

# Virtua Fighter 4

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## GAME OVERVIEW

### < Virtua Fighter Series >

This is the representative series of SEGA-AM2, who released -“Virtua Fighter (VF)” in 1993, the first ever 3D fighting game in the world, and with a release of “VF2” in the following year, 1994, created a social phenomenon. We adopted an escape system in 1996’s “VF3” and 1997’s “VF3tb”, which made for more complicated attacking and defensive techniques. The VF series has introduced various new elements to each title, and keeps evolving its system and visuals, it is loved across the world by many fans. And now, breaking the four year’s silence “Virtua Fighter 4” is here !

### < Features of the Product >

#### \* **Quality that is on par to that of the Arcade Version**

Adding to the original staff of “Virtua Fighter 4”, the best members of SEGA-AM2, who have developed many masterpieces in the past, are putting their whole energy into development in order for everyone to feel satisfied—from those who had played “Virtua Fighter 4” in the arcade, and for those who will play this title on PS2 for the first time.

#### \* **Training Mode**

This is not a mere port. A training mode has been added as a new element unique for the PS2! Evolving the former training mode, it is possible to train yourself without getting tired. Even beginners can practice the basics of the system, and experts can improve themselves too.

#### \* **Original Mode**

We are developing not only a training mode, but an “A.I. mode” that can be enjoyable even for people who are not so good at action games—this is another original mode for PS2! Also we are considering adding many new modes.

#### \* **Grade and Items**

The Grade system, which utilises “VF4 CHARACTER ACCESS CARDS”, and “Collecting of a few hundred items”, which is hugely popular in the arcade version. Will be adapted to the home console utilising the memory card.

#### \* **Stage Concepts**

Appearance of the stage changes at real time according to the development of the battle. For example, if you throw an opponent against the scenery, walls will collapse, or their imprint will appear in the snow or sand. These dynamic effects which have proved very popular on the arcade will be reproduced on the PS2 version.

#### \* **Way of Controls**

Back to the basic notion of controls, “Buttons are for actions, and levers, for movement”, The three buttons for Punch, Kick and Guard, and an eight-direction lever for movement have been adapted for use on the Duelshock. We removed escape button of the last version, and reconstructed it into a control system that responds more directly to the players’ request.

*Please look forward to the latest title of the Virtua fighter series, “Virtua Fighter 4”, which SEGA-AM2 delivers with confidence, and continues to lead the arcade game scene.*

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**Developer:** SEGA/AM2 **Genre:** Beat Em Up **No. of Players:** 2 **Peripherals:** TBC  
**Release Date:** 2002