Naruto: Clash of Ninja Sakura FAQ

by Ploo21

Updated to vFinal on Jun 12, 2006

Naruto: Clash of Ninja Sakura Haruno Pronounced Sah-koo-ruh Hah-roo-know Character FAQ for Naruto: Clash of Ninja for the Nintendo Gamecube. By -- Ploo21 Now I've published three guides. I'm getting mail about them, and have put them on Neoseeker.com as well as Gamefaqs.com. So now I've decided to make a faq on the last member of Team 7: Sakura Haruno. Version 0.5 - June 7, 2006 I wrote down half of the combos, then went to bed. Version 1.0 - June 8, 2006 I finished the combos, then the other sections, then began to type them up on the computer, and then format them for the websites. Final Version - Version 1.0 - June 8, 2006 -----Table of Contents-----1. Introduction 2. Combos 3. Pros, Cons, and Ninjutsus 4. Poses 5. Ninja File 6. Sound Test 7. Copyright and Credits ******************** Introduction 1**************** Sakura can be really good if you play her smart. She's not a good character to use only taijutsu, but her genjutsus are awesome. Use them to become unstopable. ^^^^^^^^^^^^^^^^^^ B+B+B+A Sakura punches, elbows, knees the enemy into the a ir, kicks he or she back down to the ground, then hurls two shuriken at them. B+A+A+ASakura punches, then throws one shuriken, then two,

and then three. I use this move a lot, because it's decently

strong and sometimes it can block substitution attacks.

B+B+A+A

Sakura punches, elbows, hits the foe into the air with some shuriken, then throws more shuriken at him or her when their in the air. It's pretty strong for Sakura.

B+B+A+B

Sakura punches, elbows, throws shuriken at them to hit them off of the ground, then kicks the foe. The kick sends the enemy FLYING! It's very fun to unleash Sakura's special move on the enemy as soon as they rise from the ground.

<--B+B

Sakura slaps the foe two times, then delivers a more powerful slap which knocks them off their feet. She shouts 'Get outta here!' as she slaps them. This move rocks! It's fast and strong, and very fun to use against enemies you hate. $^{\wedge}$

-->B+B

Sakura punches an uppercut to send the enemy into the air, then jumps up and kicks them in the air. This is an O.K. move, and usually if you time it right you can get in a DownB as they near the ground.

<--B+A+A

Sakura slaps the foe twice, then throws two hand fulls of shuriken at the enemy. I use this a lot, because it's fast and strong, and even if they dodge it, or use substitution, sometimes it'll block it.

<--B+A+B

Sakura slaps the enemy twice, throws a handful of shuriken at the enemy, then kicks them across the screen. It's very fun, and quite strong (for Sakura.)

UpB+B

Sakura jumps up and kicks the enemy, then roundhouse kicks him or her across the screen. This is useful and pretty cool! It's fun to run at the opponent and right as you near them press A, and Sakura will appear on the opposite side of the opponent, giving plenty of room for a good taijutsu combo, Sakura's special, or handfulls of shuriken.

UpB+A

Sakura jump kicks the foe, then runs forward and slides on her legs with a kunai in each hand under the opponent, tripping him or her. This is a good move to catch the enemy off guard, and it's pretty quick.

RunningB+B+B+A

Sakura runs and punches, knees the foe into the air, kicks them back down, then throws two shuriken at the enemy. I use this move because it's pretty strong.

RunningB+A+A

Sakura runs and punches the foe, then throws two shuriken, and then three. I don't use it too much, but you may like it for reasons unknown to me.

DownA+A+A

Sakura swings a kunai around, which hits the enemy into the

air. Then, she throws some shuriken up at them, making them stay in the air for a few more seconds. Last, she dissapears and appears somewhere in the air, and throws two shuriken as the enemy falls to the ground. I use this move a lot because it's strong, quick, and can dodge substitutions

Special Move - (X)

Inner Sakura! Sakura delivers a long series of punches to the enemies stomach, then kicks them twice to send him or her flying! It's not that strong, but you can be quite far away when you press X and still hit. (At least compared to the distance you must be with other peoples specials.)

Pros:

- + Quick
- + Good genjutsus

Cons:

- Not physically strong
- Can't take many hits
- A- throws a shuriken
- A (hold for one flash) throws two shuriken
- A (hold for two flashes) throws three shuriken
- A (hold for three flashes) throws many shuriken that follow opponent UpA- Throws five shuriken diagonally

<--A- Counter attack. If enemy attacks while in this pose, Sakura will dissapear, and appear a little ways up. As she falls down to the ground, it's good to press B for an attack.

DownA- Kunai swing

-->A- Dissapear and appear on other side of enemy. This move rocks! Use it to despose of your enemies quickly!

-----4 Poses 4-----

Win Match Pose- Sakura jumps up and down happily.

Win Battle Pose- Sakura punches the air twice, then does a fake muscle flex.

Lose Match Pose- Sakura falls to the ground, saying "Ohh..."

Lose Battle Pose- Sakura is on the ground, with her legs to her sides, shaking her head continuously with her hands in her face.

Ninja Registration Number-0-12601

Birthdate-March 28th 12 years old/Aries

Height/Weight-

```
148.5cm/35.4kg
Blood Type-
Personality-
Honor student
Selfish personality
Favorite Food-
Pearl Armitsu
Umeboshi (pickled plum)
Least Favorite Food-
Super spicy food
Would Like To Fight-
Ino Yamanaka
Favorite Line-
Love is beautiful
Hobbies-
Trivia
Memorizing things
^^^^^^^^^^^^^^^^^^^^^^
(Obviously some of the sounds were hard to do)
00 Be nice...
01 Let's fight, for real!
02 I'm gonna beat you!
03 Did you see that, Sasuke?
04 You're so uncool.
05 Well, what can I say?
06 Are you up for it?
07 Uhh!
08 Uhn!
09 Ahh!
10 No!
11 Aih!
12 Ah!
13 Hyuh!
14 Uhn!
15 Jah!
16 Jah! (quicker)
17 Hiah!
18 Hy dh!
19 This is it!
20 Hy I ah dah!
21 Get outta here!
22 Keep it going!
23 Go!
24 Right there!
25 No point!
26 Uh hoh
27 Nooo!
28 Uhh.. Am I done for...?
29 's that it?
30 Whoa!
```

```
31 Hit it!
32 There's no way!
33 Cha!
34 Sasuke, are you okay?
35 (Nothing)
Copyright 2006 Grant Jones
This may be not be reproduced under any circumstances
except for personal, private use. It may not be placed
on any web site or otherwise distributed publicly without
advance written permission. Use of this guide on any other
web site or as a part of any public display is strictly
prohibited, and a violation of copyright.
You can contact me at: Coolgab1219@yahoo.com. Please
make the subject line say Naruto Sakura Guide in it,
or I might accidentally delete it.
Thanks to--
www.gamefaqs.com- for posting this faq.
www.neoseeker.com- for posting this faq and asking my permission
Tomy and Eighting- for making the game.
EBGames- For selling me the game at a decent price
This guide is only authorized to by on Gamefaqs.com and Neoseeker.com
```

This document is copyright Ploo21 and hosted by VGM with permission.