

# Naruto: Gekitou Ninja Taisen! 3 (Import) Mid-String Delay Guide

by Mailorder

Updated to v0.95 on Mar 15, 2006

-----  
Naruto: Gekitou Ninja Taisen! 3: Mid-string Delay

Written By: David Hsu

Version 0.47  
-----

\*-----\*

\* Updates \*

\*-----\*

01/28/06 (0.955)

Took out the GNT3 AIM chat room info, since no one goes there anymore. Head to WillVolution.com for all of your GNT needs!

05/31/05 (0.95)

After three months, I still have not formatted any mid-string delays for the other characters that Chris sent. I did Mizuki and Iruka, but that was it. Chris recently formatted his delays himself and posted them on Willvolution, so now I can simply copy and paste it in here : p He's using new abbreviations, but it's not really new. Most people who talk Naruto strategy use it all the time. It's easy to figure out, but I've copied and pasted it, in case anything's unclear.

Added are Kankurou, Temari, Tsunade, Sandaime, Sakura, Zabuzza, Shino, Tenten, Kiba, Ino, Kakashi, Gai and Rock Lee. Thanks, Chris! This guide couldn't have been completed without your work!

04/19/05 (0.475)

Minor changes, and some extra Orochimaru info provided by Blitz.

03/11/05 (0.47)

I'm so lazy! I finally finished Anko's section! Not that anyone should have a problem fighting against her, but it's here anyway : )

02/20/05 (0.43)

Good buddy Chris in Japan got the delays for the following characters: Anko, Mizuki, Iruka, Kankurou, Temari, Tsunade, Sandaime, Sakura, Zabuzza. Unfortunately, I've only finished formatting Mizuki and Iruka. Through good time, I will complete the rest. Remember, all credit goes to him for findin' this!

02/03/05 (0.33)

Revamped Itachi, Naruto and Orochimaru's section. Add Neji to the character list. Changed "How do I use this Guide?" section to "FAQ". Added to the "FAQ" section.

02/01/05 (0.29)

Added Jiraiya, Gaara and Haku to the character list. Minor changes to Back+B section. Added more to the "How do I use this Guide?" section. Edited the Mid-String Delay Options section. Added boring legal stuff to the Boring Legal Stuff section.

01/28/05 (0.195)

Minor format change, changed the "How do I use this Guide?" section.

01/27/05 (0.19)

First update! Only have a few characters so far, but I was encouraged to post what I have and just update along the way. Hope I finish this guide someday!

\*-----\*  
\* 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>  
<https://www.neoseeker.com>

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

This may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

Copyright 2005 David Hsu

-----  
\*-----\*  
\* 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 for chat : )

AIM: Circle Mailorder  
comeshot@gmail.com

Check out the AIM Chat Room: GNT3. It used to be filled, but it's pretty much always empty now : p Worth a shot to check, though!

-----

\*-----\*

\* Table of Contents \*

\*-----\*

- Boring Legal Stuff
- Contact Information
- Table of Contents
- Author's Rant
- FAQ
- Mid-string Delay Options
- Characters:

Anko  
Chouji  
Gaara  
Gai/Rock Lee  
Haku  
Hinata  
Ino  
Iruka  
Itachi  
Jiraiya  
Kakashi  
Kankurou  
Kiba  
Mizuki  
Naruto  
Neji  
Orochimaru  
Sakura  
Sandaime  
Sasuke  
Shikamaru  
Shino  
Temari

Tenten  
Tsunade  
Zabuza

- Credits

-----  
\*-----\*  
\* Author's Rant \*  
\*-----\*

-----  
So far, GNT3 is a safe string contest. Each character uses strings that do not leave them vulnerable if completely blocked. What people do not notice, is that there is mid-string delay even in safe strings. In-between strings, you will find tiny gaps where they can be interrupted.

If these mid-string delays are studied and capitalized upon, then you will find GNT3 to be a very different game. GNT3 may become a jabbing contest, where the only safe string for some characters may very well be BB.

-----  
\*-----\*  
\* FAQ \*  
\*-----\*

-----  
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 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.

---

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 29 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 : )

-----

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

### Sidestep

-----

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 avoid 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 situations, 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.

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, Back+B string
- 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 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 him, don't worry too much about it.

-----

\*-----\*

\* 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.

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+B's can stop this, but the timing must be on.

Haku players will use BBBB 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 BBBB 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+B's.

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, and the only gap can only be taken advantage of by characters with a fast Back+B.

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.

-----

\*-----\*  
\* Kakashi \*  
\*-----\*

\*-----\*

1st set:

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.

3rd set:

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.

3rd set:

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.

4th set:

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.

5th set:

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.

1st set:

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.

3rd set:

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.

4th set:

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 \*  
\*-----\*

1st set:

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.

2nd set:

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.

3rd set

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

4th set:

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.

5th.set:

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 \*  
\*-----\*

1st set:

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.

2nd set:

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.

3rd set:

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.

4th set:

- 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.

5th set:

- 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.

-----

\*-----\*

\* 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 BBAA 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!

-----

\*-----\*  
\* Sakura \*  
\*-----\*

1st set:

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.

2nd set:

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.

3rd set:

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.)

4th set:

1. u.B=B
2. u.B=A

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

5th set:

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.

6th set:

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 \*  
\*-----\*

1st set:

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.

2nd set:

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.

3rd set:

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

4th set:

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.

5th set:

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.

6th set:

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.

\*-----\*

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. Unfortunately, if you sidestep into the direction of his kick, your chances of successfully 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
- 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 Sasuke's attack.. then misses.

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, the 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 \*

\*-----\*

1st set:

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.

2nd set:

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.

3rd set:

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.

4th set:

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.

5th set

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.

6th set:

1. dash B=B
2. dash BA

1. ss or b.B after the first B.

2. This is safe I think.

-----  
\*-----\*  
\* Temari \*  
\*-----\*

1st set:

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

2nd set:

1. f.B=B
2. f.B=A=A=A

1. ss after first B
2. ss after first B or b.B

3rd set:

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.

4th set:

1. u.B=B
2. u.B=A

1-2. ss after u.B and punish

5th set:

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.

6th set:

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 \*  
\*-----\*

1st set:

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.

2nd set:

1. f.BB=B
2. f.BB=A

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

3rd set:

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

4th set

1. u.B=B
2. u.B=A

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

5th set:

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.

6th set:

1. j.A=A=A=A
2. Charged A=A=A=A

ss and punish when she lands.

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

1st set:

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.

2nd set:

- 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.

3rd set:

- 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.

4th set:

- 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.

5th set:

- 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

-----\*

\* Zabuzza \*

-----\*

1st set:

- 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.

2nd set:

1. BB=AA=A
2. BB=AA=B
3. B=A

1-3. b.B the first A

3rd set:

1. A=AA=A
2. A=AA=B

b.B the spin slash.

4th set:

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.

5th set:

1. f.B~B
2. f.B=A=AA=A
3. f.B=A=AA=B

1. b.B the last B.

6th set:

1. b.B-B~B
2. b.B-B=A=AA=A
3. b.B-B=A=AA=B

Nothing new...

7th set:

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

8th set:

1. u.B=A=A
2. u.B=A=B

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

9th set:

1. f.A=AA=A
2. f.A=AA=B

-----

\*-----\*  
\* Credits \*  
\*-----\*

There's a lot of stuff in this FAQ, a lot that I either couldn't have figured out without help, or stuff that I didn't even figure out. So of course, we end the FAQ with my thanks.

BrandoSerge:

-----

BrandoSerge is a genius at analyzing GNT3! Reading his statistics on the game made me open my eyes a bit more. It allowed me to watch the engine of the game closer and realize the greater importance of mid-string delay. BrandoSerge also reviewed this guide when it was in the early stages, gave me tips on how to construct it properly. He's also helped me with character-specific strategies. If all this isn't enough, I'd like to thank him for sharing videos with me (GNT3 and Full Metal Alchemist: Dream Carnival) and overall for being a really cool guy.

Chris:

-----

I was downloadin' music one day, when Gasaraki hit me up online and directed me to a post on GameFAQs. A guy in Japan named "Chris" released some hardcore info including Kankurou's invisibility glitch with Karasu and wanted to reveal more to Gasaraki and I, as long as we provided an email address. Gasaraki and I continue to keep in touch with him. Japan plays this game, and they play it extraordinarily well.

I can't really explain how much work Chris has done. After I got really lazy and stopped updating this guide, he came around with the rest of the delays. This guy basically finished it. I know I can't take credit for it, kudos to Chris!

Gasaraki:

-----

Met Gasaraki at Shishi-Rendan. Learned about Sasuke's Down+X cancel from his posts there. I began discussion on mid-string delay in which no one seemed to be interested in at the time, but Gasaraki provided very insightful responses. He's also posted a number of things at SRK that I've found useful. I also met with Gasaraki and his buddies to play GNT3. It was there that I knew for certain, I had much to learn.

Gen:

----

Gen wrote an excellent guide. I was originally hesitant on whether I should turn my mid-string delay notes into a guide, but reading Gen's guide inspired me. Gen encouraged me more when he read a rough draft of the guide and gave me a thumbs-up. Gen is also another poster at SRK that posts hot stuff on GNT3.

Rockman:

-----

I've barely talked to this guy, but his site is what fueled my interest in GNT3



and convinced me to buy the game. Its forums feature NH2 and GNT3, but it seems to be more well-known for its NH2 material. Even so, the forums here is where I began my GNT3 career. The site went down for a few months, but it seems to have been revived by other NH fans teaming up with Rockman. Since NH is the real focus now, there's no longer any GNT content. Even so, this is probably THE site (or the only site) for NH discussion, so check it out:  
<http://www.shishi-rendan.com>

WiLL:

-----

WiLL completely converted his site to GNT3. Any addition to the GNT3 community is a good one, let's make this game big! Forums and videos are available. Check it out at: <http://www.willvolution.com>

-----

This document is copyright Mailorder and hosted by VGM with permission.