

# Flame of Recca FAQ/Move List Version J

by Kailieann Raia

Updated to v1.0 on Sep 7, 2002

Flame of Recca  
烈火の炎  
the Game  
-Episode-  
"Welcome to the SODOM"

For Gameboy Advance

The original Flame of Recca FAQ, by Kailieann "I'm STILL too good for ASCII art" Raia. This document and everything contained within is the intellectual property of the author and anyone who was kind enough to contribute. Any attempt to rip off, copy, or otherwise plagiarize my work may result in legal action, and I DO happen to know some highly overpaid lawyers. And should all else fail, there's always my favorite: Vigilante justice of the castration via rusty chainsaw variety.

Version 1.0j  
My, how far we've come.

This FAQ can be found at:

[www.gamefaqs.com](http://www.gamefaqs.com)

Other places who used it without asking

The most recent version can always be found at my website.

But I don't have one, so when I get one, it'll be there!

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|1. Introduction|  
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|The Hokage Ninja Clan's strongest and most dangerous Madougu, "Tendou Jigoku" fell into|  
|the hands of Mori Kouran. In order to create the perfect body, he abducted the Hime |
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|with the power of healing, Sakoshita Yanagi, so that he could absorb her. |  
|  
|In order to save Yanagi and break Mori Kouran's ambitions, Recca and his friends wanted |  
|to go immediately to the fortress city "SODOM"... |  
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For anyone who doesn't know, or needs to be reminded, Flame of Recca (or, Recca no Honoo) is a manga, which was made into an anime, which was made into a game.

I haven't had a chance to read the manga, but there are at least 31 volumes that I've seen.

The anime consists of 42 episodes, all of which I've seen, though not for a good while, so my information is a little sketchy.

The basic story is as such. 400 years ago, the most powerful of the ninja clans, the Hokage, were on the verge of destruction. Kagerou, the wife of the Hokage's leader, used the forbidden technique of the Hokage, the time void, to send her son, Recca, into the present.

Now in the present, Recca is an ordinary Japanese high school student with an affinity for ninja stuff, when one day he was injured in an accident, trying to protect another student - Sakoshita Yanagi. Luckily for Recca, it turns out that Yanagi has the power to heal people, and she healed his wounds. Being a ninja, Recca claimed Yanagi as his Hime and vowed to protect her life at all costs.

Through various encounters with the mysterious Kage Houshi, also known as Kagerou, Recca discovered that he had the power to call forth a flame from his arm. A power which was quite useful when Yanagi was kidnapped by the Madougu-wielding Mokuren and Koganei. Recca, along with his schoolmates Fuuko and Domon, as well as Mikagami went to rescue Yanagi, and discovered that the person holding her captive was Kurei, another flame master. Recca's half brother, in fact.

During the battle with Kurei, Recca unleashed the true form of his flame: Eight Karyuu. The Karyuu reluctantly agreed to help Recca protect Yanagi, and stop Kurei.

This became very important when they entered a tournament, the Ura Buto Satsujin, in which the prize wound up being Yanagi herself.

Throughout the course of the tournament, it was discovered that Kurei was just being used, and the one behind Yanagi's abduction was Mori Kouran. Recca and his friends, along with Kurei's former general Koganei, won the tournament, but that was only the beginning of their adventures.

... sadly, it was the end of the anime, though.

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|2. Version History|  
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09/05/02 1.0j - First Shift-JIS version, for those with Japanese encoding support  
09/05/02 1.0 - New layout  
- Rewrote introduction  
- Expanded story mode guide  
- Added Game & FAQ terms to terminology section  
- Retranslated character profiles Recca-Kadotsu  
- Fixed every error I could find

- 04/19/02 0.95 beta - Fixed unlocking method for Hiruko and Kadotsu
  - Fixed unlocking method for Domon's 2nd Hissatsuwaza
  
- 02/14/02 0.9 beta - Added battle strategies for the bosses
  - Added the last of the profile translations
  
- 02/13/02 0.8 beta - Fixed a typo. ...oart?
  - Fixed Koganei's 2nd and 3rd Hissatsuwaza names. Again
  - Fixed Fuuko's 2nd Hissatsuwaza name. Again
  - Fixed Kashamaru's profile
  - Added profile translations for Raiha, Kokuu, Kuukai, and Joker
  
- 02/12/02 0.7 beta - Added (short) story mode guide
  - No, REALLY!
  - Added profile translations for Kashamaru, Mokuren, Sigma, Saichou, Yanagi, Kagerou, and Aoi
  
- 02/11/02 0.6 beta - Fixed Hiruko's Madougu name
  - Fixed a few typos
  - Touched up some unlocking info
  - Added (short) story mode guide
  - Added profile translations for Hiruko, Kadotsu, and Mori Kouran
  
- 02/10/02 0.5 beta - Fixed the close range basic controls (So I can't tell A from B, sue me)
  - FINALLY figured out the Left/Right Hissatsuwaza triggers
  - Added Shinryo Shintou as Fuuko's other Madougu
  - Added profile translations for Mikagami, Koganei, Kurei, and Renge
  
- 02/09/02 0.4 beta - Fixed a few mistakes
  - Added Domon and Fuuko's profile translations
  - Added name translations for all characters
    - ... Except Joker and Kirito, they mean Joker and... Kirito
  - Added a "basic control" I forgot
  
- 02/06/02 0.3 beta - Fixed Fuuko's 2nd Hissatsuwaza name
  - Added Recca's profile translation
  - Added prologue translation
  - Added the fighter's other Madougu names
  
- 02/05/02 0.2 beta - Corrected a bunch of mistakes
  - Added more unlocking info
  
- 02/02/02 0.1 beta - The original version

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|3. Terminology|  

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Some important terms to know in order to get through this FAQ. Some are Japanese, others are just game language. Either way, you should check and make sure you've got everything down. Some are pretty basic, but I thought I'd mention them anyways.

-----Japanese Terms-----

暗殺集团	Ansatsu Shuudan	= Assassination Group
超必殺技	Chou-Hissatsuwaza	= Super Secret Kill Technique
必殺技	Hissatsuwaza	= Secret Kill Technique
姫	Hime	= Princess
炎	Honoo	= Flame

核	Kaku	= Literally means "Nucleus". The Fuujin's main sphere, in this case
火竜	Karyuu	= Fire Dragon(s)
魔導具	Madougu	= Elemental Weapon
四死天	Shishiten	= Four Death Gods (lit. Four Death Heaven)
裏麗	Ura Uruha	= One of Mori Kouran's armies
麗	Uruha	= See above

-----Game Terms-----

Battlefield	= The backgrounds in a battle
HP Gauge	= Appears at the top of the screen during battle, tells how much damage you can take
Perfect	= To win a battle without losing any HP
Power Gauge	= Appears below the HP Gauge during battle, tells how many Hissatsuwaza you can use.
Time Up	= To end a battle by running out of time
Unlock	= To make something available when it previously wasn't.

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|4. Characters|  

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=====The Characters=====

Hanabishi Recca 花菱烈火

-----  
(lit. Flower Diamond - Raging Fire)

Surname: Hanabishi, Name: Recca.

A high school student in the care of his foster father, a fireworks maker.

400 years ago, during the time of Ouka, leader of the Hokage ninja clan and his legal wife Kagerou, an heir to the Hokage clan was born with the powers of a Flame Master.

To protect her son from the Hokage's enemies, Kagerou used the forbidden technique of the Hokage clan to send him through a time void into the present.

With the blood of the Hokage leader, the Flame Master holds in his arm eight Karyuu.

One day, he met a high school student of the same year named Sakoshita Yanagi, and she became his Hime. As a ninja, he vowed to protect her with his life.

Ishijima Domon 石島土門

-----  
(lit. Stone Island - Earth Gate)

A fellow fighter who goes to the same school as Recca.

A "give it all you got" Power Fighter. A master at struggling through any bad situation, usually through luck. He relies heavily on instinct, but that may be his strength.

Although he often appears to hold back the rest of team Hokage, he has shown much growth through their many battles.

Kirisawa Fuuko 霧沢風子

-----  
(lit. Mist Swamp - Wind Child)

A female student who's gone to the same school as Recca since they were children. She

loves Hand-to-Hand and is always fighting with Recca and Domon.

She received her Madougu - Fuujin - from Kagerou, and in a later battle, showing her skillful side, she combined it with the Oni no Tsume. She hates to lose, and has a rough side, but she also has a gentle side.

Her strongest attack is the Kaze no Tsume.

Mikagami Tokiya 水鏡凍季也

-----

(lit. Water Mirror - Frozen Plum Other)

A student from the same high school as Recca and the others. When he was younger, his sister was murdered, and with an unusual cool-headedness, he devoted his life to avenging her.

With a memento from his sister, the Madougu Ensui, he continued to fight for revenge, and while fighting alongside Recca and the others, he came to realize that his life had been empty until then, and little by little began to change.

Koganei Kaoru 小金井薫

-----

(lit. Small Gold Well - Fragrant)

An original member of the Kurei-lead Ansatsu Shuudan 'Uruha'.

When he discovered Kurei's true intentions, he betrayed him and teamed up with Recca and the others.

He uses the five-faced Madougu Kougon Anki. In a dream sent to him by another ally, he was able to perfect the sixth form, and became even better at using it.

Kurei 紅麗 (Cray)

-----

(Lovely Crimson or Crimson Companion)

400 years ago, during the time of Ouka, leader of the Hokage ninja clan and his concubine Reina, an heir to the Hokage clan was born with the powers of a Flame Master. Recca's Ibo-Kyoudai (Half-sibling with a different mother).

Using the forbidden technique of the Hokage clan, the time void, Kagerou sent her son Recca into the present.

The child of the concubine felt that he was the rightful heir to Hokage, but it was decided by their father that Recca would be the one to lead them. The other members of the Hokage clan ostracized Kurei, calling him a devil child, and he has cursed Recca's name ever since.

For the sake of Tsukino, the woman who raised Kurei in the present, who was captured by Mori Kouran, Kurei served as the leader of his "Imperial Army" 'Uruha'.

The only person Kurei ever loved, Kurenai, was murdered by Mori Kouran. Kurei took Kurenai's form to be forever with him as the embodiment of his flame. The power of that flame was so great, it overwhelmed Recca.

Renge 煉華

-----

(lit. Refine (minerals) Splendor)

A clone created by Mori Kouran using the genetic code of Kurei and Kurenai. She

possesses the same Honoo as Recca and Kurei.

Mori Kouran's faithful servant.

Hiruko 蛭湖

-----

(lit. Leech Lake)

Ura Uruha / Shishiten member, alias Fujimi (Invincible) Hiruko.

United with the living Madougu Ketsudane, he uses his mind to manipulate Machi (lit. Demon Blood) in battle.

Undertaking hellish combat training, and his performance in battle, earned him his place in Ura Uruha and Shishiten.

Kadotsu 門都

-----

(lit. Gate Metropolis)

An original member of the Kurei-lead Ansatsu Shuudan and Ura Uruha, as well as Uruha's internal Ansatsu Shuudan.

After Kurei was banished, Mori Kouran's army was aimed at Recca's group.

A superhuman whose body contains unbelievably massive power.

When combined, his Madougu, Mumyou and Mongamae, can create various attacks.

Mori Kouran 森光蘭

-----

(lit. Forest - Light Orchid)

The Hokage Ninja Clan's Kokuu and Kaima created many Madougu, for both saving, and taking life.

Kaima's final creation, Hokage Ninja Clan's strongest Madougu, "Tendou Jigoku", was sealed away by Kaima.

The dangerous Tendou Jigoku was sealed for a long time, but to satisfy his desires, after it fell into his hands, Mori Kouran united with it, and became extremely powerful.

In order to create the perfect body using the Tendou Jigoku, Mori Kouran kidnapped the girl with the mysterious healing powers, Sakoshita Yanagi, and took her to SODOM to make preparations.

Kashamaru 火車丸

-----

(lit. Fire Car Pill)

A member of the Kurei-lead Ansatsu Shuudan and Ura Uruha.

Using the ninja art Kagami-Jigoku (Mirror Hell) he can mimic his opponent in battle. Using his Madougu, Nisebi (False Flame), he was able to copy Recca's Karyuu, but he can't use a skill that he hasn't seen his opponent use.

\*\*\*\*\*Translator's note: Despite what the profile says, when fighting him, Kashamaru CAN use any Hissatsuwaza that your character hasn't learned.

Mokuren 木蓮

-----

(lit. Tree Lotus)

A member of the Kurei-lead Ansatsu Shuudan. Alias, Virtueless Kodama Mokuren.

Inside his body, he keeps the wood elemental Madougu Kodama, with which he can use plants as a weapon.

Selfish and brutal. When fighting Recca he shows a strange tenacity.

Sigma 死愚魔 (Siguma)

-----

(lit. Death Foolish Demon)

Kirito's Madougu. An enigmatic creature. \*\* (There's more to this sentence, but it doesn't make much sense. Not any way -I- can translate it, anyways)

From its massive body it can release countless "demon bullets". With this power, it lives comfortably being able to destroy in SODOM.

Saichou 最澄

-----

(lit. Extreme Clarity)

Using his Madougu, Shikigami (paper), he can seemingly breathe life into paper during battle. A member of the hand-to-hand group Kuu. Due to a chronic illness, he cannot fight for long periods of time.

Though feminine in appearance, he is male.

Sakoshita Yanagi 佐古下柳

-----

(lit. Assistant Old Inferior - Willow)

A female student who goes to the same high school as Recca. One day she met Recca, and she became his Hime and he vowed to protect her.

She possesses the power of healing. In order to create the perfect body, Mori Kouran aims to unite with Yanagi for that power, so he imprisoned her within SODOM.

Kagerou 陽炎

-----

(Sunshine Flame)

The legal wife of the Hokage ninja clan's leader. Recca's mother.

400 years ago when the Hokage ninja clan was on the verge of being destroyed, she used the forbidden technique of the Hokage - the time void - to send Recca to the present. As a result, she now bears the blessing or curse of eternal life.

After 400 years had passed, in the present, she met Recca once again, with insight on how to test Recca for his fight with Kurei, who had come through the same time void.

Aoi 葵

--- --

(lit. Hollycock)

An original member of the Kurei-lead Ansatsu Shuudan and Ura Uruha.

A clone that Mori Kouran created from the genetic code of Kurei and Kurenai, who lacks Kurei's flame. Labelled as a failure. \*\* (There's more to this sentence, but it

doesn't make much sense. Not any way -I- can translate it, anyways)

After Kurei was banished, Mori Kouran's army was aimed at Recca's group.

Uses mind control on the kidnapped Sakoshita Yanagi via the Madougu Shinryo Shikou.

Raiha 雷霸

-----

(Thunder Champion)

A member of the Kurei-lead Ansatsu Shuudan and Ura Uruha. Kurei's personal ninja.

Raiha's Madougu is Raijin. To protect Kurei, Raiha decided to use the Fuujin, but to surpress its full power, he used the Fuujin's Kaku. Eventually, he handed the Kaku over to Fuuko. \*\* (This was a very confusing set of sentances, and they probably came out very wrong, but it's the best I could manage)

400 years ago, when the Hokage ninja clan was on the verge of being destroyed, the decendant of the clan, Kurei, escaped into the present, where Raiha swore loyalty to him.

Kokuu 虚空

-----

(Sky Void)

One of the Karyuu that lurks inside Recca. Originally a ninja of the Hokage clan, for the sake of the Flame Master, he lent his power. \*\* (There's a big chunk of sentance missing from there, but I couldn't make sense out of it)

Unlike the the other sealed Karyuu, he felt Recca had "super" and "wonderful" power, and came into the real world as the mysterious old man who gave Recca and his friends various advice.

Kuukai 空海

-----

(lit. Sky Sea)

Leader of the hand-to-hand group Kuu. His Madougu is Oni. \*\* (Oni is not mentioned by name, but it is mentioned nonetheless)

The face of a Buddha, until attacked three times. Also known as Hotoke (Buddha) Kuukai, he endures with tranquility after attacked twice. The third time, his personality does an about-face.

After competing with the Hokage team, a relationship of trust was born, and on many occasions Kuukai has lent a hand to Recca and his friends.

Joker ジョーカー

-----

A member of the Kurei-lead Ansatsu Shuudan and Ura Uruha. His Madougu, Teishaku Kaiten, has the power to control gravity.

Despite being a member of Ura Uruha, he loves freedom, and has an unrestrained style.

In time his behavior toward Recca and his friends changed. He speaks Kansai-ben (Japanese Kansai dialect)

Kirito キリト

-----



Ura Uruha - Shishiten member.

Her Madougu, Rinne, allows her to change her physical appearance at will. She dreads Mori Kouran, and rather than be his enemy, she became his servant. \*\* (There's a big chunk of sentence missing from there, but I couldn't make sense out of it)

Another Madougu, Nehan, allows her to control Sigma.

Mikoto 命

----- --

(Life)

A member of the Kurei-lead Ansatsu Shuudan and Ura Uruha.

In battle, she uses her Madougu, Dokumashin, and the person-shaped Madougu Mikoto, in a brutal, inhuman, and ultimately cowardly battle style.

Tsukishiro 月白

----- ----

(White Moon)

A member of the Kurei-lead Ansatsu Shuudan and Ura Uruha.

A narcissistic bishounen who uses the Madougu Kaigetsu and Oboro.

He fights with skill and knowledge, but can't stand having his beautiful body wounded.

Gashakura 餓紗喰

----- ----

(lit. Hungry Gauze Drink)

A member of the Kurei-lead Ansatsu Shuudan and Ura Uruha.

The younger brother of Ura Uruha member Magensha, he uses the Madougu Magagumo.

After being defeated by Fuuko, a relationship of trust and respect was born between him and Recca's friends, and he has fought with them on various occasions.

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|5. Gameplay|  
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|5. Gameplay|  
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|5.a Basic Controls|  
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Standard Controls  
-----  
Left/Right      Move/Turn  
Up                Jump  
Up, Up            Double Jump  
Down              Charge Hissatsuwaza power gauge  
Down, Down        Jump down (to a lower level on the battlefield)

Start	Pause
Select	Not used
L	Not used
R	Block, Hissatsuwaza
A	Long range attack
B	Short range attack

#### Close Range

-----

B, B, B	Combo 1
B, B, A	Combo 2
B, A, B	Combo 3
B, A, A	Combo 4
B, ?, ?, A	Combo? I've seen the computer try this more than once. It's basically just a combo followed by a long range attack, but the long range attack always misses.
Towards + A	Throw

#### Notes

-----

When your opponent is on a higher level in the battlefield than you, the long range attack will adjust itself automatically to try and hit him/her.

When charging your power gauge, after a while the "glowing energy things" around your character will change color. If you use your long range attack when this happens it will be more powerful than normal.

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|5.b Hissatsuwasas|  
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One thing that most people have trouble with in this game is unlocking the Hissatsuwaza. It was this confusion that first prompted me to write this FAQ.

All Hissatsuwaza are executed the same way. Hold R and a direction, and hit B. All Chou-Hissatsuwaza are executed by holding R, Up, and hitting A.

For simplicity, Hissatsuwaza shall be referred to as HW, and Chou-Hissatsuwaza as CHW

Note: Using HW will not work if you haven't charged your power gauge enough.

For the HWs that require the Left or Right buttons, those directions are reversed if your character is facing Left.

In order to unlock your CHW, you must first unlock all your HWs

And the most important note on learning HW.

Often you will have to use a HW in the battle in order to gain a new one. This does not necessarily mean the HW has to HIT your opponent.

The qualifications for learning a Hissatsuwaza listed here are just the basic ones. For example, for getting Fuuko's Shinryo Shintou or Tatsumaku, using an HW is the basic requirement, so if you use an HW in the battle, you should get it. If, however, you use an HW, and get beaten down to a red HP gauge, and win via Time Up, Kokuu may decide you need to try harder.

And finally, just for clarification, the HP gauge is the one that tells you how many times you can get hit, the power gauge is the one that tells you how many HW you can use.

This is an important distinction because all of Koganei's HW require a full power gauge to be unlocked.

Hanabishi Recca  
-----

Madougu: 伝説な火竜 Densetsu na Karyuu (Legendary Fire Dragons)

Nadare, Saiha, Homura, Setsuna, Madoka, Rui, Kokuu, Resshin

HW 1: 焰群 Homura

Rushes forward and hits opponent with a Karyuu

(R + Right + B) Gauge: 25%

To unlock Homura, you must beat Domon with a nearly full (blue) HP gauge

HW 2: 壘 Rui

Teleports above opponent and attacks with a spinning sword-like attack

(R + Down + B) Gauge: 33%

To unlock Rui, you must use a HW at least once when fighting Fuuko

HW 3: 刹那 Setsuna

Summons a Karyuu to attack anything that looks into its eye

(R + Left + B) Gauge: 50%

To unlock Setsuna, you must use lots of HW when fighting Koganei

HW 4: 虚空 Kokuu

Summons a Karyuu to fire a beam straight forwards

(R + Up + B) Gauge: 75%

To unlock Kokuu, you must NOT use any HW when fighting Mikagami

CHW: 裂神 Resshin

The King of the Karyuu flies upwards in front of you, hitting anything in its path

(R + Up + A) Gauge: 100%

To unlock Resshin, you must use each HW at least once when fighting Renge, and Kokuu must be the LAST HW you use.

Ishijima Domon  
-----

Madougu: 嘴王 Kuchibashi Ou / 蔵王 Kura Ou (lit. Beak King / Hide King)

Kuchibashi Ou is the thing on his hand, Kura Ou is a small orb that can shrink and hold the Kuchibashi Ou so he doesn't have to carry it around everywhere.

Other Madougu: 土星の輪 Dosei no Wa (Saturn's Ring), 鉄丸 Tetsugan (Iron Pill)

HW 1: 突進 Totsushin

A standard dashing elbow attack

(R + Right + B) Gauge: 25%

To unlock Totsushin, you must beat Mikagami with a near full (blue) HP gauge

HW 2: ボディプレス Body Press

Jump and land on your opponent

(R + Down + B) Gauge: 33%

To unlock Body Press, you must beat Koganei using Totsushin as your last attack

HW 3: 他雷震 Taraishin

Slam the ground to send a shockwave in both directions.

(R + Left + B) Gauge: 50%

To unlock Taraishin, you must use a HW at least once when fighting Fuuko

CHW: 鉄丸 Tetsugan

Anyone who's seen the anime will remember this

Domon swallows the Tetsugan Madougu, which turns his skin into armorlike iron

(R + Up + A) Gauge: 100%

To unlock Tetsugan, you must NOT use any HW when fighting Renge

Kirisawa Fuuko

-----

Madougu: 風神 Fuujin (Wind God), 鬼の爪 Oni no Tsume (Ogre's Claw)

Other Madougu: 神慮伸刀 Shinryo Shintou

HW 1: 疾 Shitsu

Run past your opponent, hitting him/her several times

(R + Right + B) Gauge: 25%

To unlock Shitsu, you must beat Koganei in less than 60 seconds

HW 2: 神慮伸刀 Shinryo Shintou

Dash forwards and slash up with a spearlike thing

(R + Down + B) Gauge: 33%

To unlock Shinryo Shintou, you must use a HW at least once when fighting Mikagami

HW 3: 竜巻 Tatsumaku

Send a tornado towards your opponent

(R + Left + B) Gauge: 50%

To unlock Tatsumaku, you must use a HW at least once when fighting Domon

CHW: 風神 Fuujin

Throw the wind spirit that lives inside Fuujin at your opponent

After throwing the wind spirit, you can aim it with the up and down buttons

(R + Up + A) Gauge: 100%

To unlock Fuujin, you must use each HW at least once when fighting Renge, and Tatsumaku must be the LAST HW you use

Mikagami Tokiya

-----

Madougu: 閻水 Ensui (lit. Town Water)

HW 1: つらら無 Tsuraranai

Stab the ground sending icicles in both directions

(R + Right + B) Gauge: 25%

To unlock Tsuraranai, you must take MORE than 25 seconds to beat Fuuko

HW 2: 閻水乱舞 Ensui Ranbu

Rapidly slash at your opponent with Ensui

(R + Down + B) Gauge: 33%

To unlock Ensui Ranbu, you must finish Koganei off with a HW

HW 3: 水成る蛇 Mizu naru hebi

Throw three water snakes at your opponent

The snakes will be thrown in a general downwards direction, so it works best if you use it when your opponent is on a lower level in the battle field

(R + Left + B) Gauge: 50%

To unlock Mizu naru hebi, you must beat Domon by running out of time

CHW: つら成る蛇 Tsura naru hebi

Stab the ground sending a giant ice snake upwards in front of you, hitting anything it touches

(R + Up + A) Gauge: 100%

To unlock Tsura naru hebi, you must use each HW at least once when fighting Renge, and Mizu naru hebi must be the LAST HW you use

Koganei Kaoru

-----

Madougu: 鋼金暗器 Kougou Anki (lit. Steel Gold Dark Utensil)

HW 1: 大鉄 Oohasami

Jump forwards attacking with the Scissors form of Kougon Anki

(R + Right + B) Gauge: 25%

To unlock Oohasami, you must have a full power gauge when you finish Domon

HW 2: 三日月 Mikadzuki

Throw the Boomerang form of Kougon Anki at your opponent

(R + Down + B) Gauge: 33%

To unlock Mikadzuki, you must use a HW at least once when fighting Fuuko, and you must have a full power gauge when you beat her

HW 3: 暗 An

Shoot five arrows from the Bow form of Kougon Anki

(R + Left + B) Gauge: 50%

To unlock An, you must use a HW at least once when fighting Mikagami, and you must have a full power gauge when you beat him

CHW: 無 Mu

Tie your opponent up and attack him/her with pieces of the Kougon Anki

(R + Up + A) Gauge: 100%

To unlock Mu, you must NOT use any HW when fighting Renge

Kurei

-----

Madougu: Honoo

To unlock Kurei, you must finish the game with at least one CHW unlocked

Kurei starts with all his HW and CHW unlocked

HW 1

Summon a flame-bird to shoot fireballs at your opponent

(R + Right + B) Gauge: 25%

HW 2: Jisho

Summon a flame-person-thing to attack your opponent

(R + Down + B) Gauge: 33%

HW 3: Phoenix

Summon the Phoenix to attack your opponent

(R + Left + B) Gauge: 50%

CHW: 紅 Kurenai

Summon Kurenai to attack your opponent

(R + Up + A) Gauge: 100%

Hiruko (Battle and Survival mode only)

-----

Madougu: 血種 Ketsudane (Blood Seed)

To unlock Hiruko, you must finish the game with four different characters, excluding Kurei

Hiruko starts with all his HW and CHW unlocked

HW 1

Jab your opponent with a spike

(R + Right + B) Gauge: 25%

#### HW 2: Cutter

Throw a chakram-like thing at your opponent  
(R + Down + B) Gauge: 33%

#### HW 3

Attack your opponent with a neckbreaker  
(R + Left + B) Gauge: 50%

#### CHW

Throw a giant ball at your opponent  
After throwing it, you can aim the ball, slightly  
The ball will be thrown diagonally downwards, so it works best if you use it when  
your opponent is on a lower level in the battle field  
(R + Up + A) Gauge: 100%

#### Kadotsu (Battle and Survival mode only)

-----

Madougu: 無名 Mumyou / 門構え Mongamae (lit. No Name / Dimension Door)

To unlock Kadotsu, you must finish the game with every character, excluding Kurei

Kadotsu starts with all his HW and CHW unlocked

#### HW 1

Hit your opponent with a very fast combo  
(R + Right + B) Gauge: 25%

#### HW 2

Shoot an energy ball at your opponent  
(R + Down + B) Gauge: 33%

#### HW 3

Restores some HP  
(R + Left + B) Gauge: 50%

#### CHW: 門構え Mongamae

Grab your opponent and throw him/her through the Mongamae  
(R + Up + A) Gauge: 100%

#### Renge (Battle and Survival mode only)

-----

Madougu: 炎 Honoo

To unlock Renge, you must finish the game as Kurei

Renge starts with all her HW and CHW unlocked

#### HW 1

Throw several fireballs at your opponent  
(R + Right + B) Gauge: 25%

#### HW 2

Slash at your opponent with a flame blade  
(R + Down + B) Gauge: 33%

#### HW 3: Haruhiko

Throw a wall of flames at your opponent  
(R + Left + B) Gauge: 50%

#### CHW

Spin jump and set your opponent on fire  
(R + Up + A) Gauge: 100%

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|5.c Story Mode|  
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The game opens up with Aoi using the mind control Madougu on Yanagi, who is being held by... tentacle things.  
With his Hime being held captive, Recca and friends decide to go get her back.

Aoi: What is this... this sensation...

Yanagi: Recca... kun...

Aoi: Sorry, Yanagi-chan.....

-----  
Recca: Hime's been abducted!  
At this rate, Hime will be in danger!  
Let's go save her!!

Kokuu: Hey, wait!!  
At your current skill, you can't possibly beat Mori Kouran!!

Recca: Don't interfere, old man!  
We don't have time for this!

Kokuu: Calm down, Recca!  
They still don't know what to do  
We still have time!

Kagerou: Three days. We have time.  
That being said, everyone,  
Please go prepare yourselves

Everyone: Right!

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|5.c.i Training Chapter|  
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The Training Chapter consists of four one-on-one battles with your fellow Hokage members. Depending on how well you perform in these battles, Kokuu may allow you the use of some of your powers (Hissatsuwaza).

In order to proceed past the Training Chapter, you must clear all four battles with each character.

Hanabishi Recca  
-----

Chapter 1:	『戦いの始まり』 The Battle Begins	Opponent: Domon
Chapter 2:	『希望』 Hope	Opponent: Fuuko
Chapter 3:	『迷い』	Opponent: Koganei

Doubt  
Chapter 4: 『火影出陣』 Opponent: Mikagami  
Hokage's Departure

Ishijima Domon  
-----

Chapter 1: 『戦いの始まり』 Opponent: Mikagami  
The Battle Begins

Chapter 2: 『魔導具対決』 Opponent: Koganei  
Madougu Showdown

Chapter 3: 『告白』 Opponent: Fuuko  
Confession

Chapter 4: 『土門の野望』 Opponent: Recca  
Domon's Ambition

Kirisawa Fuuko  
-----

Chapter 1: 『戦いの始まり』 Opponent: Koganei  
The Battle Begins

Chapter 2: 『奇襲』 Opponent: Mikagami  
Surprise Attack

Chapter 3: 『迎撃』 Opponent: Domon  
Ambush

Chapter 4: 『誓い』 Opponent: Recca  
Oath

Mikagami Tokiya  
-----

Chapter 1: 『戦いの始まり』 Opponent: Fuuko  
The Battle Begins

Chapter 2: 『真剣勝負』 Opponent: Koganei  
Earnest Challenge

Chapter 3: 『闇夜の挑戦者』 Opponent: Domon  
Night's Challenger

Chapter 4: 『使命』 Opponent: Recca  
Mission

Koganei Kaoru  
-----

Chapter 1: 『戦いの始まり』 Opponent: Domon  
The Battle Begins

Chapter 2: 『突風』 Opponent: Fuuko  
Squall

Chapter 3: 『真剣勝負』 Opponent: Mikagami  
Earnest Challenge

Chapter 4: 『迷い』 Opponent: Recca  
Doubt

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|5.c.ii Inside SODOM|  
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Inside SODOM consists of four one-on-one battles with Mori's soldiers, two of which you can choose yourself. Each of the soldiers, except Kashamaru, has a CD which is used to access Mori's lair.



In order to proceed past Inside SODOM, you must collect all five CDs.

CHAPTER SELECTION MAP

-----  
/- 6-1. Hiruko -\ /- 7-1. Sigma -\  
5. Kashamaru -< X >- 8. Renge  
\- 6-2. Kadotsu -/ \- 7-2. Mokuren -/

Chapter 5: 『要塞都市S・O・D・O・M』 Opponent: Kashamaru  
Fortress City SODOM  
Chapter 6-1: 『忍び寄る魔手』 Opponent: Hiruko [ Domon's CD ]  
Evil Approaching  
Chapter 6-2: 『裏麗最凶の男』 Opponent: Kadotsu [ Fuuko's CD ]  
Uruha's Most Evil Man  
Chapter 7-1: 『魔導具の怪物』 Opponent: Sigma [ Koganei's CD ]  
Madougu Monster  
Chapter 7-2: 『復讐の植物兵器』 Opponent: Mokuren [ Recca's CD ]  
Plant-Weapon of Revenge  
Chapter 8: 『開かれる扉』 Opponent: Renge [Mikagami's CD]  
Opening Door

\*\*\* Chapter 6 is reversed for Domon. Choice 1 takes you to Kadotsu, Choice 2 to Hiruko.

Strategies for this chapter

-----  
SIGMA - 200% HP

-----  
Sigma is probably the hardest of the three bosses. Good thing you only HAVE to fight it with Koganei.

Sigma is problematic, not because it's so strong, but because it's always blocking, until it's about to attack.

The best strategy I've been able to come up with is to do as it does. Hold down the gaurd button, and after one of its attacks hit you, hit it back with a long range attack. Don't wast your time with HWS or CHWs, except maybe Fuujin. They usually just get you in trouble here.

If it moves out of range of your attack, then move to a different area of the battlefield and wait for it to follow you.

MOKUREN - 200% HP

-----  
The first time I saw Mokuren, my immediate reaction was, and I quote, "eep". Go figure, he turns out to be a pushover.

Just stand in the center of one of the middle platforms. That'll put you out of reach of his normal attack, he'll send the vine spike thing along the bottom of the screen, and if he sends out his attack plant drone things, just block. And if he uses his CHW, I reccomend running like heck. Aside from that, just hit him with charged long range attacks, maybe a few HWS that don't require moving. As usual, Fuujin works pretty well, as do Resshin and Tsura naru hebi.

Alternate strategies

-----  
SIGMA (Contributed by Julius)

-----  
To defeat Sigma... here's a very easy way. You'll win with Perfect

Health... (or near perfect)

This works with all characters...

You do not need to charge your Energy Meter (you can charge it though... to have an easier time)

The only thing you should do is to walk near him... and then tap B button. When it connects (regardless whether Sigma blocks or not), hold R. Wait to see if Sigma retaliates. If not, tap B again to damage him again. Then quickly hold R and wait if he retaliates. Once he retaliates, you'll be pushed back a little so all you have to do is to walk back to your own position and tap B. Repeat as necessary. =)

There will be times when Sigma will fly away. This time, just keep on using your long range attack to hurt him. and he'll go down easily.

RENGE (Contributed by Julius)

-----  
The How to Defeat Renge

You also wouldn't need your energy meter. although you can use it for an easier time.

Just walk towards her for until the elapsed distance is around 1 millimeters (about the distance of your 3 hit combo). All you have to do is to hold R. wait for her to shoot you with her flame fang (Long Range Attack), when you blocked it, you'll be pushed away... but it will take her quite a while to recover. so when the attack is successfully blocked, run towards her and use your three hit combo. Repeat as necessary.

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|5.c.iii The Final Battle|  
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The Final Battle consists of two one-on-one battles, first with Mori Kouran, then with Kurei. Get past them and you've won the game.

Chapter 9: 『最後決戦』                      Opponent: Mori Kouran  
                    Final Battle

Final Chapter                              Opponent: Kurei

Strategies for this chapter  
-----

MORI KOURAN - 300% HP

----

What a TWIT!

Granted, seeing Mori for the first time, one tends to think "wow! I'm gonna die!", but after a few turns it should be fairly obvious what to do.

Mori has three attacks, they're all easy to dodge, and even easier to block. His CHW can't be dodged as far as I know, but it's still easy to block.

Mori has two vulnerable spots. His head, and the eye in his... chest? When the eye is closed, it can't be attacked. This is problematic because any attacks that hit the eye first and then the head later won't do any damage at all, which means your aim with Resshin and Tsura naru hebi have to be perfect, and Kurenai is completely useless. Well, until the eye opens.

To get the eye to open, you need to hit the head three times. Once the eye is open, you can hit it again, doing a good deal more damage than just hitting the head.

Of course, if you want to be really cheap, just (you guessed it) use Fuuko. Stand in the bottom left corner and keep sending Fuujin shots up at his face. Forget the eye, it's too much effort.

Domon, lacking any really good projectile attacks, easily has the hardest time here, so I recommend making use of the added defense provided by the Tetsugan.

Alternate strategies

-----  
MORI KOURAN (Contributed by Julius)

-----  
The How to Defeat Mori

You also wouldn't need your energy meter.

all you have to do is this. run towards him (0mm elapsed). Then hold R until he uses the giant wavelike attack. As he uses it, press up-left twice. This would make your character jump back twice. until you reach the second ramp. there, just block the st elmo's fire, and or whatever attacks he uses. When you found an opening, hit his face and don't forget to block... because he'll most commonly retaliate. repeat as necessary. Or if you want, on your third hit, jump down and attack the eye for a faster win. As you attack the eye, he'll return back to his normal pace. so press block until he uses the green wavelike attack again... then jump back twice... then repeat the attacking process until he dies. You'll finish him in perfect health =)

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|5.c.iv Kurei|  
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Once you've unlocked Kurei, you can play as him in Story Mode. Kurei's story mode is significantly shorter, and generally easier than the other characters', but it's still worth going through.

Chapter 1:	『麗参戦!』 Uruha's War!	Opponent: Hiruko
Chapter 2:	『狩りの始まり』 The Hunt Begins	Opponent: Kadotsu
Chapter 3:	『魔導具の怪物』 Madougu Monster	Opponent: Sigma
Chapter 4:	『狂気の叫び』 Insanity's Screams	Opponent: Mokuren
Chapter 5:	『兄妹』 Siblings	Opponent: Renge
Chapter 6:	『裏切りし者』 Traitor	Opponent: Koganei
Chapter 7:	『燃えさかりし炎』 Blazing Flame	Opponent: Mori Kouran
Chapter 8:	『烈火と紅麗』 Recca and Kurei	Opponent: Recca

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|5.d Battle Mode|  
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Battle Mode allows for a quick one-on-one match without having to go through the dialogue

of Story Mode or the repetitiveness of Survival Mode. It also allows you to play as Hiruko, Kadotsu, and Renge, assuming you've unlocked them.

Battle Mode can be played in one of two ways. VS COM, in which you challenge the computer, and VS 2P, in which you challenge anyone you want, assuming they have everything necessary to hook up a couple GBAs and duke it out with you.

Since I don't know anyone else with a GBA, I'm rather stuck with VS COM.

Irregardless, the breakdown is as such.

You choose your character, then you choose your opponent. If this is too hard for you, then you can pick random instead.

After this, you get to pick the difficulty level, time limit, and number of rounds. There's no random for this, but if you close your eyes and hit a bunch of buttons...

Then you pick your battlefield.

Then you fight.

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|5.e Survival Mode|  
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Survival Mode is a test of your skill, stamina, battery power, and state of boredom. You pick from any of the characters you have at your disposal, and see how long it takes for you to lose a battle.

After choosing your character you are pitted against a random opponent at a random battlefield.

The battle is 60 seconds, and if you win, you go on to the next random opponent at the next random battlefield.

After each round you will recover about 6% of your HP. 12% if you get a perfect or a time up. I've never gotten a perfect and a time up in the same round, so I don't know what, if any difference it'd make.

Any charged energy in your power gauge at the end of a round will still be there at the start of the next round.

Every five consecutive rounds unlocks one battlefield (for battlefields 5 through 12). Lasting 40 rounds will unlock all of them.

Win/Loss records and winning streaks are recorded in the database section. My personal best is 101 rounds.

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|6. Unlocking Guide|  
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#### CHARACTER PROFILES

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To unlock the character profiles, you need to encounter that character in story mode

Hanabishi Recca: Starts Unlocked  
Ishijima Domon: Starts Unlocked  
Kurusawa Fuuko: Starts Unlocked  
Mikagami Tokiya: Starts Unlocked

Koganei Kaoru: Starts Unlocked  
Kurei: Final Chapter, any character  
Renge: Chapter 8, any character  
Hiruko: Chapter 6-1, all but Domon. Chapter 6-2, Domon  
Kadotsu: Chapter 6-2, all but Domon. Chapter 6-1, Domon. Chapter 7-1, Koganei  
Mori Kouran: Chapter 9, any character  
Kashamaru: Chapter 5, any character  
Mokuren: Chapter 7-2, any character  
Sigma: Chapter 7-1, any character  
Saichou: Chapter 6-1, Domon  
Sakoshita Yanagi: Starts Unlocked  
Kagerou: Starts Unlocked  
Aoi: Starts Unlocked  
Raiha: Chapter 7-1, Fuuko  
Kokuu: Starts Unlocked  
Kuukai: Chapter 7-2, Recca  
Joker: Chapter 7-1, Koganei  
Kiritto: Chapter 7-1, any character  
Mikoto: Chapter 7-2, Recca  
Tsukishiro: Chapter 6-1, Domon  
Gashakura: Chapter 6-1, Domon

#### CHARACTERS

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Kurei: Finish the game in story mode with at least one CHW unlocked  
Hiruko: Finish the game in story mode with four different characters excluding Kurei  
Kadotsu: Finish the game in story mode with every character excluding Kurei  
Renge: Finish the game in story mode as Kurei

#### HISSATSUWAZA

-----

All locked characters gain their HWs and CHW when you unlock them  
In order to unlock a character's CHW, all their HWs must be unlocked

Recca HW1 - Beat Domon in story mode with a near full HP gauge  
Recca HW2 - Use at least one HW when fighting Fuuko in story mode  
Recca HW3 - Use many HWs when fighting Koganei in story mode  
Recca HW4 - Beat Mikagami in story mode without using any HWs  
Recca CHW - Beat Renge in story mode with a near full HP gauge using all HWs in order

Domon HW1 - Beat Mikagami in story mode with a near full HP gauge  
Domon HW2 - Beat Koganei in story mode using HW1 as your last attack  
Domon HW3 - Beat Fuuko in story mode using at least one HW  
Domon CHW - Beat Renge in story mode without using any HWs

Fuuko HW1 - Beat Koganei in story mode in less than 60 seconds  
Fuuko HW2 - Beat Mikagami in story mode using at least one HW  
Fuuko HW3 - Beat Domon in story mode using at least one HW  
Fuuko CHW - Beat Renge in story mode using all HWs in order

Mikagami HW1 - Beat Fuuko in story mode in more than 25 seconds  
Mikagami HW2 - Beat Koganei in story mode using a HW as your last attack  
Mikagami HW3 - Beat Domon in story mode by doing a lot of damage, then getting a Time Up  
Mikagami CHW - Beat Renge in story mode with a near full HP gauge using all HWs in order

Koganei HW1 - Beat Domon in story mode with a full power gauge  
Koganei HW2 - Beat Fuuko in story mode with a full power gauge and using at least one HW  
Koganei HW3 - Beat Mikagami in story mode with a full power gauge and using at least one HW  
Koganei HW4 - Beat Renge in story mode without using any HWs

## SURVIVAL MODE

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To unlock survival mode, you must finish the game in story mode

## BATTLEFIELDS

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Field 05 (Ruins - Kashamaru)	- Last at least 5 rounds in survival mode
Field 06 (Parthenon - Kadotsu)	- Last at least 10 rounds in survival mode
Field 07 (Laboratory - Sigma)	- Last at least 15 rounds in survival mode
Field 08 (Bionoid Dome - Hiruko)	- Last at least 20 rounds in survival mode
Field 09 (Reservoir - Mokuren)	- Last at least 25 rounds in survival mode
Field 10 (The Gate - Renge)	- Last at least 30 rounds in survival mode
Field 11 (The Lair - Mori)	- Last at least 35 rounds in survival mode
Field 12 (The Lair - Kurei)	- Last at least 40 rounds in survival mode
Field 13 (Ice Fields)	- Finish the game in story mode as Kurei

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 |7. Credits|  
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Kailieann Raia (jtbanshii@yahoo.ca) - The writer. I did everything.

Necro C - For pointing me towards the ROM (So I could take screenshots to translate. A lot more sensible than wasting my batteries copying out all that dialogue. And NO you CAN'T have the ROM)

罪略 - For helping me figure out Domon's second HW.

Julius - For providing additional battle strategies

Taeko Yoshizumi - My Japanese teacher. She didn't teach me anything I didn't already know, but she tried to help me with Domon's second HW.

And everyone who told me what Kadotsu's HW3 does (Sorry, but there's too many of you to list)

If you have any additional information about the game or Flame of Recca in general, e-mail me already!

And for those who already have but didn't make it into this version, don't worry, I'm not done making additions yet.

This Shift-JIS version was thrown together in a matter of minutes, the next one should be better. If you notice that some of my translations suck, then you probably know more Japanese than I do, so help me out already!