



SAMURAI SHODOWN 4 - AMAKUSA'S REVENGE

Beginner's Guide

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Foreword

Hi, I'm beans and I am not very good at Samurai Shodown 4 - Amakusa's Revenge. I still love the game though, and so I decided to put together this beginner's guide to help out people who might be interested in learning about it. Some of the technical information in this guide has been taken from the [excellent Japanese page](#) on the game written by Ponshabu02, which is about the best resource anyone could find. I translated this information to the best of my ability, with occasional help from Japanese player Polimrin when my best wasn't enough. There aren't a lot of good English language resources for this game, and I hope this humble Google Doc can fill that gap a little bit.

What kind of a game is Samurai Shodown 4? Well, it's a wee bit broken. Fast-paced, with great characters and atmosphere, beautiful SNK sprite artwork to look at...and just a little broken. While the damage on normal slashes is not as high as in Samsho 5 Special or Samsho 7, the game has high damage supers, ridiculous comeback mechanics and even infinites*. The top tier characters are overpowered while the bottom tiers live in abject poverty. Then there's this one character with an unblockable jumping heavy...it's great stuff, really.

SS4 was basically the "part two" to its predecessor SS3, both in terms of story and in terms of game mechanics. SS4 plays a bit faster and more smoothly than SS3, adding a bunch of new mechanics such as Rage Explosion, Pursuits, Issen, and the CD combo system. Samsho 4 is the Samsho of combos (and I'm not just talking about the infinites here). The CD combo system is unique to this game and, if you already know SS7 or 5 Special, gives every character some additional - and often very strong - tools to work with.

SS4 is also the most beautiful looking Samsho game, and one of the most beautiful fighting games in general. It utilizes the same sprites as Samsho 3, but while 3 looks drab and dirty, as if it was colored by a depressed toilet, 4 has bright, saturated colors and the most glorious stages you've seen since Samsho 2.

Well I think one page of boomer ramblings should be enough for an intro. Let's get into it and learn about the inner workings of Samurai Shodown 4, why don't we?

* = I would like to mention that while a whole bunch of infinites exist in this game, most players online simply do not go for them in order to make the game not suck for everybody. Call it a gentlemen's agreement. Or scrub mentality, if you're a tryhard.

Basic Controls

A – Light Slash

B – Medium Slash

C – Heavy Slash

D – Kick

A+B – Spot Dodge

6A+B (next to opponent) – Side Switch

B+C – Overhead Attack

6C (next to opponent) – Forward Throw

4C (next to opponent) – Back Throw

2146D – Deflect/Weapon Catch

9C or 8C (opponent knocked down) – Big Pursuit

3C (opponent knocked down) – Small Pursuit

(When knocked down) Hold 2 + mash any button – Recover life

C+D – Combo Slash (CD combo opener)

6A A B B C C A B C C C C – 14 Hitter

A A A – 3-Hit Knockdown

A B C – 3-Hit Knockdown

B B C – Juggle Combo

A+B+C – Rage Explosion

B+C+D (After Rage Explosion) – Issen

A+B+C (After Rage Explosion) – Link Slash

4632 Start – Surrender

Start x 3 – Discard Weapon (Taunt)

Slash & Bust



Every character has two variations. They are called “Slash” and “Bust” in English, or “Shura” and “Rasetsu” in Japanese. Some English sources also translated them as “Chivalry” and “Treachery”.

Each variation comes with a different set of special moves and a different WFT (Super). Special moves, supers and character colors are the only things differing between variations. They do not affect health, normals, movement speed or anything else.

Some characters have one or more shared specials between variations, while others have no shared specials at all. Also, Tam Tam and Amakusa are an exception to the rule as they have the same Super in both variations.

The Japanese names of the variations apparently come from Hindu mythology, which I know nothing about and therefore won't even attempt to explain them. The English names are probably the brainchild of Japanese SNK designers, which means **nobody** can explain them.

Modes/Grades



Besides character variations there are also the three modes, or “grades” as the game calls them. They change some of the mechanics your character can use, a little like grooves in CvS2. Unlike CvS2 grooves, however, they are not meant to accommodate for different playstyles, but rather different levels of skill (hence “choice level”).

Beginners Class

Beginners Class replaces the entire intricate [CD combo](#) system with a short combo that is executed automatically whenever your character connects with their CD combo starter. This combo can also be cancelled into from normals, just like a special.

In addition to the usual 4623 + AB command, here you can also execute your WFT (Super) by pressing A+B+C+D.

Your character will gain rage meter more quickly in Beginners Class. Furthermore, Rage Explosion (and consequently Issen and Link Slashes) can not be used here.

Medium Grade

This is the standard mode of the game that gives you access to all mechanics except the ones unique to Beginners Class but nobody needs those anyway. The game was built around this mode and 99% of the time players will go for this one.

Since every section of this guide is based on Medium Grade anyway, I will not go into further detail right here.

Upper Grade

Sadly not quite as funny a joke as it was in Samsho 3. In this mode you still have access to all the same mechanics from Medium Grade, but your base damage is

higher...and you can't block at all. Because you're "pro", and pros have evolved past the need to block, or something. Say konnichiwa to meaties on wakeup. Oh, and the neverending rage gimmick from SS3 is gone. :(

Jumping

Jumps have no startup and are active from frame 1. Upon landing, there is a 20 frame landing animation which can easily be cancelled with any action. Walking, dashes, spot dodge, side switch, attacks, you name it.

To cancel your landing animation into another jump, you have to press jump again the moment you touch the ground (just holding up won't do the trick). This kind of timing is also required for executing attacks and spot dodge/side switch upon landing.

Deep Hits/Stunt Hits

A deep hit, or stunt hit, is when you connect with your jumping hard slash (j.C) very late into your jump, just a few frames before landing. This deep hit puts your opponent into an extra long state of hitstun, giving you ample time to land another hard slash or go for a combo.

Note: A lot of characters can also get a deep hit from their jump kick (j.D).

Throws

Forward Throws (6+C) and Back Throws (4+C) both have a 3 frame startup followed by a 1 frame active window for most characters. The exceptions are Amakusa and Tam Tam, with 2 frames of startup followed by the active frame.

There are no ways to tech or soften a throw. Throws can be dodged with jumps, backdashes and the side switch (6+AB), but not the spot dodge (AB). Just like in Samsho 3 and 7, the throws themselves don't do damage but instead put the opponent in a short state of stun, during which you can follow up and hit them with other attacks.

Characters in SS4 have differing frame data for the duration of their throws, and also recover from being thrown at different speeds. This means combos off throw that are easily possible on some characters may be impossible, or at least a lot harder, on others. Refer to the handy [table at the end of this guide](#) for exact numbers.

Recoil

When your opponent blocks one of your weapon slashes, your character enters a short “recoil” state during which they are open to attacks. You can cancel this recoil state into special moves, spot dodge, supers, deflect, and the link slash. Some slashes do not recoil when blocked.



Kazuki's hard slash was blocked by Charlotte, putting Kazuki in recoil state

Rage

When you take damage, you build rage meter. Characters build rage meter at different speeds. Eventually your rage meter will become full at which point your character enters rage mode.

At full rage, your attacks do more damage, you become able to use your WFT, and a specific special move of yours gets powered up, doing more damage, changing its properties, or both.

Landing a full [14-Hitter](#) is an alternate way to get a full rage meter that's not dependent on you taking damage.

As soon as you reach full rage, a timer starts counting. When the timer ends, your rage also ends and your meter returns to zero. The timer itself is not displayed in any way on screen.

If a round ends while your character is in rage mode, the timer resets and starts over at the beginning of the next round.

The duration of your rage depends on your character and can range from 6 to 15 seconds. When you take damage or perform a move (normal, special or WFT) during rage, your timer **pauses** counting for the duration of the move/hitstun. There's a table at the end of this document listing every character's [rage properties](#).

WFT - Weapon Flipping Technique

Basically your Super. Can only be done when your character has full rage. The input is 4632+AB for all characters (462+AB, like the game tells you, doesn't work as well). What type of move it is varies between characters, as does the damage, but all of them make your opponent lose their weapon if the WFT connects.

A successful WFT empties your rage gauge while a whiffed or blocked WFT does not (it might, however, lead you into a land of painful punishes).

Spot Dodge

Upon pressing A+B your character instantly becomes melee invulnerable for a short moment. It does not make you dodge throws. Decent move to cancel your recoil into or dodge some normals and fast projectiles with. You can also cancel into this from normals. Recovery is not super quick, although there is a cancel point right after the beginning of recovery, at which you can cancel into normals and specials, including deflect.

Spot Dodge Frame Data			
Total	Active	Recovery	Cancel Point
36	1-20 (20)	21-36 (16)	24-36 (13)

Side Switch/Wrap Around

6+AB when right next to your opponent. Your character becomes completely invulnerable and quickly steps around the opponent, switching sides with them. Just like the Spot Dodge, you can cancel into this from normal moves, provided they leave you close enough to your opponent.

The side switch has no cancel point.

There are a few interesting curiosities (read: bugs) when it comes to the side switch.

1) P2 trying to 6AB behind P1 in the corner makes P1 lose ability to block for 1-2 seconds.

If Player 1 has their back firmly against the wall and Player 2 goes for a side switch, Player 2 will do the step motion but not get behind Player 1's back, and instead just end up in front of them again. However, Player 2 *will* have somehow just created a complete inability for Player 1 to block for 1-2 seconds.

Player 1 can create the same situation for themselves, but they'll need to kara cancel into the side switch while Player 2 is in the corner.

2) Cancelling specific normals into 6AB makes them unblockable

Another unblockable scenario caused by the side switch. A few characters have normals that can be made unblockable by cancelling them into the side switch. Sadly I don't have much more information on this. Rimururu's n.2B. is the most famous example, and I hear it works with Nakoruru's 66B as well. I could not find a complete list of moves that this is possible with, so if you know any more about this hit me up and I'll add it here.

Health Recovery

After you have been knocked down, hold down and mash any attack button to recover a small amount of health. Try not to do this when close to the opponent as they can disturb your peaceful dirt nap with rude pursuits.

Pursuits

After your opponent is knocked down, you can be a great sport and hit them while they're down for some added damage.

There are fast "Small Pursuits" (3+C close to opponent while they're down) and slower "Big Pursuits" (9+C or 8+C close to opponent while they're down) that generally do more damage, although the difference in damage between small and big pursuit varies between characters.

For most characters, pursuits can be guaranteed after specific moves. For instance, Slash Gaira always gets a small pursuit after a successful 623 + S. Others can get a pursuit but only with precise timing, like Slash Kyoshiro's big pursuit after his frog move (236 + D). Outside of these guaranteed moments, you shouldn't just throw random pursuits at your opponent as they might be able to get up early and punish you.

In this game, pursuits also have the function of keeping players from abusing the “recover health” mechanic.

Deflect & Weapon Catch

Input 2146+D to deflect incoming weapon strikes. If your deflect is successful, the opponent will get stunned and be wide open for a counter attack for a short moment. If you deflect a hard slash, your opponent will also be disarmed. Deflects do not work against lows, but actually do work against [deep hit](#) jumping slashes.

Should you ever end up unarmed yourself, your deflect turns into the weapon catch. Here, you literally catch your opponent’s blade with your bare hands and disarm them. After this, they will get knocked down for a long enough time to allow you to get your weapon back. And speaking of which...

“Weapon Pickup Clause”

Now I don’t know why, but SamsHo 4 online is most often played under “weapon pickup clause”, which dictates that you back off and let your opponent pick up their weapon should they ever lose it. Maybe it’s just a Fightcade thing. I haven’t seen the Japanese players at Mikado do it, though the Koreans seem to be doing it. Anyway, just know that this is a thing in SamsHo 4 and probably expected of you when you play on Fightcade and similar online play platforms. Even if you think it’s silly, when in Rome...

CD Combos

CD Combos are a central mechanic of SS4.

By pressing C+D (can also be pressed as 6C+D or 4C+D), your character executes their combo slash, more commonly called CD starter. If the starter connects, it can be continued into different CD combos.

14 Hit Combo

Input: C+D, 6+A A B B C C A B C C C C C

The 14-Hitter does little damage but fills up your rage gauge instantly upon completion, making it most desirable for characters who benefit a lot from full rage.

At various points, the combo can also be cancelled into special moves or super. These cancel points vary between characters. Check the [cancel point table](#) for a quick overview.

You can hold forward for the entire duration of the combo, but only the second hit (6+A) really requires it. If forward is not held during the second hit, the combo won't continue past the third.

If a timeout occurs while you're in the middle of executing a 14-Hitter, the game allows you to keep pushing buttons, finish the combo, and receive your full rage. :)

Other CD combos

C+D, A A A

Usually does the most damage of all the short CD combos, but it's still not much. A little more than an average medium slash. Knocks down.

C+D, B B C

The juggler. On its own this combo does laughable damage, but its last hit juggles the opponent and can be cancelled into specials and supers, giving it big potential for added damage. Overall the most useful of all the short CD combos by far.

Note: Galford is the only character that can not cancel the final hit of his BBC combo. Why? Even SNK probably doesn't know.

C+D, A B C

Does lame damage and knocks the opponent down. Nobody uses this.

Beginners Class CD

Beginners Class replaces the entire CD combo system with a single, automatic 5-Hit combo that is executed whenever your character connects with his CD combo starter.

True CD Cancel

Some characters can combo into specific special moves from their CD slash. When you do this, it is called a "True CD cancel". Here are a few of the most common examples:

Slash Sogetsu **CD > 623 + B** (when raged, guarantees a big pursuit afterwards)

Bust Sogetsu **CD > 236 + B** (when raged, sometimes allows for a 5C follow up)

Bust Rimururu **CD > 236 + B** (guarantees follow up attacks afterwards)

False CD Cancel

This CD cancel kinda sus. False CD cancel is a tool that allows some characters to combo their CD slash into moves they otherwise would not be able to combo into.

It's not a tool that's used by every character, or even most of them, but some can get good use out of it. In Japanese this is called the 2斬目キャンセル *Nigirime Kyanseru*, the "2nd Slash Cancel", a name that helps us understand the concept a bit better. What you do here is hitting the opponent with your CD, then purposely whiffing and cancelling the next hit of either your 14-Hitter (so 6A) or your BBC combo (first B). This requires precise spacing, since you need your CD slash to connect, but the following slash to whiff. Doing this basically cancels the recovery of your CD, but leaves your opponent in the CDs long hitstun. Their hitstun is long enough for you to cancel your whiffed 2nd slash into moves and make them combo, which would not have been possible if the 2nd slash (or any of your following combo slashes, for that matter) had connected normally.

An example for this is Bust Jubei, who can not combo into his WFT from any of his CD combos, but with false cancel he can.

CD > 6A or B (whiff) > WFT

Slash Kazuki can combo into his WFT from his BBC combo, but only if he connects with his CD slash from close range. At far/max range, he can use false CD cancel to combo into WFT instead:

CD > 6A or B (whiff) > WFT

It might be obvious, but one condition for false cancels to work is that your character's 6A or B slash after the CD is actually cancellable. And for most of them, they both are, though as always there are exceptions. Check [the tables](#) to [make sure](#).

Surrender

When things don't look too good for you, you can input 4632+Start to forfeit the round in a more or less dramatic fashion. Obviously this means that your opponent takes the round, but your "reward" is that you start the next round with a full rage meter.

Rage Explosion

Pressing A+B+C at the same time triggers Rage Explosion. The explosion itself pushes the opponent away from you and puts both players back into neutral. You can use this at any point while your character is on the ground, even while getting hit. This makes it a good emergency brake to get out of an opponent's combo. You shouldn't use it too early in a match though.

After the explosion your rage meter starts slowly depleting. During this time, the match timer stops and you have the ability to use the Issen and Link Slash mechanics (more on those below), in addition to your enhanced special move and WFT like during normal rage.

The less health you have the moment you use Rage Explosion, the more rage meter you get to work with, affecting the potential power of your Issen and Link Slash. You don't really get a lot of meter until your health drops below 40%, and only exploding at sub 10% health gives you the maximum amount of rage meter.

You can only use Rage Explosion once per match. After all your rage meter is depleted, it disappears completely for the rest of the match, meaning no more rage damage boost, enhanced special, and WFT.

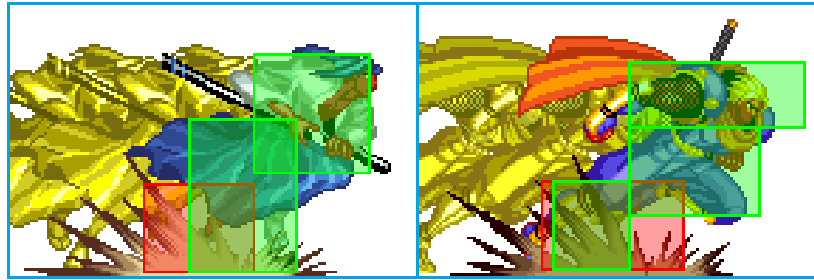
Issen

Issen is one of Samurai Shodown 4's two comeback mechanics. After you use Rage Explosion (A+B+C), if you press B+C+D your character will execute the Issen, dashing across the entire screen. If you hit your opponent with this dash, Issen will connect and you will do a big amount of damage to them. You only get one shot at landing this move since it uses up all of your rage meter.

How much damage you do depends on how much rage meter you had left when you pressed BCD (more meter = more damage). And, since exploding with little health gives you a lot more rage meter to work with, it is also indirectly dependent on the amount of health you had left when you used Rage Explosion.

Issen in this game is far from invincible and can easily be stuffed, and it can also just be blocked. So connecting with an Issen can be hard, but you can confirm into it off two things: Throws and a [Link Slash](#). Doing it off a throw does not scale damage (!) while doing it off a Link Slash scales pretty heavily.

Connecting Issen with a 100 to ~80% full rage meter does the maximum of around 60% damage. Minimum damage for a non damage scaled Issen is about 40%.



Examples for Issen hit- (red) and hurtboxes (green)

Link Slash

Also called “Continuous Slash”.

The other comeback mechanic of the game next to Issen, and by far the more complicated one. The Link Slash is a series of attacks that must be linked into each other. This requires precise timing, but can surpass even Issen's maximum damage when used to its full potential, to the point of giving characters 60 to 100% damage combos.

Also, unlike the Issen, you can have more than one shot at this, depending on how much meter you have left. Keep in mind the less health you have when you rage explode, the more meter you will have available to you.

How it's done:

After rage exploding, if you press ABC again, your character launches into a forward dash followed by an automatic combo. This uses up a bit of your rage meter. The dash part also has active hitboxes, and depending on how close to your opponent you were, this can hit for a maximum of 6 hits. This is the **first part** of the Link Slash, also known as **Link 6**.

If you press ABC again during the final (6th) hit of the first part*, you will link 2 additional, more damaging slashes, bringing the total to 8 hits. This is the **second part**, also known as **Link 8**.

You can add one more even more damaging hit by pressing ABC again during the final hit of part two (8th hit overall), bringing the total to 9 hits. This is the **third part**, also known as **Link 9**.

If you link into the second and third parts correctly, it will cost you no meter. If you mess up the timing, you will not get part 2/3 and instead launch into part 1 again, costing you meter.

If you press ABC one more time during the 9th hit, you will go into your Link Finisher. This fourth part ends the Link Slash and burns up the rest of your rage meter.

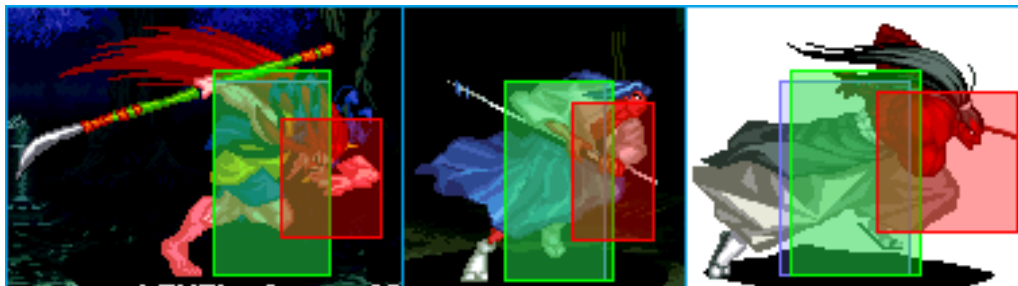
However, going for the Link Finisher is usually not what you want to do. Instead, after any of the previous three parts of the Link Slash (depending on how much you trust your execution), you should instead extend the combo with a regular normal or CD combo.

You can combo any of the first three parts of the Link Slash into normals (including C+D), specials and supers, provided they are fast enough to combo. You can also combo *into* the Link Slash *from* a cancellable normal. This is what leads to the truly devastating combos. For instance, Haohmaru in both Slash and Bust, with max meter after Rage Explosion, can go for a combo like:

CD or n.5B > Link 6/8/9 > n.5B > Link 6/8/9 > n.5B > Link 6 > WFT

A combo like this is sure to end Ukyo's suffering. Forever. And everybody else's, for that matter. Experiment with your character's normals, specials and WFT to see what kind of disgusting combos you can come up with.

As a final note, you can also cancel into the Link Slash from recoil state. And, just because I mentioned it briefly in the Issen section: Yes you can combo Link Slash into Issen, and it looks fricken sweet, but it comes with some heavy damage scaling. A very rare instance of SNK deciding something in SS4 might be too powerful and require some reining in.



Examples for Link Slash hit- (red) and hurtboxes (green)

* = Depending on how far from your opponent you were when you started your link slash, the first few hits of part 1 (during the forward dash) might not connect. Learn your character's movement during part 1 instead of relying on the combo counter.

Defense/Damage Values

Instead of different amounts of health, Samsho uses damage modifiers, meaning some characters take more or less damage from hits than others. Here's how much damage any given move does against each character. Taken from Ponshabu's page.

Character	Damage taken (%)	Character	Damage taken (%)
Amakusa	137	Kazuki	115
Basara	137	Kyoshiro	132
Charlotte	128	Nakoruru	135
Gaira	100	Rimururu	135
Galford	127	Shizumaru	128
Genjuro	110	Sogetsu	115
Hanzo	125	Tam Tam	132
Haohmaru	110	Ukyo	132
Jubei	111		

Throw Recovery Frames

Throws have a startup of 3F followed by a 1F active window for a total of 4 throw frames. Amakusa and Tam Tam are exceptions to this; they have only 2F of startup + the active frame for a total of 3 throw frames.

For this list I counted the number of frames starting from the first frame after the grab connected (so frame 5 for most characters and frame 4 for Amakusa and Tam Tam), until the character was able to move again.

First two columns are numbers for the character executing the throw, next two for the character being on the receiving end of the throw.

NOTE: You can sort the table by hovering over the header of the column you want to sort and clicking the “sort table” option.

Character	Forward throw duration	Back throw duration	Being thrown (forward throw)	Being thrown (back throw)
Amakusa	55	71	75	96
Basara	48	62	75	92
Charlotte	43	62	75	92
Gaira	43	54	75	92
Galford	55	77	75	96
Genjuro	55	71	75	97
Hanzo	54	77	75	97
Haohmaru	55	71	75	92
Jubei	55	71	75	92
Kazuki	55	71	75	92
Kyoshiro	42	71	75	92
Nakoruru	55	71	75	92
Rimururu	55	71	75	92
Shizumaru	55	71	75	92
Sogetsu	55	71	75	92
Tam Tam	55	71	80	96
Ukyo	55	71	75	101

Rage Duration

Rage Duration (Sec): The amount of time your character's rage lasts. Keep in mind the timer is paused every time you execute a move or take damage.

Dmg Increase: The damage buff your character gets during rage. First number is damage when armed, second number is damage when unarmed.

Amount to rage: Number of Haohmaru 5A hits required to reach full rage. Smaller number equals faster to rage.

Character	Rage Duration (Sec)	Dmg Increase (%)	Amount to Rage
Amakusa	6	32 / 38	14
Basara	10	15 / 15	31
Charlotte	15	15 / 15	16
Gaira	6	21 / 21	18
Galford	7	18 / 21	20
Genjuro	11	18 / 32	17
Hanzo	15	15 / 15	42
Haohmaru	8	18 / 24	17
Jubei	7	34 / 34	36
Kazuki	6	16 / 24	17
Kyoshiro	8	18 / 18	20
Nakoruru	10	16 / 20	18
Rimururu	9	19 / 19	21
Shizumaru	7	18 / 21	20
Sogetsu	9	25 / 25	25
Tam Tam	15	15 / 15	16
Ukyo	10	32 / 32	44

14-Hitter Cancel Points

This is the best part of this guide. Find out at what points your character's 14-Hitter is cancellable into special, WFT, Link Slash, and all that good stuff.

✗ = Not Cancellable ✓ = Cancellable

Hit #	1	2	3	4	5	6	7	9	8	10	11	12	13	14
Button	CD	6A	A	B	B	C	C	A	B	C	C	C	C	C
Amakusa	✗	✓	✗	✓	✗	✗	✗	✗	✗	✓	✗	✓	✗	✗
Basara	✗	✓	✓	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗
Charlotte	✗	✓	✓	✗	✓	✗	✗	✗	✗	✗	✓	✓	✗	✗
Gaira	✗	✓	✓	✗	✓	✗	✗	✗	✗	✓	✗	✓	✗	✗
Galford	✓	✓	✓	✗	✗	✗	✗	✗	✗	✓	✓	✓	✗	✗
Genjuro	✗	✗	✓	✓	✓	✗	✗	✗	✗	✗	✓	✓	✗	✗
Hanzo	✓	✓	✓	✗	✓	✗	✗	✗	✗	✓	✓	✓	✓	✗
Haohmaru	✗	✓	✓	✓	✗	✗	✗	✗	✗	✓	✗	✓	✗	✗
Jubei	✗	✓	✓	✓	✓	✗	✗	✗	✗	✓	✗	✓	✗	✗
Kazuki	✗	✓	✗	✓	✗	✗	✓	✗	✗	✓	✗	✗	✗	✗
Kyoshiro	✗	✓	✗	✓	✓	✓	✗	✗	✗	✗	✓	✓	✗	✗
Nakoruru	✗	✓	✓	✓	✓	✗	✗	✗	✗	✗	✓	✓	✗	✗
Rimururu	✗	✓	✓	✓	✗	✗	✗	✓	✗	✓	✓	✗	✗	✗
Shizumaru	✗	✓	✓	✓	✓	✗	✗	✗	✗	✗	✓	✓	✗	✗
Sogetsu	✗	✓	✗	✓	✓	✗	✓	✗	✗	✗	✗	✓	✓	✗
Tam Tam	✗	✗	✓	✗	✓	✗	✓	✗	✓	✗	✓	✓	✗	✗
Ukyo	✗	✗	✓	✓	✗	✗	✗	✗	✓	✗	✓	✓	✗	✗
Button	CD	6A	A	B	B	C	C	A	B	C	C	C	C	C
Hit #	1	2	3	4	5	6	7	9	8	10	11	12	13	14

Other CD Combo Cancel Points

Combo	AAA			BBC			ABC		
Button	A	A	A	B	B	C	A	B	C
Amakusa	✗	✗	✗	✗	✗	✓	✗	✗	✗
Basara	✓	✓	✓	✓	✓	✓	✓	✓	✗
Charlotte	✓	✓	✗	✓	✓	✓	✓	✓	✗
Gaira	✓	✓	✗	✓	✓	✓	✓	✓	✗
Galford	✗	✗	✗	✓	✓	✗	✗	✓	✗
Genjuro	✗	✗	✗	✗	✗	✓	✗	✗	✗
Hanzo	✓	✗	✗	✓	✓	✓	✓	✓	✗
Haohmaru	✓	✓	✗	✓	✓	✓	✓	✓	✗
Jubei	✓	✓	✓	✓	✓	✓	✓	✓	✗
Kazuki	✓	✓	✗	✓	✓	✓	✓	✓	✗
Kyoshiro	✓	✓	✗	✓	✓	✓	✓	✓	✗
Nakoruru	✗	✗	✗	✗	✗	✓	✗	✗	✗
Rimururu	✓	✓	✗	✓	✓	✓	✓	✓	✗
Shizumaru	✓	✓	✗	✓	✓	✓	✓	✓	✓
Sogetsu	✓	✓	✓	✓	✓	✓	✓	✓	✓
Tam Tam	✗	✗	✗	✗	✗	✓	✗	✗	✗
Ukyo	✓	✓	✓	✓	✓	✓	✓	✓	✗
Button	A	A	A	B	B	C	A	B	C
Combo	AAA			BBC			ABC		

Netplay

The best option to play SS4 online is Fightcade. It's a netplay client that uses ROMs, which you're gonna have to find yourself (samsho4.zip and neogeo.zip). FC comes with rollback netcode and a built-in makeshift training mode, which is a little barebones but still very useful.

<https://www.fightcade.com/>

End Credits

Written by your pal beansprouts

Partially and shamelessly copied from Ponshabu02

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If you would like to contribute to this guide or point out mistakes I made, please contact me via Twitter or the Samsho Discord.

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Ponshabu's SS4 page <http://www5b.biglobe.ne.jp/~hitokiri/amakusa.htm>

Ponshabu's Twitter <https://twitter.com/ponnsyabu02>

Heavenly Spirits SS4 page <http://www.heavenlyspirits.net/amakusa2k5/main.htm>

sxnstream, Korean SS4 online matches <https://www.youtube.com/user/sxnstream>