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Edit Share North American cover shows Gaia and Sofia taking part in the fight Tamssoft, Kinesoft (PC port) ArcadeCapcomPlayStationJP TakaraNA PlaymatesWindows 95JP GamebankNA THQ Arcade, PlayStation, Windows '95 ArcadeJP November 24, 1995AF 1995EU 1995PlayStationJP December 29, 1995WW May 23, 1996Windows 95JP 1997 Single player, multiplayer Battle Arena Toshinden 2 (闘伝2) is a weapon based 3D fighting game developed by Tamssoft. It was released for the arcades by Capcom, followed by ports to the PlayStation and PC. It is the sequel to Battle Arena Toshinden, and was a departure in that it was developed for the arcades first, where as the original console was exclusive. An improved port/exclusive adaptation called Battle Arena Toshinden URA was released in 1996 for the Sega Saturn. Gameplay[edit | edit source] The core gameplay remains unchanged from the original Battle Arena Toshinden, but the game does include a simple combo system. The 3D movement was also modified to create a slightly better balance in battle; Distinctive from the first game, dodge roles will no longer make the character temporarily immune to the opponent's attack (in the first game, it was possible for a character to evade justice by even the most deadly attacks). As in the first game, a player coming out of the ring will result in a ring out, only this time, if both players fall out of the ring at the same time, the one who falls last will be declared the winner. Story[edit | edit source] After the discovery of his betrayal, Gaia is branded a traitor and marked for death by Uranus and Master, the respective leaders of the Secret Society, who hold another Battle Arena Toshinden tournament to lure him so that he can be quickly eliminated by them and their loyal powers. In a full state of personal despair, Gaia turns to the fighters of the previous tournament for help in having to overthrow his former allies, unaware that the whole situation is a deadly trap/scheme orchestrated by Uranus as she personally tries to eliminate anyone who stands in her ambitious way of overthrowing Master and taking the Secret Society for herself. As in the previous tournament, Eiji Shinjo advances to the final and manages to defeat both Uranus and Master in battle, and although he is still unable to locate his long-lost older brother Sho, a series of clues are left that may lead eiji to Sho from within the near future. With the death of both Uranus and Master, it seems that the Secret Society has been crushed once and for all. However, unbeknownst to the participants, the tournament has been secretly observed by the of the mysterious Vermilion, an agent for the secret society's longtime rival criminal group, the Organization, who are beginning to set their own plan for the fighters in motion. Characters[edit | Edit source] Return Return | edit source] New Characters[edit | edit source] Tracy - A notorious New York police officer who likes to fight criminals in a reckless manner. She's been assigned to look at the activities of the Secret Society. Chaos - An executive of the Secret Society who unexpectedly lost his memories and went completely crazy. He's ordered to take out the traitor of the organization Gaia. Unlockable Characters[edit | edit source] Uranus - A beautiful angel-like woman who happens to be the second-in-command of the Secret Society. She is trying to overthrow the current leader of the organization so that she can take total and absolute control of the Secret Society. She's the sub-boss of the game. Master - A mysterious but powerful female clairvoyant who leads the Secret Society and tries to destroy everything that stands in the way of the organization's world domination. She acts as the last boss of the game. Vermilion - An unknown gunfighter who infiltrates the tournament for a cloaked agenda. He is a secret boss in both Battle Arena Toshinden 2 and Toshinden URA. Release[edit | edit source] A special edition of Toshinden 2, called Battle Arena Toshinden 2 Plus, was later released only in Japan for the PlayStation on The Best range (equivalent to the Greatest Hits and Platinum ranges in North America and Europe). It features improved graphics, improved control and tweaked CPU AI. It also makes some balancing tweaks to the characters' attacks. An option has also been added to store results, option settings, and unlocked characters on a memory card. Toshinden 2 was ported to the PC. It is a Windows port of the PlayStation version with arcade graphics fidelity, the ability to play the game in higher resolutions and a number of additional options, such as the ability to re-map all controls (the PlayStation version only allows the reapent of the shoulder buttons). Unlike the original PlayStation port, it also stores unlocked characters, settings, and results. However, the introductory film was removed. Gallery[edit | source edit] Community content is available under CC-BY-SA unless otherwise stated. in: Battle Arena Toshinden 2, Characters, Characters from Unknown Country Edit Share The main section of this article may be too short to adequately summarize the key points. Consider expanding the lead to provide an accessible overview of all the important aspects of the article. (November 2014) Battle Arena Toshinden 2Developer(s)Tamssoft (arcade)Kinesoft (Windows 95)Publisher(s)Arcade Capcom[1] PlayStation JP: Playmates Interactive Entertainment PC JP: GamebankJP: Cyberfront CorporationNA: THQPlatform(s)Arcade, PlayStation, 95, Sega SaturnReleaseArcadeJP: November 24, 1995[2]NA: 1995EU: 1995PlayStationJP: December 29, 1995[3]WW: May 23, 1996 Windows 95April 3, 1998[4]SaturnSeptember 27, 1996[5]Genre(s)FightingMode(s)Single-player, multiplayerArcade multiplayerArcade ZN-1 Battle Arena Toshinden 2 is a weapon based 3D fighting game developed by Tamssoft. It was released for arcade in 1995 by Capcom,[1] followed by ports to the PlayStation and PC. It is the sequel to Battle Arena Toshinden, and was a departure in that it was developed for arcade first, while the original was console exclusive. [1] Battle Arena Toshinden URA (full title Ultimate Revenge Attack) is a Sega Saturn-specific sequel to Toshinden Remix (aka Toshinden S). Gameplay The gameplay remains unchanged from the original Battle Arena Toshinden, but the game does include a simple combo system. The 3D movement was also modified to create a slightly better balance in battle; Distinctive from the first game, dodge roles will no longer make the character temporarily immune to the opponent's attack (in the first game, it was possible for a character to evade justice by even the most deadly attacks). As in the first game, a player coming out of the ring will result in a ring out, only this time, if both players fall out of the ring at the same time, the one who falls last will be declared the winner. Plot After the discovery of his betrayal, Gaia is branded a traitor and marked for death by Uranus and Master, the other leaders of the Secret Society, who hold another Battle Arena Toshinden tournament to lure him so that he can be quickly eliminated by them and their loyal powers. In a full state of personal despair, Gaia turns to the fighters of the previous tournament for help in having to overthrow his former allies, unaware that the whole situation is a deadly trap/scheme orchestrated by Uranus as she personally tries to eliminate anyone who stands in her ambitious way of overthrowing Master and taking the Secret Society for herself. As in the previous tournament, Eiji Shinjo advances to the final and manages to defeat both Uranus and Master in battle, and although he is still unable to locate his long-lost older brother Sho, a series of clues are left that may lead eiji to Sho from within the near future. With the death of both Uranus and Master, it seems that the Secret Society has been crushed once and for all. However, unbeknownst to the participants, the tournament has been secretly observed through the eyes of the mysterious Vermilion, an agent for the secret society's longtime rival criminal group, the Organization, who are beginning to set their own plan for the fighters in motion. Toshinden URA Sometime after the events of the first Toshinden game, a police scientist named Ronron creates an Android fighter destined for law enforcement, name is the Replicant. To make the android as strong as possible, his fighting skills are his pattern from the world's greatest fighter, Sho Shinjo. However, the prototype is stolen just before it can be fully completed. Within time, someone starts famous fighters around the world in a surprising but shocking way. Without proof who is behind these murders, the Toshinden fighters become suspicious of each other. Meanwhile, a mysterious man, known only as Ripper, is looking for Sho Shinjo as his sister (presumably cupid) is gone without a trace and Ripper himself believes that Sho may have killed her from the past. However, every clue Ripper finds takes him to the scene of one of these mysterious murders, leading to him becoming the prime suspect in a shrouded conspiracy that appears to be around him and the rest of the Toshinden fighters. Characters Eiji Shinjo Kayin Amoh Sofia Rungo Iron Fo Fai Mondo Duke B. Rambert Ellis Gaia Sho Shinjo New characters Tracy Chaos Unlockable Characters Uranus Master Vermilion Release Although based on the original version of Battle Arena Toshinden 2, Battle Arena Toshinden URA has changed the gameplay, making it feel particularly different. It also has all the new arenas, a new story, another CG intro, new rendered cinemas, and four exclusive new characters (Ripper, Ronron, Replicant and Wolf) that replace four of the characters of the original version (Gaia, Chaos, Uranus and Master). [6] Although within the game URA is an abbreviation, the word Ura also has combat connotations in Japanese. [7] Toshinden 2 was ported to the PC. It is a Windows port of the PlayStation version with arcade graphics fidelity, the ability to play the game in higher resolutions and a number of additional options, such as the ability to re-map all controls (the PlayStation version only allows the reapent of the shoulder buttons). Unlike the original PlayStation port, it also stores unlocked characters, settings, and results. However, the introductory film was removed. Battle Arena Toshinden 2 Plus Battle Arena Toshinden 2 PlusDeveloper(s)TamssoftPublisher(s)PlayStationJP: TakaraPlayStation Potable/Vita/Vita TVJP: TamssoftPlatform(s)PlayStation, PlayStation Potable, PlayStation VitaReleasePlayStationJP: 1996-? PlayStation Potable/Vita/Vita TVJP: 2016-11-22Genre(s)FightingMode(s)Single-player, multiplayer It's a version of Toshinden 2 released only in Japan for the PlayStation on The Best series (equal to the Greatest Hits and Platinum series in North America and Europe). It features improved graphics, improved control and tweaked CPU AI. It also makes some balancing tweaks to the characters' attacks. An option has also been added to store results, option settings, and unlocked characters on a memory card. Reception ReceptionReview scoresPublicationScoreScoreCVG62% (PS1)[8]EGM8.125 / 10 (PS1)[9]4.675 / 10 (SAT)[10]Famitsu30 / 40[3]Game Informer8.5 / 10 (PS1)[12][13]GameFan246 / 10 (SAT)[14]IGN6 / 10[15]Next Generation (PS1)[18] (ARC)[19] (SAT)[20]Consoles + [fr]92%[16]Maximum (PS1)[17]Sega Saturn Magazine60% (SAT)[21]SuperGamePower [pt]4.8 / 5[22] In In for Battle Arena Toshinden 2, critics generally noted that the game is good, but shows little improvement over its predecessor and does not measure up to market competitors such as Virtua Fighter 2 and Tekken 2. The four reviewers of Electronic Gaming Monthly had a more positive response than most, praising the graphics and new character Vermilion, although they noted that the game was not as good as Virtua Fighter 2. [9] A reviewer for Next Generation also said that although Battle Arena Toshinden 2 addresses many of the complaints about the original game and has impressive light-sourcing effects, backgrounds, and overdrive super moves, it still doesn't measure up with Virtua Fighter 2: The depth of gameplay and complexity of the strategy isn't there, and the speed and smoothness of VF2 far outweighs Toshinden 2's light-and-moving backgrounds. ... The first 'wow' of the first Toshinden ... is gone and what remains is a fighting game that is not deep, fast or balanced enough to compete with the best. [18] The magazine's later review of the arcade version was even less enthusiastic. The reviewer argued that the Toshinden series is not well suited to the arcade environment, and criticized the fact that the arcade version is almost identical to the PlayStation version, because the standards are higher in arcades. [19] Max's Rich Leadbetter argued that the changes of the original play, particularly the new characters Chaos and Vermilion, made the game better, but also felt that they were inadequate, particularly in light of the graphic progress PlayStation plays had made since the original Toshinden was released. He concluded by advising PlayStation owners to wait for Tekken 2 instead. [17] Major Mike of GamePro described the game as much as more of the same. While he stated the graphics are better than the first game, he mocked the game's lack of intelligent fighting technique, especially that combos are very limited and the fights essentially boil down to trading in special attacks. [23] IGN stated that the animations of the game were not very smooth and made the camera backlash challenging. Last comments about the game stated that although the game was not necessarily bad, it was not exactly excellent. [15] Battle Arena Toshinden URA, however, met with overwhelmingly negative reviews. Critics noted that despite the game running in high resolution, the enhanced textures over the PlayStation game cause URA to suffer from a generally muddy and jerky appearance. [10] [14] [20] [21] [24] Several reviewers called the new Ronron character one of the worst fighting game characters ever created. [10] [20] [24] Many critics also began serious in the basic Games of Toshinden with this tranche to be found; Jeff Gerstmann stated in GameSpot that although URA has the most features of a Toshinden release so far, it is like playing the previous Toshinden games. That is, the control is slow, the combo system is weak and the special movements are boring. [14] Dan Hsu also wrote in Electronic Gaming Monthly, I look at these games as a novelty now because it's more flash than technique. The fighters don't have many moves available, and the ones they have are pretty boring. [10] A reviewer for Next Generation noted, Every time you beat the entire game on the most difficult difficulty by stomping on one button – with your eyes closed – there is something very wrong. [20] GamePro's Major Mike found it very similar to the previous Saturn entry into the series, Battle Arena Toshinden Remix, and concluded: Simply put, URA is just more of a bad thing. He gave it a 3.0 of 5 or lower in each category, including a 0.5 for fun factor. [24] Lee Nutter noted in Sega's Saturn magazine that the game had gotten an unusually high level of PAL optimization, but concluded that mediocre graphics and lack of depth in the gameplay made it a bad purchase, particularly with Megamix Fighters soon to be released in pal areas. [21] Commercial performance in Japan, Game Machine magazine listed Battle Arena Toshinden 2 on their February 1, 1996 issue as the tenth most successful arcade game of the year. [25] On playStation, the game sold 435,712 units in Japan. [26] In the United States, it sold 133,491 units.[27] for a total of 569,203 units sold in Japan and the United States. Battle Arena Toshinden URA for the Saturn sold 13,432 units during its first week in Japan. [26] This equates to a total of at least 582,635 units sold for home consoles in Japan and the United States. References ^ a b c Protos: Toshinden 2. Electronic Gaming Monthly. No 76. Sendai Publishing. November 1995. p. 218. ^ 闘神伝2(???) - ??? Com??? Famitsu.com. Picked up 2019-05-20. ^ a b 闘伝2 (PS) - ??????. Com. Famitsu.com. 2016-11-22. Retrieved 2019-05-20. ^ What's in stores this week. CNET Gamecenter. April 3, 1998. Archived from the original on August 17, 2000. Picked up on December 6, 2019. ^ 闘伝URA(???) Com??? Famitsu.com. Picked up 2019-05-20. ^ Battle Arena Toshinden URA: Battle Rages On.... Electronic Gaming Monthly. No 89. Ziff Davis. December 1996. 238–242. ^ In the Studio. Next generation. No 21. Imagine Media. 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