

# Naruto: Gekitou Ninja Taisen! 3 (Import) Hyuuga Neji FAQ

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Naruto: Gekitou Ninja Taisen! 3

Hyuuga Neji FAQ/Guide, V. 1.1

By TheGreenReaper

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0. Introduction and Format  
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Okay, this is my first guide on GameFAQ's, and I decided to do it for a game with little specific character coverage, hence, I picked this one. I also did this guide because I love Naruto. So that's me. This guide will use the following format for Neji's Attack Strings, Moves, and Supers.

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FORMAT:

A = A Button

B = B Button

X = X Button

Y = Y Button

L/R = Left and Right Shoulder Buttons, respectively

f = Push the control stick forward (towards your opponent)

b = Push the control stick back (away from your opponent)

u = Push the control stick up

d = Push the control stick down

hold = Hold the following button

ff = Double-tap the control forwards to run towards your opponent

jump = Jump, by pushing the control stick up without pushing any other buttons

\* = Super cancel point (ex: BB\*)

^Y^ = Special cancel point (not a super, you'll see what I mean in part 2) (ex: BB^Y^)

+ = Use in conjunction with... (ex: f+B)

-> = After the previous command, press the next button quickly (ex: jump -> B)

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So that is the basic format. Here are some other terms that might be used occasionally:

daze= Causes opponent to stagger longer  
knockback= Sends opponent away from you  
knockback+= Sends opponent flying away from you  
guards= Will deflect certain attacks while in certain parts of the attack animation  
drains 10/25/75= Drains that much chakra from your opponents chakra bar (their "super meter"). Draining does NOT give you the opponents chakra, it just removes it from them. Technically, you gain chakra for the hit anyways.

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That is the format in a nutshell. I will also provide descriptions for some moves. An example of something from Neji's Attack String List:

BB\*^Y^BBA - Drains 10, knockback

This combo ends with Neji's "Single Tenketsu Strike" that is only found in certain combos, such as this one. It's useful for getting your opponent away from you as well, due to the knockback caused by the ending hit. You can cancel to the regular stance or into either super after the first two B's.

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The Move List is different. I will provide the name, and extra info. An example:

f+A = Tenketsu Strike. Drains 25. Neji rushes forward and pokes three times. Good for closing in, but bad recovery.

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Simple, eh? Right then, onto the next section!

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1. Who is Hyuuga Neji?  
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\*Anime Spoilers\*

Neji is the character one left of the random box. He has the "Byakugan" or, "White Eyes," which is the bloodline trait of the Hyuuga clan. He was born into the Branch House of said clan, and was always shunned by the others. Neji hated the main branch with a passion until the full truth was divulged to him by the leader of the Hyuuga clan after his loss to Naruto in the semifinals of the Chuunin Exam. He accompanied Naruto, Shikamaru, Chouji, and Kiba (along with Akamaru) in their attempt to find Sasuke after he was kidnapped by the Sound 5. He is loyal to the Village of the Leaf and is also a realist, with a somewhat pessimistic world view. He believes deeply in the idea of fate.

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2. What makes Neji different?  
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Neji is bestowed with many abilities that give him a huge advantage in battle. These are:

1. Chakra Draining Ability

Due to his "Byakugan," Neji can see Chakra holes in people. By pressing them,

he drains some of their chakra. This skill is found in Neji's Hakkeshou: Rokujuu Yonshou super, his Tenketsu Strike attack, and a "Single Tenketsu Strike" move that is found at the end of some attack strings.

## 2. Special Cancel points.

Neji can cancel certain attacks, feinting them and quickly returning to a normal position. This allows for greater mix-ups in moves. For example, by pressing d+BABBY, Neji will feint the last hit, allowing you to quickly continue with a BBX combo. The timing is difficult, but when mastered, it becomes one of Neji's greatest weapons.

## 3. 75% d+X Super

Neji is one the characters blessed with a super that only takes up 75% of his chakra bar. In this case, the "Daikaiten" is an excellent super that allows for great juggling ability, and is in fact, probably used more than his regular X super by most players.

## 4. Can Continue ANY Combo Regardless Of Hits (Thanks to Clemente Valesco)

Neji is one of the many characters who can continue his combos even if he isn't hitting his opponent. Not exactly unique, but VERY useful if the opponent tries to Kawarimi. You can keep going, and put some distance between the two of you.

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So, as you can see, Neji is different from the majority of characters. His unique traits give him the advantage over characters that rely on chakra and supers as their main attacking point (Kakashi, Haku, Orochimaru, etc.). Sadly, everyone has a weakness, and Neji is extremely susceptible to characters with almost no use for chakra, or characters with ranged attacks that are hard to time a Kaiten for (Naruto, 3rd Hokage). However, after figuring out how long it takes Naruto's clones to come up from the ground (roughly 1.21 seconds by my stopwatch), and other such things, Neji becomes an somewhat unstoppable combo powerhouse.

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## 3. Neji's Move List

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All the various single moves Neji has are listed here.

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B = Standard palm thrust. Nothing special, links to a lot of combos. Bad recovery.

f+B = Dual palm thrust. Again, fairly normal, and links to lots of excellent combos. Bad recovery when used alone though.

b+B = Palm Counter. Guards and has daze. Neji goes back a bit, and then does a powerful palm thrust that can interrupt the starting hit of an opponents combo, and set them up for one of yours. Excellent recovery, as it's a counter.

u+B = Jump kick. Neji hops forwards a bit and kicks, sending the opponent up in a spiral. This move can be used to link to Daikaiten if you can time it just right, otherwise, your opponent will most likely tech roll away. It's iffy, but useful in some situations.

d+B = Ducking kick. Good move, that avoids some higher people's (Gai) attacks, and it combos into a lot of attack strings.

jump -> B = Knee dive. Slow recovery, and easy to dodge. Only useful when you see a perfect opening, which isn't often.

ff -> B = Running elbow. Knockback. Neji sticks out his elbow, sending his opponent in the direction he was running. Not that great, but useful as a move to close in with.

A = Throw 2 Kunai Knives. Basic Projectile Attack.

Hold A = Throw 4 Kunai Knives. Same move, more Kunai.

f+A = Tenketsu Strike. Drains 25. Neji rushes forward and pokes three times. Good for closing in, but bad recovery.

b+A = Kaiten. Guards for as long as you hold A until your chakra bar runs out. Counters everything except supers. Knockback if opponent is hit by it.

u+A = Throw Kunai Up. Throws 3 Kunai up at a 45 degree angle. Use for air juggling, not up close combat.

d+A = Low Kunai Slash. Dazes. Ducks and slashes with a Kunai. Quick, and links into many attack strings.

jump -> A = Throw Kunai Down. Throws Kunai down at a 45 degree angle, and pushes himself back a bit in the process. MUCH better than the jump -> B move. Use this against air combos with lag (Gaara's d+BAAA) to hit the opponent out of it.

ff -> A = Flip kick. Dazes. Neji does a flip in midair and kicks his opponent twice, dazing them, and setting him up for a combo. One combo comes out of this move, and I find it more useful than the ff -> B move.

Y = Throws the opponent. Useful against turtlers and not much else. However, it can start a combo due to its excellent recovery time.

(Thanks to Clemente Valesco)

Neji's throw, as it can be linked to Daikaiten, is also useful against non-turtlers as a mix-up move. However, don't get too predictable, and don't forget that there are always those uber-players who always break throws, even if it's completely random and unexpected.

L or R when hit on the ground = Kawarimi no Jutsu. This is a skill possessed by all characters. In Neji's case, he does the Flip kick (ff -> A) move from behind.

L or R when hit in the air = Kawarimi no Jutsu. See above, except Neji performs his Knee dive (jump -> B) attack. Not that great you're hit high up, as you'll overshoot your opponent, most likely.

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Those are Neji's basic moves. However, alone they aren't that great. That's why we have...

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#### 4. Neji's Attack Strings

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Yep, Neji has plenty of combos, and some of them are really long (Neji is home to the second longest "difficult" attack string in the game, an 8-button one, with both A and B. Hinata has the most complicated, in my opinion), while others are two moves. Read on, and learn what Neji can do...

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##### 1. BB\*^Y^BBB

This is a fairly simple combo, and it ends with Neji's Jump Kick. Therefore, there isn't much link potential unless you plan to Daikaiten afterwards. But remember, timing must be perfect, or the opponent will tech roll.

##### 2. BB\*^Y^BBA - Drains 10, Knockback

This combo ends with Neji's "Single Tenketsu Strike" that is only found in certain combos, such as this one. It's useful for getting your opponent away from you as well, due to the knockback caused by the ending hit. You can cancel to the regular stance or into either super after the first two B's.

##### 3. BB\*^Y^BA

This combo, for some odd reason, along with a bunch of others, ends with Neji's Kunai Toss attack. In other words, the attack string, being short, and having bad recovery, sucks. There are plenty of other, better attack strings involving the Kunai Toss ending aside from this one. If you're going to use it, don't charge the kunai.

##### 4. BB\*^Y^A^Y^ - Drains 25.

The combo ends with Tenketsu Strike. Not much I can say about that, except, remember the fact that Tenketsu Strike has a lot of recovery time. I usually cancel the Tenketsu Strike and go into something else.

##### 5. f+BBB^Y^ - Knockback (not much, though).

Ends with Neji's Running Elbow attack. For all of Neji's short combos, this one is probably the most useful, due to the ability to feint the Running Elbow. The ending move itself has bad recovery, but the knockback will usually push your opponent just far enough that you can recover. Against most characters, however, it fails to perform that purpose. So don't use the last hit if you have second doubts about it connecting. Feint it.

##### 6. f+BBABB\*^Y^BBB

An excellent combo, however, it tends to build up the opponent's chakra fast, and is rarely completed, rather, it's Kawarimi'd way too often. Usually after the cancel/super point so that they don't get Daikaiten'd. And, the move ends with the jump kick, resulting in bad recovery, so if it's blocked, that's bad news for you. However, if the opponent has 0 percent chakra when you start this, you might be able to get through the combo and end with Daikaiten after the jump kick. Just beware of timing, and your opponents chakra bar. It sucks to get all pumped for a 100% combo, and then be foiled because the opponent Kawarimi's, sending them away from you. Despite the Daikaiten potential in this combo, I prefer the alternative listed below.

##### 7. f+BBABB\*^Y^BBA - Drains 10, Knockback.

Basically, everything about the above combo applies here, except it ends with the "Single Tenketsu Strike" move, meaning that if it's blocked, you won't get comboed at the end due to the knockback. Excellent for turtlers, as it easily destroys their guard after three uses. Just remember that you can't Daikaiten at the end.

#### 8. f+BBABB\*^Y^BA

A much better choice for Kunai Toss lovers. Again, this move ends with said attack, but, as the combo is longer, it tends to be slightly more effective. Not to mention that most of the time, they will expect another hit and then the "Single Tenketsu Strike,"/Jump Kick which can mix them up a bit. Definitely more useful than the smaller Kunai Toss combo listed above.

#### 9. f+BBABB\*^Y^A^Y^ - Drains 25.

Another useful combo, this one ending with Tenketsu Strike. However, remember that Tenketsu Strike has horrible recovery, and that it can be feinted if you're being blocked. Keep that in mind.

#### 10. d+BB

Fairly simple. Duck kick to a Jump kick. Whoop-dee-doo. This combo exists solely for the purpose (in my mind, at least) of setting up Daikaitens. Do that right away, remembering the timing factor. Because tech rolls suck.

#### 11. d+BABB\*^Y^BBB

Another one of Neji's longer combos that usually gets Kawarimi'd. Ends with his Jump kick again. Ugh. Not that great compared to it's counterpart below, but, it has it's advantages. The duck kick as a starting move is useful, and can counter some high hitting (Kakashi, Gai) character's attacks if you get it in fast enough (really fast, like, within a split-second of their performing the first hit of their move). The Jump Kick can be linked to a Daikaiten at the end, though, and that's its only saving grace.

#### 12. d+BABB\*^Y^BBA - Drains 10, Knockback.

Again, we see Neji's recurring trend of replacing the last hit of the previous combo with his "Single Tenketsu Strike" attack. Everything else from the above applies. Much better, in my opinion, as I hate linking large combos to Daikaiten. It makes for less juggling afterwards ^\_^, and you never know if they'll Kawarimi before it (sending them AWAY from the wall).

#### 13. d+BABB\*^Y^BA

Another Kunai Toss ending combo. I actually prefer this one over the "Single Tenketsu Strike" extension listed above, considering that I usually use it as a counter, and set up more of a combo after it. The "Single Tenketsu Strike" has knockback, and makes hard to continue a combo. This doesn't have knockback, and makes it easier. Just don't charge the Kunai Toss at the end.

#### 14. d+BABB\*^Y^A^Y^ - Drains 25.

Again, Neji's recurring tactic of manipulating a combo string to include almost all his "A" attacks. This one features the Tenketsu Strike, and, again, the Tenketsu Strike can be feinted. Huzzah. Don't Tenketsu Strike your opponent unless you're sure it'll connect. If so, Tenketsu Strike away. If not, feint it.

15. d+ABB\*^Y^BBB

I usually shorten this to d+AB, and then only use it as an OTG (on the ground) combo. The move, again, suffers from the notorious Jump kick at the end, which, again, when blocked, usually leads to Neji's demise. When executed properly, you're in Daikaiten heaven. When not, you're screwed and a half. Still, it's useful if you can get into the combo from something else, or counter (due to the d+A hit at the start) with it.

16. d+ABB\*^Y^BBA - Drains 10, Knockback.

Guess what? MOTS. (More Of The Same). Another replace the last hit of the combo with the "Single Tenketsu Strike" move. Still, it's a lot better than it's counterpart above, due to the added knockback, and lack of post hit lag.

17. d+ABB\*^Y^BA

Ends with the Kunai Toss. In this case, I'll take the "Single Tenketsu Strike", as the combo isn't as long as the above one, and the "Single Tenketsu Strike" does slightly more damage than the Kunai Toss, along with the drain and the knockback.

18. d+ABB\*^Y^A^Y^ - Drains 25

Again, this combo ends with the Tenketsu Strike, and, again, you can faint it if you're not sure it'll connect. The combo is best used as a counter against slower characters, or predictable attacks, in which case, the Tenketsu Strike SHOULD connect, but just in case, there's that feinting ability.

19. ff -> AB^Y^ - Knockback

A simple combo, a Flip Kick to a Running Elbow. Not bad as a closer, but the recovery on the Running Elbow leaves me skeptical. (Not to mention this is b+B/A'd way too often).

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And those are Neji's attack strings. It's all a matter of how you link them together, using his almighty canceling ability and Daikaiten juggle. You'll learn about that sucker next. (BEST. d+X. EVAR.)

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5. Neji's Supers

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Neji, like most characters, has two supers. A plain X super, and a d+X super. Also, his d+X super only costs 75% of his chakra bar. An excellent trade-off. So, without further ado:

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X = Hakkeshou: Rokujuu Yonshou - Drains 75, Unblockable

Neji's standard X super is his 64-tenketsu strike move. It costs your entire chakra bar, but, it drains your opponents, making it very good for a combo such as:

f+BBABBX

This way, you get an enormous amount of damage (roughly 1/2 on your opponent, and then drain all the chakra they gained. A useful super, even if the damage amount is kind of low, the chakra drain makes up for it. The move is easily dodged, however, so don't do it out of the blue. And the second hit MUST connect for the super to continue. If only the first strike connects, you just wasted your chakra. Best to use this one in combos like the above one. And never, NEVER, use this super if you're not sure it'll connect. Especially if the opponent is currently blocking. Best case, they'll dodge and you'll recover in time. Worst case, you're playing Itachi or Hinata and they pull off their super counters. Medium, you miss and get comboed.

d+X = Daikaiten - knockback+, Blockable, ONLY COSTS 75% CHAKRA

What a super... while it may be blockable, it is excellent for stopping Kawarimi no Jutsu, and also, it sends your opponent flying if it hits. It's also a realtime super, meaning there is no cutscene. It launches the opponent sky-high if it hits, and if you run to them (or use it against a wall, which is more common), you can link in another combo, which they cannot Kawarimi out of. That's right, you cannot Kawarimi after you've been hit by the Daikaiten. Unfortunately, the move sends your opponent REALLY far, making it sometimes difficult to begin your second combo. In that case, just use a simple d+BA OTG combo. This will hit them when they are on the ground (hurry though, you have 2 seconds, roughly), provided they don't roll away from the hit. An excellent super, all in all. It may be the best d+X super in the game, even. The wall potential is limitless...

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Those are Neji's supers. Not the most powerful in terms of strength themselves, but definitely some of the most comboable ones.

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## 6. Secrets/Tricks

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Due to Neji's almighty, un KnJ-able Daikaiten super, he has a few ways of getting 100% damage in one combo on some opponents (Jiraiya, who has the highest defense of all the characters, is resistant to some of them). Here are a few ways that I know work (timing is crucial, though). However, they must all be done against a wall, or it is impossible against the second half of the combo. Even if they don't get 100%, it's an absurd amount of damage that we're talking about here. Note that it's not exactly 100%, as you need to get the 75% chakra first. Here are a few I've done:

1. f+BBABBd+X, f+BBABBX (works on just about everyone, but they might KnJ before the Daikaiten if they have the chakra)
2. BBd+X, f+BBABBX (again, I haven't seen this done to everyone, including Jiraiya, but I know it works on all the girls)
3. d+ABBd+X, f+BBABBX (simple, effective, not as powerful as the first, so it might not work on Jiraiya, etc.)

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There are a bunch of other possibilities that I haven't tried yet (some people talk about throwing, then up+A, then Daikaiten, then f+BBABBX, but that hasn't worked for me...), so if you come up with any, e-mail me, I'll add it and give you credit.

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7. Credits and Links  
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Thanks to:

cjayc - For running the best general gaming community on the net.

My brother - For letting me own him with Neji until I figured out what all the combos did.

You - For reading the guide.

www.willvolution.com - For being the best NGNT3 site on the net.

My parents - For importing the game, despite the astronomical cost of shipping (\$8 bucks standard!? Blargh!)

Hisshouburaiken's Translation Guides - Without these, I would've spent a day just trying to figure out what all the menu options were. And then the handicaps... ugh. Thank you so much.

NL MegaMika - Those mini-translation manuals are a godsend when I bring this game to parties. Thank you as well.

bakablitz - For confirming any suspicions I had that combos after the Daikaiten were un-KnJ able.

shane7721237 - For pointing out an error I made regarding who accompanies Neji and the rest to rescue Sasuke. I wrote Pakkun, it was actually Kiba and HIS dog Akamaru. No idea what I was thinking, probably the Gaara arc...

Clemente Valesco - For bringing to light the fact that Neji's jump kick is useful, and that throws can be used outside of turtlers, AND that Neji's combo-continuing ability is of huge assistance. MUCH THANKS.

Everyone else that I can't remember - You probably know why. I, obviously, have forgotten.

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No thanks to:

4Kids - Proud Killers of good Anime since 1995.

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8. Version History  
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Version 1.0 - Initial Release

Version 1.1 - bakablitz confirmed my suspicions about the Daikaiten being un-KnJ-able, allowing me to add some 100% combos, and that information. So, there are some 100% combos in the Secrets/Tricks section now.

Version 1.1.2 - shane7721237 pointed out a mistake I made in Neji's bio. Fixed.

Version 1.2 - Huge amount added thanks to Clemente Valesco's constructive criticism. And it really was a nice e-mail, too. Kudos.

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9. Copyright Information/Contact Info  
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This guide is copyright (c) 2005 James Morgan-DeLossa. This guide may not be used, changed, or otherwise modified without the official consent of the author. Violators may be prosecuted, and forced to watch all of Neon Genesis Evangelion in English, with an emphasis on the non-action episodes. In other words... don't be a pirate.

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My e-mail is the\_greenreaper(at)hotmail(dot)com. Feel free to drop a line, with hints and whatnot. Constructive criticism is welcomed. Spam is not. Thank you. Just put "Neji FAQ" in the title.

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79 letters long \/

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