

Bleach (Import) FAQ/Walkthrough

by Kaidyn

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Bleach Advance

Full Guide/Walkthrough

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Version 1.1

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Table of Contents

- 1) Version History
- 2) Basic Information
- 3) Main Menu Translation
- 4) Preparation Menu Translation
- 5) Gameplay
- 6) Characters
- 7) Story Mode
 - 7A) Ichigo
 - 7B) Ishida
- 8) Thanks
- 9) Legal

1) Version History

Version 0.8 - First version submitted to GameFAQs. Bare bones stuff here.

Version 1.0 - Fixed version naming and attribute naming. Added a few characters and Ichigo's story mode. Added Ishida's story mode. May be a while to the next version, and it'll only be a small character/single story mode addition, because all the characters left are annoying to unlock >.>.

Version 1.1 - Fixed some names. Added a small sentence about what the arrows mean. Only small changes, been busy lately, sorry ^^.

2) Basic Information

This game is based off of a popular anime in Japan, called Bleach. It tells the story of a young man who can communicate and touch ghosts. One day, he is attacked by Hollows (basically, evil ghosts) because of his high spirit power. When Kuchiki Rukia saves his life by giving him her Shinigami (Death God) powers, his life is changed forever.

The game itself takes place during the second story arc of the anime. The first arc has Ichigo (the main character) fighting against various Hollows, and is not portrayed in the game. At the end of the first arc, Rukia is captured by other Shinigami to be "put on trial", and Ichigo decides to save her.

3) Main Menu Translation

1. Story - This allows you to play as various characters throughout the Story of the first section of the Soul Society arc of Bleach.

2. Survival - You choose one of your unlocked characters to fight a series of battles until you lose. This is mainly used for unlocking new characters since

you do not gain experience or orbs in this mode.

3. Training (must beat Story mode with Ichigo first) - This allows you to level up characters and acquire new orbs with them.

4. Network - Basically a link battle, you play against a friend who also has the game.

5. Options - All the basic options are in here, with english text in the background.

6. Database - Look up information on your game. The first option is "Characters" and allows you to look up the characters you have unlocked and their stats and moves. The second..and this is just a random guess..I believe may be a "Help" section for tips on the game or maybe general information about the Anime. The last option is "Back".

4) Preparation Menu Translation

This is the menu you see before a fight.

1. Fight - This begins the fight. The next screen shows your opponent and what attack type his special attack falls under.

2. Save - This saves your game.

3. Set-Up - This is where you equip your various offensive and defensive moves. More on this screen later.

5) Gameplay

Before a Battle: You will want to go into the Set-Up screen and choose your various attacks and blocks. For offense, you can only set certain things in certain places. The top block is reserved for only Striking (sword icon) type attacks. The left block is reserved for Technique (hand icon) type attacks. The right block can only be fitted with Soul Arts (fireball icon) type attacks. The bottom block and all defensive blocks can be fitted with all three types - however, it is best to keep the bottom block as your special attack, which is the default attack in that slot. I found the official names of the statistics. The defensive bottom block can also be fitted with a "wildcard" move which blocks all other moves but costs ability points.

The attacks have various statistic. First, the type of attack it is (Strength, Agility, Intelligence) and then the name. Next is the number of stars it costs (you get more stars as you level up) and the number of ability points it costs per attack in battle. Then, if there is an arrow in the first block, that means it is a close range attack and if there is an arrow in the final block, that means it is a long range attack. The bigger description also lists the attack power of the attack. The arrow also tells you whether the attack is stronger or weaker than the one you currently have equipped.

During a Battle: To utilize close range attacks, you must get your character to be close to (but not overlapping) the opponent on the radar located on the bottom right of the screen. For a long range attack, you must be about mid distance from the opponent. When you are within the range you want to be, hit the A button and then select the attack you want to use.

Blocking: If two characters pick the same type of attack and defense but the

defender's defense is less powerful than the attack's attack, then a "block" occurs. The defender takes reduced damage from the attack and any combo the attacker had going is broken.

Counter-Attack: If two characters pick the same type of attack and defense and the defender's has a higher or equal value, then a "counter-attack" occurs. The defender takes zero damage from the attack, the attacker loses his ability to chain another attack, and if the defender has enough ability points for an attack, he gets to go immediately afterwards without the opponent being able to choose a defense. Against a tough opponent (see: Chad v Shunsui) a counter-attack strategy can work very well.

After a Battle: A character is critiqued upon his performance and given an appropriate amount of experience points and a letter representing his rank. The higher the letter, the more orbs you receive to power up your statistics. "S" is incredibly hard to get, with "C" being the most common. To get an "S" rank you must never be blocked, and block all the opponents attacks. I have only achieved this once, with Sado.

6) Characters

I only have the default characters unlocked right now, but here they are:

1) Kurosaki Ichigo - The main character, Ichigo is a Shinigami who got his powers by Rukia sacrificing hers. Eventually, he loses Rukia's powers but learns that he can manifest his own. Like all Shinigami, he has a Zanbaktou (his sword, a Soul Slayer) that is very powerful. He is a strike-based character with mainly close-range attacks.

2) Ishida Uryuu - This is the main character's rival. He is a Quincy, a human with supernatural powers that kills Hollows. Because of a certain event in his past, he hates Shinigami, except for Ichigo who he considers different from the rest of the Shinigami. He utilizes a spirit bow, manifested by his grandfather's glove. He is a tech-based character with almost all long-range attacks.

3) Orihime Inoue - A girl that is in the same class as the main character. She acquired her powers by being in contact with Ichigo when he fought a Hollow. Her powers are fairies that come out of her two barrettes and can perform various defensive ability and one offensive ability. She is also the equivalent of a black-belt in karate and is incredibly book smart, but lacks in the common sense department. She is a strike-based character with a decent balance of close and long-range attacks.

4) Yasutora Sado (Chad) - Another one of Ichigo's classmates. He is a behemoth among humans but refuses to fight for his own good. He will only fight for someone else or to protect someone else. Ichigo has pledged to fight for Chad and Chad pledged to fight for Ichigo's causes. His weapon is his spiritually powered arm, which he uses both for fierce physical attacks and also a spirit blast. He is a strike-based character with a lot of close-range attacks.

5) Ururu - One of Kisuke's helpers at his spirit shop. Her small size and general meek exterior does not betray how excellent of a fighter she is, no matter how hilarious she looks while fighting. (a helmet and little gloves :p) Her weapon is both her bone shattering punches and her huge machine gun-thing. She is a tech-based character with mainly long-range attacks.

6) Urahara Kisuke - The owner of the spirit shop on earth. He is an incredibly strong warrior and has the ability to knock people's souls out of their body.

His prowess in battle and the fact that he has a zanbaktou proves that he was a Shinigami at some point. He is the person that trains Ichigo. He has a rapier-like Zanbaktou called "Benihime" which is his main weapon. He is an tech-based character with mainly close-range attacks.

7) Shiba Ganju - Compared to the other main characters of Bleach, Ganju is basically a joke character. He has a hatred of Shinigami because they killed his older brother. He lives in Soul Society where he doubles both as his sister's loyal monk and the leader of a pig gang (yes, you read that right). His main attack are various fireworks even though he carries around a next-to-useless sword. He is an tech-based character with a mix of close and long-range attacks.

8) Ichimaru Gin - One of the Captains of the Shinigami in Soul Society. He is potentially the strongest of the Captains and is seemingly up to something, though none of the strange going-ons can be pinned on him yet. He is very rebellious and goes against direct orders by releasing his Zanbaktou to attack Ichigo when the main party tries to enter the front gate of Soul Society. He is the Captain of Squad 3. His Zanpaktou is named "Shinsou" and it's first release allows it to extend a long distance. He is a strike-based character with mainly long-range attacks.

9) Madarame Ikkaku - The third seat of 11th Squad, he is a powerful Shinigami. He is the second Shinigami that Ichigo fights and defeats in Soul Society. He tells Ichigo the location of Rukia and Ichigo tends to his wounds before leaving him. His Zanpaktou is named "Houzukimaru" and it's first release allows it to become a glaive. He is an tech-based character with long-range attacks.

10) Ayasegawa Yumichika - The fifth seat of the 11th Squad, he is much weaker than Ikkaku. He fights (and is embarrassingly defeated by) Ganju while Ichigo is fighting Ikkaku. His Zanpaktou's first release makes it take the form of a claw. He is an soul arts-based(!) character with a mix of close and long-range attacks.

11) Ikkanzaka Jiroubo - The 4th seat of 7th Squad, this Shinigami is a complete joke. He "fights" and gets defeated by without even hitting Ishida. His Zanpaktou's first release makes it into various small shuriken-like projectiles. He is an tech-based character with long-range attacks.

12) Abarai Renji - The Lieutenant of 6th Squad, the first time Renji meets with Ichigo, they have a very close fight. (Renji's power is reduced on Earth) Renji is a childhood friend of Rukia (and possibly loves her in more than a brotherly fashion) and won't allow Ichigo to save her because he thinks he can get her out on his own. His Zanpaktou "Zabimaru" becomes a whip-sword upon first release. He is an tech-based character with a mix of attacks.

13) Enjouji Tatsufasa - The 3rd seat of 8th Squad, this Shinigami is destroyed by Sado in a single punch. Not much else to say, he doesn't do anything else in the Anime. He is a strike-based character with close-range attacks.

14) Kyouraku Shunsui - Finally another of the stronger characters. Shunsui is the Captain of the 8th Squad and dispatches Sado quickly, after basically making a joke out of him. He is a goofball character who doesn't like fighting but enjoys womanizing his Lieutenant. His Zanpaktou "Katen Kyoukotsu" is actually two Zanpaktous and has yet to be released. He is an tech-based character with close-range attacks.

15) Zarakii Kenpachi - The Captain of 11th Squad and the strongest Captain in the physical sense. When Ichigo first fights him, he cannot even scratch him

and in fact hurts himself whenever he attacks. Kenpachi thirsts for the blood of his enemy and loves nothing more than fighting. His Zanpaktou is unnamed and cannot be released. He is a strike-based character with close-range attacks.

16) Yamada Hanataro - A member of the 4th Medical and Supply Squad. He is a very poor fighter and would get annihilated by pretty much every other character. However his main advantage is that he can mend wounds. He is a strike-based character with a mix of attacks.

17) Kuchiki Byakuya - The Captain of 6th Squad and the master of the quick step. Ichigo has "fought" him twice, and lost both times. Byakuya has also critically injured Ganju and is going to put his own sister (Rukia) to death. He is the highest member of the Kuchiki royal family and is thus very well known in Soul Society. His Zanpaktou "Senbonzakura" can split into multiple cherry blossoms capable of cutting his enemy to shreds. He is a tech-based character with a mix of attacks.

18) Shihouin Yoruichi - Originally a cat, this is her real form, that of a ninja-esque Shinigami. Besides that she lead a squad outside of the 13 Squads not much is known about her yet. She is a soul arts-based character with close-range attacks.

19) Hanakari Jinta - One of Kisuke's helpers at the spirit shop. He is often mean to Ururu and is very full of himself. His weapon is a baseball bat. He is a strike-based character with a mix of attacks.

20) Tsukabishi Tessai - Kisuke's main helper at the spirit shop He doesn't use a weapon but is powerful with the Soul Arts. He is a soul arts-based character with close-range attacks.

21) Kuchiki Rukia - A Shinigami that gave her powers to Ichigo so that he could kill a Hollow that wounded her. She is currently on death row to be executed by Byakuya for giving her powers to a mortal. She is a soul-arts based character with a mix of attacks.

22) Hinamori Momo - The Lieutenant of 5th Squad under Captain Aizen. She admired Aizen and now wants to avenge his death, regardless of how powerful the person who killed him is. She tried to kill Gin, but was stopped by her best friend Kira. Her Zanpaktou is "Tobiome" and...I forget what it does >.>. She is a soul arts-based character with a mix of attacks.

23) Kira Izuru - The Lieutenant of 3rd Squad under Captain Ichimaru. He is undyingly loyal to Ichimaru and even if Ichimaru may have done something wrong he will protect him. He is good friends with Momo and may even love her. His Zanpaktou is "Wabusuke". He is a strike-based character with a mix of attacks.

24) Hitsugaya Toshiro - The Captain of 10th Squad. Hitsugaya is a child wonder, being an incredibly intelligent and power Shinigami. He suspects that Ichimaru is up to no good and has pledged to kill him if anything happens to Hinamori Momo. His Zanpaktou is "Hyourinmaru" and has yet to be released in the anime. He is a soul arts-based character with long-range attacks.

-More As I Unlock Them-

7) Story Mode

7a) Ichigo/Real Storyline

Battle 1. Kurosaki Ichigo vs Ururu

Battle 2. Kurosaki Ichigo vs Urahara Kisuke

Battle 3. Kurosaki Ichigo vs Urahara Kisuke

Battle 4. Orihime Inoue vs Yasutora Sado

Mini-Game! Run From the Scary Spirit Train!

Tap "a" to run and dodge to the left or right as it charges at you.

Mini-Game! Dance Dance Revolution! Parry Jidanbou!

Hit the buttons that appear on screen as they light up to parry his attacks and eventually defeat him.

Battle 5. Kurosaki Ichigo vs Ichimaru Gin

Mini-Game! I have no idea what is going on in this one.

Battle 6. Kurosaki Ichigo vs Shibata Ganju

Battle 7. Kurosaki Ichigo vs Madarame Ikkaku

Battle 8. Shibata Ganju vs Ayasegawa Yumichika

Battle 9. Ishida Uryuu vs Ikkanzaka Jiroubo

Battle 10. Kurosaki Ichigo vs Male Shinigami

Battle 11. Kurosaki Ichigo vs Abarai Renji

Battle 12. Yasutora Sado vs Male Shinigami

Battle 13. Yasutora Sado vs Enjouji Tatsufasa

Battle 14. Yasutora Sado vs Kyouraku Shunsui

Battle 15. Kurosaki Ichigo vs Zarak Kenpachi

Battle 16. Kurosaki Ichigo vs Zarak Kenpachi

Battle 17. Shibata Ganju vs Female Shinigami

Battle 18. Shibata Ganju vs Kuchiki Byakuya (lose)

Final Battle. Kurosaki Ichigo vs Kuchiki Byakuya

Unlocks: Characters #18, 22, 23, 24

7b) Ishida

Battle 1. Ishida Uryuu vs Orihime Inoue

Mini-Game! Dance Dance Revolution! I mean..parry the big guy!

Hit the buttons that appear on screen as they light up to parry his attacks and eventually defeat him.

Battle 2. Ishida Uryuu vs Ichimaru Gin

Battle 3. Ishida Uryuu vs Madarame Ikkaku

Battle 4. Ishida Uryuu vs Ikkanzaka Jiroubo

Battle 5. Ishida Uryuu vs Abarai Renji

Battle 6. Ishida Uryuu vs Enjouji Tatsufasa

Battle 7. Ishida Uryuu vs Kyouraku Shunsui

Final Battle. Ishida Uryuu vs Zarak Kenpachi

Unlocks: Characters #17, 19, 20, 21

8) Thanks

You, for reading it.

Sega, for creating the game (and hopefully bringing it to America :P)

CJayC for maintaining GameFAQs and accepting this guide.

9) Legal

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