

Naruto: Gekitou Ninja Taisen! 4 (Import) Uchiha Sasuke FAQ

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FOREWORD

After gettin the crap beat out of you 2-3 rounds in a row very frequently, you tend to pick up a few tricks. I have been playing this game as an escape from SSBM (which my friends and I played from 2001-2005, believe me it gets old... and most of them don't have the mental capacity to challenge me in Soul Calibur II, so this is the new game to abuse). SO...what I'm trying to say is: This is my first FAQ, and I am by no means, and do not claim to be a master at this game, just an average gamer/anime fan with some information that may or may not be useful to other GAMERS. Please do not e-mail me asking obvious or pointless questions, and no hate-mail (please and thanks). I also assume that anyone reading this has played the game, and understands the terms used. Since there's a combo/String list in the Paue menu, I'm not going to include those, but I will include notes on transformations. I'd like to hear from anyone who has any information I can actually use in this thing. Thanks for reading this, I hope it helps!

NOTE: The North American (English) version of Naruto(anime, games, etc.) SUCKS. The dubbing sucks, and it (the anime) is cut, censored and substituted with lame kiddie jokes..its really awful. I suggest you watch the original japanese version with subtitles ,its way better, and you may even learn some new words from reading all those subs! Talk about capitalising and marketing...its the American way. Also, forgive me if I stray from the topics at hand...I think I have A.D.D. or something...Anyway by episode 135 in the anime, Clash of Ninja should be released in the U.S., so if you like the english voices, Mark your calendars now!

BASED ON THE RESPONSE I GET FROM THIS FAQ, I WILL KNOW IF I SHOULD CONTINUE BUILDING IT, OR ABANDON IT. CONSTRUCTIVE CRITICISM IS WELCOME

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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.

NINJA BASICS

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 : sasuke has teleport attacks! Use them, but don't abuse them. u+A (Sharingan), b+A (normal), and run+A (Sharingan) are all very useful. Try using them at appropriate times..when the opponent is charging an attack; when your back is turned to the opponent, etc. 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

[]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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STUFF THAT ISN'T SO BASIC, BUT YOU SHOULD KNOW ANYWAY
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(!) back+X - Transformation Command, Activates sharingan as Normal Sasuke, Deactivates Sharingan as Sharingan Sasuke

(!) Y = cancel - 25% chakra. Cancels the current string so you can branch into something else. you can cancel *any* HIT after your opponent is off the ground. (example: sasuke's 4th B can be cancelled out of after it lands). Oh, this is also the grab button, in case you didn't know. Hit Y when close to an enemy and watch them go flying. Some characters have unique throws, but these are few and far between (Ino, Sakura, Kisame, Zabuza)

(!) Shi-Shi Rendan (Lion Combo, Barrage of Lions) - 5 hits - 100% chakra. Initiating hit can be easily avoided, inadvisable to use as a wake-up super.

(!) Katon: Housenka no jutsu - Fire Element (Fire Balsam technique/ Phoenix Fire (or flower) technique) approximately 25 hits, 75% chakra; my best attempt - 24 hits. CAN be blocked, causes chip-damage, wide forward spread. Best used at lower jump heights, or near a wall.

(!) Chidori (Thousand Birds) - 1 Hit (can be charged, longer charge = higher damage & range) - 100% chakra. Not much to say here...I don't really make use of this attack. You can get a good hit after a throw, and if you're quick enough, you CAN get a hit as the opponent hits the ground. Best used as a Wake up super, but the opponent can jump away if you lag even a little...look for the opponent to roll toward/away/ into/out of/ plane before releasing charge. Kakashi's really is better.

>>For sharingan Sasuke all combos ending in u+B can be exchanged with jump X (housenka) EXCEPT #9 (duhr.)

>>Normal Sasuke's Fourth hit is a launcher and is 'Safe', in that it is not easily punishable on block. Sharingan Sasuke's launcher hit (also 4th., no surprise) is NOT safe, and if it is blocked, you should press A to start the Fireball attack (Goukakyuu no Jutsu - f+A, can be maintained at the constant depletion of chakra) This pushes your opponent away, giving you a small amount of time to recover, and causing a little chip-damage.

>>This should not be attempted however, as opponents may simply walk

back out of the kick (Rock Lee's Shadow Dance) It is painfully slow..
if it hits, it is possible to cancel immediately and execute the
Air Katon. Obviously, this requires a full chakra meter.

>>Normal Sasuke's BBBB can be used repeatedly, however, the opponent
CAN sidestep out of the fourth B. Unless they punish immediately
you can evade and restart the combo. After the second consecutive use,
the gravity on the opponent becomes very difficult to work with,
so its unlikely you'll get beyond a third full use of the string.

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COMBO LISTS
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I know you might have your own combos, and they may be way better
than these, but these are combos that work,I have personally tried
them all, and they are also safe and comprise of good mixups
(Who's going to expect a throw after 2 hits of a potentially
unsafe combo?). Anyway, I've included some explanations for you,
assuming you know how fast and what the animation looks like.
Letters in CAPS are buttons, common letters are directions.

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|Normal Sasuke|
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- <1>BBBB, (BBBB), BBX >> basic combo incorporating Lion Combo, very
easy to execute, 4th hit launches.
- <2>d+ABB, BBX >> 1st hit causes stagger; a little more
damage than the above.
- <3>(f+BABB or BBBB)[Y], BBBBY, u+B >> 4th hit launches! Y cancels, u+b is an
attacking throw. (!)If your fast enough,
you won't have to cancel after the launcher
hit(!), but that hit causes the opponent to
spin into or out of the plane
depending on which side you're on.
- <4>b+BB,grab, (BBBB), BBX >> A little more complex here, the first 2
hits are part of his b+B combo,
in which the 1st hit auto-guards.
It's supposed to be 3 hits, but you
stop after the first 2 and execute combo
#1 after a grab/throw attack.
Variations are possible, of course.
Watch your opponents chakra!
- <5>d+ABB, (BBBB), u+B >> Good combo for putting clean damage
on your opponent, without exposing yourself
too much; the u+B is advisable, since it
can be a good mixup, as your opponent may
wait for another hit before KnJ. Also a
good escape tactic from KnJ, I've seen it
pickup the opponent with Sasuke's back
turned. Don't expect this result though,
as it is risky, timing-wise.
(First hit staggers)
- <6> d+ABB, BBBB, BBX >> See combo 11, but it's 14 hits here. Easier
to actually do, but the risk of landing

it is a little higher (i.e. escaping)

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|Sharingan sasuke|

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~~Normal Sasuke is only a part of the whole character. It's not advisable to use only Normal, or only Sharingan mode Sasuke, as you won't be able to use him to his fullest, and some of his cooler moves and abilities, of which some are "mode-specific" (Thank Rock Lee you ungrateful bastards!). Again, I assume you know most of his moves that are somewhat useful (Don't knock the b+A counter unless you've tried it, its a good escape tactic!). Here's his combo list...~~

<6>(BBBB or f+BABB)Y, BBBBY, u+B >> If you can't figure this out, go shoot yourself. see combo #3 in normal sasuke. And if you still can't figure it out, save the bullet and go play the game.

<7>b+BB,grab,BBBBY, u+B >> Ditto. Except, see #4, or use the game as a really small frisbee

<8>BBBYY, BBBY, jump X >> If performed correctly, you can get up 20+ hits with this alone. Yay.

<9> BBBA, Jump X >> Really simple combo right? Well it is, but again, the timing is important, as well as the jump height. Yes, it really works! Be careful not to activate X before you jump.

<10>f+BABA, (d+BB) [OR jump X VERY QUICKLY]

Use this at the risk of your own chakra! It is by no means difficult to do, but the timing has to be spot on, and the jump has to be very low for maximum effect. Guaranteed to make your opponents jaw drop. If you try to use the d+BB, chances are the air-katon will miss entirely. Sorry, but because of how much I love this combo, I had to include it.

<11> --BBBBBB, b+X, BBX--

Explanation:1st string- 4th hit launches, 7th hit sends the opponent flying
2nd string- deactivates sharingan 3rd string-
You need to run under the opponent and deliver this to end in Shi-Shi Rendan (Lion Combo)

Approximately 13 hits possible
: 75% health on an average defense

This combo is best used/performed after evading/punishing a failed super attack (i.e. - 0% chakra, or as little as possible, worst case scenario is the opponent may KnJ out of BBX, for this, monitor the opponents chakra or simply attempt X if the opponent has close to 75% Chakra).

However, after running to deliver the 3rd string, you can either choose to start another combo (at your own risk, or attempt u+B, an decent way to end a combo w/out losing chakra. Opponents cannot KnJ out of this. This combo is really easy to get out of, but really damaging when it hits... I can't remember Exactly how many B's are in the first part, but it's basically His entire B-string while Sharingan is active.

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USEFUL INFORMATION (BUT NOT IN REAL LIFE) [THE BACK+B SECTION]

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Back+B with all characters, except Curse Seal 2 Sasuke, when executed, performs an attack that has auto-guard properties. This means that if/when you are blocking and your opponent is attacking you, you can perform an attack without dropping your guard. This move is very useful, and can be used to interrupt your opponents attack, and, depending on your character, can be used to turn the flow of battle. This move is useful, because it can put off an opponent who attacks frequently, and preserve your shield at the same time. It can also save you from major damage in sticky situations. Please note that while performing a b+B, your shield is still active, and still absorbs damage. There are other moves that have auto-guard properties, but these are character specific (Kabuto has a bunch of them, and I THINK Sasuke's u+B does as well, I'm not 100% on that.)

>>His b+BBB combo is marginally safe only in the first 2 hits; his third hit can be severely punished on block, the last B can be sidestepped and punished. There's enough delay for the opponent to drop in a string. If this happens, wise up and stop after the second B! There's enough time for you to attempt a grab manœuvre. It is not advisable to attempt to b+B some characters unless you know how their strings/combos operate. This applies to all characters generally, as it is unwise to use a b+B attack at just any point in a combo. This may also be subject to severe punishment. Also, because the last B turns him around, it can be punished. However, it also causes the opponent to be pushed back, but even this reason doesn't justify finishing the combo if blocked.

>>Not all hits/attacks can be b+B'd, due to the length (in time) of the attack, or the speed of the hits. (Example : Kisame's f+A attack. I have only seen 1 instance in which this attack was countered w/ b+B, and I can't remember who it was that did it. However quick this attack is then, it still can be avoided, at the cost of some chip-damage, which is significantly less than actually taking the attack at the cost of health and chakra, so don't try it!! If the timing is right though, it is possible to b+B Sakon/Yukon's Rashoumon, Neji's Daikaiten, and Kimimaro's Sawarabi no Mai. NOTE : Seriously, don't try to b+B Temari's jump X and expect to not get hit. She releases 2 HUGE whirlwinds. You can get through the first one but you will definitely feel the 2nd. I'd like to hear from anyone who disproves this please. Just walk back or sidestep madly!

>>You can't talk about b+B attacks wiouthout mentioning Yamanaka Ino! She has THE fastest b+B in the NGNT! Series. Do not attempt to combo her while blocking, unless you are using a relatively quick character, who can destroy her pitiful block-shield.

>>Unless you're a higher level player, or have studied string operations on different characters, i advise you to wait until the opponent is finished attacking your kisame. He has the highest defense and it while take a while for his shield to break. as aforementioned, its a last ditch attempt for him, UNADVISABLE to be used against charcaters with 7+ hits per STRING. (Damn you, Hinata, I hope you go blind!)

>> Curse Seal Level 2 Sasuke does not have a conventional b+B. Instead, he has a teleport drop kick (u+A sharingan sasuke) but unlike sharingan sasuke, he can chain this attack to other combos, etc. (Think about [b+B, BBX]...yeah, thats pretty nice, considering he got raped by Orochimaru...). This works because the hit causes the opponent to bounce, like a normal character's jump B. CS2 Sasuke's jump B is that gay flying tackle attack.

>> Rock Lee and Gai also have special b+B attacks. New in NGNT!4, Both of these guys can actually charge their b+B attack. If it is charged, it breaks the opponents shield on block in one hit. That's something the Sharingan missed.

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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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MY ARSENAL (IT AIN'T PERFECT!)
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Some unusual stuff can be used in unexpected places, and can save your skin in some bad situation, so you shouldn't knock it till you've tried it. I'll list these unexpected but useful actions here..I warn you, try them at your own risk.

>>Run away from an enemy with your back towards them, then attempt a teleport attack, which can either be b+A(smoky tele-kick) or u+A(speedy tele-kick). This is a little tricky, as the direction you are facing is interpreted as forward in the game. (I.E- FORWARD IS BACK AND BACK IS FORWARD).

>>u+B - I call it the Corbeau Renge (The Vulture Lotus)...

Although Corbeau isnt a japanese word, you get the idea. Wow..a great move to end a combo, and does QUITE a bit of damage to boot. The C-R is an attacking throw that (obviously) is executed in real time and shifts into a cutscene. Known to stop the awkwardly placed super, C-R CAN pick up an enemy when Sasuke's back is facing the opponent. This phenomenon has something to do with hit-boxes, so its out of the scope of my knowledge, sorry.

>>Delays - another great tactic that succeeds in being unpredictable some times, and fun all the time. It never gets old seeing the look on your opponents face when they think your done attacking, and as soon as they drop their guard

to launch an attack, they're greeted by the continuation of your combo...**sigh**
Anyway, what you're really doing here is just slowing sown the rate at which
you hammer the control. Instead of spitting out string after string, try
pressing BB, then after about a heartbeat, finish the combo. The delay between
individual hits is usually different, as is the delays for different characters.
Love that Ten-Ten...

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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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Azu Ali, for helping with the combo lists, practicing,
and other help concerning string operations
Rishi Khan, for being a training dummy that fights back
Sadesh, 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!

INCOMPLETE

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