

Bushido Blade FAQ

by Anthony Nickerson

Updated to v5.0 on Mar 24, 1999

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Correct me if I'm wrong, but as far as I know the game is (C) 1997 Square Co., Ltd and Lightweight Co., Ltd.

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VERSION HISTORY

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- 1 - The first incarnation. Bog standard, in other words.

2 - Fixed line width. Exciting stuff.

3 - Corrected mistakes in Slash mode strategy. Verified conditions for obtaining second endings.

4 - General tinkering and added a note about the Bushido code.

5 - Added a date of edit, and corrected a couple of mistakes.

=====
INTRODUCTION - ASSORTED BITS
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I had a fair bit of trouble (at first) activating Katze and the second ending movies, and I imagined that other people would too. I decided to write this FAQ to help those people, giving specific information regarding these aspects.

I was playing the game on the translated PAL version, so if you find any version mismatches, I didn't do it.

=====
GUIDE TO MY MIND
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This is a list of some of the abbreviations I've used:

f - press forward \
F - hold forward \
b - press backward You get the idea, there's also u, U, d and D
B - hold backward _/
QCF - Quarter Circle Forward - I can't remember anything off-hand that uses
HCF - Half Circle Forward - these, but if I come across something this is
QCB - Quarter Circle Back - what I'll use.
HCB - Half Circle Back /
(H) - The preceding move is in high stance
(M) - Likewise, but in middle
(L) - In low stance
L1 - press the L1 button
L2 - press the L2 button
R1 - press the R1 button
R2 - press the R2 button
S - press the <square> button
T - press the <triangle> button
O - press the <circle> button
X - press the <cross> button
+ - press the buttons on either side of the plus sign together

Sorry if I've forgotten something. If you don't have a clue what I'm going on about later, feel free to e-mail me.

=====
THE BUSHIDO CODE OF HONOUR
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A quick history lesson, for anyone who doesn't already know about this. The Bushido code of honour was conceived in Japan to make honourable fighters. The Samurai were the most devout followers of the Bushido, and would take their own life if they broke it.

So why does this matter? Well, this is how it relates to Story mode. If you break the Bushido code, you will get a screen showing a quote about how dishonourable you are, and then end up back at the main menu.

An annoying touch (an oversight, perhaps?) was that although the Bushido is mentioned in the manual, it is hardly explained in detail. I've made a list of what you can be penalised for in Story mode.

Striking a grounded opponent
Striking an opponent while they are climbing
Striking an opponent in the back (?)
Striking an opponent before they are ready
Using a sub-weapon
Throwing dirt/snow/gravel at your opponent

Note that in easy mode the Bushido will not be as strictly enforced. Even though it doesn't apply to Bushido Blade, the code also forbids several more acts.

Surrendering and living (very bad, if your opponent is compassionate they risk bringing dishonour upon you by not lopping your head off)
Striking a woman (good thing this isn't in the game, or else Mikado and Red Shadow would have an unfair advantage)
Drawing your sword and not taking a life (you would have to take the most readily available life, namely your own)

NOTE - The truth of this final rule is debatable. Since the Code of the Bushido was never a rigidly-defined set of rules to begin with, it seems unlikely that this rule will be satisfactorily proven or disproven.

This does not sum up the Code in its entirety, but it should give players the gist of things.

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SLASH MODE - OBTAINING KATZE
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To get Katze, (the boss with the gun for the uninformed) you need to complete Slash mode without dying. This may seem a gargantuan task, but with a little effort you should be able to do this. Below is a guide for doing this, based on my observations. Note that this is all my opinion, forgive me if you don't agree with everything I say.

First, some general tips:

- First and foremost, the game must be set on Hard difficulty. Finishing Slash mode without dying on easy mode will do absolutely nothing. Yep, nothing. So make sure it's on Hard.
- My personal choice for character is Kannuki. If you use my (somewhat cheesy) strategy below, speed won't be too important, and you want to be able to take as many hits as possible. He can also recover the quickest from blocks, making him the best choice.
- Keep your head while fighting. If you get a fair way through and die, most people would be rather annoyed. If this happens, don't try to just whiz through the levels as fast as possible to get back to where you were. You will make more (probably fatal) mistakes this way. Remember,

discipline.

- There is no such thing as the Bushido code in Slash mode, so feel free to stab people in the back, etc. In fact, if your opponent falls to the floor, try to keep them there, doing high attacks from normal stance if they are on the ground, or low attacks from normal stance if they are in the process of getting up.
- Don't be fooled by the fact that there are 100 people to kill. Only 19 of these people will be "real" fighters, the remaining 81 will simply repeat one move (listed below) and may run around a bit. On that subject, don't let a running opponent get close to you, keep about five large steps away. This will be explained later.
- Even if you have never used the katana before, it will be a pretty easy weapon to pick up. You don't need to wield it like a master to beat Slash mode. The moves I advise practising are listed below.

f, F + O - This will result in a big lunge forwards. This move is your best friend in Slash mode, since it is fast, has good range and is pretty much uncounterable. When in doubt, pull this off.

O, O, F + O - This is a three slash "combo" (although it can hardly be called a combo) which is best for dealing with opponents that get too close. If it connects with anything (except the wall) it's pretty much uncounterable too.

b, F + X - It's not a katana-unique move, but it's important for opponents on the floor that are too far away for the slashes mentioned before. It's basically a big jumping downward strike. Don't try it against a standing opponent, it will usually leave you vulnerable.

- Turn continues in the options menu off. It doesn't matter too much, it just annoyed me to have to have the timer there after dying.

Now, some in-depth info:

Everyone will know this, but Slash mode is divided into ten levels, with ten opponents on each level. The first 9 opponents on the first 9 levels will repeat the moves listed below (and may run around a bit) but they shouldn't be too much of a problem.

- Level 1: T - High slash
- Level 2: O - Mid slash
- Level 3: X - Low slash
- Level 4: b, F + T - Bop on the head
- Level 5: f, F + O - Lunge
- Level 6: f, F + T - Step-in high slash
- Level 7: f, F + X - Step-in diagonal slash
- Level 8: O, O - Two mid slashes
- Level 9: T, O, F + O - Three slashes

The bosses are at the end of the first nine levels, as well as on the tenth level (which consists entirely of bosses). The main danger here is that they're unpredictable, so it's impossible to say what they'll do. The strategy I used was to wait until they were in lunge range, and then repeat the f, F + O move until they died. It works, even if they roll, but be ready

to block if you mess up the movement. I was killed numerous times because I did a step forward rather than a lunge. You should be able to beat them all like this, but as you become more proficient you should tailor the strategy to suit your style.

As for the other guys, I said they won't pose too much of a threat, but it still helps to know what they'll do.

Level 1 - These guys just repeatedly do vertical slashes. Stay out of their range and whack them with a lunge or two when they're recovering.

Level 2 - It's basically the same as level 1, just that the mid slashes are faster to come out than the high ones. Be slightly more careful and follow the same pattern and you'll survive with ease.

Level 3 - This, in my opinion, is the easiest level in it. The guys crouch down and do a low slash, leaving their head wide open. Guess what you do? Stab them in the eye with a lunge and watch them crumple.

Level 4 - They will do a (fairly fast) wallop on the head. Watch out, since it comes out quickly and they take a step forward to do it. I may have just been lucky, but if I missed a block they would usually hit my sword, allowing a quick O, O, F + O to either end their lives or take them out to safe range. But as I said, it may have been me. You can either stay well out of range and lunge or get in close with the triple slash combo mentioned.

Level 5 - This is a dangerous level, since the opponents will do a lunge at you. Blocking it is risky, so only try this if you think you're a bit of a legend. Otherwise, stay WELL out of range and pull off your own lunges when they finish. A downside of this is that if you get too far away they will start running around. Try and judge the distance, but remember that it's better to be too far away than too close.

Level 6 - The only thing to watch out for is the big step forward at the start, so compensate for this by getting a touch further away.

Level 7 - It may as well be called "The other level 6", since the move is the same strategy-wise. Again, watch out for the big step forward.

Level 8 - The trap here is that if you don't block the first strike (i.e. it hits your sword) the second one WILL hit you (and often kill you). Be careful, and always be ready to hit the R2 button to roll away should they hit your sword. Otherwise, just pull off lunges at them and you'll be right.

Level 9 - Basically the same as level 8, they just do a different kind of opening slash and end with an extra one. Follow the same strategy, just keep your most hyperactive finger on the R2 button and do lunges frequently. They have a weakness that you should be aware of. On their third slash, instead of stepping forward like the other two, they almost step backwards. This means that you can stand a little bit closer and give you a greater chance of doing a critical strike.

These tips should help you, but ultimately it is up to you. I can only show you the way, I can not walk it for you. Just remember to lunge, and if anyone says it is a cheesy way of winning, point out that it works. Then hit

them in the face.

=====
ENDING MOVIES
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As the manual says, each character has two ending movies. People may want to activate them all for the sake of completeness, so here is something resembling a guide.

The First movie - Finish the game, no conditions. Stick it on either mode, die as many times as you like, get hit so much that you will die if they sneeze on you. It makes no difference. If you can't get this movie, you suck (and I mean that in the nicest possible way).

The Second movie - Ok, here's the deal. I have personally verified this, so if people don't agree with me they are speaking codswallop. The procedure to get it is under the heading "The procedure" (funnily enough). I've given a general strategy, but if you are having trouble beating it with this, you may want to try the character specific help.

Activating this movie:

Before you start, know that it does not matter whether you are in easy or hard mode, so put it on easy. This task is difficult enough already. Make sure continues are also enabled.

The procedure: You need to run to the well (the path will be outlined later) while fighting your first opponent (it must be the first, so don't kill them). You don't need to disable their legs, but if you do it saves you from fighting them in the next screen. I still advise doing it. Jump in to the well and you will end up in the Underground grotto. Beat all of the regular enemies, including Hanzaki. By the way, all this time your character can not sustain a single scratch. Dirt is ok, (I think) but if you are hit by even a sub-weapon, you won't be able to get the movie. If you accomplish all this, after killing Hanzaki you will see a quick speech from your character and then end up fighting the final boss at Yagura point (sans snow). Beat them (it doesn't matter how often you die here, thankfully) and you will see the second movie. Remember to follow the Bushido.

<*> The General Strategy

NB - This will work for all characters, with a bit of skill. If you can't complete it with this, try the character specific ones.

After obtaining Katze (assuming you have) you should be moderately proficient with the katana. The best thing about this weapon, when the second endings are concerned, is that every character can handle it similarly, so there is no need to change your strategy for different characters. Choose the character you want and the katana as their weapon.

At the start of the first fight, run like buggery down the road. By the way, I'm not sure if the path I take is the quickest, so if anyone has any suggestions, feel free to tell me. Anyway, when you get to the bridge, jump off it away from the camera and continue running that way. In the next

screen you should come to a waterfall. Instead of climbing up with the R1 button, attempt to jump up, it is much safer. Continue down the only path available to you. The next screen is the bamboo thicket. Again, try to jump up the ledges. Run through the thicket and climb onto the platform at the end.

When the computer catches up with you and it changes screens, jump up the ledge and continue to run in the same direction. If you don't know what I mean, you should end this screen by running through a big gate. You should arrive at the Cherry Blossom grove, just continue running through, and you should come to another large gate.

In the next screen (Pine Terrace, according to the map) is a set of ledges, jump up all three and run through the gate on the top ledge. You will come to Yagura point, which is very windy. Be extremely careful if you are one of the lighter characters (Red Shadow, Tatsumi or Mikado) they will run really slowly, leaving them open to attack if they are being chased by one of the heavier three. These guys have no trouble powering through the wind, so be careful. Anyway, run diagonally across the plain, and you should come to a ledge.

In the next screen, you will probably not have room to jump, so just climb up and hope. Make sure you are in middle stance, and step (don't run) towards the well. The computer will (if you are far enough away) run towards you. Stay still, and be ready to block their attack. If you are on easy mode, you should have enough time to step forward and press X to do a low strike, hopefully taking out their legs. If it doesn't, run a distance away and repeat. If it does, jump down the well.

Your next opponent will be the only other person to be able to use a sub-weapon on you (except if you are Black Lotus, who fights Tatsumi). Watch out for it, and remember that you can defend from a sub weapon. If you see them do a crouch step, be ready in case you need to block. Otherwise, just repeat the Slash mode strategy of repeatedly lunging and you should be ok. If you hit a wall, run back to a more open space and continue lunging. You should be fine, just watch out for the walls, usually if your weapon hits one you will be left vulnerable.

The fight against Katze is not a difficult one, but if you mess up you will pay. There are three different strategies I have found, no doubt there are more but any of these will suit you well enough:

- [1] The first is the most risky, but also the quickest. The moment he's finished flapping his tongue, press L1 + F to run towards him. Run him through by pressing O and he should be dead. Watch out though, if you miss he'll probably shoot you. Also, he may be able to shoot you before you can hit him. As I said, it's very risky.
- [2] When he's done talking, run diagonally towards him (look at my crappy ASCII diagram if you don't understand) and then circle around behind him. Run into him from behind and he should lose his balance, and you should then hit him with a quick move (O is good if he's close enough). This works best with the heavier characters, since they have a greater chance of making him stumble. Be warned, I have been shot while running around him, so if you're not willing to take the chance, the next strategy is best for you.

THE ASCII DIAGRAM

Run this way

--/

This is you - # # - This is him

- [3] Run diagonally away from him at the start (refer to the diagram but run the opposite way, obviously) and attempt to stay a bit away from him, but not so far away that you can't clearly see what he's doing. Run perpendicular to him (i.e. not directly towards him or away from him, but to the sides) and count the number of times he shoots. When he shoots ten times, sprint in and waste him while he's reloading. It is the safest, provided that you know what perpendicular means.

After beating Katze, you should be at some guy with a double-bladed staff (his moves are those of the Naginata). He's not all that difficult, you should just run him through with a lunge as soon as you can. If he switches to low stance (his staff angled down towards the ground rather than vertical as in high stance) take the opportunity and stab him, your lunge will hit him, rather than his weapon as it would if he was in middle stance. He should be pretty easy, but maybe that's just me because I know the Naginata. Anyway, sooner or later you'll beat him.

Next up is a girl with a sword like the Rapier (it isn't the Rapier if you examine it closely) and there are a couple of things to watch out for. She can attack extremely quickly, so you may find yourself on the receiving end of a face jab (back to the start for you people). There is one major weakness that she has. You may know the Rapier move that begins with a high jab, low jab and then a high jab. If you see her do this move, step back a fair way and get ready to lunge. It finishes with a big reaching stab and then a horizontal slash. Try and get her after the stab if you can, but it is best to observe the move once to know what happens (she'll do it often enough that you can afford to sit back and watch) just so you don't get caught out. If you get her once with a lunge and she doesn't die, repeat it. You should be able to hit her again before she's done recovering.

Next up is Hanzaki. Again, this may just be me, but Hanzaki has never actually attacked me unless I sat still for about ten seconds. If this happens to you to, take advantage of it and run him through. Just repeatedly lunge and you'll be fine. Remember to watch out for the walls, and try not to hit them with your sword.

If all has gone well so far, you should be fighting the final boss. It depends on your character who you'll fight, but remember that it doesn't matter how many times you get hit or die here. Just persevere until you beat them. Remember to follow the Bushido code, you don't want to be penalised for that after coming all this way.

Character Specifics

N.B. - I have not given anything regarding the fight with Katze in these sections, just use the one in the general strategy. It works with any weapon.

<a> Red Shadow

- My weapon of choice for Red Shadow is the long sword, because of the multitude of unique moves she can perform with it.
- There is still some skill required to win with Red Shadow and the long sword. I did find it easier this way, but I have been practising. I would advise you to do the same. In training mode, pick Red Shadow and the long sword (versus anyone at all, but Mikado with the Naginata would be a good choice, since I had trouble against the guy with the staff) and get to know the moves.
- First up is Mikado with the saber. Getting to the well will be no trouble at all, since she'll get blown around as much as you at Yagura Point.

When trying to cut her legs out, the move I use the most is f, F + X (L). The timing can be difficult, but with a bit of practice you'll be able to get them every time with this. If you don't like that, your next best bet is T, X (H) but it doesn't have the range of the previous move.

- Waiting for you in the Underground Grotto is Utsusemi with the long sword. He shouldn't be too much trouble, but there are a couple of things to watch out for. His sub-weapon flies quickly, so sometimes it is difficult to see (until it's too late). As a safety measure, if you see him crouch step make it a reflex to run perpendicular (there's that word again) to him. Some good moves to try are O, O (H), F + O (M) and X, T, T (L). Just keep your wits and you'll prevail.
- Katze won't be too hard (just follow the general strategy above) but I had some trouble against the guy in Executioners cove. Try F + O (M) and then quickly do b, F + T (M). Retreat and repeat and always be ready to block or backflip. If you find it easier, you could approach with B + O, O (L) which will leave you in medium stance. Then try T (M) or X (M) before running and trying again. However you do it, you'll have to get around the length of his weapon. The girl and Hanzaki can be beaten using a similar strategy to that used against Utsusemi.
- Her final boss is the samurai guy. He's a pretty cool looking guy, in full samurai armour and wielding the Nodachi. Just fight him as you would normally, he shouldn't pose too much of a problem.

 Tatsumi

- Before I begin, I should mention that I do not like Tatsumi and as such do not play as him much. I advise using the general strategy, since it worked for me. I am still, however, more than a match for all of the people I've played against as Tatsumi, so these tips are not coming out of the wrong end.
- Ok, his best two weapons are the sledgehammer and the saber. I would advise using the saber, for two reasons. One is that I think the sledge is a horrible weapon, and the other is that you are much less vulnerable with the saber.
- His first opponent is Black Lotus with the saber. It will be fairly difficult getting to the well, remember that he runs faster than you, so be a bit careful. He will possibly catch up to you in the Cherry Blossom grove, but you can use this simple trick to get away from him. Jump up on the ledge, and wait until he begins climbing up to follow. Run off as he's climbing up and stick as close to the ledge as possible. With any luck he'll run along on top of the ledge for a bit before falling down, and you should end up with a nice healthy lead. As for Yagura point, be extremely careful, since Tatsumi gets blown around like a leaf. Run haphazardly, turning right angles when he closes in on you and slowly progress to the well. You should survive like this.
- When cutting his legs out, there are three options to try. The first is f, F + X (H), but this will leave you extremely vulnerable, so in my opinion it's best not to try it. Another way is f, F + X (L). It still leaves you vulnerable, but only slightly compared to the first move. It would be the method I most recommend, but try it out in practice mode before you attempt to use it on Black Lotus. Your last option is sticking to regular low strikes from high or medium (but not low) stance. If you're a good blocker it is the safest by far, but it is also the most likely to be blocked. Whatever method you use, remember that he has the saber also, sometimes he can hit you before you can react to block.

- Next up is Kannuki with the Naginata. He's easy with the saber, go into low stance and keep a distance away from him. When he's recovering from doing a move, pull off b, F + O. Be careful of his fan, although it isn't very fast in the air it can still catch you off guard.
- After beating Katze, you'll need to fight the other three. Some moves that might be effective are T, O (H), b, F + O, O, O, O, O (H), f, F + O (M) and b, F + O (L). You shouldn't have too much trouble against the two guys, but be careful against the girl, she's faster than you.
- His final boss is some egomaniacal weirdo with an odd sword. The stance looks like that of the long sword, but from what I saw his moves resemble those of the katana. Anyway, he shouldn't be any problem. Just try not to get crushed by his ego.

<c> Mikado

- There is only one weapon for Mikado: the Naginata. With a little practice she can dominate any fight with it.
- First up is Kannuki with the long sword. This will be the most difficult run to the well you will have to do. Kannuki runs a lot faster than you will, and when you get to Yagura point...well you can guess. Mikado is the lightest and Kannuki is the heaviest. Run all over the place, making progress towards the well if he does a crouch step or anything similar. If he gets too close just run around him in a circle until you think you can make a break for it. You'll be able to get there eventually, but don't lose your patience.
- When cutting out his legs, you could try a simple X (H), which is the safest but the least likely to actually connect. Another move is f, F + T in medium stance. You may end up smacking them in the face but there is a good chance that you'll knock their legs out. It's also very fast. If you want to show off, try b, F + T, X, R1, X (M) which is effective provided that you jump over your opponent (you'll know what I'm talking about after trying it). Just be ready to block and you'll get him sooner or later, the Naginata is a very safe weapon so don't worry along those lines.
- Next is Red Shadow with the saber. Just hold F and hit O, O, O in middle stance. It's a ludicrously effective move, since it has no delay at the start or the end, keeps opponents at bay and is close to uncounterable. Just watch out for her knives, they're extremely fast.
- After Katze is the weird guy with the staff, who will also be stupidly easy. Just be careful if he tries to use the same move against you. When fighting the girl, be a bit more careful, since she can reach up and stab you in the face over your weapon. A safer move to use is b, F + T, O, X, O from low stance. It has longer range and hits at different heights, making it even more difficult to counter. Hanzaki should not pose any problems, just deal with him in the standard way.
- Her last boss is the samurai guy again. He won't be a problem, just repeat the move over and over again. Don't worry if he gets a lucky strike in (which will probably kill you) since you can continue as much as you want.

<d> Black Lotus

- He is a master with the Rapier, but it can be difficult winning like this. This is my favourite character/weapon combination, so I didn't have

too much trouble, but always be aware of the limited range and blocking capability of the Rapier. On the other hand, take advantage of it's speed as much as possible. Remember to go for the face, it is fairly easy to hit with the Rapier, and almost always kills them.

- Your first opponent is Mikado with the katana. It's a simple run to the well, especially at Yagura point.
- When cutting her legs out, you should try f, F + X (L), just be aware of what it does before trying it. You may just want to try low attacks (high stance is the best for this), it's not too difficult.
- In the underground grotto is Tatsumi with the Nodachi. He can't use a sub weapon on you, but the Nodachi is difficult to beat with the rapier. Some moves you may want to try are T, O (H), f, F + T, O, X, O, O (L), O, O, O (L) and O, O (H). These moves are all very safe, so there isn't too much danger after you begin them. If you want to take a chance, try b, F + T from medium stance. It will usually kill him in one hit, it just leaves you slightly more vulnerable.
- The rest of the fighters shouldn't be a problem. With Hanzaki and rapier girl, use T, O (H), it's very effective. With the staff guy, this move and O, O (H) are your best friends.
- His last boss (I think) is that ego-man again. Just keep on the move and stab him in the face when you get the chance. When he's dead, make sure you stab him a few times. Not for any particular reason, I just despise this guy. I don't know why, it's just a deep-seated loathing.

<e> Utsusemi

- He is actually the one I devised the general strategy with, so I still think that it is the best way to get his second movie. If you are having trouble getting it that way, try the Nodachi. It may be a slow weapon, but it is deadly once you know how to use it. The remainder of these tips are for the Nodachi.
- Tatsumi with the sledgehammer is your first opponent. Again, this is a simple run to the well.
- When cutting his legs out, the move I most recommend is f, F + X (L). It is probably the most effective. T, X (L) may also work, but half the time you'll kill him instead of knocking his legs out. Low slashes from medium stance are effective, they are just extremely slow. Use your judgement when deciding which to use.
- In the grotto is Black Lotus with the rapier. It is a simple fight, keep doing O, O, F + T (M) and you'll win. Be careful of the sub-weapon, it's rather fast.
- When fighting the last three, you can use the move used against Black Lotus, and you may want to know X, T (L) and T, T, F + T (H). If you're feeling really gutsy, press b, F + T (L), then while he's waving his sword around, hit T, T, T, T. It is a very fast four-hit move that almost always kills them. The trouble is that it takes him so long to start. I found that it was extremely effective against Hanzaki.
- Enter Mr Samurai again. Nodachi vs. Nodachi is always fun, and it doesn't matter if you die or not. Just slice him up as best you can, and have no regard for your own safety.

<f> Kannuki

- Kannuki is best with the broadsword or sledgehammer, I would advise taking the broadsword. Again, this is partly because I hate the sledge, but it is also because of the excellent moves that the broadsword has.
- Your first opponent is Red Shadow with the Nodachi. The run to the well is probably the simplest you will have to do.
- When knocking out her legs, you could try b, F + O (L) which is a low strike after a big step forwards. If you want to be flashy, you could use O, O, X (M) but there is all likelihood that you'll kill her instead.
- Next up is Mikado with the Naginata. Your best move against her is O, O, T (M) which will usually kill her. You may also want to try O, O (L), it is very safe and just as deadly.
- For the guy with the staff, just fight him as you did Mikado. As for the other two, use those moves as well as T, T (L). When fighting against an opponent that can't stand, use either X, T, T (L) or T, T, T (H).
- His final boss is Black Lotus, but he is sliced up and is covered with bandages. He has either the saber or the long sword (I can't remember which), and he shouldn't be difficult at all. Just follow the procedure and be relieved that you don't have to beat him flawlessly.

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ACKNOWLEDGEMENT AND THANKS
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Just me so far. If anyone has anything to add, I'm open to suggestions. If you give me something I use, I'll stick your name here. Feel special.

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THE REST
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My e-mail address is <bzcharkl@hotmail.com>. Anything is welcome, but before e-mailing me with abuse (if you are so inclined) please read the e-mail policy on my page, <<http://www.Geocities.com/TimesSquare/Ring/9520>>. Also please, no spam. Quite simply, I just don't care about it and it will be duly ignored.

As for the FAQ, if people want me to I could expand it to a complete move list (or at least as complete as I can make it). I didn't bother because I know enough moves for now, but if people want it I've got tons of spare time.