

Naruto: Clash of Ninja 2 Sakura FAQ

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Sakura Haruno Guide

For Naruto: Clash of Ninja 2

A guide for the English game.

By Wolfio1.

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Note:

This guide is for the English version of Naruto: Clash of Ninja 2 (or Naruto: Gekitou Ninja Taisen 2.) I know a quite a bit about Naruto, but I can't say I'm 100% sure on attack names. I will look up most things I'm not sure about, but if you catch anything wrong please e-mail me about it so I can fix it.

Please keep in mind that I'm mostly a play vs com person. Few people in my area play this game. My current skill with Sakura would be that I am capable of winning against level 4 dif. with very little problems. If I was go to against a much more skilled person, I would most likely lose. But I feel I could hold my own against the average CoN2 player. I'm just not a pro.

History:

November 8:

People have drawn my attention towards a certain combo. School is tough right now, and I can not be bothered with it just yet. I will, however, get to it as soon as possible.

October 9:

Started some other stuff. School has been busy lately, so updating will be a bit hard this week. Going to try to submit this again, since there is a tiny bit more in it now.

October 3:

Started guide. There is very little about individual moves right now: there will be at the next update.

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Sakura [9991]
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CoN2 has improved on what I think is Sakura's only saving grace: kunai/shuriken attacks. While Sakura's combos are very short and little damage is done, a few of her attacks involve kunai/shuriken (which will now be called kunai.) If you are willing to wait out the fight and know you may have to win by the "time up, who has more health" rule, then using these kunai attacks can slowly chip away at the opponents health. She also has a move that can be used to play some mindgames with opponents.

Why Sakura?

Because I hate this game. Well, not hate...I just dislike the fact that much of it is based on the easy-to-fill chakra bar. The game is pretty much combo-hit-hit-substitute, let the other person take a turn doing it, block everything that comes in your way and get chakra, combo-hit-hit, ect...there *is* more to the game than this, but these things are small and I feel the substitution/chakra bar is too easy to abuse.

So I picked up Sakura in CoN because she didn't have insanely long combos. By playing her as a turtle, holding up defense and then poking away at the health bar very slowly, I feel the game plays a bit differently. Better? Eh, I don't know. But Sakura still is my main character, even though I'd like to learn a bit of Hinata as well. CoN2 improved what Sakura can do with kunai, and I've stuck with this method. She also has a mind-game sort of move, as well as an interesting push instead of a throw (which Ino stole in CoN2).

Kunai and combos [9991.1]

Spamming combos that have kunai or shuriken attached is your friend. Block until your opponent stop attacking (watch out for specials and throws if they catch on!) and quickly attack. You don't need to finish some of the combos, things like DA are enough if you're nervous about them taking advantage of the move and hitting you at the right time. I tend to use BBAA a bit too much, and though it works against the COM a real player may catch on and go low to take advantage of the move.

That brings us to the next part: be careful about attacking when you "think" your oppoents defense is down. Sakura's combos do not do an outstanding amount of damage, and if you get hit instead if could cause you to lose the match. There are two big rules:

1. Watch your chakra.
2. Watch your opponents chakra.

Don't do anything stupid while you don't have enough chakra to substitute.

If you try to pull of a longer combo and they manage to knock you out of it, they could come back with a much longer and more powerful one. Or, if your combo connects and the substitute out of it, the results could be just as bad. When they have chakra, try to make them start a substitution when you're aware of it, so that you can hopefully dodge/block/counter it.

Go slowly and watch your health. I don't advise playing short matches with Sakura, anything under 20 seconds would mess her up unless you're amazing at mind games. You should be able to pull of a win with the standard amount of time, just don't get excited when they have an attack or two left of health. One wrong move, and you could end up losing. It's hard to 'come back' with Sakura.

Jump AAA can be used to keep yourself in the air while hopefully hitting the opponent. This, along with kunai throwing, is important. Throw them when you have the chance. Is the opponent down? Charge up an attack and wait for them to get up. Yes, they'll most likely block it, but some damage will go through. The point is to do as much damage as possible without get hitting yourself.

"Pushing" [9991.2]

I'm horrible at throwing and breaking throws. However, if you have a full chakra bar (or at least enough to substitute) throwing can be used to both get a lead in the fight and to pull of Sakura's special.

Sakura's throw is a push. Ino is the only other character in CoN2 to share this move. While a push doesn't have the ability to get the opponent away from you, it does keep them in close range for an open attack. Watch the opponent's chakra, and as long as they can't substitute out of it and you're close enough then a push is safe. From there you can either start a nice, quick, not-blocked combo that should get much more damage then pricking at them with kunai. Trying a special isn't advised unless you will win the match, and even then I tend to only use it if I only need one more win. Chakra for the next turn is a bit more important then winning the first match. Also, I don't advice using this often unless you don't mind the risk. While I'm horrible at breaking throws, I'm sure the opponent will not be. And having a throw broken on you is not good.

I'm not sure if Sakura would benefit from a throw instead of a push. Throwing, Sakura could hit the opponent with kunai. But the push does let you get combos in that you normally couldn't.

RA (right-A) [9991.3]

RA shouldn't be done if you're not able to substitute unless you're not going for a turtle/kunai approach to the match.

RA causes Sakura to disappear and appear behind the opponent.

Or at least that's what it is normally meant for. If you're too far away from the opponent, you tend to appear in front of him with your back turned.

You can use this for some nice confusion. When you and your opponent are far away, if you end up running at each other (watch out for kunai) you can RA behind them.

Or not. Don't keep up a pattern, make them nervous about where you'll be next. If you have an opponent that tends to try to follow any patterns you throw out to him/her, then disappearing often and then deciding to instead pull out a

combo one time can hit them hard.

You can also use 'stupid mistakes' to your advantage. If you're too far away, you'll end up with your back to them. It's not a good situation, but if you can manage to gain control and planned this move, you can jump over them while they go to attack your back. So, while they're hitting air, you can hit them in the back while they're trying to pull out of it.

Useful and Useless Moves [9991.4]

All moves are listed as if the opponent is to your right: if you're on the right side, L and R (left and right) are reversed.

I'm sorry for any incorrect A/B things. I'm writing this from memory right now, and will check the manual to make sure the combos are correct later.

LBBB: (Is being re-tested. Do not e-mail me about it.)

This is a quick multiple high slap attack. And while it makes my friend flip whenever I do it (argh! Stop slapping me and fight like a man! Which is a bit insulting, seeing as I'm a women...) it is useless. There is only one reason to use it, and that is that it is an attack that manages an *average* amount of damage at best.

But why isn't it worth it? Sakura's recovery from this move, well, sucks. After doing the third hit, she slowly brings her hand back to it "fight stance" position. Not very slowly to the human eye, but slow enough that if you didn't connect and your opponent blocked the move, they can EASILY get you. That time it takes to recover does not put you into a block, it's still part of the move and it makes it very, very easy to punish. Sort of like the free hits you can get in when you notice your opponent spamming a high attack, and you go low. It is like that, except MUCH easier to punish because there is no risk of them getting hit. The worst you could do is substitute, which they'll be ready for if your chakra bar is full.

Some people argue that this move is decent. The first part of this attack can counter the other person. While I've only tested this briefly, I still say it isn't very useful. I'm looking into it more.

LBAA: (eh...not much better)

This is the start of the above horrible attack, but with a couple of kunai at the end. The recovery time is better than LBBB. I'm still trying to get a feel for the safety of this move, but it doesn't seem to be *too* punishable. Still, if you're a bit too quick or spazzy with entering combos, like me, you may end up with a LBBB instead, which is NOT good.

UBAB and UBBB: (Alright)

It feels like this was better in CoN. Anyway, I like this move because there are two options when you start: you can either kick the opponent away, or trip them. I really like them both. If you can break through the defense and catch your opponent off guard, you can either: 1. Kick them away, and start up some RA tricks or 2. Zip under and pull their feet out from under them. They're both useful, depending on if you want the opponent close to you or not, but the fact that one is high and one is low is nice for mixup.

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