

Fanime 2010: BlazBlue Continuum Shift Panel & Interview

Written by DJTyrant

Wednesday, 30 June 2010 23:02 - Last Updated Wednesday, 30 June 2010 23:08

At Fanime 2010 we got a small glimpse into the future on BlazBlue and their expansion Continuum Shift. The panel featured Toshimichi Mori & Daisuke Ishiwatari from Arc System Works. There wasn't a ton of new information as it was a pre-E3 event, but here are some quick bullet points:

- 3 new characters (at least)
- Awesome netcode
- Plans for a third BlazBlue title as long as there is the support for it
- Balance patch coming around 6 months after US release
- \$40 for Xbox 360 and PS3 versions, stand-alone game.

Some interesting Q&A's from the open segment of the panel:

Q: Will there be any plans for a crossover of Guilty Gear and BlazBlue? A: (Daisuke got a little nervous and passed on the question) Toshimichi Mori said that they may give it more thought after more requests.

Q: Will we see Guilty Gear: Accent Core ported to PS3/XB360? A: If the fan voices are loud enough possibly, the idea has been passed around the office many times.

Possibly the funniest questions out of the audience were two polar questions, one asking why the game was so noob friendly and the other complaining about the game being too hard. To say the least the panel was fairly amused.

Look forward to a hands on report from Anime-Expo on BlazBlue: Continuum Shift.

Also, for your viewing pleasure we're releasing the long lost (not really) interview of Toshimichi Mori & Daisuke Ishiwatari from Anime-Expo 2009. Enjoy the video below!