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You're browsing the GameFAQs Message Boards as a guest. Sign Up for free (or Log In if you already have an account) to be able to post messages, change how messages are displayed, and view media in posts. So I've been playing this for a while, and I like using Byakuya, Ikkaku, and Urahara, but I was wondering which characters would be considered the top tier ones. Anyone have an opinion? The top five characters are Zaraki, Byakuya, Aizen, Yamamoto and Orihime, in that order. In response to criticism of the lack of aliens and sex in his work, Isaac Asimov wrote The Gods Themselves, which contains aliens, sex, and alien sex. Arturo is very fast and has one of the strongest specials. Also his thrust special move can deal extra damage by shaking the nunchuck. I also like renji. one day when me and my friends were tired of playing we let the coms play eachother, renji beat everyone. What are the strong points about Zaraki, Byakuya, Aizen, Yamamoto and Orihime that make them top 5? My top five: Hitsugaya Urahara Arturo Soi FonHanataro (AHAHAHAHAH! I mean Ichigo)What are the strong points about Zaraki, Byakuya, Aizen, Yamamoto and Orihime, unless you actually make yourself loose, or have the skills of an blind puppy with brain damage you can't loose. Her Shield is ubreakable, and she can heal herself. For Kenpachi, it's because you can easily mix his UpCrit and Vertical Special, and he has a counter. In the case of Byakuya, his Senka attack (Vertical B) is fast and hard to avoid, and one of his cinematic attacks in Bankai (He has two) does about 75% of health if you can pull it off. I'm not so sure Aizen is really that good. Most of his specials are easy for human players to dodge, but he has a counter attack that's pretty fast, and his Cinematic is almost instant and does decent damage. I haven't gotten around to unlocking Yamamoto yet, so I don't know what his good points are. Squirrel Cultist... That isn't a very appealing title, is it?You could always search for the Tier List. And Yamamoto's Bankai special does over half a healthbar in damage and can be combo'd easily. In response to criticism of the lack of aliens and sex in his work, Isaac Asimov wrote The Gods Themselves, which contains aliens, sex, and alien sex. "No results were found searching for the string "tier list": "If you can search for it and actually find it, you'd win. I'd appreciate it if you could get it and paste it here, because I can't find anything relating to tiers here. Aizen's counter seems to work better for me than Zaraki's only works on in close moves. Although I imagine that Zaraki's better criticals and range make him a better character than Aizen. When Renji is in bankai form he also has a counter that works against ranged attacks. I find renji very good, especially in bankai form, his cinematic special is challenging for me to hit with when playing against friends but all his other attacks do decent damage as well. He also can't be moved around much while in bankai. The only problem within the new playing against friends but all his other attacks. I find renji very good, especially in bankai form, his cinematic special is challenging for me to hit with when playing against friends but all his other attacks. I find renji very good, especially in bankai form, his cinematic special is challenging for me to hit with when playing against friends but all his other attacks. I find renji very good, especially in bankai form, his cinematic special is challenging for me to hit with when playing against friends but all his other attacks. I find renji very good, especially in bankai form, his cinematic special is challenging for me to hit with when playing against friends but all his other attacks. Renji's bankai is that it's as slow as molasses, and as obvious as a bright pink door. As for the case of Yamamoto, I take it Grimmjow's special must be harder to combo into, because his does something like 55% of an HP bar at max hits. Squirrel Cultist... That isn't a very appealing title, is it? How to install the app on iOS Follow along with the video below to see how to install our site as a web app on your home screen. Note: This feature may not be available in some browsers. This article contains information from video game sources that were not written by Tite Kubo and therefore are not considered canon material by the wiki. B L E A C H Wii 白刃きらめく輪舞曲(ロンド) Bleach Wii Hakujin Kirameku Rondo Bleach Wii: The Drawn Sword's Glittering Rondo December 14, 2006 October 9, 2007 singleplayer, multiplayer CERO: All ages, ESRB Teen Bleach Wii: The Drawn Sword's Glittering Rondo"), is the second installment in the Bleach Nintendo Home Consoles series. The game was released in Japan on December 14, 2006, and in North America on October 9, 2007, in addition to an Australian release on February 28, 2008, and a European release on February 28, 2008. was a direct port of the Japanese version for American and European consumers, similar to the US release of the game. Although the player may utilize the Wii remote and Nunchuck for this game. Although the player may utilize the Wii remote and Nunchuck for this game. Although the player may utilize the Wii remote and Nunchuck for this game. can move faster while holding the C button (initiates flash step movement applicable to some characters- Arturo, Yoruichi, Ichigo and Byakuya will zoom around the stage, appearing to almost teleport, because of their high speeds). As with traditional fighting games, the characters' health is represented by a gauge. A winner is decided when one of the gauges depletes completely. Below the health gauge is a Stamina Gauge, which determines how often the player may attack to more attacks can be utilized, though it automatically refills itself fairly quickly. Players attack by waving the Wii Remote in various directions, which are split into three types: Slice (horizontal), Slash (vertical) and Stab (forward) Stronger attacks, known as Critical Attacks are performed by holding down the A button whilst attacking. If two Critical Attacks are performed by holding down the A button whilst attacks, known as Critical Attacks are performed by holding down the A button whilst attacks clash together, then a Clash occurs with an Janken/rock-paper-scissors mini-game occurring, with the three options being the three basic Wii Remote motions (Slice taking precedence over Slash, Slash over Stab, and Stab over Slash, Slash over Stab, and Stab over Slash, slash over Slash, slash over Slash, and Stab over Slash, and Stab over Slash, and Stab over Slash, slash over Slash over Slash, slash over Sl will automatically lose that bet unless the other player fails to do so as well, in which case the bet is a tie. Failing to move at the correct time renders the motion the player made irrelevant. Special attacks are performed when holding the B button while swinging the remote. Each character is assigned to three different special attacks according to slash, slice and stab. Some attacks are melee-oriented while others serve as projectiles. However, special attacks, thus reducing the risk of spamming attacks, thus reducing the risk of spamming attacks, thus reducing the risk of spamming attacks. At the bottom of the Stamina Gauge than normal attacks, thus reducing the risk of spamming attacks. At the bottom of the Stamina Gauge than normal attacks, thus reducing the risk of spamming attacks. At the bottom of the screen is the Bankai is ready for use. The gauge can be filled up by taking and receiving damage, or it can be charged up be shaking the Nunchunk repeatedly. The Bankai is activated upon shaking it once more. Depending on the character, new abilities and attacks will be granted to the player, including a super attack. Some characters, however, gain a speed increase and special attack only due to the game's development at the time, thus characters such as Grimmjow or Shūhei do not gain special abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they temporarily gain a decent increase in their abilities upon activation but rather they are the same activation but rather ルトゥロ・プラチアド, Aruturo Purateado; his name translates to "Arthur Silver" in Spanish). This character's appearance is similar to that of Grimmjow's, but is fairly much longer. Unlike most other Arrancar, Arturo was self-made. Arturo can also shapeshift himself as anyone or anything from Gotei 13 captains to Zanpakutō spirits. He once raided Soul Society, but was sealed beneath Sōkyoku was destroyed during Ichigo Kurosaki's rescue of Rukia Kuchiki, the seal placed on Arturo was broken and he was freed. Kaien Shiba, a character from the first game, did not return in this game. Modes and Settings[] The game features various modes of play, which allow for the player to unlock new continue through the game. In episode mode, described below, eight specific characters face ten battles while experiencing various stories filled with cinematics and exclusive voice acting. In arcade mode, any character can be used and will fight through eight battles of human vs. human, human vs. computer, or computer vs. computer vs. computer. The number of rounds per fight, difficulty of computer opponents, and maximum duration of a round can be adjusted for episode mode, arcade mo with "Kan," which is used as the game's point system, including music, images, voice acting, and custom menu options. The items for purchase must first be unlocked through episode and/or arcade modes. The gallery is where the bonus content can be changed. Plot Summary[] In the story mode, the basic format is that a character is tricked, sent to investigate, caught in the action, or out for revenge following the revelation that the powerful shards of the shattered Sōkyoku blade have fallen all over Seireitei. In each episode, the titular character will fight 10 specific characters, the 1st, 5th, 9th, and 10th of which are accompanied by preceding cinematics. Some of the fights will change upon unlocking additional fighters in the game. In the 10th fight, the character will meet the main antagonist Arturo Plateado, with the exception of Episode 8, in which the player is Arturo and must defeat Genryusai Shigekuni Yamamoto. Episode 1: Ichigo Kurosaki[] Ichigo hears the news form "Yoruichi" After Aizen's rebellion, Ichigo has finally recovered from his injuries and prepares to leave the Soul Society to the Real World) was decided to be closed for a hundred years to prevent Aizen and his army from entering. However, she claims that the Sōkyoku shards, scattered around the Seireitei, have enough spiritual power to open the Senkaimon. Ichigo encounters Renji As he went off to search for the shards, but to save his Zanpakutō, Zabimaru. After defeating him, Ichigo decides he must take the shards by force, knowing that other people are after the shards as well. He ran into Kenpachi Zaraki, who sought the shards only for power and to fight Ichigo defeated him, collected all the shards, and returned to Yoruichi, who turned out to be an impostor made by self-made Arrancar named Arturo Plateado. Arturo has been defeated by Ichigo The shards by creating a Yoruichi impostor to tell him that the Senkaimon was sealed away and stated he gain the power of the shards. After Ichigo defeated Arturo, the latter was incredibly surprised that he was defeated by a Human and dies. He later was greeted by the real Yoruichi and Yamamoto, who stated that the Senkaimon would likely reopen in a few days. Yamamoto told him about Arturo and thanked him for saving the Soul Society once again. Episode 2: Renji Abarai[] "Imagine my horror, having this same nightmare come to life every night!" After Aizen's rebellion, Renji started getting nightmare. Captain Mayuri Kurotsuchi met up with Renji, telling him that Zabimaru will reach its limit and will soon disappear, however he said he can repair him if Renji can collect all the scattered shards in the Seireitei. Mayuri tells Renji his greatest fears are true Renji agrees to this to revive Zabimaru and be strong enough to protect Rukia. While searching, he ran into Hanataro Yamada, whom he asks of Rukia's condition and his activities. Hanatarō responds saying his Captain is taking care of her and that he was being chased by Shinigami ever since he found one of the shards. After Renji defeated Hanatarō, he faced three more opponents before he ran into Ichigo, who needs the shards to open the Senkaimon to return to the Human world. He fought and defeated Ichigo and three other opponents before running into Captain Kuchiki, who came to punish his lieutenant for collecting the shards out for greed and to throw the Seireitei into disorder. Renji defeated him and returned to the Department of Research and Development to find Captain Kurotsuchi. But the shards are absorbed into Arturo Plateado, who revealed that he created a Mayuri Kurotsuchi impostor, and that he gained the power of the shards. Rukia hears about what Renji has been doing Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not believe he was beaten. Rukia, learning of Renji defeated Arturo, who could not be arturo, that it's impossible for him to find new interesting subjects. Episode 3: Toshiro Hitsugaya looks over an ill Momo After Aizen's rebellion, his lieutenant Momo Hinamori was left wounded and in a coma by him, leaving her childhood friend Captain Hitsugaya to just watch her in the sickbay every visit. Captain Unohana appears and claims that Hinamori lost her will to live from her near-fatal injuries and might not survive the night ahead. However, she also claims of a "high-level healing Kidō requiring enormous spiritual energy" and that she can save Hinamori if he collects all of the Sōkyoku shards shattered all over the Seireitei. Hitsugaya runs into Captain Kyōraku He goes to find the shards and runs into Captain Shunsui Kyōraku, who was collecting the shards for Genryūsai Shigekuni Yamamoto, and defeats him. After fighting three more opponents, he runs into Hanatarō Yamada whom he told what Unohana told him. Hanatarō claims that he never heard of such a Kidō and that Hinamori just needs time to recover completely. Hitsugaya then found that someone is lying and that Unohana probably wants the shards for another reason. When Hanataro tried to leave, Hitsugaya stopped him, thinking he just wanted the shards for himself, and defeated him. After defeating three more opponents, he runs into Renji, who was collecting the Sokyoku shards and to save Zabimaru. After failing to convince Renji that he was being tricked, he fights and defeats him. With the knowledge of Renji also being tricked, hitsugaya figures out that the Unohana he met was an impostor. Arturo gains the shard's power, reveals himself, and admits that Hitsugaya figures out that the Unohana he met was an impostor. Arturo gains the shard's power, reveals himself, and admits that Hitsugaya figures out that the Unohana he met was an impostor. Arturo gains the shard's power, reveals himself, and admits that Hitsugaya figures out that the Unohana he met was an impostor. Arturo gains the shard's power, reveals himself, and admits that Hitsugaya figures out that the Unohana he met was an impostor. Arturo gains the shard's power, reveals himself, and admits that Hitsugaya figures out that the Unohana he met was an impostor. Arturo gains the shard's power, reveals himself, and admits that Hitsugaya figures out that the Unohana he met was an impostor. Arturo gains the shard is not a finite figure of the shard is n in battle. Hitsugaya is relieved that Momo is going to be alright, and that she will be alright, and that she suffered more pain than he had faced, and states that even if Aizen has betrayed her, he will stay by her side. Episode 4: Kenpachi Zaraki finds a Sōkyoku Shard Captain Kenpachi Zaraki found a Sōkyoku Shard Captain Kenpachi Zaraki found a Sōkyoku Shard Captain Kenpachi Zaraki finds a Sōkyoku Shard Captain Kenpachi Zaraki found a Sōkyoku Shard Captain Kenpachi Zaraki finds a Sō Kenpachi found lieutenant Shūhei Hisagi, who, like Captain Shunsui Kyōraku, was collecting the shards for Genryūsai Shigekuni Yamamoto, who asked him to hand over the shard he had found. Kenpachi refused and challenged and defeated Hisagi and three other opponents. He runs into Captain Sajin Komamura, who came to stop him, to no avail. Zaraki is ready to finish what he started After three more opponents he finds Ichigo, who is collecting the shards to return to the Human world, and defeats him. Still unsatisfied, Kenpachi defeats Arturo, who dies. Zaraki makes a vow to keep fighting stronger opponents After that, Yamamoto took away all of the shards, reverting everyone's spiritual energy back to normal and leaving Kenpachi upset. However, Yachiru tells him that he doesn't need a power boost and that she liked his strength the way it is. He agrees to this, saying he will just have to find stronger opponents to fight. Episode 5: Byakuya Kuchiki[] Byakuya Kuchiki[] Byakuya receives his orders to confiscate Sōkyoku Shards Byakuya Kuchiki is still recovering from his injuries, saying that they are the results of the doubts that plagued him before Aizen's rebellion. A Hell Butterfly appears with a direct order from Yamamoto announcing that battles are erupting in the Seireitei over the Sōkyoku shards and demands every able-bodied member of the Gotei 13 must find and arrest anyone involved in the activity. "My wounds meant nothing to me anymore. Not with my very pride at stake." Kuchiki then ignored all his injuries and remorse and feels that his purpose is clear. He encounters Kenpachi, who has a shard and is out to fight other Shinigami with the shards but defeats him along with three other opponents. After defeating the third opponent, Suì-Fēng arrives and three other opponents before finding Yoruichi, who tells him to go home to rest and to leave the Sōkyoku shards he collected with her. Byakuya, believing she started the activity and wants the shards for herself, challenges her and defeats her. Byakuya has defeated a "ghost from the Kuchiki family's past" He starts to question her, but his wound starts hurting again. Arturo appeared, absorbs the shards, and ironically states that one of the Shinigami who sealed him away was a Kuchiki descendant, and now he was "freed by another Kuchiki". After Kuchiki defeated Arturo, the latter says "Curse you, Kuchiki descendant, and now he was "freed by another Kuchiki defeated Arturo, the latter says "Curse you, Kuchiki returned and reported all details to Yamamoto, who remembers Arturo from a thousand years ago. Kuchiki went to his parents' graves, saying that he fulfilled his duties by defeating the ghost of his families' past. Episode 6: Hanatarō finds a Sōkyoku shard... A few days after Alzen's rebellion, and after all the injured Shinigami were attended to by the Fourth Division. Hanatarō was taking a walk, where he found a Sōkyoku shard lying by the side of the road. ...and everyone seems to notice After picking it up, multiple Shinigami began to chase after him. After finding a hiding spot, he was approached by Yumichika Ayasegawa, whom he defeated along with three other opponents. Hanatarō was then encountered by Ikkaku Madarame, who is trying to improve his "luck" by finding the shards and defeated him. After making his way past three more opponents, he runs into Kenpachi, who seeks the shards for power. The shards are safe, but Hanatarō becomes angry after realizing that it's Arturo's fault that he was chased by multiple other Shinigami, and vows to defeat him. After Arturo is defeated and killed, Unohana praises Hanatarō for taking care of such a big threat to the Soul Society. Just then, Zaraki, Ikkaku, and Yumichika appear in front of him, disgusted that they had lost to him earlier, and give chase. Episode 7: Yoruichi Shihōin[] Orihime in a panic Yoruichi Shihōin "had some time to kill before the Senkaimon would [re-]open", when Orihime Inoue came to her, looking very worried, and asked her if Yamamoto had really ordered to close the Senkaimon would [re-]open", when Orihime Inoue came to her, looking very worried, and asked her if Yamamoto had really ordered to close the Senkaimon would [re-]open", when Orihime Inoue came to her, looking very worried, and asked her if Yamamoto had really ordered to close the Senkaimon and saying that Ichigo is searching for the shared to close the Senkaimon and saying that Ichigo is searching for the shared to close the Senkaimon and saying that Ichigo is searching for the shared to close the Senkaimon and saying that Ichigo is searching for the shared to close the Senkaimon and saying that Ichigo is searching for the shared to close the Senkaimon and saying that Ichigo is searching for the shared to close the Senkaimon and saying that Ichigo is searching for the shared to close the Senkaimon and saying that Ichigo is searching that Ichigo is searching the shared to close the Senkaimon and saying that Ichigo is searching that Ichigo i that Yamamoto would never close the Senkaimon. Yoruichi and Suì-Fēng search for the impostor She took Suì-Fēng with her to investigate the activity. She located Renji, who claimed he needed the shards for the life of Hinamori. After defeating him and three more opponents, she finds Byakuya Kuchiki, who argues with her over the activity, and defeats him. She calls to Arturo to reveal himself and he does so. He questions her identity, seemly that he doesn't know or remember her. "What would you idiots do without me?" Yoruichi explains that she knew about him, being head of the Shihōin clan. After she defeated him, he verbally threatens her and dies. She returns and makes Ichigo, Renji, and Hitsugaya admit their errors and stating that the Soul Society will be peaceful again... at least for a while. Episode 8: Arturo Plateado[] The seal on Arturo finally begins to weaken, allowing him to escape A thousand years prior to the story, Arturo became a "Hollow who gained Shinigami to defeat in combat, they lured him into a trap and sealed him by Central 46, into a place where there's no "life or death, light or shadow, no beginning and no end." For a thousand years, "Have you forgotten my face, Arturo?!" he held the grudge against those who imprisoned him and after the Sōkyoku shards scattered across the Seireitei, he felt a weakening of his seal and destroyed it. With the shards' spiritual energy, he fully recovered and became more powerful than ever and sent out for revenge. He encounters Mayuri Kurotsuchi, who instantly takes interest in making Arturo an experiment subject, but he defeats him and three other opponents. He then meets Ichigo, and notes that he does not even bear a division insignia on his Shihakshō. Ichigo states that he is a Substitute Shinigami, and Arturo recognizes this as a way of saying he's a Human. Arturo defeats Ichigo and three more opponents. Yamamoto is defeated He then encounters Yoruichi Shihōin, who approaches him and tries to stop him. With the Sōkyoku shards in his possession, Arturo is sure that no one can stop him After defeating Yoruichi, Arturo started to become confident that every Shinigami that is left is too afraid to fight him. At that moment, Shigekuni Yamamoto, is now confident that there is no one who can stop him. He says that once he kills every Shinigami, all Hollows will obey him, and every soul will be his. Reception[] The game received mediocre reviews, but noticeably more favorable fan ratings. GameSpot gave the game a 6.3 out of 10; the reader average is 8.4/10 Characters[] Notes[] Though not playable, Retsu Unohana is among the unlockable character models in the gallery. She has separate skins for 1P and 2P. In Ichigo's story, Arturo, after being defeated, states that he can't believe he lost to "the likes of a human." This quote was also erroneously placed at the end of Hanatarō's story. If, during arcade mode or versus mode, the two combatants are the same character, at least one of them will make a comment on the other being an impostor. This game fixes a lot of color mistakes from the previous game such as Yoruichi and Sajin's correct color scheme. See also[] Bleach GC: Tasogare ni Mamieru Shinigami [] Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. ALL POSTSR- The "Roar" deserves to be a Mega-Lame tier. I have no idea who that guy is with the hat in Mega-Lame teir.O-The "OVERKILL" should be in a bit rich, but OK or Buckethead tier. Outside of these things, I got no problems with it. (Edited by DJ SSj5)1@DJ SSj5 Poor Jerome (Sternritter R) got the short end of the stick along with Berenice (Sternritter Q). At least Loyd (Fake Kenpachi) did give Kenpachi) did give Kenpachi a decent fight. As for the guy at the bottom with a hat, I believe that's Hubert, one of the Quincy that Yama-ji killed in the previous millennium. O@Cliff1647 Btw, what tier would you place Uryu and Guenael Lee (that creation of Gremmy that fought Yachiru) if they were included?1Yeah, I know who he is, and I would put Uryu in G.O.A.T, and Guenael in Bucket Head... Uryu was awesome in the Wandenreich, Guenael was freaky looking and very weird. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, reddit may still use certain cookies to deliver and maintain our services and site, improve the quality of reddit content and advertising. please see our Cookie Notice and our Privacy Policy. Firstly, Twitter is a nasty place to be. Don't let it get to you. Secondly, I first didn't want to mention it, I feel like if not to showcase how soul palace training impacted the main cast, the femritters (except for Liltotto) would just be fanservice (with Giselle being the femboy bait of course). Let's say if someone like Bambietta had the same frame as someone like Nanao or Momo, 90% of the fans she has would NOT be there. She's a terrible human being overall, with no depth or backstory to why she acts this way either, which we'll have to assume it's because she can, which we all know it's likely untrue. It's the fanservices that give shallow and potentially very hateable characters a lot of their likability. I'd bet if those characters who are hated on a lot would have a lot more fans than they should have if their designed to be more attractive. I also don't see why Pernida should be ranked lower. Sure, he's some hand of an ancient linchpin god, but people seem to forget what this list scales off of (which I assume you also mentioned in your tweet)

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