

究極のるろうに剣心 FAQ

THE ULTIMATE RUROUNI KENSHIN FAQ

by

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With Help From

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And Many Others!

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Introduction & Purpose

In March 2004 James "Iyouboushi" decided that he should try to create the most complete RUROUNI KENSHIN FAQ ever written. He set out on his journey with nineteen initial questions and answers. Wanting to get the best exposure for his creation he decided it would be best to post it on the [adult swim] message board. There it continued to grow to what it is today. Several other members have asked questions that have made it into the official FAQ and others still have helped in answering them. This is the fruit of their labor and it will hopefully continue to grow. The purpose of this FAQ is not to give away all the plot points of the series or answer simple questions that are answered in the series (there are a few exceptions though).

The purpose of this FAQ is to answer various other questions that have been floating around and asked quite often, such as "What is 'Samurai X' and is it different?" It also serves as information about the true history of Japan when compared to the history of RUROUNI KENSHIN.

How do I submit a question?

Because we want to keep this FAQ growing, we're accepting questions on James' own personal board in addition to the LJ community. Posting them on the LJ community is guaranteed way to get a response.

The URL to the LJ community is:

<http://community.livejournal.com/rkfaq/>

The message board URL is:

<http://iyouboushi.com/forum/index.php?/topic/367-theultimate-rurouni-kenshin-faq/>

For other links, and the most updated version of this FAQ, check the website at:

<http://www.iyouboushi.com/rkfaq/kenshinfaq.html>

I want to host this FAQ on my site, is this okay?

YES! We encourage Kenshin fans to do this! We want to help spread the FAQ across the web so that everyone has access to it. HOWEVER, there's just one rule that Iyouboushi would like everyone to observe: Please do not hotlink the file from Iyouboushi's site.

In other words, *download* the FAQ and *upload* it to your own site then link to it there. Also, if you download it and host it, be sure to check back occasionally for updated versions (nothing worse than seeing a 6 month old FAQ when there's a brand new version just waiting for people to view). If you're unfamiliar with how to upload or would rather make it easier on yourself, just link to the website and let viewers come download it themselves. Thanks.

Table of Contents

Due to the increasing size of this document this section has been removed. If you're wondering how to find out which questions were asked: use the outline or bookmark feature, sometimes known as the "Navigation Pane" (usually accessed with F5) to navigate through the questions in this FAQ.

I'll also restate: **PLEASE DO NOT ASK QUESTIONS THAT HAVE ALREADY BEEN ANSWERED!** Repeating questions will most likely be ignored most of the time and you'll be told to check the FAQ. So don't waste your, and our, time.

General Questions

WHO CREATED RUROUNI KENSHIN? WHEN?

RUROUNI KENSHIN was created by Nobuhiro Watsuki. The first *tankoubon* volume of the manga was published in 1994, with the first *kanzenban* volume of the manga being published in 2006. It ran in *Shuukan Shounen Jump* previous to it being compiled into *tankoubon*. The animated series began in 1996 and was shown on Thursday nights at 7:30 P.M.

In case you're wondering: Nobuhiro Watsuki was born May 26, 1970 and has made several other mangas including: Gun Blaze West, Busou Renkin, Rurouni: Meiji Swordsman Romantic Story (two short stories that basically served as the RK pilot), and Meteor Strike (a short story done for a Shounen Jump artist competition).

HOW MUCH OF KENSHIN IS THERE?

As of March 2013 there are:

255 chapters of the original manga series consisting of:

28 *tankoubon* volumes

22 *kanzenban* volumes (both consisting of 255 chapters total)

1 special manga chapter titled "*Yahiko no Sakabatou*"

1 short manga chapter titled "*Haru ni Sakura*" found in the "*Kenshin Kaden*"

2 chapters of the "*Kenshin Restoration*" manga series (basically a retelling of the beginning of RK)

95 animated episodes

1 "Memorial Box" episode

2 specials

1 90-minute movie titled "*Ishin Shishi no Requiem*"

3 OAVs consisting of 8 parts total (the OAVs are titled "*Tsuioku-hen*", "*Seisou-hen*" and "*Shin Kyoto-Hen*")

2 novels.

1 Live Action film

Of course there's also a ton of fan-made doujinshi and stories out there, but I don't consider that part of the official amount.

HEY! THERE'S ONLY 94 EPISODES OF THE ORIGINAL ANIME SERIES!

Actually, that's not correct. There's 95 episodes total. There's also a Kenshin Memorial Box

episode that was basically a summary of *Tsuioku-hen* and the series. The 95th episode is included on volume 22 of the English DVDs but the Memorial Box episode is only available if you buy the Japanese box set.

WHAT ORDER SHOULD I WATCH/READ THE SERIES?

You can read all of the manga straight through. In fact, it's preferred to read all of the manga BEFORE seeing the series (this is the case with most anime, by the way); however, if you want to jump straight into the anime, here's MY (Iyouboushi's) PERSONAL OPINION on what order to watch it. You may disagree or feel differently.

Tsuioku-hen [4 parts] -> Animated Series up to episode 62 → Read the manga from the beginning of the *Jinchuu* Arc (starting with chapter 152, found in volume 18) to the end → *Ishin Shishi no Requiem* (movie) -> *Seisou-hen* [2 parts] → go back and finish up the rest of the series (which ends with fillers) and read the rest of the manga (it's up to you on which you want to do first).

madpierrot of [adult swim]'s message board suggests a different order, however.

Animated series up until episode 62 -> *Tsuioku-hen* [4 parts] -> finish with the manga and the rest of the series.

His reason? "One of the greatest points about Kenshin is not knowing anything about his past and wondering about it and asking questions just like all the other characters in the show. If you know all of that before you watch it seems like it would take half the fun out of watching the show."

The manga doesn't reveal his past (what's presented in *Tsuioku-hen*) until the end of chapter 164 in volume 19, hence his decision to wait until mid-series before watching it. Either way you choose, it will let you experience the most out of the series for your first time. You'll get to see how Kenshin began (his origins are in *Tsuioku-hen*), how he meets the "Kenshin-gumi," the entire Kyoto Arc and then you'll read the best arc of the entire series (the *Jinchuu* Arc) then top it all off with the movie and how they chose to end the series completely (*Seisou-hen*).

WHERE CAN I SEE THE SERIES?

As of now Rurouni Kenshin is currently NOT showing on any channels. In the past, the series aired on Cartoon Network's "Toonami" block. First on weekdays, it was soon moved to

Saturday's at 10:30 PM EST. Keep in mind that the Cartoon Network used to air a seriously cut show that cut entire episodes and arcs. The only other way to see the series right now is to either watch the DVDs or VHS tapes. If anyone knows of another channel that is airing the series, let me know.

WHAT IS SAMURAI X? IS IT DIFFERENT?

When the saga of RUROUNI KENSHIN was brought over, there was a problem with the rights when two different companies tried to dub different parts of it. The series rights were owned by Media Blasters. The OAVs and the motion picture, however, were brought over by ADV. Because of legal matters, ADV had to find themselves a new name and settled for Samurai X, naming it after Kenshin's obvious scar. It is not different, as they are all part of the same "saga" and are all part of the story. The official (original) names for the OAVs and movie (as stated in question 2) are:

Rurouni Kenshin: Tsuioku-hen (it has four parts)

Rurouni Kenshin: Seisou-hen (it has two parts)

Rurouni Kenshin Motion Picture: Ishin Shishi no Requiem

WHAT IS TSUIOKU-HEN?

Tsuioku-hen (追憶編 - Recollection) is the beginning of the saga. That is to say, it shows Kenshin's life when he was known as the Hitokiri Battousai. In all practicality, it's the animated version of when Kenshin pulls everyone aside to talk about his past in the *Jinchuu* Arc. In the manga his backstory begins at the end of chapter 164 in volume 19. It is being sold in the US under the titles "*Samurai X: Trust*," "*Samurai X: Betrayal*" and "*Samurai X: Trust and Betrayal – Director's Cut*".

The animated version uses quite a different art style (more realistic) and is EXTREMELY bloody/graphic. Why all the blood? Two reasons. First, because it's Kenshin's life during the *Bakumatsu*--a WAR! War is violent and brutal. That's just life. Second, because it's an OAV. OAVs have more freedom in the content side of things (they can show graphic violence and extreme sex scenes) because they are (usually) not going to be aired on TV so they don't need to worry about TV ratings and censors. If you don't want to see gushes of blood or men being sliced (literally) in half, I would recommend just reading the manga versions, as it's nowhere near as bad.

One other fact about the OAV/backstory: it explains how Kenshin received the X-shaped scar on his cheek. I won't be covering this in the FAQ because I feel it is too big of a spoiler and just reading it without seeing it takes away the power and emotion behind it. Please don't ask me because I refuse to answer. If you seriously want to know without watching or reading, just

look it up online.

As mentioned before, there's four parts to it. Here's the title list for those four parts:

1. Kiru Otko ("The Man of the Slashing Sword")
2. Mayoi Neko ("The Lost Cat")
3. Yoisato Yama ("The Previous Night at the Mountain Home")
4. Juji Kizu ("The Cross-Shaped Wound")

Tsuioku-hen was directed by Kazuhiro Furuhashi and was released in 1999 in Japan.

On August 24, 2011 Aniplex released a blu-ray version of *Tsuioku-hen* in America.

WHAT IS SEISOU-HEN?

Seisou-hen (星霜編 - Time) is sort of a "thank you" OAV created for the fans. It takes place in Meiji 11 and 26. Part 1 was released December 19, 2001. Part 2 aired February 25, 2002. Both of these are combined and sold on one DVD in the US under the name "*Samurai X: Reflection*". On September 21, 2011 Aniplex released a blu-ray version in America.

The first part is sort of a short series recap told in the perspective of Kaoru. It also informs us that Kenshin has gone off to China because a war is brewing. The second part continues with the memories of Kaoru where she remembers speaking with Enishi (the main villain of the *Jinchuu* Arc) and ends the series once and for all (in a sad way, I'll add). There are other points that I would mention but I consider them to be spoilers so I don't want to.

Seisou-hen was directed by Kazuhiro Furuhashi.

WHAT IS SHIN KYOTO-HEN?

Shin Kyoto-hen (新京都編 – New Kyoto Chapter) is basically a retelling of the Kyoto Arc from the perspective of Misao Makimachi. This alternate retelling of the Kyoto arc chronicles the adventures of wandering swordsman Kenshin and his quest in putting a stop to the evil Makoto Shishio and his plot to take over Japan. It is broken into two parts.

Shin Kyoto-hen was directed by Kazuhiro Furuhashi and released in 2012 in Japan and Sentai Filmworks (AKA New ADV) released it on March 5, 2013 in America.

WHAT IS THE DIFFERENCE BETWEEN THE DIRECTOR'S CUT AND ORIGINAL FOR TSUIOKU-HEN?

There are a few minor differences between the "Director's Cut" and the original cut for *Tsuioku-hen*. The first being that the original was released as four parts, and the DC was released as a two hour movie. The DC also tries to make it wide screen (meaning some of the picture is cut off as the original animation is not wide screen) and removes some of the original background music. Finally, it fixed some errors such as:

- Adding more flames to the inside shot of the Himura family's house
- Not showing so much of Tomoe's teeth when she's whispering at the ghost of her fiance, Kiyosato
- Bringing down the opacity of Tomoe when she's holding Kenshin to make her look more obviously like a ghost/spirit
- Fixing a scene towards the end where Saitou's teeth are missing as he's walking towards Kenshin.

WHAT IS THE KENSHIN KADEN?

The *Kenshin Kaden* is an illustrated guide to the Rurouni Kenshin manga. It contains thousands of panels, illustrations from the Rurouni Kenshin manga series, guides to the characters, weapons, martial arts techniques and battles of the manga story. A bonus full color section reprints a special selection of color paintings, pin-up images and "*Naru ni Sakura*" by Nobuhiro Watsuki.

WHAT IS "YAHIKO NO SAKABATOU"?

Yahiko no Sakabatou is a 42 page (43 with the cover) "oneshot story" that ran in combined issue 3-4 of *Shuukan Shounen Jump* in 2000. It was also published in the September 2006 issue of the American Shounen Jump. Watsuki has been quoted as saying that this is his "final" Rurouni Kenshin installment and that he has moved onto new works.

NOTE: This next paragraph contains a few spoilers for those who have not read the end of the Rurouni Kenshin manga. Please skip this and come back after you have.

It takes place in the year Meiji 15 after Yahiko has inherited the Sakabatou from Kenshin. Yahiko and several others are being held hostage in a dojo by three escaped prisoners. The story shows how Yahiko handles the situation and how he has been shaped from Kenshin and Kaoru's ideals.

WHAT IS "METEOR STRIKE"?

You're probably wondering why I included this in a Kenshin FAQ, but it's because it appears in the final volume of Rurouni Kenshin (volume 28) as a bonus story. Meteor Strike is a short 31-page story from Watsuki-sensei. He has commented on it as saying "it's a bit different from RUROUNI KENSHIN and I think this will be a good story to improve my future works." It was originally done for a Shounen Jump artist competition.

WHAT IS "NARU NI SAKURA" THAT'S FOUND IN THE "KENSHIN KADEN"?

It's a short, six page long, full colored manga that appears in the *Kenshin Kaden*. It's basically the wrap up of the series.

WHAT ARE THESE "NOVELS" THAT YOU MENTIONED?

Believe it or not, Rurouni Kenshin was so popular that novels (actual novels) were created based on the series. There were two novels. One was a completely original story and the second was based on two sections of the series (where Yahiko has to save Tsubame and the other is where Kenshin has to fight Jin-e). The novels can be found in Japanese, Chinese and English.

TITLE: Rurouni Kenshin - The novel 1
contains "The Moon Up There" and "Sanosuke and the Nishikie"
AUTHOR: Nobuhiro Watsuki and Kaoru Shizuka
EDITOR: Jump J Books
JAPANESE ISBN: 4-08-703051-2
ENGLISH ISBN : 1421506041
ORIGINAL RELEASE: 10/04/1996
PAGES: 236

TITLE: Rurouni Kenshin - The novel 2
contains "Yahiko's Fight" and "Black Hat"
AUTHOR: Nobuhiro Watsuki and Kaoru Shizuka
EDITOR: Jump J Books
JAPANESE ISBN: 4-08-703063-6
ENGLISH ISBN : unreleased
ORIGINAL RELEASE: 10/03/1997

PAGES: 244

WHAT ARE ALL THE STORY ARCS?

In my eyes there are three main story arcs in the series, not including the special Yahiko story of the Kenshin Kaden. Here's a list of the story arcs and the episode #s and manga chapters. The episode #s skipped imply that they are fillers, not part of the actual story arcs. They are:

*** Tokyo Arc**

Original TV episodes: 1 to 12, 19 to 21, 23 to 24

Manga chapters: 1 to 47

*** Kyoto Arc**

Original TV episodes: 28 to 62

Manga chapters: 48 to 151

*** Jinchuu Arc (also known as the "Revenge Arc")**

TV episodes: not animated, though it does make a brief (and horribly mutilated) appearance in the *Seisou-hen* OAV.

Manga chapters: 165 to 178

There are other "arcs" that were created for the first animated series only. Remember, these are all fillers and are not part of the manga in any way. They are:

* **Shimbara Arc** (also known as the "Christian Arc"), episodes 67 to 76

* **Misc** (Knight/Medicine and Magic episodes): episodes 76 to 94

WHAT ARE THE TITLES OF THE ENGLISH DVDS?

Here's a list of all 22 English DVD titles for the original animated TV series and which arcs they fall under.

[Tokyo Arc]

01. The Legendary Swordsman

02. Battle in the Moonlight

03. The Shadow Elite

04. False Prophet

05. Renegade Samurai

06. The Flames of Revolution

[Kyoto Arc]

07. Shadow of the Wolf
08. Ice Blue Eyes
09. Heart of the Sword
10. Between Life and Death
11. Faces of Evil
12. Blind Justice
13. Innocence and Experience
14. Fire Requiem

[Fillers]

15. Firefly's Wish
16. Son of God
17. Holy War
18. Fall From Grace
19. Dreams of Youth
20. Soulless Knights
21. A Shinobi's Love
22. End Song

WHAT ARE THESE "SPECIALS" I KEEP HEARING ABOUT?

The specials are episodes that are not part of the series. They were generally aired as a review of certain things to prepare the viewer for upcoming episodes/story arcs.

There are two serious specials and one very short special (I listed it above that you may not even consider it as a special since it's so short). The three are: An episode review starring Yahiko and Kaoru as Plushies, a Hiten Mitsurugi Ryuu Technique episode, and a very short "Oro Moments" special (in Japanese: 特別編集おろおろ剣心 lit. Special Compilation, Oro Oro Kenshin)

REVIEW EPISODE:

This episode aired right before episode 45. It is considered the funniest of the three because Kaoru and Yahiko were hosting the episode as plushies. Included in this was a very basic summary of Kenshin (who he was and how he came to be in Tokyo with Kaoru & the gang); "Himura Kenshin's Greatest Hits" (basically him using his Hiten Mitsurugi Ryuu moves on various opponents, though it doesn't go into detail of how they work like the techniques special); a feature showing Kaoru getting angry over and over (similar to the Oro special) with Kaoru commenting "Hey, Yahiko! Are you implying that Kenshin is more afraid of me than of them [the villains]?" and her plushie crying in a corner. It finished with more summary talking about the Kyoto saga and how they lead up to episode 46. At the very end of the episode the

two plushies say that there's more to come in the series and that they hope you watch.

TECHNIQUES EPISODE:

Similar to the "Himura Kenshin's Greatest Hits" from the first special, this episode goes through every technique of the Hiten Mitsurugi Ryuu and explains how it works. First they show a clip of the anime (for example: Kenshin facing Senkaku) leading up to where Kenshin uses a technique (in this example he used Ryuu Shou Sen). Next they would cut away to a black screen with the technique name written out and begin analyzing it piece by piece. In the example with Ryuu Shou Sen here is what it had to say:

HITEN MITSURUGI RYUU

RYUU SHOU SEN

"As the name implies*, the technique rises towards the enemy's throat. This is a very lethal attack. The enemy's falling weight combines with Kenshin's upper-thrust and delivers more damage than a regular attack would."

The special would then resume with another clip of another villain and another technique. At the end there's a preview for the Shimbara Arc and it tells you that the first ep of that arc will air a week from the day the special aired (and that they hope you watch it).

* Ryuu Shou Sen literally means "Rising Dragon Flash"

ORO MOMENTS:

Being only a minute long is what causes most people to think this isn't a special. Basically it's about 50 seconds of Kenshin going "ORO!" over and over again (different scenes). Pretty funny regardless if you think it's a special or not.

WHAT DVD ARE THE SPECIALS ON?

I hate to break it to everyone here in America, but as of now the specials have not been translated and brought over here. So, to answer the question, they're not found on any DVD. You're out of luck. Sorry.

I have more information on the specials on the actual RK FAQ website:

<http://iyouboushi.com/rkfaq/kenshinspecials.html>

WILL THEY EVER ANIMATE THE JINCHUU ARC?

If you had asked me this question any time before April 18th 2011 I would have said "I highly doubt it!" but with RK becoming really popular again, it's absolutely possible!

A little fact time: they had originally planned to animate it in the first animated series (if you can read the Japanese credits you'll notice they credit some of the *Jinchuu* characters) and Tomoe was shown in ending #6, but since the ratings dropped after they went to making all the fillers (in addition to losing their budget as a result of this), they canceled it before they could. They then animated some of it (poorly) in *Seisou-hen*. I was sure that this was as far as they were going to go with it, but who knows?

ARE THERE ANY KENSHIN GAMES?

Yes! There are four games total. There are two for the Sony Playstation, one for the Sony Playstation 2 and one for the Playstation Portable.

On the Playstation There's a fighting game and an RPG. The fighting game is titled "*Rurouni Kenshin: Ishin Gekitouhen*" (るろうに剣心-明治剣客浪漫譚-維新激闘編) and the RPG is titled "*Rurouni Kenshin: Meiji Kenyaku Romantan: Juuyushu Inbou Hen*" (るろうに剣心-明治剣客浪漫譚-十勇士陰謀編).

The PSX fighting game is fairly basic but has ten playable characters: Kenshin, Sanosuke, Sano as Zanza, Jin-e, Hyottoko, Hannya, Shikijou, Aoshi, Kaoru and Saitou. There's also alternate outfits for the characters and the ability to use Sano's Zanbatou during the game. The RPG takes place after the Kyoto Arc. It does not star any of the main characters but it is possible to get them in your party to help you.

On September 14, 2006, a PS2 game titled "*Rurouni Kenshin: Enjyou! Kyoto Rinne*" (るろうに剣心: 明治剣客浪漫譚-炎上!京都輪廻) was released. The game takes place during the Kyoto arc and follows the series fairly closely. The game play is very similar to a Devil May Cry type. Playable characters include Kenshin, Sano, Saitou and Aoshi.

A 2D fighting game titled *Rurouni Kenshin: Saisen* (るろうに剣心-明治剣客浪漫譚-再閃) was released for the Playstation Portable in March 10, 2011.

None of these games have made it outside of Japan.

WHAT NOVEL DID WATSUKI REFER TO AS HIS 'BIBLE' WHEN WRITING RUROUNI KENSHIN?

That was "*Moeyo Ken*" (Burning Sword) by Shiba Ryoutarou. He also used "*Shinsengumi Keppuuroku*" also by Shiba Ryoutarou. I'm unaware right now if there is an English translation

available.

WHAT ARE THE NAMES OF THE ENGLISH DVD BOX SETS?

There's several box sets that have been released in America that contain all of the series and the OAVs. Here's the titles:

Premier Box set #1: Rurouni Kenshin Wandering Samurai

Premier Box set #2: Rurouni Kenshin Legend of Kyoto

Premier Box set #3: Rurouni Kenshin Meiji Era

Samurai X - OVA Collection

Samurai X - Director's Cut Collection

Economy Box TV season 1

Economy Box TV season 2

Economy Box TV season 3

HOW ARE THE ENGLISH DVD BOX SETS SPLIT UP? (THAT IS, WHICH EPISODES ARE IN WHICH BOX SET?)

Premier box set #1 contains episodes 01 to 28.

Premier box set #2 contains episodes 29 to 62.

Premier box set #3 contains episodes 63 to 95.

The "Samurai X" boxset contains the two OAVs.

The "Samurai X" Director's Cut Collection contains the two Director's Cuts of the OAVs

The Economy box sets are the same as the premiers except the economy box sets do not contain no custom sleeves for each DVD and no deluxe box to hold them in.

Note: none of the boxsets contain the lost specials or the Memorial Box episode.

WHAT'S THIS I HEAR ABOUT DOUBLE SIDED COVERS FOR TSUIOKU-HEN, THE MOVIE AND SEISOU-HEN?

If you are not currently aware, the non-box and black box sets of Tsuioku-hen, Seisou-hen and the RK movie have reversible covers.

For both the non-box and black box sets of the two OAVs have double-sided covers. On one side is the "Samurai X" artwork and on the backside of it is artwork with the original "Rurouni Kenshin" artwork. On the standalone DVDs the covers contain "Rurouni Kenshin" written in Japanese while the boxed set has it written in English. If you haven't already seen them, I

suggest checking out the *Tsuioku-hen* artwork for sure, as it's beautiful.

WHAT IS THIS JAPANESE BOX SET I HEAR ABOUT?

It is a huge box set containing all of the television episodes, both theater versions of the OAVs, and presumably the movie. It was released on December 20, 2006. It also comes with several art books and various extra gifts (such as a small model of a sakabatou). The box set runs about 84,000 yen retail (some places will offer it for about 64,000 yen) including tax.

Ordering Questions

WHERE DO I ORDER/GET THE MANGA (ALL VERSIONS)?

If you're looking for the original Japanese *tankoubon* release, or the new *kazenban* (perfect) volumes, you can find both at AMAZON JAPAN (www.amazon.co.jp). The English versions of both can be found at Amazon (www.amazon.com).

WHERE DO I ORDER/GET THE SERIES/OAVS/MOVIE?

You can find them in most stores that sell anime. Online, AMAZON.COM (www.amazon.com) is still your best bet.

WHERE DO I ORDER THE NOVELS?

For the Japanese or Chinese versions you will have to import them. Check out AMAZON JAPAN for one such place to order them. VIZ Media translated and released them in English to the United States and Canada. Check your local bookstore or try AMAZON.

WHAT IS A SAKABATOU? CAN I OBTAIN ONE?

Literally, "sakabatou" (逆刃刀) translates to "reverse-blade katana" and that's what it is.

The Sakabatou is the weapon Kenshin uses because the blade is on the other side, making it harder for him to kill someone. Make no mistake though, if he wanted to, he could easily kill with the dull edge as well (imagine a metal baseball bat being slammed into you by Kenshin and you'll get the picture). Yes, you CAN obtain a real Sakabatou, however, IT'S A REAL WEAPON! It's NOT a toy. You can SERIOUSLY injure yourself if you're playing around with it (even more-so than a normal katana because the blade is on the inside instead of out). You can buy one at many anime conventions in the US for around \$30~\$60. You can also search Google for other retailers.

WHERE DO I ORDER/GET THE ENGLISH BOX SETS?

You can find the (pretty expensive) box sets at AMAZON.COM (www.amazon.com). I imagine you can find them at other stores as well (check your local video store).

WHERE DO I ORDER/GET THE JAPANESE BOX SET?

You can find the Japanese box set for sale on Amazon Japan (www.amazon.co.jp) for a whopping 63,000 yen (which is about \$551.23). As far as I know, this is the cheapest place to order it from.

WHERE DO I ORDER THE GAMES?

The PSX games are long out of print, so EBAY (www.ebay.com) is more than likely your only shot at obtaining these. Buy at your own risk.

The PS2 game is currently out of stock but may be able to be ordered from Play Asia (www.play-asia.com). When in stock the game will normally run around \$34.90~\$40.00.

The PSP game is still in stock can be purchased via Play Asia (www.play-asia.com) and will run about \$69.90.

Please note that you will need a Japanese PSX or PS2 to run the PSX/PS2 games. The PSP has no region lock and can be played on an American PSP.

Manga-related Questions

IN VOLUME 11, CHAPTER 85, OF VIZ'S RK TRANSLATIONS HIKO TELLS KENSHIN: "AFTER ALL, SHISHIO MUSTN'T BE LEFT AS THE - ONLY-HITEN MITSURUGI STUDENT." WHAT GIVES? DID VIZ MAKE A MISTAKE OR DID THEY GET IT RIGHT AND COUNTLESS FANS GOT IT WRONG?

It is a mistake. Shishio has never been a pupil of Hiko nor does he know anything of Hiten Mitsurugi Ryuu save for "Ryuu Shou Sen" that Kenshin used on Senkaku while he watched. The line that is being mistranslated is: 何だかんだいって飛天御剣流の剣客として志々雄を放っておくわけにはいかんだろう (nandakanda itte Hiten mitsurugi Ryuu no kenkaku toshite Shishio wo houtteoku wa keni ha ikandarou).

I translated this to: "What is it? It is needless to say that as a swordsman of Hiten Mitsurugi Ryuu there is no way that I can ignore Shishio."

I'm still learning Japanese so my translation may be a little rough, but it should still show the difference.

WHO ARE THE PUBLISHERS OF THE MANGA?

Japan - Shueisha

Canada, the US - VIZ Media

France, Spain - Glenat

Mexico - Editorial Vid

Brazil - Editora JBC

Argentina – Ivrea

WHAT IS THE KANZENBAN? IS IT DIFFERENT FROM TANKOUBON??

Manga in Japan almost always starts off running in a magazine (such as Shounen Jump). After awhile the individual chapters are bound together and released in volumes, called *tankoubon* (単行本). Typically when a manga becomes very popular in Japan there will be a new release of the manga, typically known as *kanzenban* (完全版), or "perfect edition." These volumes are usually printed in larger volumes that hold more chapters compared to their *tankoubon* counterpart. As for the second part of this question, yes and no. The covers are different, the volumes themselves are larger (meaning they hold more chapters), and some pages are colored (*tankoubon* is always black and white) but the manga itself usually doesn't change

(there's rare instances, such as the Dragon Ball *kanzenban*, where a few minor things will change or be updated).

There are 22 volumes of *kanzenban* as opposed to the original 28 volumes of *tankoubon*.

WHAT IS VIZ BIG?

Viz Big is the English equivalent of the *Kanzenban*. The only difference (aside from being in English) is the covers are different from the Japanese release.

WHAT ARE ALL OF THE ISBN #'S FOR THE MANGA?

For this list I'm only going to include the Japanese and American (VIZ) releases.

TANKOUBON RELEASE:

<u>VOL #</u>	<u>JAPAN ISBN</u>	<u>AMERICAN ISBN</u>
01	978-4088714998	1591162203
02	978-4088715001	1591162491
03	978-4088715032	1591162505
04	978-4088715049	1591162513
05	978-4088715056	159116320X
06	978-4088715063	1591163560
07	978-4088715070	1591163579
08	978-4088715087	1591165636
09	978-4088715094	1591166691
10	978-4088715100	1591167035
11	978-4088722818	1591167094
12	978-4088722825	1591167124
13	978-4088722832	1591167132
14	978-4088722849	1591167671
15	978-4088722955	1591168104
16	978-4088722962	1591168546
17	978-4088722979	1591168767
18	978-4088722986	1591169593
19	978-4088725154	1591169275
20	978-4088725512	1421500647
21	978-4088725741	1421500825
22	978-4088726014	1421501961

23	978-4088726267	1421502763
24	978-4088726687	1421503387
25	978-4088726960	1421504073
26	978-4088727325	1421506734
27	978-4088727585	1421506742
28	978-4088727820	1421506750

KANZENBAN RELEASE:

<u>VOL #</u>	<u>JAPAN ISBN</u>	<u>AMERICAN ISBN</u>
01	978-4088741505	1421520737
02	978-4088741512	1421520745
03	978-4088741529	1421520753
04	978-4088741536	1421520761
05	978-4088741543	142152077X
06	978-4088741550	1421520788
07	978-4088741567	1421520796
08	978-4088741574	142152080X
09	978-4088741581	1421520818
10	978-4088741598	
11	978-4088741604	
12	978-4088741611	
13	978-4088741628	
14	978-4088741635	
15	978-4088741642	
16	978-4088741659	
17	978-4088741666	
18	978-4088741673	
19	978-4088741680	
20	978-4088741697	
21	978-4088741703	
22	978-4088741710	

Word or Phrase Questions

ORO? WHAT THE HECK?

Oro is a word that was created as a way for Kenshin to show confusion and surprise. It is similar to the word "ara" which means the same thing. In English it would be translated closely to "huh?" or just a sound of surprise ("eh?" "ah!" that sort of thing).

Kagebu adds the following: Watsuki derived it from a comedian at the time named Shimura Kens (whose name in romanji also seems to have maybe had an influence in Watsuki-sensei's creating Kenshin's name). Shimura Ken's catchphrase was his "oro", but seeing as how I can't find anything about him other than his name, I don't know in what way this catchphrase was used. In any case, he was a relatively well-known comedian. In addition, it seems the word "oro" means "gold" in several other languages.

WHAT DOES "RUROUNI" MEAN? IT'S NOT IN ANY DICTIONARY!

Once again, this word is the sole creation of Watsuki. Basically he took two words and combined them together: 'ronin' which means 'masterless samurai' and 'ru' which means to 'float or wander.' Put together it basically implies a "wandering swordsman."

WHAT DOES "AKU. SOKU. ZAN." MEAN?

悪・即・斬 Translated, the phrase "Aku. Soku. Zan." simply means "kill evil instantly" or perhaps "if you see corruption or evil, slay (kill) it instantly." This is the code that Saitou lived by. There is a debate whether Watsuki-sensei invented this himself or if the true Shinsengumi followed this motto in their everyday lives.

ARE THE KANJI FOR 'AKU' DIFFERENT FOR SANO'S JACKET AND SAITOU'S "AKU. SOKU. ZAN." ?

No. They are the same Kanji, only the way they drew it for Saitou's whole "aku. soku. zan." spiel is drawn more loosely/sloppy. It gives it an appearance that it's a different symbol, but if you actually compare them you will see that they are one and the same.

WHAT IS THAT SAYING KENSHIN (AND HIKO) SAY?

You'll hear Kenshin say this in episode 1 (and again in various flashback forms) and Hiko reminds Kenshin of it later in the series. Here it is.

剣は凶器。剣術は、殺人術。どんな綺麗事やお題目を口にしてもそれが真実。

Ken wa kyouki. Kenjutsu wa satsujin-jutsu. Donna kireigotoya odaimoku wo kuchi ni shite mo, sore ga shinjitsu.

Translated, it means: A sword is a weapon for killing. Kenjutsu is the art of killing. Whatever kinds of pretty words or titles you use, that is the only truth.

WHAT DOES "HITOKIRI" MEAN?

人斬り - Hitokiri - Roughly translated it means "assassin." The dub, however, translated it as "manslayer."

WHAT DOES "BATTOUSAI" MEAN?

抜刀齋 - Battousai - is a special nickname given to Kenshin because he was a master of the Battoujutsu (partly because of the Hiten Mitsurugi Ryu style he learned). Broken down, "Battou" means simply "to draw one's sword, especially in the case of battle." "Sai" however is a little trickier to understand. In this case, however, the kanji is used as a nickname or could be translated as "lord" or "master."

WHAT DOES THE WORD "SESSHA" MEAN?

The word Sessha is another way of saying "I" however the way Kenshin uses it is sort of saying "I, who am not worthy." It's a super formal version of the word and lowers yourself in comparison to everyone else. This is one way that Watsuki-sensei helped to show the difference between the Rurouni and Hitokiri. The Hitokiri side of Kenshin would never use that word.

Note that because there really isn't an English equivalent, a lot of companies and fans have translated the word as "this one." While I suppose this is one way of doing it, I don't feel that this is conveying the same meaning and just sounds odd in conversation.

WHAT DOES THE PHRASE "DE GOZARU NA" MEAN?

If you listen to the Japanese version of RURONI KENSHIN you will hear Kenshin often say the phrase "de gozaru" at the end of his lines. "Gozaru" is a way to end a sentence and is another way of saying "-da/-desu/-de aru" and means "to be." Translating it into English is a little tricky and makes the sentence sound kind of..well..funky.

The dub decided to go with "that it/he/she/they is/are." You'll hear Kenshin say "that it is" a lot during the dub and it sounds out of place (and sometimes annoying). But the original intent of having Kenshin say this at the end of his lines is to help show the difference between Rurouni and the Hitokiri. The Hitokiri side of Kenshin would never use any form of "gozaru."

WHAT IS THAT GIANT SYMBOL (KANJI) THAT IS BURNING TOWARDS THE END OF THE 4TH PART OF TSUIOKU-HEN?

The kanji in question is 大 – "Dai". Every August in Kyoto, there are several symbols lit on the side of a mountain to send the spirits of the dead back to the afterlife. The first is the Chinese character dai, which means 'great' and symbolizes the universe. This is followed by 妙 - myo, 'mystic', or 'miracle' – and 法 – , 'doctrine' or 'law'. The ceremony ends with a fire in the shape of a ship (symbolizing the boats bearing the souls of the dead to the shores of the otherworld) and then one in the shape of a torii (a Shinto archway).

WHAT IS WRITTEN ON HOJI'S JAIL CELL IN EP 61?

In the manga he has written the following: "With no regrets for this world, I go to join Lord Shishio in hell." I'm going to go ahead and assume that it's the same in both anime and manga.

WHAT ARE THE NINE TYPES OF CUTS IN KENJUTSU THAT HIKO NAMES?

Hiko gives a review to Kenshin about the basic cuts in Kenjutsu. These are it:

Karatake - downward stroke to the head

Kesagiri - slantwise downward stroke to the left shoulder

Sakagesa - slantwise downward stroke to the right shoulder

Hidari Nagi - stroke to the left arm

Migi Nagi - stroke to the right arm

Hidari Kiriage - stroke to the left wrist

Migi Kiriage - stroke to the right wrist

Sakakaze - upward stroke between the legs

Tsuiki - stroke that pierces at the shortest range to the chest

1994-1999 Anime Series Questions

The questions that follow (about the music and show itself) are all about the anime series that ran from 1994-1999. There will be a different section for the newer (2011) animated series.

Music-related Questions

WHAT ARE THE OPENING/CLOSING THEMES? WHAT EPISODES ARE THEY USED FOR?

If it's one thing everyone knows about Kenshin, it's that it has some great opening and closing themes. And yes, there's quite a few of them, with many of them being really addictive and just plain wonderful. If you're curious on what they are, who the artist is and what episodes they aired with, look no further.

* Openings

#. Title	Artist	Episodes
1. Sobakasu	Judy and Mary	01 - 38
2. 1/2	Kawamoto Makoto	39 - 82
3. Kimi Ni Fureru Dake	De Curio	83 - 95

* Note that there is also an English version of "Sobakasu" sung by Sandy Fox.

* Endings

#. Title	Artist	Episodes
1. Tactics	The Yellow Monkey	01 - 12
2. Namida wa Shitteiru	Suzukaze Mayo	13 - 27
3. Heart of Sword ~Yoake mae~	TM Revolution	28 - 38
4. Fourth Avenue	Cafe L'Arc En Ciel	39 - 42
5. Heart of Sword ~Yoake mae~	TM Revolution	43 - 49
6. It's Gonna Rain	Bonnie Pink	50 - 66
7. 1/3 no Junjouna Kanjou	Siam Shade	67 - 82
8. Dame!	Izumi You	83 - 95

* Note that there is also an English version of "Tactics" sung by Lex Lang.

If anyone wonders, the song that is more often-than-not associated with RK is "Heart of Sword." If you've ever seen the way Toonami decided to air the credits, the music that plays is Heart of Sword (although I'll point out that not only do they air the wrong song per episodes, they also air the wrong footage in the background--all of that is from the opening, Sobakasu).

And one last note: the opening theme to the RK movie (*Ishin Shishi no Requiem*) is "Niji"

performed by L'Arc~en~Ciel.

HOW MANY SOUNDTRACKS ARE THERE?

A lot. Here's a list (hopefully complete):

Rurouni Kenshin OST 1
Rurouni Kenshin OST 2
Rurouni Kenshin OST 3
Rurouni Kenshin OST 4
Rurouni Kenshin OST - The Director's Edition
Rurouni Kenshin OST - The Brilliant Edition
Rurouni Kenshin Songs Album 1
Rurouni Kenshin Songs Album 2
Rurouni Kenshin Best Theme Collection
Rurouni Kenshin Tsuioku-hen OST
Rurouni Kenshin Seisou-hen OST
Rurouni Kenshin Motion Picture OST
Rurouni Kenshin Game 1 OST
Rurouni Kenshin Game 2 OST

In addition, there's a "Rurouni Kenshin Complete CD-Box" that contains the four TV OSTs, the two OAV OSTs, the movie OST, the two game OSTs, an Opening&Closing theme collection, and the two Character Songs albums. There is also a "Premium Collection" set that contains three CDs. The first CD contains nine tracks of openings and closings; the second CD contains 11 tracks that are background music; the last CD contains 10 tracks that are from *Tsuioku-hen*.

WHO COMPOSED THE SOUNDTRACKS?

Taku Iwasaki did the two OAVs soundtracks Taro Iwashiro did the Movie soundtrack Various people did the rest of the soundtracks

WHERE CAN I FIND THE LYRICS TO THE OPENING & ENDING SONGS?

Your best bet is to try a place like ANIME LYRICS (www.animelyrics.com).

WHY WAS 'HEART OF SWORD' USED TWICE AS AN ENDING?

I have heard two reasons. First being that it was the most popular of the ending songs. However, I don't think this was the real reason. The second reason, and perhaps lesser known, is that there were drug charges brought up against L'Arc~en~Ciel (who did the 4th ending "Fourth Avenue Cafe"). Because of this Sony pulled their song and replaced it with

"Heart of Sword" with the 4th ending's footage.

WHAT IS THE BACKGROUND PIECE THAT PLAYS WHEN KENSHIN SAYS HIS FAREWELLS TO KAORU BEFORE LEAVING TO KYOTO (EPISODE 31)? I CAN'T SEEM TO FIND IT ON ANY OFFICIAL KENSHIN OST.

The song is Intermezzo Synfonica. I believe this song was composed by Pietro Mascagni. I'm pretty sure that they were given the right to include it in the show (episode 31) but weren't given the right to include it on any of the OSTs, hence why you can't find it on any.

WHAT IS THE NAME OF THE SONG THAT PLAYS IN EPISODE 24 WHEN SANO FIGHTS KENSHIN?

The name of the song is "Kokoro no Hadaka" which roughly translates to "Nakedness of the Heart." This song is on the "Rurouni Kenshin: Character Image Song II" album. It's not found anywhere else (i.e. you can't find it on any of the TV OSTs). Another really interesting point about this song is that it's sung by Yuji Ueda, who voiced Sanosuke in the original Japanese version.

WHAT IS THE NAME OF THE SONG THAT USUALLY PLAYS WHEN KENSHIN SAVES SOMEONE IN THE TOKYO ARC?

It was rather difficult to try and phrase this question but basically the question was what was the popular song that plays a lot in the Tokyo Arc, usually when Kenshin ends up saving the day? The answer is Kimi Wa Dare Wo Mamotte Iru (acoustic version) [translated as Who Are You Protecting (Acoustic Version)] The song can be found on the first TV OST (track 25).

HOW MANY TRACKS ARE THERE FOR THE SEISOU-HEN OST?

This question came from the difference between the original Seisou-hen OST and the extended version found within the Complete CD Box Set. The original OST contains 18 tracks (ending with the song "Pie jesu"). The extended version adds an additional two tracks, bringing the total to 20. The two tracks are "You By My Side (extended version)" and "Eternal."

DOES TSUIOKU-HEN HAVE AN EXTENDED OST?

No. Unlike Seisou-hen, which got an additional two tracks in the Complete CD Box Set, the

track list for Tsuioku-hen is exactly the same.

WHAT ARE THE NAMES OF THE ANIMETAL KENSHIN SONGS?

Animetal, a popular metal group in Japan, produced three songs related to the "Rurouni Kenshin" series. One is called "Shukutei Kenzan," another is called "The Juppongatana" and the final one is called "Towa no Mirai." They can be found on the Best Theme Collection.

WHAT IS THE NAME OF THE SONG THAT SAYO AMAKUSA PLAYS ON THE PIANO IN EPISODE 72?

The song is Beethoven's Piano Sonata No. 14 in C sharp minor--better known as the Moonlight Sonata. You won't find it on any of the Kenshin OSTs.

WHAT IS THE NAME OF THE SONG THAT PLAYS IN EPISODE 61 WHEN KENSHIN WAKES AND GETS UP?

The song is the second movement of Beethoven's Sonata No.8 in C minor--better known as Adagio Cantabile.

WHAT IS THE NAME OF THE SONG THAT PLAYS IN EPISODE 26 AFTER SHURA SAVES KENSHIN?

"Tsuioku ~in the Past~" from the fourth television soundtrack. Or at least that's what it's called on the 4th TV OST in the "Complete CD Box Set." The part this question is referring to doesn't take up the entire song, it's just part of it.

WHAT IS THE NAME OF THE SONG THAT PLAYS WHEN YUTAROU IS ALONE IN THE KAMIYA DOJO AT NIGHT IN EPISODE 88?

It's called Her Most Beautiful Smile and it's found on the *Ishin Shishi no Requiem* OST. It should be track #6. Enjoy!

WHAT IS THE NAME OF THE PIANO SONG THAT PLAYS IN EPISODE 72 AT 6:59?

That song is also Her Most Beautiful Smile from the *Ishin Shishi no Requiem* OST.

WHAT IS THE NAME OF THE SONG THAT PLAYS WHEN KENSHIN IS TRYING TO PROTECT KAORU FROM THE PIRATES IN EPISODE 25?

It's "Kimi wa Dare o Mamotte Iru -Hard Version-" from the first OST.

Animated-related Questions (series, OAVs, movie)

WAS SEISOU-HEN WRITTEN BY NOBUHIRO WATSUKI?

Sadly, no. *Seisou-hen* was written by Reiko Yoshida. If it had been written by Watsuki there's a good chance it wouldn't have ended the way it did as Watsuki has been quoted as preferring happy endings (such as the way the manga ends).

PLOT HOLE! KENSHIN SHOULDN'T HAVE HIS SCAR IN (INSERT FLASHBACK), RIGHT?

This has been brought up quite often now, and I want to address it in here, hopefully without giving away too many spoilers. But before answering the question we need to understand that after Kenshin received his full scar he continued to fight in the revolution, except that he was no longer a shadow hitokiri--that role was filled by Shishio. Also, Kenshin never fought Saitou or Okita when he was still a shadow hitokiri, he only fought them AFTER he was no longer in that role. This means he had his scar when he fought Saitou for the first time. In fact, if you watch the last bit of Tsuioku-hen Saitou mentions that he had heard of Kenshin by his description (red hair, cross-shaped scar on his cheek) before they fight.

So now to address the flashback questions and whether or not the scar on Kenshin's cheek is a plot hole. There are two types of flashbacks used in the TV series version of Kenshin. The first is when Kenshin was still in the war, fighting to make a better tomorrow. This type of flashback can be from Kenshin remembering or someone else (like Jin-e or Saitou). Regardless, they're from the war. The second is when Hiko is remembering Kenshin's past, aka when Kenshin was still in training. There are no plot holes because the war flashbacks are always after he has received his scar. For example, the flashbacks of Kenshin fighting Saitou take place after he received his scar (remember, he never fought Saitou before then).

In short answer: no, they're not plot holes in the TV episodes. The war flashbacks take place once Kenshin was no longer a shadow hitokiri and thus has the full scar on his cheek. And the Hiko flashbacks are also correct since he doesn't have his scar in any of them.

ARE THERE NAZIS IN KENSHIN?

No. The reason this question is asked is because the Japanese kanji “Manji” 卍 appears on screen during one of the fillers. People see that kanji and immediately assume it's a swastika

and that swastikas = Nazis, when this is just not true. Everyone has to understand that the symbol has been in use loooooong before Hitler ever took it and made it into an "evil" symbol. It is thought that the first mention or use of the symbol was in the holy texts of Hinduism. It was commonly used in Indic religions, like Buddhism. Its traditional meaning was "good luck" or "well being" (literally "it is good"). So even though they are shown in Kenshin, they don't mean that they're nazis. One more reason why the symbol could not represent the Nazis in Kenshin: Kenshin takes place in the 1800's and the Nazis didn't come around until the 1900's.

One more note: Cartoon Network has basically refused to show the episodes where the Manji have appeared. The only way to see them is to watch the DVDs.

WHO WAS SHISHIO REFERRING TO WHEN HE TOLD SAITOU "YOU" DURING EXPLAINING WHAT HAPPENED TO HIM AFTER THE REVOLUTION?

The question was: When Shishio was talking to Saitou after being struck in the head with a Gatotsu, he specifically said "you" to Saitou, referring to who knocked him out and shot him. Was he referring to Saitou himself or the people he worked for? My answer is that I'm positive that Shishio was referring to the Meiji government. Remember that by that time Saitou was working for the government and it was the government that burned him. He was generalizing.

WHO IS THAT MYSTERIOUS GIRL IN THE ENDING CREDITS OF EPISODES 67-82?

Those who have seen *Tsuioku-hen* will recognize it instantly: it's Tomoe, Enishi's sister. The series was originally going to animate the *Jinchuu* Arc but was waiting for Watsuki to get further ahead in the manga. While waiting they aired filler episodes, which caused the ratings to die and thus killed the show.

WHAT NETWORKS HAVE SHOWN RUROUNI KENSHIN?

Japan - Fuji Television

Argentina, Mexico and The US - Cartoon Network

Brazil - Rede Globo & Cartoon Network

Russia - STS

Puerto Rico - Telemundo Puerto Rico

India – Animax

WHAT ARE THE NAMES OF THE ANIME EPISODES AND WHEN DID THEY ORIGINALLY AIR?

Ep #	Title	Original Airdate	US Airdate
1	"The Handsome Swordsman of Legend: A Man who Fights for Love" "Densetsu no Bikenshi...Ai Yue ni Tatakau Otoko" (伝説の美剣士...愛ゆえに闘う男)	January 10, 1996	March 17, 2003
2	"Kid Samurai: A Big Ordeal and a New Student" "Gakizamurai Sutta! Monda! de Monkasei" (ガキ侍 スツた! モンだ!で門下生)	January 17, 1996	March 18, 2003
3	"Swordsman of Sorrow: The Man Who Slays His Past" "Kanashimi no Kenshi - Kako o Kiru Otoko" (哀しみの剣士・過去を斬る男)	January 24, 1996	March 19, 2003
4	"Bad!: Introducing Sanosuke, The Fighter-for-hire" "Aku no Ichimonji - Kenkaya Sanosuke Tōjō!" (悪の一字・ケンカ屋左之助登場!)	January 31, 1996	March 20, 2003
5	"The Reversed-Blade Sword Vs. The Zanbatou: Beyond the Battle" "Sakabatō Tai Zanbatō - Tatakai no Hate ni!" (逆刃刀対斬馬刀・闘いの果てに!)	February 7, 1996	March 21, 2003
6	"The Appearance of Kurogasa: Visitor from the Shadows" "Yami kara no Hōmonsha - Kurogasa Arawaru!" (闇からの訪問者・黒笠現る!)	February 14, 1996	March 24, 2003
7	"Deathmatch Under the Moon: Protect the One You Love" "Gekka no Shitō - Aisuru Hito o Mamore!" (月下の死闘・愛する人を守れ!)	February 21, 1996	March 25, 2003
8	"A New Battle!: The Mysterious Beauty From Nowhere" "Arata naru Tatakai! Tobikonde kita Nazo no Bijo" (新たなる戦い! 飛び込んできた謎の美女)	February 28, 1996	March 26, 2003
9	"The Strongest Group of Ninjas: The Horrible Oniwaban Group" "Saikyō no Shinobi Gundan - Kyōfu no Oniwabanshū!" (最強の忍び軍団・恐怖の御庭番衆!)	March 6, 1996	March 27, 2003

10	"Aoshi Aoshi: Someone so Beautiful, it's Frightening" <i>"Aoshi - Utsukushisugiru hodo Kowai Yatsu"</i> (蒼紫・美しすぎるほど怖い奴)	March 13, 1996	March 28, 2003
11	"Farewell, the Strongest Men: The Clash of Light and Shadow" <i>"Saraba Saikyō no Otokotachi! Hikari to Yami no Gekitotsu"</i> (さらば最強の男たち! 光と闇の激突)	April 24, 1996	March 31, 2003
12	"Birth of a Boy Swordsman: The Battle of First Apprentice Yahiko" <i>"Shōnen Kenshi Tanjō! Ichiban Deshi Yahiko no Tatakai"</i> (少年剣士誕生! 一番弟子 弥彦の戦い)	May, 1996	April 2, 2003
13	"Strive for the Grand Championship: Toramaru's Sumo Battle Log!" <i>"Mezase Yokozuna Toramaru no Dosukoi Funsenki"</i> (めざせ横綱 虎丸のどすこい奮戦記)	May 8, 1996	April 3, 2003
14	"To Save a Small Life Lady Doctor Megumi to the Rescue" <i>"Chiisana Inochi o Sukue! Bijin Joi - Megumi no Chōsen"</i> (小さな命を救え! 美人女医 恵の挑戦)	May 15, 1996	January 24, 2004
15	"Two Legendary Manslayers Two Legendary Slashers" <i>"Honō no Ansatsu Shūdan, Jinpūtai Hashiru!"</i> (炎の暗殺集団, 神風隊走る!)	May 22, 1996	April 4, 2003
16	"A Promise From the Heart The Secret Sword of Shiden" <i>"Yūki Aru Chikai! Moeyo Hiken - Shiden no Tachi"</i> (勇気ある誓い! 燃えよ秘剣・紫電の太刀)	June 5, 1996	April 7, 2003
17	"Fly to Your Dreams Marimo, The Human Cannon" <i>"Yume ni Mukatte Tobe! Hōdan Musume Marimo no Bōken"</i> (夢に向かって飛べ! 砲弾娘マリモの冒険)	June 12, 1996	April 8, 2003
18	"Run, Yahiko! Run Yahiko! Get the Reverse-Edged Sword Back" <i>"Hashire! Yahiko - Sakabatō o Torikaese!"</i> (走れ! 弥彦・逆刃刀を取り返せ!)	June 19, 1996	April 9, 2003
19	"Raijuta's Ambition The Fantasy of the Forbidden Kingdom" <i>"Raijūta no Yabō - Kinjirareta Ōoku no Gensō"</i> (雷十太の野望・禁じられた王国の幻想)	June 26, 1996	April 10, 2003

20	"Revival of the Shinko Style Revival of the Killer Sword – Shinko Style" <i>"Shinkoryū no Fukkatsu! Arashi o Yobu Kyūkyoku no Satsujinken"</i> (真古流の復活! 嵐を呼ぶ究極の殺人剣)	July 10, 1996	April 11, 2003
21	"Dissolution of a Nightmare Destruction of a Nightmare" <i>"Akumu no Hōkai! Raijūta no Yabō - Kanketsuhen"</i> (悪夢の崩壊! 雷十太の野望 完結編)	July 17, 1996	April 14, 2003
22	"Danger on a Runaway Locomotive Surprise Incident on a Runaway Locomotive" <i>"Hatsunori! Bōsō Okajōki Bikkuri Daijiken"</i> (初乗り! 暴走陸蒸気びっくり大事件)	July 31, 1996	April 15, 2003
23	"Sanosuke's Betrayal Sanosuke and the Colored Woodblock Prints" <i>"Sanosuke no Uragiri!? Unmei no Saikai"</i> (左之助の裏切り!? 運命の再会)	August 14, 1996	April 16, 2003
24	"Midnight Battle Kenshin vs. Sanosuke: Once Again!" <i>"Mayonaka no Tatakai! Sanosuke Tai Kenshin Futatabi"</i> (真夜中の戦い! 左之助対剣心ふたたび)	August 21, 1996	April 17, 2003
25	"The Crimson Pirate The Red Pirate – Kenshin and Kaoru Separated" <i>"Shinku no Kaizoku - Hikusakareta Kenshin to Kaoru"</i> (真紅の海賊 引き裂かれた剣心と薫!)	August 28, 1996	April 18, 2003
26	"Lightning Incarnate Shura, The Mysterious Female Pirate" <i>"Inazuma no Keshin! Hokoritakaki Nazo no Onna Kaizoku Shura"</i> (稲妻の化身! 誇り高き謎の女海賊, 朱羅)	September 4, 1996	April 21, 2003
27	"Burn, Island of Terror! The Red Pirate - Conclusion" <i>"Moeagaru Senritsu no Shima! Shinku no Kaizoku - Kanketsuhen"</i> (燃え上がる戦慄の島! 真紅の海賊 完結編)	October 16, 1996	April 22, 2003
28	"Prelude to the Impending Fight: The Shadow of the Wolf Draws Near" <i>"Aratanaru Kessen e no Jokyoku: Semarikuru Ōkami no Kage!"</i> (新たなる血戦への序曲 迫り来る狼の影!)	October 30, 1996	April 24, 2003
29	"Strongest Opponent From the Past: Merciless Fangs Strike!" <i>"Shijō Saikyō no Shukuteki! Osoikakaru Hijō no Kiba"</i> (史上最強の宿敵! 襲いかかる非情の牙)	November 6, 1996	April 25, 2003

30	"A Devil of Vengeance: Makato's Shishio's Plot" <i>"Fukushū no Akki: Shishio Makoto no Bōryaku"</i> (復讐の悪鬼 志々雄真実(まこと)の謀略)	November 13, 1996	April 28, 2003
31	"A Wish Unrequited: Kenshin Departs" <i>"Todokanu Omoi... Kenshin no Tabidachi"</i> (届かぬ想い.....剣心の旅立ち!)	November 27, 1996	April 29, 2003
32	"Change Tears to Courage: Kaoru Kamiya's Choice" <i>"Namida o Yūki ni Kaete! Kamiya Kaoru ga Eranda Michi"</i> (涙を勇気にかえて! 神谷薫が選んだ道)	December 4, 1996	April 30, 2003
33	"For the Title of Strongest: Aoshi's New Conflict" <i>"Saikyō no Shōgō o Tsukamu made! Aoshi no Aratanaru Tatakai"</i> (最強の称号を掴むまで! 蒼紫の新たなる闘い)	December 11, 1996	May 1, 2003
34	"The Girl Bandit: Misao Makimachi's Hidden Side" <i>"Oihagi Shōjo - Makimachi Misao no Kakusareta Shōtai!"</i> (追いはぎ少女・巻町 操の隠された正体!)	January 8, 1997	May 2, 2003
35	"Conquered Village: The Grasp of Shishio's Hands" <i>"Ubawareta Mura - Osoikakaru Shishio no Ma no Te!"</i> (奪われた村 襲いかかる志々雄の魔の手!)	January 15, 1997	June 17, 2003
36	"Across the Boundary Between Edo and Meiji: Kenshin and Shishio Face to Face!" <i>"Bakumatsu no Toki o Koete! Taiji Shita Shishio to Kenshin"</i> (幕末の時を超えて! 対峙した志々雄と剣心)	January 22, 1997	June 18, 2003
37	"Shock! The Reverse-Blade is Broken: Sojiro's Tenken verses Kenshin" <i>"Shōgeki! Oreta Sakabatō - Tenken no Sōjirō Tai Kenshin"</i> (衝撃!折れた逆刃刀・天剣の宗次郎対剣心)	January 29, 1997	June 19, 2003
38	"Sanosuke's Secret Training: The Challenge of Anji the Destroyer" <i>"Sanosuke, Gokui no Shugyō! Hakaisō - Anji e no Chōsen"</i> (左之助, 極意の修行! 破戒僧・安慈への挑戦)	February 5, 1997	June 20, 2003
39	"The Creator of the Reverse-Blade Sword: Shaku Arai's Final Swing" <i>"Sakabatō o Tsukutta Otoko - Arai Shakkū Saigo no Hito Furi!"</i> (逆刃刀を作った男・新井赤空 最後の一振り!)	February 12, 1997	June 23, 2003
40	"A Killer Without Mercy: Fight to the Death Against the Cho of the Juppongatana" <i>"Osorubeki Mujō no Shikaku! Juppongatana Chō to no Shitō"</i> (恐るべき無情の刺客! 十本刀・張との死闘)	February 19, 1997	June 24, 2003
41	"The Ultimate Technique of the Hiten-Mitsurugi Style: Reunion with a Mentor, Seijuro Hiko"	February 26, 1997	June 25, 2003

"Hiten Mitsurugiryū no Ōgi! Shishō Hiko Seijūrō to no Saikai" (飛天御剣流の奥義! 師匠比古清十郎との再会)

"The Formation of an Alliance: The Day When Aoshi Joins with Shishio"

42 *"Dōmei Seiritsu: Aoshi ga Shishio to Te o Kunda Hi!"* (同盟成立・蒼紫が志々雄と手を組んだ日!) March 5, 1997 June 26, 2003

"Between Life and Death: Master the Ultimate Technique, Amakakeru Ryu no Hikameki!"

43 *"Sei to Shi no Aida de! Ōgi Amakakeru Ryū no Hirameki no Etoku"* (生と死の間で! 奥義・天飛龍閃(あまかけるりゅうのひらめき)の会得) March 12, 1997 June 27, 2003

"A Decisive Battle Like Violent Waters: The Strongest Troop Juppongatana"

44 *"Dotō no Kessen, Saikyō Shūdan Juppongatana Shūketsu!"* (怒濤の決戦・最強集団十本刀集結!) March 19, 1997 June 30, 2003

"As if to Fly: Stop the Launch of the Battleship Purgatory!"

45 *"Tobu ga Gotoku! Senkan Rengoku Shukkō o Soshi Seyo"* (翔ぶが如く! 戦艦煉獄 出航を阻止せよ) April 16, 1997 July 1, 2003

"Purgatory Bursts into Flames: The Destiny of Makoto Shishio"

46 *"Rengoku Enjō! Shishio Makoto no Meium"* (煉獄炎上! 志々雄真実(まこと)の命運) April 23, 1997 July 2, 2003

"Crash! The Lethal Punch, Futae no Kiwami: The First of Sonosuke Screams!"

47 *"Gekitotsu! Futae no Kiwami: Unaru Sanosuke no Kobushi"* (激突! 二重の極み・唸る左之助の拳) April 30, 1997 July 3, 2003

"Reborn to Salvation: The Beginning of Anji's New Life"

48 *"Guze e no Saisei: Anji no Arata naru Shuppatsu"* (救世(ぐぜ)への再生・安慈の新たなる出発) May 14, 1997 July 4, 2003

"The Wolf Destroys the Eye of the Heart: The Fierce Attack of the Zero Stance Gatotsu"

49 *"Shingan o Toraeta Ōkami: Sakuretsu Suru Gatotsu Zero Shiki!"* (心眼をとらえた狼・炸裂する牙突零(ゼロ)式!) May 28, 1997 July 12, 2003

"The Promised Time Has Come: Aoshi and Kenshin Fight Again"

50 *"Yakusoku o Hatasu Toki: Aoshi to Kenshin no Saisen!"* (約束を果たす時・蒼紫と剣心の再戦!) June 4, 1997 July 19, 2003

"Wake Up Now! Ignore Your Wounds and Fight to the Finish"

51 June 11, 1997 July 26, 2003

"Mezameru Toki wa Ima: Manshin Sōi no Ketchaku!" (目醒める時は今・満身創痕の決着!)

52	"To Make a Miracle: The Battle at the Aoiya" "Kiseki o Yobiokose! Aoi-ya no Kōbō" (奇跡を呼び起こせ! 葵屋の攻防)	June 18, 1997	August 2, 2003
53	"The Giant Versus Superman: Like an Arrow Shot at a Time of Despair" "Kyojin Tai Chōjin: Zetsubō no Fuchi ni Hanatareta Isshi!" (巨人対超人・絶望の淵に放たれた一矢!)	June 25, 1997	August 16, 2003
54	"Hiten versus Shukuchi" "Hiten Tai Shukuchi! Sōjirō Tenpu no Chikara" (飛天対縮地! 宗次郎天賦の能力(ちから))	July 2, 1997	August 23, 2003
55	"The Tragedy of a Stormy Night" "Arashi no Yo no Sangeki: Sōjirō no Kako" (嵐の夜の惨劇・宗次郎の過去)	July 9, 1997	August 30, 2003
56	"A Duel With an Extreme Moment" "Kyokugen no Shōbu! Shuntensatsu Tai Amakakeru Ryū no Hirameki" (極限の勝負! 瞬天殺対天翔龍閃)	July 16, 1997	September 6, 2003
57	"Two Men at the End of an Era" "Bakumatsu o Kaketa Futari: Shishio Tai Kenshin Saishūsen!" (幕末を駆けた二人・志々雄対剣心 最終戦!)	August 6, 1997	September 13, 2003
58	"The Age Chooses Shishio?" "Jidai wa Shishio o Erabu no ka? Kenshin Saidai no Kiki!" (時代は志々雄を選ぶのか? 剣心最大の危機!)	August 13, 1997	September 20, 2003
59	"Not Out of Luck!" "Meiun Tsukizu! Tōshi, Ima Yomigaeru" (命運尽きず! 闘志, 今よみがえる)	August 20, 1997	September 27, 2003
60	"The Man Who is Chosen for Victory" "Shōri o Yurusareshi Mono: Shishio Tai Kenshin Shūmaku!" (勝利を許されし者・志々雄対剣心終幕!)	September 3, 1997	October 4, 2003
61	"The Juppongatana Who Remain (aka The Choice for Life)" "Nokosareta Juppongatana: Ikite Yuku Tame no Sentaku" (残された十本刀・生きてゆくための選択)	September 10, 1997	October 11, 2003
62	"Kyoto, the Engraved Memory" "Kyōto... Kizamareta Kioku, Omoi o Haseta Shuppatsu" (京都...刻まれた記憶・想いを馳せた出発)	September 17, 1997	October 18, 2003
Ep#	Title		Original Airdate
63	"The Legend of the Fireflies"		October 14, 1997

"Negaibotaru no Densetsu, Aru Kenkaku o Machi Tsuzuketa Shōjo" (願い虫
の伝説 ある剣客を待ち続けた少女)

"The Birth of Prince Yahiko"

64 "Yahiko Ōji Tanjō? Karei naru Shakōkai Debyū" (弥彦王子誕生? 華麗なる
社交界でびゅー) October 28, 1997

"Find the Lost Treasure!"

65 "Kieta Otakara o Sagase! Meitanteiken Notarō" (消えたお宝を探せ! 名探偵
犬ノ太郎) November 04,
1997

"Kaoru, Ecstatic"

66 "Kaoru Kangeki Kenshin no Puropōzu!?" (薫 感激 剣心のぷろぽ〜ず!?) November 11,
1997

"The Gleaming Blade of Legends"

67 "Kirameku Densetsu no Ken! Shinpi no Kenshi Amakusa Shōgo" (煌めく伝説
の剣! 神秘の剣士・天草翔伍) November 18,
1997

"The Medallion of Destiny"

68 "Unmei no Medario, Sanosuke to Sayo no Deai" (運命のメダリオ・左之助と
小夜の出会い) November 25,
1997

"To the Battlefield of Shimabara"

69 "Taisen no Chi, Shimabara e! Shiyū o Kessuru Toki" (対戦の地, 島原へ! 雌
雄を決する時) December 02,
1997

"Shock of the Rai Ryu Sen"

70 "Rairyūsen no Shōgeki! Yami ni Hōmurareta Kenshin" (雷龍閃の衝撃! 闇に
葬られた剣心) December 09,
1997

"Kaiou's Conspiracy"

71 "Kaiō no Inbō, Wana ni Kakatta Shōgo!" (傀儡王の陰謀 罠にかかった翔伍!) December 16,
1997

"The Days of Remorse"

72 "Tsuioku no Hibi, Shōgo to Sayo no Kanashiki Kako" (追憶の日々・翔伍と小
夜の哀しき過去) January 06, 1998

"The Sneering Demon"

73 "Azawarau Akki! Shōzō, Bakuen ni Chitta Karyū" (あざ笑う悪鬼! 庄三, 爆炎
に散った火龍) January 13, 1998

"Sanosuke's Tears"

74 "Sanosuke no Namida, Futari ni Otozureta Towa no Wakare" (左之助の涙 二
人に訪れた永遠(とわ)の別離(わかれ)) January 20, 1998

"The Last Crusade"

75 "Saigo no Seisen, Gekitotsu! Futatsu no Amakakeru Ryū no Hirameki" (最後
の聖戦 激突! ふたつの天翔龍閃(あまかけるりゅうのひらめき)) January 27, 1998

76 "Bon Voyage" February 03, 1998

"Tabidachi no Umi, Kibō wa Kanashimi no Nami o Koete" (旅立ちの海 希望
は哀しみの波を越えて)

"Himura Dojo in Shimonoseki?"

- 77 *"Shimonoseki ni Himura Dōjō? Mō Hitori no Battōsai Awararu"* (下関に緋村
道場? もう一人の抜刀齋現る) February 10, 1998

"Crush!"

- 78 *"Gagakusei no Omou Hito, Hakone Yu no Machi Koi Sōdō"* (画学生の想う女
性(ひと)・箱根湯の街恋騒動!) February 17, 1998

"Kaishu-Katsu and Kenshin"

- 79 *"Katsu Kaishū to Kenshin, Bakumatsu o Ikita Futari no Shukuen"* (勝海舟と
剣心 幕末を生きた二人の宿縁) February 24, 1998

"The Unending Revolution"

- 80 *"Owaranai Bakumatsu, Kaishū ni Kaserareta Tenmei"* (終わらない幕末 海
舟に課せられた天命) March 03, 1998

"Conspiracy of the Beniaoi"

- 81 *"Beniaoi no Sakubō, Kaishū o Nerai Bakumatsu no Ikiryō!"* (紅葵の策謀 海
舟を狙う幕末の生霊!) March 10, 1998

"Kaishu-Katsu's Determination"

- 82 *"Katsu Kaishū no Ketsui, Jidai o Koeta Shinjitsu"* (勝海舟の決意 時代を超
えた真実) April 14, 1998

"Yutarō Returns"

- 83 *"Yutarō Kikoku, Kage ni Hisomu Kurokishidan no Yabō"* (由太郎帰国 影に
潜む黒騎士団の野望) April 21, 1998

"The Sanada Ninja Squad"

- 84 *"Sanada Ninjagun to Reiyaku, Okashira Misanagi no Nerai"* (真田忍者群と
霊薬 お頭御沙雑の狙い) May 05, 1998

"A Straying Journey"

- 85 *"Meisō no Tabi, Shikumareta Omiwatari no Wana!"* (迷走の旅 仕組まれた
御神渡りの罠!) May 19, 1998

"A Heatwave from Beneath the Earth"

- 86 *"Chitei o Mau Akai Kagerō! Sakki! Sanada Sanninshū"* (地底を舞う赤い陽
炎 殺鬼!真田三人衆) May 26, 1998

"Schneider's Bet"

- 87 *"Shunaidā no Kake, Kurokishidan no Hōkai!"* (シュナイダーの賭け 黒騎士
団の崩壊!) June 02, 1998

- 88 **"The Two Guides"** June 09, 1998

"Futatsu no Michishirube, Yahiko to Yutarō Towa no Yakusoku" (ふたつの道

標(みちしるべ)・弥彦と由太郎永遠(とわ)の約束)

"To My Angel Misao"

- 89 *"Mai Enjeru Misao e... Kyōto kara no Mukae"* (まいえんじえる操へ... 京都からの迎え) June 16, 1998

"Feng Shui Surprise Attack!"

- 90 *"Fūsui no Kishū! Harimegurasareta Gobōsei no Nazo"* (風水の奇襲! 張り巡らされた五芒星の謎) June 23, 1998

"The Magic of Feng Shui"

- 91 *"Ugomeku Fūsui no Maryoku, Nerawareta Kamiya Dōjō"* (うごめく風水の魔力・狙われた神谷道場!) July 21, 1998

"Tokyo Under Martial Law"

- 92 *"Kaigenrei no Tōkyō-fu! Bakushin Suru Kyōki no Ryūmyaku"* (戒厳令の東京府! ばく進する凶器の龍脈) August 04, 1998

"The Enemy Awaits in Senjogahara"

- 93 *"Teki wa Senjōgahara ni Ari! Hisui no Monshō o Motomete"* (敵は戦場ヶ原にあり! 翡翠(ひすい)の紋章を求めて) August 18, 1998

"The Elegy of Wind and Water"

- 94 *"Kaze to Mizu no Banka, Ima Koko ni Shiryoku Tsukusu!"* (風と水の挽歌・今ここに死力尽くす!) September 08, 1998

"End of Wanderings"

- 95 *"Rurō no Saihate, Hi to Ruri no Kizuna wa Shiosai no Uchi ni"* (流浪の最果て・緋と瑠璃の絆は潮騒の中(うち)に)

Character-related Questions

WHO PROVIDES THE VOICES FOR THE CHARACTERS?

This section is probably going to be a "work in progress" much like the character translation list because of how many there are. But nevertheless, here we go. Note that this list reflects the SERIES, not the OAVs or the movie.

<u>Character Name</u>	<u>Japanese VA</u>	<u>English VA</u>
Himura Kenshin	Suzukaze Mayo	Richard Hayworth
Kamiya Kaoru	Fujitani Miki	Dorothy Melendrez
Myoujin Yahiko	Tominaga Mina	Elyse Floyd
Sagara Sanosuke	Ueda Yuji	Lex Lang
Takani Megumi	Mika Doi	Jane Alan
Makimachi Misao	Tomo Sakurai	Debra Cunningham
Shinomori Aoshi	Yoshito Yasuhara	Terry Roberts (8-11), Terrence Stone (33+)
Saitou Hajime	Hiroataka Suzuoki	Sparky Thornton
Seijuro Hiko	Shuichi Ikeda	Richard George
Shishio Makoto	Ikeda Masanori	Steven Jay Blum
Usui	Ryuzanji Sho	James Lyon
Soujirou Seta	Noriko Hidaka	Tara Jayne
Saizuchi	Nishikawa Ikuo	George C. Cole
Henry	Takemoto Hideshi	Jake Daniels
Yukuyama Anji	Hara Yasuyoshi	Michael McConnohie
Hannya	Nojima Akio	Abe Lasser
Hyottoko	Iizuka Shozo	John Smallberries
Beshimi	Matsuno Taiki	David Umansky
Udou Jin-e	Ohtsuka Akio	Dave Mallow
Iwanbou	Yashima Norito	Lex Lang
Dr. Gensai	Shioya Yoku	Steve Kramer

HOW OLD ARE THE CHARACTERS IN THE FIRST ARC (THE "TOKYO ARC")?

Strangely, this question is often asked because they hear how old Kenshin is and are wondering about the rest. So here's the list. [Note: all names are listed in the Japanese way-- last name then first]

During the 11th year of Meiji (1878), aka when the Tokyo Arc starts:

Himura Kenshin - 28

Kamiya Kaoru - 17

Myojin Yahiko - 10

Sagara Sanosuke - 19

Takani Megumi - 22

WHAT DO THE VARIOUS NAMES IN KENSHIN MEAN?

As we all know, Japan is infamous for giving their anime characters names that either reflect their personality or their ambitions. Kenshin is definitely no different. Watsuki-sensei has given all of his characters great names, and here's an incomplete list of the major ones. If you notice that your favorite character is missing, it's probably because I am unable to translate it into anything that makes any sense. This section will probably be updated at a later time.

Himura Kenshin - 緋村 剣心

Heart of Sword from the Red Village (Kenshin alone stands for "Heart of Sword")

Kamiya Kaoru - 神谷 薫

Fragrance from the divine valley

Myoujin Yahiko - 明神 弥彦

Full of Virtue and Skill (surname is 'bright spirit/bright god')

Sagara Sanosuke - 相楽 左之助

Saga means "one's nature" the "ra" means "comfort/ease" and "Sanosuke" means "assistance of the left side".

Takani Megumi - 高荷 恵

Carrying Blessing

Saitou Hajime - 斎藤 一

From Sai meaning "correct" and "to" from wisteria, the latter syllable indicating a connection to the Fujiwara clan. "Hajime" means beginning or first.

Yukishiro Tomoe - 雪代 巴

Yukishiro means "snow water" and the "Tomoe" kanji means "huge comma design"

Yukishiro Enishi - 雪代 縁

Yukishiro means "snow water" and the "Enishi" means "Chance" or "Fate"

Shishio Makoto - 志々雄 真実
Ambition of Truth

Hyottoko - 火男
Fireman (or perhaps "man who uses fire")

Shinsengumi - 新選組
New Chosen Group

Ishin Shishi - 維新志士
Patriots of the Restoration (or Patriots of the Revolution)

IS "HIMURA" KENSHIN'S REAL LAST NAME?

Short answer: maybe. Here's why. When Hiko met Kenshin and changed his name from Shinta, he names him "Kenshin" (Heart of Sword). There is NO mention of Himura anywhere (even when Kenshin told Hiko his name). Kenshin mentioned that his parents were farmers. Back in that time era, only nobles and samurai (etc) were allowed to have surnames. Because Kenshin's parents were just farmers he would not have a surname. The question lies in how he obtained one, since he's referred to as "Himura-san" when he was in the Ishin Shishi and after. There's two possibilities. One is that he was given a surname because he was the number one Hitokiri. The other is that by becoming a Hitokiri for the Ishin Shishi he classified as a low-ranking Samurai and thus earned the right to have a surname. Both are just "best guesses." Others believe that this idea is ridiculous and that Kenshin had a last name even if he wasn't allowed to use it, hence Himura would be his real name from the very start. It is not made clear whether or not this is the case. You can make your own decision.

WHAT'S UP WITH THAT RED KEIKOGI KENSHIN WEARS?

The reasons for Kenshin to wear the red keikogi (the top "gi" type of clothing he wears) has been up for debate for awhile. There's various theories. Red has a traditional meaning of determination (and love) but there's other people who feel that Kenshin wears red to remind himself of all the murders he committed in his youth and to never kill again. I don't recall seeing any official statement about it from Watsuki Nobuhiro though.

WHAT STYLE DOES KENSHIN PRACTICE? IS IT REAL?

Himura Kenshin practices Hiten Mitsurugi Ryuu. Like a lot of techniques and story used in RUROUNI KENSHIN, it is BASED on reality. There are techniques within that style that could have easily been used in Japan, but Hiten Mitsurugi Ryuu is fake.

WHO OR WHAT IS ZANZA?

Zanza is Sanosuke's "gangster" name that he went by after the downfall of the Sekihoutai up until his first defeat with Kenshin.

WHAT IS THAT HUGE SWORD SANO USES? DOES HE EVER USE IT AGAIN?

That sword is called a Zanbatou. Basically it was a weapon designed to take down enemy's horses (hence why they're so big and thick). Because of their weight it's extremely unlikely that anyone would use it as Sano does in the series. And yes, he does use it again but only in the manga (read the *Jinchuu* Arc to find out when/how/why he uses it again).

WHAT DOES THAT SYMBOL ON SANOSUKE'S JACKET MEAN?

In case you missed the meaning during the series, Sanosuke wears the kanji 悪 which means "bad" (or "evil" or "wicked" but it's all relatively the same) on his back.

WHY DOESN'T KENSHIN SEE AOSHI WHEN PASSING HIM ON THE STREETS OF KYOTO?

The actual question was this: In Kyoto, Misao races by Aoshi without seeing him, while Yahiko and Kaoru miss seeing Kenshin. Since Misao was behind Kenshin, and Y&K were behind Aoshi, doesn't that mean that Kenshin and Aoshi also had to have passed each other without being aware? How could Kenshin have missed him on the street when he can sense his presence behind a closed door?

There is no definitive answer. My best guess, and what I will believe unless I hear otherwise, is that Kenshin only sensed Aoshi behind closed doors because he had trained with Hiko and awakened some dormant skills within himself. However, I was reminded that Kenshin was able to sense Sano's kenki (fighting spirit) back in episode four, so such a skill wasn't completely dormant. Another guess is that he was just unable to detect him because there

were so many people on the street.

WHY DOESN'T KENSHIN FIGHT BACK WHEN SHISHIO HOLDS HIM?

The actual question was this: When Shishio has Kenshin by the throat just before he ignites his glove, is there any rational reason (besides the plot needed him not to) why doesn't Kenshin fight back? Shishio is holding him with his right hand, which in effect blocks his own sword from defending against the sword in Kenshin's left hand. He's left himself wide open. Why does Kenshin just hang there waiting to be killed by Shishio's sword at his throat?

The anime drags that part out a little longer than it does in the manga. In the manga it's almost instantaneous (he grabs Kenshin, Kenshin realizes it's gunpowder then BOOM! He doesn't have time to really react). In the anime he grabs Kenshin, talks, then Kenshin realizes it and then the explosion. It's probably done like that for dramatic effect. I also believe that Kenshin was a bit confused or surprised, I mean..wouldn't you be if he grabbed you through the flames with a sword aimed at your throat in addition to smelling something familiar right under your nose? He didn't have time to react.

WHAT ILLNESS DOES KENSHIN HAVE IN SEISOU-HEN?

*Note: **This question is a spoiler for *Seisou-hen*.** If you haven't seen the OAV you might want to skip this question until you have.*

They never mention it exactly, but it looks very similar to syphilis. By the looks of the rash on his arms he's currently in the second stage. In the second stage, rashes appear on the hands or soles of the feet within three to six weeks of initial infection. Left untreated it can develop mental illness, blindness, neurological problems, heart disease and death. All of these symptoms (minus heart disease) describe Kenshin's last hours exactly. You can read more about it on Wikipedia: <http://en.wikipedia.org/wiki/Syphillis>

WHY DOES THAT NINJA IN TSUIOKU-HEN EAT SNOW?

In the fourth part of Tsuioku-hen a ninja crams snow into his mouth while waiting for his moment to attack Kenshin. This baffles a lot of people but if you think about it logically it isn't that hard to understand. He does it to lower his temperature. Why? Because a warm mouth in a cold environment produces visible breath. The ninja is up against the greatest Hitokiri to ever emerge in Japan and a ninja relies heavily on NOT being seen. He knew that if his breath had been seen he wouldn't stand a chance (as if he did anyway!) so he eats snow to lower his body temp to hide his breath.

WHY DOES KENSHIN DO ALL THE HOUSE WORK? IS KAORU JUST LAZY OR WHAT?

Kenshin does the house work for two reasons (that I can see). First, he wants to help Kaoru out. After all, it's her dojo and he's basically staying for free. He doesn't want to be a freeloader. Second, anyone who has seen old Japanese kung-fu flicks knows that doing housework like that is a great way to keep your muscles in shape. So in other words, he keeps himself in shape by doing that in addition to paying Kaoru back. Great deal if you ask me.

WHICH CHARACTER WAS BASED ON A SPIDER-MAN CHARACTER?

That is Yatsume Mumyouni, who appears in the Jinchuu Arc of the manga only. You can see his arm briefly in the last part of *Tsuioku-hen* if you look carefully, but they don't show him in full unless you read the manga. Just for fun, Jin-E was based on another Marvel character--you guessed it, Gambit.

WHAT ARE THE STYLE NAMES AND WHO USES THEM IN THE SERIES?

This would turn out to be quite a huge list if I were to list them all. Still, I'll try to list the main ones that people want to know. Also note that there is a section later in this FAQ dedicated to the various techniques within each style.

Name: Hiten Mitsurugi Ryuu

Users: Kenshin, Hiko, Amakusa Shougo

Notes: This style relies heavily on speed and most of the techniques within reflect that.

Name: Kodachi Nittou Ryuu

Users: Aoshi (and presumably the man who taught Aoshi)

Notes: This style relies on tricking people. By that I mean, it relies on fooling their senses or tricking them into being hit. Examples of this are Jissen Kenbu (the liquidtype flowing movement that fools the viewer into thinking there's more than one person), and Onmyou Hasshi (the technique of throwing both kodachis but making it appear as if there's only one)

Name: Gatotsu

Users: Saitou

Notes: Just a forward strike with real power. Saitou relies on tricking his opponent into getting close enough to use the "Gatotsu Zeroshiki"

Name: Futae no Kiwami

Users: Sano, Anji

Notes: Anji was the first to invent this technique and thus he's a master of it. He can perform

it with any part of his body (scary thought). Sano isn't too bad at it either, and later adapts it to his own needs.

Name: Satsu Jin Ken

Users: Shishio

Notes: Fire! Fire! All of the techniques are based on creating fire, cutting and burning the victim at the same time.

Name: Tenbu no Sai Niyoru Ken

Users: Soujirou

Notes: Soujirou only has two named attacks, Shukuchi (moving at such a speed that he becomes invisible to the naked eye) and Shuntensatsu (combining Battoujutsu with Shukuchi to create an INSTANT KILL technique)

Name: Watoujutsu

Users: Enishi

Notes: This is a more Chinese-related style and the entire purpose of it was to counter and utterly eradicate Hiten Mitsurugi Ryuu.

Name: Kamiya Kasshin Ryuu

Users: Kaoru, Yahiko, Tsukayama Yutarou

Notes: Kaoru's father created this style. Its focus is not to kill or maim an opponent.

WHAT ARE ALL THE TECHNIQUES OF [THE VARIOUS STYLES IN] RUROUNI KENSHIN?

Check out the last section of this FAQ for the answers you seek.

WHAT ARE THE WEAPONS THE CHARACTERS USED NAMED?

A lot of weapons in Rurouni Kenshin are based on real weapons. Here's a list of what the different characters used.

<u>Character Name</u>	<u>Weapon Name</u>
Himura Kenshin	Sakabatou (reverse blade)
Sagara Sanosuke	Zanbatou
Kamiya Kaoru	Bokken (wooden sword), Shinai (bamboo sword)
Myojin Yahiko	Shinai (bamboo sword)
Souji Okita	Kikuichimonji-norimune

Seta Soujirou	Nagasone Kotetsue, Kikuichimonji-norimune
Saitou Hajime	Katana
Shinomori Aoshi	[double] Kodachi
Makimachi Misao	Kunais
Okina	Tonfu Batons/Nunchaku-Nenji Kashiwazaki
Hannya	Iron Claws
Beshimi	poison darts
Shikijou	Iron Ball (ball & chain)
Hyottoko	Flaming breath
Shishio Makoto	Mugenjin (*brother sword to the Sakabatou)
Uonuma Usui	Jinbei/Rouchin (spear/turtle shell)
Yukyuzan Anji	knife (dagger)
Kariwa Henja	Bombs & Knives
Sawagejou Cho	Katanas of various types (he's a sword collector)
Honjo Kamatari	Kusari Gama (Scythe w/ball & chain)
Fuji	a freakin huge sword
Seijuro Hiko	Shirasaya/Katana
Iwambo	Metal claws
Yukishiro Enishi	Watou

HOW MANY MEN DID KENSHIN KILL IN HIS LIFETIME?

I don't think it's ever said how many men Kenshin has killed total.

It was mentioned that he killed a hundred people in just six months, plus we know he killed quite a number of assassins and more after that. We can assume it's a lot. After he stopped being a Hitokiri, though, he never killed another person.

WHY DOESN'T KENSHIN GET CUT USING RYUU SHOU SEN?

The actual question reads: With Ryuu Shou Sen, the weight of the opponent and the upward force of the sword combine to sever the head right below the jaw. The blade is supported by the hilt and the palm of the left hand, pressed against the back of the blade. This would work perfectly of course, except...with a Sakabatou. Wouldn't Kenshin slice his left hand off? For instance, in the manga, when he performs Ryuu Shou Sen on Senkaku, he's lifting several hundred pounds of weight, and half of this weight must be distributed on his left hand. Assuming that the inner edge of the sakabatou is even *reasonably* sharp [which it is, it's sharp enough to slice a cannon ball in half -ed], his left hand should be sliced right off. So... how does he do it??

So to answer this question... I have only one theory: it look like he holds the blade flat. By this I mean, it's not the sharp or dull edge, it's flat. If that's the case, then he'd be able to use that technique without slicing his hand off or causing serious damage to his opponent.

WHAT WERE WATSUKI'S INSPIRATIONS FOR HIS CHARACTERS?

The first and foremost was the Shinsengumi. Most of the characters are based on actual Shinsengumi members. Other inspirations are: X-men/Marvel characters and Samurai Spirits (known as Samurai Shodown in America).

WHY DID SANO'S FIST BREAK WHEN HE USED THE FUTAE NO KIWAMI ON SHISHIO'S FACE?

Because Watsuki wanted to show off how strong Shishio was, is my answer. burnfist23 of the RKFAQ LJ community adds this: "It's most likely because of the strain he put on his right hand. Sano had used the Futae no Kiwami a lot, especially against Anji. The force behind that attack is tremendous, so using it multiple times can really strain his arm. Plus he can only use his right hand. Used repeatedly like that can cause a lot of damage. As for Shishio, well Anji was able to take a full Futae no Kiwami even without the Kiwami Hazushi and Shishio can pretty much live through anything." In other words, Sano's hand was wounded and Shishio is just as tough as Anji, so it didn't work.

WHOSE TOMB DOES KENSHIN VISIT IN EPISODE 62?

It's Tomoe's tomb. The proof is in the manga. Kenshin and Tomoe's father both visit the tomb. The old man even says that he's going to Kyoto to visit his daughter's tomb (see chapter 225). Later, in chapter 251, we realize that the old man had, indeed, visited the tomb (he placed her hair pins at the grave). Kenshin also says his goodbye to her in this chapter, in front of her grave (along with Kaoru, who thanks her).

I can't recall if they ever showed Tomoe's body being burned. If they didn't, it's possible they moved her body to the grave before he burned the hut. If they did, well, then it's an empty tomb set up just for remembrances. In any case, it is her's.

WHAT'S THE DEAL WITH HOUJI?

The full question reads: I've read the part on the manga why Yumi didn't like the Meiji Government, but what about Houji? Are there concrete reasons why he didn't like the Meiji Government or was it all because he and Shishio have the same ideologies?

And the answer to that is, well, all we're told is that he used to be an official in the Meiji government but lost faith in it when he saw no one in the government worthy of controlling the country. Then he met up with Shishio and fell in line with the same ideologies.

Live Action Movie Questions

The questions that follow in this section (about the music and show itself) are all about the live action films.

HOW MANY LIVE ACTION MOVIES ARE THERE?

As of March of 2013, there is only one live action film but a second one has been green lit. The first film was released in Japan in theaters on August 25, 2012 and was produced by Warner Brothers with actual film production being done by Studio Swan. It was directed by Keishi Otomo.

WHAT IS THE PLOT OF THE FIRST LIVE ACTION FILM?

The plot of the first film basically revolves around the beginning of the Tokyo Arc of the series. Here's a brief summary of the film's plot:

The story is about the Hitokiri Battousai, who was a legendary assassin who disappears after the Battle of Toba-Fushimi has been won. Another Hitokiri by the name of Jin-e survives the battle, finds Kenshin's old sword and decides to use it. A decade later, Kenshin shows up in Tokyo as a rurouni (vagabond) carrying a reverse-bladed sword (his sakabatou). Here he meets Kamiya Kaoru, the owner of a Kendo school left by her father, and learns that someone someone is going around using the name Hitokiri Battousai killing people while claiming to be of Kaoru's school. Because of her school's name being soiled by the murderer, she's only left with one student--Myoujin Yahiko, the son of a samurai. As all of this is going on, a woman by the name of Takani Megumi escapes from a powerful merchant, Kanryu Takeda, who has been using her to make a very strong form of opium. Because Megumi is the only one who knows how to make the opium, Kanryu sends his men after her. She later gets into the care of Kenshin and Kaoru. After several events happen, Kenshin is faced with an old enemy, Saitou Hajime, and a new opponent, Sagara Sanosuke. After more stuff happens, Kenshin is forced to go face Takeda and put an end to his evil plans, as well as deal with the evil Jin-e who has become bent on a duel to the death with Kenshin.

WHO STARS IN THE LIVE ACTION FILM?

Here is a list of the actors and actresses who star in the film (taken from imdb).

Emi Takei	Kamiya Kaoru
Takeru Sato	Himura Kenshin
Yû Aoi	Takani Megumi
Teruyuki Kagawa	Takeda Kanryuu
Yôsuke Eguchi	Hajime Saitou
Munetaka Aoki	Sagara Sanosuke
Kôji Kikkawa	Udo Jin-e
Takeo Tanaka	Myojin Yahiko

WHAT IS THE NAME OF THE CREDIT SONG?

The ending song for the first film is called "The Beginning" by One Ok Rock. It can be found on the film's OST.

Character-related Info

The following section was written by other contributors of the ULTIMATE RUROUNI KENSHIN FAQ and were emailed/posted to me to be added. If you see any corrections needed, please don't hesitate to let me know.

THE MAKINGS OF HIMURA KENSHIN

"The original model was supposed to be the Hitokiri Kawakami Gensai, but now they're completely different . . . (oh well.) Kawakami Gensai, one of the four great Hitokiris of the Bakumatsu, could be mistaken for a girl at first glance, but his nature was the complete opposite of his appearance: he was a cold, calculating man said to be the most terrible of the four. He was famous for cutting down Kuma Shouzan in broad daylight with his unique, lightning-fast Furanui style of kenjutsu. Whether he was responsible for other assassinations is still a mystery. After the new era was brought in, his ideas about isolationism conflicted with that of the government's, and he was tried on false charges and executed in the fourth year of the Meiji era (1871). But after looking into it, I think the Hitokiri's inflexibility was not meaningless, but his honor for the comrades he fought and killed with and the enemies he killed. This thought led to the Kenshin character. From others in the Shinsengumi, I also took the selflessness of Okita Sousei of the Shinsengumi, and the mystery of Saitou Hajime. Other than this, I didn't have any particular design for the character. The hero of my debut story was a tall handsome man with black hair and armor, so I tried to draw the exact opposite and ended up with a girl (laughs). In desperation, I added a cross-shaped scar on his left cheek . However, that scar actually became a key point in the transformation of Battousai to Kenshin (or so it seems)."

Hitokiri Kawakami Gensai Past

Komori Genjiro, he changed his name into Kawakami Gensai(Hitokiri-Gensa). He changed his name further into Takada Genbe. He was short, his jaw and cheekbone was sharp. He was always calm and he was unyielding. And, he was very gentle. Though He was born in Komori Family in Kumamoto, he became a foster-child of Kawakami Family, and became a Buddhist priest. (When there was a big earthquake and all people were running away, he extinguished the fire of a brazier, and he was accepted by many people. It was said that it was regrettable that He's a Buddhist. Buddhist priest's position was convenient to study. Then, a study of the soldier was learned by Miyabe Teizo, and literature and swordsmanship were learned by Todoroki Muhe.

He didn't get the permission of his clan though he tried to do overseas inspection to know the circumstance of foreign countries. If a foreign circumstance can't be known, he thought that he should exile a foreigner from Japan, and he recommended the thought of "Sonno-

jyoi(Reverence for the Emperor and expulsion of the foreigner)". Then, he fought to overthrow the shogunate together with "shishi of kinno" which his mind was suitable for. Though he killed many people, a clear record about his assassination does not exist. (The incident that a Sakuma Syouzan was assassinated at midday is famous.) Then, many battles were finished, and He succeeded in overthrowing the shogunate admirably. However, he became a bothering existence for new government because his thought wasn't changed after the Restoration.(The government completely changed a policy suddenly.) Then, he was killed by the follower of "Kido Takayoshi" who was gensai's company. At this time, he didn't have the crime which was worth the death penalty.

Who is Himura Kenshin

One hundred and forty years ago, in the whirlpool of Kyoto violence that began with Perry's landing in Japan, there was a warrior called Hitokiri Battousai. This man, who paved the way for the new Meiji era with these bloody battles, disappeared at the conclusion of the bloodshed. With the passage of time he became a legend, known simply as "the strongest."

Age 28. He has red hair gathered in a ponytail and a scar like a cross on his left cheek which is how people can tell he is the infamous "Hitokiri Battousai" (roughly translates to something like "Assassin who is a master of [the art of] sword drawing"). He got this name during the upheaval before the Meiji Restoration, when his fighting skills were unsurpassed. What his reputation as Battousai doesn't include is his very short height and slightly feminine voice, which often makes his opponents underestimate him. After the start of Meiji in the 1800s, he gave up his assassin ways and became a "rurouni" or wanderer, helping people to atone for all the people he had killed. He carries a "sakabatou" (a sword with the blade reversed so he cannot kill his opponents, only knock them unconscious) because he has vowed to himself never to kill again and uses the sword technique called "Hiten Mitsuryugi Ryuu"("Strike of the Flying Dragon").

He is often chased by police for carrying a sword, were outlawed during the Meiji. Kenshin has a very gentle and polite nature (referring to himself as "sessha" which roughly means "this clumsy person", and using the polite verb "gozaru" at the end of his sentences) with a strong sense of right and wrong.

One of his common sayings is "Oro" a version of "Ara". However, this nature could be a mask for his violent hitokiri nature which seems to resurface whenever he is faced with a tough opponent or other extreme circumstances. In these instances he seems almost superhuman in his fighting ability, almost as if he were a different person, and also reverts to regular casual speech, using "ore" instead of "sessha" is one of the ways Kaoru realized Kenshin was not his normal easygoing self during the fight with Jin-e. I think his struggling to deal with his hitokiri nature makes him the most interesting character of the series which I guess is why I am writing so much about him in this description.

source info sites

http://www.maigo-chan.org/rk1_01.htm

SOUJI OKITA

Captain of the First Unit of the Shinsengumi

Nickname-Soushi, Mibu Wolf

Born-1842

Kenjutsu-Tennen Rishin Ryuu

Background:

Probably the best-known and popular Shinsengumi figure. Another handsome total knockout, besides being a child prodigy at kenjutsu - he joined Kondou's dojo at 9, and was an accomplished swordsman at 15 or so. Former name Soujirou, (yes, it's true!) the sword he used is the one used by Soujirou in his last battle with Kenshin, the Kikuichi Norimune, length 2'4"2.

Strongest swordsman in the Shinsengumi, he yields a katana, bokken and shinai equally well. Famous for his "3-piece thrust" - 3 thrusts delivered so quickly at the opponent, usually at the neck and the right and left shoulders. Like Saito, this technique was improvised from the one invented by Hijikata.

Tragedy struck, though, for Okita contracted Tuberculosis, an incurable disease in those times, shortly after the formation of the Shinsengumi. He coughed up blood several times, though he would not let the others know.

During the Ikeda-ya affair, however, his situation suddenly spiraled down (perhaps because of the cold night and the vicious battle), and fainted after he coughed up a shocking amount of blood. It was then that Kondou and Hijikata knew of his disease, and even by then the doctor had already predicted that he would not live long. Both were distressed over this, for they were like elder brothers to Okita (did I mention that Kondou was 10 years Okita's senior, and Hijikata 9?). However, all 3 agreed that news of Okita's disease should not be widely known, lest it dragged down the members' morale.

After the Boshin war, Okita went into a tuberculosis hospital in Edo. He passed away on 30/5/1868, First year of Meiji, aged 25.

THE MAKINGS OF SHINOMORI AOSHI

"Even when I wrote the paragraph about Beshimi, I was just adding the Oniwabanshuu

impromptu to the story, and although I was glad that Aoshi would appear, I was in trouble because I had no idea what he looked. But, as models for the Oniwabanshuu, my beloved Shinsengumi came to mind, and Aoshi naturally grew out of the Shinsengumi's Hijikata Toshizou. But, there are two ways that Hijikata is portrayed in books and novels (if you're a fan of the Shinsengumi I think you'll understand.)

One is the way he is represented in "Burning Sword:" Hijikata with great combat instincts who fought until death (this is the Hijikata I'm a fan of.) But the Hijikata who killed his gentler feelings, who played the role of a demon and cried within his heart, who buried his human weakness, is the Hijikata that Aoshi is based on. How Aoshi, like Hijikata, fought until death we won't give away here, but it won't be long until he reappears. Other than this model, I didn't have any particular design, but used one from my sketchbook. However as time went on, the image of Hijikata became looser, his bangs got longer, more in the modern style. I tried to go back and fix it, but it would have made you laugh (hey!) so I left it how it was. The coat I took from that popular American comic . . . (Some Believe The Punisher is the origin for the coat.)"

Hijikata Toshizou Past

1835-1869

Vice-Captain of the Shinsengumi

Died from a gunshot wound in 1869 at the age of 34 memorial gravestone stands near Itabashi Station in Tokyo, next to that of Kondo Isami, the head of the Shinsengumi Sword: Izuminokami Kanesada (2'8") (in novels, it's apparently called 'Nosada' which is technically incorrect.)

Hijikata Toshizou started his career at the Shieikan dojo near Edo (Tokyo), learning the Tennen Rishin Ryu (along with Okita Souji) from Kondo Shusuke (Kono Isami's adoptive father?). When they heard in 1863 that masterless samurai (roshi) were being enlisted under Bakufu samurai to fight against the shishi, thirteen of them went to Kyoto, passed their entrance exams ^^ (basically a kenjutsu skills test) and were appointed "Defenders of Kyoto" by Matsudaira Katamori, the Daimyo of Aizu. " In the beginning, the Shinsengumi was called the Roushigumi, and its leader was Kiyokawa Hachirou. And it was THIS guy who wanted his Roushigumi to become Ishin Shishi. However, a group of 13 people, led by Serizawa Kamo and Kondo Isami disagreed with Kiyokawa and parted ways with him, forming thus the Shinsengumi. " The Shinsengumi that we all think of when we hear the name was was formed by those 13 roshi. They gathered initially at the village of Mibu, so the Mibu-roshi became the "Miburo." ^.-

Hijikata was initially one of the vice-captains under three joint captains: Kondo, Serizawa Kamo (the model for Shishio ^^) and Niimi Nishiki. But Serizawa and Niimi basically were abusing their status as protectors of Kyoto and basically tarnishing the reputation of the entire Shinsengumi. (fighting, drinking, whoring, extortion, the works. ;;^^) Hijikata

investigated and found enough evidence to convict Niimi, and ordered him to commit seppuku. Then Serizawa and his rowdy followers were assassinated by a group of people including Okita, and Kondo became the sole Captain, with Hijikata as his vice-captain. They held to that strict moral code Saitou keeps harping about in RK from then on. ^^ Hijikata was especially feared as "the demon of the Shinsengumi" because he was so merciless when it came to enforcing the law. (If you were just walking the streets of Kyoto, and you were stopped and couldn't produce sufficient ID...you were DEAD. Instantly.) Hijikata was also completely merciless when it came to desertion or traitors. Seppuku was the only option given to them.

When one of the founding members of the Shinsengumi (and his old friend!!) Yamanami Keisuke tried to escape from the Shinsengumi in 1865, Hijikata ordered Okita to bring him back and then forced Yamanami to commit seppuku. (and it was his old friend, too...)

Okashira Shinomori Aoshi The Character:

Full Name: Aoshi Shinomori

Age: 26

Height: 189 cm

Weight: 72 kg

Date of birth: January 1853

Zodiac sign: Aquarius

Place of birth: Kyoto

Blood Type: ?

Family: None living. Raised by the Oniwabanshu

Weapon: two kodachi (a short sword), kenpo

First Appearance: Episode 8 (anime); Tankoubon 3 (manga)

Traits: Serious and unsmiling but calm and cool under pressure, Aoshi was proclaimed a genius and a prodigy and was made commander of the Oniwabanshu at age 15. With the end of the Bakumatsu, there was no longer any need for their services, so Aoshi and the remaining Oniwabanshu set out to try their luck in the world, ending up as bodyguards for Takeda Kanryu.

SITES FOR SOURCE INFORMATION

http://www.maigo-chan.org/rk4_30.htm

THE MAKINGS OF SAGARA SANOSUKE

"If you're a fan of the Shinsengumi, you guessed it at a glance. The model for Sanosuke is the captain of the tenth unit of the Shinsengumi, Harada Sanosuke. He was known as one of the five most handsome men of the Shinsengumi (although, according to my bible, 'Burning Sword', [a novel by Shiba Ryoutarou] he was sort of fat . . .) and a spearwielder of great

strength. He loved to fight, was present at every battlefield where the destiny of the Shinsengumi was decided, and had a rough, stormy temper. But, perhaps because of his humble origins, he had his softer side. He thought a great deal of his unit and took care of those beneath him. Judging his likes and dislikes, he seems like the older brother type from a boy's magazine. He is said to have died on the battlefield of the Ueno War, but there's even a legend about him, telling how he survived to become a bandit chief. Looking from the eyes of the people of the time, he must have been a very romantic figure. Of course, I liked him too, and put him in RuroKen as Sanosuke.

"I'm extremely happy Sano has become so popular, but recently he's also become the Most Likely Character to Have His Name Misspelled. I've seen all kinds of different kanji for 'Sanosuke.' I even saw 'Sasuke,' and wanted to say, 'Hey, hey, he's not a ninja!' but by now I've kind of given up.

"When I did the design, as you know, I didn't have a certain popular character in mind. Maybe it's because of the hair, but everyone keeps saying so (I love the manga, but . . .) My model for Sano was the main character, Lamp, from 'Arabian Lamp Lamp.' During my assistant days, I was doodling in my sketch book and drew my own Japanese-style Lamp. I changed it around a little, and it became the real Sano. (I got the artist's permission, just in case.)"

Harada Sanosuke's Past

According to Watsuki and the historical novels, he's almost the same as Sagara Sanosuke. Liked to brawl, short-tempered and simply loved a fight. His favourite weapon was the spear. According to Watsuki, before he joined Kondou, Harada was the servant of some bushis, and this lowly status caused him to have a weak side at times. However, he really took care of those under him. (Really manly...) He was also a man who didn't like to fuss, and did things the way he saw it. One interesting point here: the members of the Shinsengumi frequented the brothels (hey they **were** humans with biological needs too! Just that Serizawa was carrying it way too far) but they seldom attached themselves to the girls, to take them as their legal wives. Harada married his girl, however - something surprising considering his personality, for in those days, you had the choice of **not** marrying a girl even if you'd slept with her.

After he broke up with the others following the Shinsengumi defeat in the Bushin War, he joined the Shogitai, the same troop in which Yahiko's late father also took part. Harada died in the Ueno War. According to other sources, however, he survived the war and stowed-away to Manchuria, China, where he became a bandit.

Sagara Sanosuke The Character

AGE 19

Sanosuke used to follow a group called the Sekihoutai; this was a group of swordsmen who

acted as a militia during the battle to westernize Japan. They were used as "a voice of the government.", but held no official rank. The Sekihoutai were setup by the Ishin govt. which Kenshin was a part of. They were executed for spreading false information, "which the Ishin government told them to spread", promises were made that could not be kept in order to insure that the people didn't lose faith in the Ishin - the Sekihoutai took the blame and were executed. Sanosuke could not forgive the Ishin for what they had done; he became a gangster - building his strength and breaking the laws of a government. that killed his master and framed him as a traitor. He later does battle with Kenshin, placing all of the blame on him. Kenshin finally manages to get him to understand that he has lived a life of destruction and is dishonoring the memory of his former master - taking away hope from innocent people for his revenge. Sanosuke joins the others to protect others and to right the wrong he has done. He still has a rebellious streak in him and holds a grudge against the new government. He continues to wear the "BAD" symbol on his back to remind him of where he came from - he is stubborn and jumps into things with little thought, but his extraordinary strength and stamina make up for his lack of caution. He sticks to Kenshin like glue and gets really pissed if Kenshin leaves him out of a fight.

THE MAKINGS OF SAITOU HAJIME

"There was no model; Saitou Hajime was a real person. But unlike Sagara Souzou and Yamagata Aritomo, he has a deep influence on the story, so I adapted him quite a bit. I adapted him so much that I received letters in protest from fans of the Shinsengumi. (I've received protest letters before but Saitou's gotten the most so far.) Saitou just seems to get more and more popular, though, so I'm really happy. The character Saitou is still part of the story, so I'll keep quiet about the historical facts and the details about the plot, but I like the way he's drawn as an aloof "dirty hero" who carries out his ideal of "Kill. Evil. Instantly;" he's never a simple good guy and always antagonistic to Kenshin and the others. "Other than the above I had no real design. Since he was introduced in the beginning as a bad guy, I gave him a villain's face, but I got protest letters about this too. It seems the fans of the Shinsengumi think of him as a gentle, handsome man, even though there isn't a single photograph left of him, so . . . (There is a portrait, though. It's there, but those who want to think of Saitou as handsome probably shouldn't look at it.) I also got letters saying, "What's Saitou doing selling the Hijikata family's Ishida Sanyaku?!" To put it simply, that was just a joke. And to those who protested that Akamatsu was nothing more than a bad joke, I am very repentant. But getting so many letters about such little things actually makes me very sad. I'm a manga artist and only human. Shinsengumi fans, Can't you read this manga a little more forgivingly . . ."

*The Gatotsu isn't a real technique. Saitou Hajime's special technique was the left-handed one-sword stab, but I changed it around for a boy's magazine to be the Gatotsu. But the Shinsengumi's specialty, the Hiratsuki, is real.

source

http://www.maigo-chan.org/rk7_55.htm

Saitou Hajime's Past

Saitou Hajime (Captain of the Shinsengumi 3rd Troop)

Saitou Hajime seems to have struck second fame in Japan following his appearance in RK! There are certainly a lot of info about him on the web. Seems to be a mysterious guy even in real life... Also, everything about him that came out in RK (except Shishio and Kenshin, of course) is real history. I got a shock there! Right. First of all, his origins seems a bit obscure. One theory is that he's the son of a ronin. Another says he hailed from Edo, son of a Bakufu official, and that he'd come to Kyoto after accidentally killing a person in Edo. Yet another claims that he's a son of the 12th Shogun?! And yet another says that he was a spy of the Aizu han placed in the early Roshitai. Talk about a mystery guy. His name, Hajime (meaning "one" or "start" as in another kanji") was because that he was born on the 1st day of the 1st month, though there are other reports as to his birthday. He entered the Shinsengumi "sponsored" by the Aizu han, under the name of Yamaguchi Jirou, when he served as one of Hijikata's assistants. His most powerful sword skill is the "Left-hand single thrust" (but *not* Gatotsu, that's Watsukisan's creation), this skill is even more destructive than Okita's 3-piece thrust! In fact, Saitou, together with Okita and Nagakura, were hailed as the 3 strongest swordsman of the Shinsengumi. Saitou assassinated a lot of corrupted Shinsengumi members. Eg, Itou Kashitarou and co., Takeda Kanryuusai and others. And yeah, Aku.Zoku.San was no invention of Watsuki - it was a motto of the whole Shinsengumi!

He was also a great drinker! The creator of one Shinsengumi website stated that "he's a different person when drunk", (I'm not sure whether this refers to "I desire to kill once I'm drunk"). In fact, he finally passed away because of a stomach ulcer, caused by excessive drinking. Unfortunately, I still can't verify that he smokes all the time, or that his favorite food is soba... help, anyone?

Saitou's wife, Takagi Tokio, was the daughter of an important Aizu official - in fact, the middleman was none other than the Daimyo of Aizu himself! They (Saitou and Takagi Tokio) were married in the 6th year of Meiji (1873), and their first son, Tsutomu was born in the 9th year (1876). After the Ishin government was formed, he changed his name and worked as a kendo instructor in a university. In 1877, the 10th year of Meiji, he joined the police troop with permission of carrying a sword to fight in the Seinan War, the one where Saigo Takamori rebelled against the Meiji government in Satsuma. Saitou did this under the name of Fujita Gorou. After which he became a spy directly responsible to the Police Commissioner, Kawaji Toshiyoshi. (I was really shocked at this one... Watsuki can really interweave fact and fiction!)

Saitou worked as a guard of a museum in Tokyo when he was quite a senior citizen. After his retirement, he seemed to spend a lot of time thinking. Pity I can't understand his grandchild's remarks in the Japanese homepage. Anyway, Saitou passed away on 27/9/1915, 4th year of

Taisho, at the ripe old age of 72.

source

<http://www.animedat.com/Kenshin/Kenchar.html>

The Character Saitou Hajime or Fujita Gorou

A man of many skills, Saitou Hajime is not someone to take lightly. Originally of the Shinsengumi group, he later became a government agent. He posed as a medicine peddler when searching for Kenshin at the Kamiya Dojo. Going by several names, he calls himself Fujita Gorou. Also known as Mibu's wolf, his reputation as a cunning and merciless man proceed him in most situations. Hajime was another rival of Kenshin's back when he was an assassin. He is the leader of the 3rd squad of the Shinsengumi. He's sword technique is the Gatotsu. He is now a police officer.

Name: Saitou Hajime

Height: 183cm Weight: 71kg

Born: 1844

Birthdate: Sometime in January

Birthplace: Tokyo

Zodiac: Capricorn

Bloodtype: O type

Equipment: Japanese Sword (Sword of Mumei)

Current Style: Mizoguchi Ha Itto Ryu

source

<http://www.maison-otaku.net/~nuriko/saitou.htm>

Technique List

This section will try to cover the various techniques that are used within the styles of RUROUNI KENSHIN. Special thanks must be given to KENSHIN-GUMI (<http://www.studiounmei.com/kenshin/>) for helping us out.

HITEN MITSURUGI RYUU - 飛天御劍流

* Do Ryuu Sen (Ground Dragon Flash):

Used by raising the sword up, then immediately bringing it towards the earth, striking the blade with immense force against the ground, the force of the strike will cause the ground to explode at the opponent, sending a shower of rocks towards them.

* Ryuu Sou Sen (Double Lair Flash):

While performing this technique, Kaoru noted that Kenshin's sakabatou seemed to fly. The Ryuu Sou Sen consists of extremely fast, repeated blows towards an opponent. It's mainly used for those who won't be taken out with simply one hit.

* Ryuu Sou Sen Garami:

A different version of the Ruyu Sou Sen, in which the blows are directed at the neck. The 'Garami' kanji at the end of the skill simply means 'to attack at the head.'

* Ryuu Kan Sen (Dragon Wind up Flash):

Utilized when Kenshin is beside the opponent, he then turns, delivering a backhanded swing at the opponent, usually towards their neck. The Ryuu Kan Sen is a move best used as a counter-attack, rather than an initial move.

* Ryuu Kan Sen Kogarashi:

The easiest way to describe this technique is that it is a more powerful version of the Ryuu Kan Sen.

* Ryuu Kan Sen Tsumuji (Dragon windup flash hair spin):

Another enhanced version of the Ryuu Kan Sen, the tsumuji begins with an extremely fast lunge towards an opponent, then using the force of the body turning to hit them in the neck. The speed from this attack can make landing difficult however.

* Ryuu Tsui Sen (Dragon Mallet Flash):

The Ryuu Tsui Sen is the most frequently used technique in the series; it begins by leaping up, then descending towards your opponent, using your weight and force of the landing to hammer the opponent towards the ground.

* Ryuu Tsui Sen Zan (Dragon Mallet Flash Cut):

The more lethal version of the Ryuu Tsui Sen, in which the blade is poised directly downward so that while descending, it cuts completely through an adversary.

* Ryuu Shou Sen (Rising Dragon Flash):

A rising attack, where Kenshin places his right hand against the bottom of his blade, holding it horizontally above his head, then rises straight up, hitting the sword towards the opponent's neck.

* Ryuu Tsui Shou Sen (Dragon Mallet rising flash):

A combination of the Ryuu Tsui Sen and the Ryuu Shou Sen, beginning with Kenshin descending downward with the Ryuu Tsui Sen, then immediately rising back up with the Ryuu Shou Sen for a double hit attack.

* Arashi (Storm):

Another technique Kenshin invented on the spot, during a fight. He curls himself into a ball, spinning in a complete circle with his sword extended.

* Hi Ryuu Sen (Flying Dragon Flash):

A sprung sword technique, where the user draws the sword out of the saya (sheath) quickly with the left hand, sending the sword flying like an arrow, aiming the hilt at a vital point

* Sou Ryuu Sen (Paired Dragon Flash):

Another of Kenshin's battoujutsu techniques. Since the blade of Kenshin's sword is reversed, his speed with any battoujutsu is slower than if he were using a normal katana. The Sou Ryuu Sen is Kenshin's way of improvising for the slower speed of his sakabatou. The technique begins like a normal battoujutsu; drawing the sword with immense speed from the saya. When the sword strike is blocked or evaded, Kenshin uses his saya for a second attack. So the Sou Ryuu Sen is a two sword Battoujutsu.

* Sou Ryuu Sen Ikatsuchi (Paired Dragon Thunder Flash):

A different version of the Sou Ryuu Sen taught to Kenshin by Hiko before the succession techniques. Unlike the normal Sou Ryuu Sen, this technique is initiated by attacking with the saya first, instead of the sword. Afterwards, the user would trap the other's sword with the saya, and finish the attack with his own sword.

* Kuzu Ryuu Sen (9 headed dragon flash):

"The types of attacks in kenjutsu--first, the Karatake (downward stroke), Kesagiri, the slantwise downward stroke to the shoulder, reverse Kesagiri, right Nagi (belly stroke), left Nagi (reverse belly stroke), right upward cut, left upward cut, and the Sakakaze, upward stroke. Finally, the stroke that pierces at the shortest range to the chest, the Tsuki. In all the schools there is no killing technique that does not aim for one of those nine points. Naturally,

the stances of defense were developed to correspond to these same nine points. But If you move with the godlike speed of the Hiten Mitsurugi Ryuu and strike at all nine points at once, there is no possibility of defense." -Hiko Seijuurou

The Kuzu Ryuu Sen is the second most powerful technique of the Hiten Mitsurugi Ryuu, which strikes all 9 vital points at one time. As Hiko stated, there is no way to defend oneself against this technique. This move was only countered against once, by Seta Soujirou, who moved faster than the speed of the Kuzu Ryuu Sen, and landed in a slash on Kenshin's back.

* Amakakeru Ryuu no Hirameki (Heaven's Soaring Dragon Flash):

The Amakakeru Ryuu no Hirameki is the most powerful technique of the Hiten Mitsurugi School. Normally, when using battoujutsu, one places the right leg in front of the left leg, however, as noted by Soujirou, at the last moment before the attack, Kenshin put his left leg in front of his right leg before drawing his sword. This technique is most likely the one flawless technique of the Hiten Mitsurugi Ryuu. If by any chance the initial blow is blocked, the air is displaced by the power and impact of the first, blocked blow, shattering the air around the opponent and drawing the opponent in. The second blow uses the pent up force from the first to accelerate the blow, thus hitting them with a more powerful hit the second time around.

* Ryuu Mei Sen

Only used once in the entire series, and only in the manga, the Ryuu Mei Sen is a godspeed noutoujutsu (sword-sheathing techniques; the opposite of a battoujutsu). Whereas all other attacks represent the fangs or claws of a dragon, the Ryuu Mei Sen represents the scream of a dragon. The highpitched sound of the sheath's reverberations strike the opponent's heightened senses and paralyze them.

MIZOGUCHI HIITOU RYUU

Gatotsu (Mizoguchi Hiitou Ryuu) is the specialty of Saitou Hajime in the Rurouni Kenshin series. Gatotsu wasn't used by the real Saitou Hajime in history, his specialty was a left handed sword thrust, but Watsuki decided to change it around for a boy's manga. But the Hiratsuki strike, the specialty of the Shinsengumi, WAS a real technique. Well, enough on the historical references, now to get into detail about Saitou's fighting style.

The Gatotsu stance itself is done by holding the blade by the hilt in the left hand, and poising the right hand above the kisasi (tip) of the blade (Kind of like a pool stick.) Then lead off with the right foot. It's a refined stabbing technique, and has different forms of the technique for different situations, which are as follows:

* Gatotsu Ishiki (Gatotsu First Stance): A straight forward attack, the neck, chest, shoulder, and head are the usual targets.

* Gatotsu Nishiki (Gatotsu Second Stance): Used from the air to the ground, cutting diagonally from above.

* Gatotsu Sanshiki (Gatotsu Third Stance): Anti-air move, used from ground to air, meant to intercept the opponent from above.

* Gatotsu Zeroshiki (Gatotsu Zero Stance): Gatotsu done at a point blank range, requiring no running start or visible leg power. Very powerful, managed to split Usui into two different pieces. (In the manga, in the televised series he was only pinned to the wall by it.)

WATOUJUTSU

Watoujutsu literally means 'Ancient Japanese Sword Skill'. It is a chinese styled kenjutsu used by Enishi in the manga series. It is a style of Kenjutsu which mixes the speed and slashing style of a nihontou, with the flexible movements and strength techniques that are typical of chinese sword arts. Enishi's weapon in the manga is a mix between a nihontou (japanese sword) and a chinese sword. The hilt design is ornate like a chinese sword, and the blade is longer than a nihontou, but unlike a chinese sword, it has more curvature. Overall, his blade can be mainly classified as a tachi, the extremely long blade used before the Sengoku era.

* Shuugeki Tou Sei: The technique begins with the tachi positioned so that the tip is pointed at the ground. Afterwards the weapon is swung upwards, followed by a powerful kick to the reverse side of the blade. The kick itself serves to greatly amplify the force and speed behind what would be an a relatively slow and moderately powered swing. The power of this attack is enough to easily shatter the trunk of a tree, as shown by Enishi in one of the later manga.

* Kaishi Tou Sei: A counter technique that begins with Enishi hammering the bottom of his tachi's hilt against the blade of his opponent's sword to stop an oncoming attack, and then pivoting on one foot to send a swift thrust to the chest of his adversary.

* Shou Ha Tou Sei: This technique is similar to the Shuugeki Tou Sei in the manner that an extra hit is used to increase the power behind the strike. Enishi starts the technique by bringing the blade over his head while bringing his left hand up, then he smacks his left hand against the blunt edge of the blade, proceeding to bring the blade forward once more in an almost whip-like manner.

* Chou Ten Tou Sei: An anti-air technique used as a follow-up in the event that the shou ha tousei misses. The Chou Ten Tou Sei begins with the tachi stuck in the ground, afterwards Enishi uses the bottom of the hilt as a stepping stone, and then leaps to the air while pulling the tachi itself from the ground by the cord attached to the hilt. Enishi then drags his weapon upwards using the cord, while using his other his other hand against the tsuba (sword guard)

of his weapon, forcing the flat of the blade into his opponent's stomach.

* **Sen Ran Tou Sei:** This technique begins with Enishi poised in a crouch, left leg bent inward, right leg extended, and both arms drawn, tachi held upward at a diagonal angle. The skill itself is initiated by Enishi spinning around repeatedly on his left foot to gain momentum for his attack, afterwards he begins to spin around towards his opponent, blade extended, with a destructive force similar to a tornado.

* **Shikkuu Tou Sei:** An attack used while airborne, the Shikkuu Tou Sei is one of Enishi's simpler techniques. The tachi is held behind Enishi and then swung in a powerful, overhand arc with one hand towards his adversary.

* **Gou Tsui Tou Sei:** This technique begins as a powerful thrust at an opponent's midsection or chest. When the stab connects, the blade is then held vertically while the person remains on it, then swung forward to throw them forcefully from the blade. In the manga, Kenshin stopped himself from being impaled by using his arm to take the brunt of the stab.

* **Zetsugi: Ko Fuku Zetsu Tousei:** Enishi's strongest attack, which begins with him holding his tachi with the hilt facing down, and the blunt end of the blade held parallel to the back of his arm. Afterwards he sinks into a stance similar to that of the Sen Ran Tou Sei, similar to that of a tiger poised and ready for an attack (hence the name). Instead of spinning like the Sen Ran Tou Sei, the attack itself is an extremely swift lunge, upon which Enishi rises and brings his tachi fiercely along his opponent's upper body. Note: A rough translation for zetsugi is "Ultimate Attack/Unparalleled Attack". In essence, it is equivalent to an 'ougi', being the strongest attack of Enishi's style of kenjutsu.

TENBU NO SAI NIYORU KEN

* **Shukuchi (Reduced Earth):** The Shukuchi is a body technique in which the user springs from their initial speed directly into their top speed within an instant, through immense strength of the legs, penetrating the range of the opponent in an instant. To any ordinary person, it would look like the distance between the two fighters has shrunk. Hence the name, "Reduced Earth." During his fight with Kenshin, Soujirou continually states he's only moving "three steps below Shukuchi" or "two steps below shukuchi." While moving at this speed, the only thing that could be seen was Soujirou's footsteps ripping through the tatami mat. While doing the true Shukuchi, Soujirou simply cannot be seen, even by Kenshin.

* **Shun Ten Satsu (Instant Heaven Murder):** Soujirou's other named technique, named so because the speed behind the attack is so swift that "there isn't an instant even to feel the pain." The Shun Ten Satsu is simply Soujirou combining batoujutsu with the true Shukuchi. The speed behind the Shun Ten Satsu completely equals to that of Kenshin's Amakakeru Ryu

no Hirameki. In terms of power however, it is slightly weaker than the Hiten Mitsurugi ougi.

SATSU JIN KEN

Mugenjin: Mugenjin isn't the name of a technique, it's the name of the sword Shishio uses. This blade appears normal when you first look at it, however, on closer inspection, you notice that the edge is jagged with tiny teeth, much like the blade of a saw. This jagged edge is the key to most of Shishio's hiken.

* I no hiken - Homura dama: The first of Shishio's hiken, the Homura dama is a constant flame surrounding Shishio's sword. The secret behind this technique comes from all the people Shishio has killed. The oils and fats from human bodies collected on Shishio's blade over time. So by dragging the katana against the ground, or creating the right amount of friction, the spark will generate the flames around his blade.

* Ni no hiken - Guren Kaina: The black gloves Shishio wears were soaked in gunpowder. The Guren Kaina also uses the homura dama in the attack. First Shishio gets a hold on the opponent. Afterwards, he scratches the jagged edge of his sword along his glove, igniting the homura dama, and causing the flames to react with the gunpowder, triggering an explosion.

* Tsui no hiken - Kaguzuchi: Shishio's final and most powerful technique, which unfortunately, never connected with anyone in the series. The kaguzuchi is initiated by Shishio hitting his saya towards the bottom of Mugenjin's blade, creating a swirl of flames, and eventually, a massive flaming tornado.

SAIKI KANUMA RYUU KENJUTSU

Saiki Kanuma Ryuu Kenjutsu is a swordfighting style which uses both the sword and sheath in its combat techniques. This style which is used only by Shigure Takimi in the Rurouni Kenshin Movie - Ishinshishi no Requiem, is a quite versatile fighting style in which the practitioner can both defend and attack in an instant or fake out an opponent. When getting in the initial stance, the sheath is led out and tied to the left hand by the sageo (scabbard cord) while the sword is held in the right hand. One interesting note is that the saya (sheath) is covered with metal instead of being only wood, so that attacks can also be made with the saya.

* Kanuma Shougetsu Ken (Hidden Moon's Sword): Used with both sword and saya (sheath). With the saya held in the left hand the user holds the saya out in a Chudan (middle position) as a distraction, while his sword is held down and to the back, concealing the blade from the opponent. From this technique stance, the user can make an attack from below, above, or from either side with his blade. If the attack with the blade is blocked, a counter attack can be

made with the saya.

* Kanuma Shouyo Ken (Hidden Sun's Sword): Shouyo Ken is a technique that's a double strike in a horizontal circular motion. This attack is executed by striking first with the saya. If the opponent blocks the attack the user then traps the opponents sword and attacks with his own. (This attack is similar to the Soryusen Ikazuchi technique in Hiten Mitsurugi Ryu).

* Shouyo Ken #2: The variation of Shouyo Ken is if the opponent evades the first strike with the saya. When this occurs the user would then launch the saya out of his left hand at the opponent, usually aiming for a weak spot or a previous wound. After attacking, the saya is retrieved by pulling back on the cord attached from the users left hand to the saya. This attack increases the combative range of the user by at since the saya can be launched out further than the length of a sword.

* Kanuma Shouen Ken (Hidden Flame's Sword): In this technique the user strikes the ground with saya and scrapes the ground in a circular motion, igniting anything on the ground, i.e. leaves. This causes a wall of flame which confuses the opponent as to where an attack will come from. From this point the user then dashes in with their sword extended out aiming for a stab instead of a cut.

*Hiken Soutou Ken (Secret Paired Flying Sword): This technique is basically an anti-air movement in which the user drops the saya and unsheathes the wakizashi (short sword) with the left hand and leaps up to intercept the opponent. Before the opponent comes within range the user crosses the swords in front of their body for either a scissors attack or to catch the opponent's sword in the cross of their two swords.

KODACHI NITOU RYUU

Kodachi Nitou Ryuu (Double Kodachi school) Is the name of the fighting technique used by Shinomori Aoshi. During his first appearance in the RK series, Aoshi used only one kodachi, combined with his kempo skills to fight an opponent. However, during Kenshin's fight against Aoshi, the secret and weaknesses behind Aoshi's technique are unveiled. At close range, an opponent with a longer sword has a blind spot due to the long reach. Aoshi would then trap the sword with his kodachi using the blind spot, and attack with his fists, but whenever Aoshi attacked with his kodachi, the blind spot was naturally eliminated. It is only at the beginning of the Kyoto saga when Aoshi begins to utilize his two kodachi fighting style.

* Ososugi de Ugoki: A technique where Aoshi moves around his opponent at varying speeds, making multiple images of himself, and making it even harder for the opponent to distinguish which is the real Aoshi, and which is the fake.

- * Kaiten Kenbu (Revolving Sword Dance): The technique Aoshi usually uses after disorienting the opponent with the ryusui no ugoki. He closes in on the confused opponent, and spins around three times, giving his opponent three slashes to the chest.
- * Kaiten Kenbu Rokuren (Six revolving sword dances): The move starts with Aoshi gripping his kodachi backhanded, running forward, then beginning with his right, or left hand and slashing six times continuously.
- * Goku Juuji (Burning cross): A technique which begins with Aoshi crossing both kodachi at the point, like a pair of scissors, then rushing forward and directing a stab at the arteries in his opponent's neck.
- * Onmyou Hasshi: A darted sword technique. Both kodachi are thrown straight at the opponent, however, the second kodachi is hidden directly behind the first. So the opponent would only see one kodachi heading for him/her in their line of sight.
- * Onmyou Kousa: A counter attack move Aoshi used against Okina. He blocked Okina's tonfa with his first kodachi, then pressed his second kodachi against the blade of the first kodachi, forcing Okina's tonfa to break under the pressure of the two blades.

MISC

These are various techniques that are currently not in any category at the moment.

Usui's techniques:

- * Shin-Gan (Mind's eye): Usui most noted move. It isn't magic of any sort, but an extremely well developed sense of hearing. He can hear all the movements of the human body, the heartbeat which betrays their state of mind, the expansion and contraction of muscles, which allow him to know how they plan to attack.
- * Pouken pougyoku hyakka ryouran: A technique where Usui attacks with multiple slashes from his spear, and repeated thrusts from the iron base of the spear.

Thanks & Contact

Special thanks to everyone who has contributed on this FAQ and made it the way it is today.

We ask that if you're going to host this PDF file that you download it and upload it to your own site and credit us for the hard work.

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