

## = Guilty Gear X =

Guilty Gear X ( Japanese : ?????? ??? , Hepburn : Giruti Gia Zekusu ) , subtitled By Your Side in Japan , is a fighting game developed by Arc System Works and published by Sammy Studios . The second installment of the Guilty Gear series , Guilty Gear X was developed over a period of about two years after the first game 's success . It was released in July 2000 for Japanese arcades , re @-@ released on Dreamcast in December 2000 , and later ported to PlayStation 2 in November 2001 and Game Boy Advance in January 2002 .

Guilty Gear X continues its predecessor 's timeline with new characters and gameplay features . Still a four @-@ button game , its instant @-@ kill techniques were weakened and a survival mode was added to the previous game 's three modes . The Dreamcast and PS2 versions have sold over 100 @,@ 000 copies in Japan ; they have been praised for their graphics , controls and characters but criticized for their lack of replay value . The GBA version was the poorest @-@ received , with the main complaints concerning ease and graphics .

## = = Gameplay = =

The fight system has a four @-@ main @-@ attack @-@ button configuration : punch , kick , slash and heavy slash . Players may also launch taunt attacks , with their main objective to reduce the opponent 's health to zero in a predetermined time . To win a fight a player must accumulate two points , with each round won earning a point . Guilty Gear X has features common in fighting games : combos , aerial attacks and counterattacks . A new feature is the Roman Cancel , which allows a player to cancel their move and its aftereffects to make other attacks .

The game has a tension gauge , increasing when a character causes damage or moves toward an adversary and decreasing when a character moves backwards or is stopped for a long time . When the gauge is half @-@ charged a player can use specials called Overdrive Attacks , which cause more damage than regular moves . A full gauge allows a player to make an Instant Kill , defeating an opponent regardless of health ; if an Instant Kill is unsuccessful , the tension gauge will not charge for the remainder of that round .

Guilty Gear X 's Dreamcast version includes four modes of play : Arcade , the game 's primary narrative mode ; Survival , in which the player fights through infinite levels until they are defeated ; Training , which allows a player to practice moves with the help of an in @-@ game move list and Versus , in which a player can fight another player . Guilty Gear X Plus also has art @-@ gallery and story modes ; according to the Sega website , the latter explains " misteries " which the Dreamcast version does not . The Advance Edition includes tag @-@ team and three @-@ on @-@ three modes ; each player chooses two or three characters , respectively , and can switch characters during a fight .

## = = Synopsis = =

### = = = Plot = = =

Guilty Gear X continues the first game 's plot , in which the world has just recovered from a 100 @-@ year war against man @-@ made bio @-@ organic weapons known as Gears . When Testament planned to resurrect Gear leader Justice , all Gears were annihilated in a tournament . In Guilty Gear X , set less than a year later , a new Gear commander named Dizzy is discovered . Amid concern about a second war , another Holy Knights Tournament begins ; whoever captures and kills Dizzy will receive 500 @,@ 000 World Dollars . Dizzy proves to be inoffensive ; she joins the Jellyfish Air Pirates , and peace is established again .

### = = = Characters = = =

Guilty Gear X has sixteen playable characters : Sol Badguy , Ky Kiske , May , Baiken , Faust , Potemkin , Chipp Zanuff , Millia Rage , Zato 1 , Jam Kuradoberi , Johnny , Anji Mito , Venom , Axl Low , Testament and Dizzy . Fourteen are available from the outset , with Testament and Dizzy unlockable characters . Guilty Gear X Plus adds three unlockable characters : Justice and Kliff Undersn , who return from the first game , and Robo Ky , an alternate version of Ky Kiske . The Plus edition allows a player to unlock gold versions of each character , who possesses a special advantage over the regular version .

= = Development and release = =

After the success of the first Guilty Gear released on May 14 , 1998 for PlayStation , Sammy Studios commissioned an arcade sequel in February 1999 . Developed by Team Neo Blood , an Arc System Works production group led by Daisuke Ishiwatari , the sequel was about two years in development . Unveiled at the Amusement Expo in February 2000 , Guilty Gear X was released for Japanese arcades on the Sega NAOMI system in July 2000 . After the game 's release , it was speculated that it would be ported to home consoles . Although the developers initially indicated that Guilty Gear X would debut for the PlayStation 2 ( PS2 ) , it was first released for Dreamcast on December 14 , 2000 and re-released as part of a Dreamcast collection on May 23 , 2003 .

A PS2 version was announced by Sammy in June 2001 for release that fall , and Guilty Gear X was released in North America on October 2 , 2001 . Since it was released before the Japanese version , the North American edition did not have the additional features of the Japanese counterpart . Sammy released the PS2 version in Japan on November 29 , 2001 and in Europe on March 1 , 2002 . In Japan , it was known as Guilty Gear X Plus ( Guilty Gear X Plus , Giruti Gia Zekusu Purasu ) and was released in two versions : regular and deluxe , with the latter containing Guilty Gear related special products . On February 13 , 2003 , the game was re-released in Japan as part of PlayStation2 the Best .

CyberFront released a PC version for Windows on November 30 , 2001 in Japan . Announced during an August 2001 convention at Space World , Game Boy Advance version Guilty Gear X : Advance Edition ( Guilty Gear X Advance Edition , Giruti Gia Zekusu Adobansu Edishon ) was released on January 5 , 2002 . It was released in North America on August 13 , 2002 and in Europe on September 27 . Guilty Gear X ver . 1.05 , an Atomiswave arcade system version , was released in 2003 after its February 2003 introduction at the Amusement Expo .

= = Reception = =

In June 2001 , Sammy reported a profit of ¥ 284 million for Guilty Gear X 's Japanese arcade version . Its Dreamcast version was the 128th best-selling title in Japan in 2000 , with 97 , 934 copies sold from December 14 to December 31 . In 2001 the game sold 33 , 822 more copies , for a total of 131 , 756 . Guilty Gear X Plus sold over 128 , 000 copies in Japan .

Critical reception for Guilty Gear X on Dreamcast and PS2 was positive ; they have average scores of 89 percent and 79 percent , respectively , on GameRankings and Metacritic gave the PS2 version 79 out of 100 . Anoop Gantayat of IGN called the Dreamcast version " possibly the finest looking 2D game ever , thanks to the high resolution graphics , mega ultra special effects and smooth animation . " According to T.J. Deci of AllGame , the PS2 is " notable for smooth , refined graphics , with richly detailed characters and backgrounds uncommon in 2D fighters . " Although Guilty Gear X 's overall graphics were praised , its sometimes confusing backgrounds were heavily criticized .

The Dreamcast version 's control responsiveness was praised by Gantayat . Guilty Gear X 's PS2 version was also generally praised , with Greg Kasavin of GameSpot writing that it " controls smoothly and precisely " . Major Mike of GamePro included the caveat that " some moves are difficult to execute and require patience to master fully . " According to James Fudge for GameSpy , " The gameplay manages to be easy to pick up but isn 't dumbed down enough to annoy expert fight fans . " Guilty Gear X 's limited replay value was heavily criticised ; Jay Fitzloff of Game Informer

said , " Since it 's especially weak in the singles game , consider purchasing Guilty Gear X only if you and a friend want to go at it . "

The Game Boy Advance version was less well received , with aggregate scores of 64 @. @ 97 percent and 67 out of 100 from GameRankings and Metacritic respectively . A common criticism was that the game 's artificial intelligence was inefficient in combat , making it too easy . Although Chet of Game Informer said , " The new modes such as Tag Match and 3 @- @ on @- @ 3 add variety , but still cannot compensate for this fundamental problem " , according to Michael Knutson of GameZone its balance " gives the game a better replay value . "

GamesRadar criticized Guilty Gear X 's " overblown aesthetics " , giving it the game 's worst score ( three out of ten ) : " While it 's not completely hellish , it definitely deserves purgatory . " According to Star Dingo of GamePro , " Most backgrounds seem like pale , watercolor imitations of the originals ( you can count the colors on two hands ) " . Justin of Game Informer and Kaiser Hwang of IGN criticized the game 's sprites , which they considered small compared with those of Street Fighter .

Its characters were praised as " original " by Justin and " cool " by Kasavin . Gantayat wrote , " It 's the characters that stand out the most " , calling them " marvelously designed , " " unmatched in terms of fine details " and " very distinct . " According to Fudge , " There 's a character of choice for just about everyone . " The characters ' balance was praised by Tom Bramwell and Knutson . Guilty Gear X 's audio had a lukewarm response ; according to Chet and Hwang it was " weak " , and Dingo called it " atrocious " . Mike and Kasavin found the fight announcer 's voice " unintelligible " , with Mike also criticizing the game 's " oppressive " music . Knutson praised Guilty Gear X 's sound effects and music , and Kasavin considered its music appropriate for " the game 's fast @- @ paced action , as well as its anime theme . "

= = Other media = =

= = = Music = = =

Guilty Gear X 's musical albums were published by First Smile Entertainment . Its arcade music was released on September 20 , 2000 as Guilty Gear X Original Soundtrack ( ?????? ??? ?????????????? , Giruti Gia Zekusu Orijinaru Saundotorakku ) , composed by Daisuke Ishiwatari and arranged by Kazuhito Tomizuka and Yasuharu Takanashi . The album received mixed reviews . Don Kotowski of Square Enix Music Online gave it an eight out of ten : " The improved sound quality is a plus , as are the addition of new character themes , but some people may be put off by the fact that some of the new themes aren 't as good as some of the older ones . " Another reviewer , GoldfishX , gave it a five , calling it " possibly the most ear @- @ grating , hideous sound I have ever encountered in game music " but not giving it a worse score because " Ishiwatari deserves a ton of credit for putting together such brilliant compositions on such pathetic @- @ sounding hardware . "

A second album , Guilty Gear X Heavy Rock Tracks : The Original Soundtrack of Dreamcast , composed by Ishiwatari and arranged by Koichi Seiyama , was released on January 17 , 2001 . It was well received by critics , with perfect scores from GoldfishX and Z @- @ Freak of Square Enix Music Online . According to Goldfishx , " Even if you 're skeptical about hard rock , this is something that everyone should experience in their lifetime . It 's rare to have this type of heart @- @ pounding sound without some form of vocals , but it 's even rarer that the compositions reach this overall level of greatness . " Z @- @ Freak wrote , " Unless you totally hate hard rock , you MUST [ sic ] have this CD " and David Smith of IGN said that its music would either be loved or hated .

Three albums by the rock band Lapis Lazuli were released on May 6 , 2001 . Known collectively as Rising Force of Gear Image Vocal Tracks , the individual albums were entitled " Rock You ! ! " , " Slash ! ! " , and " Destroy ! ! "

= = = Other = = =

Enterbrain published several Guilty Gear X tie @- @ in books . An encyclopedic strategy guide was

published on July 26 , 2000 , followed by Drafting Artworks , which is about the game 's universe , on December 13 . Two novelizations , written by Norimitsu Kaih? and illustrated by Ishiwatari ? Lightning the Argent ( ????? , Shirogane no Jinrai ) and The Butterfly and Her ( ????? , Koch? to Hayate ) ? , were published on January 20 , 2001 and August 24 , 2002 .

A Guilty Gear X comic anthology was also published by Enterbrain on April 25 , 2001 . It inspired two yonkoma manga and an anthology , which were published by Ichijinsha on March 25 , October 25 , and September 25 , 2001 . A manga , Guilty Gear Xtra ( ??????XTRA ) with a collaboration by Ishiwatari , Norimitsu Kaih? and Akihito Sumii , appeared in Kodansha 's Monthly Magazine Z on September 22 , 2003 . Based on Guilty Gear X Plus , a two @-@ part anthology was published on February 25 and April 25 , 2002 by Enterbrain . Ichijinsha published a yonkoma manga and an anthology based on Plus on April 8 and 25 , 2002 .

Battle for Saint , a compilation DVD with highlights of a Guilty Gear X arcade national championship , was released by Enterbrain on August 22 , 2001 . Two audio drama CDs with original storylines ? Guilty Gear X Vol . 1 and Vol . 2 ? were released by Scitron on October 24 and November 24 , 2001 . On October 25 , 2002 , Terranetz released a collectible card game series based on Guilty Gear X.