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Guilty gear 1 manual

Guilty gear may guide. Guilty gear 1 may. Guilty gear for beginners.

In the year 2010, humanity achieved its goal of harnessing limitless natural energy, marking the dawn of the Age of Magic. However, this newfound power did not bring about an era of peace, as conflicts continued to arise among nations. A devastating war broke out, and a formidable foe emerged from the depths of Magic, known only as Justice. He aimed to wage war against humanity, leaving a trail of destruction in his wake. After a century-long struggle, Justice was finally defeated and imprisoned in an impenetrable dimensional prison. However, five years later, it was discovered that the walls of this prison were slowly eroding away, threatening to unleash the powerful enemy once more. In response, the world's leaders organized an international fighting tournament to find the strongest warriors capable of battling against Justice. The prize for this prestigious event was the chance to have any single wish granted, making it a coveted opportunity. The game features three main mechanics: Heavy Slash, Taunt, and Respect. Special Moves are executed using directional buttons combined with attack buttons. Taunts can be canceled, while Respect serves as a reverse taunt that cannot be interrupted. Key techniques include Throw, launcher attacks, and Chase Jumps. Defensive methods involve Dead Angle Attacks and Perfect Guarding. The Chaos Gauge below each character's health bar fills up upon successful attacks, enabling the use of Chaos Moves. These require a full gauge but can be used with less than 50% health in certain situations. Charging attacks for extra damage involves pressing specific move commands while holding down Taunt or. Each character has an Instant Kill move not listed in their command list. The game's storyline is set in the 22nd Century, where humanity developed a natural energy source and outlawed science and industry due to environmental concerns. However, this led to war fueled by magical theory, resulting in the creation of powerful biological weapons called Gears. A rebel named Justice declared war on mankind, but after one hundred years of fighting, she was sealed inside an impenetrable dimensional prison. Five years later, in 2180, the prison walls began to erode, prompting world leaders to organize a tournament to select members for a proposed Second Sacred Order. The rules allowed participants to shed blood during matches, and the winner could make any wish they desired. However, upon completion of the tournament, Testament revealed that the true intention was to find a sacrifice, implying a darker purpose behind the event. The final showdown between Justice is at hand. Sol Badguy emerges victorious after defeating her in combat. Elsewhere, Ky Kiske has a profound realization about the complexity of truth, while May reunites with Johnny as he breaks free from prison. Dr. Baldhead regains his sanity and Sergeant Gabriel frees Potemkin to join the revolution in Zepp. Chipp Zanuff comes to terms with his own flaws, Millia Rage struggles with her morality after defeating Zato-ONE, and Kliff Undersn faces Justice for a final time before meeting his demise. Meanwhile, Testament survives and escapes from Justice's control. (*) Note: Sol or Ky must be played without continues to unlock this content. (**) Note: Sol or Ky must be played without continues to unlock this additional content. Guilty Gear was created by Daisuke Ishiwatari while he was in vocational school. He wanted to create a game with "cool" characters, drawing inspiration from Street Fighter II and Fatal Fury. The project began when Ishiwatari joined Arc System Works and pitched the idea to president Minoru Kidoooka. Initially, there were only twelve people working on the game, but it eventually grew into a team of four core developers. The game was publicly announced in 1996, but development didn't start until later that year. The initial plan was to use rendered 3D visuals, but this was scrapped for hand-drawn artwork. Ishiwatari aimed to create something unique and challenging, introducing Instant Kills as a way to add tension to the gameplay. The game's re-release in North America by Atlus allowed players to choose the box art through voting, with it being released on November 10, 1998. In the PAL region, Studio 3 published the game and later re-released it under their "Play It!" label in 2002, as well as under Virgin Interactive's "White Label" budget imprint on April 12, 2001. The Japanese version was re-released as Guilty Gear Reprint Edition in September 1999. A digital release of this edition occurred on May 31, 2007, via the PlayStation Store's Japan-exclusive Game Archives for PlayStation 3, PlayStation Vita, and PlayStation Portable. The game's subtitle originates from The Missing Link album by Rage, released in 1993. Notably, Justice is referred to as male despite being female in-game and in the manual. Additionally, computer-controlled characters can utilize Taunts and Respects differently than in other series games. The enhanced CD features read file formats based on the device used. Accessing a bonus audio track by Takahiro Uematsu, "Meths," through placing the game disc in a computer or CD player is possible. Other tracks like "Suspicious Cook (Bonus Remix)" and "GunGun" can be played from Option Mode's BGM Select. Given the original European version supporting five languages, its instruction manual was found exceptionally thick by GG World. The U.S. president Bill Clinton referenced the game in a speech on video game violence and marketing at the White House Rose Garden on June 1, 1999, displaying an English flyer reading "Kill your friends guilt free." Version 1.6 of the game was copyrighted to Vaisoft in 1999. The given text only intended for www.gamefaqs.com, www.console-gamer.com, and www.allanime.com. The table of contents includes sections on Whats New!, Legal Items, Story, Controls, Credit, Instant Kill and Codes, Strategies, Rival List, Recognition, Character Profiles with Moves, and Secret Characters. **Update History** * v1.5 to v1.6: Added new Ascii logo, improved positioning. * v1.4 to v1.5: Included an Ascii logo created with SigZag and updated content. * v1.3 to v1.4: Added a new section for FAQs exclusively. * v1.2 to 1.3: Corrected grammar and spelling errors, added the Rival List from Britt King. * v1.1 to 1.2: Added part of the Rival List and corrected grammar errors. * v1.0 to 1.1: Updated Character Code section, added Basic Strategies, and fixed Baiken location. **Disclaimer** This FAQ is for informational purposes only and cannot be sold or distributed without permission. It may be shared freely as long as it remains unmodified and intact. **Story Background** In the 22nd century, humans developed a limitless energy supply through magic. However, this led to a war fueled by magical theory and biological weapons created from human and animal DNA. The powerful military state that produced these Gears (human-animal hybrids) monopolized other lands, but a Gear named Justice declared independence and started a rebellion against humanity. Humans formed an elite group of warriors to combat the Gear menace, leading to heavy casualties on both sides. The Holy Knights had finally defeated the Gears in a brutal war that lasted a hundred years. The Sacred Order was hailed as heroes for sealing Justice away, but five years later, the prison's walls began to erode. World leaders organized a tournament to create a new order of knights, with the winner getting any wish they desired. However, few noticed the suspicious rules, like welcoming criminals and allowing bloodshed during matches. * F: Move forward * B: Move backward * D: Crouch (Down) * U: Jump (Up) * -2x Continue game * FF: Fly mode * BB: Boost mode * P: Punch button * K: Kick button * WS: Weak slash button * HS: Heavy slash button * S: Choose between weak and heavy slash buttons * L1: Taunt button * R1: Charge button * Start button: Pause game * Select button: Open exit menu The "Team Neo Blood" message fades out. Initially, Testament, Justice, and Baiken are unlocked without completing the game, but this code actually puts the game in HARD mode instead of unlocking secret characters. This makes it incredibly difficult to play. I've tried it multiple times, as have my friends, but unfortunately, it doesn't work. It's been a running joke that this method is unreliable. For more information on how to unlock the characters the "hard" way, you'll need to scroll down to the bottom of the FAQ. **Character Profiles** Each section describes a character's physical appearance, personality traits, and fighting styles. 1. **Potemkin Height**: A tall, muscular fighter with a neutral expression. 2. **Axl Low**: A short, agile fighter with a calm demeanor. 3. **Zato-ONE**: A lean, athletic fighter with an air of mystery. 4. **Chipp Zanuff**: A lanky, relaxed fighter with a passion for sleep. 5. **Dr. Baldhead**: A towering, intelligent fighter with a flair for the dramatic. 6. **Millia Rage**: A petite, fiery fighter with a love for her honor. **Fighting Styles** Each character has unique moves and abilities: - Potemkin uses powerful stomp attacks, while Axl Low excels at billiards-inspired combos. - Zato-ONE masters the art of dealing rapid-fire strikes, while Chipp Zanuff specializes in swift blade movements. - Dr. Baldhead performs elaborate operations with his scalpel, while Millia Rage unleashes intense rage-based attacks. **Unique Abilities** Some characters possess special abilities that set them apart: * Potemkin has indestructible pencil cases as a favorite item. * Axl Low's girlfriend, Megumi, holds a significant place in his heart. * Chipp Zanuff dreams of sleeping through life, while Millia Rage seeks to protect her honor. This paraphrased version maintains the original text's structure and content but presents it in a more concise and readable format. D.F + R1 and D,DB,B + WS have Level 1-3 spikes in Living Lancer I and II, respectively. Condemned Top has F,D,DF + WS and Zenten has D,DB,B + K with no charge moves. Lust Shaker has three consecutive WS attacks. Baiken is unlocked by beating the game without losing or continuing as Sol or Ky. Section XI-Justice has no charge move, but uses Imperial Ray (F,B,DB,D,DF,F + WS) and Valkyrie Arc (D,DF,F + P). Michael Sword uses B,DB,D,DF,F + WS with a super attack. Section XII-Testament also has no charge move, using Exe Beast (B,DB,D,DF,F + HS), Phantom Soul (D,DF,F + P), Grave Digger (D,DF,F + WS), and Scythe Slash (D,DB,B + K) with a super. Section XIII-Baiken uses Tatami Gaeshi (F,D,DF + R1) and Youzansen (F,D,DF + WS) in the air. Kumaitachi has B,DB,D,DF,F + HS as its attack, while Multi Slash is used for the super. Basic strategies include leading the computer into a corner to gain an advantage. When fighting Sol, stay airborne and use slash attacks. Against Justice, jump attack followed by a combo can deal significant damage. Never stay too close or far away from him, as he will use his cheap super giga laser. The Rival List is partially complete, with some characters yet to be beaten in the game. Kiske Millia Rage vs Zato-ONE vs Dr. Baldhead vs Axl Low..... Millia Rage vs Potemkin vs Dr. Baldhead vs Chipp Zanuff I'm still working on completing the remaining characters, including Kiske Millia Rage and more. I appreciate Britt King's contribution to the Rival List, which was a challenge for me to figure out myself. Thanks, Britt! If you have any questions or would like to add some items, please feel free to contribute. I'll give credit to those who help.