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Battle arena toshinden ps1 moves

See anime battle arena Toshinden (anime). Battle Arena ToshindenNorth American cover showing Eiji and Mondo engaging in battleDeveloper(s)TamssoftDigital Dialect (MS-DOS)Publisher(s)Takara (Japan, PS1/Game Boy) SCEA (North America, PS1) SCEE (Europe, PS1) Tamssoft (PSP, PS3, PSV) Sega (Sega Saturn) Nintendo (North America, Game Boy) Playmates Interactive Entertainment, Inc. (MS-DOS)Platform(s)PlayStation, Saturn, MS-DOS, Game Boy, PlayStation Potable, PlayStation 3, PlayStation VitaReleasePlayStationJP: January 1, 1995NA: September 9, 1995EU: September 29, 1995SaturnEU: 1996NA: March 27, 1996JP: November 24, 1995Game BoyNA: November 1996EU: 1996JP: March 22, 1996DOSNA: April 22, 1996PlayStation Portable/3/VitaJP: 2006-11-22Genre(s)FightingMode(s)Single-player, multiplayer Battle Arena Toshinden (バトルアリーナ闘神伝, Batoru Arina Tōshinden) is a weapons-based fighting game developed by Tamssoft and published by Takara and Sony Computer Entertainment in 1995-1996 for the PlayStation, Sega Saturn, Game Boy ja MS-DOS. It was one of the first battle games to boast polygonal characters in a 3D environment, and has a dodging move credited with taking the genre into true 3D. [1] The Game Boy version of Battle Arena Toshiden is a different game, despite the fact that it has the same name as console & PC counterparts. It's a 2D gun-based fighter & supports super game boy cartridge peripheral for Super Nintendo Entertainment System/Super Famicom to play the game on TV with color palelets & borders. The game was announced as a PlayStation exclusive,[2] with Sony initially promoting it as Saturn's killer (against Segan Virtua Fighter),[3], but was exported to Saturn with additional features less than a year later. Fighting games like Tekken, Battle Arena Toshinden's popularity declined, but still spawned a series of sequels starting with Battle Arena Toshinden 2. Battle Arena Toshinden was the first 3D gunfighter, and soul edge and other games in the genre succeeded in spirit. Gameplay Each character has its own unique basic movements, special attacks and despair attack that can only be used when the player has little energy (about 10% or less). The player can move around 3D arenas with L/R shoulder buttons that can be used to evade projectile attacks or get out of a dangerous place. Players move with the help of a directional cushion. Holding a backwards button allows the player to block basic attacks and reduce most of the damage caused by special moves by opponents. Players can also run by quickly tapping the forward direction button. As with other games in the genre, a player wins by draining the health of opposing players, being more health than their opponent if time runs out, or knocking their opponents out of a wallless arena. Unlike many fighting games, it was possible for a player character to fall accidentally arena with mis timed running or special transfer, which leads to unique tactics. Plot A young Japanese swordsman/adventurer named Eiji Shinjo, who has spent the past few years searching for his long-lost older brother Sho, enters the legendary Battle Arena Toshinden tournament, hosted by a mysterious organization known only as the Secret Society, as well as seven other travelling fighters, the fighters themselves are Eiji's best friend/rival Kayin Amoh, a Scottish bounty hunter seeking revenge on last year's previous tournament champion for the death of his foster father; Sofia, a Russian private investigator who has lost amnesia and is long searching for cadans for his past memories; Hull Iron, an American miner determined to save his kidnapped family from the Secret Society; Fo Fai, a Chinese magician/serial killer who arrives at the tournament to satisfy his personal bloodshirst; Mondo, a Japanese ninja who does an infiltration mission for a rival group of cabals; Duke B. Rambert, a French knight who wants to avenge Eiji's defeat of the past; and Ellis, a cheerful and kind-hearted orphan dancer looking for personal answers about his long-lost lost father. Eiji advances through the tournament and eventually faces the tournament sponsor, the mysterious Gaia, and while Eiji manages to keep his against Gaia for their last fight against each other, the match is unexpectedly stopped when it soon becomes clear that Gaia will hold the contest without the permission of the Secret Society with the intention of acquiring fighters to help him bring down the organization as part of his revenge against them. Gaia is forced to flee into hiding, leaving Eiji any closer to finding her long-lost older brother. Characters To be played at first: Eiji Shinjo - The main character in the series. A young Japanese swordsman/adventurer looking for his long-lost older brother Sho. Kayin Amoh - Scottish (later English) swordsman/bounty hunter who happens to be a friend and rival of Eiji. He's trying to avenge the death of his foster father, who was killed last year by the champion of the previous tournament. Sofia - Whip-waving blonde Russian woman who works as a private investigator. He searches for and restores his long-lost memories. Hull Iron - A strong but kind-hearted miner trying to save his wife Lila and son Christopher from the Secret Society. Fo Fai - An elderly Chinese magician who is secretly a cold-hearted serial killer. Fo Fai comes to the tournament to satisfy his bloodshed. Mondo - An insensitive Japanese ninja warrior who infiltrates the tournament at the behest of a rival group of the secret society. Duke B. Rambert - An arrogant French knight trying to find and defeat Eiji to avenge the loss of the past to him. Ellis - A cheerful and kind-hearted orphan dancer in a travelling theatre tinge who strives to find Or his long-lost missing father is still alive. Characters to open: Gaia - Tournament sponsor and game boss. His reasons for holding the tournament are shrouded in mystery. Later, he will be revealed as Ellis' father. Sho Shinjo - The game's secret final boss, who reached by clearing the air of the game, continues. Last year's tournament champion and Eiji's big brother, he is a ruthless swordsman who doesn't keep anything out of the battles he's taking part in. Her soundtrack is a variation on Toccata and Fugue in D minor, BWV 565 Cupido (Sega Saturn version) - A mysterious woman who speaks cryptic mytake and messages. His past is shrouded in mystery, and little is known about him. The real final boss of this version. Uranus (Game Boy version) Earthworm Jim (PC version) - A guest character who happens to be the protagonist of his self-titled series. His attacks are identical to Hull Iron's. Release The release of the original PlayStation version of Nextech/Sega has taken sega to Saturn as Toh Shin Den S in Japan and Battle Arena as Toshinden Remix in the US and Europe. A few new features were added, including a unique new character called Cupido and story mode that allows the player to learn a few details about the characters' story backgrounds and the reasons they had come to the tournament. [4] Work on Saturn's gate began while the PlayStation original was still in the works. [5] The DOS port for the PlayStation version developed by Digital Dialect added an exclusive complement to the new character, Earthworm Jim, with his unique arena music, but he only uses the movements of Rungo Iron. It also supports up to 640x480 resolution. Unlike the original PlayStation version, the PC port uses sounds and music from the Japanese version of PlayStation in all regions. Takara also transferred the game to Game Boy in 1996, named Nettou Toshinden in Japan. The game is mostly based on the original PlayStation version, but it includes a slightly changed story mode and early appearance of the Uranus character and a Battle Arena Toshinden 2 version of Gaia (without her armor). Reception ReceptionAggregate scoreAggregatorScoreGameRankings85% (PS)[6] (2 reviews)ReviewsPublicationScoreDragon[7] (PS)EGM32.5/40[8] (PS) 21/40[9] (SS)Famitsu3 0/40[10] (PS) 9/10[11] (PS) 10/10[12] (PS)Game Informer8.5/10[15] (PS)GamePro18/20[13] (PS) 17/120[PS] 14] (PS)GamesMaster88%[16] (PS)GameSpot6/10[17] (PC)IGN7/10[1] (PS)Next Generation[20] (PS)[21] (SS)Electric Playground10/10[10]10 10] 6] (PS)Maximum[18] (PS) [19] (SS)Sega Saturn Magazine80%[22] (SS)AwardPublicationAwardElectronic Gaming MonthlyBest Fighting Game of 1995[23] Battle Arena Toshinden also received criticism when it was released. Its average GameRankings score is 85% based on 2 reviews. Electric Playground gave the game a perfect score of 10/10 in 1995. [6] Famicom Tsūshin received version of game 30/40.[10][24] and first gave it 9/10[11] and later 10/10 in the Reader Cross review. [12] GamePro reviewed the Japanese version of the game in early 1995 (before playstation was released in the UNITED States). They pointed out that the game is very impressive and better than Virtua Fighter in some things, but also flawed in many respects. In particular, they praised texture-mapped polygonal graphics, original fighters, countless movements, unique style of play and dodging movement, commenting that the only problem with this slippery defensive move is that from some viewing angles, fighters block the front of the screen, making it impossible to see where the move will come from. [13] The review of the subsequent US release was also generally positive, they praised graphics, stage design, gameplay and dynamic camera, but criticized the game for simplicity and ease, pointing out that this game is based more on lightning than combat... They summed up the game as an enjoyable battle. [25] Next Generation also reviewed the game before playstation's US release. They commented that while gameplay is lacking in originality and good reaction speed, 3D aesthetics and graphics make it a much more powerful experience to play than a typical 2D fighter. However, they concluded that the game disappears with hair compared to its rival Virtua Fighter. [20] The four reviewers of Electronic Gaming Monthly gave the game a positive rating, praising mainly character design, graphics and specialy movements. [8] Maximal takes graphic and gameplay innovations into account, such as gouraud shading, rotational backgrounds, dramatic camera angles, and lateral orientation. However, they pointed out that the poor quality directional cushion of the original PlayStation controller just isn't built for taking diagonals and quarter circle rolls, making it annoyingly difficult to pull special moves. While they rated the game as good overall, they advised players instead to hold on to Tekken's PlayStation port, which they thought was much better in every way. [18] IGN gave the game a score of 7/10 in 1996, when it is considered slow and not as impressive as the more recent Tekken 2, although they praised Toshinden for important innovations in the fighting game genre, such as saving a fighter into a real 3D and one small movement that changed a fighter forever with a dodging move. [1] Dragon gave the game 3 out of 5 stars. Ken Kutaragi responded to Battle Arena Toshinden in an interview in early 1995, which PlayStation game he was most impressed with so far. [26] Battle Arena Toshinden was awarded electronic gaming monthly's best fighting game of 1995. [23] 2005-2005. They explained it was 3D, it was raunchy - Battle Arena Toshinden was exciting and new. Namco showed us what could really be done with 3D battles on PlayStation (Tekken, Soul Blade). (...) But is it really good? Oh, my God, no. [27] The Sega Saturn version was not received as well as the original version of playstation. Four reviewers of Electronic Gaming Monthly complained that the graphics were not improved from the PlayStation version and felt the game was overshadowed by the recent release of Battle Arena Toshinden 2. [9] While Rob Allsetter of Sega Saturn Magazine greatly praised the visual appearance of the game and judged the button configuration to be better than the PlayStation version, he criticized slow play and limited range of movements and concluded that Battle Arena Toshinden is still decent enough, but ... the speed and depth of its more illustrious followers is lacking. [22] An reviewer of Next Generation said visualizations of the Japanese release were not parallel to the visualizations of the PlayStation version, and advised Saturn's owners to wait for the U.S. release in the hope that Sega of America would address graphic flaws. [21] GamePro's Tommy Glide commented that Saturn's version doesn't have enough additional content and the graphics don't look as smooth as the PlayStation version, estimating it as a bad conversion overall. [28] Maximum's Rich Leadbetter stated that it is unable to recreate the graphic effects of the PlayStation original, which he felt were the only saving grace of an extremely boring game. He considered the additional character and lack of pal conversion boundaries to be the only advantage of the PlayStation version. [19] Sales in Japan, Battle Arena Toshinden sold 696,851 units to PlayStation. [29] In the USA, the PlayStation version sold 532,724 units, of which 205,312 were copied to PlayStation and a further 327,412 were sold separately. [30] Battle Arena Toshinden was part of the Greatest Hits range because it had sold more than 150,000 units in the United States. [31] The PlayStation version sold a total of 1,229,575 units in Japan and the United States. According to Next Generation, Saturn's release had disappointing sales in Japan, which they attributed to the game's strong connection to PlayStation (due to the use of the Ellis character in Japanese ads for PlayStation) and the poor use of its Saturn hardware compared to Virtua Fighter 2. [32] Battle Arena Toshinden Remix for the Saturn sold 84,231 units in Japan[29], which brought combined sales of PlayStation and Saturn to at least 1,313,806 units sold in Japan and the United States. The sequels in the late 1990s were followed by three sequels, Battle Arena Toshinden 2, Battle Arena Toshinden 3 and Toshinden 4, and spin-off game Battle Arena Nitoshinden. Anime adaptation of the same name was also published in 1996. [33] Eiji appeared as a secret guest character in Takara's 1997 Sega Saturn game D-Xhird. New The (闘真伝) game was unveiled on Weekly Famitsu in 2008. It was developed by DreamFactory[34] for Wille and has no connection to the story of previous games. It's called War Budokai, roughly translated into a war tournament. While previous toshinden batches mainly include gun-based combat, War Budokai offers a hand-to-hand battle alongside gun battles. A total of 8 characters were revealed in the official images. [35] [36] The game was released in Japan on 10 November 2005. References ^ a b c Battle Arena Toshinden takes the fighter to a real 3D, but is that enough?. IGN., May 21, 12:30 a.m. Archived from the original on 22 August 2012. 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