

# Naruto: Gekitou Ninja Taisen! 4 (Import) Yakushi Kabuto FAQ

by Lingering Shadow

Updated to v1.0 on Jan 7, 2007

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YAKUSHI KABUTO
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Kabuto is a very versatile character that has a decent array of moves at his disposal. He's quite quick ,and is great at putting distance between himself and his opponent, and also closing this distance if necessary. Undoubtedly, the most unorthodox thing about Kabuto is his auto-heal ability. After suffering damage, a red area covers the damaged portion of health, and it reduces by about two-thirds of the original amount. The remaining, one-third is slowly recovered over time. During this recovery period, Kabuto doesn't have to be idle, as he heals even while fighting .

Next on the list of strange things is Kabuto's very useful and effective f+AAAA string. This string is not only one of his better bread and butter combos, but unlike any other character in the game, he can like f+AA directly into his X supers(as opposed to BBX, which still works for him)! This string just keeps getting better and better, cuz next up, this very string has auto-guard on the 1st., 2nd. and 4th. hits! If you don't know what auto-guard is, try performing a back+B move with anyone except CS2 Sasuke (or see my sasuke FAQ, on gameFAQS as well).Even after he finishes the string, it lasts for a very little while, meaning that you're only vulnerable to throws (or the spontaneous super attack). The third hit in the string can be broken ,so watch out for that. Unless you're playing a pressure game, or attempting to chip you're opponent to death, I suggest you keep this move under wraps until you're sure its going to land.

SO, to sum up so far,

- (!) Kabuto is relatively fast.
- (!) Has an auto-guard attack/string that ISN'T b+B
- (!) Can perform f+AA,X
- (!) HAS A LOW DEFENSE

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Please respect my wishes, as I spent alot of time on this FAQ. I have no problem in letting anyone host my FAQ, BUT PLEASE ASK FIRST. Thanks GAMEFAQS and NEOSEEKER are the only sites that are currently allowed to use this FAQ.

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NINJA BASICS
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I quickly realised that this whole series is a bit of a button masher, (See any forum discussing One tail Kyuubi Naruto) with minimal strategy involved, but here's what I learned that saved my virtual neck a few times :

[]Learn to turn around : In this game, when you switch sides with your opponent, most times your character won't automatically turn around, even when you attempt to launch an attack. Don't panic, its just a simple tap of the control stick in the appropriate direction. Even if it sounds simple, it is a bit difficult when you first pick up the game. Don't get mad, just buy some time before your opponent counter attacks. try jumping over him/her with your back turned (you can double jump in this game) or run in the opposite direction, then turn around. Sidestepping also works wonders.

[]Learn to tech roll : You can execute a tech roll after being launched into the air. The instant your character hits the floor, tap B and a direction to safely roll away. In addition to almost effortlessly evading low attacks and wake-up supers, performing a sucessful tech-roll fills up a considerable portion of your chakra meter (approximately 25%). You can roll back, forward and also into or out of the plane.

[]Punish the bastard : Also, evading, then attacking is highly effective as well. A well placed sidestep can save your hide lots of times! Follow up with the biggest possible combo, try to use a super, but always monitor the opponents CHAKRA!! Sidestep and counter attack KnJ attacks, attack when the opponent is grounded,whatever you do, try to put as much damage on your opponent as possible in the current situation. When your opponent is on very low health, try inflicting chip-damage.

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>[]LEARN TO EFFECTIVELY PERFORM BACK+B ATTACKS!! : This one is important. I've dedicated an entire section to this back+B (b+B are combo breakers for all characters except CS2 Sasuke (Coincidence? I think not). A well placed b+B attack has saved me on numerous occasions, and still does regularly.

[]Read your opponent (duhh). Don't fall for the same attacks over and over again, try evading then punishing obvious attacks. This is a fighting game, you know. (Don't fall for Sasuke's u+A over and over again please, Sidestep and punish!)

[]Use your special attacks ("Supers"). They may be painfully easy to execute (X, or [direction]+X), but not very simple to land. The trick is to implement them into combos. The most basic being BBX, its possible to get 40+ hits with some characters. Not all commands with the X button are supers, however. They may be transformations that alter your character in some way (sasuke>sharingan sasuke;naruto>kyuubi naruto), and they require a fixed amount of chakra; also in 3-man cell mode, can be a team super.

[]Projectiles! Use them please, they don't run out you know. Projectiles can end a match by damaging an opponent close to death, as they not only travel far but also cause chip-damage. They can also be used to interrupt potential attacks (example: interrupting initiating hits in supers, stopping running attacks, killing jump attacks/supers)

[]Learn to throw! It's only 1 button. It can be evaded, and punished if so, but is a useful move for stting up combos, and a constant blocker's worst nightmare. Throw them, then follow up with an air-projectile. They can be sidestepped as well.

[]Replace carefully. Using the Kawarimi no Jutsu strategically is a very important part of gameplay. Replacing madly whenever you have enough chakra is reckless, and can be anticipated, evaded and punished. You should use the normal KnJ more frequently than the attacking KnJ,

so as to escape combos and counterattack. It's best to use  
L-replacement while being hit in the air;  
R-replacement should be used while taking hits on the ground.

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Kabuto can perform 2 very different super attacks, both of which require a full  
(100%) Chakra bar. These r:

(!) X - Don't know what he calls it, or its name, but its a Taijutsu using  
that Blue chakra around his hands. He slaps the opponent around and  
delivers a final blow. [ 3 Hits, plus initiating hit ].

(!) down + X - A genjutsu that puts the enemy to sleep for a short period.  
Performed in real time, it is blockable, can be replaced out  
of after being hit again. The only real use I can find for  
this is to use the time the opponent is asleep to recover  
safely.

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COMBOS  
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In my opinion, its best to play Kabuto semi-conervatively, in the sense that  
although you don't go all-out and rush the opponent at every turn, you don't  
turtle either. Just remember that throws are very useful, even though they can  
be tech'd out of (i.e. escaped). Also, never underestimate the effectiveness  
of a well placed back+B. Anyway, here are the combos:

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A - A button  
B - B button  
Y - throw  
X - super  
u,d,b,f - directions  
~ - Cancel (Y button at some points in combo)  
AT - Air throw (jump Y)  
, - next command to be inputted after previous  
(eg. AT, A - after performing the air throw,  
press A immeadiately

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BBBB ~ BBBB ~ AT, A - Basic bread and butter combo

d+BB ~ BBBB ~ AT, A - Variation of the above, good for escaping high  
attacks while also attacking

BBBBBA ~ BBBBA, AT - Little trickier here, you need to sidestep  
after the first half for the second half to hit.  
It does work.

BBBBBA ~ d+A - quite difficult to get often, looks very cool though

Y, u+A, f+AAX - Basic throw-super combo

f+BAB, Y, f+AAX - After the first part, you need to dash forward to  
throw the opponent, then follow up with the super  
combo

d+BB ~ f+BBBB ~ f+AAX - Very nice looking combo that does a great bit of

damage, for someone like Kabuto. Careful, as the opponent will most likely generate a lot of chakra from those first 6 hits.

u+B, BBBB, f+AAX - Ditto, except alot safer.

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IMPORTANT NOTE ON CANCELLING: CANCELLING CAN BE HAZARDOUS TO YOUR OPPONENTS' HEALTH!!! PLEASE UNDERSTAND:

Cancelling in a combo reduces the amount of damage you do to the opponent. This does not mean more cancels = less damage. Any subsequent damage done after cancelling is a percentage of the damage it would originally do. Air throws 'negate' the reduction in damage done by cancels, so if you keep cancelling in a combo, you do less and less damage (realatively), but if you air throw in a cancelled combo it (the AT) does the same amount of damage as if you didn't cancel.

"This is usually true but there is a simple way to prevent the damage reduction. It is called stance breaking, and what you do is after a cancel, you tap forward or backward to break the pose you will be in after the cancel, then attack like you normally would." - demon\_gaara

Here is a link to a video explanation:

<https://www.youtube.com/watch?v=y1suJx2wwH8>

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He doesn't have the strength to be a shieldbreaker, but he does have that wonderful f+AAAA string. This thing does chip damage, autoguards and links into the super. Even after being blocked, if the opponent tries to attack you, kabuto is protected by his shield. For opponents who like to rush in and attack, this string is great for meeting them halfway to launch your preemptive strike or just come in quickly for a scare.

Although a little on the slow side, and not altogether reliable, Kabuto's d+B has advantages, such as a decent range which translates (sometimes!) into a decent RADIUS. This means that although the opponent may sidestep this attack, (or b+BB as well, in this case), they may still be hit by the sweeping motion. Also one of his better combo starters, if not tech'd, can be used to setup up a nice choice of moves for you, like into the previously mentioned string.

d+A should be used as a surprise attack , as it can be easily blocked, avoided and DEFINITELY Punished. Wow. It does a very nice chunk of damage to your opponent, but isn't worth the risk. It should only be used if you're sure it's going to hit. Kabuto doesn't have any moves that float the opponent, like Kakashi or Sasuke. This move would simply SHINE if he did. Also, it can be delayed, so you can fake your opponent if they're expecting you to pop out at a certain time. This delaying costs chakra.

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MYTHS AND FACTS  
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>> You CAN safely KnJ out of Some Moves/Supers that have been deemed Anti-KnJ. The ones that I have confirmed personally are Neji's daikaiten, and Sakon/Yukon's Kuchiyose:Rashoumon. (Both of which I have previously stated can be b+B'd).

>> Although the placement of the bones in Kimimaro's Sawarabi no Mai (Dance of the Seedling Ferns) is random ( i.e. - sometimes you get alot of hits[30+], sometimes you don't[<15]) It helps to get them as close to you as possible, or you can attempt it after they BOUNCE on the floor. Timing is crucial here. If your back is towards the enemy, this super becomes unblockable. NEVER stay behind Kimimaro. I also believe that the size of the stage plays a role in the level of damage this does, as large stages, or basically any stage (Away from walls) can be used. It seems to depend on how far the opponent can be "carried" by the bones.

>>Mizuki, Iruka, Obito, Kakashi's dad, Yondaime and/or Saddam Hussein are/is NOT the leader of Akatsuki..Thank you :P

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KAWARIMI NO JUTSU : GOOD STUFF  
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A Kawarimi is performed by pressing the L or R trigger after being attacked. This does not necessarily mean taking damage, as you can also replace out of Back + A counter moves, and Sakura's/Ino's throw. A well placed Kawarimi can turn the flow of battle if performed at the right time. L-replacing (Kawarimi using the L trigger) puts You behind your opponent without a followup attack. Best for escaping combos, attempted supers and the like. R-replacing causes you to appear behind your opponent while performing a followup attack. Generally, an Air R-replace causes your opponent to bounce, which is useful for starting combos. I believe however, that this can be tech rolled quite effectively, but in the instance that the opponent does bounce, it is advised that you attempt to put some damage on them. Monitor your opponents chakra!

Moves that are deemed Anti-KnJ (moves that hit you, regardless of your position; or moves that hit you even after you have replaced Examples are : Daikaiten, Sawarabi no Mai, Gaara's d+B, A,A,A (only the A parts, they 'home in'). The trick to escaping these attacks is simple. I'll use an example : You are caught in 1 of Neji's many strings. You are either on the ground, or have been lifted in to the air. Neji cancels the string and activates Daikaiten. Now, you look closely, and quickly. What you are lookin for is the expansion of the sphere. when you actually SEE the kaiten, then you replace. Youu can also listen for it. After neji says his line, listen for the sound of the kaiten. just as the sound begins, you replace. This one is a little trickier, as you actually have to wait for the sound before you hit L or R. With a little practice, it can become Second-nature stuff...Good Stuff.

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CREDITS  
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Rishi Khan, for being a training dummy that fights back  
Sadash, for showing me how much I hate Ino (the fighter, not the character)

Thanks to demon\_gaara for the note on stance breaking, and the video link!

PLEASE CHECK OUT THE SASUKE FAQ!!

\*INCOMPLETE\*

My E-mail is ENVIRONMENTALHAZARD@GMAIL.COM

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