead Angle Attacks " or " Roman Cancels " ? can be performed .

Guilty Gear X2 adds a new feature to the series : a burst gauge , which is fulfilled as the player causes or receives damage . By pressing buttons in combination , the player character jump and unleash a blast of energy ? a Psyche Burst . It allows the player to break combinations and super moves in the middle of the opponent 's offensive . Also , if the blast hit the adversary , the tension gauge is filled to its maximum capacity immediately .

Guilty Gear X2 offers eight modes : Arcade , Survival , M.O.M. ( an acronym for Medal of Millionaires ) , Mission , Story , Training , Versus 2P and Versus CPU . The Arcade Mode allows the player to fight against several enemies until reach the final fight against the boss . On the Survival Mode , the player continuously battle against enemies until reach the 500th and final level or die , whichever comes first . Medal of Millionaires is a variation in which the player earn medals by performing combos . In the Mission Mode , there are 50 challenges , in which the player fight with and against a predetermined character ; the player character have handicaps such as being prevented from jumping , poisoned or start a fight with half of health .

The Story Mode , reveals the game 's plot through battles interleaved with conversations between the player character and its enemies . It vary depending on the player 's choice and performance in the battles ; there is a total of 60 possible endings . The Training Mode allows the player to learn attacks by fighting a customizable CPU enemy . Two players can play in the Versus 2P , and on the Versus CPU the player fight against a AI @-@ controlled character . In addition to those modes , there is a gallery with artworks , character endings , and cut scenes that are unlocked by playing Arcade , Mission and Story Mode .

= = Synopsis = =

= = = Plot = = =

Guilty Gear X2 continues the overall plot of the series . Previously , the world has just recovered from a 100 @-@ year @-@ war against man @-@ made bio @-@ organic weapons called " Gears " . A few months later , there are rumors about a new type of Gear that the government have started to chase . It is discovered that this Gear is Dizzy , a girl who does not wish to harm anyone . As she joins the Jellyfish Air Pirates , the authorities find that the threat has disappeared , and stop chasing her .

The game picks up the story approximately two weeks after the events of Guilty Gear X. A new organization called Post @-@ War Administration Bureau is looking for and destroying Gears , descendants of Japanese , and those who are able to use qi energy in combat . To achieve their goals the organization has created several copies of Ky Kiske , the Robo @-@ Kys . In addition , I @-@ No sparks conflict as she wants to destroy all she perceived threats to her master , " That Man " , the creator of the Gears . Each character provides a different ending to Guilty Gear X2 .

#### = = = Characters = = =

Guilty Gear X2 features twenty @-@ three playable characters ; twenty of them are available from outset , with Justice , Kliff Undersn , and Robo @-@ Ky as unlockable secret characters . In addition to the return of all Guilty Gear X 's roster ? Sol Badguy , Ky Kiske , Johnny , May , Chipp Zanuff , Potemkin , Baiken , Axl Low , Faust , Anji Mito , Jam Kuradoberi , Dizzy , Testament , Zato @-@ 1 , Millia Rage , Venom ? , there are four new characters : Bridget , Zappa , Slayer , and the aforementioned I @-@ No .

#### = = Development and release = =

In January 2002 , Sammy Studios had announced that a Guilty Gear X spin @-@ off , titled Guilty Gear XX , would be released in Japanese arcades on the Sega NAOMI system in the spring of that year ; it was released on May 23 , 2002 . Its porting to the PlayStation 2 was speculated in late August , with release date set to autumn in Japan , which was later confirmed by Sammy in the same month . In the following month it was shown at Tokyo Game Show , and it was published on December 12 , 2002 in Japan . In October , the game North American release was set to happen in the first quarter of 2003 ; it was retitled Guilty Gear X2 . An announcement in November confirmed its release date as February 4 , 2003 ; in January 2003 , Sammy created a website to promote its release . The European branch of Sammy released the game on March 7 , 2003 . On February 26 , 2004 , it was rereleased in Japan under the label " PlayStation2 the Best " .

#### = = = Updated versions = = =

Guilty Gear X2 was followed by five updated versions of it .

Guilty Gear X2 # Reload , first released on March 26 , 2003 in the Japanese arcades , was later ported to Xbox , Windows , and PlayStation Portable ( PSP ) in 2004 and 2005 . It was published in North America in 2004 , while released for PS2 , Xbox , and Windows in Europe .

Guilty Gear XX Slash , first released on September 28 , 2005 for the arcades in Japan , was also released for the PS2 in the following year .

Guilty Gear XX Accent Core , first released to Japanese arcades on December 20 , 2006 , was published for the PS2 and Wii in 2007 . While in North America both the PS2 and Wii versions were released , in Europe and Australasia only the Wii version was available .

Guilty Gear XX Accent Core Plus , first released in Japan on March 27 , 2008 for the PS2 , was followed by a PSP version . In North America and Europe , both PS2 and PSP versions were released , and also a Wii port . An Xbox Live Arcade and a PlayStation Network were also released ; the former worldwide , while the latter in Japan and North America .

Guilty Gear XX Accent Core Plus R , first released on September 20 , 2012 to the arcades , was ported to PlayStation Vita in 2013 , getting releases in Japan , Europe and North America .

= = Reception = =

Guilty Gear X2 was the 117th best @-@ selling title in Japan in 2002 , with 112 @,@ 520 copies sold as of December 31 , 2002 . In 2003 , it sold 34 @,@ 294 more copies , amounting a total of 146 @,@ 814 copies sold since its release on PlayStation 2 ( PS2 ) . Reviews were generally positive , with aggregate scores of 86 @.@ 14 % from GameRankings , and 87 / 100 from Metacritic . On release , Famitsu magazine scored the PS2 version of the game a 33 out of 40 . The game received the maximum score from Cincinnati Enquirer , G4 TV , and Gaming Age .

Jeremy Dunham of IGN , GameZone 's Michael Knutson and 1UP.com staff praised the multitude of moves ; Knutson , however , said that it was difficult performing special moves , and 1UP.com affirmed " The real improvement , though , is the addition of more life @-@ destroying options , like the hyper @-@ addictive Challenge mode . " Dunham accuse the fighting engine of being " too advanced for the casual fighting fan " , also criticizing its " sucker " control scheme . Conversely , GamePro thought it " can be enjoyed by novices and veterans alike " , and Matt Keil of G4 said it " is surprisingly accessible " to all gamers . Dunham cited how the " two @-@ player mode allows for near @-@ infinite possibilities and all the extra options are just icing on the cake . " In contrast Kasavin criticized the other modes for not being as engaging as the two @-@ player mode .

Dunham stated it has " incredibly attractive backgrounds , super slick animations , and the best character design on PlayStation 2 . " An Electronic Gaming Monthly ( EGM ) reviewer stated it has " cooler character designs on a PS2 fighter " whilst another said , " some of the coolest 2D game artwork ever . " Official U.S. PlayStation Magazine deemed it as " the best @-@ looking 2D graphics ever seen in a fighter . " 1UP.com said , " the ultrasharp , hi @-@ res character art and fluid animation keep XX at the cutting 2D edge . " Dunham , Knutson , Keil , and GamePro commended its similarity with Japanese animated series . The reviewer for GamePro stated it " becomes an art form in its own right . " Greg Kasavin of GameSpot , however , said " many of the moves in the game are animated so strangely that it can be difficult to see exactly what 's going on . "

Kasavin commented that its " cohesive musical style ... further helps set this game apart . " Dunham deemed it as having " One of the best soundtracks to come along for quite some time " , and praised Sammy for keeping the original voice actors , as did Knutson , which felt it " gives it a ' cooler aura ' . " Keil and Knutson found the sound effects to be " excellent " and " really great " respectively . On the other hand , GamePro described the sound design as the game 's " major flaw . " EGM remarked " Depending on your tastes , GGX2 's pervasive heavy @-@ metal cheesiness might negatively influence your opinion of the game . "

Other features praised include its short loading time , the variety of game modes and characters , the balance between characters ' abilities , the response of the controls , its replay value , and variety of features . Dunham even declared it " reads like the bible of fighting game options . Taking a page from every other title out there , there doesn 't seem to be a single feature on the horizon that 's been left out of GGX2 for fear of the Completists . " In spite of the praise , other criticisms vary from its general difficulty to the lack of an online play mode , position of move list in training mode , and the difficulty to perform moves in Dual Shock .

D. F. Smith from IGN elected Guilty Gear X2 the best game of 2002 . It ranked fifth in the " GameSpy 's 2003 PlayStation 2 Games of the Year " with the staff saying " Guilty Gear X2 is easily one of the best fighting games to come out in the last couple years " . In 2004 IGN 's editors selected it as the ninth best " Hidden Gems " ? fun video games with poor sales in America . Official U.S. PlayStation Magazine included the game on its 2005 list of the " Eleven Essential Fighting Games " . In 2007 UGO Networks placed it ninth in their " Top 11 Fighting Games " , with its staff qualifying it as the best game of the series . IGN cited X2 had all of the qualities previous games , but " in bigger quantities than we had ever seen " , including it in the 28th place of its 2010 " Top 100 PlayStation 2 Games " list . In the same year , UGO also placed it 12th among the " Top 25 Fighting Games of All Time " . Likewise , About.com placed it eighth on their " Top 10 PlayStation 2 Fighting Games of All Time " , while Complex ranked it tenth among " The 50 Best Fighting Games of All Time " , and included it in the fifth place in " The 25 Best 2D Fighting Games of All Time " . Furthermore , The Escapist 's John Funk called it " the best fighting game of the last generation . "

= = Other media = =

= = = Music = = =

Guilty Gear XX Original Soundtrack ( ?????? XX ?????????????? , Giruti Gia Iguzekusu Orijinaru Saundotorakku ) , composed by Daisuke Ishiwatari and Koichi Seiyama , and arranged by Seiyama , was released on CD by Scitron Digital Contents on July 24 , 2002 .

The album was well received by critics . Don Kotowski of Square Enix Music Online rated it 9 out of 10 , and said it is " a well executed album and it captures the spirit of the game amazingly . " Writing for the same site , a reviewer dubbed GoldfishX gave it a perfect score , and declared it " is no doubt a masterpiece " . Comparing it to Guilty Gear X 's music , IGN stated there was a " substantial improvement in the sequel 's music " , and said it " finally lends the tunes a little credibility " with better production , musicians and a live drummer .

Two live albums containing some of the Guilty Gear XX Original Soundtrack 's tracks were released by Team Entertainment . The first one , Guilty Gear XX In L.A. Vocal Edition ( ?????? ????? in L.A. ?????????? , Giruti Gia Iguzekusu in L.A B?karu Edishon ) , performed by A.S.H. and produced by Jay Gordon of the metal band Orgy , was released on May 19 , 2004 . In that same year , Guilty Gear XX In N.Y. Vocal Edition ( ????????????? in N.Y. ????????????? , Giruti Gia Iguzekusu in N.Y B?karu Edishon ) , performed by Jason C. Miller , was released on September 23 .

Guilty Gear X2 # Reload featured a Korean exclusive album titled Guilty Gear XX # Reload Korean Version Original Soundtrack . Composed by Shin Hae Chul , and performed by his band , N.EX.T , it was released by Team Entertainment on November 6 , 2006 .

Reviewing the album for Square Enix Music Online , GoldfishX wrote " Guilty Gear XX # Reload Korean Version lacks the raw power of the Ishiwatari @-@ composed Guilty Gear scores , but more than makes up for it with character and creativity " , and gave it a score 9 out of 10 .

= = = Other = = =

For Guilty Gear X2 and each updated version released , some strategy guides were released . Entrebrain released two encyclopedias for the original game , on June 22 , and December 19 , 2002 . A Complete Guide ( ?????????? , Konpur?to Gaido ) was released by SoftBank Creative on February 5 , 2003 . SoftBank Creative also released guidebooks for # Reload , Slash , and Accent Core on September 10 , 2003 , May 29 , 2005 , and July 27 , 2007 , respectively . Enterbrain released on November 16 , 2005 , February 28 , 2007 , and October 30 , 2012 , guidebooks for Slash , Accent Core , and Accent Core Plus R , respectively .

Ichijinsha released three manga adaptations under its DNA Media Comics line . The three volumes of a Guilty Gear X2 @-@ based yonkoma series were released on August 24 , 2002 , December 25 , 2002 , and July 25 , 2003 , respectively . Based on Guilty Gear XX Slash , a two @-@ part anthology series was released on December 24 , 2005 , and June 24 , 2006 , and a single @-@ volume yonkoma series was released on January 25 , 2006 . Enterbrain also published an anthology series based on Guilty Gear X2 ; it was released in two parts published on January 25 , 2003 , and March 24 , 2003 , respectively .

A compilation DVD entitled The New Saint Glory with the highlights of a Guilty Gear X2 arcade national championship was released by Enterbrain on December 19 , 2002 . Enterbrain also released Guilty Gear XX : The Midnight Carnival Artworks , a trading card game series based on Guilty Gear X2 on September 26 , 2002 . In addition to the musical CDs , audio drama CDs containing original plots were released by Team Entertainment . Two CDs ? Red and Black ? were published on July 16 , and August 20 , 2003 , while a second series , Night of Knives , had its three volumes released on October 20 , November 17 , and December 22 , 2004 .