


# Enja samurai showdown

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Share Illustration by Senri Kita Enja Kazuki (炎那火月) is Rasetsu/Bust shaped Kazuki in Samurai Shodown 64: Warriors of Fury. He is considered a different character than Enge. It is voiced by Atsushi Yamanishi. History Because of his main desire for power, this version of Kazuki began to dominate the power in his sword. The spirit, named Enja, then continues to rage the countryside. Although the spirit seems to have devoured his soul, Kazuki is relieved of his control at his ending. He praises Kazuki's power and reminds man of the precious things he must protect. Kazuki's ending also suggests that Anja Kazuki has most of the battle for Kazuki in the game. Kazuki's personality becomes a raging beast, which is captivated by the spirit of Angie. Unlike Angie's later colleague, he can spiritually speak to Kazuki in words he understands. Forces of Pyrokinesis: Enja Kazuki can control the fire. It can create a bright fire from the air, intensify its attacks with fire, causing minor lava eruptions from the ground and put its own body on fire. It is not immune from other types of fire. He cannot control the fire separated from his body, or what he has not created. Firefighter Emperor Mode: Enja Kazuki absorbs himself with flames and changes his position to take the position of Pigua. It sacrifices the ability to block and all the usual attacks and special moves for unlimited super armor and a new fighting style allowing a variety of combos and powerful attacks. It can shift between this and the normal gameplay style at any time. Fighting Style It uses a modified Rasetsu/Bust Kazuki formula engine from the previous game. Enja Kazuki lacks long-range attacks and special moves, but compensates for this weakness in the battle from close range. His attacks are slow but powerful. Its super, being one of the most challenging in the series, has several different stages and a wide range of follow-ups for the player to use. It has the slowest and most powerful unlocked attack in the game, a single inch punch. This attack was carried out at the request of a leading designer (a Kazuki fan) who wanted instant death ability for his favorite character. Its destructive power was balanced with the slowness of its launch. The attack has a separate, alternately named (but identical) version for both normal and Fire Emperor movesets. The Emperor's version of Enja Kazuki is based on slow attacks, short combos and damaging unblockable ones. The Fire Emperor mode can only be manually cancelled, as none of Angie Kazuki's attacks can put an end to it. Being in this mode, he can still chase down a downed opponent, gets the ability to double dash/bypass in four directions, but is unable to jump. It is difficult to activate this mode because its activation is slow and easily interrupted by the enemy at a distance. If the enemy is close, the activation will cause an unblockable stun. His fighting style was made, emphasize the principles of the yang through his fire and blows opposite Suija Sogetsu. Game Game Samurai Shodown 64-2 Samurai Shodown! 2 Similar characters Trivia In the game, his eyes sometimes appear white and lack disciples, although later his red students return back. This manifested itself in his intro and win poses, and was made to show the effects of the spiritual possession of the game designers to note that his fighting style was influenced by various kung fu. Fans also noticed this and found it strange to see that Kazuki's character was not Chinese. Later in samurai Shodown VI and partly in the storyline of samurai Shodown V, it was mentioned that Enja and Suija are originally from China. Maps of Sprites Community Gallery content is available under CC-BY-SA unless stated otherwise. From Mizumi To Vicky 炎那, Enja colors you can't shake hands with a clenched fist. You can't catch hands with shackles that heavy, either. Enja is a hard-hitting powerhouse with extreme mobility problems. His best strategy involves sticking the other person as glue and putting as much pressure as possible on them. Enja can rarely afford to wait for an opponent to come to him and has to spend a lot of effort to stay in the range of some characters. However, if successful, it has the ability to do an incredible amount of damage in the blink of an eye. Enyi's Fury Measurer charges faster than anyone else, giving him even more energy throughout the match. He has a slow spurt, a very low jump, and none of his attacks go beyond the short range. His underlying problems become painfully apparent if he starts to get outranged or repeatedly knocked out of the air during his chase. It is considered a difficult character to play in general, although the benefits vary greatly in different matchups. The strengths of Weakness Mad Return are potentially high damage. Obviously. The jump arc lends itself to constant molestation with J.A.B. Surprisingly versatile close-range confusion, both high and low potentially leads to great rewards. Fury fills incredibly quickly, and the great value of the defense is to complement it. A few correct guesses can convincingly win you a round. Rikudou Rekka requires a funny performance or just as funny luck to actually use. Sluggish speed and bad arc jump to approach from afar. There is no real way to combat zoning of projectiles, except not to get hit. A poor overall approach makes capitalizing on frequent periods of rage difficult. Normal longer-acting ranges are slow and largely unsafe. Meditation has almost no use for its slow time. You either blow up the enemy, or they easily shut you down. Data Damage taken: 95% Fury Duration: 8 seconds Fury Amount: 6 Walking speed: 400 Backwalk Speed: 384 Dash Speed: 1150 Jump Duration: 40 Frame Width: 16 Throw Range: 16 Normal Slash 5 A Damage Guard Cancellation Invul Property Level 4 Mid 1'6 (6) - - - Weak Startup Active Recovery Hit Adv Backhit Adv Block Adv 7 4 8 -2 -2 -7 Very short elbow range, which is no different from the near standing version. Useful against hops and decent active cadres can stuff capture attempts 5B Damage Guard Invul Property Level 14 Mid 12'33 (22) - Recoil Cancellation, Deflectable (Med), Weapon Clash 5'11 (7) Medium Startup Active Recovery Hit Adv Backhit Adv Block Adv 12 5 25 -12 -4 -9 Burning Backhand extending arm length forward with decent run and recoil options, although none of it is really safe for most of the time cancellation. This is one of your main confirms in 236A, to find out what moves it can punish on the block. Not something you want to use without confirmation, because it's pretty insecure on a hit that also prevents its use on the maximum range, as he can't confirm anything at this distance 5AB Damage Guard Cancel Invul Property Level 32 Mid 1'11 (11) - Deflectable (heavy) Heavy Startup Active Recovery Heath Advhit Back Adv Block Adv 18 6 41 -10 -0 -42 Scorching backhand with the best range and fantastic damage, but very punishable. This is Angie's second-strongest move and the best guaranteed damage he has. It is important to note that you can combo in this beast after landing B.C. squatting enemy. 2A Damage Guard Cancellation Invul Property Level 4 Mid 1'4 (4) - - - Weak Startup Active Recovery Hit Adv Backhit Adv Block Adv 8 3 9 -2 -2 -7 It's It, Your Best Poke and Interval Tool. Has better coverage and disjointed than the standing version, albeit a little slower, safely when in space, but be careful with whiffing it as it is vulnerable to hops. Worthy for ticks throws. Learn to love this step. 2B Damage Guard Cancellation Invul Property Level 14 Mid 17-37 (21) - Recoil Cancel,Deflectable (Med) Medium Startup Active Recovery Hit Adv Backhit Adv Block Adv 17 3 28 -13 -5 -9 Slow version of the long 5B. Never. 2AB Damage Guard Cancellation Invul Property Level 29 Mid 27-46 - Recoil Cancel,Deflectable (Heavy) Heavy Startup Active Recovery Heath Adv Backhit Adv Block Adv 16 10 30 -3 -7 -21 Destructive Ascending Flip/Swipe, which has a minimum horizontal but reaches in the air above it. For heavy it is much safer on the block than whiffed, but in both cases can be undone if you think they will try to punish it. This slugger can be decisive in the corner of the confusion catch/OS jump attempts. Near Slashes Note: n.5A, n.2A, n.2B and n.2AB

