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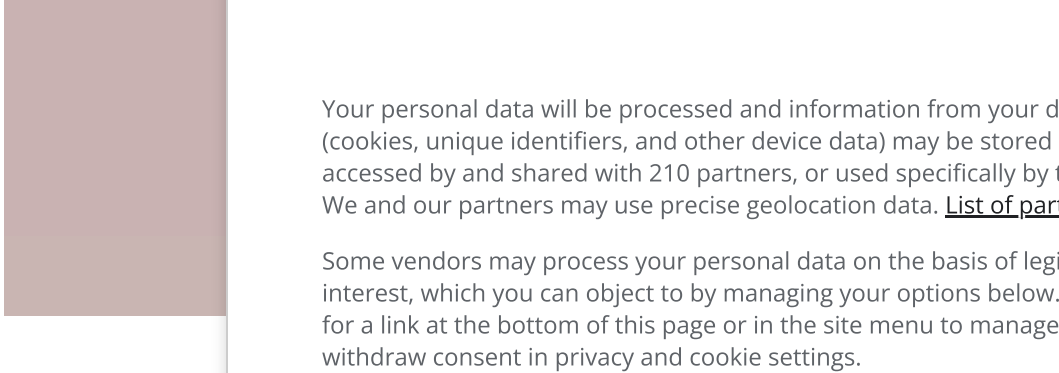
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Abalaburn

Posted by **Kurt Kalata** on September 27, 2026



Abalaburn

TAG:

Action: 3D, Fighting
Japanese Video Game
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- [Abalaburn](#)
- [Battle Arena Toshinden](#)
- [Battle Arena Toshinden 2](#)
- [Battle Arena Toshinden 3](#)
- [Battle Arena Toshinden 4](#)
- [Battle Arena Toshinden 5](#)
- [Battle Arena Toshinden 6](#)
- [Battle Arena Toshinden 7](#)
- [Battle Arena Toshinden 8](#)
- [Battle Arena Toshinden 9](#)
- [Battle Arena Toshinden 10](#)
- [Battle Arena Toshinden 11](#)
- [Battle Arena Toshinden 12](#)
- [Battle Arena Toshinden 13](#)
- [Battle Arena Toshinden 14](#)
- [Battle Arena Toshinden 15](#)
- [Battle Arena Toshinden 16](#)
- [Battle Arena Toshinden 17](#)
- [Battle Arena Toshinden 18](#)
- [Battle Arena Toshinden 19](#)
- [Battle Arena Toshinden 20](#)
- [Battle Arena Toshinden 21](#)
- [Battle Arena Toshinden 22](#)
- [Battle Arena Toshinden 23](#)
- [Battle Arena Toshinden 24](#)
- [Battle Arena Toshinden 25](#)
- [Battle Arena Toshinden 26](#)
- [Battle Arena Toshinden 27](#)
- [Battle Arena Toshinden 28](#)
- [Battle Arena Toshinden 29](#)
- [Battle Arena Toshinden 30](#)
- [Battle Arena Toshinden 31](#)
- [Battle Arena Toshinden 32](#)
- [Battle Arena Toshinden 33](#)
- [Battle Arena Toshinden 34](#)
- [Battle Arena Toshinden 35](#)
- [Battle Arena Toshinden 36](#)
- [Battle Arena Toshinden 37](#)
- [Battle Arena Toshinden 38](#)
- [Battle Arena Toshinden 39](#)
- [Battle Arena Toshinden 40](#)
- [Battle Arena Toshinden 41](#)
- [Battle Arena Toshinden 42](#)
- [Battle Arena Toshinden 43](#)
- [Battle Arena Toshinden 44](#)
- [Battle Arena Toshinden 45](#)
- [Battle Arena Toshinden 46](#)
- [Battle Arena Toshinden 47](#)
- [Battle Arena Toshinden 48](#)
- [Battle Arena Toshinden 49](#)
- [Battle Arena Toshinden 50](#)
- [Battle Arena Toshinden 51](#)
- [Battle Arena Toshinden 52](#)
- [Battle Arena Toshinden 53](#)
- [Battle Arena Toshinden 54](#)
- [Battle Arena Toshinden 55](#)
- [Battle Arena Toshinden 56](#)
- [Battle Arena Toshinden 57](#)
- [Battle Arena Toshinden 58](#)
- [Battle Arena Toshinden 59](#)
- [Battle Arena Toshinden 60](#)
- [Battle Arena Toshinden 61](#)
- [Battle Arena Toshinden 62](#)
- [Battle Arena Toshinden 63](#)
- [Battle Arena Toshinden 64](#)
- [Battle Arena Toshinden 65](#)
- [Battle Arena Toshinden 66](#)
- [Battle Arena Toshinden 67](#)
- [Battle Arena Toshinden 68](#)
- [Battle Arena Toshinden 69](#)
- [Battle Arena Toshinden 70](#)
- [Battle Arena Toshinden 71](#)
- [Battle Arena Toshinden 72](#)
- [Battle Arena Toshinden 73](#)
- [Battle Arena Toshinden 74](#)
- [Battle Arena Toshinden 75](#)
- [Battle Arena Toshinden 76](#)
- [Battle Arena Toshinden 77](#)
- [Battle Arena Toshinden 78](#)
- [Battle Arena Toshinden 79](#)
- [Battle Arena Toshinden 80](#)
- [Battle Arena Toshinden 81](#)
- [Battle Arena Toshinden 82](#)
- [Battle Arena Toshinden 83](#)
- [Battle Arena Toshinden 84](#)
- [Battle Arena Toshinden 85](#)
- [Battle Arena Toshinden 86](#)
- [Battle Arena Toshinden 87](#)
- [Battle Arena Toshinden 88](#)
- [Battle Arena Toshinden 89](#)
- [Battle Arena Toshinden 90](#)
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- [Battle Arena Toshinden 94](#)
- [Battle Arena Toshinden 95](#)
- [Battle Arena Toshinden 96](#)
- [Battle Arena Toshinden 97](#)
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Like the *Tobal* series, *AbalaBurn: A Battle Legend of Astterica* is a 3D fighter that also has an RPG-style story mode. It takes place in a fantasy universe where the fighters hunt for eight crystals to summon the goddess Lemuria, who will grant them any wish. The roster includes Blood, the spiky-haired adventurer; Ariel, a blue-haired princess; Kleude, a catboy with an enormous tail; Rose, a fortune-telling girl; Bian, a hulking fighter; Pooly, a kid in a Native America-inspired outfit; Nate, an amnesiac soldier; and Aquila, a military robot.

AbalaBurn was developed by TamSoft, the same folks behind the *Battle Arena Toshinden* series of 3D fighters. These were well-regarded in the early days of the PlayStation, when both the genre and the platform were pretty new, but they were always clunky and stiff. Alas, the fighting in this game hasn't really improved. There are four attack buttons, for combinations of high and low punches and kicks, plus buttons for jumping and blocking. In addition to regular special attacks, there's also a special meter that fills automatically, up to five stocks, that allows you to use super attacks.

The Arcade mode is typical fighting game arcade mode. In the Story mode, you can pick any of the eight characters, though the structure is pretty basic, as you explore the maps to hunt for doots and the keys that unlock them. You gain strength and experience levels as you fight enemies, but it's hard to feel the impact of getting stronger. An in-game map helps you navigate the levels, though you need to pause the game to access it. There are 12 levels total, though the last four are just boss fights.

The controls are ropey – you can turn when you're moving, but if you're standing still, you need to change direction with the triggers, otherwise you'll just shift left or right. Whenever you fight regular enemies, the camera zooms in close with an angled view. Since your movement range is limited, all you need to do is block and then counterattack. When you fight mid-bosses (large enemies like cyclopes and dragons) or regular bosses (the other fighters), the screen zooms out to a side-view like in the arcade mode. Some of these fighters are very strong and take tons of hits, and fighting them is just miserable. You can unlock the bosses for the Versus mode by collecting enough medals in the stages.

AbalaBurn has a great concept, and the fantasy setting is inspired, but neither the fighting mechanics nor the action stages are strong enough to make the whole thing work, and the boss fights drag it further down.

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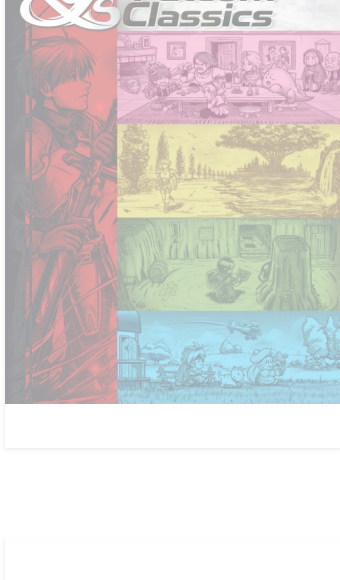
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- [Battle Arena Toshinden 8](#)
- [Battle Arena Toshinden 9](#)
- [Battle Arena Toshinden 10](#)
- [Battle Arena Toshinden 11](#)
- [Battle Arena Toshinden 12](#)
- [Battle Arena Toshinden 13](#)
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- [Battle Arena Toshinden 15](#)
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- [Battle Arena Toshinden 38](#)
- [Battle Arena Toshinden 39](#)
- [Battle Arena Toshinden 40](#)
- [Battle Arena Toshinden 41](#)
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- [Battle Arena Toshinden 45](#)
- [Battle Arena Toshinden 46](#)
- [Battle Arena Toshinden 47](#)
- [Battle Arena Toshinden 48](#)
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- [Battle Arena Toshinden 96](#)
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