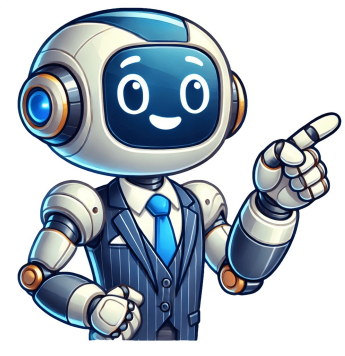


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So I've been playing this for a while, and I like using Byakuya, Ikkaku, and Urahara, but I was wondering which characters would be considered the top tier ones. Anyone have an opinion?The top five characters are Zarakai, Byakuya, Aizen, Yamamoto and 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 Zarakai, Byakuya, Aizen, Yamamoto and Orihime that make them top 5?My top five:HitsugayaUraharaArturoSai FonHanataro (AHAHAHAHAH! I mean Ichigo)What are the strong points about Zarakai, Byakuya, Aizen, Yamamoto and Orihime that make them top 5?First off, when you play 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 Zarakai's, because Aizen's works against stuff like Getsuga Tenshou, while Zarakai's only works on in close moves. Although I imagine that Zarakai's better criticals and range make him a better character than one of 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 with 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 W i i 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: Shattered Blade (B L E A C H W i i 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", 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 29, 2008. Although the anime outside Japan had not yet reached this point in the series, the game was a direct port of the Japanese version for American and European consumers, similar to the US release of the game. Gameplay[] Players utilize the Wii remote and Nunchuck for this game. Although the player may utilize the Wii remote only, some abilities are unusable without the Nunchuck. Characters move around freely in a 3D environment and 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. The gauge decreases as attacks are performed. If the gauge is depleted, no 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 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 Slice). A clash between Ichigo and Rukia, ending in a tie Whoever wins the most bets out of 5 unleashes a special attack, and its strength differs on how many bets are won. Additionally, if a player does not make their move for the clash at the correct time, they 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 deplete more of the Stamina Gauge than normal attacks, thus reducing the risk of spamming attacks. At the bottom of the screen is the Bankai gauge. once the gauge fills up along with the ignition of the corresponding flame, the Bankai is ready for use. The gauge can be filled up by taking and receiving damage, or it can be charged up by 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 Shûhei do not gain special abilities upon activation but rather they temporarily gain a decent increase in their abilities and a couple of new attacks. A new character has been designed specifically for this game, an Arrancar named Arturo Plateado (7 ルトロ・フラチアド. Arturo Purateado; his name translates to "Arthur Silver" in Spanish). This character's appearance is similar to that of Grimmjow Jaegerjaquez', though Arturo's hair and Hollow remains, which also take the form of half a jawbone like Grimmjow's, but is fairly much longer. Unlike most other Arrancar, Arturo was self-made. Arturo 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 content as they 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 with opponents randomly selected from among the player's unlocked characters. The versus mode allows for single battles of human vs. human, human vs. computer, or 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 mode, and versus mode. The game also includes a training mode, where the player can learn moves, practice them freely, or observe the Wii remote's directional responses to motion. In the Urahara shop, bonus content can be purchased 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 viewed, and the character who shows up on the main menu 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 Sôkyoku 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 Genryûsai 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. But he learned from Yoruichi that the Senkaimon (the gate connects 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 Sôkyoku 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, he ran into Renji Abarai, who also seeks the shards, but to save his Zanpakutô, 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 Zarakai, who sought the shards only for power and to fight Ichigo again. After defeating three more opponents, he encounters Byakuya Kuchiki, who announces that he will punish Ichigo for collecting the shards out of greed, and to throw the Seireitei into disorder. 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' spiritual power set Arturo free, and he revealed that he tricked Ichigo into collecting 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 Artu, 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 nightmares of Zabimaru was dying, though he knew it would never happen, he was horrified by his 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 Hanatarô Yamada, whom he asks of Rukia's condition and his activities. Hanatarô 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 Hanatarô, 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. 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