Naruto: Gekitou Ninja Taisen! 4 (Import) Mid-String Delay Guide

by Mailorder

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Naruto: Gekitou Ninja Taisen! 4: Mid-string Delay
Written By: David Hsu
Version 0.89
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*---------*
* Updates *
*---------*


11/05/06 (0.895)
Been awhile, eh?  Didn't do a whole lot, just added a few more notes on what
can go under Sasuke's fourth B.



03/20/06 (0.89)
Yep, everything from the GNT3 guide was carried over.  As for the new
characters, they have been copied over from WillVolution's forums with
permission from their respective authors.  Jiroubou, Kabuto and Kimimaro's
guide was written by Eiyujpn/Chris.  Kidoumaru's delays were written by
BrandoSerge and Eiyujpn.  Kisame and Sakon's delays were written by Gasaraki.
No guides for Tayuya, CS2 Sasuke, OTK Narauto and Awakened Hinata yet.  If
you're interested, it could be YOU!



*-------------------*
* Boring Legal Stuff *
*-------------------*



-------------------------------------------------------------------------------
Guides take a long time to write!  And if you want to write a good guide, it
takes even longer!  Formatting, checking your grammar and spelling, making sure
you gave everyone their credit, a whole bunch of stuff!  I'm sure you all know
where I'm getting to.  This guide is for the GNT3 community, but it doesn't
mean it can be posted up anywhere without my permission.  If you'd really like
to post it somewhere, feel free to contact me.  I can't think of a good excuse
as to why I won't consent to free advertising, but I'd like to know if my work
is posted.

Of course, the guide is free for personal use.  Print it out, read it, throw it
away, use it for toilet paper... anything's fine : p  Just don't claim it to be
your work!  I'll be sad and bothered ("I'm calling my lawyer right now") if you
do : (

If you want to add this to your site, do let me know.  So far, these sites are
authorized to have this document posted:
http://www.gamefaqs.com

And just in case I'm not making any sense, here's what GameFAQs conveniently
allowed me to copy and paste:
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* Contact Information *

Yo! I'm open to all opinions and suggestions, so don't hesitate to contact me.
Do let me know if there's something I've got completely wrong in the guide. Or
even if there's something that you're not sure about and it's really bothering
you, contact me. Just as long as it's constructive, it's all good!

Or even if you're bored, hit me up to chat :)

AIM: Circle Mailorder

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*---------------*
* Author's Rant *
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-------------------------------------------------------------------------------
After playing for a bit, I've come to the conclusion that GNT4 is a very
defensive game.  Nearly every character has gaps in their strings, and if
you're playing against someone that takes advantage of them, you'll lose.

If these mid-string delays are studied and capitalized upon, then you will find
GNT4 to be a very different game.  GNT4 becomes a jabbing contest (like many
fighting games), where the only safe string for some characters is simply BB.
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*-----*
* FAQ *
*-----*


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Q: How do I use this guide?

A: First, know this is not a character strategy guide.  This is a character
   versus guide.  The strategies listed are methods of taking advantage of
   delay in you opponent's strings.

   Find a character you have trouble fighting against and learn the spots where
   you can sidestep, back+B or jump out.  Remember, all strategies listed are
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         assuming you are blocking.  Block stun is pretty short, at least when
         compared to hit stun.


         ---

Q: What are strings?  Do you mean combos?

A: When I say "string", I mean a preset chain of attacks.  Most people may call
   this a "combo", but I've been taught that a combo is a *combination* of
   strings.  For example, Naruto's BBBB is a string.  Naruto's Down+BABBBB is
   also a string.  But if you *combined* the two and formed BBBB->Down+BABBBB,
   you've made a combo.


   ---

Q: What do you mean when you say "main strings"?

A: When I refer to a character's "main strings", I'm referring to the first set
   that I've listed, which is also the first listed in the character's in-game
   move list.


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Q: Autoblock?  My friends and I call it...

A: For every character's Back+B, the first frames will automatically place your
   character in block.  There are many names that people have given for these
   frames: autoblock, autoguard, soak, absorb, et cetera.  But for the purposes
   of this guide, I'll be calling it "autoblock".


   ---

Q: Launcher hit?  I know a few other names...

A: Hits that lift your opponent off the air even on block are given lots of
   names.  Some people call them lift, float, and so forth.  I just call it a
   launcher hit because it launches them up.  But then again, on block... they
   don't really "launch", they just sort of "float".  I may consider changing
   my wording to float someday, we'll see what happens : )

Q: Hey!  In one of your Character Specific sections, you didn't list a few
   characters that can also take advantage of the delay!

A: Testing all these characters to see if they specifically can take advantage
   of a single delay is tiring!  I admit I test those that I have a hunch on
   first, then test randomly until I get bored.  If you find a character that I
   didn't list, don't hesitate to let me know!  I will be certain you receive
   the credit you deserve : )



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*-------------------------*
* Mid-String Delay Options *
*-------------------------*



Sidestep
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When sidestepping an attack, take note of which direction the opponent's attack
is coming from. Don't sidestep into the direction of the attack.

For example, visualize yourself standing face to face with an opponent. If the
opponent is going to kick you with his right leg (your left side), you don't
dodge towards the left side. You dodge to the right. Same applies in this
game.

In most cases, sidestepping a character's attack means you end their string.
Unfortunately, that doesn't always mean you can punish. What determines if you
can punish is the delay of the move sidestepped and the speed of your punishing
move. In most cases, it is the delay of the move sidestepped. Even Rock Lee
and Gai's neutral B isn't aren't fast enough to punish most moves. When this
happens, you have three options.

1. Throw. Most moves enough delay to punish with a throw. Problem is, your
opponent can tech out of this.

2. Sidestep again. If your timing is precise, the enemy's back will be wide
open. However, this isn't flawless. The opponent usually has enough time to
turn around and block whatever combo you may attempt. But if your game is all
about guard crushing, this is an option to consider.

3. Start a combo anyway. If your opponent is just mashing B, then your combo
will connect during the startup delay of opponent's neutral B.

From these three options, the opponent will either get hit or be forced to
block you. If your opponent is smart, they will never mash B. Your opponent
will also avoiding jumping. If the opponent jumps, option two will allow you
to catch their back wide open upon landing.

Constantly mix up your options. Forcing the opponent to focus on which option
you choose will eventually break their concentration and get hit, or at least
allow you to peel at their guard.

But to be honest, you will rarely be using the sidestep in mid-string delay.
Skip all this complicated hogwash, Back+B is your friend.

Back+B

Sidestepping isn't the best option when the window to sidestep is too
difficult, or the sidestepped move doesn't have enough delay to punish. In
these sitatuions, Back+B is your friend. Unfortunately, Back+B isn't flawless.
You have autoblock, but remember that strings continue whether they're blocked
or not. This means that even if you Back+B in midstring delay, it is possible
for your opponent to continue the string and let one hit get autoblocked, but
have the next one connect. What determines whether your Back+B is successful
depends on your opponent's attack after the autoblock, the speed of your
Back+B, and the positioning of your Back+B.

In some cases, the opponent's mid-string delay is caused by a launcher hit.
Launcher hits will lift your character's body off the ground even if you are
blocking. If you Back+B a launcher hit, your character and the opponent will
be pushed a distance apart. This is a problem because the push will usually
create a distance where your Back+B will miss (unless you're against the wall),
and the opponent will punish.

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Characters with a noteworthy Back+B:
- Ino: Fastest Back+B in the game, body crouches for a moment, Back+B string
- Sakura: Quick, forward movement, able to Y-cancel/break for follow-up
- Haku: Fast Back+B, forward movement
- Mizuki: Fast Back+B, body crouches for a moment, lunge covers large distances
- Jiraiya: Back+B sets opponent up for neutral B strings
- Shikamaru: Can't be punished if Back+B is blocked: follow-up A for teleport


For the rest of this guide, I will be assuming that you are not against a wall
during Back+B.  With this assumption, I'll explain the opponent's after-Back+B
next hit and body positioning in order to determine if your character's Back+B
will connect.  Unless you are Ino, Sakura, Mizuki, or a character with a Back+B
that makes the opponent miss (not autoblock), a wall during Back+B will always
mean you will miss.

And as a general rule of thumb with Back+B, do it whenever someone tosses a
projectile from close to mid-range.  Depending on your character, you'll tag
them most of the time.



Jump or Walk Backwards
----------------------
Sometimes, the move will have so much delay that you can simply walk or jump
of the range.  And since the opponent's last hit isn't connected, they'll be
caught in the delay of that move.  Punishment is the easiest in this situation.
Of course, don't let this encourage you to always walk backwards... the wall
will end this strategy!

In rare occasions, you'll actually be able to jump over the opponent during
mid-string delay : p



*------------*
* Characters *
*------------*



--------------------------------------------------------------------------------
- short delay
~ medium delay
= long delay
--------------------------------------------------------------------------------
ss = side step
b.B = Back+B
j.A/B = Jump+A/B
d.A/B = Down+A/B
f.A/B = Forward+A/B
u.A/B = Up+A/B
--------------------------------------------------------------------------------


*------*
* Anko *
*------*



B~B~B~B=B=B
```

```
B~B~B~B=B=A
B~B~B~B=A
B~B~B=A
-------
The first three-four B's can be Back+B'd by a person with a fast Back+B.  These
all have lag at the end if blocked (except for #2. because of the snakes), so
punish accordingly.

String 1: Sidestep after B~B~B~B and the string ends.  The last B can be Jump
A/B'd, sidestepped or Back+B'd.

String 2: Sidestep after B~B~B~B and the string ends.

String 3: You can Back+B the last A.

String 4: Sidestep or Back+B the last A and punish.



Forward+B=B=B
Forward+B=B=A (counter)
Forward+B=A
-----------
String 1: Back+B after Forward+B or Jump A/B after Forward+B=B.  You can punish
the lag at the end.

String 2: Same as #1, except it leads to a follow up string which is only
another B/A.  The B is an attack (the end of #1) and the A is goes into Anko's
counter stance.

Heres what to do for her counter stance.  If she lays on the ground just wait.
If she does B, block and punish.  If A, then wait until she gets back up and
punish.  You can also Jump A or X if she does A.

Note: She can cancel with Y to get back up, but you can still punish.



Back+B=B
Back+B=A (counter)
------------------
Same as strings 1 and 2 of the Forward+B set.



Down+BB~B=B=B
Down+BB~B=B=A
Down+BB~B=A
Down+BB=A
---------
Same strategy as the main strings, seeing that the Down+B is pretty much the
same.



Down+B=AA=A
Forward+AA=A
Up+B=A
------
String 1: Sidestep after Down+B and the string ends.  The last A misses and
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will have enough lag to punish at the end.



Dash+B=B
Dash+BA
-------
String 1: Back+B or sidestep after the first B.

String 2: Safe string for Anko.
--------------------------------------------------------------------------------


*--------*
* Chouji *
*--------*


B-B-B-A
B-B-B-B
B-B=A
B=A
---
BB, which is supposed to be a universally safe string, is not safe for Chouji.
It is safe at the end, but it is possible to Back+B the second B and hit him
before he recovers from the B animation.

If Chouji isn't using BB as his "safe string", he'll use BA.  The delay between
B and A is pretty large.  Easy to sidestep, easy to Back+B.

For the first two strings, Chouji's body will be lifted higher than your
character's body, since the final A or B attack is a body crush.  This means
if you want to interrupt him, air projectiles will probably miss him.  An air
melee attack would be better.



Forward+B~A~BA
Forward+B~A~BB
Forward+B~A=A
Forward+B=B=A
-------------
The first two strings are the same as the first two in Chouji's main strings.
He probably won't be doing them too often because of how open he is at the end.
Don't try to sidestep after the Forward+B, it's too risky.  Back+B instead.



Down+B~B-A
----------
A bit tough to sidestep.  Back+B is also tough, since the second B is a
launcher hit.  Don't try to tag the last A with an air projectile, you'll
get caught by his last A.



Up+BB
Up+BA
-----
These are the endings to Chouji's main strings.  They're sort of a bad idea for
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him, don't worry too much about it.
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*-------*
* Gaara *
*-------*


BB-B-B-A~A
BB-B-B-B
BB-B=A
------
Consider using Back+B in the first or second gaps if your character has a fast
Back+B.  Sidestepping out is near impossible.

In the first two strings, it's possible to catch Gaara in his fourth B, but the
timing is difficult.  A tip is to watch the block shield diagonally below you
and learn to time your air projectile about the same time your shield would
come out.

Gaara's BBBA is the one that ends with his Forward+A.  There's lots of delay,
but you'll still get hit by the sand if you sidestep.  Instead, jump right over
him and retaliate accordingly.



BB-A-B-A~A
BB-A-B~B
BB-A-A
------
These are the strings that you'll probably be seeing if you're blocking Gaara.
The third attack is Gaara's Up+A, which is a launcher hit.  As a reminder, that
means your Back+B will be useless, unless you're against the wall.  It's
possible to tag Gaara with an air projectile right after his third attack, but
the timing is very difficult and impossible for the first two strings if you're
against the wall.

BBAA is Gaara's safest string.  If you're against the wall and he does this,
use your air projectile to catch him with the delay at the end of the string.

It's possible to sidestep the first gap in these strings, but it is very
difficult.  On top of that, Gaara may switch to his first set which it is near
impossible to sidestep out.

You can jump over Gaara during the first delay of these strings, but you can't
jump back.  But of course, Gaara can still switch to the first set.



Forward+B-B-A~A
Forward+B-B-B
Forward+B=A
-----------
Forward+B is the third attack of Gaara's main strings.  It's possible to Back+B
the first delay, but only if your character's Back+B is fast enough.



Back+B-B-B
```

```
Back+B-B=A
----------
Back+B pushes you back if you block, so the second B will miss if he continues.
Of course, if you're against the wall, use Back+B.



Up+AB-A~A
Up+AB-B
Up+B=B
Up+B~A
------
For the first two strings, the second attack is the fourth attack of the main
strings.

The last two strings are poopy.



Down+B-B-A~A
Down+B-B-B
----------
Second B is the fourth B of the main strings.



Down+B~A-B-A~A
Down+B~A-B-B
Down+B~A-A-A
------------
After the first A, timing for your air projectile is not too hard.  Careful not
to screw up the timing if he pulls the last string, Gaara's infamous Down+BAAAX
will catch you.
-------------------------------------------------------------------------------


*--------------*
* Gai/Rock Lee *
*--------------*


1st set:
1. BB~BB=A
2. BB~B~A
3. BB~A~A=A
4. BB~A~A=B

1. After BB it is possible to ss. (needs timing). BBB, BBBB, BBBBA is not safe,
if he does any of these punish the lag.
2. For the last A, ss
3. if you b.B after the after the BB you will get knocked back. After BB~A you
can j.A. Or after BB~A~A you can j.A. Also if he does the last A it will miss
so punish.
4. Same as #3 except the last hit. If he does it you can time a j.A/B or just
land and turn around and punish.

2nd set:
1. A~B~BB=A
2. A~B~B=A
3. A~B~A~A=A
```

```
   4. A~B~A~A=B

Same as set one.

3rd set:
1. f.BB=A
2. f.B=A

If he only does f.B then attack, if he does f.BB punish, if he does full string
punish.

4th set:
1. b.BB~A=B
2. b.BA

same as set one. #2 is safe for lee only, gai can be punished after.

5th set:
1. d.BB~A=A
2. d.BB~A=B
3. d.BA

same as set one. #3 is safe for lee only, gai can be punished.

6th set:
1. u.B=A
2. u.A~BB=A
3. u.A~B=A

same as set one.

Gai has the same strings as lee, but his d.BA and b.BA are punishable and lees
isn't. His strings may also look different than lees.
-------------------------------------------------------------------------------


*------*
* Haku *
*------*



BB~B=A~B=A~B
BB~B=A~B=A~A
BB~B=A~B-B
BB~B=A~A
BB~B-B-B
--------
Haku's third B is a small sliding shoulder attack which gives you small time to
sidestep.  Most Back+Bs can stop this, but the timing must be on.

Haku players will use BBBBB as their safe string.  If you don't feel like using
the above strategy, toss your air projectile after the fourth B.  Whether he
continues the last B or not won't matter, he'll get hit either way.

The only strings other than BBBBB will begin with BBBA.  The A is forward
moving spin to slash, but it's slow.  Feel free to sidestep and punish.  If
you're not sure and want to Back+B, it's risky.  He'll usually follow-up with
B, which is a sweep that can avoid most Back+Bs.
```

You can also simply jump backwards or over Haku for his fifth attack, the
sweep. Since the sweep won't connect, his string will end there.

Just so you know, the last B in the first string is Haku's Back+B. In other
words, the autoblock is there.

BBAA
BBAB

If you're messing Haku up after BB, he'll use these as counter-strings. The
third hit jumps over you and the next attack punishes for your missed Back+B.
Be careful, it's tough to match your Back+B reflexes when Haku mixes it up with
these.

BAA

This is an interesting string. Single jab to needle projectiles. It's almost
not a string, it's more of a fake out move. Since Haku probably won't be using
these at close range, knowledge of this string is useful to your distance
games.

Forward+B=A~B=A~B
Forward+B=A~B=A~A
Forward+B=A~B-B
Forward+B=A~A
Forward+B-B-B

Forward+B looks familiar, no? It's the third B in Haku's main strings. You
know what to do :)

Down+B=A~B
Down+B=A~A
Down+B-B

Down+B is the fifth attack of Haku's main strings, the sweep. The delay after
Down+B won't be too useful since Down+BA is Haku's overhead jump and Down+BB
is too fast. The only option is to block the strings and punish, or prepare
your Back+B if Haku jumps. Remember that Haku can decide to end his strings
after the jump, so don't let him bait you into whiffing your Back+B.

Up+B~B=A~B=A~B
Up+B~B=A~B=A~A
Up+B~B=A~B-B
Up+B~B=A~A
Up+B~B-B-B

The second attack from these strings are the third attack from Haku's main
strings. Remember that the sliding shoulder attack is not too hard to sidestep
or Back+B. Refer back to the main strings for other tactics.

```
Up+B-A~B-B
----------
This Up+B string will disrupt you if you're trying to take advantage of the
delay right after Up+B.  The delay here is extremely small, do not try your
luck.  However, because the A is not a move forward, you are able to jump out
of this string after A.

If Haku is considering this string, you can play it safe by attempting to jump
out and tossing an air projectile after the second attack.  The only Up+B
string that could avoid this strategy is Up+BBBB, but even then, at least
you'll be blocking.



Down+ABB
--------
Down+A is the second attack of the string we just studied, Up+BABB.  Jump out
and air projectile this one.



Forward+A~B=A~B
Forward+A~B=A~A
Forward+A~B-B
Forward+AA
------------
Forward+A is the fourth attack of Haku's main strings.  You know the drill.
-------------------------------------------------------------------------------


*--------*
* Hinata *
*--------*



BB~B~AB-B=A=A
BB~B~AB-B-B
-----------
This is Hinata's bread and butter.  Your focus will be interrupting her between
the second and third B.  You won't be able to sidestep here, but Back+B is
safe.  The spot between the third B and first A is risky.  You can sidestep,
but it's very difficult.  Back+B is not recommended either, her next attack
comes out fast.  If you're caught near the end of the first string, you may
want to sidestep or Back+B her final A attacks.  But if Hinata catches on, she
will switch to the second string, and may be hit.  Even if Hinata doesn't feel
like switching, she can simply cancel the last B attack, block your Back+B,
punish.



BB~BB~A
BB~BB~B
-------
Some Hinata players will use the first string to begin combos.  The last A can
be cancelled if needed, so it is safe for her.  But since you're focusing on
the delay between the second and third B, you'll tag her before she gets this
far.
```

```
BB=A=A
------
This is the string that wise Hinata players will switch to when they figure out
what you're doing.  If you Back+B after the second hit expecting her other
strings to pull through, her A attacks will tag you.  You can easily sidestep
these attacks (assuming you sidestep the right direction), but you can't
sidestep after the second hit if she uses the other strings.




Forward+B-B=A=A
Forward+B-B-B
-------------
These strings are the second half of Hinata's main strings.  Same rules apply.




Down+AB-B=A=A
Down+AB-B-B
---------
These strings are the second half of Hinata's main strings.  Same rules apply.




Down+B~B
--------
Not sure why Hinata would use this string, it's not a good one.  Back+B if you
see her enter the position of Down+B, this is the only string for Down+B.
-------------------------------------------------------------------------------


*-------*
* Iruka *
*-------*




BB=B~B=B
BB=B=A=A
BB=B=A=A
BB=B=A=B=B
BB=B=A=B=B
BB=A~A
------
The 3rd B can be sidestepped, ending the string.  Also can be Back+B'd.

Fourth B can be Back+B'd but you will be pushed back.  You can jump out of the
last B and interrupt with Air A or B.  You can also block the last B and throw.

The fourth attack which is A is the teleport.  If Mizuki does the follow up
attack after the teleport, your neutral B should be fast enough to interrupt
him.  You can also simply block and throw.

For the last string, the A is Iruka's projectile which means huge delay.  You
can jump, Back+B, sidestep, or even interrupt with your standing B.  If you
sideside the A, be prepared for his lunge attack B which can still come out.
```

```
Forward+B~B=B
Forward+B~B=A
Forward+B=A=B=B
Forward+B=A=B=A
---------------
```

These are the endings of the first set. Sidestep, teleport, or punish after
blocking.

```
Down+B=B=A~A
Down+B=A~B
Down+A~B=B
Down+A~B=A
Down+A=A=A
Down+A=A=B=B
Down+A=A=B=A
------------
```

Except for the first string, these are much like the main strings.

Depending on the distance, you can walk out after Down+B.

```
Up+B=B=A~A
----------
```

Even though this string is unique to Iruka and not Mizuki, it's not very good.

```
*-----*
* Ino *
*-----*
```

1st set:
1. B-B-B~B~B=B
2. B-B-B~B~B=A
3. B-B-B=A
4. B-B=A

1. You can b.B any of the B's if you have fast or soaking b.B. The last B will
miss so turn around and punish.
2. same as #1. but the last A will hit if you try anything, it will miss if you
stand still.
3. Turn around after the tele, you cant punish.

2nd set:
1. f.B=B=B
2. b.B=B=B
3. b.B=A

1. the second B misses so punish when she lands in front of you. You can also
j.A after the first B. You can j.B if it's a neji/sasuke etc. diving type j.B
and it will hit ino if she continues the string.
2. Her b.B pushes you back, so the next b will usually miss, if so just attack.
3. s.s/b.B if hit has range after the first B.

3rd set:

```
1. d.B=B~B
2. d.B~A


1. After d.B you can ss/b.B ( the string ends). You can b.B the last B, might
not hit. Or you can punish lag at the end.
2. punish the lag at the end or b.B the last attack.


4th set:
1. dash B=B
2. dash AA=A
3. dash AA=B=B=B


1. j.A after the first B or land and punish the lag at the end.
2. After the second A. Jump straight up and j.b if its an overhead smash type
j.B ( example. Jiraiya, chouji, haku, kankuro etc.)
3. the tele kick misses so punish.


5th set:
1. d.A=A
2. d.A=B=B=B


1. same as set 4 (#2)
2. after d.A=B, the tele kick misses so punish.
------------------------------------------------------------------------------



*--------*
* Itachi *
*--------*



BBB=BB=B
BBB=BB~A
BBB=BAB
BBB=BAA
-------
Simple.  Sidestep after the third B, his string ends.  Even better, there's
enough delay to punish.  And since he uses the same fist to attack, you can
easily tell which direction you need to sidestep.  Back+B is possible, but
risky for characters with a slow Back+B.

Characters are also able to jump out during the delay.  But this is dangerous,
because Itachi may switch to BBBAA which can catch you in the tiny delay before
a jump.


Character Specific:
- The following tall/adult characters can also walk backwards out of Itachi's
  fourth B:

Gai
Iruka
Jiraiya
Kakashi
Mizuki
Sandaime
Tsunade

- Anko, Itachi, Orochimaru and Zabuza are exceptions, most likely because the
```

speed of their backwards walking is slower than average (unsure on Zabuza).

If you are playing as a character that can walk out of Itachi's fourth B, this
is probably the safest option. If Itachi chooses to do BBBAA, you'll be
blocking at the least.

As for the delay at the end of the first two strings, I recommend sidestepping.
You can Back+B the first string, but the second will need a lunging Back+B.

BBB-AA

This is a problem. Most Itachi players believe BBBBB is their safe string.
But of course, you'll be proving them wrong when you keep interrupting BBBBB.

The delay between the third and fourth hit is tiny. A sidestep will not work.
As for Back+B, it depends on the character. The last two A attacks are the
last two A attacks of Forward+AAA. A fast Back+B will tag him before he calls
out a jutsu. If it's of normal speed, you'll hit at the same time, and your
attack and his bunshin attack will miss. If you play conservatively, Back+B
may be good because both of you will have your backs facing each other.

If you choose to block the entire string, there is delay at the end. However,
there are a few characters that are unable to take advantage of that delay
because of the lack of speed or range in their attacks. For these characters,
try to be against the wall at the end of the combo to eliminate the range
issue, or to throw. For some characters, you are able to catch Itachi with X
at the end of the string.

Forward+BB~B
Forward+B=A

The first string can be Back+B'd by many characters. Time your Back+B to
follow the second hit, Itachi players will attempt to confuse you with the
second string, which ends with his teleport Back+A.

Forward+BB-AA

The AA in this string is the same as the AA in BBB-AA. Same strategy.

Down+BB=B=B
Down+BB=B-A
Down+BB=AB-B=B
Down+BB=AA
Down+B~A=B

Memorize what Itachi's Down+B looks like. From there, always sidestep after
the second hit. His string will end, and you will punish.

If Itachi's only doing the first two strings, you can screw around and just
jump diagonally out of his string and toss an air projectile.

```
Forward+AAA
Forward+A~B
-----------
If Itachi does the first string all the way through, throw him.  If he does the
second string.. then punish.  It's not a safe string.




Up+AB-B=B
Up+AA
-----
Back+B the first string, depending on your character.




Down+A~B
Down+A=A
--------
Back+B is risky, Itachi may trick you by teleporting on second string.
------------------------------------------------------------------------------


*---------*
* Jiraiya *
*---------*


BB-B-A-B=B
BB-B-A-A
BB-BB
-----
Jiraiya's safest string is BBBB.  There is not enough delay at the end to
punish with a physical attack.  Unfortunately, there is enough delay to run up
and throw Jiraiya.  Also, characters with fast b.Bs can interrupt BBBB.

Every other string is filled with delay, Back+B as you please.




BB-A-B-B
BB-A-B-A
BB-AA
-----
BBABA is the only string here that doesn't have delay at the end enough to
punish.  But of course, you're free to Back+B.




Forward+B-A-B=B
Forward+BB
----------
Forward+B is the third B of Jiraiya's main strings.  Jiraiya's Forward+BB is
unpunishable, but he'll be doing BBBB instead.




Back+B~A
--------
If you block Jiraiya's Back+B, he'll probably try to finish with A to avoid
```

```
punishment.  He probably won't expect you to take advantage of the delay
between Back+BA.  Punish with neutral B, Back+B, sidestep... you can even jump
over and behind him.


Down+B-B-B
Down+B-B-A
----------
Back+B, easy.



Dash+A-B=B
Dash+A-A
--------
Dash+A is Jiraiya's fourth hit from his main strings.  Back+B.
------------------------------------------------------------------------------


*----------*
* Jiroubou *
*----------*



1. BB~B=B
2. BB~B=A=A
3. BB~B=A=B
4. BB=A
-------
B/BB/BBB are not safe.

#1-3: You can b.B the 3rd B. you can j.A or jump away after 3rd B but for the
first string your kunais will miss.
#2-3: You can j.B after the 3rd B.
#4: SS/b.B/j.A after the second B.



1. f.B~B=B
2. f.B~B=A=A
3. f.B~B=A=B
------------
f.B(B) is not safe.  These are just the ends of the first set; same strats.



1. u.B=B=A
2. d.B~B=B=B
3. d.B~B=A
4. d.B=A
--------
#1: j.A/B/escape after the second B. IF you j.A after the first B the kunais
will miss but you can j.B and hit.
#2(3): b.B the second B. SS/b.B the third B(#2)
#4. Can run and throw/ attack when hes recovering or special the moment you see
the A.
```

```
1. b.B=B
2. b.B=A
3. dash A=A
-----------
#1. Lag at the end.
#2. kinda safe, but if he teleports in front of you, hit him while hes in lag.
#3. If he does the last A in an open field it will miss, if in corner you will
get hit.  If he does only the first A, its safe.
--------------------------------------------------------------------------------


*--------*
* Kabuto *
*--------*



1. B~B=B~B=B
2. B~B=B~B=A
3. B~B~A~B~B=B
4. B~B~A~B~BA
5. B~B~A~B~A~B
6. B~B~A~B~A=A
7. B~B~A=A=A
------------
If you block the first B, you can pretty much mash b.B and it will autoblock
the second B and hit.  Of course, that's if your character's b.B is fast
enough.  You can also sidestep the B if it's in right direction. But if you
can't do it, shoot for BB.

#1-2. The 3rd B can be sidestepped, if in the right direction.  You can also
jump out, but it gets tricky.  Only some characters are able to jump out due to
hitboxes.  Some characters that can jump out are: Gai, Lee, Neji, Kakashi and
Sasuke.  There's probably lots more, these are just the ones that were tested.
If you have a character that ends up blocking on jump, Kabuto's next B will
miss and the string ends.  If you choose to block until the 4th B, you can
sidestep it in the right direction or j.A immediately after.

#3. You can b.B the A and sidestep the B after BBA.  If you're blocking
everthing, you can j.A at the end.
#4. Same, but if u try to kunai at end, he will beat you to it.
#5. You can b.B the last part, but it will knockback.  If blocked, it's safe.
You can also b.B the last A of BBABA.
#6. The A can be sidestepped, but he can switch to Bs for hit.  If you block it
and try to punish the lag at the end, he has autoguard frames and he will not
be punished.  Even if you b.B, he will autoguard.
#7. Sidestep, b.B the lag.



1. d.B~B=B
2. d.B~B=A
3. f.BB=B
4. f.B~A~B
5. f.B~A=A
----------
Same as the ends of set 1.

#3. You can j.A the 2nd B.
```

```
1. f.A-A=A=A
2. f.A-A~B~B~B=B
3. f.A-A~B~BA
4. f.A-A~B~A=A
5. f.A-A~B~A~B
-------------
The problem here is that you can b.B the 2nd A, but he will hit you.  You can
b.B the last, and he will still hit you.  Kabuto can switch between the f.AAA
and f.AAB and hit most b.B or sidestep attempts.  But if you sidestep the right
 direction in some cases, sometimes he will whiff.
-------------------------------------------------------------------------------


*---------*
* Kakashi *
*---------*


1. BB~B=B
2. BB~B=AA
3. BB~B=AB
4. BB=A
-------
1. After bb it is possible to s.s. but it is hard to time. You can always b.b
it. The last b misses so turn around and punish. Kakashi will try bb or bb~b
for safety, but if they do bb~b only you can immediately through which will be
hard to tech. Plus if their in s. mode they will usually do b.a to escape after
bb~b but you can stillthrow or punish recovery.
2-3. If they try full string the last two attacks miss, so turn around and
punish.
4. s.s/b.b after bb.



1. b.b=b=b=b
2. b.b=b=b=a
3. b.b=b=a=b
------------
1-3. You can s.s/b.b after b.b. If you s.s then you have to s.s twice (the
string doesnt end. You can s.s/b.b the third b. The rest misses, so turn and
punish.



1. d.b~b=b
2. d.b~b=a
3. u.b=b
--------
1-2. You can b.b after d.b or b.b/s.s the last attack.
3. You can s.s/b.b/j.a-b after u.b.



1. f.a~b~b=b
2. f.a~b=a
3. f.a~b~b=aa
4. f.a~b~b=ab
------------
```

Same as set one except for the f.a as the first hit.

1. dash a=b=b=b
2. dash a=b=b=aa
3. dash a=b=b=ab
----
same as set two.

----
* Sharingan Kakashi *

S.Kakashis strings are basically the same except for maybe one or two extra
hits. I'll list the strings that are different.

1. bb=b~b=b
2. bb=b~b=aa
3. bb=b~b=ab

1-3. The extra b doesnt help as it has big delay. You can s.s/b.b but the
string doesnt end if you s.s.

1. d.bb=b~b
----
same as set threes #1. except for the extra b (which can be s.s/b.b) and the
last b does two hits instead of one(which you cant s.s and if you b.b you might
get hit or knocked back.

1. f.ab=b~b=aa
2. f.ab=b~b=ab
----
same as set fours #3-4. except the f.a does two hits instead of one (which the
second hit can be s.s) and the extra b.

----
* Kankurou *
----

1. BB~B=B
2. BB~B=A=A

1-2. Can b.B after second B but u will be knocked back. After third B u can
punish wit j.A, unless he moves karasu up w/ him, ex (BB, forward to move
karasu up, B (you j.A) and karasu takes hit but ur safe.

1. B~AA=A
2. BB=AA=A
3. BB=A-B-B~B
4. BB=A-B-B=A

```
5. BB=A-B=AAAAAA
6. BB=A-B=A=B
------------
1. The first A can be b.B and the last A you can ss.

2-6. After the second B you can ss. And punish the A, (the string ends after
ss.) You can also jump or b.B
(2) Last A can be ss just incase u blocked the whole string.

3. After A , the B-B~B can be b.B'd by a fast character. The last B can be
b.B'd, but your attack will miss.

5-6. After BB=A-B, if you blocked it, the next A can be ss (if ss the string
ends.) and punished, it can also be jumped or b.B'd..

(6) All the way up to BB=A-B=AA (A, sometimes the third A can hit). The rest
will miss and you can punish.




1. d.B~B=B
2. d.B~B=A+A
------------




1. f.B=A=B
2. f.B-B~B
3. f.B~B=A
4. f.B=AAAAAA
------------
1-4. These are the ends to the main strings of set one or two, just b.B or ss.




1. f.AA=A
2. f.A~B-B=A
3. f.A~B-B=A
4. f.A~B=A=B
-----------
1-4. Endings to the main strings of set one and two, just ss and b.B where u
see fit.
------------------------------------------------------------------------------


*------*
* Kiba *
*------*


1. BB-B=B
2. BB-B-AA=B
3. BB-B-A=B=B
4. BB=A=A=A
-----------
1. The third B can be b.B, the last attack can be ss/b.B/j.A-B, you can even
attack. Kiba doesn't have a safe BB, BB-B, or BB-B=B.
2. You can b.B the third B if you have a fast/soaking b.B. If kiba does full
string punish the lag at the end w/ a low attack or some specials work. If kiba
stops at last A, j.A
```

```
3. You can b.B after the A. You cant ss cuz kiba will hit you.
4. This depends on akamarus location. If he is not near kiba, attack him
immediately during the A's, if he is near block the first two A's then land,
run and punish. You can ss all of them but you might not punish kiba.




1. f.B=B-B
2. f.B=A
3. d.B=A
4. f.A=B
--------
1-4. After the first attack, j.A (j.B if #1-2). For #4 j.A if he doesn't do
the next B.  If he does block and punish the lag at the end wit a low attack or
some specials might work.




1. u.B=B-B=B
2. u.B=B-AA-B
3. u.B=B-B-A=B-B
4. u.B=B=A=A=A
--------------
1-4. Same as set one except after u.B you can ss/b.B even attack.




1. dash B=B
2. j.B=B
--------
1-2. This depends on which direction the second B will go, he can go back,
forwards, and diagonal back/forwards. If you see that he will spin again attack.
If you block it and he goes forward, block it then punish. If up, then punish
while he falls. If (diagonal) back you can dash/run and punish. If diagonal
forward, turn around and punish.




1. dash A~A
2. dash A~B=B-B=B
3. dash A~B=B~B-AA=B
4. dash A~B=B-B-A=B=B
5. dash A~B=B=A=A=A
------------------
1. b.B after the first A.
2. same as set one.
3. this depends on akamaru, he will most likely not be near if kiba dashed. If
so the A's will miss so just attack.
------------------------------------------------------------------------------


*-----------*
* Kidoumaru *
*-----------*




1. BB~B~B=B
2. BB~B~B=A
3. BB~B=A
```

```
4. BB=A~B=B
5. BB=A~B=A
6. BB=A=A
---------
```
#1-2: You can sidestep the 3rd B in the direction of his rear leg. You can b.B
the third B, but if he does #1, then it will probably miss. If you try to
kunai at the end of the strings, he can do B to avoid it or A to hit you.
If you try to b.B the 4th B, you will be pushed back and you might be hit by B
or A. You can also back dash the 4th B, but if he mixes it to #4, he will hit
you.

#3: ss/b.B/b.A the last A, or you can jump out. You can b.B the 2nd B, but he
can mix it to #1-2 and hit.
#4: You can ss or b.B the first A. If you j.A after the last B, you will miss.
If you try to kunai, he can switch to A for safety and hit you.

```
1. d.B-B~B=B
2. d.B-B~B=A
3. d.B-B=A=A
4. d.B-B=A=B=B
5. d.B-B=A=B=A
--------------
```
#1-2: These are just the same as the first set.
#3: Same as first set, except for an extra A that can be ss/b.B/j.B after.
#4-5: Same as first set, except for the extra A.

```
1. f.B=B=A
2. f.B=B=B
----------
```
#1-2: Sideside the second B, if you b.B it you will be knocked back.

```
1. dash AA-A
2. dash AA~B=B
3. dash AA~B=A
4. dash AB=B
------------
```
#1: You can jump while in the air to jump over Kidoumaru or choose to block it
and j.A after it. But if he does only AA, its safe.
#2-3: End of first set.
4: ss/b.B the last hit.

```
*----------*
* Kimimaro *
*----------*
```

B is like the only safe option he has besides delaying or mixing up some
strings. BB not safe. d.BB(B) not safe. f.B(B) not safe.

```
1. BB-B~B=B
2. BB-B~B=A
3. BB-B~A=A
-----------
#1-3. You can possibly ss the third B if you have good timing. For the first
two, you can b.B the third B but you will be pushed back and you might miss.
If he mixes it to the third one, you will get hit.

#1-2. After the third B, you can j.A.  If you do it too late, you'll get hit.
After the fourth or fifth attacks, you can j.A

#3. You can j.A after 3rd B, but if you time it wrong youll get hit by A.
The last A can be b.B'd, but you might get hit. You can also ss, jump/j.A/j.B
it.



1. f.B-B=B
2. f.B=A=A
3. f.B=A=B~A=A
4. f.B=A=B=B=B
5. f.B=A=B=B=A
--------------
#1. you can ss the last B.  Everything is just like the 1st set.



1. d.BB=B
2. d.BA=A=A
3. d.BA=B
4. d.BA=A=B
-----------
#1. can ss the last B

#2-4. just j.A after the first A or at any points after.



1. u.B=A
2. dash B=B
3. dash B=A
-----------
Just ss all of them...if they just do dash B you can b.B or neutral B but you
risk getting hit by the next hit if he mixes it...



1. f.A~A=A=A
2. f.A~A~B=A
3. f.A-B~B=B
4. f.A-B~B=A
5. f.A-B~A=A
------------
#1-2. you can b.B the 2nd A but i think might clash/get hit/ miss and he can
still continue the next A. you can also ss the second A but u have to ss twice
because his string wont end.

#3-5. ends of the first set, j.A watever.
```

```
1. d.A=A
2. d.A-B~B=B
3. d.A-B~B=A
4. d.A-B~A=A
------------
#1. you can jump/j.a/j.B but if you try to ss you will get hit.

#2-4. ends of 1st set.




1. u.A=A=A
2. u.A=A=B
----------
j.A after any of the gaps.
--------------------------------------------------------------------------------


*--------*
* Kisame *
*--------*



B and BB are safe. BA is NEARLY safe, more on that later.




1. BB~B~B
2. BB~B=A
3. BB=A~A=A
4. BB=A~A=B
5. B~A~B=A
----------
#1. only BB is safe, 3rd and 4th B's can be b+B'd easily. However, should you
delay the 3rd B just a moment, it tends to knock people out of their b+B so you
 can finish with #2 if it hits.

#2. Providing they missed the b+B chance from BBB, you can mix it up to this
string if they try to b+B your 4th B and it'll punish them.

#3. After BB they can SS your next slash on reaction, while some people can jab
you out of it like Rock, Gai, Kabuto, and I think Gaara and Shika. You can do a
 bit of mixup between BBB and BBA, but it's not guarunteed at all so long as
they watch carefully and SS only if they see the A start up. After BBA, they
can b+B but if you're not in the corner and they don't have a far travelling
b+B, you'll be safe and can finish with A. Between the 2nd and 3rd B, they can
sidestep, again on reaction.

It should be noted that although the string isn't safe, if you stop at AA and
they didn't b+B you earlier, you can mixup by delaying the last A(or B in #4).
The last A crouches very quickly so if they try to punish your BBAA, just
finish with A and you should hit them. Risky yes, but better than just taking
the hit.

#4. Same as #3 but instead of SS on the last B, just u+A, or hit him, or well
anything but SS really.

#5. Alright, the main use for this string is that B isn't punishable so you can
tap away with it and hopefully train them to try to get on the offensive right
```

after that attack so if they do B after your B, just go through and hit A and
you'll duck them. BA is b+Bable and punishable though if they try to punish
instead, you can opt to do BAB and stop them. The situation after BAB is the
same on as in #3, see if they do anything, try too punish effectively making an
unsafe attack, safe occasionally.


```
1. f+B~B
2. f+B=A
--------
```
Same as the end of #1 and #2 in set 1.


```
1. b+B=B~B
2. b+B=B=A
3. b+B=A~A=A
4. b+B=A~A=B
------------
```
After the first b+B you can sidestep A or B. If for whatever reason you miss
the sidestep, it's the same as the end of #1-#4 of set 1


```
1. d+B=A
2. u+B=A=A
3. u+B=A=B
----------
```
Obviously on block these suck.


```
1. A=A~A=A
2. A=A~A=B
3. A=B~B
4. A=B=A
5. d+A~B=A
----------
```
#1, #2 are the end of 3 and 4 of the first set. 3 and 4 are the end of 1 and 2
of the 2nd. 5 is the end of the 5 on the first set.

So, as expected, he's not safe excluding BB.

```
*--------*
* Mizuki *
*--------*
```


```
BB=B~B=B
BB=B=A=A
BB=B=A=A
BB=B=A=B=B
BB=B=A=B=B
BB=A~A
------
```
The 3rd B can be sidestepped, ending the string. Also can be Back+B'd.

Fourth B can be Back+B'd but you will be pushed back. You can jump out of the
last B and interrupt with Air A or B. You can also block the last B and throw.

The fourth attack which is A is the teleport. If Mizuki does the follow up
attack after the teleport, your neutral B should be fast enough to interrupt
him. You can also simply block and throw.

For the last string, the A is Iruka's projectile which means huge delay. You
can jump, Back+B, sidestep, or even interrupt with your standing B. If you
sideside the A, be prepared for his lunge attack B which can still come out.

Forward+B~B=B
Forward+B~B=A
Forward+B=A=B=B
Forward+B=A=B=A

These are the endings of the first set. Sidestep, teleport, or punish after
blocking.

Down+B=B=A~B
Down+B=A~B
Down+A~B=B
Down+A~B=A
Down+A=A=A
Down+A=A=B=B
Down+A=A=B=A

Except for the first string, these are much like the main strings.

You can walk out after Down+B.

----
* Naruto *

BB-B-B-B=B
BB-B-B-B=A

These are Naruto's basic strings. BB are two punches from the same arm. The
third B is his other arm. This is where you want to pay attention. The
problem with Naruto's third B is not the speed, but the range.

Character Specific:
- The following characters can walk out of Naruto's third B

Gaara
Iruka
Kakashi
Mizuki
Sandaime

Shikamaru

This characters are able to simply walk out because of the speed of their
backwards walking and also because their hit boxes are further away from
Naruto. Notice that most characters hunch their backs when they walk
backwards. When these characters walk backwards, they are closer to neutral
stance.

Note that these characters can walk out, but not all of them can jump out.
Tall characters such as Kakashi will get hit, since Naruto's third B is a high
attack.

There is also the reverse, characters that cannot walk out, but can jump out.
Examples are Chouji and Kankurou. These characters are close to neutral stance
which do not let their hit boxes hang on front of them when walking backwards,
but their backwards walking speed isn't fast enough. Since every character has
the same jumping speed, this is my theory as to why these characters are able
to jump out of Naruto's third B, but not walk out.

Aside from this option of walking your jumping out, you only have Back+B.
Unfortunately, Naruto's third B is a launcher hit. You will also need a fast
Back+B that hits low since Naruto's fourth B (first bunshin attack) is fast
and crouches his body.

As another note, BBBB is considered to be a safe string for Naruto. If Naruto
isn't using the short distance arm, then let him do BBBB. After you block the
last B, toss your air projectile. Your projectile should hit Naruto, even if
you're against the wall. The timing for this is tough. My tip is to watch for
your block shield animation. As soon as you see it pop out from Naruto's
bunshin attack, hit A.

If he tries to continue the combo, remember that Naruto's fifth B teleports him
in front in you. Your Air+A will also connect here.

Character Specific:
- Ino and Tenten's Air+B will interrupt Naruto's strings when in the air.
  After interrupting Naruto, you will touch the ground before he does, giving
  you enough time to pull a full string out.

BA-A-BB-B-B=B
BA-A-BB-B-B=A

These are the strings Naruto will probably be open with. As you may or may not
know, the rest after BAA are his basic strings. That means a smart Naruto
player will be doing this one to get those two free A hits in. Take advantage
of this. The A hits are very easy to Back+B, do it when you can. If your
character's Back+B is risky, then you can always fall back to the jumping
strategy or tossing your projectile after blocking the first bunshin.

BA-A~A~A=A
BA~B~B
BA~B~A

These strings are not so good. However, Naruto may consider using these if you
keep jumping out of his main strings. Sidestepping is a challenge, but Back+B

```
is easy since each next hit is slow.




Forward+B~A
Forward+B~B
-----------
Educated Naruto players will not be throwing these out randomly because of the
poor startup time.  Punish with Back+B.




Down+B~A~A=A
Down+B~A~BB-B-B=B
Down+B~A~BB-B-B=A
-----------------
Well, here's a neat trick if you don't know it.  After Naruto's Down+B, walk
backwards.  The next A attack will miss.  The only times it won't is if he
started the string at throw distance.  But if you start walking backwards from
Down+B, his startup delay will allow you the distance to walk out of the next
A.  Since Naruto has no strings that are Down+BB... you can always be sure of
walking out of this one.

If you're against the wall, this trick won't work.  However, not all is
hopeless.  You can always depend on your trusty Back+B, since the next commands
Naruto can input are slow enough.




*---------------*
* Kyuubi Naruto *
*---------------*




BB-B~B~B=B
BB-B~B~A
BB-B~A
------
Kyuubi Naruto's main strings.  The third B is a launcher hit.  If you want to
Back+B, Naruto's body is lifted a bit, you will need a high hitting Back+B.  If
your character's Back+B won't connect, let him take you to the skies.  There's
a gap in each hit in the air, a gap large enough for an air projectile or a
fast Air+B.




BA-A-B~B~B=B
BA-A-B~B~A
BA-A-B~A
--------
The second B in these strings are the third B in the main strings.  The extra
two A hits are easy to Back+B, but if you don't want to, let Kyuubi Naruto lift
you up and let your air shurikens fly.




A-AB~B~B=B
A-AB~B~A
A-AB~A
```

```
------
The first B in these strings are the third B in the main strings.  The extra A
hit is easy to Back+B, but you can always air shuriken later down the string,
blah blah blah...



Forward+BBB~B~B=B
Forward+BBB~B~A
Forward+BBB~A
-------------
The third B in these strings are the third in the main strings.  Back+B or air
shuriken.




Down+BBB~B~B=B
Down+BBB~B~A
Down+BBB~A
----------
The second B in these strings are the second in the main strings.  Back+B or
air shuriken.




Up+B-BBB
Up+B-BA
-------
Up+BB will not continue if the opponent simply blocks it, it must be a hit to
continue the string.  Up+B is not a launcher, so any Back+B that hits high will
do.




Forward+B-A-A
Down+B-A-A
up+A-A
------
Back+B the first A only if it's fast and high hitting.  You can shuriken before
the second A, but make sure you do it as he's rising.  If you're too late, the
second A's attack can deflect your air projectiles.  These strings aren't
really useful for Kyuubi Naruto, unless he's trying to confuse you.




Forward+A-A=A
A-A~A=A
BA-BB
A-B=B
-----
These are Kyuubi Naruto's lousy strings.  Back+B: Win.



BA-A~A~A
--------
There seems to be some debate on this string.  I originally included it on the
lousy strings set, but a lot of people disagree.  The string will definitely
throw off players that haven't seen it before, but once you know it.. it's
Back+B bait.  Of course, this is all my opinion.  It's best for you to judge it
```

```
yourself.
--------------------------------------------------------------------------------


*------*
* Neji *
*------*


BB-BB-B
BB-BB-A
BB-B=A
BB~A
----
Neji doesn't have many spots where you can easily take advantage of delay.  But
of course, Neji won't be shooting these out randomly, either.  Strings one and
three have delay enough to punish at the end, string two is punishable if
you're against the wall, and string four if he doesn't cancel.  Chances are
that Neji will rely on BBAY (cancel) or BBY (another cancel) as his safe
strings.

The delay between the second and third B is tiny.  Can't sidestep out, can't
jump out.  Few characters can Back+B in the delay.  Be sure to test them out.

Even after that, watch out if Neji switches to BBA.  Since the delay is a bit
longer, it can catch your character's Back+B on the wrong timing.



Forward+BB=ABB-BB-B
Forward+BB=ABB-BB-A
Forward+BB=ABB-B=A
Forward+BB=ABB~A
Forward+BB-B
------------
After Neji's Forward+BBA, the rest continues to his main strings.  Lucky for
you, the first A is Neji's low kunai slash... very easy to sidestep or jump
out.  Back+B is not so easy, since the next attack comes out quickly.  Also
take note that Neji's string will continue after Forward+BBA... regardless if
it's avoided or not.  Because of this, sidestepping will not work.  Jumping out
and interrupting with an air projectile is your best bet.

Even if Neji switches to Forward+BBB, the best he can do is hit you in your
jumping block, in which you can land and punish.



Down+B=ABB-BB-B
Down+B=ABB-BB-A
Down+B=ABB-B=A
Down+B=ABB~A
Down+B-B
--------
After Neji's Down+BA, the rest continues to his main strings.  The first A is
the same low kunai slash seen in Forward+BBA, so the strategy is the same.

Down+BB will not be as easy as Forward+BBB to jump out of.  But it will take
Neji some consideration to do this string.  There's not enough delay at the end
to punish with strings (unless you're against the wall), but there's enough for
you to throw or your character's X, as long as it's fast enough.
```

```
Down+ABB-BB-B
Down+ABB-BB-A
Down+ABB-B=A
Down+ABB~A
----------
The Down+A strings are the same as the Down+B strings, just minus the opening
attack, which is Down+B itself.  As for strategy, you'll want to consult the
main strings.
-----------------------------------------------------------------------------


*------------*
* Orochimaru *
*------------*


BBB~B-B-B
BBB~B-B-A
BBB~BA
BBB=AA
------
The delay between the third B and the fourth B is enough to sidestep, but it is
risky.  Back+B is also risky, since his next hit is quick.  However, the fourth
B hit, which is a lower body claw strike, has enough delay for you to just jump
out and punish with air projectiles.  But if Orochimaru catches on to what
you're doing, he'll switch to BBBAA in which the first A is a barrage of
kunais.  But if he switches to BBBAA, then it'll be easier to sidestep... but
then he may revert
back to the other strings which are more difficult.

If you have time to burn, go to Practice mode and learn how to sidestep
Orochimaru's third strike.  If not, use a character
with a fast Back+B.  If not that either, just jump out after the fourth attack
 and
pay close attention to what he does next.



Forward+B~A=A=A
Forward+B~A=B=A
---------------
The first A in these strings is a two hit spin strike.  It's pretty slow, but
the two hits can throw off the timing of your Back+B.  Know your character's
Back+B and know when to do it.



Back+B-A
--------
Two strikes (launcher hit) followed by flames.  In this delay, only characters
with multiple air projectiles will catch him.  Air B can work a few of the
times, but usually as a hit on both characters.  If Orochimaru doesn't follow
with the flames, then air projectile away.



Down+BB~B-B-B
```

```
Down+BB~B-B-A
Down+BB~BA
Down+BB=AA
Down+B~A
--------
The second B is the third B of the main strings.  Same strategy.  Sidestep or
jump out... or Back+B if it's fast enough.

Orochimaru may toss in the last string to confuse you, or he may rely on it as
a safe string.  If Orochimaru does Down+BA, you may be able to sidestep or even
walk backwards out of it.




Down+A=A=A
Down+A=B=A
----------
Sidestep away!
------------------------------------------------------------------------------


*------------*
* Orochimaru *
*------------*



Only Sakon because with Ukon you're just fighting defensively and shouldn't
need a delay guide.  First, although his BB isn't safe, he has safe options
against almost everything, and strings made particularly to punish Air A,
Air B, SS, and a good amount of b+Bs.



1. BB~B-B=B
2. BB~B-B=A
3. BB~B-A=A
4. d+B=B-B=B
5. d+B=B-A=A
6. BB-A=A
---------
#1-#3, #6: After the BB the 3rd B can be SS'd but if you mix it with #6, they
get hit. In general, if they try to b+B your BB, and you do BBB you'll get hit
or tie. If you do BBA in the same situation you'll tie or win the trade.

The 3rd B on block can't be punished by j.A shuriken but it can be by some j.B.
If they b+B your BBB, you get hit, but if you do BBA they'll tie or get hit.
Are you seeing a pattern yet?

The 4th B on block can't be punished by either j.A or j.B and hits peoples j.B,
but in the space between the 3rd and 4th B, they can j.A. However if you mix
that string up with #3, you'll dodge the shuriken and punish them. If they ever
try to punish the 4th B, you can finish with A or B to punish.

#4-#5: d+B is unsafe but only if they try to attack right away. If they do, the
next B will punish them if you finish the string. After that it's the ends of
1-3 and 6.
```

```
1. u+B-B=B
2. u+B-B=A
3. u+B-A=A
----------
#1-#3:Same as the ends of 1-3, except this time they probably won't be able to
predict and SS the first B of these strings =P



1. d+A-A=A
2. d+A=B=A
3. d+A-A=B-B=B
4. d+A-A=B-B=A
--------------
#1: Even though there is a small pause to b+B, you probably won't get it
because the 2nd A is pretty quick. The 3rd A can be sidestepped.

#2: You can SS at any point

#3-#4: You can SS after the 2nd A but if they delay the 1st B, you'll prolly
get hit or at least be forced to block. After that it's the same as the ends of
#1-#2 in the 1st set.



1. d+B=A
2. f+B=B
3. f+B-A=A
4. Running A=A=A
----------------
#1: You can SS the A but if you try to b+B after the d+B because you expected
#4-#5 of set 1, you'll get hit.

#2-#3: You can SS f+BB but if they switch to f+BAA you'll get hit. You can b+B
f+BA but f+BB will hit you in most cases. You can always SS the last A in f+BAA
and you should be able to do it on reaction.

#4: Running A is safe but can be b+B'd. The rest of the string is
sidesteppable.
--------------------------------------------------------------------------------


*--------*
* Sakura *
*--------*


1. BB=B=B=A=A=A
2. BB=A=A
3. BB=A=B
4. B=A=A=A
----------
1. ss after BB ( string ends) and punish. If you block BB=B do j.A. If you
block BB=B=B, land and ss the projectiles and punish. Sometimes the first a
will hit but you can ss after it and still punish.
2-3. After BB, ss, if you block BB=A you can jump escape or do j.A (#2. you
will get hit by the next A but you will hit her too. #3. the j.A is safe)
4. After B=A you can ss and punish.
```

```
1. f.B~B
--------
1. You can j.A, but requires timing, you may get hit by next B which will lead
to her comboing you if you get hit.



1. b.B~B
2. b.B=A~A
3. b.B=A=B
----------
1. punish lag after the string ends.
2-3. ss after b>B and punish or you can b.B. (Same as set ones #2-3.)



1. u.B=B
2. u.B=A
--------
1-2. ss or b.B after u.B.



1. A=A=A
2. d.A=A=A
3. j.A=A=A
----------
1. ss either of the last two A's and punish, or block and punish the lag at
the end.
2. after d.A=A the next A misses, so turn and punish. If you j.A after d.A
both of you get hit.



1. dash BB=B=A=A=A
2. dash B=A=A
-------------
1. You cant ss BB, but you can j.A after or ss after the last A's and punish.
2. Punish the lag after the string or ss/b.B the last A.
-------------------------------------------------------------------------------


*----------*
* Sandaime *
*----------*



1. BB-B~B=B=B
2. BB-B~B=B=A
3. BB-B~B=A
-----------
1-2. After BB it is possible to ss ( ends string) and punish j.A after the
fourth B
(1). If you decide to block the whole string the last B will miss and you can
ss and punish once you land.
(2). The last A will miss so you can dash and punish once you land.
3. ss third B or j.A after the fourth B.
```

```
1. BB-B=A=B=B
2. BB-B=A=B=A
3. BB-B=A=A
4. BB~A
-------
1-2. You can ss the third B ( hard to do but it ends the string and you can
punish) or the A and B after it. If you block all the way to the flip kick
(fifth B) just j.A after it.
3. You can ss either the third B ( harder) or the last two A's. You can b.B
after BB-B. You can punish the last A before the flames come out or just ss it.



1. f.BB=B=B
2. f.BB=B=A
3. f.BB=A=A
-----------
1-2. Same as second set just ss the flip kick or j.A at the end
3. After the tele, ss or turn around and b.B



1. f.A=B=B
2. f.A=B=A
3. f.A=A
--------
1-2. Same as set three, ss flip kick or j.A at the end
3. ss after the first A or attack before the flames come out.



1. d.B~B=B=B
2. d.B~B=B=A
3. d.B~B=A
----------
1-3. the ends of set one, same strategy.


1. d.B=A=B=B
2. d.B=A=B=A
3. d.B=A=A
----------
1-4. ends of set two, same strategy.
------------------------------------------------------------------------------


*--------*
* Sasuke *
*--------*



BB-B~B-BB=B
BB-B-B~A
BB-B=A
BB~A
----
The delay between the second and third B is very small, very few characters
```

will be able to take advantage of it. Even the few that can will find it
risky. Better to play it safe and focus on the delay between the third and
fourth hit. The delay here is fair, enough for you to sidestep. Unforunately,
if you sidestep into the dircetion of his kick, your chances of sucessfully
sidestepping are slim. And even when you do sidestep, Sasuke's recovery will
be enough to set him back into neutral position right as your sidestep
completes. Since BBBB is Sasuke's pressure string, there is always a chance
you can catch Sasuke off-guard by sidestepping and punishing accordingly.

Back+B is Launcher hit. If Sasuke continues the combo with his air licks, a
character with a high hitting Back+B is needed. A high hitting lunge-type
Back+B will also connect as long as it's not too slow.

On the rare occasion that Sasuke does BBBBA, only a character with a long reach
Back+B can hit him.

Character specific:
- Ino's Down+B goes under the fourth B
- Haku's Down+B goes under the fourth B
- Kiba's Down+B goes under the fourth B
- Sandaime's Down+B goes under the fourth B
- One-Tailed Kyuubi Naruto's Up+A goes under the fourth B
- Rock Lee's Down+A goes under the fourth B (tricky timing)
- Shikamaru's Down+B goes under the fourth B (tricky timing)
- Tsunade's Forward+A goes under the fourth B and misses (unless against wall)

Forward+BAB~B-BB=B
Forward+BAB~B=A
Forward+BAB=A
Forward+BB~B
Forward+BA-A=A

For the first three strings in this set, he kick between the third and fourth B
is the same kick in the main strings. Same rules apply.

The second string on this list is the same as BBBBA, which ends with his Katon:
Gokakyu No Jutsu.

Back+BB=B

Sasuke will be doing this string a bit, since it's both a Back+B and it's good.
Thing is, the last B can be sidestepped and punished. There's enough delay for
you to insert a string. If Sasuke gets smart and starts to stop at Back+BB or
just Back+B, you can fight back. He lands right in front of you, so throw him.

Down+BB=B
Down+BB=A

Good strings, Sasuke will use these from time to time. The second B is fast
and will place Sasuke in neutral air position quickly. Not even your Up+A can
punish this. Sasuke won't be using the last B or A hit, unless it's to punish
you for any attempt you make on punishing him on the second hit.

```
Down+AB~B-BB=B
Down+AB~B=A
Down+AB=A
Down+A-A=A
----------
Pretty much the same as the strings on the Forward+B list.  Remember that for
these strings, the kick with delay is the third hit while it is the fourth in
the main and Forward+B strings.



*------------------*
* Sharingan Sasuke *
*------------------*



Remember that all the strings which end by Normal Sasuke's Back+A are now
replaced by his Up+A.  The delay is shortened, sidestepping becomes the only
real option.

Also replaced, is Normal Sasuke's fourth B in his neutral B and Forward+B
strings, and the third B in his Down+B strings.  The heel slice kick has been
replaced by a Rock-Lee style kick.  This is actually worse for Sasuke.  The
delay is so bad, you can actually walk backwards out of this kick.  Educated
Sharingan Sasuke players will only be using BB, as opposed to BBBB.  But since
that's obviously not as good, they'll really only be in this mode for Up+A or
cancelling with Down+X.
------------------------------------------------------------------------------



*-----------*
* Shikamaru *
*-----------*



Back+A=A=A=A
Back+A=A=A=B
Back+A=A-B-B
Back+A=A=B-A
------------
Shikamaru's Teleport (behind) to strings.  If you have the reflexes to turn
around and block before he hits you, then you have the reflexes to sidestep as
well.  Shikamaru players will try to throw off your timing, so remember to
react on Shikamaru disappearing, not him entering Back+A stance.  If you can't
punish Shikamaru after sidestepping, consider your character's Back+B.



Back+A=B=B-B
Back+A=B=B-A
Back+A=B-A-A
Back+A=B-A-B
------------
Shikamaru's Teleport (diagonally above) to strings.  Because Shikamaru has so
many strings to choose from after teleporting, it's risky to Back+B after the
second hit.
```

```
BB=B=A... teleport to strings
BB=A=A... teleport to strings
-----------------------------
If Shikamaru is pulling off his B strings, you must sidestep the third attack.
(The second string is a little harder to time, but it's simple once you figure
it out.)  Back+B'ing in this gap definitely wont help, Shikamaru will be able
to enter his Back+A and punish you.  You must sidestep the third attack so that
his string is stopped.  After you sidestep, his delay will be enough for you to
punish.


Forward+BB~A
------------
Shikamaru loves this string.  Forward+B slides Shikamaru forward with his body
low to the ground.  And even better, the string is safe at the end.  But this
is where you get to ruin his fun.  Sidestep or Back+B before the last hit.
Shikamaru will get smart, and start using Forward+BB instead.  Not a good idea.
Forward+BB is not safe.  If Shikamaru knows what he's doing, he'll never use
Forward+BBA as a safe string, he'll stick with Forward+B alone.



Down+BB~B~B
-----------
Sidestepping is easy here, if you sidestep the correct direction.  The
direction of his third B will be the opposite of hit second hit.  This is
extremely hard to see because of Shikamaru's pants, but if you focus your eyes
on the leg holster and it'll be a bit easier.  Because of the difficulty of
this sidestep, Back+B is better if your character's Back+B is a high hit.

You can also tag Shikamaru with an air projectile before his last B.



Up+BA
-----
You won't be able to interrupt Shikamaru with air projectiles, but you can
punish him with one.  Don't worry too much about this string, it's too poopy
for a good Shikamaru player to use it.
-------------------------------------------------------------------------------


*-------*
* Shino *
*-------*


1. BB~B=B
2. BB~B=A
---------
1-2. After BB you can ss (string ends). You can ss/b.B/j.A-B the last hit. If
you b.B the last it you will get knocked back so you need a b.B w/ reach or you
can block it and punish the lag at the end.



1. BB=A~B=B
```

```
2. BB=A~B=A=B=B
3. BB=A~B=A=B=A
4. BB=A~B=A=A
-------------
1. You can ss/j.A-B/b.B after BB. You can b.B after BB=A, or you can ss/b.B the
last attack. You can also punish the lag at the end.
2-3. Same as #1. You can ss or b.B anywhere you want.
4. After the tele, turn around and attack him if he does last A.



1. f.B~B=B
2. f.B~B=A=B=B
3. f.B~B=A=B=A
4. f.B~B=A=A
------------
1-5. these are the ends of set two . ss and b.B where you see fit.



1. b.BB=B
2. b.BB=A=B
3. b.BB=A=A
-----------
1. You can b.B/ss/j.A-B the last b. Or you can punish lag at the end. If you
b.B u get knocked back.
2-3. ends of set two, same stuff.



1. b.B=A
2. d.B~B
3. d.B=A
--------
1. Attack or j.A/B after b.B.
2. You can only punish this string wit a character that has a reaching b.B or a
long range special after knockback ( may have time to dodge it though).
3. after d.B if you ss, you will get hit by the bugs on the ground. You can
attack after d.B but you need to push him away so as not to get hit by the bugs.



1. dash B=B
2. dash BA
----------
1. ss or b.B after the first B.
2. This is safe I think.
-------------------------------------------------------------------------------


*--------*
* Temari *
*--------*



1. B-B-B=B
2. B-B-B=A=A=A
3. B-B=A=A=A
------------
```

```
1. ss the last B and punish.
2. After third B, u can ss and punish or b.B
3. After second B, u can ss (string ends) and punish or b.B


1. f.B=B
2. f.B=A=A=A
------------
1. ss after first B
2. ss after first B or b.B


1. d.B=B=B
2. d.B=B=A
3. d.B=A=A=A
------------
1-3. ss after d.B ( string ends for one and two) and punish.


1. u.B=B
2. u.B=A
--------
1-2. ss after u.B and punish


1. A=A=A
2. d.A=A=A=A
3. u.A=A=A
----------
1. ss or b.B, only b.B if ur hit by the first or last A and ur near the
opponent.
2. j.A after d.A or you can wait and land and the second A will miss, wait
until the wind blast passes over your head and punish w/ BB, or a low attack,
you can also ss if you choose. If you attack too soon ( before the tornado
passes you might get hit)
3. You can ss and punish or u can punish the lag at the end of the string.


1. dash B=B
2. dash B=A=A=A=A
3. j.A=B
--------
1. You can only jump again after blocking the first B, if you j.A you will miss
and you will get hit.
2. Jump escape after b or land after B=A, then ss or b.B.
3. Lag after B punish
-----------------------------------------------------------------------------


*--------*
* Tenten *
*--------*
```

```
1. BB~BB=B
2. BB~B=A
3. BB=A
4. B=A
------
1. You can b.B after BB if you have a fast b.B or soaking b.B. The last B can
be ss/b.B or you can punish lag at the end.
2. turn around and punish.
3. ss the last A.
4. just turn around and punish.


1. f.BB=B
2. f.BB=A
---------
1-2. ss/b.B the last attack or punish lag at the end.


1. d.B~B=B
2. d.BA=B=B
3. d.BA=A
---------
1. ss/b,B the last B or punish lag at the end.
2. j.A after d.BA, you can time a j.B if she continues the string. You can also
ss/b.B the last B or punish lag at the end.
3. j.A/B after d.BA


1. u.B=B
2. u.B=A
--------
1-2. ss/b.B the last attack or punish the lag at the end.


1. f.A~B~B=B
2. f.A~BA=B=B
3. f.A~BA=A
4. f.A=A
5. d.A=A
--------
same as set three, ss/b.B/ j.A at the same places.


1. j.A=A=A=A
2. Charged A=A=A=A=A
-------------------
ss and punish when she lands.
--------------------------------------------------------------------------------


*---------*
* Tsunade *
*---------*
```

```
1. BB~B~B
2. BB~B~A~B
3. BB~A=B
4. BB~A=A
---------
1-2. It is possible to ss after the second B (string doesn't end)
(1). Possible to j.A after the last B
(2). ss after the third B if possible (timing is hard)


3-4. ss and punish the last attack. You can also b.B (#3 only)


Note: 2-4. the A can be charged or canceled.




1. f.B~B
2. f.B~A~B
----------
1. You can hit w/ j.A but you have to time it right.
2. ss the A and punish (string ends) however A can be charged or cancelled.




1. d.B=B
2. d.B-A~A~B
------------
1. b.B or ss the last b.
2. ss the A and punish (string ends). A can be charged and canceled.




1. A-A~A~B
2. A-B=B~B~A~B
3. A-B=B~A=B
4. A-B=B~A=A
5. A-B~A=B
6. A-B~A=A
----------
2-4. After A-B, ss and punish (string ends)

The rest are all the same, ss and b.B at the end and punish.




1. dash B~B
2. dash B~A=B
3. dash B~A=A
-------------
1. j.A at the end
2-3. ss after B~A and punish or b.B
--------------------------------------------------------------------------------


*--------*
* Zabuza *
*--------*
```

```
1. BB-B~B
2. BB-B=A=AA=A
3. BB-B=A=AA=B
--------------
1-3. After BB the third B can be b.B'd wit a person wit a fast b.B.
(1). The last B can be b.B. I think you can hit some minor lag at the end if
you input quick enough.
2-3. After the third B, attack and punish his big delay ( even if he doesn't
do the A, he will get hit , ex. BB-B , you attack and punish, but he can mix up
to #1 if you keep punishin, but you can always just b.B it or jump forward I
think j.A works too.) The next A can also be b.B'd or jumped. You cant punish
anything after that.

*big note:

The big delay a, is the same as his f.A. Any string that makes him go into that
A, easily noticeable cuz he will do a rush elbow attack before it, (his BB-((B)
?This B =elbow). F.B = elbow, A-((B)?This B=elbow). Etc. So I wont have to
explain it every set you know what to do. Also the A following the f.A delay
can also be b.B'd and jumped.




1. BB=AA=A
2. BB=AA=B
3. B=A
------
1-3. b.B the first A




1. A=AA=A
2. A=AA=B
---------
b.B the spin slash.




1. A-B~B
2. A-B=A=AA=A
3. A-B=A=AA=B
-------------
1. b.B the last B
1-3. fast b.B after the first A.




1. f.B~B
2. f.B=A=AA=A
3. f.B=A=AA=B
-------------
1. b.B the last B.




1. b.B-B~B
2. b.B-B=A=AA=A
3. b.B-B=A=AA=B
---------------
Nothing new
```

```
1. b.B=AA=A
2. b.B=AA=B
-----------


1. u.B=A=A
2. u.B=A=B
----------
1-2. ss the A after u.B (string ends) and punish.


1. f.A=AA=A
2. f.A=AA=B
-----------
Nothing special
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```

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*------------*
* Shout-outs *
*------------*
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Since this guide was a copy and paste of the GNT3 guide, the workload wasn't as
fierce : p But here's the thanks to those who made this GNT4 guide possible,
by either motivating me or actually writing the delays for the new characters.

BrandoSerge:
Man, I still remember those late nights we spent discussing the GNT3 engine.
It's true that GNT4 wasn't as amazing as most of us expected, but it's still
better, in my opinion! Let's hop back into training together and figure out
more stuff... like character hitboxes!

Eiyujpn/Chris:
You pretty much did most of the mid-string delays, even though it's hard to
understand at times. (Haha, I'm kidding) You are crazy, man! I got bored
of writing out those delays a while ago : p But I guess all that time you
spent got you Naruto'd out, since you say you've quit. You're still in the
forums, but I guess that's expected. In anime, you're the retired old
swordsman, telling stories of your glory days to the little ones, and giving
advice to the young adults. Or something.

Gasaraki:
Two years ago, I played your crew. I was pretty terrible. But even though I
sucked, you guys went easy on me. Of course, you didn't give me any free wins,
but you played at a level where I didn't feel helpless. And aside from the
game, you guys were pretty chill. Even though you come off a bit rough online
sometimes, I know that you're a sweetheart deep inside <3 ^___^

The WiLL:
I'm gonna be honest. I didn't think WillVolution would become the GNT center
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of teh interweb.  I knew Shishi-rendan's GNT section was slow and there wasn't
really anywhere better, but I just didn't think WillVolution was gonna be it.
However, you really made it all happen.  You revamped the site with makeovers,
you hosted videos, you talked with the people, and you got the forums rolling.
You did it all with confidence, but not arrogance.  WillVolution is the
solution, man : p
--------------------------------------------------------------------------------
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