

Naruto: Clash of Ninja 2 Hinata FAQ

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Naruto: Clash of Ninja 2

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Hinata Hyuga
Character Guide
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1. Version History

-V1.0

Just put this up hope to get some more info

-v1.1

added some sites to the disclaimer

2. Intro

So there I was in the video store looking for Uzumaki Chronicles when this game caught my eye. I thought, Ive already played the last one and it wasnt so good (too short, not enough characters) but I gave this game a second chance and took it home anyways. 23 characters and co op play, This was way more than I expected.

So you ask, why Hinata? Not only can she play super defensively she can also beat any character out there. However she does require a lot of skill and good timing. But dont fear I wrote this FAQ, my first ever, to change all you beginners out there into well seasoned fighters. You can contact me with info or more strategies pertaining to Hinata at dark.etherealblade@gmail.com.

3. Ninja File

Coming soon

4. Moves and Combos

Key:

f- forward

b- back

d- down

u- up

a- a button

b- b button

y- y button

x- x button

*- feint attack (stops attack and brings you closer to enemy)

X	Gentle Fist
Y	Throw
B,B*,B,B,B	1
B,B*,B,B,A	2
B,B*,B,A,B,B*,B	3
B,B*,B,A,B,B*,A,A*	4
F+B,B*,B	5
F+B,B*,A,A*	6
D+A,B,B*,B	7
D+A,B,B*,A,A*	8
F+A	Back Fist
F+A,A*	Back Fist to Push Away
B+A	Turn Around

-These are the names I will be referring to from now on, does not include all moves

5. Evaluations

Technique name:
Technique Description

Gentle Fist:

About 50-50 on this one, if you like to use specials go ahead, otherwise save chakra for substituting.

Throw:

Great to use if opponent is guarding all the time.

1:

Your basic combo ending with the opponent and yourself in the air, use feints if an opponent substitutes.

2:

This combo does not leave you in the air, great for juggling.

3-4:

A nice barrage of fists ending with a push. 4 with sidestepping hits, a little bit on the long side.

5-6:

Shorter combo and the initial hit covers a good distance. 6 with sidestepping hits, a great combo.

7-8:

The initial move is a low attack and ends with a push, 8 with sidestepping hits, fantastic combo.

Back Fist:

Sidesteps around an opponent and deals a blow to their back.

Back Fist to Push Away:

You will use this 90% of the time, after dealing a blow to the back you push them across the arena. Use this to get around a guard.

Turn Around:

A counter that will leave the opponent facing the other way with their back to you.

6. Strategies

Offensive:

Stay near your opponent and wait till they attack. Once they do, use Back Fist or Turn Around. Then with their back to you unleash a combo or even a special. This strategy works great for characters who attack from afar. You must always watch your health, it can go down very quickly.

Defensive

Stay far away and throw kunai. If the opponent comes close use Back Fist to Push Away to keep them distant. Save chakra for substituting to get out of a nasty combo. This strategy works great for characters who use a lot

of close range attacks. Takes a little longer because of the minor damage you inflict and takes a lot of patience and skill.

7. Character Versus

The strategies provided here are only recommendations based on the attacks the opponents have.

Character Name-
Description of Abilities
Recommended Strategy

Akamaru-
Only low attacks can hit him and he can only pull off 2 combos.
Recommended: Offense

Crow-
Fortunately its just the puppet. His attacks are devastating if you get too close and most of his attacks are unstoppable.
Recommended: Defense

Gaara-
This is single-handedly the most powerful character in NCON2. It really is a lesser of two evils situation. You get caught up in his combos you are as good as finished.
Recommended: Extreme Defense

Gai-
Most of his attacks are close range but can reach to the end and are really fast.
Recommended: Defense

Haku-
Another fast close range fighter, watch out for his needles and special.
Recommended: Defense

Haruno Sakura-
Weak attacks, has a good shuriken combo, can teleport.
Recommended: Offense

Hatake Kakashi-
A fast close range fighter with shurikens, watch out for his special. I havent tried to Back Fist his special but you can try.
Recommended: Defense

Hyuga Hinata-
Just use the opposite style your opponent is using.
Recommended: N/A

Hyuga Neji-

Extremely fast with long combos, can evade shurikens, watch out for special.
Recommended: Offense

Inizuka Kiba-

Fast attacks with a lot of reach, akamaru really isnt too much of a problem.

Recommended: Defense

Iruka-

Weak attacks, his large shuriken can catch you off guard.

Recommended: Offense

Kankuro-

Can be very disorientating fighting with him, focus on Kankuro and dont let up, never get stuck between him and his puppet. Is it just me or is all the sand characters really powerful!

Recommended: Extreme Offense

Kyuubi Naruto-

Fast attacks with a lot of reach, a powerful Special.

Recommended: Defense

Mizuki-

See Iruka

Momochi Zabuza-

His sword attacks have a lot of reach to make up for his lack of projectiles, crazy strong.

Recommended: Defense

Nara Shikamaru-

A close range fighter that is able to teleport behind you no matter where you are on the arena.

Recommended: Offense

Orochimaru-

His combos are long and devastating.

Recommended: Defense

Rock Lee-

He has no shurikens but makes up for it in the reach of his attacks, after he unlocks the second gate watch out for his special.

Recommended: Defense

Sharingan Kakashi-

See Hatake Kakashi

Sharingan Sasuke-

Close range fighter with some good long range abilities including two specials; a fire attack in the air and a lightning attack with good distance.

Recommended: Defense

Uchiha Sasuke-

A good close range fighter, watch out for his fire breathing abilities.

Recommended: Defense

Uzumaki Naruto-

For the main character of the series, hes pretty weak, has some good combos though.

Recommended: Defense

Yamanaka Ino-

A good close range fighter but lacks in her long range abilities.

Recommended: Defense

8. FAQ

Coming soon

9. Disclaimer and Thanks

This is purely a fan-made FAQ. I do not own Naruto or anything pertaining to thereof. This FAQ may only be used for personal means and may not be reproduced. this FAQ may only be used by the following sites.

<http://www.gamefaqs.com>

<http://www.supercheats.com>

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Thanks to: Masashi Kishimoto for Naruto

8ing/Raizing for an awesome game with a lot of replay value