

Naruto: Gekitou Ninja Taisen! 3 (Import) System/Character FAQ

by Gen2000

Updated to v1.9 on Aug 17, 2005

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Naruto: Gekitou Ninja Taisen 3 System/Character FAQ
Written By: Alfred "Gen2000" Lynaum
Last Updated: 8/17/05
Version: 1.9
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>> Version History <<
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8/17/05

- Add Added in-depth chakra gain information gathered by BrandoSerge & Mailorder, gameplay comments, and updated some links used in this FAQ. This FAQ is mainly finished now, GNT4 is right around the corner. All there is needed now is background information for the characters.

1/16/05

- Change the format a little, added space between note comments to make it easier on the eyes to read. Finished Sharingan counter info for S.Kakashi. Added more or corrected minor comments here and there throughout the System Basics section. Added extra cancel points for Hinata and Neji that I forgot from previous versions. Added proper names for some of the character techniques and translations of those techniques. Decided to not worry about hit type properties on each attack of character's attack string cause that would take forever get info on and I want to start up on character strategy sections soon (v.2.0).

1/07/05

- Went through all of the character sections again and made sure I have all their moves, attack strings, and notes correctly listed. Checked on the hit type properties again to make sure they are all correct so far. They should be 99% correct now.

12/28/04

- Corrected the note on Rock Lee getting better defense opening his 2nd Gate.

12/28/04

- All characters have a section up now and a completed movelist and attack string listing.

12/27/04

- First version of the FAQ, System Basics completed, all the character's movelist are listed but Character sections not fully completed.

To Do List: Add anime series background information for characters.

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>> Contents <<
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For easier searching through out this FAQ, use the "Find" command on the Menu bar. In Internet Explorer the shortcut command is (Ctrl + F). Once the

Find/Search window is up just type up the index number(s) plus the section title to quickly jump to that part of the FAQ you're interested in.

I. Introduction

- 1.1 Disclaimer, Copyright Info
- 1.2 Author's Comment

II. System Basics

- 2.1 General
- 2.3 Gauge Basics
- 2.4 Guard Break
- 2.5 Combo System

III. Characters

- 3.1 Akamaru
- 3.2 Anko
- 3.3 Chouji
- 3.4 Gai
- 3.5 Gaara
- 3.6 Haku
- 3.7 Hinata
- 3.8 Ino
- 3.9 Iruka
- 3.10 Itachi
- 3.11 Jiraiya
- 3.12 Kakashi
- 3.13 Kankuro
- 3.14 Karasu
- 3.15 Kiba
- 3.16 Mizuki
- 3.17 Naruto
- 3.18 Neji
- 3.19 Orochimaru
- 3.20 Rock Lee
- 3.21 Sakura
- 3.22 Sandaime
- 3.23 Sasuke
- 3.24 Shino
- 3.25 Shikamaru
- 3.26 Tsunade
- 3.27 Tenten
- 3.28 Temari
- 3.29 Zabuza

IV. Misc.

- 4.1 General Gameplay Tips
- 4.2 Tips & Tricks For Unlocking Characters, Modes and Extras
- 4.3 Translations
- 4.4 Related Links

V. Closing

- 5.1 Credits

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I. Introduction
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- 1.1 Disclaimer, Copyright Info

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1.2 Author's Comment

Welcome to my Naruto: Gekitou Ninja Taisen 3 System/Character FAQ. Here you will be able to find information about the gameplay system, character movelist, tips & tricks as well some other stuff about the game. This FAQ can be viewed by anyone. From people who already have the game and want to see if they can learn anything else about it or potential buyers who want to see what it has to offer. This FAQ will also contain some information about the anime series for those few readers who are unfamiliar with the Naruto series but are still interested in this game.

I got into the Naruto series when it was at around episode 90 so and it's currently on episode 116 as I'm writing this FAQ now so it's never too late to get into the series and still enjoy it. This is my first Naruto: GNT game and first import game for the GCN. I heard nothing but good things about the older ones and like what I heard about this version as well taking a liking to the game from some video clips I saw of it. While the 1v1 and 3v3 (King of Fighters style) type matches are fun this game also supports multiplayer fights so it's a great game to have with 4 people around and you're all tired of Super Smash Bros. Melee. It's worth importing as it's the total package for a fighting gamer or a multiplayer game fan.

II. System Basics

2.1 General

>> Basic Commands & Common Notations <<

B = attack
A = special
Y = throw
X = super
L = sidestep into foreground
R = sidestep into background

u = up
d = down
b = back
f = forward
hold = hold down button/direction after inputting the last command

>> Universal Commands <<

block (guard)	= let controls stay neutral or hold back
dash	= f,f
run	= f,f (hold)
backflip	= b,b
running attack	= run then press B or A
jump	= u/ub/uf
double jump	= jump then press u/ub/uf
tech throw	= Tap button when opponent attempts to throw you
Kawarimi no Jutsu (KnJ)	= L or R when attacked
safe fall (tech)	= B or A (+ hold any direction, optional) when knocked down

[Notes]

- Super moves in general are unblockable but they have very slow start-up time and at best only used during certain combos or set-ups. You can avoid most unblockable super moves that are done without proper set-ups just by walking back or jumping.

- You can also block in the air. You take minor damage, better known as "chip damage", from certain attacks when you block certain attacks. The general rule is that all melee attacks involving kunai or slashing and projectile attacks causes chip damage. You can be KOed from chip damage.

- You can only throw your opponent when they are standing still, blocking, or while the opponent is stunned from a hit that causes them to stagger. Otherwise you'll whiff or get hit if the opponent was attacking you. If two opponents attempt to throw at the same time they will both whiff.

- Supers require 25% to 100% chakra to use. There are other moves that drain chakra but I only refer to moves that cause dramatic pauses in battle, change your character's movement, or increase their stats as supers.

- If you're too close to your opponent you won't be able to use run, only dash. You need to be about 3 character lengths away from your opponent to use run.

- KnJ requires 75% chakra to use. You can only perform it when attacked or laying on the ground after a knockdown. There are two different types of KnJ, an aerial and a ground version.

You perform the aerial version whenever your character is knocked into the air and you attempt to use KnJ. This version makes your character appear behind and above your opponent's last location the moment you entered the command and attempt to counter with an aerial attack. You can't use KnJ if hit by realtime super moves such as Haku's Sensatsu Suishou or Neji's Daikaiten.

The ground version happens when you use KnJ while standing or laying down on the ground after being knocked down. This version makes your character reappear behind the opponent and quickly follows with a B type running attack. When knocked down you can wait as long as you want before using the ground

If you use KnJ, aerial or ground version, while hit from behind you will reappear in front of your opponent. This is important to know because you can easily counter "backward" ground KnJs by continuing your attack(s) since the opponent will dash right into it.

You will usually be using the aerial version since it helps prevent long damaging combos from being performed on you but if you can afford to allow the extra damage then performing the ground version is easier to counter with. If you know a KnJ is coming you can avoid the aerial version by quickly

turning around and blocking, running away from the aerial attack or both versions by sidestepping.

- Press B or A after being knocked down to use safe fall. If you don't press any direction along with B or A button your character will roll away backwards or forwards depending on if they fell on their back or not. When holding a direction along with B or A your character roll in the direction you were holding once they hit the ground.

2.2 Gauge Basics

There isn't much to keep track of in terms of gauges. You only have two to worry about, the Life (Health) Gauge and the Chakra Gauge.

>> Life Gauge <<

Basic fighting game stuff here, it appears at the top of the screen separated by a timer (duh). In 1v1 and 3v3 Modes the 1P gauge is on the left and the 2P gauge is on the right. In Multiplayer Modes, the Life Gauge order goes like this from left to right: 1P-2P-(Timer)-3P-4P.

When you get around 40% or lower in health the gauge flashes red meaning you have critical damage. Some moves and supers can only be performed when you have critical damage.

Some characters are able to take more or less damage than others. Here is a stamina defense ranking list from board member "BrandoSerge":

76.6%

Naruto (Kyuubi version only)

90%

Hinata | Ino | Kankuro | Sakura | Tenten

93.3%

Haku | Shino | Temari

96.6%

Anko | Kiba | Sandaime | Shikamaru

100%

Neji

103.3%

Sasuke (Normal and Sharingan versions) | Tsunade

106.6%

Gaara | Mizuki | Naruto | Orochimaru

110%

Chouji | Gai (and opened gate version) | Iruka | Itachi | Kakashi (Normal and Sharingan versions) | Rock Lee (both opened gate versions as well) | Zabuza

116.6%

Jiraiya

Anyone below the "100%" or Neji rank has below average to bad stamina defense

and anyone above has above average to great stamina defense.

>> Chakra Gauge <<

In 1v1 and 3v3 Modes the Chakra Gauge appears at the bottom of the screen. It has 3 small dots follow by the last and bigger 4th one. Each dot flames up when you reach 25%, 50%, 75%, or 100% amount of chakra.

You can also tell by the color of the gauge how much chakra you have:

Purple = below 25%
Light Blue = 25% or more
Light Green = 50% or more
Green = 75% or more
Yellow = 100%

In Multiplayer Mode the Chakra Gauge appears underneath your Life Gauge and is slightly different from 1v1 or 3v3 Mode in that it only has 2 two dots, one to represent when you have 75% or more chakra and the last big one to represent when you have 100% chakra. If you're familiar with the different colors the gauge goes through you can still tell when you have 25% or 50% chakra. Depending on your character it's important to know how much chakra you have at all times since some moves requires 25%, 50% or 75% (besides KnJ) amount of chakra to use.

You gain charka in the following ways, in no order of amount gain:

- whiff attack(s) (gains very little)
- hit your opponent or opponent hits you
- throw or opponent throws you
- block an attack
- perform a successful safe fall (quite a lot)

You start every match with 50% chakra and any you had left after one round is carried over to the next one.

Here is an in-depth look at chakra gain system and it's formula by board members "BrandoSerge" and "Mailorder":

<< all text here was quoted from BrandoSerge >>

Factors Affecting Chakra Gain

When you take the offense and actually hit your opponent in one way or another, there are 4 factors that determine how much chakra you get:

- 1)Attack Power. Simple, the stronger your attack, the more chakra you will gain from it. This holds true in all single-hit situations, but things get a little sticky when you venture into...
- 2)Combo Multiplier (CM). The more hits an attack, string, or combo can get off in succession, a determined number is put into the formula depending on how many hits the combo consisted of and multiplies the entire formula giving you nice bonus for that string of uninterrupted hits. Even though Anko's d+A does pathetic damage on hit, she gets half a bar of chakra since it hits ~15 times! The number is small, and seems to be exponential, but easily explains where Neji can get the chakra to perform two d+Xs in a single combo.
- 3)Remaining Life. When your health is at 10% or lower, you gain chakra TWICE as fast! Nice! Simply put, when you are at 10% or lower health, the entire formula that determines your chakra gain is multiplied by two.

4) Hit or Block. When an attack is blocked, the formula remains the same, but is divided by 2.25, so blocked hits replenish chakra at a rate more than twice as slow.

-When you're on the opposite side of the punches and slashes, whether you are blocking or taking hits, you will always gain only 60% of the chakra your opponent is receiving.

-Also, the chakra you get on the defense is not at all affected by the CM (why would you get the advantage of the CM bonus when you're the one getting beat up? ^_^), so when you get hit into combos, you'll end up gaining chakra at a rate even lower than 60% since you're not getting any bonus from the CM.

-Other than that, "Attack Power", "Remaining Life", and "Hit or Block" remain the same in this formula, but remember that you get no CM bonus on the defense, and your entire formula is multiplied by 0.6.

All in all, the formulas would look like this:

A - Attack Power (unknown)

B - Combo Multiplier (CM) (unknown)

C - Remaining Life (= 1 if health is above 10%, = 2 if health is at or below 10%)

D - Hit or Block (=1 on hit, = 2.25 on block)

E- Total Chakra Gained

1) Offense

$$(A*B*C)/D = E$$

2) Defense

$$0.6((A*C)/D) = E$$

Interesting Note Regarding the CM and Damage

Even though the CM multiplies the amount of chakra you receive during a combo, it also divides the amount of damage each hit of combo does by a number that rises as the combo progresses. Think of the CM as working in two ways: raises chakra, decreases damage. This concept is easy to grasp if you've played games like 3rd Strike or Soul Calibur 2, where air combos inflicted less and less damage the longer you kept an opponent up.

For example:

Lee's BBBB string inflicts less damage total than a completely separated B, B, f+B, u+B in which none of these moves are strung together.

Neji's d+X, f+BBABBBBB, d+X air combo causes less damage total than two separate d+Xs and a normal f+BBABBBBB string not comboed in at all.

Chouji's Chips!

Everytime Chouji eats a handful of chips with his d+A, he gains around 3.8% chakra. This percent is also affected by the Remaining Life factor, so at 10% or lower health, this move gives back a generous 7.6% per handful! Kinda useless, but I had to add it in :)

<< end quote >>

You should also take note that Safe Fall gains the charka boost as well when your character has around 10% or less critical health damage.

2.3 Guard Break

New to the Naruto: GNT series is the Guard Break. This helps prevents your opponent from turtling like it's going out of style and encourages them to take offense. As you attack a guarding opponent you should noticed the blue spark that comes from the blocked hit. If you continue to attack a blocking opponent the color of the spark will change colors indicating how close they are to having their guard broken. There is an invisible guard defense gauge in the background of the game that is constantly active but the only way to tell how close your opponent is to being guard broken is through the three different colors:

Blue = Good amount of defense left

Yellow = Bad

Red = Critical, your opponent is about to be guard broken in a few more hits.

When Guard Break takes place the opponent's guard will "burst", with glass shattering sound effects to go along with it, and be left open to any attack as well as losing around 95% or more chakra. If the attack that cause guard break launched your opponent into the air or they were guard broken in the air they will have option of using safe fall once they touch the ground.

The guard defense gauge slowly refills as long as you're not taking guard damage so it's wise to try to mix up offense AND defense in your gameplay.

Only taijutsu (hand-to hand combat/physical) attacks have an effect in guard damage. Some characters are better at guard breaking than others and some characters can take more or less guard damage punishment than others.

Here is a guard defense ranking list from board member "BrandoSerge":

86.3%

Kankuro | Sakura | Haku | Tenten | Ino | Hinata

90.9%

Sandaime | Temari | Anko | Kiba | Shino

95.4%

Neji | Tsunade

100%

Naruto (Normal and Kyuubi version) | Sasuke (Normal and Sharingan version) | Mizuki

104.5%

Orochimaru | Lee (both opened gate versions as well) | Kakashi (Normal and Sharingan version) | Chouji | Gai | Zabuza | Itachi | Iruka

113.6%

Jiraiya

Anyone below the "100%" ranks has below average to bad guard damage defense

and anyone above has above average to great guard defense. Gaara and Shikamaru aren't in the list cause their special defense against certain attacks makes it very hard for them to be guard broken so basically they are excused from Guard Break.

2.4 Combo System

>> General <<

The combo system plays out like most standard 3D fighters. Each character has a number of preset attack strings that they can perform. They can start from either neutral B/A, f+B/A, d+B/A, b+B, or u+B/A and involve only hitting B or A to continue them. They are even a few that start from the B/A button type running attack. Most attack strings will not continue unless you hit an opponent, blocking or not, with certain parts of the attack string. For example with Sasuke's ""BBBB" attack string vs. Rock Lee's "BBBBB":

With Sasuke the first two BB attacks can be performed whether you hit the opponent or not but to continue and use with the rest of the attack string you must hit with the second B attack in the string while Rock Lee can continue to the fourth B attack in his string without hitting the opponent and must connect with that attack to finish the string. This is important to know cause different attacks have different amounts to lag (recovery time) on them.

Special moves can be done by themselves or only during certain attack strings. There is no way to cancel into special moves from attack strings. For example with Sasuke's "BBA" attack string the last attack has him using his shuriken toss special move while during the "BBBBB" string the last attack has him performing his Katon: Goukakyuu no Jutsu special move.

All attack strings have different input time frame windows for you to input the next attack of the string. Depending on the attack string you use you will have either a lot or little time to input the next command. For example with Sasuke "f+BABB" attack string you can either perform it like this:

f+BABB

or

f+B..A..BB

The first example has all of the hits combo together while the last attack on the second one may or may not connect depending on how long you waited between the hits. The general rule is if you see your character return back to their neutral standing stance the input time frame window is over but some characters have a more time to input commands compared to others even if looks like they have returned to their neutral stance, Rock Lee's f+BB attack string is a good example of this. For general vs. gameplay purposes the use of this is to verify hits off attacks during strings that cause a nice amount of stun and then deciding if you should continue through the attack string or go for a safer ender if the opponent blocks and for baiting KnJs. For combos you should try to find attacks that cause a nice amount of stun (stagger) or launches the opponent and then follow up with attack strings with small input time frame windows to continue the combo.

>> Canceling <<

While you can't cancel into special moves during attack strings there are

specific cancel points on certain character's attack strings that allow them to cancel them into supers. The universal cancel point is on the second attack of strings starting with neutral B, aka "BBX attack string", but there are other cancel points on certain characters attack strings that allows you to cancel into a super.

The input time frame to cancel into a super is very short and you can't delay it. If you miss your chance your character will just return their neutral stance unless you input the next attack of their attack string and the input time frame window will allow it. You will have to cancel into it as soon as you reach the cancel point during the attack strings. While you can't delay canceling into a super you will never have to hit with a previous attack to cancel into it, just reach the cancel point and use it.

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*****  
>> Stun, Juggling, & Other Hit Type Properties <<  
*****
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The many attack strings involves attacks that has all sorts of different stun, juggling, and other hit type properties on them. There are about eleven different types that can be listed and will be used in the Character specific sections of this FAQ when explaining the different character attacks and strings but I will just cover the general stuff here first. Since "tragic", author of the Naruto: GNT2 FAQ, listed good names for these I will use the same ones with a few minor changes for "float" and "launches" as well as additions of "h.knockback", "spiral", and "flying screen slam" since I feel those differences should be noted.

- Stun -

normal = the weakest type of stun, opponent recovers very quickly.
stagger = opponent is knocked off balance and recovers more slowly.

- Juggling -

slamdown = opponent is knocked down, usually face first, but bounces up slightly.
launches = opponent is knocked into the air.
floats = opponent is knocked into the air on block
spiral = opponent is knocked into the air spinning.

- Other -

knockdown = opponent is knocked off their feet and falls down either in the same place they were standing in before or close to it.
knockback = opponent is knocked off their feet and sent flying, landing on their back.
h.knockback = move that causes a guarding opponent to slide backwards (also known as "sliding knockback")
flying screen = opponent is knocked backwards and sent soaring in the air, allowing for easy juggles near the corner.
flying screen slam = same properties as flying screen but the opponent bounces up slightly, usually face first, after hitting the ground just like from slamdowns making it even easier to juggle.

[Notes]

- You can recover from stagger stun quicker by mashing left and right quickly on the joystick/D-pad. This can help avoid some combos or throw set-ups from your opponent.

- Float type attacks only relate to an attack vs. a blocking opponent. These type of attacks will knock your opponent into the air even if they were blocking. The opponent won't take any damage and will still be guarding but they can choose to use an aerial attack on you or use a midair jump.

- Spiral type attacks are similar to launch type attacks except spiral types usually knocks the opponent higher into the air.

- H.knockback type attacks only relate to an attack vs. a guarding opponent. This type of attacks will cause an opponent to slide backwards while guarding. If not in the corner it's usually too far back for the opponent to even try to punish you. There are a few attacks that knock an aerial blocking opponent straight down to the ground instead of backwards, they will be noted in the Character specific sections of the FAQ.

- Slamdown and flying screen slam type attacks can be teched (safe rolled against) to avoid bouncing up.

>> Gravity <<

You can't repeatedly use launch and spiral type moves forever. If you try to you will noticed your opponent becomes heavier as you try to continue and at best you will be able to only connect three launch/spiral attacks per combo.

Stagger also affects how high the opponent will be launched into the air as well so using stagger moves before launching the opponent during the same combo will reduce how many times you can relaunch them.

>> Off/On the Ground Hits <<

Better known as "OTG hit" or just "OTGs", all characters have the ability to hit the opponent with a couple of attacks whenever they are knocked down and don't use safe roll. Any attack that hits low enough is capable of being an OTG attack meaning most characters d+B/As but you can use some aerial attacks as well if you were quick enough. Even some supers can be OTG hits but requires you to hit as soon as the opponent is knocked down. If a successful hit the cutscene type supers won't activate to do their full damage. The only exception to this is Sasuke or Kakashi's Chidori/Raikiri and Orochimaru's Kusanagi no Tsurugi slash since those moves do their full damage before the cutscene activates anyways.

It's best to avoid supers for OTG hits and just stick with normal low hitting attacks since you're pretty safe even if you miss because the opponent used safe roll.

>> Character Specific Cancel Tricks <<

Hinata and Neji benefit from having the ability to break their attack strings to quickly go back into their neutral stance by using special break cancel points in their attack strings. The break points will be listed in their respective Character sections of this FAQ.

Sasuke and Kakashi have some small lag time whenever they activate the Sharingan but when they deactivate and return to normal mode there is no lag time. Since transforming counts as a super this allows them to perform more combos by taking advantage of the super move cancel points during their attack strings.

Tsunade can cancel her nerve strike charges to go back into her neutral stance. You don't even have to hold down the button cancel the attack. This gives Tsunade attack string breaking abilities similar to Hinata and Neji but she recovers a little bit faster than them. The charge points will be listed in her section of the FAQ.

Last but not least, when Rock Lee opens the Life Gate he gains special super cancel points on all of his movelist for the Ura Renge super only.

>> Putting It All Together <<

When coming up with combos you want to find attacks during attack strings or end full attack strings that causes stagger, slamdown, launch or causes spirals, or causes flying screen (slam) on the opponent and also allows you to recover quick enough to take advantage of those properties to add more damage by throwing in another attack string or attack. In terms of finding out useful combos to use in real matches you will want to avoid combos that involves slamdown or combos that continues off flying screen slam type attacks since those can be teched against to avoid further damage.

Here is a basic example of a Rock Lee combo:
b+B, ABBBA, run towards opponent, BBX

The b+B causes stagger stun and has a very small input time frame window on the move to continue on with attack strings starting with b+B so that allows Rock to return back into his neutral stance quickly, and before the opponent can recover out of their stagger stun, to connect with his "ABBBA" attack string that involves some juggling and ends with a flying screen slam type attack. Due to Rock's great speed he is able to easily track down the opponent before they even bounce (to prevent teching) and connect the universal "BBX" super move attack string as the finisher.

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III. Characters
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- Conventions List -

- [Quick recap of the old ones listed earlier above]
- normal = weakest type of stun, opponent recovers very fast
 - stagger = opponent is knocked off balance
 - slamdown = opponent is knocked down but bounces up
 - launches = opponent is knocked into the air.
 - floats = blocking opponent is knocked into the air
 - spiral = opponent is knocked into the air spinning.
 - knockdown = opponent is knocked off their feet and falls down
 - knockback = opponent is knocked off their feet and sent flying
 - h.knockback = move that causes a blocking opponent to slide backwards (also known as "sliding knockback")
 - flying screen = opponent is knocked backwards soaring in the air
 - flying screen slam = same as above but opponent bounces up after hitting the ground

[New ones, some might be character specific]

charge = hold down button

j. = jump

- = optional follow-up command for special move

* = cancel point for super moves

(Y) = cancel point to break attack string (Hinata/Neji)

{attack} = attack in "{}" must hit to continue on in attack string

[attack] = attack in "[" can be charged to add confusion to the opponent (Tsunade)

auto-guard = attack absorbs hit on certain frames and continues or triggers a counter-attack

req. 25/50/75/100% = requires certain amount of chakra to perform

blockable = referring to super moves

critical = move must be done when you have critical damage (around 40% or lower).

This section will go by the following format:

Background: Brief summary of the role the character plays in the anime series.

Comment: Some comments on how the character stacks up to the rest of the cast.

Movelist: Throw, Basic Moves, Special Moves, and Super Moves info.

Notes: Misc. info

I don't know the official names of most the character's attacks so I will make up some unofficial names for them that will be listed in all lowercase. They won't be the most creative but should give you an idea of what move I'm talking about.

If an attack has two different properties they will be separate with a "/" for example, "auto-guard/staggers". Since most super moves are unblockable I will only make note of the ones that are blockable. For moves that hit twice with one command I will separate the different hit properties with a ",".

3.1 Akamaru

 >> Background <<

 N/A

 >> Comments <<

Considered one of the two joke characters of the game, the other being Karasu. Because of his small size he is considered too annoying to fight against during competitive play.

 >> Throws <<

 ground throw

>> Basic Moves <<

forward somersault	f+B	normal
spinning slide	d+B	sweep
dog headbutt	b+B	auto-guard/normal
somersault kick	u+B	launches
dive somersault	j.B	spiral
running somersault	run B	knockback

>> Special Moves <<

dog tackle: hit	A	spiral
- dog tackle: bite	charge A	
dirt kick	f+A	launches/floats
sit	d+A	
dive somersault	j.A	spiral
running somersault	run A	knockback

>> Super Moves <<

eat soldier pill	X	req. 100%
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>> Attack Strings <<

#1 BBBB

#2 BAA

#3 f+BBB

#4 b+BBBB

#5 b+BAA

#6 u+BB

#7 f+AA

[Notes]

- If you can't tell by his movelist, Akamaru was made to be a joke character. He is considered annoying to fight against competitive play because his small size makes most attacks whiff over him. He lacks an u+A and b+A special attack as well as super cancel points on his attack strings.

- You can make Akamaru sit down longer by holding down the A button. I don't see a purpose for this move besides to taunt the opponent.

- Eating a soldier pill makes Akamaru fur turn red to indicate his attack power has increased. You can't eat another soldier pill while his fur is red. If Akamaru is hit with any attack he returns back to normal and can choose to eat another soldier pill if you have enough chakra.

3.2 Anko

>> Background <<

N/A

>> Comments <<

Nothing about Anko really stands out from the rest of the characters in the game apart from her b+B but only for it's uniqueness, not effectiveness, compared to other character's b+B attacks.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

quick slash	f+B	staggers
sweep	d+B	knockdown
drop kick	b+B	auto-guard/spiral
- lay down	A	
leaping overhead kick	u+B	slamdown
missile dive	j.B	spiral
lunge knee attack	run B	launches

>> Special Moves <<

kunai (x2)	A	normal
- x4	charge A	normal
upward kunai toss	u+A	normal
reverse kunai uppercut	f+A	launches
Senei Jashuu	d+A	normal
counter	b+A	auto-guard/normal
aerial Senei Jashuu	j.A	normal
elbow slide	run A	knockdown

>> Super Moves <<

Anko rendan	X	req. 100%
neck slam	X	req. 100%, critical

>> Attack Strings <<

#1 BB*BBBB
#2 BB*BBBA
#3 BB*BBA
#4 BB*BA

#5 f+BBB
#6 f+BBA
#7 f+BA

#8 b+BB
#9 b+BA

#10 d+BBBBB

#11 d+BBBBBA
#12 d+BBBA
#13 d+BBA
#14 d+BAAA

#15 u+BA

#16 f+AAA

#17 run BB

#18 run BA

#19 lay down: B

#20 lay down: A

[Notes]

- Attack String #20 makes Anko cross her legs while lying down. If the opponent hits Anko while she is in this position a special counter-attack is triggered that makes her reappear in the air while tossing some aerial kunai at the opponent.

3.3 Chouji

>> Background <<

N/A

>> Comments <<

Chouji is the only character in the game with special grapple attacks. An extra bonus for his special grapple attacks is that your opponent can't break or use safe roll vs. them, this gives Chouji a small advantage in the smaller arenas of the game.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

gut kick	f+B	normal
heel kick	d+B	knockdown
charge headbutt	b+B	auto-guard/slamdown
rising shoulder tackle	u+B	launches/floats
hammer fist	j.B	slamdown/h.knockback
running gut kick	run B	staggers

>> Special Moves <<

bearhug slam	A	
aerial slam	u+A	
Baika no Jutsu: roll	f+A	auto-guard
eat chips	d+A	

Baika no Jutsu: counter	b+A	auto-guard/knockback
Baika no Jutsu: drop	j.A	slamdown
Baika no Jutsu: tackle	run A	knockback

>> Super Moves <<

Baika no Jutsu: Nikudan Sensha	X	req. 100%
Baika no Jutsu: Nikudan Sensha crush	d+X	req. 100%, critical

>> Attack Strings <<

#1 BB*BB

#2 BB*BA

#3 BB*A

#4 BA

#5 f+BBA

#6 f+BABB

#7 f+BABA

#8 f+BAA

#9 b+BB

#10 d+BBA

#11 u+BB

#12 u+BA

#13 b+AA

[Notes]

- The bearhug slam and aerial slam are unblockable and the opponent can't use safe roll after either of them when thrown/slammed.

- Hold down the A button to make Chouji roll more during the Baika no Jutsu: roll. Without holding down the button you will get about 3 hits from the move but if you hold down the button you can get about 7 hits. The roll will absorb attacks as long as Chouji keeps rolling.

- Eating chips gives Chouji small amounts of chakra, if you hold down the A button he will continue eating.

- Baika no Jutsu: Nikudan Sensha is slow but has incredible range. It has Chouji running across half of a stage but the slow start-up time makes it near impossible to combo into though. Baika no Jutsu: Nikudan Sensha crush doesn't have as much range but is easier to combo and does more damage.

- Attack String #10 does an insane amount of damage for just 3 hits.

3.4 Gai

>> Background <<

N/A

>> Comment <<

Take Rock Lee, give him more range on his attacks and a better super to use on wakeup or even for counter-attacking and you have Gai. His neutral B isn't as fast as Rock Lee's but is very close to it and is still one of the fastest in the game. The only major disadvantage compared to Rock Lee is that Gai can only open one gate. The gate opening process is useful for anti-wakeup super purposes so that means he only gets one anti-wake up super attempt compared Rock Lee's two.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

Gai fist	f+B	staggers
ground stomp	d+B	normal
open palm thrust	b+B	auto-guard/staggers
rising double kick	u+B	launches, spiral
dive kick	j.B	spiral
Dynamic Entry	run B	knockback

>> Special Moves <<

double open palm thrust	A	staggers
teleport axe kick	u+A	slamdown
Konoha Gouriki Senpuu	f+A	launches,
knockback		
Konoha Reppuu	d+A	knockdown
teleport counter	b+A	auto-guard
hammer fist	j.A	slamdown/h.knockback
overhead punch	run A	knockback/h.knockback

>> Super Moves <<

Gai hug	X	req. 100%
open gate	d+X	req. 50%,
		knockback/h.knockback
- Omote Renge	d+X	req. 100%, critical

>> Attack Strings <<

#1	BB*B{B}A
#2	BB*BA
#3	BB*A{A}A
#4	BB*AAB
#5	AB*B{B}A
#6	AB*BA
#7	AB*A{A}A
#8	AB*AAB

#9 f+B{B}A
 #10 f+BA

 #11 b+{B}B{A}A
 #12 b+{B}BAB
 #13 b+{B}A

 #14 d+{B}B{A}A
 #15 d+{B}BAB
 #16 d+{B}A

 #17 u+{B}A

 #18 u+AB{B}A
 #19 u+ABA

[Notes]

- Gai does chip damage with all his taijustu moves, meaning his whole movelist.
- The ground stomp only hits the opponent if they were on the ground and within range of the stomp area.
- Opening a gate with Gai increases his attack power. The process of opening a gate has amazing priority. It can be used as an attack to counter KnJs or even supers. You can only perform this technique once per round.
- When you open a gate Gai will have access to the Omoto Renge any time you have 100% chakra and critical damage, it lacks the range of his hug super but does more damage.

 3.5 Gaara

 >> Background <<

 N/A

 >> Comments <<

Gaara is the only character in the game besides Shikamaru who doesn't have to worry about being guard broken.

 >> Throws <<

ground throw	Y	launches
--------------	---	----------

 >> Basic Moves <<

violent swing	f+B	normal
sweep	d+B	knockdown
reverse violent swing	b+B	auto-guard/staggers/ h.knockback
rising knee	u+B	launches
violent dive	j.B	spiral
violent kick	run B	knockback

>> Special Moves <<

Sand Shuriken	A	normal
- lv.2	charge A	normal
sand rise	u+A	launches/floats
sand spikes	f+A	
sand splash	d+A	flying screen
teleport counter	b+A	auto-guard
Aerial Sand Shuriken	j.A	normal
sand slide attack	run A	knockdown

>> Super Moves <<

Sabaku Kyuu, Sabaku Sousou	X	req. 100%
Shukaku arm smash	d+X	req. 100%, knockback

>> Attack Strings <<

#1 B{B}*BBB
#2 B{B}*BBAA
#3 B{B}*BA
#4 B{B}*AA
#5 B{B}*ABB
#6 B{B}*ABAA

#7 f+{B}BB
#8 f+{B}BAA
#9 f+{B}A

#10 b+{B}BB
#11 b+{B}BA

#12 d+{B}BB
#13 d+{B}BAA
#14 d+{B}AAA
#15 d+{B}ABB
#16 d+{B}ABAA

#17 u+{B}B
#18 u+{B}A
#19 u+A{B}B
#20 u+A{B}AA

[Notes]

- Gaara can be guard broken but it's very to do so since he will use sand to block any attack that doesn't have a float or h.knockback type hit effect on them with. Versus those types of attacks or when in the air he will block normally.

Not only that but he is the best blocker in the game as he can move around while blocking and recovers from block stun quicker than the rest of the cast. To move around while blocking, just hold back or forward. If holding forward you still have to block your opponent's next attack by using neutral or pressing back.

- The sand rise makes a gush of sand appear in the location of your opponent

the moment you performed the command. It's very easy to dodge if they are moving.

- The teleport counter has Gaara reappear behind his opponent. You are free to choose any attack you want at this point.

- The Shukaku arm smash shields Gaara in a protective dome of sand then a monster arm rushes out at the opponent. The arm is unblockable and Gaara is invulnerable to all attacks when inside the sand dome but it's possible to sidestep or double jump over the arm. You can also attack Gaara before he protects himself to cancel the super.

3.6 Haku

>> Background <<

N/A

>> Comments <<

Not only does Haku have one of the better b+B attacks in the game but also he has a very unique style of pressure gameplay revolving around the homing version of his aerial Water Needles. If that wasn't enough he is the only character in the game besides Rock Lee with an unblockable teleporting super, Sensatsu Suishou, which is useful punishing KnJ attempts or for counter-attacking.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

dash elbow	f+B	normal
sweep	d+B	knockdown
leap roundhouse	b+B	auto-guard/spiral/floats
cartwheel kick	u+B	normal, normal
somersault hammer fist	j.B	slamdown
lunge kick	run B	knockback

>> Special Moves <<

Water Needles	A	normal
- lv.2	charge A	staggers
upward Water Needles toss	u+A	normal
spinning slash	f+A	staggers
frigid slash	d+A	normal
counter	b+A	auto-guard/spiral
aerial Water Needles	j.A	normal
- homing version	charge A	normal
running Water Needles toss	run A	normal

>> Super Moves <<

Makyou Hyoushou	X	req. 100%
Sensatsu Suishou	d+X	req. 100%, normal

>> Attack Strings <<

#1 BB*(B)BB
#2 BB*(B)AA
#3 BB*(B)ABB
#4 BB*(B)ABAA
#5 BB*(B)ABAB
#6 BB*AA
#7 BB*AB
#8 BAA

#9 f+(B)BB
#10 f+BAA
#11 f+BABB
#12 f+BABAA
#13 f+BABAB

#14 d+BB
#15 d+(B)AA
#16 d+(B)AB

#17 u+(B)BBB
#18 u+(B)BAA
#19 u+(B)BABB
#20 u+(B)BABAA
#21 u+(B)BABAB
#22 u+B(A)BB

#23 AA

#24 f+AA
#25 f+ABB
#26 f+A(B)AA
#27 f+A(B)AB

#28 d+(A)BB

[Notes]

- When you perform the aerial Water Needles normally Haku throws them straight down but if you hold down the A button they will stay in the air and lock on to your opponent making them hard to dodge. It takes chakra to keep them in the air but it doesn't take much to turn the move into the homing version.

If Haku is hit, blocks, or uses b+B while the homing version is out then the needles will fall to the ground.

- Sensatsu Suishou makes Haku instantly warp in front of your opponent to attack no matter how far away he was from them. The initial water splash stomp is unblockable but if managed to dodge it then you can block the Flying Water Needles afterwards. This super is great for countering KnJs attempts.

A weird thing about this super is that the water splash stomp will miss completely on most of the tall size characters if they were facing towards Haku's direction and just stood still when he activated it. Sometimes the

stomp will hit but won't cause the stagger stun needed for the needles to combo. Either way the opponent can easily block once they see that you miss the stomp.

The general way of knowing is that the adults can avoid it by standing still and the kids can't but there are some exceptions so it's better to list those that can; Akamaru (big surprise), Iruka, Jiraiya, Kakashi, Mizuki, Orochimaru, and Zabuza.

Any other character would get hit if they stood still.

3.7 Hinata

>> Background <<

N/A

>> Comments <<

Similar to Neji but Hinata has more unique attack strings and more cancel points. This makes her a good guard breaking or just in general a very aggressive offense character. She also has one of the better b+As in the game which has it place vs. KnJ baits, the most unique j.B in the game, and is one of the only two characters in the game with a super counter.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

two-handed palm thrust	f+B	normal
lower palm thrust	d+B	knockdown
reverse palm thrust	b+B	auto-guard/staggers h.knockback
rising twister attack	u+B	launches, spiral
flying palm attack	j.B	spiral
running palm thrust	run B	knockback

>> Special Moves <<

shuriken toss	A	normal
- lv.2	charge A	normal
upward shuriken toss	u+A	normal
sidestep attack	f+A	normal
low kunai slash	d+A	staggers
stumble counter	b+A	auto-guard/staggers
aerial shuriken toss	j.A	normal
palm upper thrust	run A(Y)	launches

>> Super Moves <<

Hinata rendan	X	req. 100%
super counter	d+X	req. 100%, critical, auto-guard

>> Attack Strings <<

#1 B{B}* (Y) BBB

#2 B{B}* (Y) BBA (Y)

#3 B{B}* (Y) BABB (Y) B

#4 B{B}* (Y) BABB (Y) AA (Y)

#5 f+BB (Y) B

#6 f+BB (Y) AA (Y)

#7 d+BB

#8 d+ABB (Y) B

#9 d+ABB (Y) AA (Y)

[Notes]

- Hinata's sidestep attack has her moving into the background or foreground and then quickly striking her opponent. Which foot she has forward determines which way Hinata moves. If her left foot was in the front, she will go into the background and she will move into the foreground if her right foot was in the front. Not all moves makes her switch her foot stance but there are more that do than don't so it would be better to just list those that don't. Here is an incomplete list: u+A, j.A, b+B, j.B, X, and d+X.

- The stumble counter doesn't cause a true stagger like state but Hinata does knock the opponent off balance if they try to strike her while she was in her counter pose. You are free to choose any attack you want after you make the opponent stumble over.

- Super counter doesn't drain chakra until the opponent strikes Hinata. If they fail to do so while she is posing or hit her with any non-taijutsu attack such as a projectile then she will just go back into her normal stance or hit stun. If successful Hinata flips the opponent into the air and strikes with a powerful palm thrust attack dealing massive damage.

- Hinata's attack strings contain break cancel points that allows her to feint the next attack of an attack string and return to her neutral stance. For example you can break the second B attack of attack string #1 by pressing Y as soon as you reach the break cancel point.

If you press "BBY" Hinata won't continue through with the second attack. The input time frame window to do this is similar to super cancels but there is a little bit more leeway. As long as you cancel before the last few attack frames the move will be canceled. This gives Hinata great mix-up options as she can quickly break a string and go for a throw or continue on to pressure a blocking opponent.

You can also feint her run A attack, the same attack that is used at the end of Attack String #2.

3.8 Ino

>> Background <<

N/A

>> Comments <<

Ino is the queen of b+B attacks. Her b+B attack is just as fast most character's neutral B attack and it's even safe on block. This allows her to punish many more attack strings midway than the average character. She also has one of the better j.Bs in the game.

>> Throws <<

ground throw	Y	staggers
--------------	---	----------

>> Basic Moves <<

rising elbow	f+B	spiral
sweep	d+B	knockdown
reverse violent slap	b+B	auto-guard/slamdown
flip kick	u+B	normal, slamdown
somersault kick	j.B	launches
reversed heel kick	run B	spiral

>> Special Moves <<

kunai toss	A	normal
- lv.2	charge A	normal
upward kunai toss	u+A	normal
kunai slide attack	f+A	knockdown
kunai upper	d+A	launches/floats
kunai slash counter	b+A	auto-guard/knockback
aerial kunai toss	j.A	normal
overhead kunai attack	run A	staggers

>> Super Moves <<

Shintenshin No Justu	X	req. 100%
Shintenshin No Justu extended	X	req. 100%, critical

>> Attack Strings <<

#1	BB*BBBB
#2	BB*BBBA
#3	BB*BA
#4	BB*A
#5	f+BBB
#6	b+BBB
#7	b+BA
#8	d+BBB
#9	d+BA

teleport	f+A	
kunai slash	d+A	staggers
falling face kick counter	b+A	auto-guard/staggers
aerial shuriken toss	j.A	normal
kunai upper	run A	spiral

>> Super Moves <<

Iruka rendan	X	req. 100%
Iruka rendan extended	d+X	req. 100%, critical

>> Attack Strings <<

#1 BB*BBB
 #2 BB*BBA
 #3 BB*BAA
 #4 BB*BABB
 #5 BB*BABA
 #6 BB*AA

#7 f+BBB
 #8 f+BBA
 #9 f+BAA
 #10 f+BABB
 #11 f+BABA

#12 d+BBAA

#13 u+BBAA

#14 d+ABB
 #15 d+ABA
 #16 d+AAA
 #17 d+AABB
 #18 d+AABA

[Notes]

- The clone big shuriken toss can hit multiple times (18+ hits) depending on how big the stage was and how late it hit your opponent.

- The extended Iruka rendan super does more damage than the normal one but comes out slower making it hard or near impossible to combo into.

3.10 Itachi

>> Background <<

N/A

>> Comments <<

What sets Itachi apart from the rest of the cast is his very unique set of specials which when used properly keeps your opponent on their toes and easily allows Itachi to control the pace of the match. Besides the many projectile

like bunshin attacks he is the only character in the game besides Orochimaru with a teleport for a b+A command instead of a auto-guard attack. While not useful for defense vs. up-close melee attacks, from far away it allows Itachi to quickly get behind the opponent if need be. If that wasn't enough his Tsukiyomi super drains all chakra from the opponent and he is the only character in the game besides Hinata with a super counter.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

step backfist	f+B	staggers
sweep	d+B	knockdown
spin kick	b+B	auto-guard/knockback/ h.knockback
launch kick	u+B	spiral
drill dive	j.B	spiral
rushing double kick	run B	normal, slamdown

>> Special Moves <<

kunai toss (x3)	A	normal
- x5	charge A	normal
bunshin axe kick	u+A	slamdown
bunshin dashing kunai slash	f+A	staggers
low kunai slash	d+A	staggers
teleport	b+A	
bunshin drill dive	j.A	spiral
teleport aerial kunai slash	run A	slamdown

>> Super Moves <<

Tsukiyomi	X	req. 100%
Bakuretsu Kage Bunshin no Jutsu	d+X	req. 100%, auto-guard/flying screen

>> Attack Strings <<

#1	BB*BBBB
#2	BB*BBBA
#3	BB*BBAB
#4	BB*BBAA
#5	BB*BAA
#6	f+BBB
#7	f+BBAA
#8	f+BA
#9	d+BBBB
#10	d+BBBA
#11	d+BBABBB
#12	d+BBAA
#13	d+BAB

#14 f+AAA

#15 f+AB

#16 u+AA

#17 u+ABBB

#18 d+AB

#19 d+AA

[Notes]

- The teleport makes Itachi reappear behind his opponent no matter how far away they were from him. You can make Itachi reappear in front of the opponent instead by pressing forward after entering the b+A command. You can also delay the time before he reappears if you have enough chakra to spare. Just hold down the A button after you performed the command and release whenever you're ready to reappear. With 100% chakra you can delay reappearing for about 2 seconds.

- The bunshin axe kick and bunshin drill dive makes a clone of Itachi appear in front and above of the location where your opponent was when you entered the command.

- If you connect with the Tsukiyomi it does great damage and also drains all of your opponent's chakra.

- The Bakuretsu Kage Bunshin no Jutsu doesn't activate and drain chakra until the opponent strikes Itachi with a taijutsu attack. If the opponent fail to do so Itachi will just return back to his normal stance but if successful he makes a clone while teleporting behind the opponent at the same time. The clone then causes a huge explosion dealing heavy damage and sending the opponent flying VERY far across the screen.

3.11 Jiraiya

>> Background <<

N/A

>> Comments <<

Jiraiya has the most stamina defense out any character in the game. His b+A is pretty unique in that it lacks auto-guard frames and it's not a teleport like Itachi or Orochimaru's but still has it's place in countering KnJ attempts since it protects him from all sides. His Kuchiyose no Jutsu super can be used as a nasty trade vs. certain attacks in favor of Jiraiya since the attack still carries out even if Jiraiya is hit resulting in heavy damage towards the opponent.

>> Throws <<

ground throw

Y

launches

>> Basic Moves <<

```

*****
double palm thrust      f+B          staggers
one hand slam          d+B          slamdown
palm upper             b+B          auto-guard/launches
axe kick stomp         u+B          normal, slamdown
aerial chop            j.B          slamdown/h.knockback
face kick              run B        knockback

```

```

*****
>> Special Moves <<
*****

```

```

kunai toss (x3)        A            normal
- (x4)                 charge A     normal
upward kunai toss      u+A          normal
Katon: Goukakyuu no Jutsu f+A
oil pit                d+A          launches
Needle Guardian        b+A          normal
aerial kunai toss      j.A          normal
shoulder ram           run A        staggers

```

```

*****
>> Super Moves <<
*****

```

```

Katon: Gama Yuendan    X            req. 100%
Kuchiyose no Jutsu: toad crush d+X          req. 75%, knockback/
                                                    h.knockback, blockable

```

```

*****
>> Attack Strings <<
*****

```

```

#1  BB*BB
#2  BB*BABB
#3  BB*BAA
#4  BB*ABB
#5  BB*ABA
#6  BB*AA

#7  f+BB
#8  f+BABB

#9  b+BA

#10 d+BBB
#11 d+BBA

#12 run ABB
#13 run AA

```

[Notes]

- The Katon: Goukakyuu no Jutsu will last as long as you have enough chakra to spare. Just hold down the A button when performing.

- Needle Guardian lacks auto-guard but can hit multiple times as long as you have enough chakra to spare. Just hold down the A button to make Jiraiya stay in his same pose when performing the move. Since this protects Jiraiya from both the front and back it can be used to counter KnJs.

>> Background <<

N/A

>> Comments <<

Kakashi doesn't shine until you activate his Sharingan. Once you do that you will have access to one of the best b+As in the game, the Sharingan counter, which allows him to be basically 100% safe vs. wake-up super attempts. It's possible to still hit S.Kakashi during the counter but the chances of that happening in a real match is very low. On offense if S.Kakashi knocks you down Raikiri Rendan is one of the strongest and most effective wake-up supers in the game as it either wins the match for S.Kakashi or easily turns the match over in his favor.

- Normal Mode -

>> Throws <<

ground throw	Y	launches
air throw	j.Y	knockdown

>> Basic Moves <<

leaping roundhouse	f+B	knockback/h.knockback
low backfist	d+B	knockdown
straight punch	b+B	auto-guard/normal
launch kick	u+B	launches
dive elbow	j.B	spiral
slide kick	run B	knockdown

>> Special Moves <<

kunai toss (x2)	A	normal
- (x3)	charge A	normal
upward kunai toss	u+A	normal
kunai slash	f+A	normal
Doton: Shinjuu Zanshu no Jutsu	d+A	spiral
Konohagakure Furui Taijutsu		
Suukoujutsu: Itami no Sennen	b+A	auto-guard/flying screen
aerial kunai toss	j.A	normal
running low kunai toss	run A	normal

>> Super Moves <<

Raikiri	X	req. 100%
- fully powered	charge X	
activate Sharingan	d+X	req. 50%

>> Attack Strings <<

#1 BB*BB
#2 BB*A
#3 BB*BAA
#4 BB*BAB

#5 b+BB*BB
#6 b+BB*BAA
#7 b+BB*BAB

#8 d+BB*B
#9 d+BB*A

#10 u+BB

#11 f+AB*BB
#12 f+AB*A
#13 f+AB*BAA
#14 f+AB*BAB

#15 run AB*BB
#16 run AB*BAA
#17 run AB*BAB

- Sharingan Mode -

>> Throws <<

ground throw	Y	launches
air throw	j.Y	knockdown

>> Basic Moves <<

leaping double roundhouse	f+B	launches, flying screen
low kick	d+B	knockdown
straight punch	b+B	auto-guard/normal
launch kick	u+B	launches
dive elbow	j.B	spiral
slide kick	run B	knockdown

>> Special Moves <<

kunai toss (x2)	A	normal
- (x3)	charge A	normal
upward kunai toss	u+A	launches
kunai double slash	f+A	normal, spiral
Doton: Shinjuu Zanshu no Jutsu	d+A	spiral
Sharingan counter	b+A	auto-guard
aerial kunai toss	j.A	normal
running low kunai toss	run A	normal

>> Super Moves <<

Raikiri rendan	X	req. 100%
----------------	---	-----------

>> Attack Strings <<

#1 BB*BBB

#2 BB*A

#3 BB*BBAA

#4 BB*BBAB

#5 b+BB*BB

#6 b+BB*BAA

#7 b+BB*BAB

#8 d+BB*BB

#9 d+BB*A

#10 u+BB

#11 f+AB*BBB

#12 f+AB*A

#13 f+AB*BBAA

#14 f+AB*BBAB

#15 run AB*BB

#16 run AB*BAA

#17 run AB*BAB

[Notes]

- You can stay underground longer during the Doton: Shinjuu Zanshu no Jutsu by holding down the A button. How long you can stay depends on how much chakra you have to spare.

- Holding down the X button can charge the Raikiri. How long you charge determines how far Kakashi will travel towards his opponent. The damage is still the same unless you let it charge fully. At full power Kakashi will dash by himself and the Raikiri will do more damage as well traveling very far across the stage.

- The Raikiri rendan can't be charged but does more damage than a full powered normal Raikiri and is much easier to combo into.

- The Sharingan counter makes Kakashi teleport and reappear behind his opponent when countering normal taijutsu moves but the Sharingan counter is also capable of countering super moves as well. You can only copy supers if you are facing towards the opponent. Copying a super drains all of your chakra no matter how much or little you had before copying the move.

He can't copy all supers but there are a quite a few of them that he can. For the ones he can't copy he will simply just teleport and reappear very far behind his opponent if you attempt to copy their super. The Sharingan counter doesn't copy any super moves when playing multiplayer mode. Here is the list:

Format

Character

- super - command - [Can copy? Yes/No/Hit. If no then it means he will teleport or perform normal version of super for those have extended versions, this will be noted in extra comments section. Hit means he won't teleport away and will still get hit.]

* Some extra comments if I feel need to be mentioned.

Akamaru

- N/A

*Can't copy eating a pill..

Anko

- Anko rendan	X	[No]
- neck slam	X, critical	[No]

Chouji

- Baika no Jutsu: Nikudan Sensha	X	[No]
- Baika no Jutsu: Nikudan Sensha crush	d+X	[No]

Gai

- Gai hug	X	[No]
- Omote Renge	d+X, critical	[No]

Gaara

- Sabaku Kyuu, Sabaku Sousou	X	[No]
- Shukaku arm smash	d+X	[No]

Haku

- Makyou Hyoushou	X	[No]
- Sensatsu Suishou	d+X	[No]

Hinata

- Hinata rendan	X	[No]
- super counter	d+X	[No]

*Hard to test if he can copy the super counter since you have to strike Hinata first to activate it so I'll just give this one a no.

Ino

- Shintenshin no Jutsu	X	[No]
- Shintenshin no Jutsu extended	X, critical	[No]

Iruka

- Iruka rendan	X	[Yes]
- Iruka rendan extended	d+X	[No]

Itachi

- Tsukiyomi X [No]
- Bakuretsu Kage Bunshin no Jutsu d+X [No]

*Like Hinata's super counter, it's hard to test if Kakashi can copy the Bakuretsu Kage Bunshin no Jutsu since you have to strike Itachi first to activate it so I'll give this one a no as well.

Jiraiya

- Katon: Gama Yuendan X [No]
- Kuchiyose no Jutsu: toad crush d+X [Hit]

Kakashi

- Raikiri X [Yes]

S.Kakashi

- Raikiri rendan X [Yes]

*Duh, they are his own moves.

Kankuro

- Kugutsu no Jutsu: Karasu's death hug X [No]
- Karasu: poison kunai spread d+X [Hit]
- Karasu: poison bomb air barrage j.X [Hit]

Karasu

- poison kunai spread X [Hit]
- poison bomb air barrage j.X [Hit]

Kiba

- Gatsuuga X [Yes]
- Gatsuuga extended d+X, critical [No]

*Will perform normal Gatsuuga if you try to copy the extended version.

Mizuki

- Mizuki rendan X [Yes]
- Mizuki rendan extended d+X [No]

*Will perform normal Mizuki rendan if you try to copy the extended version.

Naruto

- Naruto Rendan X [Yes]
- Rasengan X, critical [No]

K.Naruto

- Kyuubi rendan X [No]

Neji

- Hakkeshou: Rokujuu Yonshou X [No]
- Daikaiten d+X [No]

Orochimaru

- Gogouofuuin X [No]
- Kusanagi no Tsurugi slash d+X [No]

Rock Lee

- Omote Renge X [Yes]
- Ura Renge X [No]

*Will perform Omote Renge if you try to copy Ura Renge. Also the damage from it is the same as a non-gate opened version from Rock.

Sakura

- Inner Sakura rendan X [Yes]
- Inner Sakura rendan extended X, critical [No]

*Will perform normal Inner Sakura rendan if you try to copy the extended version.

Sandaime

- Sandaime & Enma rendan X [No]
- Katon: Karyuu Endan d+X [No]

Sasuke

- Shishi Rendan X [Yes]

S.Sasuke

- Chidori X [Yes]
- Katon: Housenka no Jutsu j.X [Hit]

Shino

- Kekkaikonchuu no Jutsu X [No]
- destruction bug spike formation j.X [No]

Shikamaru

- Kagemane no Jutsu X [Yes]
 - Kagemane no Jutsu 2 d+X [Hit]
-

Tsunade		
- Tsunade kick	X	[No]
- Souzousaisei	d+X, critical	[No]

Tenten		
- Soushouryu	X	[No]
- aerial projectile barrage	j.X	[Hit]

Temari		
- Kamaitachi no Jutsu	X	[No]
- aerial Kamaitachi	j.X	[Hit]

Zabuza		
- Kirigakure no Jutsu	X	[Yes]
- whirlwind slash	d+X	[No]

* Even though Kakashi teleports vs. the whirlwind slash you will get hit by it when reappearing cause of the range of Zabuza's sword.

3.13 Kankuro

>> Background <<

N/A

>> Comments <<

With Kankuro the match is always 2 vs. 1 because not only do you have to worry about Kankuro but his puppet Karasu as well in battle. The major advantage of their double team type fighting style is the many unblockable set-ups they can produce for guaranteed damage off the opponent.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

shoulder ram	f+B	staggers
low swipe	d+B	knockdown
mean hook	b+B	auto-guard/knockback
flip	u+B	
aerial chop	j.B	slamdown/h.knockback
slide kick	run B	knockback

>> Special Moves <<

```

*****
Karasu: poison bomb          A          staggers
- lv.2                       charge A  staggers
Karasu: upward poison kunai toss u+A    normal
Karasu: headbutt            f+A      staggers
Karasu: rising spin attack   d+A      launches
Karasu: return              b+A
Karasu: aerial poison kunai toss j.A    normal
Karasu: tackle              run A      launches

```

>> Super Moves <<

Kugutsu no Jutsu:

```

Karasu's death hug          X          req. 100%
Karasu: poison kunai spread  d+X      req. 75%, blockable
Karasu: poison bomb air barrage j+X      req. 75%, blockable

```

>> Attack Strings <<

```

#1  BB*BB
#2  BB*BAA
#3  BB*AAA
#4  BB*ABBB
#5  BB*ABBA
#6  BB*ABAAAAA
#7  BB*ABAB
#8  BABAB

#9  b+BAAA

#10 u+B

#11 d+BBB
#12 d+BBAA

#13 f+BAB
#14 f+BBB
#15 f+BBA
#16 f+BAAAAAA

#17 f+AAA
#18 f+ABBB
#19 f+ABBA
#20 f+ABAAAAA
#21 f+ABAB

#22 d+AAAAAA

```

[Notes]

- Not only do you have to learn to control Kankuro but his deadly puppet Karasu as well. Karasu mimics Kankuro's movements such as walking and jumping. His attack buttons are only done with the A button but there are attack strings starting with B that involves him. You use b+A to return Karasu close to Kankuro and in the default position he was in at the beginning of the match. Whenever Kankuro is busy you can still control Karasu movements.

Karasu can also shield Kankuro from attacks but every attack done to him drains chakra so in a sense the chakra bar is Karasu's life bar, but he can't

die.

- Karasu's poison gas bomb doesn't have to hit your opponent directly the explosion can also hit them. This makes it a great projectile to use on opponents during wake-up, especially the lv.2 version that causes a huge explosion.

- Karasu's poison gas air barrage super requires that Kankuro must also be in the air to activate it.

- Both of Karasu's supers are blockable but they do a nice amount of chip damage.

3.14 Karasu

>> Background <<

N/A

>> Comments <<

The other joke character in the game besides Akamaru, his most unique trait is that he is the only character in the game with super armor, meaning he can soak any attack besides those that causes stagger and not go into hit stun.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

shoulder ram	f+B	staggers
low swipe	d+B	knockdown
mean hook	b+B	auto-guard/knockback
flip	u+B	
aerial chop	j.B	slamdown/h.knockback
slide kick	run B	knockback

>> Special Moves <<

poison bomb	A	staggers
- lv.2	charge A	staggers
upward poison kunai spread	u+A	normal
headbutt	f+A	staggers
rising spin attack	d+A	launches
reverse swipe	b+A	normal
aerial poison kunai spread	j.A	normal
tackle	run A	launches

>> Super Moves <<

poison kunai spread	X	req. 75%, blockable
---------------------	---	---------------------

poison bomb air barrage

j+X

req. 75%, blockable

>> Attack Strings <<

#1 BAAAAAA

#2 f+BAAA

#3 u+BBAAAAAA

#4 d+BAAAAAA

#5 f+AAA

#6 b+AAAAAAA

#7 d+AAAAAA

#8 run AA

[Notes]

- Karasu gains Kankuro's basic B moves but lacks in attack strings and cancel points for supers. To make up for this he gains super armor that allows him to absorb your attacks without going into a hit stun. He'll also continue through with his own attacks if you try to hit him out of them. The only attacks that have any effect on him are attacks with the launch, spiral, knockdown, and knockback hit type properties on them as well as supers.

- Both of his supers are blockable but does good chip damage.

3.15 Kiba

>> Background <<

N/A

>> Comments <<

The king of Low Attacks, Kiba has a good variety of attacks that are meant for evading and counter-attacking High level and even some Mid attacks. His d+A, "Sit Akamaru!", can be used as a replacement for his b+A or even b+B as the activation frames for the counter-attack is instant making it one of the fastest counter-attacks in the game besides S.Kakashi's Sharingan Counter. The price of using the move in such a way however means that Kiba will take damage himself so you have to use it wisely.

>> Throws <<

ground throw

Y

launches

air throw

j.Y

knockdown

>> Basic Moves <<

double claw lift	f+B	launches
double sweep	d+B	knockdown
axe kick	b+B	auto-guard/slamdown
rising spin kick	u+B	launches
beast rolling dive	j.B	spiral
beast rolling tackle	run B	knockback

>> Special Moves <<

Akamaru not busy: tackle	A	spiral
- bite	charge A	staggers
Akamaru busy: shuriken toss	A	normal
upward shuriken toss	u+A	normal
claw slash-uppercut combo	f+A	normal, spiral
"Sit Akamaru!"	d+A	
slash counter	b+A	auto-guard/staggers
aerial shuriken toss	j.A	normal
shoulder tackle	run A	normal

>> Super Moves <<

Gatsuuga	X	req. 100%
Gatssuga extended	d+X	req. 100%, critical

>> Attack Strings <<

#1 BB*BB

#2 BB*BAAB

#3 BB*BABB

#4 BB*AAA

#5 f+BBB

#6 f+BA

#7 d+BA

#8 u+BB*BB

#9 u+BB*BAAB

#10 u+BB*BABB

#11 u+BB*AAA

#12 run BB

#13 j.BB

#14 f+AB

#15 run AA

#16 run ABB*B

#17 run ABB*BAAB

#18 run ABB*BABB

#19 run ABB*AAA

[Notes]

- All attacks or attack strings involving claw slashes does chip damage.

- The sit command makes Akamaru do just that. As long you hold down the A

button Akamaru will stay put. While Akamaru is sitting down if the opponent hits Kiba with an attack this will trigger a tackle counter-attack from Akamaru.

- The extended version of the Gatsuuga travels further and faster than the normal one plus Akamaru adds a hit during activation, if he's not busy, to help Kiba out. If in the corner he will connect along with Kiba's initial slash for the super. This version also does way more damage the normal one.

3.16 Mizuki

>> Background <<

N/A

>> Comments <<

Mizuki plays mostly the same as Iruka with a few minor differences such as the different hit properties on his attacks and attack strings compared to Iruka's. One of the more noticeable differences from Iruka is that Mizuki's big shuriken toss has slower start-up and recovery time. The most important difference is in their b+B attacks. While Ino is the queen of b+B attacks, Mizuki holds the position as the king. It's just as fast as Ino's on start-up, is just as safe to use as a standalone attack, and even has more range.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

turned fist attack	f+B	normal
sweep	d+B	normal
dash punch	b+B	auto-guard/knockdown
leaping roundhouse	u+B	knockback
dive kick	j.B	staggers
rush somersault kick	run B	staggers

>> Special Moves <<

big shuriken toss	A	staggers
- double big shuriken toss	charge A	staggers, knockdown
upward shruiken toss	u+A	launches/floats
teleport	f+A	
kunai slash	d+A	staggers
flip kick counter	b+A	auto-guard/staggers
aerial shuriken toss	j.A	staggers
kunai upper	run A	spiral

>> Super Moves <<

Mizuki rendan	X	req. 100%
---------------	---	-----------

>> Attack Strings <<

- #1 BB*BBB
- #2 BB*BBA
- #3 BB*BAA
- #4 BB*BABB
- #5 BB*BABA
- #6 BB*AB

- #7 f+BBB
- #8 f+BBA
- #9 f+BAA
- #10 f+BABB
- #11 f+BABA

- #12 d+BBAB
- #13 d+BAB

- #14 d+ABB
- #15 d+ABA
- #16 d+AAA
- #17 d+AABB
- #18 d+AABA

[Notes]

- The double big shuriken toss can hit multiple times (18+ hits) depending on big the stage is and how early or late it hit your opponent.

- The extended Mizuki rendan super does more damage and travels farther after start-up than the normal one but comes out slower making it hard or near impossible to combo into.

3.17 Naruto

>> Background <<

N/A

>> Comments <<

Staying true to the series, the harder you beat up on Naruto the harder he fights back. Before reaching critical health Naruto is a very solid already character but he really shines once he reaches critical health. This is because he will have access to the third most damaging super in the game, Rasengan, or the option to alter his fighting style by transforming into Kyuubi Naruto to become one of the best guard breaking characters in the game. The Rasengan can be used in small simple combos for big damage or in long non-KnJable combos for incredible damage that will either win the match or greatly turn it over in his favor. The transformation to K.Naruto can be used for Anti-Wake-up Super purposes.

>> Throws <<

ground throw	Y	launches
air throw	j.Y	knockdown

>> Basic Moves <<

leapfrog hammerfist	f+B	slamdown
sweep	d+B	knockdown
windup punch	b+B	auto-guard/slamdown
launch kick	u+B	spiral
dive punch	j.B	spiral
shoulder ram	run B	flying screen

>> Special Moves <<

kunai	A	normal
- stun kunai	charge A	staggers
- knockdown kunai	charge A more	knockback
upward kunai toss	u+A	normal
kunai uppercut	f+A	launches/floats
bunshin uppercut	d+A	spiral/floats
Oiroke no Jutsu counter	b+A	auto-guard/knockback
aerial kunai toss	j.A	normal
turn kunai stab	run A	normal

>> Super Moves <<

Naruto Rendan	X	req. 100%
Rasengan	X	req. 100%, critical
activate Kyuubi mode	d+X	req. 100%, critical, knockdown/h.knockdown

>> Attack Strings <<

#1	B{B}*BBBB
#2	B{B}*BBBA
#3	{B}AAAA
#4	{B}AAB*BBBB
#5	{B}AAB*BBBA
#6	{B}ABB
#7	{B}ABA
#8	f+{B}B
#9	f+{B}A
#10	d+{B}AAA
#11	d+{B}AB*BBBB
#12	d+{B}AB*BBBA
#13	run {A}AAA
#14	run {A}AB*BBBB
#15	run {A}AB*BBBA

#16 run {A}BB
#17 run {A}BA

- Kyuubi Mode -

>> Throws <<

ground throw	Y
air throw	j.Y

>> Basic Moves <<

leaping slash	f+B	staggers
sweep	d+B	normal
windup slash	b+B	auto-guard/slamdown
launch kick	u+B	spiral
dive punch	j.B	spiral
shoulder ram	run B	flying screen

>> Special Moves <<

slash	A	normal
uppercut slash	u+A	launches/floats
two-handed slash	f+A	normal
Kyuubi uppercut	d+A	spiral/floats
Kyuubi counter	b+A	auto-guard/knockback
aerial slash	j.A	slamdown/h.knockback
teleport	run A	

>> Super Moves <<

Kyuubi rendan	X	req. 100%
---------------	---	-----------

>> Attack Strings <<

- #1 B(B)*BBBB
- #2 B{B}*BBA
- #3 B{B}*BA
- #4 B{A}AAA
- #5 B{A}BB
- #6 B{A}ABBBB
- #7 B{A}ABA
- #8 B{A}ABBA

- #9 {A}AAA
- #10 {A}ABBBB
- #11 {A}ABBA
- #12 {A}ABA
- #13 {A}BB

- #14 f+B{B}*BBBB
- #15 f+B{B}*BBA
- #16 f+B{B}*BA

#17 f+{B}AA

#18 d+B{B}*BBBB

#19 d+B{B}*BBA

#20 d+B{B}*BA

#21 d+{B}AA

#22 u+{B}BBB

#23 u+{B}BA

#24 u+{A}A

#25 f+{A}AA

#26 f+{A}BBBB

#27 f+{A}BBA

#28 f+{A}BA

[Notes]

- The bunshin uppercut makes a clone appear in front of your opponent, it can easily be dodged if they are moving. The Kyuubi version is the same except Naruto goes underground himself instead of sending a clone.

- You can make the Oiroke no Jutsu last as long as you have enough chakra to spare by holding down the A button after performing. It will only counter taijustu moves.

- Once you activate Kyuubi mode you can't return back to Normal mode. The process of activating Kyuubi mode is similar to opening a gate with Rock Lee or Gai, meaning you can use to counter KnJ attempts. Also when you activate this mode you gain around 20% life back.

K.Naruto has the worst defense in the game but to make up for this he gains chakra automatically whenever he is not attacking. His ground KnJ also changes to him just teleporting behind the opponent without doing a counter-attack. His aerial KnJ is still the same.

All attacks or attack strings involving claw slashes does chip damage.

- In Kyuubi mode the teleport makes Naruto instantly appear behind his opponent if perform the move close otherwise he will appear in front of them with his back turned.

3.18 Neji

>> Background <<

N/A

>> Comments <<

Neji is the only character in the game besides Hinata with break cancel points in his attack strings that gives him greater mix-up opportunities compared to the average character and allows him to keep a strong offense. He is also one of the few characters in the game with chakra draining attacks. The most notable is the Hakkeshou: Rokujuu Yonshou super which not only drain a great deal of chakra from the opponent but does great damage to them as well.

His Kaiten is unique for that fact that not only can it counter both physical and projectile attacks but also it protects him from both attacks no matter where if opponent attacked from the front or behind Neji, meaning it's a useful anti-KnJ tool.

If that wasn't enough Neji has one of the best 75% supers in the game in the form of his Daikaiten. It can be used as a counter for KnJs but it really shines in his combos. In the corner it's possible for him to easily perform 90-100% damage non-KnJable combos.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

two-handed palm thrust	f+B	normal
low kick	d+B	normal
reverse palm strike	b+B	auto-guard/staggers
launch kick	u+B	spiral
dive elbow	j.B	spiral
dash elbow	run B	knockback

>> Special Moves <<

kunai toss	A	normal
- lv.2	charge A	normal
upward kunai toss	u+A	normal
tenketsu strike	f+A	normal
low kunai slash	d+A	staggers
Kaiten	b+A	auto-guard/knockback
aerial kunai toss	j.A	normal
double heel kick	run A	staggers

>> Super Moves <<

Hakkeshou: Rokujuu Yonshou	X	req. 100%
Daikaiten	d+X	req. 75%, blockable flying screen/h.knockback

>> Attack Strings <<

#1	BB* (Y) BBB
#2	BB* (Y) BBA
#3	BB* (Y) BA
#4	BB* (Y) A (Y)
#5	f+BBB (Y)
#6	f+BBABB* (Y) BBB
#7	f+BBABB* (Y) BBA
#8	f+BBABB* (Y) BA
#9	f+BBABB* (Y) A (Y)
#10	d+BB

#11 d+BABB*(Y)BBB

#12 d+BABB*(Y)BBA

#13 d+BABB*(Y)BA

#14 d+BABB*(Y)A(Y)

#15 d+ABB*(Y)BBB

#16 d+ABB*(Y)BBA

#17 d+ABB*(Y)BA

#18 d+ABB*(Y)A(Y)

#19 run AB(Y)

[Notes]

- Neji has the ability to remove chakra from the opponent with certain attacks; Tenketsu strike, attack strings involving it, the last attack of attacks strings #2, #7, #12, and #16, and Hakkeshou: Rokujuu Yonshou.

Tenketsu strike removes about 25% chakra from your opponent and Hakkeshou: Rokujuu Yonshou removes about 75% chakra. I don't know the amount for the attack during attack strings but I would say it's around 5-10%.

- Kaiten counters both taijutsu and projectile attacks.

- Daikaiten covers a huge 360 area making it a great counter for KnJs. In the corner it's possible to juggle the opponent with more attacks afterwards.

- Neji's attack strings contain break cancel points that allows him to feint the next attack of an attack string and return to his neutral stance. For example you can break the second B attack of attack string #1 by pressing Y as soon as you reach the break cancel point.

If you press "BBY" Neji won't continue through with the second attack. The input time frame window to do this is similar to super cancels so you must be quick. This gives Neji great mix-up options as he can quickly break a string and go for a throw or continue on to pressure a blocking opponent.

3.19 Orochimaru

>> Background <<

N/A

>> Comments <<

Orochimaru is the only character in the game besides Itachi with a teleport for a b+A command instead of an auto-guard counter-attack. It allows him to easily get behind the opponent if need be. Orochimaru also holds the title for the most annoying super in the game, Gogoufuuin. It does decent damage by itself but more importantly it removes all chakra from your opponent and the ability for them to gain any for 10 seconds. This makes Orochimaru a big threat because once he lands the super since he will also have the option of landing long and damaging non-KnJable combos afterwards if he finds an opening.

>> Throws <<

- The teleport makes Orochimaru reappear behind his opponent no matter how far away they were from him. You can make Orochimaru reappear in front of the opponent instead by pressing forward after entering the b+A command. You can also delay the time before he reappears if you have enough chakra to spare. Just hold down the A button after you performed the command and release whenever you're ready to reappear. With 100% chakra you can delay reappearing for about 2 seconds.

- Goguoufuuin removes 100% chakra from your opponent and limits the ability for your opponent to gain any chakra for 10 seconds. It also will revert Kyuubi Naruto, Sharingan Sasuke, Sharingan Kakashi, any gates opened Lee, and gate open Gai back to their original states.

In a real match and on the standard damage settings Kyuubi Naruto will instantly be KOed from the Goguoufunnin anyways but if you look closely at Naruto during the KO you will see that he returned back to his normal state. An even easier way of testing this is just go into to training mode and see the results.

3.20 Rock lee

>> Background <<

N/A

>> Comments <<

Rock Lee holds the title for the fastest neutral B attack in the game. This allows him to counter more attacks or attack strings on block than the average character. Unlike Gai, Lee can go through the gate opening process twice. This means he can have two Anti-Wake-Up Super counters ready per round. His Ura Renge is the strongest super move in the game and when combined with just the most basic combo is an instant kill for a majority of characters in the game. Not only does do it incredible damage and is cancelable off any ground attack but the Ura Renge is unique in that makes Lee instantly teleport in front of the opponent and attack no matter where how far away he was from the opponent. Only Haku's Sensatsu Suishou has such similar properties.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

elbow	f+B	staggers
ground stomp	d+B	normal
power punch	b+B	auto-guard/staggers
rising double kick	u+B	launches, spiral
dive kick	j.B	spiral
dragon kick	run B	knockback

>> Special Moves <<

double open palm thrust	A	staggers
somersault axe kick	u+A	slamdown
Konoha Senpū	f+A	launches,
knockback		
Konoha Reppū	d+A	knockdown
taijutsu counter	b+A	auto-guard/staggers
hammer fist	j.A	slamdown/h.knockback
overhead punch	run A	knockback/h.knockback

>> Super Moves <<

Omote Renge	X	req. 100%
open Initial Gate	d+X	req. 50%, blockable knockback/h.knockback
- open Life Gate	d+X	req. 50%, blockable knockback/h.knockback
-- Ura Renge	X	req. 100%

>> Attack Strings <<

```

#1 BB*B{B}A
#2 BB*BA
#3 BB*A{A}A
#4 BB*AAB

#5 AB*B{B}A
#6 AB*BA
#7 AB*A{A}A
#8 AB*AAB

#9 f+B{B}A
#10 f+BA

#11 b+{B}B{A}A
#12 b+{B}BAB
#13 b+{B}A

#14 d+{B}B{A}A
#15 d+{B}BAB
#16 d+{B}A

#17 u+{B}A
#18 u+AB{B}A
#19 u+ABA

```

[Notes]

- Rock Lee does chip damage with all his taijutsu moves, meaning his whole movelist.

- The taijutsu counter makes Rock knock the opponent off balance if they try to strike him. This doesn't do any damage but causes a stagger like state so that you can follow up with a quick attack afterwards.

- The ground stomp only hits the opponent if they were on the ground and within range of the stomp area.

- Opening the Initial Gate with Rock increases his attack power. The process of opening a gate has amazing priority, it can be used as an attack to counter

KnJs or even supers.

- Once you open the Initial Gate, you'll have the option of opening the Life Gate afterwards if you have 50% or more chakra. The Life Gate increases Rock attack power even more but at the expense of his life bar quickly depleting away. At full life you will only have around 14 seconds before it drains you done to one pixel of health. To make up for this Rock gains chakra automatically when he is not attacking.

- Once you open the Life Gate you'll have access to the Ura Renge any time you have 100% chakra, which isn't hard in this state. The Ura Renge makes Rock instantly appear in front of his opponent no matter where they were on screen. Ura Renge holds the title of being the strongest super in the game.

- Unique to Rock once the Life Gate is opened is that the Ura Renge becomes cancelable off any attack or attack string. As long he was on the ground when trying to cancel he will instantly go into the super. Just treat all basic and special attacks like they have super cancel points meaning you still have that small input time frame to enter the command. Some silly examples: BX, d+AX, j.BX if you hit with the tip of his foot, or BBBX.

3.21 Sakura

>> Background <<

N/A

>> Comments <<

Sakura has a good variety of projectiles and one of the better j.Bs in the game. She also has one of the better b+Bs in the game, almost rivaling Ino or Mizuki's.

>> Throws <<

ground throw	Y	staggers
--------------	---	----------

>> Basic Moves <<

rising upper	f+B	launches/floats
low reverse chop	d+B	knockdown
2-hit slap combo	b+B	auto-guard/normal, normal
leaping upward kick	u+B	staggers
somersault kick	j.B	slamdown
overhead punch	run B	staggers

>> Special Moves <<

shuriken toss (x1)	A	normal
- x3	charge A	normal
-- homing shuriken spread (x5)	charge A more	launches
upward shuriken toss	u+A	normal
teleport	f+A	

kunai slash	d+A	launches
replacement counter	b+A	auto-guard
aerial shuriken toss	j.A	normal
teleport	run A	

>> Super Moves <<

Inner Sakura rendan	X	req. 100%
Inner Sakura rendan extended	X	req. 100%, critical

>> Attack Strings <<

#1 BB*BBAAA

#2 BAAA

#3 BB*AA

#4 BB*AB

#5 f+BB

#6 b+BB

#7 b+BAA

#8 b+BAB

#9 u+BB

#10 u+BA

#11 run BBBAAA

#12 run BAA

#13 AAA

#14 d+AAA

#15 j.AAA

[Notes]

- Sakura's throw doesn't cause true stagger but it does knock the opponent off balance. When performed she just shoves them, it's possible to follow up with an attack afterwards even though the follow-up hit doesn't add up on the combo counter.

- The homing shuriken spread is very accurate and hard to dodge even if you attempt to sidestep them.

- The replacement counter has Sakura appear above the opponent's head when they try to strike her. She doesn't counter-attack automatically afterwards but you are free to use any aerial attack or midair jump if want.

- The teleport moves has Sakura reappear behind the opponent's back if she was close to them, otherwise she will reappear in front of them with her back turned.

- There is no big difference between the two Inner Sakura rendan supers besides the fact that the extended version does more damage.

3.22 Sandaime

>> Background <<

N/A

>> Comments <<

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

reverse backfist	f+B	normal
sweep	d+B	knockdown
leaping roundhouse	b+B	auto-guard/knockback
flip kick	u+B	slamdown
missile dive kick	j.B	spiral
slide kick	run B	knockdown

>> Special Moves <<

shuriken toss (x3)	A	normal
- x5	charge A	normal
-- x6	charge A more	normal
anti-air beam	u+A	launches
double kunai slash	f+A	spiral
rock wave	d+A	
energy wave counter	b+A	auto-guard/knockback
aerial fireball spread	j.A	normal
teleport	run A	

>> Super Moves <<

Sandaime & Enma rendan	X	req. 100%
Katon: Karyuu Endan	d+X	req. 75%, blockable

>> Attack Strings <<

#1	BB*BBBB
#2	BB*BBBA
#3	BB*BBA
#4	BB*BABB
#5	BB*BABA
#6	BB*BAA
#7	BB*A
#8	f+BBBB
#9	f+BBBA
#10	f+BBAA

turn backfist	f+B	staggers
sweep	d+B	knockdown
reverse leap kick	b+B	auto-guard/normal
piledriver	u+B	
dive kick	j.B	spiral
rushing straight	run B	knockback

>> Special Moves <<

shuriken toss x2	A	normal
- x4	charge A	normal
-- x6	charge A more	normal
upward shuriken toss	u+A	normal
Katon: Goukakyuu no Jutsu	f+A	
overhead kunai slash	d+A	staggers
teleport axe kick	b+A	slamdown
aerial shuriken toss	j.A	normal
running shuriken toss	run A	normal

>> Super Moves <<

Shishi Rendan	X	req. 100%
activate Sharingan	d+X	req. 25%

>> Attack Strings <<

#1 BB*BBBBB

#2 BB*A

#3 BB*BA

#4 BB*BBA

#5 f+BBB

#6 f+BABBBBB

#7 f+BABA

#8 f+BABBA

#9 f+BAAA

#10 b+BBB

#11 d+BBB

#12 d+BBA

#13 d+ABBBBB

#14 d+ABA

#15 d+ABBA

#16 d+AAA

- Sharingan Mode -

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

turn backfist	f+B	staggers
sweep	d+B	knockdown
reverse leap kick	b+B	auto-guard/normal
piledriver	u+B	
dive kick	j.B	spiral
rushing straight	run B	knockback

>> Special Moves <<

shuriken toss x2	A	normal
- x4	charge A	normal
-- x6	charge A more	normal
teleport axe kick 2	u+A	normal
Katon: Goukakyuu no Jutsu	f+A	
overhead kunai slash	d+A	staggers
taijutsu teleport counter	b+A	auto-guard/staggers
aerial shuriken toss	j.A	normal
teleport	run A	normal

>> Super Moves <<

Chidori	X	req. 100%
- fully powered	charge X	
Katon: Housenka no Jutsu	j.X	req. 75%
deactivate Sharingan	d+X	req. 0%

>> Attack Strings <<

#1 BB*BBBB
#2 BB*A
#3 BB*BA
#4 BB*BBA

#5 f+BBB
#6 f+BABBBB
#7 f+BABA
#8 f+BABBA
#9 f+BAAA

#10 b+BBB

#11 d+BBB
#12 d+BBA

#13 d+ABBBB
#14 d+ABA
#15 d+ABBA
#16 d+AAA

[Notes]

- The Katon: Goukakyuu no Jutsu will last as long as you have enough chakra to spare. Just hold down the A button when performing.

- The teleport axe kick makes Sasuke appear above your opponent's head. The

second version in Sharingan mode makes him appear above and behind the opponent before attacking. Both versions can easily be sidestepped if the opponent expects them coming.

- The taijustu teleport counter works just like Rock Lee's taijutsu counter. It still causes a stagger like effect without doing any damage but it's harder to land a follow up hit with Sasuke's version since he teleports and reappears behind his opponent pretty far away. If in the corner it may be possible land a follow-up hit.

- The teleport has Sasuke reappear behind the opponent's back if he was close to them, otherwise he will reappear in front of them with his back turned.

- Holding down the X button can charge the Chidori. How long you charge determines how far Sasuke will travel towards his opponent. The damage is still same unless you let it charge fully. At full power Sasuke will dash by himself and the Chidori will do more damage as well traveling very far across the stage.

3.24 Shino

>> Background <<

N/A

>> Comments <<

Shino's KO ability mostly comes in the form of his unblockable set-ups. Once Shino knocks the opponent he has complete control of the match. The only problem is getting that one knockdown as he doesn't excel that much in normal melee combat.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

backfist	f+B	normal
low kick	d+B	normal
cartwheel kick	b+B	auto-guard/staggers
leaping backfist	u+B	slamdown
missile dive kick	j.B	spiral
lunging knee	run B	staggers

>> Special Moves <<

bug crawl (small group)	A	normal
- big group	charge A	normal
overhead bug group drop	u+A	normal
bug shoot	f+A	normal
bug trap	d+A	
bug replacement counter	b+A	auto-guard

aerial bug shoot	j.A	normal
rushing punch	run A	knockback/h.knockback

>> Super Moves <<

Kekkai Konchuu no Jutsu:

death trap	X	req. 100%
bug spike formation attack	d+X	req. 75%, blockable launches/floats

>> Attack Strings <<

#1 BB*BB
#2 BB*BA
#3 BB*ABB
#4 BB*ABABB
#5 BB*ABABA
#6 BB*ABAA

#7 f+BBB
#8 f+BBABB
#9 f+BBABA
#10 f+BBAA

#11 b+BBB
#12 b+BBAB
#13 b+BBAA
#14 b+BA

#15 d+BB
#16 d+BA

#17 run BB
#18 run BA

[Notes]

- All attacks involving bugs drains the opponent's chakra. The death trap super drains around 50% or more and the spike formation attack drains about 25% or more. The rest depends on how many hits the bugs during an attack.

- The overhead bug drop makes a group of bugs appear over the opponent's head. It can be hard to dodge if they weren't already dashing when you performed the command.

- The bug trap makes a group of bugs appear around the opponent feet and holds them in place. They can escape faster by pressing any direction repeatedly. Even though it doesn't count on the combo counter you can still connect a throw on the opponent while they are in the stagger like stun from this move.

- The bug replacement counter makes Shino reappear behind his opponent when they try to strike him and the replacement made of bugs turns into a big group version of the bug crawl to attack the opponent but if the group hits the opponent, they will hold them in place similar to the bug trap technique. You are free to follow up with any attack you want after Shino reappears.

- In Multiplayer Mode the bug spike formation super will hit all opponents on screen.

3.25 Shikamaru

>> Background <<

N/A

>> Comments <<

Shikamaru is the only character in the game besides Temari with a low hitting neutral B attack and also the only character with an unblockable multiple-character hitting super move (d+X) which comes in handy during Team or Free-For-All battles. His more infamous trait is his teleport strings that keep his opponents on their toes and with his ability to cancel the concentration stance, which is the base for his teleport strings, makes him an annoying character to fight against.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

low kick	f+B	normal
sweep	d+B	knockdown
roundhouse	b+B	auto-guard/staggers
reverse launch kick	u+B	spiral
knee dive	j.B	spiral
flip kick	run B	staggers

>> Special Moves <<

shuriken toss	A	normal
- shuriken spread (x5)	charge A	normal
-- shuriken spread (x6)	charge A more	normal
upward shuriken toss	u+A	normal
leaping kunai slash	f+A	slamdown
low kunai slash	d+A	knockdown
concentration stance	b+A	
- teleport: knee dive	B	staggers
- teleport: kunai slash	A	staggers
- cancel	Y	
aerial shuriken toss	j.A	normal
kunai slash	run A	staggers

>> Super Moves <<

Kagemane no Jutsu	X	req. 100%
Kagemane no Jutsu 2	d+X	req. 75%

>> Attack Strings <<

#1 BB*BA

- #2 BB*AA
- #3 f+BBA
- #4 b+BA
- #5 d+BBBB
- #6 u+BA
- #7 run BA
- #8 run AA

- #9 concentration stance: BBB
- #10 concentration stance: BBA
- #11 concentration stance: BAA
- #12 concentration stance: BAB
- #13 concentration stance: AAA
- #14 concentration stance: AAB
- #15 concentration stance: ABB
- #16 concentration stance: ABA
- #17 concentration stance: X

[Notes]

- Shikamaru can be guard broken but it's very to do so since he will auto-dodge any taijutsu attack that doesn't have a float or h.knockback hit type effect on them. Versus those types of attacks or when in the air he will block normally.
- As long as Shikamaru is in his concentration stance you can go back to his neutral stance by pressing the Y button. It's not instant like using break points with Hinata or Neji but can be still be useful.
- In Multiplayer Mode the Kagemane no Jutsu 2 will hit all opponents on screen but can easily be avoided by double jumping, in any mode.
- As indicated by Attack String #17 you can cancel the concentration stance right into his super but Kagemane no Jutsu 1 only. This goes for any attack string that involves Shikamaru using it. You can still cancel into Kagemane no Jutsu 2 on other attack strings using the normal super cancel points.

 3.26 Tsunade

 >> Background <<

 N/A

 >> Comments <<

Tsunade is a powerhouse, able to do as much guard damage as Jiraiya if not more in a short amount of time. What really sets Tsunade apart and makes her something to be feared is her ability to break her attack strings like Neji or Hinata by canceling her nerve strike strikes to quickly return back to her neutral stance. Unlike Neji or Hinata there is little to no lag at all when Tsunade breaks attack strings. This give her more throw options or allows her

to quickly guard break the opponent. With good timing and positioning the nerve strike attacks can be used an unblockable wake-up attack. While not the most important move in her arsenal it's nice to know that she can use her healing super to recover some health if need be.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

mean elbow	f+B	normal
low arm sweep	d+B	knockdown
hard straight	b+B	auto-guard/knockback
rising knee	u+B	spiral
ground pound	j.B	spiral or normal
mean hook takedown	run B	slamdown

>> Special Moves <<

reverse chop	A	normal
flying drop kick	u+A	knockback
finger flick	f+A	knockdown
Isshi Resshin	d+A	knockdown
taijutsu reverse elbow counter	b+A	knockback
neck slam	j.A	
haymaker	run A	knockdown

>> Super Moves <<

Tsunade Kick	X	req. 100%
Souzousaisei	d+X	req. 100%, critical

>> Attack Strings <<

#1	BB*BB
#2	BB*BB
#3	BB*[A]B
#4	BB*[A]A
#5	f+BB
#6	f+B[A]B
#7	d+BB
#8	d+BA[A]B
#9	AA[A]B
#10	ABBBB
#11	ABBB[A]B
#12	ABB[A]B
#13	ABB[A]A
#14	AB[A]B
#15	AB[A]A
#16	run BB

#17 run B[A]B
#18 run B[A]A

[Notes]

- If you use the ground pound and hit the opponent with Tsunade's actual fist they will be launched into the air otherwise they will suffer normal hit type stun as long as they were near the area where she punched the ground.
- Souzousaisei is a healing super that deals some small damage to your opponent and slowly recovers around 60% of Tsunade's life back but can only be used once per round.
- Tsunade has special charge points during her attack strings that allow her to add confusion to the opponent if the charged attack connects. When this happens their controls will become random. For example pressing A could be the same as pressing f+A or X. You can charge the attack to two levels with the last level becoming an unblockable attack.

You can cancel the nerve strike attacks by pressing the Y button. This can be done before you charge to give Tsunade a similar effect of breaking an attack string like with Hinata or Neji attack strings.

3.27 Tenten

>> Background <<

N/A

>> Comments <<

Tenten is one of the more "trickster" like characters in the game with many of her attack strings involving her flipping over the opponent or evading backwards in attempt to bait for a counter-attack. Staying true to the series she also packs many different projectile attacks that helps her perform a decent keep-away game with her opponents. The most unique of these is the projectile seal trap which when combined certain strings can create unblockable situations. She is also one of the few characters in the game with an aerial super, useful for punishing float type attacks hard.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

low double palm attack	f+B	normal
low kick	d+B	normal
spin shoulder ram	b+B	auto-guard/knockback
backflip kick	u+B	launches
aerial spin kick	j.B	launches
dragon kick	run B	knockback

>> Special Moves <<

```

*****
shuriken toss (x2)           A           normal
- shuriken spread (x6)      charge A   normal
-- kunai spread (x6)        charge A more normal
--- projectile combo starter charge A longer normal
upward shuriken toss        u+A        normal
somersault kunai slash      f+A        normal
projectile trap              d+A        launches
projectile scroll counter    b+A        auto-guard/normal
aerial shuriken toss        j.A        normal
running shuriken toss       run A      normal

```

```

*****
>> Super Moves <<
*****
Soushouryu                   X           req. 100%
aerial projectile barrage     j.X        req. 75%, blockable

```

```

*****
>> Attack Strings <<
*****

```

```

#1  BB*BBB
#2  BB*BA
#3  BB*A
#4  BA

```

```

#5  f+BBB
#6  f+BBA

```

```

#7  d+BBB
#8  d+BABB
#9  d+BAA

```

```

#10 u+BB
#11 u+BA

```

```

#12 projectie combo starter, AAAA

```

```

#13 f+ABBB
#14 f+ABABB
#15 f+ABAA
#16 f+AA

```

```

#17 d+AA

```

```

#18 j.AAAA

```

[Notes]

- The projectile trap has Tenten place a seal on the floor and if an opponent walks over it they will be launched into the air by some sharp projectiles. Tenten can put as many on the screen as she can but each seal will disappear after about 3 seconds after being placed. The opponent can jump over the seal to not set it off.

3.28 Temari

```

*****
>> Background <<

```

N/A

>> Comments <<

Besides Shikamaru, Temari is the only character in the game with a low hitting neutral B attack. While she might not excel in melee combat she is very annoying to fight against at mid-far range. Her wind projectile attacks does very good chip damage, builds a lot of chakra for her, and isn't the easiest move in the game to sidestep. Her super has incredible range and is very fast on start-up making it one of the better Wake-Up Supers in the game. While being one of the few characters in the game with an aerial super Temari's j.X easily holds the title as the best aerial super in the game and can give some other supers a run for their money. Very fast, damaging, and in most cases allows Temari to quickly build up more charka while the opponent is grounded to perform again if need be.

>> Throws <<

ground throw	Y	launches
--------------	---	----------

>> Basic Moves <<

gut kick	f+B	staggers
low kick	d+B	normal
spin kick	b+B	auto-guard/spiral
launch kick	u+B	launches
fan glide	j.B	spiral
backflip kick	run B	launches

>> Special Moves <<

slicing wind	A	normal
- lv.2	charge A	normal (x9), staggers
anti-air slicing wind	u+A	launches
fan smash	f+A	slamdown
fan whirlwind sweep	d+A	spiral
fan glide counter	b+A	auto-guard/spiral
aerial slicing wind	j.A	normal
slide attack	run A	knockdown

>> Super Moves <<

Kamaitachi no Justu	X	req. 100%
aerial Kamaitachi no Justu	j.X	req. 75%, blockable launches/floats

>> Attack Strings <<

#1	BB*BB
#2	BB*BAAA
#3	BB*AAA
#4	f+BB
#5	f+BAAA

#6 d+BBB
#7 d+BBA
#8 d+BAAAA

#9 u+BB
#10 u+BA

#11 AAA

#12 d+AAAA

#13 u+AAA

#14 run BB
#15 run BAAAA

#16 j.AB

[Notes]

- If you do the fan glide close to the ground Temari won't have enough height to arc back into the air when gliding and instead will just land.

- The aerial Kamaitachi no Justu is blockable but does good chip damage.

3.29 Zabuzza

>> Background <<

N/A

>> Comments <<

The king of Wake-Up Supers, Zabuzza easily has that title on lock. A popular character to use at beginning level play where because the sword attacks he used in his strings does a lot of guard damage and his super is incredibly easy to use on Wake-Up. Things take a turn for the worse once opponents learn about the horrible delay when Zabuzza uses his sword between his strings and getting that knockdown is now harder than ever. While he lacks projectile attacks his sword can deflect those from his opponents. His new super does great guard damage, if you know how to manage your opponent's guard damage and keep it up a certain level (Bad and close to Critical) will be free guaranteed damage without having to knockdown.

>> Throws <<

ground throw	Y	slamdown
--------------	---	----------

>> Basic Moves <<

dash elbow	f+B	normal
slam hammerfist	d+B	slamdown
dash straight	b+B	auto-guard/staggers
leap roundhouse	u+B	staggers

sword ground stab	j.B	spiral or normal
lunge headbutt	run B	slamdown

>> Special Moves <<

overhead slash	A	normal
teleporting spin slash	u+A	spiral
wide slash	f+A	normal
- lv.2	charge A	normal
-- lv. 3	charge A more	staggers
--- lv. 4	charge A longer	knockback
sweeping slash	d+A	knockdown
teleport counter	b+A	auto-guard
aerial overhead slash	j.A	staggers
turn kick	run A	knockdown

>> Super Moves <<

Kirigakure no Jutsu	X	req. 100%
whirlwind slash	d+X	req. 100%, blockable

>> Attack Strings <<

#1 BB*BB
#2 BB*BAAAA
#3 BB*BAAAAB
#4 BB*AAA
#5 BB*AAB
#6 BA

#7 AAAA
#8 AAAB
#9 ABB
#10 ABAAAA
#11 ABAAAAB

#12 f+BB
#13 f+BAAAA
#14 f+BAAAAB

#15 b+BBB
#16 b+BBAAAA
#17 b+BBAAAAB
#18 b+BAAA
#19 b+BAAB

#20 u+BAA
#21 u+BAB

#22 f+AAAA
#23 f+AAAB

[Notes]

- Zabuza does chip with any attacks or attack strings involving his sword. His sword can also deflect any weapon projectiles thrown at him.

- A lv.4 wide slash is the strongest special attack in the game doing about

the same damage as most character's super moves. It's also does great guard damage. Two lv.4 wide slashes done right another will instantly cause guard break on anyone and the chip damage from it is the same as a normal jab from most characters neutral B attacks. You most likely won't be landing a lv.4 wide slash a lot in matches but the lv.2 version is just as good and easier to set-up after a knockdown.

=====
IV. Misc.
=====

4.1 General & Character Gameplay Tips

>> High/Mid/Low Level Attacks <<

Unlike most other 3D fighters, in this game there is one level of guard that works against all attacks however they still have different attack properties that when two attacks happen at the same time can make the difference between a normal trade hit or a counter-attack.

High Attacks: Attacks can hit a standing opponent and sometimes has a good chance of hitting a jumping opponent easily but will whiff over an opponent doing a Low Attack and end up being counter-attacked. Some High Attacks having a leaping property that allows them to hop over Low Attacks and countering them if used at the right time.

Examples

- Most characters neutral B attack
- Sandaime's b+B (an example of leaping attack)

Mid Attacks: Attacks that hits a standing opponent and has a good chance of countering a Low Attacking opponent. Not that great to use vs. a jumping opponent.

Examples:

- Most characters neutral A projectile
- Rock Lee's & Gai's neutral A
- Neji's f+B

Low Attacks: Attacks that will counter-attack an opponent doing a High Attack. Shikamaru and Temari neutral B is an exception in that they hit low so they can counter or trade vs. your opponent's Low Attacks but High Attacks can still hit them during it.

Examples:

- Most characters d+B attack that results in them performing a sweeping motion
- Rock Lee's & Gai's d+A
- Rock Lee's Omote Renge and Sasuke's Shishi Rendan super.
- Kiba's d+B, f+A, and Gatsuuga supers.

What does this all mean in the end? This means that spamming attack strings that starts with neutral B or strings that contains the same attack levels repeatedly isn't always the smartest thing to do vs. characters that has good Low Attacks or attack strings that starts off those Low Attacks and the importance of using Mid Attacks or strings that starts off with mid level attacks is raised.

Even if you're caught in a guard string, some characters have fast Mid or Low Attacks that can punish your opponent mid-string. With this small information, the importance of learning mid-string delays of your opponent is also raised so I highly recommend that after gaining a good understanding of the different attack properties of your character you checkout player Mailorder's Mid-String

Delay FAQ that can be found at Willvolution.com or GameFAQs.com.

>> Wake-up Super <<

Wake-up Super is basically taking advantage of the unblockable property of a majority of supers in this game and using specific set-ups to hit the opponent as they get up (wake up) after knockdown. Some characters supers are so good they require little to no set-ups at all while some characters have either slow start-up time or small number of attack frames that requires specific set-ups to use successfully.

Wake-up Supers can be considered part of a combo since it's usually better to use on wake-up than during the specific cancel points of attack strings. For example a combo ending in a knockdown that sets up for a Wake-up Super will do more damage than BBX. It's also easier to verify since using supers during cancel points requires that you already know previous hit connected while there is more leeway on a Wake-up Super follow up since you can easily tell if the opponent is knocked down or not. Also if your opponent has 75% chakra they can KnJ out of combos canceled into supers easier than combos that end with the Wake-Up Super follow-up.

So what can you do to defend yourself against Wake-Up Supers?

In General:

- Place more importance on how you manage your chakra bar. The main reason a Wake-Up Super will hit you is because you got knocked down. Having that extra chakra to KnJ before the knockdown hit or shortly after you're knocked down can mess your opponent's chance of following up with a Wake-up Super. Be careful of your opponent's KnJ bait counter-attacks if you become too predictable in how you KnJ.
- Don't always perform tech roll. Yes it sounds crazy but some characters have a much easier time landing Wake-Up Super against opponents who tech rolls after being knocked down. Sometimes the standard get-up or rolling forward animation can throw off your opponent's timing allowing you to side-step or jump shortly after standing up to avoid the Wake-Up Super. Again don't become predictable with this or your opponent will catch on.

Character Specific:

Some characters have special tools that can greatly help vs. Wake-up Supers.

- Akamaru: He's too short to get hit by Wake-Up Supers.
- Neji: Daikaiten, doesn't work too well vs. most Wake-Up Supers, especially those done with perfect timing since there is slight start-up time before Neji actually releases the energy. Against "almost perfect" timed Wake-Up Supers (where side-stepping wouldn't work) using Daikaiten can save you from major damage.
- Rock Lee or N.Sasuke: Omote Renge and Shishi Renden are considered Low Attacks and can be used to go under supers that high and some that Mid level attacking ones as well.
- Rock Lee & Gai: If you have 50% chakra you can use the process of opening a gate to counter Wake-up Super attempts. Just use when you see the super flash.
- Life Gate Opened Rock Lee: Ura Renge, This is risky but the Ura Renge has a teleport property and is considered a Low Attack. Only use vs. supers with small number of attack frames so that when you teleport the opponent will whiff and you counter-attack before they can recover. If successful it makes

for one game's most satisfying Wake-Up Super counter-attacks.

- Haku's: Sensatsu Suishou, similar to Ura Renge, only use vs. supers that have small number of attack frames.
- S.Kakashi: Use the Sharingan Counter (b+A) whenever you see the super flash. If the super can be copied you will counter-attack with some decent damage.
- Kankuro: You usually won't have much control over this but take note that Karasu can absorb the Wake-Up Super for you if he was standing between you and the opponent as they perform it. Losing chakra is much better than losing your health. So if possible try to get knocked down with Karasu close to you if you feel a Wake-Up Super attempt coming.
- Kiba: Use his d+B when you see the super flash, it's very fast and is considered a Low Attack. Usually in the worse case scenario you will just clash vs. your opponent's super.
- Orochimaru: Use his Kusanagi no Tsurugi slash, the start-up animation will make you clash with your opponent's super.

>> Unblockable Set-ups <<

An unblockable set-up is basically a pattern that ends with an attack that your opponent can't defend against. There are two types in this game, ones that involve attack patterns that causes your opponent remain in blockstun until you deliver the unblockable hit, aka Block Traps, and those that create situations that follows the "can't defend attacks from behind you" rule of guarding attacks. Wake-Up Super set-ups won't be listed since there are a lot of Wake-Super set-ups to put down and they're not as obvious as the what's going to be listed in this section.

>> Block Traps <<

Many characters have the potential for block traps but very few have any noteworthy ones.

<< Shino >>

Shino's whole game basically revolves unblockable set-ups, both of the Block Trap and Other Type. His Block Trap is using his neutral A bug projectiles (bug crawl) on an opponent wake-up forcing them into blockstun, while they are busy blocking the bugs you run up and use his X super (Kekkai Konchuu no Jutsu: death trap). The opponent won't be able to avoid the super since they were stuck in blockstun from the previous bug crawl attack. The interesting thing about the bug crawl is that they keep moving even during the freeze frames when Shino activates his super so once you get the bugs out on the screen you don't have to wait until they are exactly over your opponent's body.

Since the bug crawl has slow start-up time, this set-up requires some strict and very specific set-ups, mainly after knockdowns. The most commonly known ones are:

- bug crawl > force opponent into blockstun with BB string and cancel into his X super.
- throw, bug crawl > opponent lands after knockdown, BBX as they stand up or just Wake-Up Super X.
- throw, [attack string ending in bug crawl], BBX as they stand up or just Wake-Up Super X.

Your opponent can defend against this if they have 75% charka simply by not guarding the hits and using KnJ before the super hits. This becomes an interesting little mix-up as Shino can opt to save the super meter for another unblockable set-up chance and just finish the BB string as normal or even expect the KnJ from the bug crawl by itself on wake-up and counter-attack it ending in another unblockable set-up which would then be guaranteed damage since the opponent won't have any charka to KnJ again.

<< Rock Lee >>

Rock Lee has many attacks that causes sliding knockback, combine that with his unique trait of the Ura Renge being cancelable off any ground hit or low aerial hit and it's very easy to spot his Block Traps. Basically use an attack that causes sliding knockback and cancel into Ura Renge. When used mid screen and towards the corner or directly in the corner big damage is guaranteed.

- j.A > Ura Renge
- f+BA > Ura Renge
- BBBA > Ura Renge
- etc.

If your opponent is familiar with Rock Lee's Block Trap they can easily counter it by not guarding the h.knockback attack causing the Ura Renge to whiff if it was canceled from the previous attack or even better, just sidestep the final attack on the last three strings mentioned above since there is a pretty huge gap between the previous elbow attack and the power punch. This leaves j.A > Ura Renge as the only useful Block Trap for Rock left.

After a successful knockdown j.A > Ura Renge can replace a normal Wake-Up Super attempt. What's interesting about doing that instead a normal Wake-Up Super attempt is that if you expect your opponent to take the hit you can just follow-up with a normal combo instead knocks the opponent down again. The j.A can be teched to avoid bouncing up but most opponents don't tech against Rock or Gai's j.A on reaction easily. If the opponent does tech they will be put right back a position to either attempt j.A > Ura Renge again or close to wall where Wake-Up Ura Renge will catch them.

<< Shikamaru >>

Shikamaru's roundhouse causes sliding knockback and he is able to follow-up with his concentration stance and from that he can cancel into his Kagemane no Jutsu super. Like Rock Lee, Shikamaru's has the potential for many Block Traps but mid-string delay issues only leaves him only truly useful one.

- b+BAX

This must be done dead in the corner since, unlike the Ura Renge, the Kagemane No Justu barely moves Shikamaru forward. There is still a small chance that the opponent can sidestep if the super is expected but they must do it the moment the super flash ends to escape safely and since in the corner they must sidestep correctly out of the corner or else they will still get hit by the super.

>> Unblockable Traps <<

The rule on guarding is that anything that is blockable can be guarded against when you're facing the attack. If your character's back is turned then you

can't guard against whatever attack the opponent throws your way. There two different situations where the opponent can set up a way to quickly attack the vulnerable side of a guarding opponent:

- Set up your opponent in a situation where they can forced to block two attacks at once, forcing them to block one attack while the other attack hits their vulnerable side.
- Have the opponent forced to face you while having an attack that can quickly hit their vulnerable side.

<< Shino >>

Like his previously mentioned Block Traps, Shino's Unblockable Trap is set up from his neutral A projectile, bug crawl. You then follow up the bug crawl with attack strings that causes Shino to teleport behind the opponent. What happens now is that the opponent will most likely turn to Shino but the bugs are still crawling from behind. Shino can put on some pressure after reappearing, even if the opponent blocks the bugs will soon hit the opponent's vulnerable side allowing Shino to do full damage or knockdown again the start another unblockable set-up.

The counter to this is to stop Shino from using the bug crawl, which isn't that hard since it has very noticeable start-up time, most projectiles will strike before Shino can recover. KnJ is also another answer if you're actually caught between the bugs and Shino. This limits to Shino to having to score that one knockdown that gives him enough time use bug crawl to get his unblockable set-up madness going.

<< Kankuro >>

Kankuro's Unblockable Traps works similar to Shino's instead Karasu replaces the bug crawl. Due the fact the Karasu is always on the field makes Kankuro's unblockable set-ups are much easier to perform, almost to a point where no real setting up action has to be done. Just find a way to get Karasu behind the opponent and boom. Since the opponent can only focus on Karasu you can easily create situations where Kankuro keeps the opponent busy while Karasu attacks their vulnerable side. An example is using Kankuro's flip (u+B) after knockdown or attack strings involving the flip and then starting a new attack string on the opponent involving Karasu (who should now be behind the opponent). Even if the opponent blocks Kankuro's attacks Karasu will hit them from behind.

Another example is using the throw then f+A (Karasu tackle) to quickly make Karasu rush behind the opponent before they fall and then close the gap in with Kankuro to start up the pressure string on wake-up with Karasu ready to attack from behind.

After gaining more experience with how Kankuro plays these type of situations just come up naturally.

<< Kiba >>

Kiba's Unblockable Trap is nowhere near the best but something to take note of. You basically use any attack or attack string that sends Akamaru behind the opponent such as d+BA. The opponent can only focus on Kiba and not Akamaru so it's possible use Akamaru dog tackle or attack strings involving Akamaru to have him hit the opponent from behind. Even if the opponent was blocking attacks from Kiba during the attack strings once you reach the part where Akamaru attacks if he was behind the opponent then he will hit their vulnerable side. After a knockdown go for Wake-Up Super or try to get Akamaru

back in position again.

The problem is that it's hard to line up Akamaru with the opponent, sometimes he will miss and you will be wide open or one sidestep in the right direction can ruin the whole set-up, especially in the case of trying to set up an unblockable Akamaru dog tackle.

4.2 Other Tips & Tricks

>> Fastest Way to Earn Money <<

QUICK OVERVIEW:

Mission Mode Legend:

Genin - Blue highlight around mission selection
Jounin - Yellow highlight around mission selection
Chunnin - Red highlight around mission selection

- Beat Genin Mission Mode (32 x 500) (400 for replayed missions)
- Beat Jounin Mission Mode (32 x 600) (500 for replayed missions)
- Beat Chunnin Mission Mode (32 x 700 + 30000 if you beat all the other missions on previous difficulties) (600 for replayed missions)
- Unlock 14 all characters until Mizuki
- Unlock Shadow Mode and use to quickly earn money to unlock everything else in the game.

- Beat Arcade, Survival Mode, or 2P Survival to gain enough units to buy extra missions or just for variety.

Notes:

- You need beat Mission 24, get first place in Time Attack and unlock Gai to unlock 2P Survival.

- You need to beat Mission 24, get at least 15 wins in a row in Survival Mode, and unlocked Mizuki to unlock Shadow Mode.

EXPLANATION:

Before you unlock Shadow Mode you will need to unlock Mizuki first which can be a pain because he is quite expensive and doesn't show up in the shop until you purchase 14 characters before him and they also cost quite a lot. I highly recommend that you only focus on buying characters and other things that would help you buy Shadow Mode faster when you first get this game. I say this because the road to unlocking Shadow Mode cost quite a lot and if you waste your money early on it will take longer to unlock all the characters needed to unlock Shadow Mode but once do you can easily buy any unlockables in the game. So until you unlock Shadow Mode, Survival Mode and Mission Mode are your best bets of making money quickly solo. With a friend 2P Survival is a much better replacement for making money quickly.

In Survival Mode you can play it seriously but after a while it gets boring so pick a character with strong and easy combos that don't require cutscene supers (waste of time) or much thought.

The best thing to do with Mission Mode is play through all 32 missions on all difficulties. By default you will only have the Genin difficulty to select but

once you beat all the missions on that difficulty, the higher ones, Jounin and Chuunin, will be unlocked in one package for 10000 units. The reward for beating all the missions on all difficulties on top of what you already earned is 30000 units of money. If you've been saving all of your money from the beginning that should be enough for you to buy the things necessary to unlock Shadow Mode or at least get you close enough where a couple of rounds (2-4) Survival Mode will finish the job.

Once you unlock Shadow Mode it allows you to easily earn 20000 units of money in about 10 min. depending on which character you pick. I believe the best characters overall for this mode is Shikamaru or Zabuza. Just focus on kills and don't worry about picking up the coins.

4.3 Translations

>> Game Menu(s) Translations <<

You won't find any translations here but I can point you to two great sources:

For plain text files check FAQ author "hisshouburaiken" series of translation FAQs found at Gamefaqs.com.

- Menu FAQ
- Mission Mode FAQ
- Shop FAQ

Board member "MegaMika" made a small translations booklet. The booklet when printed out is small and very handy since it has pictures of the kanji translated with subtext under it and easily can fit right into your NGNT3 game case. You can download it from here:

- <http://home.tiscali.nl/megamika>

>> Technique & Other Translations <<

Throughout the FAQ I listed the proper names for some of the character techniques that is used in the series. I can understand that some may prefer to know the translations or some slang/nickname names for them for whenever they have friends over and don't want to get the "wtf" face when explaining that the "Konohagakure Furui Taijutsu Suukoujutsu: Itami no Sennen" isn't a good move to spam. Other Naruto fans when discussing character techniques use some of these translations and slang names.

Format

Proper name - Translation - Slang/Nickname name suggestions (if need be)

same = translation name is good enough to use over slang name

original = original name is good enough to use over translation or slang name

comma = may have more than one suggestion for slang name

Akamaru

N/A

Anko

Senei Jashuu - Shadow Snake Hand - snake arm

Chouji

Baika no Jutsu - Multi-size Technique - same
Nikudan Sensha - Meat Tank - same

Gai

Konoha Gouriki Senpū - Leaf Herculean Whirlwind - whirlwind kick
Konoha Reppū - Leaf Violent Wind - sweep

Gaara

Sabaku Kyū - Desert Coffin - same
Sabaku Sousou - Desert Graveyard - same, desert funeral

Haku

Sensatsu Suishō - Flying Water Needles - same
Makyō Hyōshō - Demonic Ice Mirrors - same

Hinata

Byakugan - White Eyes - same
Jyūken - Gentle Fist (combat style)

Ino

Shintenshin no Jutsu - Mind Body Switch Technique - same, body switch

Iruka

N/A

Itachi

Mangekyō Sharingan - Kaleidoscope Copy Wheel - same, original, copy eye
Eyes (highest level)
Tsukiyomi - Grasping Moon - same, mind rape
Bakuretsu Kage - Exploding Shadow - same, super counter
Bunshin no Jutsu Clone Technique

*Most people will usually leave out the "Mangekyō" part when mentioning

Itachi's Sharingan.

*Well obviously you wouldn't say "super counter" unless you're talking about Itachi's d+X move in the game.

Jiraiya

Katon: Goukakyuu - Flame Type: Powerful - fire/flame attack
no Jutsu Fireball Technique

Gama Yuendan - Toad Oil Cannon - same
Kuchiyose no Jutsu - Summoning Technique - same

Kakashi

Sharingan - Copy Wheel Eyes - same, original, copy eye
Doton: Shinjuu - Earth Type: Inner - underground (grab) attack
Zanshu no Jutsu Decapitation Technique
Konohagakure Furui - Hidden Leaf Ancient - 1000 years of pain
Taijutsu Suukoujutsu: Taijutsu Supreme Technique:
Itami no Sennen 1,000 Years of Pain
Raikiri - Lightning Edge - same

Kankuro

Kugutsu no Jutsu - Puppet Technique - same, puppet control

Karasu

N/A

Kiba

Gatsuuga - Double Piercing Fang - same

Mizuki

N/A

Naruto

Kage Bunshin - Shadow Clone - same
no Jutsu Technique

Oiroke no Jutsu - Sexy Technique - same

Rasengan - Spiral Blast - same

Kyuubi - Nine-Tails - same, demon fox

Neji

Jyuken	- Gentle Fist (combat style)	
tenketsu	- chakra holes	- same, chakra pores
Byakugan	- White Eyes	- same
Hakkeshou: Kaiten	- Hand of the Eight Divinations: Heavenly Spin	- Kaiten, whirl/spin
Hakkeshou: Rokujuu Yonshou	- Hand of the Eight Divinations: Sixty-four Palms	- 64 Palms/hit combo

Orochimaru

Katon: Goukakyuu no Jutsu	- Flame Type: Powerful Fireball Technique	- fire/flame attack
Gououfuuin	- Five-part Seal	- same
Kusanagi no Tsurugi	- Grasscutter Blade	- same, sword stab

Rock Lee

Konoha Reppuu	- Leaf Violent Wind	- sweep
Konoha Senpuu	- Leaf Spinning Wind	- whirlwind kick
Omote Renge	- Initial Lotus	- same
Ura Renge	- Extreme Lotus	- same

Sakura

N/A

Sandaime

Doton: Doryuuheki	- Earth Type: Mudslide Barrier	- same, rock wave
Katon: Goukakyuu no Jutsu	- Flame Type: Powerful Fireball Technique	- fire/flame attack
Katon: Karyuu Endan	- Flame Type: Fire Dragon Blast	- super fire/flame attack, super Katon

Sasuke

Sharingan	- Copy Wheel Eyes	- same, copy eye
Katon: Goukakyuu no Jutsu	- Flame Type: Powerful Fireball Technique	- fire/flame attack

Shishi Rendan	- Lion Combo	- same
Chidori	- One Thousand Birds	- same, Lighting Edge
Katon: Housenka no Jutsu	- Flame Type: Mythical Fire Flower Technique	- air fire attack, air Katon

*Chidori and Raikiri are the same move. "Chidori" is the real proper name but Kakashi calls the move "Raikiri" or "Lighting Edge" when he performs it. "Lighting Edge" sounds more deadly than "One Thousand Birds". When using the proper names some people will refer to the moves as "Chidori" for either character.

Shino

Kekkai Konchuu no Jutsu	- Destruction Bug Technique	- same
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Shikamaru

Kagemane no Jutsu	- Shadow Copy Technique	- same
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Tsunade

Isshi Resshin	- One-fingered Earthquake	- same
Souzousaisei	- Genesis Rebirth	- same, healing
Chuususei Biribiri	- Central Nervous System Electrical Shock	- same, nerve strike

* Chuususei Biribiri relates to the special attack Tsunade uses during her attack strings that can be charged.

Tenten

Soushouryu	- Rising Twin Dragons	- same
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Temari

Kamaitachi no Jutsu	- Slashing Wind Technique	- same
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Zabuza

Kirigakure no Jutsu	- Hidden Mist Technique	- same
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Misc./Other Translations

Kawarimi no Jutsu	- Body Switch Technique	- same, replacement,
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teleport counter

Rendan

- Combo

- same

*Rendan is something I toss at the end of a character name when I'm not sure what the proper name of their move is, i.e. Anko/Iruka/Hinata/Mizuki rendan but for Naruto and Sasuke, "Naruto Rendan" and "Shishi Rendan" are the proper names for them.

4.3 Related Links

There are many NGNT3 sites out there besides the official one with NGNT3 stuff. Here are some links to other sites relating to the game. Most likely if you're reading this you already visit the NGNT3 message boards at gamefaqs so I'll leave that out.

Shishi Rendan.com

<http://www.shishi-rendan.com>

- One of the few, if not only, sites that has match, combo, and tactics video footage for the Naruto fighting video games. The site's main focus is NH2 (the PS2 Naruto fighting game) but there are some match videos for NGNT3 to be found there as well. For those who like to take a trip down into the past Naruto games there are some NGNT2 and NH1 videos there as well. The site also has some good forums to discuss gameplay of the latest NGNT and NH games. The site's owner, "Rockman", is very interested in bringing up the competitive Naruto fighting game community so his site is a good place to check out where the bigger or more serious Naruto fighting game tournaments will be held.

Combovideos.com

<http://www.combovideos.com>

- Host many different fighting game videos and lately have been serving up some good Naruto stuff from NH2 (jutsu exhibition) and NGNT3 (2v2 matches).

Naruto: GNT3 Thread @ Shoryuken.com Message Boards

<http://www.shoryuken.com/forums/showthread.php?t=76807>

- This is where you will usually find me posting. I will look at that thread more than I do my emails so if you want to get in contact with me quickly then post there. It's only one thread out of the whole site but SRK.com posters are known for digging deep into fighting games so as of now that one thread is all you need as it contains great gameplay info.

Willvolution.com

<http://www.willvolution.com>

- Don't let the name fool you this site is an GNT3 focused site. Has match vids for GNT3 and forums for gameplay discussion. Like Rockman "The Will", owner of this site, is also very interested in bringing up the competitive Naruto fighting game community. Check out this site if you're interested in taking your game to the next level in terms of the GNT series.

V. Closing

5.1 Credits

Many thanks goes out to...

Tomy

- For making this great game.

GameFAQs

- For hosting this FAQ.

All posters from the NGNT3 Thread @ Srk.com

- Keeping my interest in this game high and answering all my n00b questions when I didn't have the game.

Gasaraki

- Bringing to light the Sharingan transformation trick for extending combos with Sasuke and Kakashi. Info on extra cancel point on Hinata's strings using the upper palm thrust attack.

tragic

- Author of the NGNT2 FAQ, I was inspired to write a FAQ for GNT3 after seeing his FAQ and not hearing word of him writing one for GNT3 as well.

BrandoSerge

- Allowing me to use his Stamina and Guard Defense ranking data in this FAQ. Gave extra info on how long the time limit is before opponent can gain chakra again after being hit with Orochimaru's Goguoufuuin. In-depth Chakra gaining info.

Narutofan.com (<http://www.narutofan.com>)

- Used their database that list ALL (or at least close to it) of the techniques used in the Naruto series to find the proper names for some of the techniques used by the characters in this game.

justme8800

- Corrected info on the following: Akamaru's soldier pill super (his attack raises), Kiba's "Sit Akamaru!" (it's a counter-attack), Anko's "lay down: A" string (it's a counter-attack), and Tsunade's nerve strike attacks (makes opponent controls random).

Reminded me to include the following or gave extra info on the following: Sharingan Sasuke's air Katon super, Kyuubi Naruto's teleport, and Sakura's teleport.

DigitechX

- Gave extra info on how long the time limit is before opponent can gain chakra again after being hit with Orochimaru's Goguoufuuin.

Mailorder

- In-depth Chakra gaining info.

Ignatius256

- Extra info about Orochimaru's Goguoufunnin reverting Kyuubi Naruto, Sharingan Sasuke, Sharingan Kakashi, any gates opened Lee, and gate open Gai back to their original states.

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