

AT LAST, THE FIRST SCREENSHOTS ARE UNVEILED!!



HARD BATTLES THAT BREATHE NEW LIFE INTO THE 2D FIGHTING GENRE!

In a world where many fighting styles are similar, "Guilty Gear" offers a completely new way to fight. This fighting game has a number of unprecedented fighting systems, such as moves that allow players to kill their opponents with a single blow, which is well-suited for armed combat. The pre-rendered 3D CG characters are rendered in 2D, which is also highly anticipated.

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- **Instant Kill:**
This is a remarkable new system that has never been seen before. This one-hit special move can be used under certain conditions, knocking out the opponent in a single blow.
- **Respect & Taunt:**
Certain commands allow the player to assume two types of poses: "respect" and "taunt." They have no effect on attack power or strength, but they are very effective in terms of emotional involvement in the game.

- **Gamble Attack:**
A move that makes the upper body invincible, which can be used by entering a command. Useful for avoiding projectiles. [1]
- **Desperation State:**
An exceptionally powerful technique that becomes available when the player's health falls below 1/3 or when the Chaos Gauge is maxed out.
- **Aerial Assault Mechanics:**
A system that allows a player to continuously attack an opponent who has been hit in mid-air. Also allows for evasive maneuvers.

GUILTY

Translator Note: [1]: These use the same data and hitbox as Instant Kills but do not trigger the Sakkai state

TEN CHARACTERS CLASH WITH EACH OTHER ON THE SCREEN!

SOL=BADGUY

A free-spirited man who used to make a name for himself as a bounty hunter. He joined the First Holy Order, which was formed to subjugate demonic humans, but since he was originally a loner, he could not get used to the strict rules of life and left the organization. During that time, he ran away with the "Fireseal," which had been carefully preserved

by the Order, and since then this treasured sword has become his favorite weapon. He heard about the tournament, which would grant the winner whatever they desired, and entered it with the ambition of becoming a lord of the country. Although each of his moves is a little crude, his overall balance of abilities, including his reach and power, is superb.

ダーティヒーロー

見参 THE DIRTY HERO ARRIVES!!

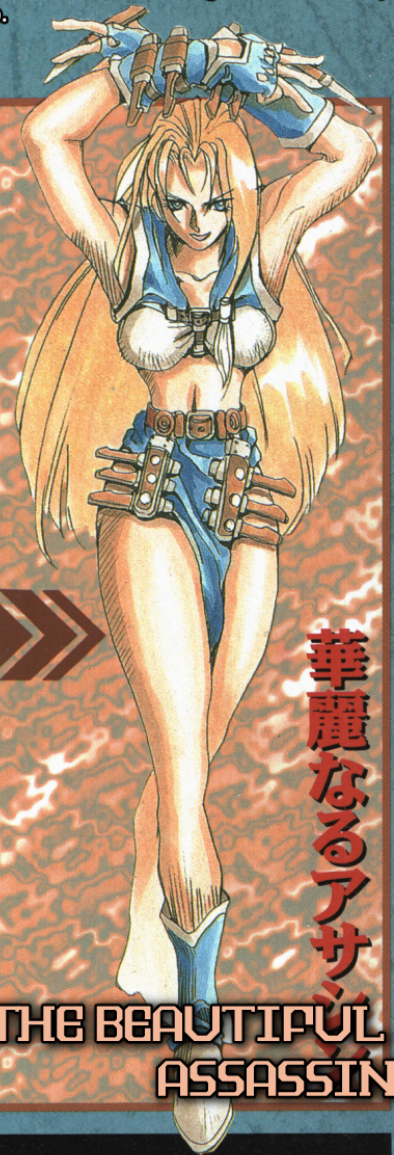


WHAT'S THE SCREEN CONFIGURATION?

It's the standard type. There are two gauges: the upper one is the Health Gauge and the lower one is the Chaos Gauge. The most important thing to note are the square frames beside the Chaos Gauges. These are where the characters' portraits will be placed. They will show the emotions of the characters in real time during battle, and their expressions will change depending on the situation. The screen structure will also be upgraded significantly.

MILLIA=RAGE

Her parents died when she was young and she was raised by an assassination organization. Determined to become respectable, she participates in a tournament to earn funds to escape from the organization. Although her reach and strength are inferior, she is easy to handle because she has no flaws in her moves, including a knife that can be used as a projectile.



華麗なるアサシン

THE BEAUTIFUL ASSASSIN

ギルティギア

GEAR

▶ GUILTY GEAR ▶

ZATO=ONE

He is currently incarcerated and participates in the tournament in order to get out of prison with the privilege given to the winner. Zato is an unusual character whose weapon of choice is his "shadow," and his tricky moves are his greatest strength.



影を操る暗

THE SHADOW-MANIPULATING ASSASSIN

MAY

In love with Johnny, the man who raised her, May wants to win the championship in order to free him from prison. She uses her unimaginable strength to perform powerful attacks.



A GIRL WHO LIVES FOR LOVE



TWIN KUSARIGAMA FIGHTER

鎖鎌二刀流



AXL=LOW

He has a history of time slipping from the past and fights to return to his own time period. A special character who cannot use one-hit-kill techniques, Axl will take some skill to master.

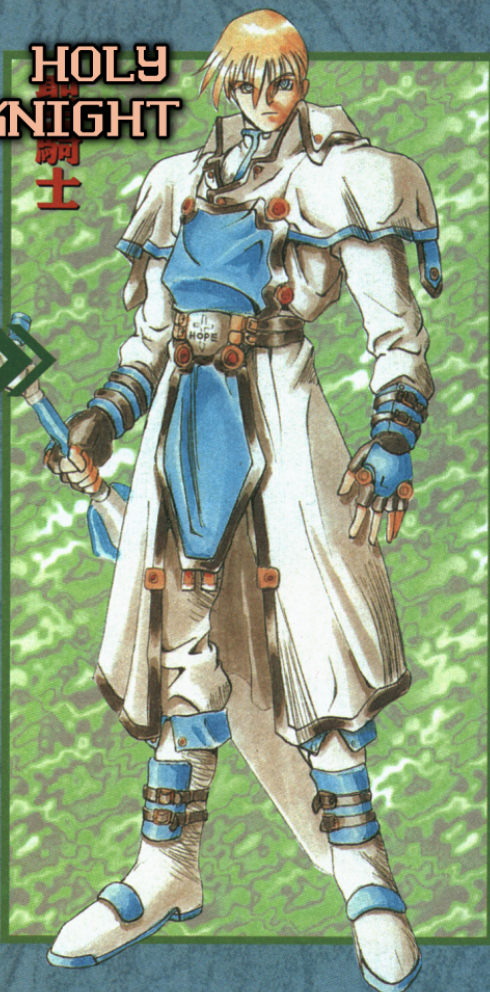
KY=KISKE

In addition to investigating the purpose of the tournament, which has many mysteries, Ky has decided to participate in order to confront his rival, Sol. His playstyle is similar to Sol's, and his excellent speed makes him dependable as well.



HOLY KNIGHT

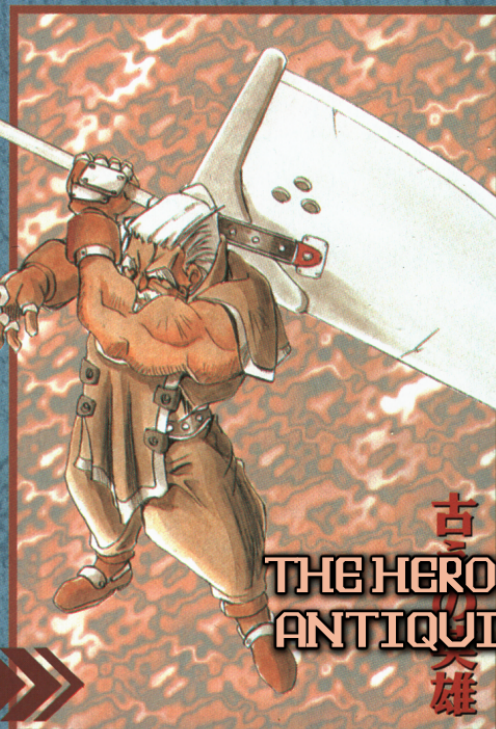
聖騎士



THE MAD GENIUS DOCTOR

Dr. BALDHEAD

Dr. Baldhead has a history of feeling overly responsible for medical mistakes and was driven insane by them. For some reason, he was ordered by the United Nations to participate in the tournament. He is not very fast, but he is good at using his reach to his advantage.



THE HERO OF ANTIQUITY

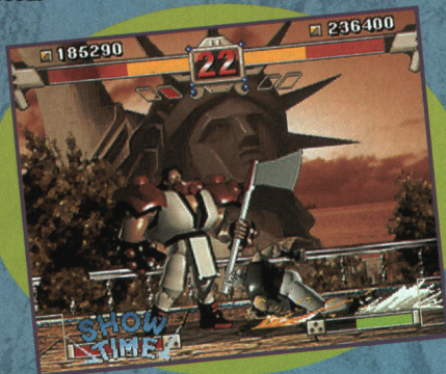
古の英雄

KLIFF=UNDERSN

Once known as "The Mightiest Warrior [2]," he is a brave fighter who enters the tournament to prove that he has not lost his edge. Although the power of his moves is top level, he is an advanced character that is difficult to master.

POTEMKIN

Where he is from, there are no more fighters who can compete with him on equal terms, and he has entered the tournament in search of an opponent who can. Potemkin is a forceful type of character who uses his power to compensate for his slow speed.



JUNKY NINJA

ジャン忍者

CHIPP=ZANUFF

Chipp overcame his drug addiction by training as a ninja, and he chose to participate in the tournament in order to destroy the organization that killed his master. He's light on his feet, and is good at speedy fights.

GUILTYGEAR

ギルティギア

Genre	Competitive Action	Price	Undecided
Maker	Arc System Works	Compatible	Undecided
Release	Autumn Schedule	Peripherals	2-Player Game Possible

UNSTOPPABLE FORCE OF NATURE [3]

Translator Notes:

[2]: Kliff's title is difficult to get into English. 一騎当千 (ikkitousen). Jisho.org's definition describes it as "being a match for a thousand; being a mighty warrior (combatant, player)."

[3]: The kanji in Potemkin's title are 金剛 and 無双, both roughly mean "unparalleled" or "unstoppable," but the first two make up the word "Kongou," which is the Hindu god Indra's weapon (Vajra, thunderbolt) and a Buddhist symbol of the indestructible truth.

Big red text on the left: At last, the first screenshots are unveiled.

Text in orange burst: Hard battles that breathe new life into the 2D fighting genre!

Text over the screenshot: In a world where many fighting styles are similar, "Guilty Gear" offers a completely new way to fight. This fighting game has a number of unprecedented fighting systems, such as moves that allow players to kill their opponents with a single blow, which is well-suited for armed combat. The pre-rendered 3D CG characters are rendered in 2D, which is also highly anticipated.

GG - SYSTEM:

Left column, top box: • **Instant Kill:** This is a remarkable new system that has never been seen before. This one-hit special move can be used under certain conditions, knocking out the opponent in a single blow.

Left column, bottom box: • **Respect and Taunt:** Certain commands allow the player to assume two types of poses: "respect" and "taunt." They have no effect on attack power or strength, but they are very effective in terms of emotional involvement in the game.

Right column, top: • **Gamble Attack**¹: A move that makes the upper body invincible, which can be used by entering a command. Useful for avoiding projectiles.

Right column, middle: • **Desperation State:** An exceptionally powerful technique that becomes available when the player's health falls below 1/3 or when the Chaos Gauge is maxed out.

Right column, bottom: • **Aerial Assault Mechanics:** A system that allows a player to continuously attack an opponent who has been hit in mid-air. Also allows for evasive maneuvers.

¹ These use the same data and hitbox as Instant Kills but do not trigger the Sakkai state.

Orange burst: Ten characters clash with each other on the screen!

SOL=BADGUY: A free-spirited man who used to make a name for himself as a bounty hunter. He joined the First Holy Order, which was formed to subjugate demonic humans, but since he was originally a loner, he could not get used to the strict rules of life and left the organization. During that time, he ran away with the "Fireseal," which had been carefully preserved by the Order, and since then this treasured sword has become his favorite weapon. He heard about the tournament, which would grant the winner whatever they desired, and entered it with the ambition of becoming a lord of the country. Although each of his moves is a little crude, his overall balance of abilities, including his reach and power, is superb.

Sol title text: The Dirty Hero Arrives!!

Blue box under Sol: What is the screen configuration? It's the standard type. There are two gauges: the upper one is the Health Gauge and the lower one is the Chaos Gauge. The most important thing to note are the square frames beside the Chaos Gauges. These are where the characters' portraits will be placed. They will show the emotions of the characters in real time during battle, and their expressions will change depending on the situation. The screen structure will also be upgraded significantly.

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Millia title text: The Beautiful Assassin

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ZATO=ONE: He is currently incarcerated and participates in the tournament in order to get out of prison with the privilege given to the winner. Zato is an unusual character whose weapon of choice is his "shadow," and his tricky moves are his greatest strength.

Zato title text: The Shadow-Manipulating Assassin

MAY: In love with Johnny, the man who raised her, May wants to win the championship in order to free him from prison. She uses her unimaginable strength to perform powerful attacks.

May title text: A Girl Who Lives For Love

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Axl title text: Twin Kusarigama Fighter

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Ky title text: Holy Knight

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Dr. Baldhead title text: The Mad Genius Doctor

KLIFF=UNDERSN: Once known as "The Mightiest Warrior²," he is a brave fighter who enters the tournament to prove that he has not lost his edge. Although the power of his moves is top level, he is an advanced character that is difficult to master.

Kliff title text: The Hero of Antiquity

POTEMKIN: Where he is from, there are no more fighters who can compete with him on equal terms, and he has entered the tournament in search of an opponent who can. Potemkin is a forceful type of character who uses his power to compensate for his slow speed.

Potemkin title text: Unstoppable Force of Nature³

CHIPP=ZANUFF: Chipp overcame his drug addiction by training as a ninja, and he chose to participate in the tournament in order to destroy the organization that killed his master. He's light on his feet, and is good at speedy fights.

Chipp title text: Junky Ninja

Light blue game information box:

Genre	Competitive Action	Price	Undecided
Maker	Arc System Works	Compatible Peripherals	Undecided 2-Player Game Possible
Release Date	Autumn Schedule		

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= CREDITS =

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English Translation · Editing · Scans / [Sol Radguy](#)

Special thanks to the Missing Link Discord server for help with the Gamble Attacks mechanic description and to the ML Dustloop page for everything else.

Archive.org page for scans of the full Dengeki PS issue:

archive.org/details/dengeki-play-station-f2-vol19

Feb.18, 2023

⁴ Japanese title: 電撃プレイステーション4月増刊号 vol.19 1996/04/10