

From: deuce@scsn.net (Deuce)  
Newsgroups: rec.games.video.arcade  
Subject: [SS4] TAPFAQ, v3.0  
Date: Fri, 17 Jan 97 05:33:42 GMT

# TAPFAQ

## SAMURAI SHODOWN IV AMAKUSA'S REVENGE

TAPFAQ version 4.0 March 5th, 2003

SAMURAI SHODOWN IV: AMAKUSA'S REVENGE  
378 MEGA SHOCK  
TAPFAQ

By Deuce ([deuce@scsn.net](mailto:deuce@scsn.net))  
PDF Version by Lee ([ss4@dlread.com](mailto:ss4@dlread.com))

### Thanks To

**SNK** (<http://www.neogeo.co.jp>, <http://www.neogeo-usa.com>)  
For giving us yet another unique and kickass game!

**Kotani Harumi** For sending me a movelist and the translated storyline, as well as giving me the proper, simplified boss code!

**Shawn Holmes** ([shawnh@medusa.csn.net](mailto:shawnh@medusa.csn.net)) For the original TAPFAQ format. Plagiarism makes the world go round. :)

**John Beppu** ([beppu@ea.oac.uci.edu](mailto:beppu@ea.oac.uci.edu)) Lots of initial playtest information

**Spencer Olson** ([torgo@io.com](mailto:torgo@io.com)) For info on the time limit, characters and Finishing Moves

**Ron Griffith** ([srcec@westminster.ac.uk](mailto:srcec@westminster.ac.uk)) For a few endings and some other neat stuff

**TuxKamen** ([jqassar@ucsd.edu](mailto:jqassar@ucsd.edu)) For Honourable Death listings, the nifty ASCII map, detailed stage descriptions, tons of character quotes, and every single move description you see here! Also, lots of move description "tweaking" for version 2.0. What a NeoFreak. ;)

**Brian Mao** ([perseus@uclink4.berkeley.edu](mailto:perseus@uclink4.berkeley.edu)) For the first bug report!

**Ashura** ([ylee9@gl.umbc.edu](mailto:ylee9@gl.umbc.edu)) For confirming the conditions on Poppy's "Strike Heads"

**Donny Chan** ([crs1219@inforamp.net](mailto:crs1219@inforamp.net)) For lots of character quotes, and Galford's ending

**Sie Kensou** ([kensou@ix.netcom.com](mailto:kensou@ix.netcom.com)) For Charlotte's ending

**Mark Zutkoff** ([mzutkoff@ix.netcom.com](mailto:mzutkoff@ix.netcom.com)) For complete transcriptions of all endings, and the ASCII art for the SS4 logo! Many thanks!

**Shidoshi Naga** ([shidoshi@west.net](mailto:shidoshi@west.net)) For the blood code!

**Geese Howie** ([hc198@columbia.edu](mailto:hc198@columbia.edu)) For figuring out how to call up the No Contests!

**Jason D. Franks** ([jf6449@csc.albany.edu](mailto:jf6449@csc.albany.edu)) For various "goodies."

**Madman** ([Crimes@leonardo.net](mailto:Crimes@leonardo.net)) For the boss code!

**Peter Williamson** ([baldmann@connexus.apana.org.au](mailto:baldmann@connexus.apana.org.au)) For all his research into the intricacies of the CD combos!

**Flea** ([100125.2055@CompuServe.COM](mailto:100125.2055@CompuServe.COM)) For various minor corrections.

**The Neo\*Geo Mailing List** ([neogeo@dhp.com](mailto:neogeo@dhp.com)) For lots of miscellaneous information!

|  |           |
|--|-----------|
| <b>1. How many versions of the TAPFAQ are there?</b> .....                     | <b>3</b>  |
| <b>2. What's the game about?</b> .....   | <b>3</b>  |
| <b>3. What rumours abound about this game?</b> .....                           | <b>4</b>  |
| <b>4. Who's new to SS4?</b> .....  | <b>4</b>  |
| <b>5. Who is returning?</b> .....  | <b>4</b>  |
| <b>6. Which characters didn't make this game?</b> .....                        | <b>4</b>  |
| <b>8. How is the control of the players different in SS4?</b> .....            | <b>5</b>  |
| <b>9. Any other new stuff I should know about?</b> .....                       | <b>6</b>  |
| <b>10. How do I play as the boss?</b> .....                                    | <b>6</b>  |
| <b>11. What's the blood code?</b> .....  | <b>6</b>  |
| <b>12. Is Kuroko still in SS4?</b> .....                                       | <b>6</b>  |
| <b>13. What are the controls like in SS4?</b> .....                            | <b>7</b>  |
| <b>14. What are the special moves for all the characters?</b> .....            | <b>8</b>  |
| Tam Tam .....  | 9         |
| Kazama Sogetsu .....   | 11        |
| Amakusa Shiro Tokisada .....   | 13        |
| Kazama Kazuki .....  | 15        |
| Charlotte.....   | 17        |
| Nakoruru.....  | 19        |
| Kibagami Genjuro .....   | 21        |
| Haohmaru .....   | 23        |
| Rimururu.....  | 25        |
| Kafuin Gaira .....   | 27        |
| Tachibana Ukyo.....  | 29        |
| Galford .....  | 31        |
| Hisame Shizumaru .....   | 33        |
| Senryo Kyoshiro .....  | 35        |
| Hattori Hanzo .....  | 37        |
| Yagyu Jubei .....  | 39        |
| Kubikiri Basara .....  | 41        |
| <b>15. How do the CD combos work?</b> .....                                    | <b>43</b> |
| <b>16. What do the background stages look like?</b> .....                      | <b>44</b> |
| <b>17. Are the endings transcribed here?</b> .....                             | <b>45</b> |
| <b>18. Are there any "goodies" in the game?</b> .....                          | <b>48</b> |
| <b>19. How about bug reports?</b> .....  | <b>48</b> |
| <b>20. Who can I get in touch with to discuss my favorite character?</b> ..... | <b>48</b> |
| <b>21. I have more info on SS4 than what is here. Can I submit it?</b> .....   | <b>48</b> |

## 1. How many versions of the TAPFAQ are there?

- 0.50 05-Nov-1996 Complete (?) movelist, details of new aspects of game engine, still need lots of information!
- 0.75 06-Nov-1996 Reformatted all special moves with joystick diagrams, added two endings and a few other bits of information. Oh yeah, and lots of spelling corrections.
- 0.80 09-Nov-1996 Filled in details on Rage Explosion moves. ASCII map of the "world" added, along with stage descriptions. Descriptions of Honourable Death moves for all characters listed. Added translated "purpose statements" from the SNK Japan web page for all characters.
- 1.0 14-Nov-1996 Added in a complete set of move descriptions, thanks to TuxKamen! Anyone got victory quotes/poses?
- 1.5 07-Dec-1996 Corrected some move info on Galford, added in all the quotes, a bug report...and rumours!
- 2.0 11-Dec-1996 Added in complete ending transcriptions for all characters (many thanks to Mark Zutkoff!), and a royal ton of touchups to the move descriptions for several characters (thanks again to TuxKamen).
- 2.5 01-Jan-1997 I now own the game on cart! Added a list of character poses and taunts, courtesy of yours truly. It's not complete yet, but it will be in the next version. Also added the blood code (for the home versions), courtesy of Shidoshi Naga, and the proper conditions for the No Contest moves, thanks to Geese Howie. In addition, Kuroko has been spotted, along with various others things, which have been added to the new "Goodies" section. And last but not least, the boss code has been found! It won't work in the arcade though.
- 3.0 16-Jan-1997 Finished up the list of character poses, added in the section on CD combos, and the nice ASCII art, courtesy of Mark Zutkoff! Also made some touchups to the move lists, for clarification, and a modification to the boss code. This will probably be the last major update for awhile, unless something big comes up. Send me what you've got!
- 4.0 - 05-Mar-2003 Really just 3.0 reformatted to PDF format. I would have liked to include Samurai Shodown 4 images but when I asked [www.playmore.co.jp](http://www.playmore.co.jp), they replied "Sorry, but no".

## 2. What's the game about?

Early 1789... the disaster which had happened all over the world was over. "He" had been ruined by a samurai. But people still suffered from various disasters like damage from cold weather, floods, fires, famines, and so on.

Then, in autumn in Tenmei 8 (1789)...

Shimabara in Hizen was struck by a lightning storm. Shimabara and the surrounding area were totally changed since the day when the roaring sounds of the thunderbolt shook the sky. Then the castle Shimabara, which lay in the center of the area, was becoming more and more sinister day by day and the tragic changes and disasters continued to spread.

A rumour spread among the people that "his" gospel had responded to the curses of vengeful ghosts, and so they called this castle "Amakusa-Jo" and prayed for relief from their fears.

It was "he", Amakusa Shiro Tokisada, who was the owner of the evil castle. He had been killed by the army of the government and rose from the evil world after 150 years, filled with hatred and lust for conquest. His aim was to conquer the world and build his Utopia.

Amakusa Shiro Tokisada resurrected the soul of Minazuki Zankuro, which had lain in the evil world. His reason for this was to acquire more power for the sake of building the professed Utopia, but he was unable to control

Zankuro, who reawoke with far more power than anticipated. Amakusa was forced to contain Zankuro in the evil world with magical wards temporarily.

Amakusa consumed the souls of the people to control the power possessed by Zankuro in order to reclaim the power he once held. This act caused a wave of evil to emanate from the castle, which would cover not only Shimabara, but the entire world.

And the world would soon be plunged into chaos once more...

### 3. What rumours abound about this game?

There's the perennial Kuroko rumour, who may or may not be in the game, in his nifty SS2 form, or his watered-down SS3 form. In any case, he does not show up during the course of a normal game, except for a cameo in Gaira's ending.

The biggest rumour currently is that of a "Drunk" Haohmaru, as opposed to Bust or Slash. Evidently, he holds his sake bottle instead of his sword, and has a new set of moves! More to come as this is tested.

### 4. Who's new to SS4?

**Kazama Kazuki** One of the two brothers who make their way into the SS storyline. His attacks are based around the element of fire. He has abandoned his ninja clan, to find his sister (who is the girl floating in Amakusa's background). He is being hunted by his brother.

**Kazama Sogetsu** Brother to Kazuki, and extremely proficient in controlling the element of water. Ninjas are prohibited from leaving their clan, for the sake of keeping their secrets. If a ninja violates this law, as Kazuki did, he is dubbed "Nukenin," a renegade. The clan must then choose the "Oinin," who is essentially an assassin with the very specific task of killing the Nukenin. This is the task which Sogetsu must complete before he can return home.

**Yagyu Jubei** The only samurai proper in the game makes his return in full force.

**Charlotte** The French fencer from the first two games.

**Tam Tam** To much acclaim, the scimitar-wielding masked man returns.

### 5. Who is returning?

Returning to the fight this time are Haohmaru, Kibagami Genjuro, Kubikiri Basara, Galford, Senryo Kyoshiro, Tachibana Ukyo, Hattori Hanzo, Nakoruru, Rimururu, Amakusa Shiro Tokisada, Kafuin Gaira, Hisame Shizumaru, and Minazuki Zankuro. In other words, all of the SS3 cast.

### 6. Which characters didn't make this game?

Cham Cham, Caffeine Nicotine, Neinhalt Sieger, Wan-Fu, Gen-An, and Earthquake are still missing in action.

### 7. What new options are in the SS4 game?

Options galore...Samurai Shodown IV retains most of the options that players from SS3 will be familiar with...

**Slash/Bust** The "split personality" is still in effect. Players may choose from "Slash" (Shura), which denotes an ancient Japanese war god, or "Bust" (Rasetsu), which is a Japanese demon. This does not translate to "good" and "evil," or even "Chivalry" and "Treachery," contrary to the oddly-translated game manual. Each form has different attacks, and effectively doubles the cast of playable characters from 17 to 34.

**Level Select** The same "Grade" select is still available. By selecting "Beginner Grade," you are given the ability to do an automatic 4-hit knockdown combo by pressing **ⓄⓄ**, and the ability to do your POW special instantly by pressing **ⓄⓄⓄⓄ**. You cannot follow up the **ⓄⓄ** attack with a chain combo, like the other grades, and your POW meter charges more slowly. Also, you cannot use the "Rage Explosion" in the Beginner grade. In "Medium Grade," your POW meter will charge up normally. "Upper Grade" offers something unique: a faster character and the complete inability to block! Your POW meter is *not* always full though, which was not the case in SS3.

## 8. How is the control of the players different in SS4?

Play was radically altered in the transition from SS2 to 3, but the control scheme is mostly the same as in SS3, with a few exceptions.

**Air Blocking** Air blocking, which many players decried in SS3, has been removed.

**CD Combo** After pressing **CC**, it sets you up to utilize a really nasty chain combo on your opponent, which requires specific buttons to be pressed in specific orders. At Beginner Grade, this combo is automatically limited to four hits and knocks down, but Medium and Upper grade players can follow it up with many more moves and specials for maximum damage! Also, if you can complete the maximum 14-hit **CC** combo, your POW meter is automatically maxed out as a reward!

**Life Restoration** Every character now has the ability to restore a small amount of life whenever he/she is knocked down now! This completely replaces the meat which used to be thrown into the fighting area. Also, bombs are gone completely!

**Costume Change** Every character now has four different colours to choose from. When you are choosing Slash or Bust, press **A** or **B** for a different color.

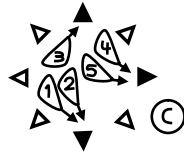
**POW Charge** It is no longer possible to manually charge up your POW meter.

**Rage Explosion** By pressing **ABC**, your POW meter is replaced by a "Rage Meter." The Rage meter you get is influenced mostly by how much damage you have taken in the current round, and also by how much POW you have built up. The actual explosion apparently does no damage, but is unblockable. If you don't hit your opponent, they can smack a hit on you before you regain control. So long as your meter remains, you are considered to be POWed up, with regard to super/POW moves. If this is done, you will have no POW Meter in the following round, assuming the match lasts that long.

**Combination Slash** After performing the "Rage Explosion" shown above, you can press **ABC** to perform a "Combination Slash." This drains a bit of your Rage Meter (not the POW Meter), and can be used up to four times. If this connects, it may be followed up with any special move.

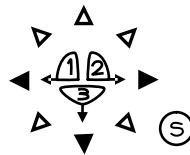
**Deadly Single Stroke** After performing the "Rage Explosion," pressing **CCC** will cause your character to go into one super-powerful slash, which will drain your opponent's lifebar(s) dramatically. The amount of damage is inversely proportional to how much life you have left. If you are near death and land this move, it will do *much* more damage than if you land it with a nearly full lifebar. This can only be used once.

**"No Contest" Moves** Samurai Shodown IV now has "No Contest Moves," better known as "Fatalities" to the Mortal Kombat crowd. All are done with the same joystick motion, and have various effects, depending on the character you are



using. There will be no No Contest when fighting Nakoruru, Rimururu, CPU Amakusa, CPU Zankuro or the last CPU enemy. The motion for these moves is uniform, and will appear on the screen when you are eligible to do them. It was originally thought to be random, but that is no longer the case. To make the "No Contest" available, your opponent must be on the ground at the final blow, and the hit must make him/her lean forward (as opposed to knocking down or leaning back). The motion will show up onscreen, beneath the timer, and you can perform it then. It must be performed while the motion display is onscreen.

**"Honourable Death"** One of the basic commands is now the ability to automatically kill yourself, forfeiting the match to your opponent. The upside of this is that the next round, assuming there IS a next round, you will start with full POW.



**POW Meter Power Up** Some specials do extra damage (and tick for more block damage) when you are POWed up!

**Self-Disarming Taunts** All characters now have the ability to throw away their weapons and taunt the opponent by pressing **S** three times rapidly.

**Dodging** If a good distance from your opponent, you can dodge an attack by pressing **AB**.

**Sideswitch** If close to your opponent, pressing **AB** will make your character step to the side, and behind your opponent. It is slower than it was in SS3, though.

**Guard Crush** You can now grab your opponent, and throw him/her off balance, to follow up with another attack. This still takes the place of normal throws, unfortunately.

**Hop Crush** If your opponent is crouching in defense, you can perform a Hop crush, a quick move that MUST be blocked high.

**Catch Throw** Same as the previous SS's...while weaponless, you can catch your opponent's weapon, and throw them. But in SS4, just like in SS3, you can do it even WITH your weapon in hand, but you will not throw the opponent, simply stun him/her for a split second.

## 9. Any other new stuff I should know about?

- a) Shared Backgrounds: Instead of each character having individual backgrounds, there are several backgrounds which are shared by all characters. Each one shows a progression of being closer to Amakusa's castle, so this is for the sake of plot (and probably memory).
- b) Pre-determined CPU Opponents: Depending on the character you choose, you will face a specific set of computer opponents, in a certain order. This seems to be the case, but requires verification. Each character has a short conversation with a certain other character at the beginning, and will meet up again with that character at the end. Here is the list of who meets whom, in no particular order:

| <b>If you play...</b> | <b>You'll meet up with...</b> |
|-----------------------|-------------------------------|
| Tam Tam               | Galford                       |
| Galford               | Tam Tam                       |
| Hanzo                 | Jubei                         |
| Jubei                 | Hanzo                         |
| Sogetsu               | Kazuki                        |
| Kazuki                | Sogetsu                       |
| Genjuro               | Haohmaru                      |
| Haohmaru              | Genjuro                       |
| Charlotte             | Haohmaru                      |
| Amakusa               | Hanzo                         |
| Kyoshiro              | Ukyo                          |
| Ukyo                  | Kyoshiro                      |
| Basara                | Gaira                         |
| Gaira                 | Basara                        |
| Shizumaru             | Haohmaru                      |
| Nakoruru              | Genjuro                       |
| Rimururu              | Genjuro                       |

- c) The Time Limit: Perhaps the strangest new aspect of SS4 is that, in a vs. CPU game, each character is given a specific amount of time in which he/she must reach Amakusa's castle, in order to fight Amakusa, or else the person who spoke to the character before will be the "boss."
- d) Double Lifebars: In a similar fashion to Real Bout Fatal Fury, all characters now have two lifebars per round, so fights tend to last longer than in SS3, where they were grievously short.

## 10. How do I play as the boss?

The boss code is here! Unfortunately, it won't work in the arcade. It's only for the Neo\*Geo CD version. It's quite simple. In order to pick Zankuro, start a two-player game. Hold down **Ⓧ** and press **Ⓐ**. (Not **ⓍⓍⓍ** as was previously believed.) Voila. You can now play as Zankuro!

If you have the game on cart, and a MAS-modified cart system, you can still get it to work. Before selecting your character, go to the game debug dip settings screen, and turn dip 2-8 on. Then input the code. And there you go! On the cart, this can be done in one-player mode as well, but you will not receive any dialogue, and the only CPU opponent you will face will be Haohmaru.

## 11. What's the blood code?

We got it, thanks to Shidoshi Naga! Here it is!

At the title screen, hold down **Ⓧ** and highlight "Options." Press **Ⓐ** to enter the options screen. While still holding **Ⓧ**, move the cursor to "Exit," press **ⓍⓍⓍ** take a few tries.

## 12. Is Kuroko still in SS4?

He has been spotted, in only ONE place. In Gaira's ending, when Gaira is about to attack Nicotine, Kuroko appears, flags to the ground like when starting a match in SS1 and 2. It's just for a split second, so you have to be quick to catch him.

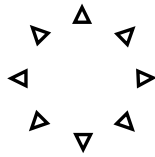
### 13. What are the controls like in SS4?

If you thought it was complex in SS3, get ready to practice. Here's the list of basic controller motions and button-press commands.

#### Buttons

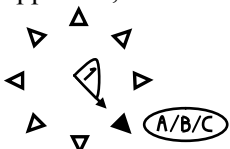
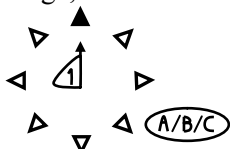
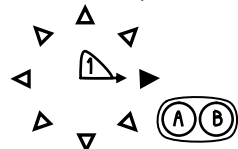
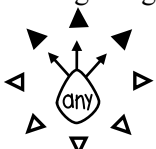
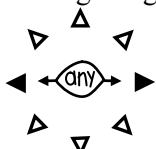
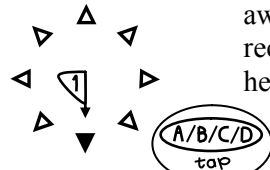
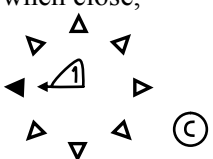
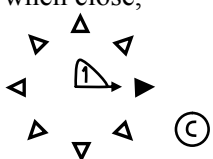
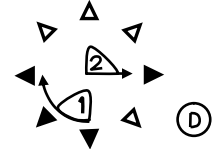
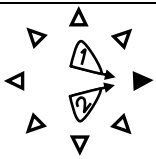
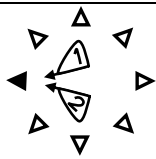
- (A) Weak Slash
- (B) Medium Slash
- (C) Strong Slash
- (D) Kick
- (S) Start
- (A/B/C/D) (A) or (B) or (C) or (D)
- (A)(B)(C) (A) and (B) and (C) together

#### Joystick

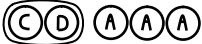


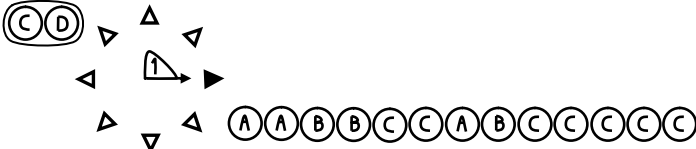
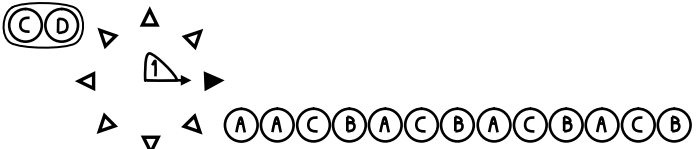


SS4 uses an 8-directional joystick. All of the moves listed below are shown as if your character is facing right. For when you are facing left, reverse the left and right directions.



#### Basic Moves

| Command   | Result                           | Command   | Result  | Command  | Result  |
|---|----------------------------------|---|---|--|---|
| when far,<br>(A)(B)   | Dodge                            | (A)(B)(C)<br>Followed by:<br>(A)(B)(C)<br>Or by:<br>(B)(C)(D)   | Rage Explosion<br><br>Combination slash<br><br>Deadly single stroke | close to weapon,<br>(A/B)  | Pick up weapon  |
| (B)(C)  | Hop crush (must be high blocked) |   |   |  |   |
| Close to lying opponent,<br> | Pounce Attack (near)             | within defining range,<br> | Pounce Attack (far)   | when close,<br>        | Behind step (move around opponent)  |
| while getting up,<br>        | Quick recovery                   | while getting up,<br>      | Roll away   | while lying down,<br> | Restore life. You can't use roll away or quick recovery after heal life.    |
| when close,<br>              | Pulling guard crush              | when close,<br>            | Pushing guard crush   |                       | With weapon: block stuns opponent   |
|                              | Forward Dash                     |                            | Hop Back  | (S) x 3  | Without weapon: catches weapon and throw<br><br>Throw away weapon and taunt |

**Combination Moves**




| Command   | Result               |
|---|----------------------|
|  | Combination attack 1 |
|  | Combination attack 2 |
|  | Combination attack 3 |
|  | 14 combination slash |
|  | Inner 14 hit slash   |

**Basic Moves (for Beginner Class only)**

| Command   | Context | Result                       |
|---|---------|------------------------------|
|  |         | Automatic combination attack |
|  |         | POW special                  |

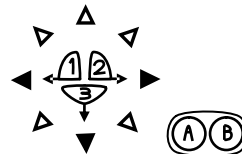
**14. What are the special moves for all the characters?**

**Additional Notation**

-  This move requires your weapon
-  This move becomes more powerful when POW gauge is MAX
-  POW Special

NOTE: For the sake of simplicity and grammatical correctness, the pronoun "he" is always used rather than "he/she."

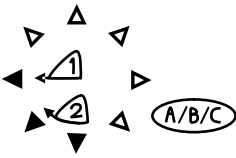
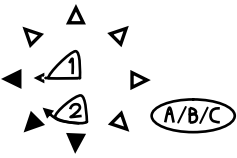
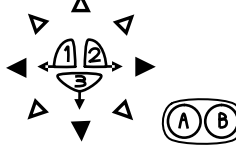
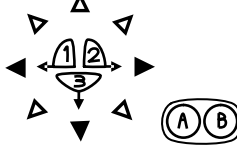
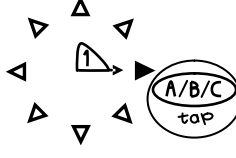
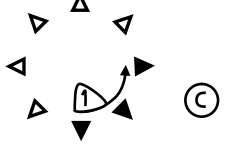
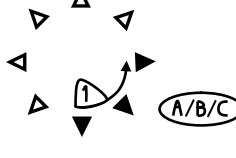
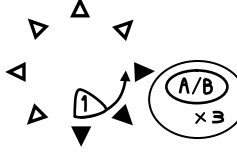
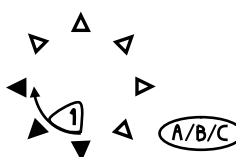
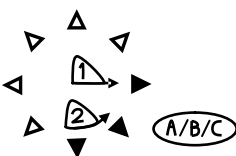
All POW specials for all characters are now performed by:





## Tam Tam

He is told by his chief that the evil god has been resurrected. He once again takes the "Mask," and travels to Japan to do battle once more.

| SLASH   | BUST   |
|---|--|
|  <p><b>Paguna Dios</b> Tam Tam winds up, then spins himself along the ground with both legs extended to knock over the opponent.</p>   |  <p><b>Paguna Dios</b> Tam Tam winds up, then spins himself along the ground with both legs extended to knock over the opponent.</p>   |
|  <p><b>Ahau Tiuwakan</b> Tam Tam inhales, jumps up into the air, and spits down a fireball. When it hits the ground, it explodes into a large, rising jaguar's head.</p>                     |  <p><b>Ahau Tiuwakan</b> Tam Tam inhales, jumps up into the air, and spits down a fireball. When it hits the ground, it explodes into a large, rising jaguar's head.</p>                             |
|  <p><b>Paguna Paguna</b> Tam Tam spins his sword in front of him rapidly. He can move as he spins the weapon, fortunately.</p>   |  <p><b>Gaburu Gaburu</b> Tam Tam pauses, then thrusts his hand out at the enemy. If he catches his opponent, he pulls him to him and savages him with the fangs on his mask.</p>                     |
|  <p><b>Mura Gaburu (high)</b> Tam Tam tosses a skull at about head level. Fortunately, as Tam Tam is taller than most of the other characters, it is safe to just duck the high version.</p> |  <p><b>Mura Mura (high/low)</b> Tam Tam can throw up to three skulls at once with this move; what makes it so versatile is the ability to mix high and low shots (A is head-level, B is ground).</p> |
|  <p><b>Mura Gaburu (low)</b> Tam Tam tosses a skull along the ground. This version should be blocked low.</p>   |  |
|  <p><b>Ahau Gaburu</b> Tam Tam inhales, hops up into the air, and spits down a fireball which explodes into a rising jaguar's head.</p>  |  |

## **Quotes**

Pre-fight "Tam Tam god's warrior. I win big time."  
"I fight for protection of cherished village. That is warrior way!"

## Slash

CPU Win Wooaah! Me god's warrior!  
Vs. Win You know Tam Tam strong!  
No Contest Me take your scalp now.

## Bust

CPU Win Your soul to god Torarokko!  
Vs. Win You one big fool!  
No Contest Hooo ho! I like you!

## **Poses**

### Slash

Pre-fight Waves his arms and howls.  
1st Win Jabs to the left and right, then stands and waves his arms, howling.  
2nd Win Stands and howls.  
Taunt Drops his sword, dances, and wiggles his fingers.

### Bust

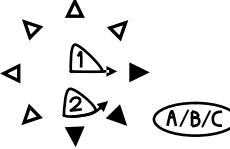
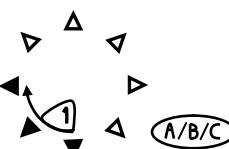
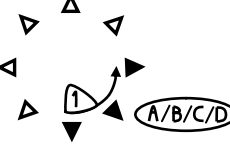
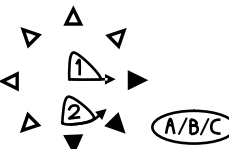
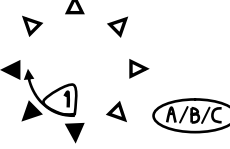
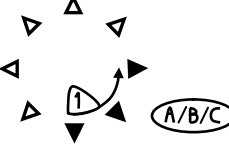
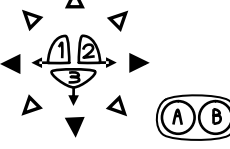
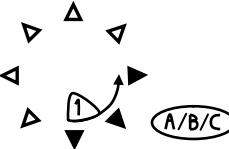
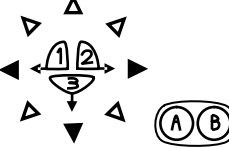
Pre-fight Growls and ties on his "skirt."  
1st Win Does an odd dance, claps, and wiggles his fingers at the opponent, rolling a long "R."  
2nd Win Removes part of his "skirt" and flexes.  
Taunt Drops his sword, dances, and wiggles his fingers.

### General

No Contest Does a Paguna Paguna and slashes off his opponent's upper body.  
Honourable Death He gets sucked into his mask!

## Kazama Sogetsu

After his brother's defection from the clan, Sogetsu is given the duty of Oinin, and must journey out to slay Kazuki..

| SLASH  | BUST   |
|--|--|
|  <p>✦ <b>Gekko (Water Spout)</b><br/>Sogetsu twirls, creating a spout of water which hits for damage. When POWed, hits multiple times.</p>  | <p>in air,</p>  <p><b>ShiZuki (Death Moon)</b> Sogetsu dives forward, grabs the enemy by the head, and flips him away. Hits airborne opponents, but only to knock them to the ground (no throw).</p>   |
|  <p>✦ <b>Fugetsu</b> Sogetsu flings a slow-moving bubble of water, which hangs in the air until he throws another or the bubble is touched or hit. When the enemy is touched, the bubble pops, dousing him and leaving him open for a hit. Hold down the button and move the stick for a small degree of control over its movement.</p> | <p>in air,</p>  <p>✦ <b>EnGetsu</b> Sogetsu forms a large bubble of water around himself. It serves as a brief air defense, and after it finishes, he can jump up again or perform another move. It may only be performed once after leaving the ground.</p> |
|  <p>✦ <b>TsukiGakure</b> Sogetsu collapses into a puddle of water, then reappears. A stays where it is, B moves in front of the enemy, and C moves behind the enemy.</p>  |  <p>✦ <b>GetsurinHa/chi</b> Sogetsu releases one, two, or three spinning blobs of water (total depends on the button that is used.) When POWed, the discs have homing ability, and spin back for a second round of hits.</p>                                 |
|  <p>☉ ✦ <b>Shoha FugetsuZan</b> Sogetsu rushes forward with seven quick standing C slashes, then finishes with his ABC animation (a wall of icy water springing from the ground).</p>  | <p>in air,</p>  <p>✦ <b>GetsurinHa/ku</b> Same as Getsurinha-chi, except he flings them from the air. Same POW homing ability.</p>  |
|  |  <p>☉ ✦ <b>Gessho/SuityuHa</b> Sogetsu does a move <i>very</i> similar to Geese Howard's Razing Storm; he twirls, and geysers of water form up and spin around him for a few seconds.</p>  |

## Quotes

Pre-fight "Well, I really don't feel like losing to a dweeb like your pathetic self!"  
"Hah! With a foe like you, this will really be boring. Have at you, wimp!"

## Slash

CPU Win As weak as I thought!  
Vs. Win Major disappointment, dweeb!  
No Contest Boy, was that boring!

## Bust

CPU Win Betrayal means pain. Sad, huh?  
Vs. Win That's it! I'm disappointed!  
No Contest You just ain't got it!

## Poses

### Slash

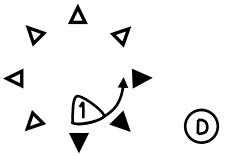
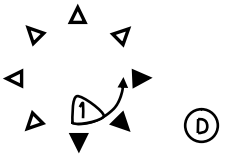
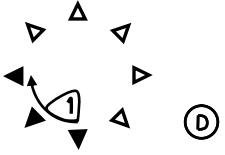
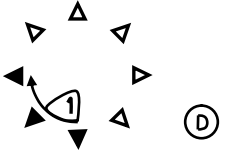
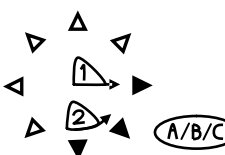
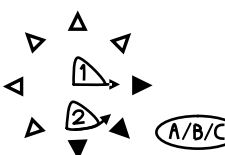
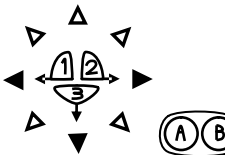
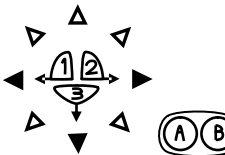
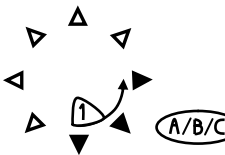
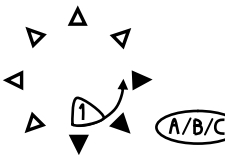
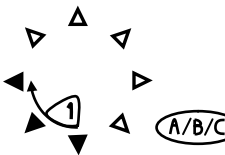
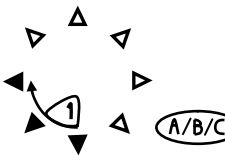
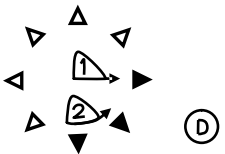
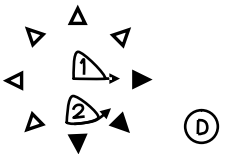
Pre-fight Appears as a blue water-image, which solidifies.  
1st Win Puts a finger to his chin and says, "Shitsurei. Anmari no yowasa ni warai da." (Pardon me. I can't help but laugh at your weakness.)  
2nd Win Turns away from his opponent and says, "Shoukyo kanryou...desu." and turns his head back to face the screen.  
Taunt Tosses his sword away a short distance, smirks and says, "Anata ni awasemashou." (?)

### Bust

Pre-fight Spins his sword, sheathes it and says, "Saa, ikimashou ka." (Now, shall we fight?)  
1st Win Lets down his hair, which extends to his ankles, and says, "Sono teido to wa... shitsubou desu." (Your degree of skill is... disappointing.)  
2nd Win Pulls out his sword, wipes it with a cloth, spins it and sheathes it once more, saying, "Hakanai mono desu... inochi nan te." (Such a ?? life is.)  
Taunt Tosses his sword away, runs his hand through the front of his hair, and says, "Kore de dou desu ka?" (So how's this?)  
No Contest Does a long series of strong slashes, the dashes through the opponent, vanishes with his water teleport, and reappears on the other side, saying, "Shini nasai." (Die.)  
Honourable Death He forms his air-defense bubble around himself and then disappears as the bubble pops

## Amakusa Shiro Tokisada

He goes to Shimabara to find his "other half," his darker side, and destroy him in order to become one again.

| SLASH  | BUST  |
|--|---|
|  <p><b>OumagaToki/Mae (Evil Hornet Gouger/forward)</b> Amakusa teleports forward.</p>   |  <p><b>OumagaToki/Mae (Evil Hornet Gouger/forward)</b> Amakusa teleports forward.</p>   |
|  <p><b>OumagaToki/Ushiro (Evil Hornet Gouger/reverse)</b> Amakusa teleports backward.</p>   |  <p><b>OumagaToki/Ushiro (Evil Hornet Gouger/reverse)</b> Amakusa teleports backward.</p>   |
| <p>setting in motion,</p>  <p>then,</p> <p>attack: <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">A/B/C</span></p> <p>abort: <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">D</span></p> <p>✦ <b>Nanji, Anten Nyumetsu Seyo (Dark Destroyer)</b> Amakusa spins up into the air, forming a flaming sphere which spins down on the opponent for damage (or, if pressing D, just drops him back down.)</p> | <p>setting in motion,</p>  <p>then,</p> <p>attack: <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">A/B/C</span></p> <p>abort: <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">D</span></p> <p>✦ <b>Nanji, Anten Nyumetsu Seyo (Dark Destroyer)</b> Amakusa spins up into the air, forming a flaming sphere which spins down on the opponent for damage (or, if pressing D, just drops him back down.)</p> |
|  <p>☉ ✦ <b>KyomeiJisatsuJin (Legend of Hades Blitz)</b> Amakusa charges up, then slides forward with his orb leading the way. If he connects, the enemy is trapped between a pair of portals which open up; Amakusa gathers his orb above his head, pauses, then points it at the enemy, blasting him away for heavy damage.</p>   |  <p>☉ ✦ <b>KyomeiJisatsuJin (Legend of Hades Blitz)</b> Amakusa charges up, then slides forward with his orb leading the way. If he connects, the enemy is trapped between a pair of portals which open up; Amakusa gathers his orb above his head, pauses, then points it at the enemy, blasting him away for heavy damage.</p>   |
|  <p>✦ <b>ShireiJin (Holy Spirit Slicer)</b> Amakusa releases a flaming skull which travels horizontally across the screen. When POWed, ticks 4-6 times.</p>   |  <p>✦ <b>MeifuMashouDan (Underworld Lord Blast)</b> Amakusa releases a black orb which flies horizontally across the screen. When POWed, ticks 4-6 times.</p>   |
|  <p>✦ <b>TenshoHouohJin (Phoenix Flash)</b> Amakusa pauses, then flings his orb out across the screen (button determines distance). If caught, opponent is sucked into a portal and dropped for damage.</p>   |  <p>✦ <b>KoumaShoraiHa (Invitation to Evil)</b> Amakusa flings a portal along the ground at the enemy. If not blocked, it grabs and throws for damage.</p>  |
|  <p>✦ <b>ShokiDan (Miasma Plasma)</b> Amakusa poses, letting his orb whirl around him in a protective barrier. If opponent touches it, he is blasted for damage.</p>  |  <p>✦ <b>KairetsuSho (Judgement Blow)</b> Not much to say, except that it is a pimp-slap move with good range and many more hits than the SS3 version.</p>  |

## Quotes

### Slash

CPU Win Your soul's in a better place.  
VS. Win Forgive me. For the future.  
No Contest O, when will I be whole?

### Bust

CPU Win Your soul is my power!  
Vs. Win Call me Mr. Evil. Yeah!  
No Contest I'll be whole if I not tarry!

## Poses

### Slash

Pre-fight He spins around, summoning his sphere to him in a burst of magical energy, saying, "Nanji ni shikufuku are." (?)  
1st Win His portal appears beneath him, shrouding him in a column of light, as he says, "Aware na." (Foolish.)  
2nd Win He draws energy into his orb, while saying, "Nanji no karuma sukuigatashi!" (?)  
Taunt Chuckles, says, "Kami no jihi zo!" (?) and drops his orb.

### Bust

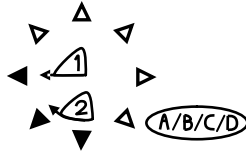
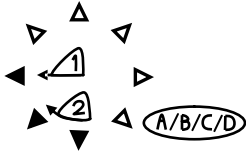
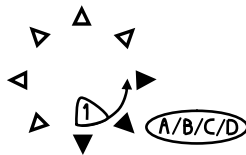
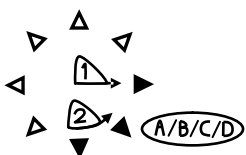
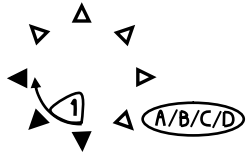
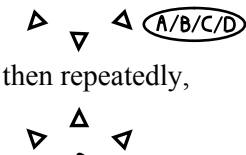
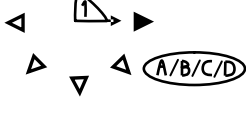
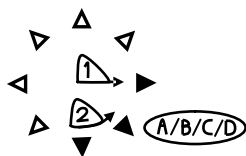
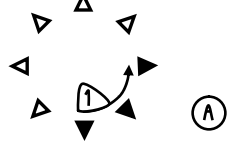
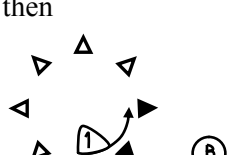
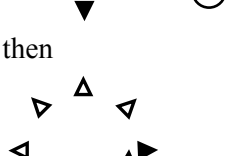

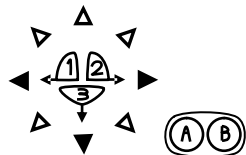
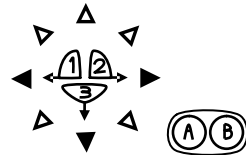
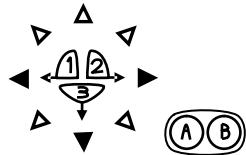
Pre-fight He laughs, holding his arm in front of his face.  
1st Win He covers his face with his hand as his orb swirls about him and says, "Aware na." (Foolish.)  
2nd Win He laughs, and his sphere vanishes in a burst of light, as he says, "Nanji no karuma sukuigatashi!" (?)  
Taunt Says, "Kami ni jihi zo!" (?) and drops his orb.

### General

No Contest He sends his sphere out and it pummels the opponent for a little while, then cuts him/her in half. Basically a recycled version of his 14-hitter.  
Honourable Death He forms his portal and vanishes into it.

## Kazama Kazuki

His sister is in great danger, and he senses that the cause is the evil castle in Shimabara. So, he breaks his ninja clan's law and leaves, in order to find and destroy the source of the evil, and in so doing, becomes Nukenin.

| SLASH   | BUST  |
|---|---|
|  <p>✦ <b>EnMetsu</b> Kazuki pauses, then explodes, reappearing behind his former body. Hits for fire damage, and can tick a lot at close range.</p>  |  <p>✦ <b>EnMetsu</b> Kazuki pauses, then explodes, reappearing behind his former body. Hits for fire damage, and can tick a lot at close range.</p>   |
|  <p>✦ <b>ShakunetsuKon</b> Kazuki fires a flaming ball from his hands. Charging up with the SaiEn move below also ups the power of the fireball; the button used, if you have flames helping, determines how many you send.</p>  |  <p>✦ <b>GurenKyaku</b> Kazuki launches himself into the air, kicking with his feet for damage. The proper way to get the extra hits is somewhat in question, but jiggling the stick back and forth as you hit seems to work just fine.</p>   |
|  <p>✦ <b>SaiEn</b> Kazuki pauses and charges, making a small fireball which floats over him. He can carry up to 3 balls at once, and each one steps up the power of his special moves. Moreover, they can be fired off when he does his Shakunetsukon or Daibakusatsu.</p>   | <p>then</p>  <p>then repeatedly,</p>   |
| <p>when close or against a jumping opponent,</p>  <p>✦ <b>DaiBakuSatsu</b> Kazuki does an upward-reaching grab ala Kyo's Kototsuki You in KOF (read: grabs, then blows the opponent off of his hand). Each extra charge (see SaiEn) below adds an explosion to the hit if you use them; the button chooses how many helpers are contributed. When POWed, there are two extra explosions before Kazuki lets go.</p> |  <p>then</p>  <p>then</p>  <p>✦ <b>RokudoRekka</b> This is a combination move. The first motion makes Kazuki slide along the ground with flaming leg extended, which hits low for minor damage. The second move makes him do an overhand hammer, making the opponent rebound off the wall and fly back at him. As the opponent passes back over, timing the third motion as the opponent passes directly overhead makes him leap up, do a punch combo, and then a final sword strike which hits for MASSIVE damage. However, the last strike requires exact timing.</p> |
| <p>while being hit,</p>  <p>✦ <b>HomuraGaeshi</b> When Kazuki is hit or knocked to the ground, press AC and any flames he has collected float at the opponent to burn for minor damage.</p>  |  <p>✦ <b>EnjaKakusei</b> Kazuki powers up, creating a vertical column of flame for a few moments. Within the base of the flame you can see a shadowy, demonic likeness of Kazuki. Once the bonfire ends Kazuki slumps over, drained. (Super Saiyajin!)</p>  |
|  <p>✦ <b>BakuBou, KaenGeki</b> Kazuki rushes forward in a large wake of flames, ramming into the opponent. Whether he hits or misses, though, he rebounds after the move and lies on the floor, spent.</p>   |  <p>✦ <b>EnjaKakusei</b> Kazuki powers up, creating a vertical column of flame for a few moments. Within the base of the flame you can see a shadowy, demonic likeness of Kazuki. Once the bonfire ends Kazuki slumps over, drained. (Super Saiyajin!)</p>  |

## **Quotes**

Pre-fight “Wimps like you should stay home. What a waste of time!”

“My time is short. So I'll be brief.”

### Slash

CPU Win Burn in Hades's flames!

Vs. Win Your flames are spent!

No Contest No one can snuff my flame!

### Bust

CPU Win You're ash in my flames!

Vs. Win Get lost or get barbecued!

No Contest Want more pain, weenie?

## **Poses**

### Slash

Pre-fight Dashes in from his side of the screen.

1st Win Holds his fists out to either side and screams.

2nd Win Turns his back to the screen, says, "Temadorazeyagatte. Mattero yo, Hazuki!" (?? Wait for me, Hazuki!) and dashes off in a blur.

Taunt Stabs his sword into the ground, runs his hand through his hair, and says, "Mada yaru tsumori ka yo?" (Still want to try it?)

### Bust

Pre-fight Crosses his arms, and his sword flares up in fire.

1st Win Puts his hands on his hips, says, "Zama ne na!" (Too bad!) and laughs.

2nd Win Crosses his arms in front of his face and says, "Moroina!" (?)

Taunt Sticks his sword in the ground, puts his hands on his hips, and says, "Teranne na!" (?)

### General

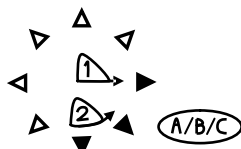
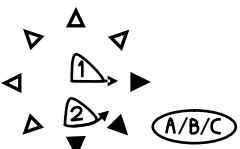
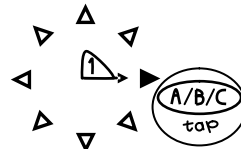
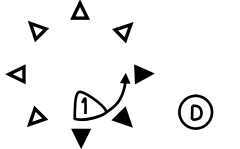
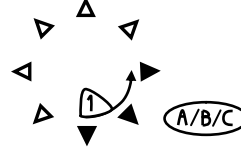
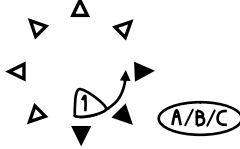
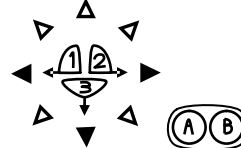
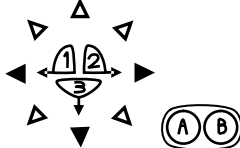
No Contest Sends a blast of fire at his opponent, burning off his/her head and one shoulder.

Honourable Death He blows himself up in a huge blast of fire, leaving his lower body behind, which slumps over.



## Charlotte

Many disasters plague her homeland of France, and she feels that the evil energy emanates from Japan, so she heads off to stop it once more.

| SLASH  | BUST   |
|--|--|
|  <p>✦ <b>Power Gradation</b> Charlotte sweeps her blade up in a vertical path to hit the enemy. C version goes <i>absurdly</i> high.</p>  |  <p>✦ <b>Power Gradation</b> Charlotte sweeps her blade up in a vertical path to hit the enemy. C version goes <i>absurdly</i> high.</p>   |
|  <p>✦ <b>Splash Fountain</b> Charlotte slashes forward rapidly with her sword, striking for many hits (and a knockdown on the last few hits).</p>   |  <p>✦ <b>Rien Lancer</b> Remember Charlotte's fall-back throw that was probably abused way too much in earlier games? Here it's a move; she slides at the opponent low, and flings them behind them if she hits.</p>   |
|  <p>✦ <b>Trislash</b> Charlotte traces a triangle in the air with her blade. Once the button is released, she flings it across the screen at the opponent (the POW version is a doubled version that hits far too many times).</p> <p>(hold down button to delay release)</p>                   |  <p>✦ <b>Violent Lunge</b> Charlotte charges briefly, then pokes out with her blade, making a large horizontal cone of energy (C version covers 7/8 of the screen). When POWed, hits many more times as she lunges forward.</p>  |
|  <p>☉ ✦ <b>Splash Gradation</b> Charlotte traces an eight-pointed star in front of her. Good range, though not as good as in SS2; if the opponent is caught, he takes one hit for every ray of the star she draws on him, plus a powerful Power Gradation she does at the end of the move.</p> |  <p>☉ ✦ <b>Crystal Rose</b> Charlotte flings a rose, then does a close triangular slash. Not very good range, but if she connects she begins a slow multi-hit combo; as she slashes, she hops over the enemy's head several times, finally tracing out the image of a rose (which appears on the screen as she finishes with an uppercut that scatters the petals.)</p> |

## **Quotes**

Pre-fight "A beauty as proud as the rose. Am I hot or what?"  
"For the glory of my beloved country, to victory!"

### Slash

CPU Win Feel my lion fangs!  
Vs. Win Battle is enfers, mon ami!  
No Contest Belief is my strength!

### Bust

CPU Win I'm a rose. With thorns!  
Vs. Win I hate violence, meat!  
No Contest I fight to protect, filth!

## **Poses**

### Slash

Pre-fight Draws her sword and says something in French.  
1st Win Laughs.  
2nd Win Slashes her sword downward and says, "Au revoir!" (Goodbye!)  
Taunt Laughs, sets down her sword and says, "Allons!"

### Bust

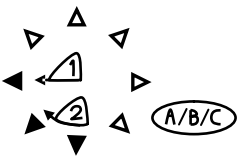
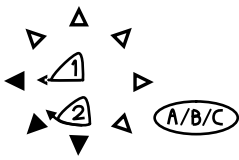
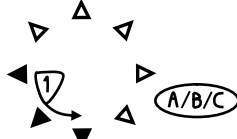
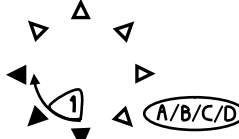
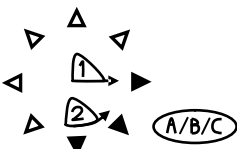
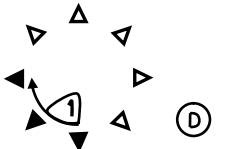
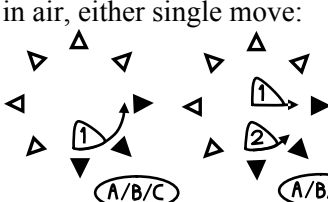
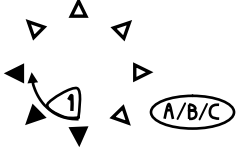
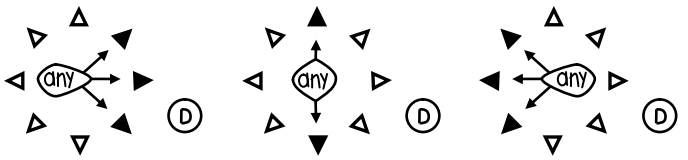
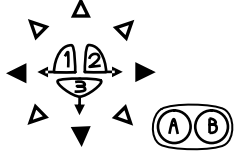
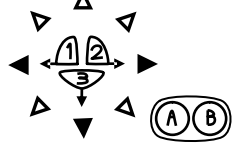
Pre-fight Tosses a rose to her opponent.  
1st Win Puts away her sword and chuckles.  
2nd Win Looks into her cupped hands, which contain something glowing.  
Taunt Laughs, sets down her sword and harrumphs.

### General

No Contest Does a Splash Fount windup, hops back, then does a super-powerful Violent Lunge. She holds a rose to her face, then the opponent spurts blood.  
Honourable Death She drinks a bottle of poison, then falls over.

# Nakoruru

She comes to Shimabara to save nature, which is being gradually destroyed by the evil coming from the castle.

| SLASH   | BUST  |
|---|---|
|  <p><b>Kamui Rimuse</b> Nakoruru flicks her cape out one, two, or three times depending on the button used. By tapping the button, she flicks her cape at the end for another hit. This move reflects projectiles (tap <b>A/B/C/D</b> for cape flip)</p>   |  <p><b>Kamui Rimuse</b> Nakoruru flicks her cape out one, two, or three times depending on the button used. By tapping the button, she flicks her cape at the end for another hit. This move reflects projectiles (tap <b>A/B/C/D</b> for cape flip)</p>                  |
|  <p>✦ <b>Annu Mutsube</b> Nakoruru slides along the ground, blade extended. Strikes low to knock the opponent over.</p>  |  <p><b>Wolf Pounce</b> Nakoruru hops up onto Shikururu's back. From here, she can execute a variety of moves as follows:</p>  |
|  <p>✦ <b>LeLa Mutsube</b> Nakoruru drives up into the air, blade extended, to hit midair and standing opponents.</p>   | <p><b>Riding Wolf Attack</b> Nakoruru attacks with her sword from Shikururu's back.</p>   |
|  <p><b>Mamahaha Flight</b> Nakoruru leaps up and grabs onto Mamahaha. From here she can fly briefly by using the control stick, or set up for an attack as follows:</p>  | <p>✦ <b>Meru Shikite</b> Nakoruru and Shikururu quickly rush forward to hit for damage. Can be followed with Separate Attack.</p>   |
| <p><b>A/B</b></p> <p><b>Mamahaha Attack/side</b><br/>Nakoruru does a side slash with her blade.</p>   | <p>✦ <b>Kanto Shikite</b> Nakoruru and Shikururu quickly leap forward into the air to hit the enemy. Can be followed with Separate Attack or Imeru Shikite.</p>   |
| <p><b>C</b></p> <p><b>Mamahaha Attack/down</b><br/>Nakoruru attacks downward with her blade.</p>  | <p>during Meru/Kanto Shikite, <b>Separate Attack</b> During the run/leap attacks, Nakoruru can leap from Shikururu's back with a horizontal Mutsube attack.</p>   |
| <p><b>A B</b></p> <p>✦ <b>Kamui Mutsube</b> Nakoruru dives downward at the enemy with blade extended.</p>   | <p>in air, either single move:</p>  <p><b>Imeru Shikite</b> Nakoruru and Shikururu pause, then dive forward from the air to strike down at the enemy.</p>   |
|  <p><b>Shichikapu Etu</b> Nakoruru sends Mamahaha to dive-bomb the enemy. If the bird hits the enemy is briefly stunned, opening himself up for a follow-up attack.</p>  | <p><b>Dismount Wolf</b></p>  <p>(forward) (upward) (downward)</p> <p>when knocked down, <b>A C</b></p> <p><b>Epunkine Shikite</b> When knocked off Shikururu and to the ground, Nakoruru can send her wolf to ram the opponent. Just hit AC as she hits the ground.</p> |
|  <p>☉ <b>Ererushi Kamui Rimuse</b> Nakoruru flips back to catch Mamahaha, then dives forward with a super-charged Kamui Mutsube. If she hits, she then follows up with a set of Kamui Rimuse, and finishes by sending Mamahaha to knock the enemy to the ground. MUCH slower than in SS3; probably only combos after a hawk stagger (close).</p> | <p>☉ ✦ <b>Nubeki Kamui Shikite</b> Nakoruru hops up onto Shikururu (if she isn't already on him), then rushes forward with a super-charged Meru Shikite. If she hits, she carries her opponent up into the air with an afterimage C slash that hits many times.</p>     |

## **Quotes**

Pre-fight "You're one big, nasty demon, you!"  
"This next victory is for Mother Nature!"

### Slash

CPU Win I can't lose. For Nature's sake.  
Vs. Win I won't forget you! Loser!  
No Contest Now you know Nature's power!

### Bust

CPU Win Until there's peace, I'll fight!  
Vs. Win Nature's law: Might is right.  
No Contest See Nature's power!

## **Poses**

### Slash

Pre-fight Turns away from the opponent and calls Mamahaha to her.  
1st Win Holds out her arm and Mamahaha flies down to it as she says, "Arigato, Mamahaha." (Thank you, Mamahaha.)  
2nd Win Swirls her cape around her back, turns away from the screen, looks back and says, "Daishizen no oshioki desu." (This is Nature's punishment.)  
Taunt Puts down her sword and says, "Kore de dou desu ka?" (How is this?)

### Bust

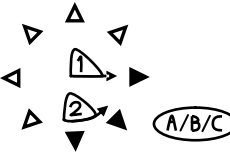
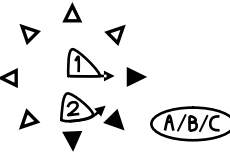
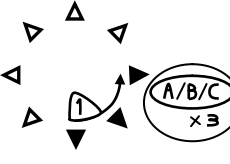
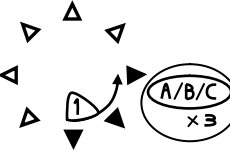
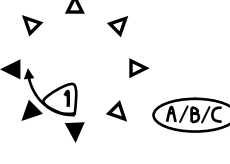
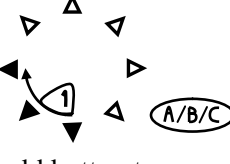
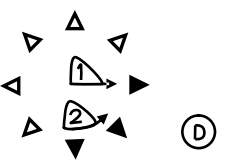
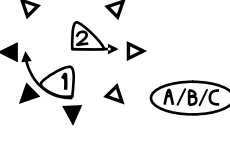
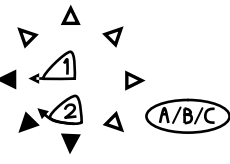
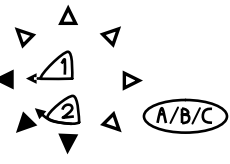
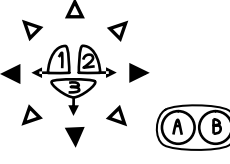
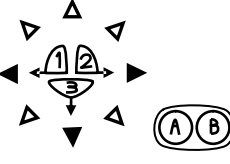
Pre-fight Flings off her cape and says, "Oide, Shikuruu!" (Come here, Shikuruu!)  
1st Win Runs her hand through her hair and points to the opponent, saying, "Saa, tachi nasai." (?)  
2nd Win Turns her back to the screen and looks back, saying, "Shizen no mukui o ukenasai." (?)  
Taunt Puts down her sword and says, "Oide!" (Come here!)

### General

No Contest Dashes into the opponent, bounces off, and does an Annu Mutsube. Lame.  
Honourable Death She clasps her hands together and disappears in a swirl of light.

## Kibagami Genjuro

He has no interest in the crisis in Shimabara, but simply seeks Haohmaru, and will kill any and all who stand in his way... Amakusa included.

| SLASH  | BUST   |
|--|--|
|  <p>✦ <b>TouHa KouyokuJin (Lightning Wings)</b> Genjuro uppercuts into the air with his sword. When POWed, he sweeps up once, up again, and then delivers a final downward slash.</p>   |  <p>✦ <b>TouHa KouyokuJin (Lightning Wings)</b> Genjuro uppercuts into the air with his sword. When POWed, he sweeps up once, up again, and then delivers a final downward slash.</p>  |
|  <p>✦ <b>SanRenSatsu (Triple Death Hack)</b> Genjuro slides forward to slash up to three times for damage. The range and speed seem to have been decreased from SS3, but the C version still hits behind.</p>   |  <p>✦ <b>SanKuSatsu (Three Heavens Death)</b> Genjuro runs forward to hit the opponent. If hit, he slashes him into the air, hitting up to three times for damage.</p>   |
|  <p>✦ <b>OukaZan (Cherry Blossom Slice)</b> Genjuro flings out a hanafuda card, which hits for damage.</p>  |  <p>✦ <b>UraOuka/Shoubu (Cherry Blossom Iris Reverse)</b> Genjuro flings a hanafuda card horizontally across the screen to strike the opponent. If the button used to throw the card is held down, the card will bounce off a blocking opponent and come down for a second hit.</p> <p>hold button to bounce</p> |
| <p>when close,</p>  <p>✦ <b>ShizukuJin (Death Drop)</b> Genjuro grabs the opponent, flings him up into the air, then jumps up after them and cuts him down.</p>  |  <p>✦ <b>HyakkiSatsu (Death of 100 Demons)</b> Genjuro slashes rapidly forward. If he catches the opponent, he impales him on his sword, thrusts it through, then pushes him off his blade.</p>   |
|  <p>✦ <b>Kurenai (Scarlet Slash)</b> Genjuro slashes at the air beyond him; a second later, a card forms in the same place. Enemies in the area of the card must block or take damage.</p>  |  <p>✦ <b>Shigure (Purple Dusk)</b> Genjuro slashes at the air beyond him; a second later, a card forms in the same place. Enemies in the area of the card must block or take damage.</p>   |
|  <p>☉ ✦ <b>GokouZan (Five Flash Rip)</b> Genjuro swings, creating a spinning card which the opponent must block. If successful, the opponent is carried into the air; Genjuro jumps up after him, slashes him five times at the peak of the jump, then sends him to the ground.</p> |  <p>☉ ✦ <b>Ura Gokou (Reverse Five Flash)</b> Genjuro swings, creating a spinning card which the opponent must block. If successful, the opponent is carried up into the air; Genjuro floats up after him, slashing him five times as they rise and then sending the opponent to the ground.</p>               |

## **Quotes**

Pre-fight "You're boring. Die!"  
"You... I hate. Die!"

## Slash

CPU Win Nice job, noodlehead.  
Vs. Win What a boring brute.  
No Contest That's your best?

## Bust

CPU Win Aaah. I need more blood!  
Vs. Win Out of my way, trash!  
No Contest You're not worth killing.

## **Poses**

### Slash

Pre-fight Shrugs his kimono off his shoulder and says, "Omoshiroi." (Interesting.)  
1st Win Sips from a sake dish, tosses it away and says, "Yawasugiru." (Slang for 'Yowasugiru,' means "Too weak.")  
2nd Win Looks at his sword, puts his kimono on and says, "Yaku ni mo naran!" (?)  
Taunt Looks upward, slams his sword into the ground and says, "Ahh, yattsu ku!" (Ahh, come on!)

### Bust

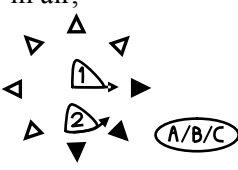
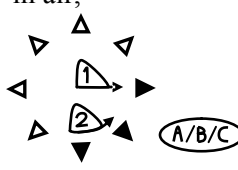
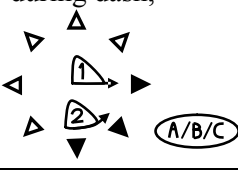
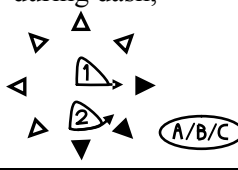
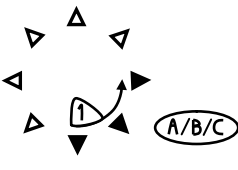
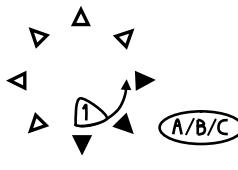
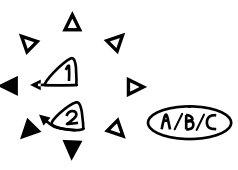
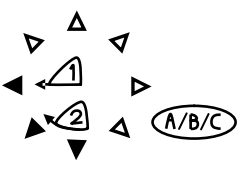
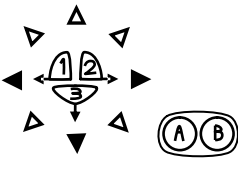
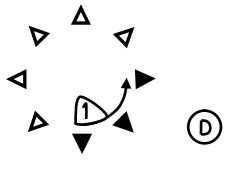
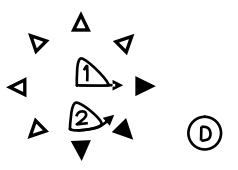
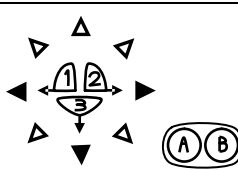
Pre-fight Stands with his back to opponent, eyes closed. He then opens them and turns around.  
1st Win Looks upward, sighs and gives a sound of disgust.  
2nd Win Looks down at the opponent, then turns away, saying, "Yawasugiru." (Too weak.)  
Taunt Looks upward, slams his sword into the ground and says, "Ahh, yattsu ku!" (Ahh, come on!)

### General

No Contest Slides forward, like Slash's San Ren Satsu, then does a far standing C which bisects the opponent.  
Honourable Death He runs himself through with his sword.

## Haohmaru

On hearing of the restoration of the evil castle, he senses the presence of Amakusa. He journeys to Shimabara to conclude his battle with the Dark Guy once and for all.

| SLASH  | BUST  |
|--|---|
| <p>in air,</p>  <p>✦ <b>Ougi KogetsuZan (Secret Crescent Moon Slash)</b> Haohmaru whirls his sword in a circle and thrusts up into the air to hit for damage. (Read: uppercut.) POW version hits multiple times.</p>                              | <p>in air,</p>  <p>✦ <b>Ougi KogetsuZan (Secret Crescent Moon Slash)</b> Haohmaru whirls his sword in a circle and thrusts up into the air to hit for damage. (Read: uppercut.) POW version hits multiple times.</p>  |
| <p>during dash,</p>  <p>✦ <b>Ougi ShippuKogetsuZan (Secret Hurricane Thrust)</b> A running version of the uppercut move. Comes out very quickly on the dash, which is a bonus.</p>  | <p>during dash,</p>  <p>✦ <b>Ougi ShippuKogetsuZan (Secret Hurricane Thrust)</b> A running version of the uppercut move. Comes out very quickly on the dash, which is a bonus.</p>  |
|  <p>✦ <b>Ougi SenpuRetsuZan (Secret Cyclone Slash)</b> Haohmaru scrapes the ground with his blade, flinging out a small cyclone which lifts and drops the opponent for damage.</p>  |  <p>✦ <b>Ougi SenpuRetsuZan/Sen (Secret Cyclone Homicide Slash)</b> Haohmaru scrapes the ground with his blade, flinging out a small cyclone which lifts and drops the opponent for damage.</p>   |
|  <p>✦ <b>Ougi ResshinZan (Secret Earthquake Slice)</b> Haohmaru leaps forward, turning a somersault in mid-air, and comes down with his sword in a heavy, earthshaking slash. Hits high, and should be blocked for all 3 'ticks' of the move.</p> |  <p>✦ <b>NagiYaiba (Serene Slice)</b> Haohmaru pauses with sword in a guard position. If the opponent enters the effective range of the move (or pokes with a weapon), Haohmaru reverses with a single-revolution Kogetsuzan (no upward thrust).</p>  |
|  <p>☉ ✦ <b>Hiougi TenhaFujinZan (Top Secret Heaven Constraint Blast)</b> Haohmaru performs six KogetsuZan in a row on the ground, and finishes with a high vertical one. Identical to Slash's POW in SS3.</p>                                   |  <p>✦ <b>SenpuHa (Typhoon Wave)</b> Haohmaru scrapes his sword along the ground, kicking up a stunning spray at the opponent. No more infinite combos with this move--the last hit of the wave knocks down, so any followups have to be fast.</p>   |
|  <p>✦ <b>GouHa (Sword Shockwave)</b> Haohmaru pauses (briefly), then rushes forward to ram with his shoulder for damage. There is a noticeable pause at the beginning of the move now, though it is possible to combo moves with it.</p>       |  <p>☉ ✦ <b>Hiougi TenhaDankuRetsuZan (Top Secret Heaven Cruncher)</b> Haohmaru does a short single-revolution Kogetsuzan (no upward thrust and not much forward motion). If the opponent is hit, a giant whirlwind sweeps him into the air; Haohmaru leaps up after him and sends him to the ground with a heavy downward stroke.</p> |

## Quotes

Pre-fight "Let's blade boogie!"  
"Yes! A worthy opponent!"

## Slash

CPU Win Awesome! It's my style!  
Vs. Win Yeeaaaah! Nice fight!  
No Contest Swordplay isn't dancing, pal!

## Bust

CPU Win I am what I am: a lone rebel!  
Vs. Win Aaah! I love victory sake!  
No Contest A fop like you had to lose!

## Poses

### Slash

Pre-fight Drinks some sake, spits it on his sword, and says, "Yoshi!" (All right!)  
1st Win Sheathes his sword and rests his hands on the hilt.  
2nd Win Tosses his sword in the air, spins the sheath and looks away, catching the blade in it.  
Taunt Drinks some sake and puts his sword down, saying, "Doushita Doushita!" (What's wrong, what's wrong?)

### Bust

Pre-fight Drinks some sake, spits it on his sword, and says, "Ikuze!" (Let's go!)  
1st Win Slashes his sword downward, grins and says "Mou ippon!" (That's one!)  
2nd Win Tosses his sake bottle in the air, holds his sheath over his shoulder, catching it with the tip, and says, "Kazutte wa ii mon da ze!" (?)  
Taunt Drinks some sake and puts his sword down, saying, "Doushita Doushita!" (What's wrong, what's wrong?)

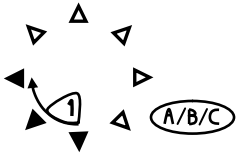
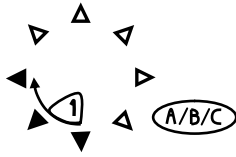
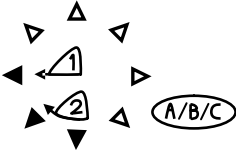
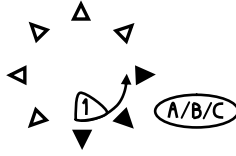
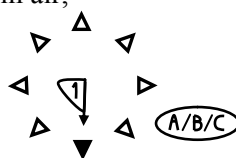
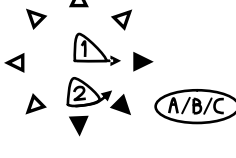
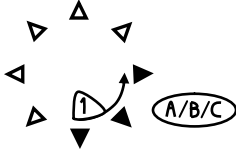
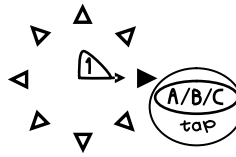
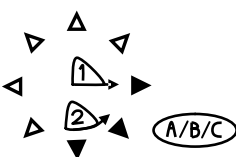
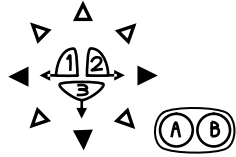
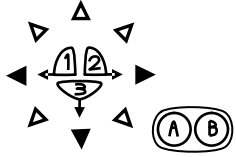
### General

No Contest Dashes forward, does a quick Kogetsuzan, then comes downward with a Resshin Zan.  
Honourable Death He runs himself through with his sword.



# Rimururu

She comes to Shimabara to save nature, which is being gradually destroyed by the evil coming from the castle.

| SLASH  | BUST   |
|--|--|
|  <p><b>Konru Memu</b> Rimururu winds up and flings a puddle of ice on the ground in front of her. Breaks the enemy's guard if he does not block.</p>  |  <p><b>Konru Memu</b> Rimururu winds up and flings a puddle of ice on the ground in front of her. Breaks the enemy's guard if he does not block.</p>   |
|  <p><b>Kamui Shitsuki</b> Rimururu forms a mirror of ice in front of her. After a moment, the mirror then sprouts an icicle which pokes forward at the enemy. Deflects projectiles.</p>   |  <p><b>Rupushi Kuare/Toittoi</b> Rimururu flings a ball of ice along the ground to hit the enemy for ice damage.</p>   |
| <p>in air,</p>  <p><b>Konru Shiraru</b> Rimururu thrusts her hands below her and forms a platform of ice which holds her up. The platform disintegrates after a few seconds or if she jumps off of it - either way, it hurts the enemy.</p>   |  <p><b>Rupushi Tum</b> Rimururu forms a large (but not as large as SS3) icicle on her sword and drives it into the enemy. A is a ground icicle, B hits high, and C spikes up into the air.</p>                       |
|  <p><b>Rupushi Kuare/Nishi</b> Rimururu spins, flinging an ice crystal up into the air. Hit the opponent for ice damage, but not until it begins its downward arc. Path of flight is controlled by the button used.</p>   |  <p><b>Upun Opu</b> Rimururu pushes her hands forward and summons a wave of small icicles to hit multiple times for damage. A large icicle finishes off the move.</p>  |
|  <p><b>Konru Nonno</b> Rimururu thrusts her hands to the ground, forming an ice flower which flies vertically in front of her to hit the enemy. When POWed, three ice flowers form instead of one, covering a much wider area.</p>   |  <p><b>Rupushi Kamui Emushi/ToiToi</b> Rimururu generates an iceberg in front of her on the ground (freezing any point-blank non-blocking enemies), then pushes it out to slide across the screen at the enemy.</p> |
|  <p><b>Rupushi Kamui Emushi/Nishi</b> Rimururu forms a gigantic iceberg over her head (how can she <i>lift</i> it?) and tosses it at her opponent. Hits for ice damage, of course; the arc of the iceberg is such that a close opponent can simply duck under the toss, but it is almost perfect as an air defense.</p> |  |

## **Quotes**

Pre-fight "I'll cool your anger with an ice spirit blast!"  
"Do you still think I'm scrumptious!?"

### Slash

CPU Win Oh, forgive me, Konril!  
Vs. Win It's Nature's punishment, pal!  
No Contest Konril, I did it for you!

### Bust

CPU Win You forgive me, right?  
Vs. Win A warning: Be nice to nature!  
No Contest Hey, I'm actually sweating!

## **Poses**

### Slash

Pre-fight Her ice cube spins to her back, and she says, "Yoshi!" (All right!)  
1st Win Adjusts her hat.  
2nd Win Spins around and winks, saying, "Daishizen no oshioki da yo!" (This is Nature's punishment!)  
Taunt Puts down her sword and says, "Un shotto!" (Ainu, no real translation)

### Bust

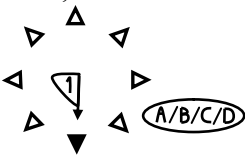
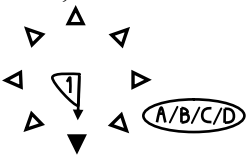
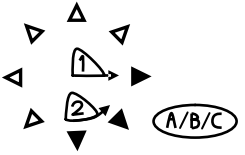
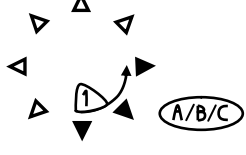
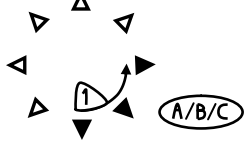
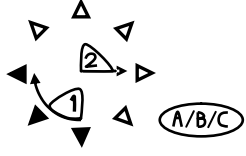
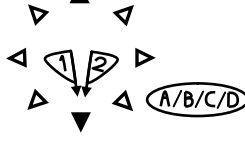
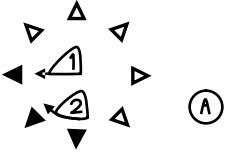
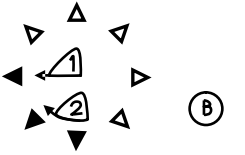
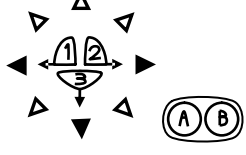
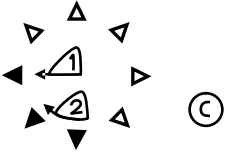
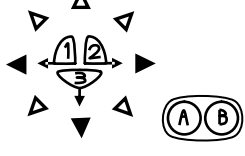
Pre-fight Her ice cube spins to her back, and she says, "Saa, koi!" (Come on!)  
1st Win Holds her hand up, and her ice cube floats over it.  
2nd Win Tosses a piece of ice to her ice cube, which turns into a giant mouth, chomps on it a few times, and returns to normal.  
Taunt Puts down her sword and says, "Un shotto!" (Ainu, no real translation), then beckons to the opponent and says, "Hora!" (Hey!)

### General

No Contest Creates her giant iceberg, and slams it into the opponent, smashing off the opponent's upper body.  
Honourable Death She forms her super-iceberg above herself, and it crushes her.

## Kafuin Gaira

He suspects that the "Demon's Mound" he had created for Zankuro's corpse has been destroyed. Suddenly, he feels the presence of Zankuro in the evil castle, and heads off to investigate.

| SLASH   | BUST  |
|---|---|
| <p>in air,</p>  <p>† <b>Buchinomeshi (Prudence Punch)</b><br/>Gaira swings his glowing prayer beads down in a downward-slamming attack. Has a delay if missed.</p>   | <p>in air,</p>  <p><b>Hyakkan Otoshi (One Hundred Dropper)</b> Gaira lays out in the air and tries to elbow-drop the opponent. If he misses, there is a delay as he picks himself up.</p>   |
|  <p>† <b>KachiAge</b> Gaira runs forward, ramming the opponent for several hits before swinging his beads up, knocking the enemy up into the air.</p>  |  <p><b>Katsu! (Nag Blast)</b> Gaira shouts "Katsu!" and the kanji for it floats in the air in front of him. Knocks opponents down if they touch the rune.</p>   |
|  <p>† <b>MidareUchi (Proufound Pummel)</b> Gaira swings his beads back and forth rapidly, striking the enemy several times. Range is much shortened from SS3.</p>  |  <p>† <b>EnshinSatsu (Heart Slicer)</b> Gaira grabs the opponent in his beads and twirls them, finally flinging them off into the far wall. When POWed, swirls form around the twirling pair and they spin faster. Spin the stick to do more damage while Gaira spins; the time spent spinning is fixed, and the rate of spin determines damage.</p>  |
|  <p>† <b>JishinGan (Earthquake Assault)</b> Gaira leaps up into the air and drives downward with his beads, slamming the ground with an earth shaking attack. Standing enemies are staggered by the blast, and the bead strike itself damages.</p>                               |   |
|  <p><b>Tsukamuzo -Kumitenjo (Ceiling Slam Grabber)</b> Gaira reaches into the air to catch an airborne opponent, then slams him into the ground. Hard.</p>   |   |
|  <p><b>Tsukamuzo -IshiAtama (Hard Head Grabber)</b> Gaira reaches out at the opponent with an outstretched hand. If he catches a non-guarding enemy, he head-butts him twice, then does a third to knock him down. Hits crouching (?) and standing non-guarding opponents.</p> |  <p>☉† <b>NiohBakuUnSatsu</b> Gaira jumps up into the air and comes down, swinging his beads in front of him. As he lands, a smallish demon (about the height of most of the other players) springs up in front of him. Fans of SS2 (hey, who isn't?) will recognize the demon as the one from Kafuin Nicotine's POW special. Apparently the demon is the same size, and it's the summoner who changes.</p> |
|  <p><b>Tsukamuzo -ShiriMekuri (Reverse Twirl Grab)</b> Gaira reaches low to the ground, aiming for the enemy's legs. If he connects, he upends the enemy by jerking his arm high. Hits standing (?) and crouching non-guarding opponents.</p>                                  |   |
|  <p>☉† <b>Kenbu (Fist Flash Dance)</b> Gaira slaps forward with a very short-ranged palm (though it hits well against jumping opponents as a counter). When he hits, Gaira begins a massive fist-and-bead combo, finishing off with an upward bead strike.</p>                 |   |

## **Quotes**

Pre-fight "You look really weak. Come, I'll butch you up!"  
"With this rosary, I'll clean your clock!"

### Slash

CPU Win Run home to mommy!  
Vs. Win Relax, I'll give you a break.  
No Contest Violence is my salvation!

### Bust

CPU Win Go in pain, my son.  
Vs. Win You are one wretched soul!  
No Contest Eat my rosary, sinner!

## **Poses**

### Slash

Pre-fight Bows slightly to the opponent.  
1st Win Does three quick punches, then holds out his beads and says, "Tenchuu!" (Divine retribution!)  
2nd Win Holds out a gong and taps it with a metal bar, saying, "Hatsudai gou ka!" (?)  
Taunt Holds out his fist and slams down his beads, saying, "Mihotoke no jihi da!" (?)

### Bust

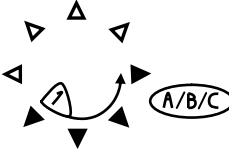
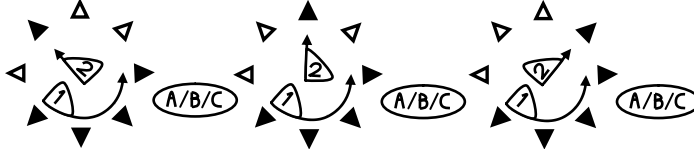
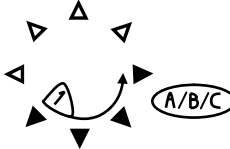
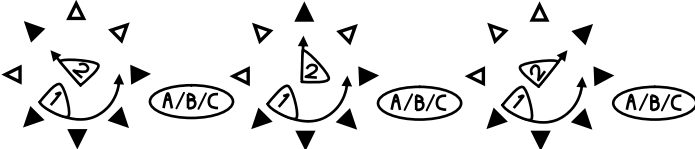
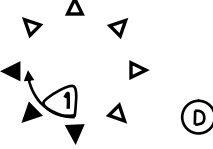
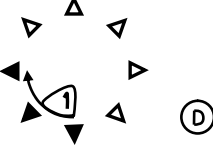
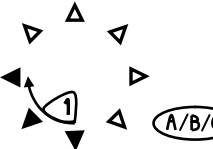
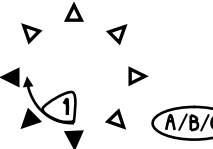
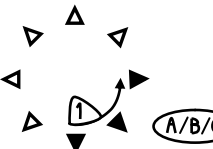
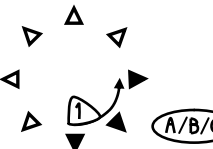
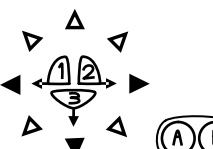
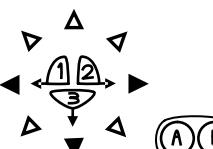
Pre-fight Bows slightly and says, "Namu amida butsu." (Buddhist prayer)  
1st Win Turns his back to the screen, looks back and says, "Mihotoke no jihi da!" (?)  
2nd Win Holds up a hand and says, "Namu amida butsu." (Buddhist prayer)  
Bust Taunt Holds out his fist and slams down his beads, saying, "Mihotoke no jihi da!" (?)

### General

No Contest Does a series of attacks, then says, "Issai shoumetsu!" (?) and does a final downward strike that removes the opponent's upper body.  
Honourable Death He clutches his stomach in pain, then falls over.

## Tachibana Ukyo

Ukyo and his fiancée, Odagiri Kei, are living happily, but when disaster strikes in Shimabara, he decides to journey there to put a halt to it, before it can harm the woman he loves.

| SLASH   | BUST  |
|---|---|
| <p>in air,</p>  <p>† <b>Hiken TsubameGaeshi (Concealed Sabre Swallow Swipe)</b> Ukyo rotates with sword extended, creating an arc of flame which knocks down the opponent. The button pressed determines the speed of the swipe (and, if done from the ground, determines what height off the ground it launches from.)</p> <p>or from ground, any of:</p>  | <p>in air,</p>  <p>† <b>Hiken TsubameGaeshi (Concealed Sabre Swallow Swipe)</b> Ukyo rotates with sword extended, creating an arc of flame which knocks down the opponent. The button pressed determines the speed of the swipe (and, if done from the ground, determines what height off the ground it launches from.)</p> <p>or from ground, any of:</p>  |
|  <p>† <b>Hiken Sasameyuki (Vanity Sabre Snowfall Slash)</b> Ukyo tosses an apple. Style pts.</p>   |  <p>† <b>Hibari (Spider Thrust)</b> Ukyo pokes forward with his scabbard; the end of the sword glows as it hits several times to stun for minor damage. This move usually is followed up with a more damaging one as a combo.</p>   |
|  <p>† <b>Hiken Sasameyuki (Concealed Sabre Snowfall Slash)</b> Ukyo tosses an apple, and this time slashes quickly after it, hitting multiple times for damage until the opponent is pushed out of range.</p>   |  <p>† <b>Hiken Sasameyuki -Sen- (Concealed Sabre Snowfall Slash Flash)</b> Ukyo flings an apple and begins to slash rapidly after it. If the opponent is caught, he is drawn in and repeatedly slashed (up to 32 times total!) This has excellent priority, taking people out of air moves and normals as well as catching them off-guard after they block the first pokes.</p>  |
|  <p>† <b>Hiken OboroGatana (Concealed Sabre Haze Hack)</b> Ukyo afterimage-slides forward, hacking one, two, or three times depending on the button used. The final hit knocks down the enemy.</p>   |  <p>† <b>Hiken Kagero (Concealed Sabre Heat Flash)</b> Ukyo charges briefly, then rips his sword from its sheath to send a flash of energy across the screen. Stuns the opponent and opens him up for further hits.</p>   |
|  <p>☉ † <b>TsubameRokuRen (Tsubame Six Flash)</b> Ukyo flings an apple and hops forward across the screen. If he hits the opponent, he performs a six-revolution Swallow Swipe on him; this move crosses over if the opponent is at a certain distance (about a third-screen away).</p>  |  <p>☉ † <b>MusouZankoKa (Flashback Flash Blast)</b> Ukyo runs forward, sword trailing behind him and glowing as in the Spider Thrust. If he connects with the opponent, he blurs rapidly around him, pulling away and slowly resheathing his sword. Once he does, the opponent is rocked with every cut at once (different from SS3) and sprays a huge gout of blood into the air.</p>  |

## **Quotes**

Pre-fight "Yawn..."

### Slash

CPU Win Blood! How revolting.

Vs. Win O, so naive!

No Contest Fun's over, bonehead.

### Bust

CPU Win L-O-S-E-R...

Vs. Win Whoa, that was close.

No Contest Yikes!

## **Poses**

### Slash

Pre-fight Bows to the opponent.

1st Win Coughs up blood.

2nd Win Spins his sword, then sheathes it.

Taunt Draws his sword, sets it in the ground and says, "Kore de." (Here.)

### Bust

Pre-fight Bows to the opponent.

1st Win Stands, facing the wind and says, "Kei-dono..." (Kei...)

2nd Win Swings his sword, flinging blood from it, and dashes off, chased by his entourage of women.

Taunt Draws his sword and sets it in the ground.

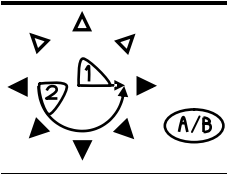
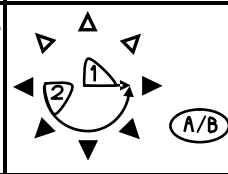
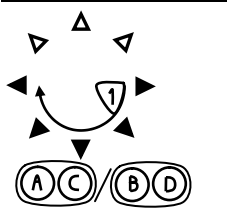
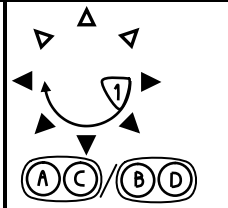
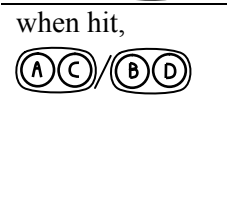
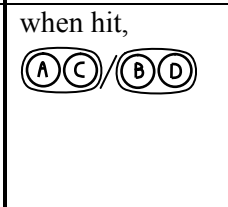
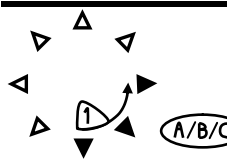
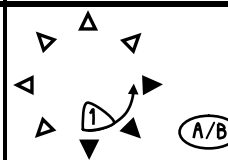
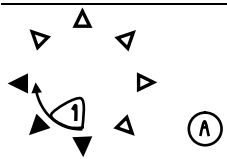
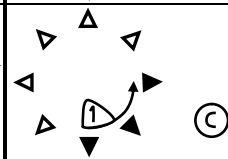
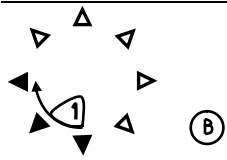
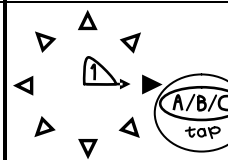
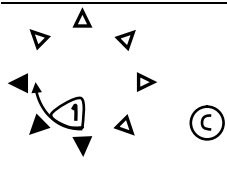
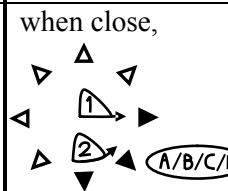
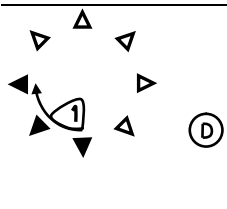
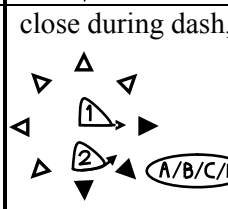
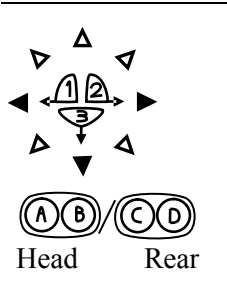
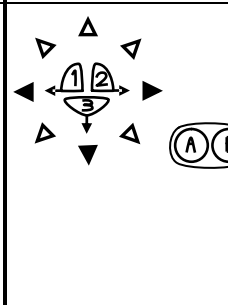
### General

No Contest Dashes around the opponent like in Bust's super, then the opponent's torso slides off.

Honourable Death He coughs harshly, vomits(!), and falls over.

## Galford

For no other reason than his overriding sense of justice, he goes to Shimabara to destroy the evil which has been unleashed.

| SLASH   | BUST   |
|---|--|
|  <p><b>Shadow Copy (left/right)</b> Galford twirls and disappears, spinning into view as two images on opposite sides of the screen. The button pushed determines the 'true' image.</p>   |  <p><b>Shadow Copy (left/right)</b> Galford twirls and disappears, spinning into view as two images on opposite sides of the screen. The button pushed determines the 'true' image.</p>  |
|  <p><b>Replica Attack (front/rear)</b> Galford disappears from view, spinning down upon the opponent from above with a slash. Buttons pressed determine whether he slashes from the front or behind.</p>  |  <p><b>Replica Attack (front/rear)</b> Galford disappears from view, spinning down upon the opponent from above with a slash. Buttons pressed determine whether he slashes from the front or behind.</p>                                       |
| <p>when hit,</p>  <p><b>Imitate Replica (front/rear)</b> Galford disappears from view, leaving a log behind. He then spin-slashes down on the opponent as in the Replica Attack, coming from the front or behind as the buttons determine.</p>  | <p>when hit,</p>  <p><b>Imitate Replica (front/rear)</b> Galford disappears from view, leaving a log behind. He then spin-slashes down on the opponent as in the Replica Attack, coming from the front or behind as the buttons determine.</p> |
|  <p><b>Plasma Blade</b> Galford throws his arms forward, throwing a double blade of plasma at the opponent. <i>Very fast</i> in this game.</p>  |  <p><b>Plasma Factor (high/low)</b> Galford does an electrified slash with his sword. Level depends on button pressed. Becomes a punch when done while unarmed.</p>  |
|  <p><b>Rush Dog</b> Poppy rushes the opponent and rams them. When POWED, Poppy will then perform a Strike Heads on the opponent for more damage.</p>   |  <p><b>Lightning Slash</b> Galford runs forward, grabs the opponent, flips him away and strikes after him with a sliding downward electrical slash.</p>   |
|  <p><b>Machine Gun Dog</b> Poppy rushes the opponent and mad-dogs him, tearing at his neck and sending him to the ground.</p>   |  <p><b>Plasma Break</b> Galford spreads his electrified arms, creating a large arc of energy between them. Hits for multiple electric damage.</p>  |
|  <p><b>Replica Dog</b> Poppy disappears, spinning into view above the opponent's head to hit for damage as in the Replica Attack.</p>   | <p>when close,</p>  <p><b>Strike Heads</b> Galford grabs at the opponent. If he connects, he carries him up into the air, then slams him down with a bolt of lightning.</p>  |
|  <p><b>Overhead Crush</b> Galford leaps up with Poppy, kicking (!) the rolling dog down at the opponent to knock them over. When done while being hit, Galford sends Poppy right off the ground as a retaliatory strike.</p>  | <p>close during dash,</p>  <p><b>Dash Strike Heads</b> While running, Galford can grab the opponent with a Strike Heads if close enough. In this case the grab carries both players up diagonally instead of vertical.</p>                   |
|  <p><b>Double Mega Strike Heads (head/rear)</b> Galford disappears and drops down on both sides of the opponent (buttons determine which is the real image; Poppy is the image on the other side). If the move is not blocked, two images of Galford proceed to strike multiple times, finishing with a super-charged Strike Heads.</p> |  <p><b>Lightning Strike Three</b> Galford runs at the opponent. If he hits, he leg-flips him away, teleports to the landing site, kicks him up into the air, teleports to meet him in mid-air, then Strike Heads him into the ground.</p>    |

## **Quotes**

Pre-fight "Power without justice is bad news, dude!"  
"I fight not for me but for the blind babe Justice!"

### Slash

CPU Win So sue me. I hate evil!  
Vs. Win Love and peace, they're neat!  
No Contest Take care of yourself, twit!

### Bust

CPU Win Another blow for justice.  
Vs. Win Justice wins. Naturally!  
No Contest I think I'm turning Japanese!

## **Poses**

### Slash

Pre-fight Points at the opponent and says, "Let's go, Poppy!"  
1st Win Spins his sword then holds it forward, saying, "Yeah!"  
2nd Win Salutes and says, "Hey Poppy!"  
Double Perfect Poppy's puppies run across the screen and Galford says, "Arigato!" (Thank you!)  
Taunt Says, "Hey, come on!" and sticks his sword in the ground.

### Bust

Pre-fight Sends Poppy away and says, "Come run to justice!"  
1st Win Sighs with relief.  
2nd Win Turns away, holds his hand up, and brings it back down as electricity crackles through it.  
Taunt Says, "Hey, come on!" and sticks his sword in the ground.



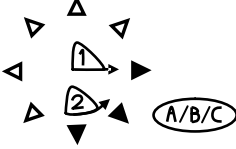
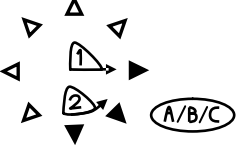
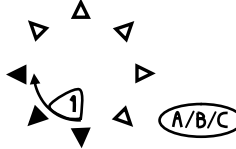
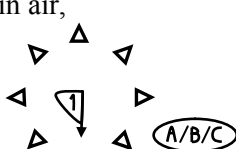
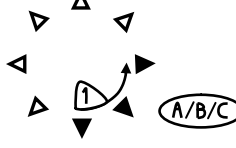
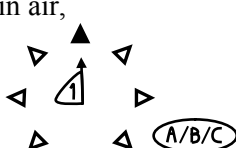
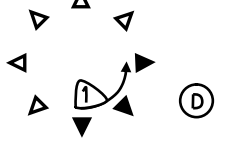
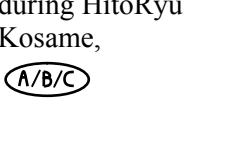
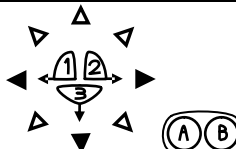
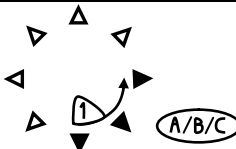

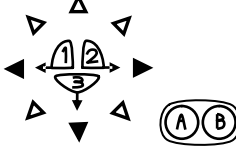
### General

No Contest Charges through the opponent, yelling, "BREAK!" and bisects him/her as lightning strikes.  
Honourable Death He does his Plasma Break and is struck by lightning.



## Hisame Shizumaru

He once again feels the presence of the "demon" which he thought he slay, and is confused, uncertain how it could still live. So he goes to the source of the feeling, to Shimabara, in order to satisfy his conscience.

| SLASH   | BUST  |
|---|---|
| <p>hold<br/> <br/>           then release</p> <p>✦ <b>HitoRyu Shin/UryuKyorakuZan (Scarlet Sword Windshear Slice)</b><br/>           Shizumaru flips his umbrella into the air and charges forward with his blade, impaling the opponent and then striking him away. If button is held for more than 10 seconds, Shizumaru strikes with a jumping slash (his Bust move from SS3) that does much more damage.</p> | <p>hold<br/> <br/>           then release</p> <p>✦ <b>HitoRyu Shin/UryuKyorakuZan (Scarlet Sword Windshear Slice)</b><br/>           Shizumaru flips his umbrella into the air and charges forward with his blade, impaling the opponent and then striking him away. If button is held for more than 10 seconds, Shizumaru strikes with a jumping slash (his Bust move from SS3) that does much more damage.</p> |
| <p></p> <p>✦ <b>HitoRyu BaiuEnsatsuJin (Scarlet Sword Crosscurrent Slicer)</b><br/>           Shizumaru sweeps his blade around him while sliding forward, then uppercuts into the air with it, similar to Haohmaru's Kogetsuzan.</p>  | <p></p> <p>✦ <b>HitoRyu BaiuEnsatsuJin (Scarlet Sword Crosscurrent Slicer)</b><br/>           Shizumaru sweeps his blade around him while sliding forward, then uppercuts into the air with it, similar to Haohmaru's Kogetsuzan.</p>   |
| <p></p> <p>✦ <b>HitoRyu SamidareGiri (Scarlet Sword Downpour Thrust)</b><br/>           Shizumaru opens his umbrella and spins it, using it as a trapping attack. Hits the enemy for many hits if unblocked.</p>   | <p>in air,<br/> </p> <p>✦ <b>HitoRyu Shigure</b> Shizumaru pogos down with his umbrella, striking at the enemy's head. He can bounce off guarding opponents and repeat the move, or try something else.</p>   |
| <p></p> <p>✦ <b>HitoRyu KirisameJin (Scarlet Sword Mist Blast)</b> Shizumaru flings out his umbrella at the opponent, spinning it on its axis like a top.</p>  | <p>in air,<br/> </p> <p>✦ <b>HitoRyu Kosame (Scarlet Sword Deadly Drizzle)</b> Shizumaru opens his umbrella in the air and begins to float to the ground. He can be steered somewhat with the control stick.</p>  |
| <p></p> <p>✦ <b>HitoRyu HisameGaeshi (Scarlet Sword Hailfire)</b> Shizumaru thrusts his umbrella forward at the enemy, opening it as he does. Pushes the opponent back and reflects projectiles.</p>   | <p>during HitoRyu Kosame,<br/> </p> <p>✦ <b>HitoRyu Raiu</b> Shizumaru breaks from the float and twirls down with his umbrella spinning sidwise, hitting the opponent a few times before he slides to a stop on the ground.</p>   |
| <p></p> <p>☉ ✦ <b>HitoRyu Kinjite BouuKyoufuZan (Scarlet Sword Hurricane Shredder)</b><br/>           Shizumaru snaps open his umbrella and twirls rapidly forward at his enemy. If he hits him, the quickly-spinning umbrella carries them both into the air, striking multiple times.</p>  | <p></p> <p>✦ <b>HitoRyu KirisameJin (Scarlet Sword Mist Blast)</b> Shizumaru flings out his umbrella at the opponent, spinning it on its axis like a top.</p>   |
| <p></p> <p>☉ ✦ <b>HitoRyu Kinjite UryuRessatuJin (Scarlet Sword Deadly Downpour Slice)</b> Shizumaru snaps open his umbrella, twirling it rapidly in place. If it hits the opponent, it carries both players into the air, striking the enemy for many hits of damage.</p>   | <p></p>   |

## **Quotes**

Pre-fight "O gentle traveller, do you know the demon?"  
"Tell me, where do real demons exist?"

### Slash

CPU Win The search continues...  
Vs. Win You're no demon, are you?  
No Contest Sorry, gotta run!

### Bust

CPU Win Hey, I had to do this.  
Vs. Win I told you you'd lose!  
No Contest Ya can't beat the kid!

## **Poses**

### Slash

Pre-fight Flies in on his umbrella.  
1st Win Bows and says, "Gomen nasai." (I'm sorry.)  
2nd Win Bows, says, "Goman nasai... mou ikimasu!" and runs away.  
Taunt Crouches, sets down his umbrella, and says, "Anata mo oni ja nai!" (You are not the demon!)

### Bust

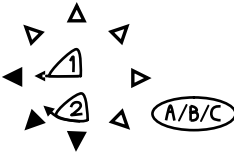
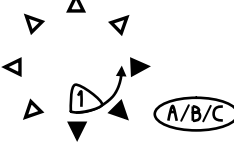
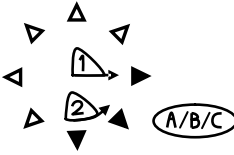
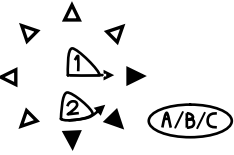
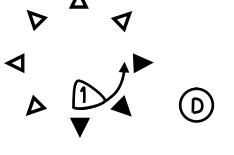
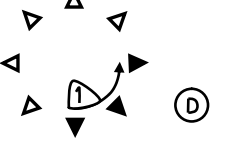
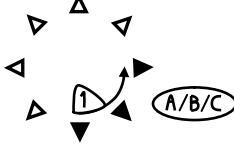
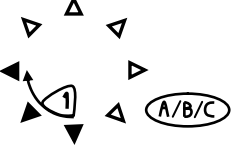
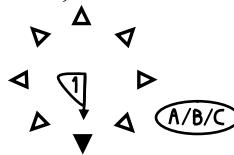
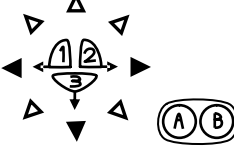
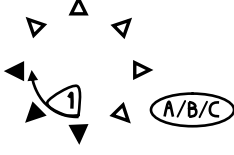
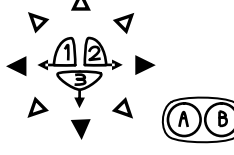
Pre-fight Looks into the background, then faces the opponent.  
1st Win Fans himself with his shirt and runs his hands through his hair.  
2nd Win Opens his umbrella, looks back and says, "Anata wa oni ja nakatta." (You were not the demon.)  
Taunt Crouches, sets down his umbrella, and says, "Mou iya da yo!" (No more!)

### General

No Contest Does his umbrella spin at the opponent, bisecting him, and then turns away with the open umbrella over his shoulder.  
Honourable Death He bows sadly, saying, "Gomen nasai...mou ikimasu!" and runs away. (Translation: "Sorry, gotta run!")

## Senryu Kyoshiro

While travelling, Kyoshiro hears a rumour that demons have been unleashed in Hizen, so he wanders off to verify the rumour.

| SLASH  | BUST  |
|--|---|
|  <p><b>🔥KaenKyokubu (Twirling Flame)</b><br/>Kyoshiro blows out a swirling cloud of flame in front of him. Decent damage, but POW version is much better in ticks/damage.</p>   |  <p><b>Yamata no Orochi (Eight-Coil Serpent)</b> Kyoshiro spins (slowly) and leans forward, sending out a mass of fiery serpents at the enemy. The range generally increases as the move continues, but does not go more than half-screen.</p>  |
|  <p><b>✦KaitenKyokubu (Twisting Heavens)</b> Kyoshiro whirls himself into the air, twisting his weapon around him as he spins like an airborne top.</p>   |  <p><b>✦ChikazeGoma</b> Kyoshiro whirls himself in place, twisting his weapon around him as he spins like a top. Combos well and comes out quickly, but does not move from its place.</p>   |
|  <p><b>✦GamaJigoku (Toad Plague)</b> Kyoshiro hops up as a large toad appears under him; he rides it as it sticks its tongue out to catch the opponent's legs. If hit, the enemy is sucked into the toad's mouth; Kyoshiro 'pops' it, and it explodes, sending him across the screen. Hits low.</p>   |  <p><b>✦KyoshiroEnbu (Kyoshiro Jig)</b> Kyoshiro steps forward, sweeps his polearm downward, then does a forward thrust.</p>  |
|  <p><b>✦Ootsunami (Tsunami Crunch)</b> Kyoshiro spins, flinging a small wave of water along the ground. This move hits low.</p>  |  <p><b>✦🔥ChobiJishi/Ranshin (Raging Lion Tail Blast)</b> Kyoshiro plants his polearm in the ground and vaults forward, forming a flaming wedge with his body. The force of the vault carries him forward at the enemy, unlike the stationary Slash move.</p>                           |
| <p>in air,</p>  <p><b>✦ChikemuriKuruwa (Smouldering Blood Pounce)</b> Kyoshiro spins downwards like a top in midair, twirling his weapon to hit as he drops.</p>  |  <p><b>🌀✦Aragotoshi Kyoshiro "KetsuNiku no Honoh"</b> Kyoshiro spins forward, performing a multi-hit ChikazeGoma. It ticks multiple times; if it hits, the enemy is carved up as Kyoshiro spins in place. The move ends as Kyoshiro blasts his opponent away in a burst of flame.</p> |
|  <p><b>✦ChobiJishi (Lion Tail Blast)</b> Kyoshiro plants his naginata in the ground and vaults forward, forming a flaming wedge with his body. Stays where it is on-screen (unlike the Bust version).</p>   |   |
|  <p><b>🌀✦Aragotoshi Kyoshiro "Oni no Mai" (Kyoshiro Demon Boogie)</b> Kyoshiro performs three flaming slashes--two downward and then a forward thrust. If he catches the opponent he then hits and spins many times against him, finishing off with a fiery burst that blows him into the air. Then, a la Terry's Triple Geyser, Kyoshiro juggles the opponent with a second, then a third explosion.</p> |   |

## **Quotes**

Pre-fight "Your sour look speaks of a silly spat ahead!"  
"How about a rehearsal before the main show?"

## Slash

CPU Win A blast of blood and guts. Yes!  
Vs. Win A premature debut, my friend.  
No Contest You played a great villain!

## Bust

CPU Win Hey! That's not stage blood!  
Vs. Win You'd make a nice prop!  
No Contest Kabuki is humanity's gem!

## **Poses**

### Slash

Pre-fight Spins around and says, "Hajimari, hajimari!" (Let's begin, let's begin!)  
1st Win Hops back and slashes forward, saying, "Omigoto!" "Well done!"  
2nd Win Does a short dance.  
Taunt Twirls his naginata, says, "Yowasugiru!" (Too weak!) and drops the blade.

### Bust

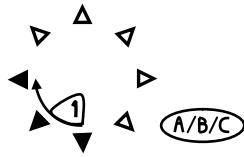
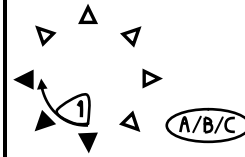
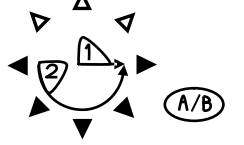
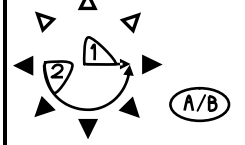
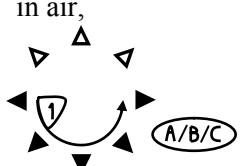
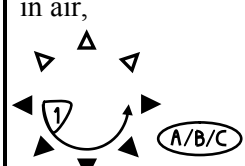
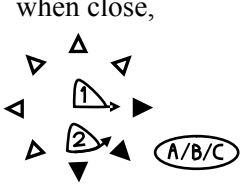
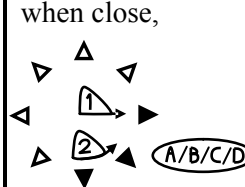
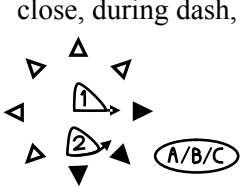
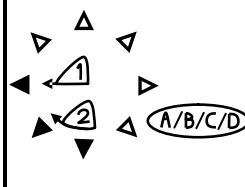
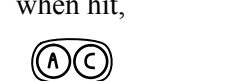

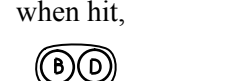

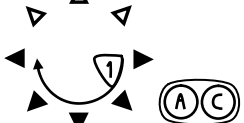


Pre-fight Puts away his pipe and turns to face the opponent.  
1st Win Pulls out his pipe and smokes it.  
2nd Win Pulls out his pipe, smokes it and says, "Kono Senryo, amaku wa nai wa!" (?)  
Taunt Twirls his naginata, says, "Yowasugiru!" (Too weak!) and drops the blade.

### General

No Contest Spins around the opponent like in Bust's ChikazeGoma, and slashes off the opponent's upper body.  
Honourable Death He gets swallowed by his frog.

## Hattori Hanzo

Hanzo is ordered by the government to destroy the evil castle, and is as yet unaware that his mortal enemy, Amakusa, has returned...

| SLASH  | BUST  |
|--|---|
|  <p><b>Ninpo BakuenRyu (Ninja Exploding Dragon Blast)</b> Hanzo punches the ground in front of him, sending a bouncing wave of flame at the enemy. Does not return the other way as it did in SS3, but has gained some speed to make up for the loss.</p>  |  <p><b>Ninpo BakuenRyu (Ninja Exploding Dragon Blast)</b> Hanzo punches the ground in front of him, sending a bouncing wave of flame at the enemy. Does not return the other way as it did in SS3, but has gained some speed to make up for the loss.</p>   |
|  <p><b>Ninpo KageBunshin (Ninja Shadow Splitter)</b> Hanzo twirls and disappears, spinning into view as two images on opposite sides of the screen. The button pushed determines the 'true' image.</p>   |  <p><b>Ninpo KageBunshin (Ninja Shadow Splitter)</b> Hanzo twirls and disappears, spinning into view as two images on opposite sides of the screen. The button pushed determines the 'true' image.</p>  |
| <p>in air,</p>  <p><b>ReppuShuriken (Ninja Windsplitter)</b> Hanzo flings a shuriken down at his opponent from the air.</p>  | <p>in air,</p>  <p><b>ReppuShuriken (Ninja Windsplitter)</b> Hanzo flings a shuriken down at his opponent from the air.</p>   |
| <p>when close,</p>  <p><b>MozuOtoshi (Ninja Shrike Dash)</b> Hanzo reaches out to grab at the enemy. If he connects, he spins upwards, carrying the opponent up and dropping him for damage. In C version, Hanzo does two elbow strikes, grabs at his opponent's arm, pops the elbow, THEN piledrives. VERY stylish.</p> | <p>when close,</p>  <p><b>Ninpo BakuenMijinGakure (Ninja Exploding Atom Flash)</b> Hanzo reaches out to grab at the enemy. If he connects, he spins upwards, carrying the opponent up and slamming him down in a blast of flame. Hanzo turns invisible upon a successful drop, and stays that way until hit or after 10-15 seconds.</p>   |
| <p>close, during dash,</p>  <p><b>MozuOtoshi-Hayate- (Running Ninja Shrike Dash)</b> While running, Hanzo can grab at the opponent with a Mozu Otoshi if close enough. In this case the grab carries both players up diagonally instead of vertical.</p>   |  <p><b>Ninpo Enbu (Ninja Monkey Dance)</b> Hanzo fades out, reappearing in the position determined by the button used. A is the left upper corner, B is left on the ground, C is the right upper corner, and D is right side on the ground.</p>   |
| <p>when hit,</p>  <p><b>Ninpo Migawari no Jutsu=Hotoke/Tenbu (Ninja Buddha Reverse Blow)</b> Hanzo disappears from view leaving a log behind then spin-slashes down on the opponent as in the Utsusemi Tenbu.</p>  |  <p><b>Ninpo Shizune (Ninja Silent Shadow)</b> Hanzo fades out, then immediately reappears in the same place. An excellent fake-out move when used with his other teleports.</p>  |
| <p>when hit,</p>  <p><b>Ninpo Migawari no Jutsu = Oni/Chizan (Ninja Demon Reverse Blow)</b> Hanzo disappears from view, leaving a log behind then pops up at opponent's feet as in the Utsusemi Chizan.</p>  |  <p><b>Fujite DokuRyu (Dragon Poison Finalizer)</b> Hanzo leaps, twirling upside-down through the air at the opponent's head. If he catches him, bombs drop at the enemy's feet, and Hanzo sets them off, sending his opponent back in a series of explosions. Slow, but does major damage; the move also crosses over to hit the opponent from the rear at a certain distance (about one-third to one-half screen). Works well as an anti-air strike also.</p> |
|  <p><b>Ninpo UtsusemiTenbu (Sky Dance)</b> Hanzo disappears from view, spinning down upon the opponent from above with a slash.</p>  |   |
|  <p><b>Ninpo UtsusemiChizan (Ground Slash)</b> Hanzo disappears from view, then pops up from a hole in the ground to strike at the opponent's feet.</p>  |   |
|  <p><b>Fujite MijinGakure (Flash Finisher)</b> Hanzo punches down into the ground sending up huge gouts of flame around him. He then turns (and remains) invisible (whether enemy hit or not) until hit or after about 10-15 seconds.</p>  |   |

## **Quotes**

Pre-fight "O the desolation! A heartless world indeed!"  
"O, how many more must I mercilessly slay?"

### Slash

CPU Win It was fate. Chill!  
Vs. Win Fear drove you down!  
No Contest You couldn't cut cheese!

### Bust

CPU Win You were good. For a plebe!  
Vs. Win Hey, I had to destroy you.  
No Contest Zukes! You look like a corpse!

## **Poses**

### Slash

Pre-fight Sheathes his sword while invisible.  
1st Win Makes a symbol with his hands and says, "Rin!"  
2nd Win Cracks his knuckles on one hand and says, "Bakusai retsu! Ore ga onushi no sadame nari!" (?)  
Taunt Beckons, puts down his sword and says, "Shoushi!" (Pathetic!)

### Bust

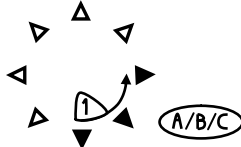
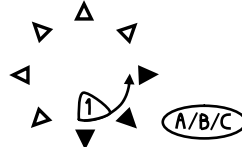
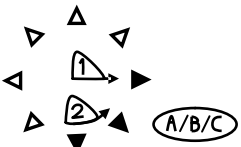
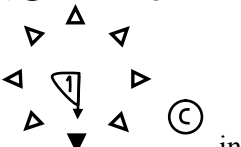
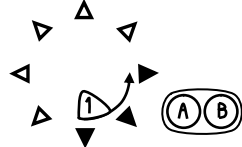
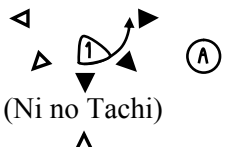
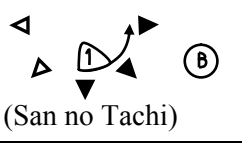
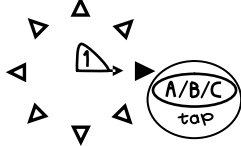
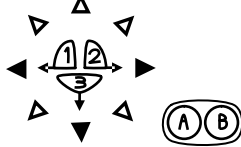
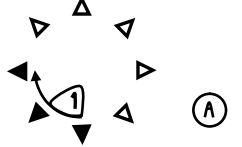
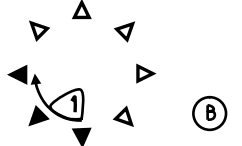
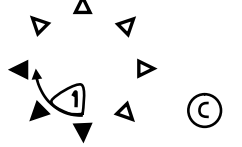
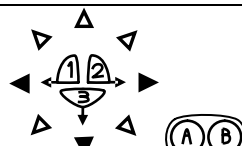
Pre-fight Appears, crouching, in a puff of smoke.  
1st Win Swings his sword downward, then sheathes it.  
2nd Win Folds his arms, chuckles, and  
Taunt Beckons, puts down his sword and says, "Issai shouchi!" (?)

### General

No Contest Dashes past the opponent, holds up a flaming hand, and the opponent explodes.  
Honourable Death He charges up a flaming punch, then disappears in a gout of flame.

# Yagyu Jubei

He is ordered by his lord to search Shimabara Castle, and defeat the master of the evil scheme.

| SLASH  | BUST   |
|--|--|
|  <p>✦ <b>Kattou Suigetsu Tou</b> Jubei slashes at the ground in front of him, creating a wave which shoots along the floor.</p>   |  <p>✦ <b>Kattou Suigetsu Tou</b> Jubei slashes at the ground in front of him, creating a wave which shoots along the floor.</p>  |
|  <p>✦ <b>Nikkaku Ratou</b> Jubei rushes forward, shoulder extended, to ram the opponent several times before striking up into the air with his katana.</p> <p>(C) version gives extra hit by pressing (C) in the air)</p>  | <p>✦ <b>Yagyu Sougetsu Jin</b> This is the only true guard break move in the game. Unfortunately, its speed is lacking in a game geared towards offensive play. Jubei charges for a moment, sword glowing, then swings at the enemy (Ichi no Tachi, first blade). It misses non-blocking opponents completely-- but, blocking enemies are opened up for Ni no Tachi (second blade, a glowing B poke) and San no Tachi (third blade, a glowing C double-strike that knocks down. Great move, but nigh-impossible to connect with; use it when opponent gets up, or in a position where they will be forced to block).</p>  <p>(Ichi no Tachi)</p>  <p>(Ni no Tachi)</p>  <p>(San no Tachi)</p>  |
|  <p>✦ <b>Hassou Happa</b> Jubei strikes out rapidly with both blades, hitting the enemy multiple times.</p>   |  |
|  <p>☉ ✦ <b>Zetsu Suigetsu Tou</b> Jubei swings at the ground in front of him, setting up a small wave of energy. When he thrusts with the other sword, a huge column of energy explodes from it, covering the middle third of the screen for a couple of seconds.</p>                                      | <p>✦ <b>Yagyu Shingan Tou/Suigetsu</b> Jubei leans back and holds his short sword low to the ground in front of him. Opponents who try a low blade attack get caught, then countered with a powered strike similar to Suigetsu Tou.</p>  <p>✦ <b>Yagyu Shingan Tou/Souha</b> Jubei holds out his short sword in a middle guard position. If the opponent's weapon touches the blade, he catches it and delivers a vicious counter-blow; this also works on <i>any</i> special move that isn't a projectile but uses the sword.</p>  <p>✦ <b>Yagyu Shingan Tou/Tenra</b> Jubei holds out his short sword in an upper guard position. If an airborne enemy's sword touches the blade (this <i>includes</i> moves like Ukyo's Swallow Swipe), Jubei catches it and delivers an upward geyser stroke as in the Nikkaku Ratoh.</p>  <p>☉ ✦ <b>Geki Souran Jin</b> Jubei slashes rapidly three times, sending a trio of energy projectiles through the air at the opponent. If they hit, he fires a few more, rushes forward to ram the enemy, slashes diagonally (leaving a cut in the air), then strokes HARD upward (leaving an 'X' on the ground) to finish. If the shots are blocked, Jubei rushes forward after the third one to continue the move (often fakes out opponent).</p>  |

## **Quotes**

Pre-fight "I'm on a mission for the shogun. Now move or die!"

### Slash

CPU Win Forgive my superiority.  
Vs. Win Slacking off lately?  
No Contest Your (sic) my servant now!

### Bust

CPU Win My moves cut to the bone!  
Vs. Win Yah, ha, ha! Ya got spunk!  
No Contest You've got guts. Pick them up!

## **Poses**

### Slash

Pre-fight Points at the opponent with one sword and laughs.  
1st Win Sheathes his swords and says, "Denaosei!" (Try again!)  
2nd Win Pulls out a cloth, tosses it into the air and slices it to pieces, then says, "Yagyū no tatsujin... nushi de wa mikiren wa!" (?)  
Taunt Points at the opponent, says, "Kakatte koi!" (Come on!) and puts down his swords.

### Bust

Pre-fight Points at the opponent with one sword and says, "Yagyū no ken ni katsuboku shite miyo!" (?)  
1st Win Pulls out a cloth and wipes a sword with it.  
2nd Win Sheathes his swords, and says, "Shoujin wa tarin. Denaosei!" (You lack dedication. Try again!)  
Taunt Points at the opponent, says, "Kowappame ga!" (Foolish child!) and puts down his swords.

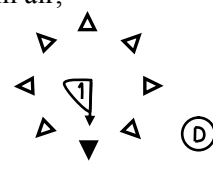
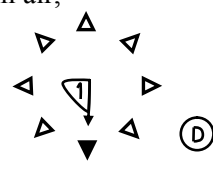
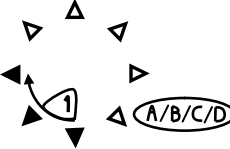
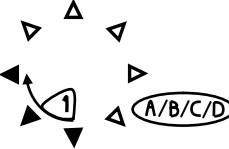
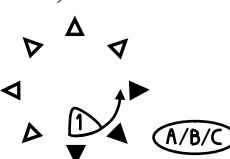
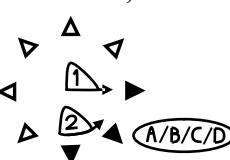
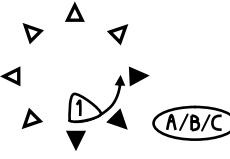
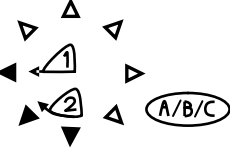
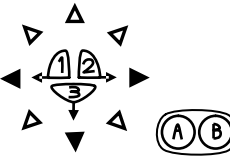
### General

No Contest Does a NikkakuRatou which bisects the opponent, then says, "Tawake ga!" (Fool!)  
Honourable Death Runs, like in the NikkakuRatou, but trips and falls over.



## Kubikiri Basara

With the resurrection of Zankuro, Basara's rest is rudely interrupted, and he must destroy both the summoner and the summoned in order to finally achieve eternal peace.

| SLASH  | BUST  |
|--|---|
| <p>in air,</p>  <p><b>SashiAshi (Stabbing Feet)</b><br/>Basara thrusts downward in midair with both glowing feet. He can pogo off the opponent's head once he touches the opponent and try again, or do another move.</p>   | <p>in air,</p>  <p><b>SashiAshi (Stabbing Feet)</b><br/>Basara thrusts downward in midair with both glowing feet. He can pogo off the opponent's head once he touches the opponent and try again, or do another move.</p> |
|  <p><b>KageSui (Soul Sucker)</b><br/>Basara gets sucked into a shadow which appears under him. In the time he remains in the shadow, he can be repositioned by moving to the left or right.</p>   |  <p><b>KageSui (Soul Sucker)</b><br/>Basara gets sucked into a shadow which appears under him. In the time he remains in the shadow, he can be repositioned by moving to the left or right.</p>                           |
| <p>in air,</p>  <p>✦ <b>SoraSashi (Airborne Slash)</b><br/>Basara flings his blade out in a spinning slash. A sends it near-vertically down, B flings it at a 45-degree angle, and C throws it horizontally. (The C version can be done during a back-dash.)</p>  | <p>✦ <b>SoraSashi (Airborne Slash)</b><br/>Basara flings his blade out in a spinning slash. A sends it near-vertically down, B flings it at a 45-degree angle, and C throws it horizontally. (The C version can be done during a back-dash.)</p>  |
| <p>when close,</p>  <p>✦ <b>Tomobiki (Friendly Rip)</b><br/>Basara grabs forward in a hugging motion, crying, "Kagaribi!" (his lover's name). If he grabs the opponent, a portal opens, sucking them both down. An instant later the enemy is ripped out of the hole with a vertical slash from Basara's weapon. When POWed, hits many more times.</p> | <p>✦ <b>KageIde (Shadow Exit)</b><br/>Basara slips downward into a shadow, then reappears out of another in front of the opponent with an upward slash. Button determines height of thrust and power. When POWed, hits more times and goes much higher.</p>   |
|  <p>✦ <b>KageNui (Shadow Stitcher)</b><br/>Basara thrusts his blade into a portal in the ground; it then reappears from another portal (distance depends on button) over the players' heads, striking down for damage.</p>  | <p>✦ <b>ChiSashi (Ground Slash)</b> Basara flings his blade out in a circular arc. A is a fast, high circuit, B has more horizontal range, and C is a long, nearly full-screen arc. If Basara is hit during the move, the blade disappears and returns to his hands.</p>                                    |
|  <p>✦ <b>NueDama (Soul of Beast)</b><br/>Basara throws a slowly-moving orb from his arm; it moves upwards at first, then curves back down to the ground. Stuns the opponent if it hits, but its use is very limited (except as air defense?)</p>  | <p>✦ <b>KageDamashi (Shadow Feint)</b><br/>Basara creates a copy of himself, which acts depending on which button is used: A jumps forwards, B jumps upwards, C jumps backward and D walks forward.</p>   |
|  <p>☉ ✦ <b>Kagemai/Mukui (Shadow Dance Payback)</b> Basara skips back and then does a high hop forward at the opponent. On a successful hit the opponent is rocked with many blows as Kagaribi's ghost floats around him; the last hit is a vicious Shadow Exit (see Bust version) which knocks down.</p>   | <p>☉ ✦ <b>Kagemai/YumeBiki</b><br/>Basara skips back and then runs/slides quickly forward at the opponent. On a successful hit Basara initiates an Iori-esque sequence, hitting many times, pausing, and then ripping the opponent off his blade with one enormous yank.</p>                                |

## Quotes

Pre-fight "With this crazy blade, let the bloodfest begin!"  
"The chimes of nightmares peel (sic) through the air. The battle begins!"

## Slash

CPU Win Blood marks Heaven's path!  
Vs. Win Yah, hah, haaaah!  
No Contest Darkness's maw opens!

## Bust

CPU Win You don't scare me. Waah!  
Vs. Win Kagaribi...where are you?  
No Contest Kagaribi, joy, joy! The pyres burn!

## Poses

### Slash

Pre-fight Leaps up from a portal of blackness in the ground, then lands and goes into combat stance.  
1st Win Twirls his blade in his hand, then spreads his arms, saying, "Kodobura rarikite ukenai!" (?)  
2nd Win Kagaribi's ghost drops into his arms, and he laughs. She then crumbles away into a skeleton, which fades, and he screams, dropping to his knees.  
Taunt Laughs, drops his weapon and says, "Kowakunai yo!" (I'm not afraid!)

### Bust

Pre-fight Appears, crouching, from a portal on the ground. Kagaribi floats around him for a moment, then vanishes as Basara calls her name.  
1st Win Tightens the metal band on his wrist and says, "Ukeireru nara shini wa shinai!" (Accept the end and true death will not claim you!)  
2nd Win Laughs, then transforms into the shadowy form of a bat. A portal opens beneath him and he vanishes as several smaller bat-shapes fly out.  
Taunt Laughs, drops his weapon and says, "Boku no tokoro ni oide!" (Come to me!)

### General

No Contest Grabs the opponent, like in the Friendly Rip, and drags him/her down slowly, blood flying everywhere. He then reappears from the top of the screen as the portal closes.  
Honourable Death He slashes his own neck.

## 15. How do the CD combos work?

There are four preset chain combos usable after the (C)(D) connects. Some characters have others. These attacks, by themselves, do very little damage, but the complete 14-hitter will automatically fill your POW meter to max (assuming you haven't done a Rage Explosion). But these can be interrupted into other moves, to make for flashier, more damaging combos as well. Greyed button presses are interruptible.

| Character | Combo 1   | Combo 2   | Combo 3   | 14-hit                                  |
|-----------|-----------|-----------|-----------|---|
| Tam Tam   | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Sogetsu   | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Amakusa   | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Kazuki    | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Charlotte | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Nakoruru  | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Genjuro   | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Haohmaru  | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Rimururu  | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Gaira     | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Ukyo      | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Galford   | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Shizumaru | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Kyoshiro  | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Hanzo     | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Jubei     | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |
| Basara    | (A)(A)(A) | (A)(B)(C) | (B)(B)(C) | (A)(A)(B)(B)(C)(C)(A)(B)(C)(C)(C)(C)(C) |

Some character-specific CD combos:

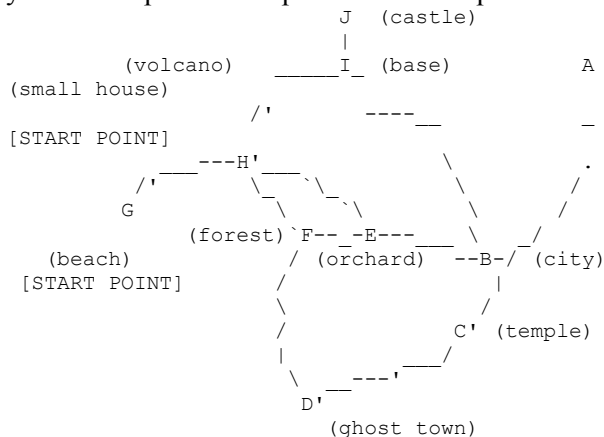
| Character | Combos                 |
|-----------|------------------------|
| Shizumaru | (C)(C)(D)              |
| Kazuki    | (C)(C)<br>(C)(B)(B)(B) |
| Sogetsu   | (C)(C)<br>(C)(B)(B)(B) |
| Nakoruru  | (A)(A)(A)(A)(A)        |

The (C)(D)(B)(B)(C) has special juggling properties. Some characters can take great advantage of this, while others cannot:

| Character | Slash                                 | Bust                                    |
|-----------|---------------------------------------|---|
| Sogetsu   | (A) Gekko (Water Spout)               | Gessho/SuityuHa                         |
| Basara    |                                       | Only in corner, ChiSashi (Ground Slash) |
| Kazuki    | (D) DaiBakuSatsu<br>BakuBou, KaenGeki | (C) GurenKyaku                          |
| Nakoruru  | (C) LeLa Mutsube                      |   |
| Rimururu  |                                       | (C) Rupushi Tum                         |

## 16. What do the background stages look like?

The stages are no longer character-specific, but are instead location-specific. As you travel across the area, you will stop at certain points on the map of Shimabara:



**Key:** Lines are paths between stages. Characters start from either A (Koga) or G (Funatsu) -- nowhere else. Eventually they will reach either H (Obama) from Koga or B (Fukae) from Funatsu, then move to point I (Kusenbutake). From there they move into Amakusa-Jo (J) where the final battles take place.

**A - Koga - START POINT** Begins with character's opponent leaping from a ceiling rafter. This is a redone version of Basara's SS3 stage. The fight takes place in an abandoned, run-down house. Candle stands are still on the floor, but cannot be cut; moreover, there are no screens. In spite of the lack of interactive scenery, though, the background is really quite beautiful. Instead of the back of the house being open, there is a giant hole in the ceiling, revealing other old houses and the Amakusa-jo in the background.

**B - Fukae** Begins with low flames leaping. This is a city on fire. At first glance, it looks somewhat like Genjuro's SS3 stage with a lot of flame added, but it turns out that it is not. (See D for that one.) Very nice scenery, if you like combustibles. The castle can be seen dimly in the background. Extra bonus: As the players fight, fiery embers occasionally drift in the wind and catch on the buildings, setting them ablaze.

**C - Dohsaki** Begins with a shot of a Buddha's head crying blood tears. The stage is a ruined Buddhist temple--in fact, it turns out to be a remade version of Zankuro's SS3 stage. The main change is that the temple is more opened to the outside, showing the castle in the background, and that the statues are much, much better looking. Many of them are broken; blood (?) leaks from the edges.

**D - Kushinotsu** Begins with a bolt of lightning leaping up from the Amakusa-jo and striking the center stage, leaving a burnt magic circle in the ground. This is the ghost town we see in Genjuro's SS3 stage. Only diff. is that a) it looks better and b) it's nighttime now. Oh, and c) it is now completely abandoned.

**E - Arie** Begins with cherry blossoms drifting as the shot pans from the castle in the background down to the orchard below. This is the cherry orchard which was Haohmaru's stage in SS3. It looks far more orderly now; trees line the main row, as before, but now also stretch far into the background, with the castle rising ominously behind. Lanterns are arrayed in the near background of the stage, but cannot be cut.

**F - Kushiyama** Begins with bamboo leaves falling. The stage is a bamboo forest, Shizumaru's SS3 stage (or Jubei's SS1 stage for true purists). Sunlight dapples through the bamboo at certain angles, and through the forest one can faintly see the castle rising up in the distance.

**G - Funatsu - START POINT** Begins with character's opponent leaping from a high rock. This is the western beachhead of the province (is Shimabara facing the sea?), and an alternate start point for certain characters. The waves roll in (4-frame motion, but pretty-looking) from the left, where the characters are closest to the water. As the stage moves right, the beach curves away into the background and back the other way on the far shore. High on the far shore we can see the red glow of burning Fukae as well as the fire-lit Amakusa-jo.

**H - Obama** Begins with volcanic ash rising up from the ground. This is Hanzo's SS3 stage--the volcano about to explode. There isn't *that* much to say about rocks and ash as scenery, but the difference is that now, the castle is *much* closer in the background (and gets even closer at I--see below).

**I - Kusenbutake** Begins with crows rising up from the bottom of the screen as the shot pans down from the castle. Players fight at the base of Amakusa-jo, with the castle's base thrusting out of the rocks in the immediate background. The rocks all around the area have red runes running through them, just as Mizuki's did. However, Mizuki's stage didn't have bodies scattered around it.

**J - Amakusa-jo (Amakusa Castle) - FINISH POINT** Begins with Amakusa making his speech about cleansing the world. The boss stages. When fighting Amakusa, the stage is a wide hall, well-lit but in disrepair. In center stage background, though, is the object of the quest; if the character makes it in time, Hazuki hangs suspended in midair as a magic circle under her drains her energy. Behind that is a large statue of a robed man holding a sword outstretched between his hands. If you do *not* make it in time, Hazuki lies on the floor and magic circle, already dead. If you fight Amakusa, then Zankuro (who was imprisoned in the statue and kills off Amakusa) is freed. The statue lies broken, Hazuki is on the floor (alive, hopefully), and Amakusa is a bloody mess on the floor.

## 17. Are the endings transcribed here?

Yup! Here are all of the endings, transcribed literally, spelling errors and all. Note that these are the ACTUAL endings, assuming you make it to the castle in time and fight Amakusa and Zankuro, then your "companion" from the start of the game. If you fail to get to the castle within the allotted time, you fight only the person to whom you spoke in the beginning, and receive a "bad ending," which is untranslated, oddly enough.

In all the endings, unless noted, the character who won appears on the left side of the screen, back to the player. The background is a cliff (like the one at the beginning of the game) in daylight, with smoke rising from a distance (probably from Amakusa's ruined castle).

Each line of text under a character's name represents one speech balloon. Text in parentheses or brackets are comments about the scenes. Text not attributed to a character are labeled "Screen:" The word [sic] means a misspelling that appeared that way during the ending, so don't blame me!

### Kubikiri Basara

**Basara** Kyah Hah ... the party's over!  
Wah hah hah haaaaaah!

*Kagaribi appears, in robe, on right.*

**Basara** Kagaribi!

**Kagaribi**...Basara...

**Basara** I'm tired. I want to die here!

**Kagaribi** The ungrateful died [sic]  
cling to you! Basara ...Oh, great!...  
...Now just let me die!...

*Kagaribi vanishes, and reappears in front of Basara.*

**Kagaribi** Please, help him! P, p,  
please!

*Kagaribi vanishes.*

**Basara** Kagaribi! Oh, Kagaribi, I was  
a fool...Yah, hah, hah! I'm off hunting.  
A hunting I will go!

**Basara** laughs.

**Basara** !

*Basara is surrounded by electrical flashes. He screams, turns into a ball of light, and floats off the top of the screen. The scene changes to an area of earth. The ball floats into the earth, and a gravestone rises. Chains attach to it from either side, and a big door closes.*

**Screen** What a beautiful nightmare!

### Tam Tam

**Tam Tam** It over. Me happy! I go  
home to village. Good.

*Tam Tam is in his village, in front of some ancient statues. He's in pain.*

**Tam Tam** Aaoh ... ooooh ... it hurt!

This mask is real pain. !

*Tam Tam falls down. A medicine man comes over to him.*

**Medicine man** This mask is sucking  
your life out! Quetzalcoat! Save this  
young man's life!

*Spirits appear and dance around Tam Tam, who rises in the air. Picture fades.*

**Screen** 3 months later...

*Cham Cham is lying on her stomach, kicking her feet, playing with her monkey Paku Paku. Tam Tam is to her left)*

**Cham Cham** Tam Tam!

**Tam Tam** What's up, Cham Cham?

**Cham Cham** The Tanjil stone...I lost it!

**Tam Tam** Say what, Cham Cham!

Tam Tam, says "Ooh!"

### Galford

**Galford** That Amakusa was one tough  
dude! Huh?

*Poppy drags Tam Tam on the ground to Galford)*

**Galford** Poppy, you're all right!

**Poppy** Woof! (barks)

**Tam Tam** Unnh ... unnh ... (obviously,  
reads Marvel comics) You save  
Tamtam [sic]?

**Galford** Don't thank me, thank Poppy!  
(Poppy barks)

**Tam Tam** You save Tamtam? Friend!  
Friend! (Tam Tam says, "Ow-wow-  
wow!")

*A red orb drops from Tam Tam as he's cheering.*

**Galford** !

*Galford says, "Hey, Poppy!", who fetches the orb.*

**Galford** By the by, why do you carry  
the devil's stone? Because of this,  
people go ceerazy [sic], man!  
*Tam Tam points at the floating stone.*

**Tam Tam** You friend. This stone  
important to me! My village sick!  
*Tam Tam swipes the stone and dashes off.*

**Tam Tam** Forgive me! I go!

**Galford** Hey, wait! ..... Well,  
Poppy, someday... (Poppy barks.)  
When another baddie shows up, we'll  
be there!  
*Galford says "Yeah!" Let's go, Poppy!*  
*Poppy barks. Galford and Poppy run off to the right. Another dog follows, CARRYING THE ORB. Another dog follows after that, carrying Tam Tam's blade, and yet another dog follows again, carrying Tam Tam's mask Then Tam Tam himself runs after them all!*

### Kibagami Genjuro

*Genjuro stands with his frog hopping behind him.*

**Genjuro** Wow... was he weak! !

*Gen-An and Earthquake run in from the right.*

**Earthquake** Yah, hah, hah! Come  
quietly with us!

**Gen-An** He calls for you.

**Genjuro** No one tells me what to do!  
Gen-An Very well. We'll drag you  
away!

**Genjuro** Try it and you're sashimi,  
pal!

*Big slash! Both Gen-An and Earthquake fall out of the picture.*

**Gen-An** Aaa ... zaaa ... meeee!

*Fade to black.*

**Screen** 6 months later...

*In Genjuro's village stage, SLASH!  
Haohmaru knocks Ukyo out of the picture*

**Haohmaru** You are w-e-a-k! Is no one  
stronger? What?!

*Haohmaru goes into his fighting stance. Genjuro's leg can be seen on the right. The screen changes to a shot of a wheelbarrow on the left, and the left side of Genjuro's face can be seen. Throughout the following dialogue,*

*the scene alternates between Genjuro's face and a profile of Haohmaru.*

**Genjuro** Long time, no see, Haohmaru!

**Haohmaru** Foul fiend of Hades! You don't know when to quit!

**Genjuro** This fiend will have your butt!

**Haohmaru** We'll see about that!

**Genjuro** Very well, Haohmaru. You're finished!

*Swords clash. BEAUTIFUL still shot of Haohmaru and Genjuro in combat.*

### Nakoruru

*Nakoruru stands with Mamahaha.*

**Nakoruru** At last, it's over!

But mother nature still weeps!

Forgive me. I'll cure the damage!

*A close-up picture of Nakoruru praying, hands clasped.*

**Nakoruru** To the gods of Kamui Kotan, light!

*Nakoruru is on the ground. Rimururu comes from the right, the wolf Shikururu on the left. Shikururu howls.*

**Rimururu** Sis! Konril, help me!

*Rimururu throws the ice crystal, which forms an ice shield around Nakoruru, who is dragged off. Fade to black.*

**Screen** One week later...

*The scene is the forest from the SS2 endings. Rimmy runs into the scene.*

**Rimururu** Sis! Are you okay?

**Nakoruru** I ... I think so...

*Rimmy plays with her ice crystal in the background, while Nak faces us in close-up.*

**Nakoruru** What a sweet kid! But an evil darkness nestles in nature's bosom! For nature has told me! We must save nature again from Being sucked up by this evil! We must succeed! At any cost... (her eyes close)

### Kafuin Gaira

*Gaira is standing with Zankuro's dead body to his right.*

**Gaira** Well, things are back in order.

Now to crean [sic] things up.

*Gaira says, "Namu Amida Butsu" and Zankuro disappears.*

**Gaira** You old demon, you're off to heaven [sic]! Let's go home.

*Caffeine Nicotine jumps into the scene.*

**Gaira** Hey, gramps!

**Nicotine** Exorcise the big old demon?

**Gaira** Yup!

**Nicotine** Well, well... Yes, it's Basara, and I'm Basara.

**Gaira** Aaah!

*Nicotine impatiently stamps his foot through the next dialogue.*

**Nicotine** You fool, we must go!

**Gaira** Quiet! You silly monk! Go now?

**Nicotine** You fool! It's

excommunication for you!

**Gaira** You loud-mouthed geezer!

*Gaira attacks Nicotine! Freeze-frame!*

### Senryo Kyoshiro

**Kyoshiro** La comedia e finita!

Now, back to the smell of the crowd and the roar of greasepaint!

*Kyoshiro hops off. The scene changes to a snowy field.*

**Screen** After the battle, Kyoshiro went on to greater success. He became a national sensation.

*Kyoshiro dances.*

**Screen** But with the Kyoshiro's demon dance, a new evil was summoned. Big and bad, it comes looking for Kyoshiro!

*The snow cloud changes into a big black shadow.*

### Mizuki?!?!?

### Hisame Shizumaru

**Shizumaru** It's over ... but... (Shiz throws up?!)

**Shizumaru** Ooooh... Again, something rampages within me! Stop ... please, stop! I'm ... I'm not a demon!

*Haohmaru and Nakoruru appear on the right.*

**Haohmaru** Give me a break. A demon. Sizumaru [sic], a demon exists in us all! You ca'nt [sic] escape your destiny! To become a demon or to live as a human, it's your choice!

**Shizumaru** I've been denying my demon, escaping myself! But I was wrong!

*Haohmaru and Nakoruru disappear. No wedding invitations.*

**Shizumaru** I'm a demon, and I'm Sizumaru [sic] Hisame! My memory may be gone, but this I know! I'm not lonely!

*Fade to black.*

**Screen** With no record of a demon sighting, Sizumaru [sic] found his true destiny.

### Charlotte

**Charlotte** My country is saved! ... but Haohmaru ... !

*Haohmaru appears.*

**Charlotte** Haohmaru, you're save!

**Haohmaru** Well, kind of. .... You were worried about me?

**Charlotte** What, me...? Why should I worry about you? (Charlotte laughs.)

**Haohmaru** You just don't change, toots.

**Charlotte** What? Why you...!

**Haohmaru** Well, they say abstinence is best!

**Charlotte** Huh? Haohmaru!

*Haohmaru leaves. Close-up of Charlotte.*

**Charlotte** Hmph. What a guy! (Charlotte smiles.)

### Tachibana Ukyo

**Ukyo** ...Zoiks! My fiancee?!... !

*Kei appears.*

**Kei** Why, what brings you here?

**Ukyo** Kei, my dear.....I didn't intend to hurt you! I'm sorry.

*Ukyo walks off.*

**Off-screen** Ukyooooooooo!

*The girls who chase Ukyo follow him across the screen, and off.*

**Kei** Ukyooooooooo...

*Scene changes to Ukyo at his seaside stage.*

**Ukyo** ...Nothing is left in me. ....

Kei, my dear...

*Some Japanese lettering appears on the right side of the screen.*

### Haohmaru

**Haohmaru** It's over... ..and I'm off!

*Fade to black.*

**Screen** With Amakusa dead, Peace returns to the land once more.

*Fade to black again.*

**Screen** 6 months later...

*The rest of the ending is the same as Genjuro's from this spot.*

### Hattori Hanzo

**Hanzo** Missin [sic]: complete!

*Jubei appears.*

**Hanzo** Are you okay, Jubei?

**Jubei** But what of Shinzo?

**Hanzo** Oh! Quiet!

His soul is saved, by this missin[sic]...

**Jubei** Forgive me...  
*Two women appear, kneeling before Hanzo.*

**Jubei** What?

Boy on right: You must hurry home, Hanzo!

**Hanzo** Very well, I bid my leave!

**Jubei** Right!

*The boys vanish, and Hanzo disappears in a puff of smoke.*

**Jubei** A blade for a heart... a sad fellow!

*Hanzo is running toward us in close-up.*

**Hanzo** This father shall...

*An exclamation point appears after "shall"*

**Hanzo** This father shall!...

### Yagyu Jubei

*Jubei is on the right of the screen.*

**Jubei** It's all over... We won't be hearing from him soon. ...?!  
*Hanzo appears on the left side of the screen in a puff of smoke.*

**Hanzo** Ah! cha cha! Hear [sic] I am!

**Jubei** But what of Shinzo?

*From this point, until Jubei's "A blade for a heart", same as Hanzo's ending. Jubei tosses an orb onto the ground.*

**Jubei** Now to weed out the soul of evil!

*Jubei blows up the orb with a sword blast.*

**Jubei** And put this matter to rest.

*Jubei laughs and the screen fades to black, but Jubei remains on screen on the right side. The Edo Express Delivery Man runs from left to right, behind Jubei. And little chirps burp at Jubei's feet. The next words are superimposed on that image.*

**Jubei** And put this matter to rest. Jubei laughs and the screen fades to black, but Jubei remains on screen on the right side. The Edo Express Delivery Man runs from left to right, behind Jubei. And little chirps burp at Jubei's feet. The next words are superimposed on that image.

**Screen** But who knew 6 months later Jubei would face a great evil?

### Rimururu

**Rimururu** It's over, right Konril?

*The ice crystal rotates for a moment, then collapses into a puddle!*

**Rimururu** Konril! (Rimmy's hand goes to her mouth.) What's wrong? Answer me! Konril! Konril! Forgive me, Konril! You were always there for me.

And... Let's go back to Kamui Kotan. They're waiting for us.

*Rimururu kneels by the puddle. Fade to black.*

**Screen** One month later...

*It's the forest scene from SS2 endings again. Rimmy comes tumbling in.*

**Rimururu** Hurry up!

*Rimmy is followed by the ice crystal, hale and hearty again. Rimururu preens for the crystal.*

**Rimururu** Yah, hah, hah!

### Amakusa Shiro Tokisada

**Amakusa** Is it really over?

*Hanzo appears in a puff of smoke.*

**Hanzo** Hmph.

**Amakusa** I'm just as spirit [sic] in two!

**Hanzo** Amakusa, do you remember me? All of the evil you brought. And my son, too!

**Amakusa** Your son is now...Ooooh, waaaaaaaaaaaaaaaaah!

**Hanzo** What is it, Amakusa?

*Amakusa splits into two Amakusas.*

**Amakusa** Goowaaaaaaaaaaaaaaaaah!  
*The two Amakusas recombine into one.*

**Hanzo** ...?!

*A rainbow forms around the single Amakusa, which turns into a black orb, and floats into the air.*

**Hanzo** Amakusa! ...A massive force!...A terrible power...

*Scene changes to earth. The orb enters the earth, a gravestone comes out, chains attach to it -- like in Basara's ending. A pause.*

**Screen** God's child rests here.

*Big doors close. Screen God's child rests here.*

### Kazama Sogetsu

**Sogetsu** The extermination is complete!

*Fade out, fade into the SS2 forest.*

**Sogetsu** ...Over there, right? Hmmp.

(Scratches his head.) Come out, Kazuki! (Motions with his arm.)

*Kazuki appears on the right.*

**Kazuki** I don't need this! Sogetsu You know the price of leaving the ninja!

*Kazuki sits on the ground in lotus position.*

**Kazuki** Do as you wish!

*Fade out, fade into the forest again.*

*Kazuki is lying on the ground, apparently dead. Sogetsu stands over him, surrounded by three other ninjas in olive-colored outfits something like Sogetsu's.*

**Sogetsu** I did away with the ninja.

Let's go home! A ninja Year. [sic]

*They vanish. Fade out, and into a close-up of the back of the ninja leader's head, talking to Sogetsu. A candle flickers in the background.*

**Leader** Hey! Sogetsu, did you do your job?

**Sogetsu** Yes! It's over.

**Leader** That was tough. Your own brother.

**Sogetsu** But the rures [sic] of the ninja are fulfilled.

**Leader** You have my thanks, and sympathies. ....

*Close-up of Sogetsu, eyes closed.*

**Sogetsu** Piece of cake.

*Sogetsu's eyes open. He laughs!*

### Kazama Kazuki

**Kazuki** That was a close one!

*Fade out, fade into the SS2 forest.*

*Kazuki is on the ground, administering to Hazuki, who is wearing a pink shift.*

**Kazuki** Hey, Hazuki! Pull yourself together! You knew it was me?

**Hazuki** Yes, of course.

**Kazuki** !

*Kazuki and Hazuki vanish.*

**Kazuki** Hazuki, don't move.

*Sogetsu suddenly appears.*

**Sogetsu** ...Over there, right?

*From this point until "Year.", same as Sogetsu's ending. Sogetsu and the other ninjas vanish, leaving Kazuki on the ground. Hazuki runs up to Kazuki's body.*

**Hazuki** Brother, are you okay?

*Kazuki slowly gets up.*

**Kazuki** Gooaah! That guy knew his stuff! Let's go, Hazuki!

*Close-up of Kazuki running, looking back at Hazuki running with him.*

*VERY anime-looking.*

**Hazuki** Yeah, good idea!

## 18. Are there any "goodies" in the game?

Yup! There have been a few interesting oddities reported!

**Wan-Fu and Sieger** In order to see a picture of one of these two after the end credits, you must beat the ENTIRE game (including Amakusa, Zankuro and the rival) in the time limit. The conditions for how to receive a specific one are not currently known.

**Poppy's Puppies** In order to see a special win pose with the puppies, win with a double perfect using Slash Galford. Galford will say, "Arigato!" as the puppies scamper across the screen.

**Charlotte Of The Multi-Super** When doing Slash Charlotte's POW Special, hold down the A, B, C or D button until the completion of the star. Depending on which button you hold down, she will end the super in a different fashion! Give it a try!

**Shizumaru, The Frog-Thief** When Bust Shizumaru wins a match against Genjuro, he will open his umbrella in his victory pose like normal, but Genjuro's frog will come out and start hopping around as well!

**Charlotte's Cracking Up** Sometimes, when winning in the second round, Slash Charlotte's epaulet (shoulder guard) shatters and she looks at it strangely. No confirmation on how to make this happen, but it seems to be fairly common.

## 19. How about bug reports?

THE UNSTOPPABLE NAKORURU...

Nakoruru has been reported as attempting to dash against a cornered opponent, and if the opponent jumps over her, she gets stuck in the corner, still running. But she can't be hit out of her run, nor can the person playing her stop her! Her opponent used the Honourable Death, but the game continued, though the clock had stopped. After about 30 seconds, the game proceeded to the next round with no problems...

If you discover a bug, please submit it and I will list it here!

## 20. Who can I get in touch with to discuss my favorite character?

Well, if you want to discuss the merits of Genjuro or Basara, I'm game. Aside from that, check out the Neo\*Geo Mailing list and Samurai Shodown mailing list for people who will be glad to discuss the game with you!

The Neo\*Geo Mailing List:

Send email to [neogeo-request@dhp.com](mailto:neogeo-request@dhp.com)

Subject: SUBSCRIBE

Body: SUBSCRIBE

The Samurai Shodown Mailing List:

Send email to [ss-request@dhp.com](mailto:ss-request@dhp.com)

Subject: SUBSCRIBE

Body: SUBSCRIBE

## 21. I have more info on SS4 than what is here. Can I submit it?

Please do! I'm always looking for more information on the game! Send it to [deuce@scsn.net](mailto:deuce@scsn.net), and please tell me how you wish to be credited (real name, email handle, whether or not to include email address, etc.).

WANTED: Normal moves information

GAMEST CHARACTER RANKINGS

Character-specific combos

Translations for the quotes I don't already have translated

Anything that's not already here, basically

This TAPFAQ has been brought to you by Deuce, resident Hanafuda player, Holy Terror w/Bust Genjuro, Neo\*Freak, head author of Dream Tournament IV, and all around weird guy. Please do not sell this document, but distribute it freely! If you sell this, I will send my good buddy Genjuro to educate you about following directions. :)