

= Guilty Gear Isuka =

Guilty Gear Isuka (Japanese : ?????? ? , Hepburn : Giruti Gia Isuka) is a 2D fighting video game developed by Arc System Works and published by Sammy Corporation . Announced by Arc in September , it was first released on December 17 , 2003 in Japanese arcades as the sixth installment of the Guilty Gear series . Later , the game was ported for a release on the PlayStation 2 (PS2) , Xbox , and Windows in Japan . The PS2 version was brought to North America by Sammy , and , in Europe , the home console version was released by 505 Game Street and the PC version by Zoo Digital Publishing .

While the gameplay remained almost the same as in previous titles , the game introduced a four @-@ player battle mode , and the PS2 version included new features to the series , including a scrolling adventure , a customization mode , and two new characters . Guilty Gear Isuka received mixed critical reviews . It was praised for its visual , music and customization features . However , although some aspects of the new gameplay ? such as the two fighting planes and the turn button ? were praised as original , their implementation was criticized . The removal of features present in previous titles was also not well received by critics .

= = Gameplay = =

= = = Combat system = = =

The basic gameplay system of Guilty Gear Isuka is like the other games in the series . The game uses a four attack button configuration that consists of punch , kick , slash , and high slash . Unlike previous games , it features a " turn " button , since a character does not automatically turn around if its opponent moves to the other side of the screen . Each character (or team) starts a fight with at least a " soul " ; when a character life bar is emptied , its life is filled while the player lost a soul . If the life is depleted when the player has no souls , it is defeated . It also features previous installments features like the tension gauge , which allows the player to perform super moves , and the burst gauge , which allows the player to break combinations and super moves .

= = = Modes = = =

The game introduces a four @-@ player option in Versus Mode , giving a player four characters who can fight two @-@ on @-@ two , three @-@ on @-@ one or everyone @-@ for @-@ themselves . There are two fighting planes , one in the foreground and the other behind it .

Another innovation was Boost Mode : a two @-@ player , side @-@ scrolling , arcade @-@ style beat ' em up mode not included in the arcade version , in which a player fights enemy waves to accumulate items , health and experience . For the Xbox , this mode was adapted for online play with Xbox Live , supporting up to 16 players . Experience points from Boost Mode can be used in the new Robo @-@ Ky II Factory mode , in which a player can customize a robot named Robo @-@ Ky II by teaching him moves , combos , or one of 65 special attacks from other characters . In addition to the attacks , other aspects such as jump height , offense , defense , recovery time , tension , and speed can be improved .

The game also features other modes : Color Edit , a palette swap editor that allows the player to customize nearly every aspect of the characters , including buckles and hair ; Training , in which a player can practice with (and against) computer @-@ controlled opponents and Arcade , similar to the survival mode featured in other fighting games .

= = = Playable characters = = =

Guilty Gear Isuka features twenty playable characters in its arcade version : Anji Mito , Axl Low , Baiken , Bridget , Chipp Zanuff , Dizzy , Eddie , Faust , I @-@ No , Jam Kuradoberi , Johnny , Ky

Kiske , May , Millia Rage , Potemkin , Slayer , Sol Badguy , Testament , Venom , and Zappa . Three characters were added to the PlayStation 2 edition : A.B.A , Robo @-@ Ky , and Robo @-@ Ky II .

= = Development and release = =

In September 2003 , Sammy Corporation announced that a new game dubbed Guilty Gear X Series The Newest Version would be featured at the Japan Amusement Machinery Manufacturers Association (JAMMA) arcade show ; at the show , the company revealed that Guilty Gear Isuka would be the game 's name . " In Guilty Gear Isuka we want to satisfy existing fighter fans with new content and never @-@ before @-@ seen innovations . We also want to reach out to mainstream fans to show them that , right now , the envelope in fighting games is also being pushed in two dimensions " , declared Tim Pivnicny , senior VP of Sammy Studios , Inc . A PlayStation 2 version of the game was announced to be in development on March 3 , 2004 . An August 24 announcement said that the game would be compatible with Xbox .

Guilty Gear Isuka was released in Japan on December 17 , 2003 by Sammy for the Atomiswave arcade cabinets , followed by the PlayStation 2 version on July 29 , 2004 . An Xbox version was released by Arc System Works on December 16 , 2004 , and Sourcenext released the game for Windows on November 25 , 2005 . In North America , Guilty Gear Isuka was released by Sammy for PlayStation 2 on November 2 , 2004 . In Europe , 505 Games Street released it on June 16 , 2005 for PlayStation 2 , and the PC version was released on April 7 , 2006 by Zoo Digital Publishing (now Zushi Games) . In 2007 , the game was made compatible with Xbox 360 . DotEmu also released Guilty Gear Isuka on its DRM @-@ free shop in April 2011 . On January 16 , 2014 , the game was released on the Steam digital distribution platform for Windows PCs .

= = Reception = =

Guilty Gear Isuka was the 176th @-@ bestselling Japanese title in 2004 , with 74 @,@ 270 copies sold for PlayStation 2 as of December 26 . It was " Best Fighting Game " at the Best of E3 2004 Awards from IGN , and was nominated for " Best Sequel Fighting " at the 2004 National Academy of Video Game Testers and Reviewers (NAVGTR) Awards . The game received mixed reviews from critics , with a score of 75 @.@ 56 % at GameRankings and 73 / 100 at Metacritic . Allgame 's Damian Francis gave the game three @-@ and @-@ a @-@ half stars out of five ; Famitsu 's four reviewers scored it 7 , 7 , 6 , and 7 (out of 10) respectively , with a total score of 27 out of 40 .

Although the introduction of two planes and the turning button were considered good ideas in theory , both features were heavily criticized by reviewers . Jeremy Dunham of IGN , Manny LaMancha of GamePro and Benjamin Turner of GameSpy felt it difficult to fight one @-@ on @-@ one when a player can start a cat @-@ and @-@ mouse game , while GameSpot 's Greg Kasavin and Brian Gee of Game Revolution found the features to cause " chaos " . Turner said it deprived the player of the ability " to have a normal Guilty Gear X2 @-@ style match " , and Dunham said the computer reacted faster . David Smith of 1UP.com called it an " irrational control scheme " . The perceived poor execution of its new features led GameSpy to give it a special " It Sounded Good on Paper " award .

Conversely , other additions received more positive feedback . Dunham called the Boost and Factory modes " intriguing distractions " , while Turner praised the latter for " much depth and nuance " , unreached by other games . Kasavin said the Boost Mode gets boring quickly due to the lack of an objective ; though Kasavin declared that the Factory Mode " is quite possibly the most interesting part of the gameplay " , he criticized how it depends on playing " a mindless side @-@ scroller over and over . " The new backgrounds were commended by Dunham , Kasavin and Smith , with the latter saying that Sammy should have saved them for a better game .

The maintenance of aspects from previous titles , including its animation and soundtrack , was praised by Kasavin , Turner , and Gee . Its soundtrack was said to be " the best score in the franchise so far " by Dunham , and was rated among video game soundtracks which " never got the recognition they truly deserve " by Siliconera . LaMancha , however , criticized a lack of

improvement of its animation and music compared to its gameplay . The removal of other features from previous titles was criticized : Dunham and Kasavin complained about the lack of a story mode , while Joe Juba of Game Informer said the series had a " magic " until Isuka , criticizing the new additions and the absence of a traditional arcade mode . Isuka was well @-@ rated on balance , but considered inferior to the previous Guilty Gear X2 # Reload .

= = Other media = =

= = = Music = = =

Guilty Gear Isuka Original Soundtrack (?????? ??? ?????????????? , Giruti Gia Isuka Orijinaru Saundotorakku) , composed by Daisuke Ishiwatari , Tetsuya Ohuchi and Yoshihiro Kusano , arranged by Ohuchi and Kusano , was released on CD by Team Entertainment on April 21 , 2004 . An additional edition was released on iTunes on November 23 , 2005 ; it contains six more tracks , totalizing 26 tracks .

It was well received by critics ; Don Kotowski and Harry of Square Enix Music Online rated it 8 out of 10 . Kotowski said Ishiwatari is the mainstream in the soundtrack , while Ohuchi and Kusano " somewhat disappoint " , qualifying it as " a great album " in overall . Harry said the only thing bad about this album is its " too short " length . Writing for the same site , a reviewer dubbed GoldfishX rated it 7 out of 10 , citing " it lacks the depth of previous entries in the series . "

= = = Books = = =

Ichijinsha released two Guilty Gear Isuka manga adaptations under its DNA Media Comics line . The first one , titled Guilty Gear Isuka 4 Koma Kings (?????? ??? 4??KINGS , Giruti Gia Isuka Yon Koma Kingusu) , is a yonkoma series released on February 25 , 2004 . The other series is an anthology titled Guilty Gear Isuka Comic Anthology (?????? ??? ?????????????? , Giruti Gia Isuka Komikku Ansoroj?) , which was released on March 25 of the same year . Subsequently , on March 30 , Guilty Gear Isuka Outlive Encyclopedia (??? , Giruti Gia Isuka Autoraibu Ensaikuropedia) was released by Enterbrain . It is an encyclopedia compiled by Monthly Arcadia , a Enterbrain magazine , which was released along with a DVD with commentaries on the game features . Two guidebooks were released by SoftBank Creative ; Guilty Gear Isuka Technical Guide (?????? ??? ?????????? , Tekunikaru Gaido) and Guilty Gear Isuka Complete Guide (?????? ??? ?????????? , Konpur?to Gaido) were published on August 9 , and on September 6 , 2004 , respectively .