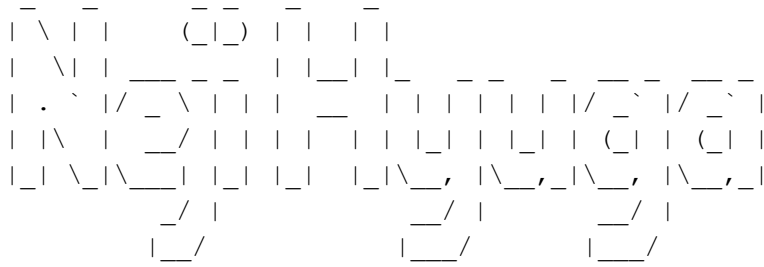


Naruto: Clash of Ninja 2 Neji Hyuga FAQ

by Chaos Control3290

Updated on Jul 12, 2007



"Your destiny is to lose..."

Naruto: Clash of Ninja 2
Character FAQ: Neji Hyuga
Version Hinata
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Please use common sense should you decide to e-mail me. Put the game's title in the e-mail heading and if you ask nicely enough, I probably will respond.

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-----1. Version History and Forewards-----

April 3rd, 2007 - Version 1.00

- The very first version of the guide!
- Basic explanations of combos and character background.
- Explanation of controls, and reasons why Neji is so cheap.

- Open to suggestions and questions

April 6th, 2007 - Version 1.10

- Proofread, fixed some typos, and clarified some sentences.
- Added Neji's Ninja Info Card for references.
- New questions put into the FAQ.

April 8th, 2007 - Version Hinata

- Fixed descriptions.
- New combos.

June 22nd, 2007 = Version Hinata

- Two new contributed combos, among minor fixes.

Currently, GameFAQS and SuperCheats are the only websites that I will allow to host my guide. If you would like to host this FAQ, send me an e-mail.

-----2. Game Introduction-----

Naruto: Clash of Ninja 2 is the second game in the Clash of Ninja series for the Gamecube. This game is based on the popular anime and manga written by Masashi Kishimoto. This game features 23 characters, many of them new, and each character has his or her own set of combos and a nice looking special.

I have not yet reached a professional level with any of these characters, but I have figured out some strategies with Neji that will help you beat the toughest of opponents. I'm not just going to list the combos, but I will explain which ones are useful and will help you understand much more about Neji Hyuga.

Neji Hyuga:

Neji is considered a genius in his clan, the Hyuga. His name translates to "screw" or "spiral", and that is reflected in his gentle-fist fighting style. As a member of the branch house of the clan, Neji can never hope to become the leader of the clan, nor will he ever get the chance to learn the clan's secret techniques. Even so, Neji learned many of the clan's techniques independently, even creating a few new moves of his own. Some of these techniques can be used in this game, and some moves include the rotation and Eight Trigrams 64 Palms.

Being born into that situation has affected Neji's ideals, because he believes that everything is predetermined by fate. Many of his battle quotes in the game have something to do with destiny and how you cannot defeat him. Despite his narrow view, Neji can be among the best fighters in this game.

Why should we use Neji?

In the anime and manga, Neji is said to have an "absolute defense", much like Gaara. In Naruto: Clash of Ninja 2, Neji has his Rotation technique, which is an absolute defense because it will block everything except specials. Kunai, shuriken, and other projectiles will be knocked away with the rotation. Nearby opponents will be sent flying and the technique does decent damage.

Neji's pride is in his Eight Trigrams Sixty-Four Palms. This move is among

the best specials in the game, because not only does it look awesome, it will drop the opponent's chakra bar down to zero.

Neji is incredibly dangerous in close range combat, because his punches (which are more like "pokes") can drain an opponent's chakra. This is deadly because that means no annoying substitution jutsu, and no specials. With his rotation, he is tough to beat from long distance, as he can block projectiles. The rotation can also help when he is surrounded by enemies. Overall, Neji is well balanced and provides a tough challenge.

"But wait! I just turned on my game and I don't see Neji anywhere!"

That's true, you have to unlock Neji Hyuga. Don't worry, he is one of the first characters you can unlock. All you need to do is beat Story mode just once, and Neji will be available to purchase in Anko's shop. His character will cost you 2,000 coins. Well, you do get 8,000 coins for completing Story mode, so I say this is a good bargain! After that, you can select Neji anywhere you'd like.

Pros and cons of using Neji:

The Good:

1. Neji's rotation provides a solid defense and escape from mobs when you need breathing room.
2. Neji's special will wipe out your opponent's chakra while dealing good damage at the same time.
3. He can conduct feints that will end a combo, but bring him near an opponent, which means an easy special!
4. He has several long combos that are easy to pull off, and usually end with a "poke" that decreases opponent's chakra.

The Not So Good:

1. Neji really doesn't have strong projectiles, just the straightforward, easy to dodge Kunai.
2. He's not the fastest character, so he's better off sitting in one location to attack and defend.
3. His combos give a lot of room for annoying substitution jutsus, to which Neji doesn't have enough recovery time to put up his 8 Trigrams Palm Rotation.

-----3. Explanation of Controls and Buttons-----

Generic controls:

R Button:

- Sidestep to the right (useful for dodging attack and backing out).
- Substitution Jutsu (When you have enough chakra. You will know you have enough when there is a little fire burning next to your chakra bar). Neji will disappear in a push of smoke and reappear next to the enemy to deliver a hit with his elbow. The substitution can be used anytime you are hit.

L Button:

- Sidestep to the left.
- Substitution Jutsu (careful not to overuse this, since it deals little damage for the huge chakra cost)

Z Button: Change opponent you are facing when you have multiply enemies.

X Button: Execute 8 Trigrams 64 Palm rotation! Only usable with max chakra.

Y Button: Throw or feint move.

Double tap control stick to the right or left to run.

Double tap control stick up to double jump.

When you are knocked away, press the A or B button upon hitting the ground to roll and avoid hitting the ground (and taking extra damage).

Ninjutsu:

These moves are carried out by pressing the A button and combining with the control stick.

A - Throw Kunai:

Just pressing this button will make Neji throw two Kunai. Holding down this button will increase the number to four kunai. You will see Neji's hand flash once with a nice sound effect.

Right+A - Chakra Poke:

This is one of Neji's cheapest move and great combo finishers. He will "poke" the enemy three times and take away almost half your opponent's chakra! This move is really fast and a potent match opener. This move also has good range, because Neji will dash forward quickly, making contact hard to avoid.

Left+A - Eight Trigrams Palm Rotation:

This is Neji's main defensive move. After pressing this button, Neji will pose for a second, and if he is hit during that time, he will rotate and deal damage to all surrounding enemies. This move will knock down all projectiles, but can't block specials. Keep in mind that holding down Left+A will make Neji pose longer, but holding the button for more than a second will drain your own chakra, very quickly (not good).

Down+A - Kunai Swing:

This is a counter move. Neji will turn around and swing at the opponent once in the groin area with a kunai. This move is quick, deals a little bit of damage, and can't be used to start combos.

Up+A - Throw Kunai:

This time, Neji will throw two Kunai up diagonally. You can't charge this hit, and you will hit jumping opponents.

Double tap control stick right/left+A - Dashing Kick:

Neji must be dashing in one direction. Pressing A will cause him to fly through the air and deliver a kick to the opponent's face. This move is very quick to deliver, and has good range because Neji sure can fly far. This move can also be chained into a combo.

Jump in air+A - Throw Kunai:

Neji just has jump in the air to use this move. He will throw two kunai diagonally to the ground. Note that he will always throw the kunai at a certain angle and that you can't charge this move.

Taijutsu:

These moves all use the B button in combination with the control stick.

B - Strike with Palm:

Neji will use his palm and hit an opponent in the face. This is the basic

combo starter because it is quick and can branch out into different combos.

Right+B - Strike with both Palms:

Same as the previous, except this time with both palms. This move is still fast and stronger than the previous, which makes it a good combo starter as well. Those who watched the anime and manga will find this move familiar, since Neji used this move on Naruto in the Chuunin Exams. This move is useless if used alone, so this is a combo starter as well.

Left+B - Palm Strike:

Neji will temporarily guard himself from any attacks and will strike the opponent in the side with his palm. This move will stagger opponents, although you cannot combo using this move. Slow recovery rate.

Down+B - Foot Kick:

Neji will just kick his opponent in the shin, briefly staggering. This move can be used to start a quick combo.

Up+B - Kick:

This kick will put your opponent in the air. This move is good for juggling and making sure that your special will connect. I find this move very useful, especially when followed with a B+B+X.

Double tap control stick left or right+B - Elbow hit:

Neji will be dashing, and he will quick plant his elbow into an opponents face and knock him/her/it away. This move has good range, but slow recovery time, so this move won't be used as often.

Jump in air+B - "Wimp" Hit:

Neji must jump into the air. He will say "wimp!" and then descend rapidly to the ground diagonally with an elbow attack. Very slow recovery rate, so try to avoid this move. The only times I've used it was by accident.

Note: In this guide, I will refer to some of Neji's moves as "pokes". Neji will press an opponent's chakra points and drain chakra. To me, it's more like a poke.

-----4. Combo List and Explanations-----

I will begin by describing the default combos listed in the game, which you can view by pausing the game.

Good combos that should be often used will be marked with *

1. B+B+B+B+B (5 hits)

This combo starts off with two palm hits and then three consecutive kicks. This move deals average damage, and will only be spammed by beginners who have nothing else to do. Not that special.

*2. B+B+B+B+A (5 hits)

This combo consists of two palm strikes, followed by two kicks, and then a really powerful "poke" that sends an opponent flying AND decreases a little bit of chakra. Good because it takes away a bit of the chakra you gave your opponent during the Taijutsu hits. Also good when you need to send your opponent away for a bit.

3. B+B+B+A (5 hits)

Two palm strikes, one kick, and two thrown kunai. It may be nice to look at, but it's not really a particularly useful combo.

*4. B+B+A (5 hits)

Two palm strikes, followed by a set of three "pokes". Very useful because your opponent gains no chakra from the hits and in fact, loses some. This combo is very quick and matches should be started with this move. The two palm strikes will stagger to opponent to ensure that the chakra "pokes" will connect.

5. (Right+B)+B+B (3 hits)

Strike with both palms, then a little knee kick, and finished with an elbow hit that sends the opponent flying. Actually a decent combo, but not abusable.

6. (Right+B)+B+A+B+B+B+B (8 hits)

This is a good combo that is basically a combination of some of the above combos. This combo is long, meaning that your opponent can substitute out easily, which is why you only use this combo after you've used your special move. It's basically two hits, a kunai swipe, and combo #1.

7. (Right+B)+B+A+B+B+B+A (8 hits)

Two hits, followed by a kunai swipe, and Combo #2 (with the strong "poke" at the end). This is an extension of Combo #2 because it just adds a few hits to the beginning. Do not use this if your opponent has chakra left, because they will almost definitely use a substitution jutsu.

8. (Right+B)+B+A+B+B+A (8 hits)

Two hits, with a kunai swipe and combo #3. This combo is not that great and should be avoided, since it needlessly fills your opponents chakra gauge and doesn't do great damage.

*9. (Right+B)+B+A+B+B+A (8 hits)

This combo I use frequently, since it's an extension of combo #4. Same as the previous ones, this combo begins with two hits, a kunai swipe, and then combo #4. You actually take away a little more chakra than you give, so this move is useful and effective.

*10. (Down+B)+B (2 hits+)

A kick in the shin followed by a kick into the air. Actually very useful for juggling if you time this correctly. While I am marking this with a *, keep in mind that you must never use this combo alone. This combo is good for chaining into other combos, like B+B+B+B+B.

11. (Down+B)+A+B+B+B+B (7 hits)

A kick in the shin, with a kunai swipe, and a repeat of Combo #1. Not that useful for juggling or use overall. Avoid this.

12. (Down+B)+A+B+B+B+A (7 hits)

Same thing. A kick, kunai swipe, and repeat of Combo #2. Almost the same as Combo #7. This move isn't bad, but generally shouldn't be used often.

13. (Down+B)+A+B+B+B+A (7 hits)

This move is a joke, because it ends with Combo #3. Don't use this move, your better off sticking so something like Combo #9.

14. (Down+B)+A+B+B+A (7 hits)

Not a bad move, since it takes away opponent's chakra, but Combo #9 is still a better choice. Only use this move when you want to ensure hits and no substitution justs, because the combo is 7 hits long.

15. (Down+A)+B+B+B+B+B (6 hits)

A kunai swipe, and then a repeat of Combo #1. Once again, this move is for beginners only. A lot of these default combos repeat huh?

16. (Down+A)+B+B+B+B+A (6 hits)

Not a bad combo, just one extra hit compared to Combo #2. Use it if you feel like an extension and an extra hit, but it's still nothing worth marking. It may actually be a bit better the Combo #2 because of the extra hit, but it's still about the same thing.

17. (Down+A)+B+B+B+A (6 hits)

If you see B+B+B+A, then you know to avoid this move. It's not great at all. It's the same thing as Combo #3, except with one more kunai swipe.

18. (Down+A)+B+B+A (6 hits)

Same as Combo #4 but with an extra hit at the beginning. It's not really anything special, because the main focus is the B+B+A.

19. (Dashing+A)+B (2 hits)

While dashing, Neji will kick the opponent in the face then link into an elbow hit that will damage the opponent and send them away. It's only useful during transitions from long-range to short-range combat. This move is quick, but I just don't use it that often.

Neji's Special: Eight Trigrams Sixty-Four Palm Rotation

Neji uses his Byakugan to gain 360 degrees vision and creates an Eight Trigram circle. He will then proceed to stike his opponent within that circle with intense, consecutive "pokes" onto the 64 chakra points on the body.

This special is quick to activate and is easy to connect, especially if the opponent staggers. This move is easily the highest combo move, as it connects for 64 hits! If this move connects, you can see an awesome animation and your opponent's chakra will be decreased to zero. The goal for Neji in any match is to pull of this special, because it is just so effective.

Even better, you can guarentee that your special will hit by chaining it to a few combos before the actual special. The initial combos will stagger the opponent so there is no time to pull off a substitution of dodge away before the special hits. I will list some of those combos in this next section

My Combos:

These combos are not listed in the game. I've found these combos to be particularly useful and effective.

These next three combos assume that you have max chakra or near full at least.

1. B+B+X (66 hits)

Yup, that's not a typo, that IS an X. The two initial Taijutsu punches will stagger the opponent and Neji will immediately follow with a damaging special. Never try to use X by itself, since it is easy to sidestep and jump to dodge. This is the basic combo used to bring out the special.

2. (Right+B)+B+A+B+B+X (69 hits)

I believe that this is Neji's longest combo, and this is the combo that should be used every battle if possible. Instead of the three usual "pokes" at the end of this combo by pressing A, you press X instead to lead into Neji's special. There is no way to avoid this except with a substitution. The best time to do this is when you've drained the opponent's chakra with (Right/Left+A) move.

3. (Down+B)+B+B+B+X (68 hits)

The first two hits will knock the opponent into the air. While they are flying, Neji can juggle them with two more palm hits and then connect with a special. The special is unavoidable since the opponent is floating in the air. This is perfect when you need to match turned in your favor quickly.

If you do not have have chakra, then use this combo.

4. (Down+B)+B+B+B+A (7 hits)

The initial two hits will knock the opponent into air so you can juggle them and finish with chakra depletion moves. You can also use:

5. (Down+B)+B+B+B+B+B+A (7 hits)

I'd say Combo #4 is still better since it takes off more chakra.

It is possible to link some combos to a throw, although I believe the combo has to be short or else the enemy will fall to the ground and Neji will be attacking thin air. With good timing on a throw, then this is possible:

6. Throw+B+B+X (66 hits, Need full or near full chakra gauge)

You have to hit the falling enemy right, or else they will drop on the floor and the combo will miss. This is mostly for show, as it is risky to pull off in an actual battle.

There is one more combo I will list here, contributed by dorbla21@comcast.net

7. (Down+B)+B+(Down+B)+A+B+B+X (70 hits, need full or near full chakra gauge)

The timing of this combo may be tricky, and only gets harder if your opponent is backed into a wall. The first two hits will knock the opponent into the air and if Neji is doing this combo near a wall, the momentum if the second (Down+B) will pull Neji ahead of the enemy (who flies upward, not diagonally due to the wall blocking the path, meaning the enemy will fall behind Neji).

Otherwise, the second (Down+B) must be done before the opponent falls to the ground, or else you won't even get to land a special. This combo may require a little bit of practice, but it is the longest combo in this guide at 70 hits if uninterrupted.

And yet another combo contributed by Polta32234@aol.com, which is currently the longest combo.

8. (Down+B)+B+(Right+B)+B+A+B+B+X (71 hits, need at least half full chakra)

For all the hits of this combo, both you and your opponent should expect to fill up your respective chakra bars rather quickly. If the enemy doesn't substitute out of this, then a large amount of health and all chakra will be quickly drained. The timing of this combo is crucial, because the combo can easily end with just the first two kicks. (Right+B) is a pushing move, so if the combo is continued too early, Neji will push forward and the enemy will fall behind him. Too late, and the opponent hits the ground. The distance between Neji and his opponent is also important. If Neji is right next to his opponent, the (Right+B) must be used right before the enemy touches ground. My best advice would be to practice this in Training Mode. This combo does work, so if you can connect the 2nd and 3rd hits of the combo, the rest is easy.

Interestingly enough, we have yet another combo from dorbla21@comcast.net and this one uses a throw. That should be a hint that timing could prove troublesome.

9. Throw+(Up+A)+(Right+B)+B+A+B+B+X (71 hits)

The difficulty here is connecting the second and third hits. Once you throw the opponent into the air, the (Up+A) must be executed immediately. If just one of those kunai can hit, the combo can continue. These first two hits should already put some distance between Neji and the opponent, and since (Right+B) as very good horizontal range, you should be able to connect to the third hit with out too much frustration. After that, it's just a basic combo that ends with a killer special if not interrupted. Try it out in the practice mode; it's not really that bad.

That's all of my combos I use regularly. If you have any combos of your own that I haven't listed that you would like added or if you have anything you would like to add to any of combos, please do not hesitate to contact me. Thank you.

-----5. General battle tips-----

A very good idea would be to start out a match with (Right+A) in order to take off some of your opponent's chakra. This way, you won't be hurt by early substitution jutsu or any early specials. Afterwards, link to one of Neji's longer combos, preferably one ending with a "poke".

When your opponent is knocked down, you can go ahead and charge your kunais by pressing and holding A. That way, when your opponent gets back up, you have 4 kunais to throw in their face or to at least distract them.

When you are surrounded, don't panic. Remember that you have a rotation move, that you should take full advantage of. Try to anticipate an attack so you can put up a quick shield.

Don't use long jutsus unless you have drained the gauge to nearly zero. Most likely, the jutsu will be Substitution Jutsu'd and fail. Shorter combos deal

less damage, but they don't fill up an enemies chakra bar as quickly.

Keep the level of your opponent's chakra gauge in mind. Once it gets too high for comfort, get in a quick (Right+A) to take HALF of the chakra away. Very cheap trick to steal opponent's hard earned chakra. You deal damage, decrease chakra, AND increase your own chakra. That's three benefits with no drawbacks. Good deal right?

According to Polta32234@aol.com, a difficulty level 4 Neji does use some interesting tactics. Some combos end with Neji "poking" the enemy three times, commonly B+B+A. If you press Y right after pressing A, Neji will conduct a feint. Pressing Y a second time will throw the enemy while they are still staggered. Then you can chain the throw into other combos or even a special.

If you have any suggestions, feel free to contact me.

-----6. Extra Neji Stuff-----

Like most Naruto games, Naruto: Clash of Ninja 2 has a lot of extra unlockables for each character. There are extra stuff in this game that relates to Neji, and I will list some of them here.

1. Neji's alternate costume

In the anime, Neji wears the exact same outfit day after day. During the character selection screen, you can press Y to bring out Neji's new outfit! He will be dressed the same way, except with a shade of blue to his character. When two Neji's are in the same battle together, one of them will always be slightly blue while the other is normal.

2. Neji's Info Card

Bought at Anko's shop. Allows you to view information about Neji and his character model, which means you can zoom in and out and watch his taunts.

- Ninja Registration Number

0-12587

- Birthdate

008: 7/3

Age 13/Cancer

- Height/Weight

159.2 cm/45.8 kg

- Blood type

O

- Personality

Cool, Realistic

- Favorite food

?

- Least favorite food

?

- Would like to fight

Hiashi Hyuga

Naruto Uzumaki

- Favorite line

? (Although I'd bet that it has something to do with unavoidable destiny)

- Hobbies

Meditation

- Specialty

-----7. Closing Comments-----

Thank you for reading my Neji Hyuga Character FAQ. In the event that you realize that I have forgotten something or have something you would like to add, please e-mail me at:

financialcrisis@gmail.com

and I will check it out. I hope that you like Neji as a character and have improved with his usage.

-----8. Legal Documentation and Credits-----

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Currently, only GameFAQS and SuperCheats have the privilege to host this FAQ.

Thanks to:

Myself - for writing this guide.

GameFAQS - for hosting this guide.

SuperCheats - for hosting this guide.

dorbla21@comcast.net - Submission of a 70 hit combo. Thanks!

- Submission of a 71 hit combo. Very nice!

Polta32234@aol.com - Submission of a 71 hit combo and tips! Thanks!

-----9. FAQ and future updates-----

Q: How do I unlock Neji again?

A: Simply beat Story Mode once, and Neji will be in the shop. He is unlockable for 2,000 coins and he should be next to Iruka Umino.

Q: I did what you said and decreased my enemies chakra, but they gain chakra so fast and use substitution jutsus!

A: I think this is a little problem with the game. With one long combo, anybody can practically fill up an entire chakra gauge. Be persistent, and keep using B+B+A if you can, or just try to use your special. Or you can be cheap and switch to Orochimaru, because his special will lock his opponent's chakra gauge to zero for the rest of the match. Basically, this game is just combos to build up chakra, then use special, then repeat until the match is over. That's why Neji's chakra draining is so cheap and if they try to retaliate, he can blow them away with rotation.

Q: Can Neji use the Byakugan in this game?

A: Kind of. He can't really activate it like in Naruto: Ultimate Ninja 2, but the chakra depletion effect does work on some of his attacks and special. Some of his pre-battle and post-battle scenes show him with the Byakugan, but that's pretty much it.

Q: What's the most number of hits Neji can do in a combo?

A: Currently, the longest would be 71 hits long, but there are several variations that still add up to 71.

For future updates, there could be new combos I have discovered, questions, or new suggestions, although the guide is pretty much done.

Once again:

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END DOCUMENT

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