

ALL UNLOCKABLES
REVEALED



SHONEN JUMP'S
NARUTO
ULTIMATE NINJA



BASED ON A GAME
RATED BY THE
ESRB **TEEN T**



THE REAL ACTION
STARTS IN ...
**SHONEN
JUMP**
THE WORLD'S MOST POPULAR MANGA
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PRIMA OFFICIAL GAME GUIDE

Dan Birlaw

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INTRODUCTION

Welcome to the amazing world of *Naruto™: Ultimate Ninja™*, an addictive fighting game based on the hit anime series that recently arrived in the US marketplace and became an instant favorite. Shown on Cartoon Network and sold in stores on DVD, *Naruto* (the series) is the story of students studying and training to become a ninja in the Village Hidden in the Leaves. One of the students is Naruto, a prankster and outcast who was bestowed with an awesome yet terrifying power when he was only an infant. He and classmates Sasuke and Sakura have quite a few adventures and encounter some very strange and amazing characters during their training to become full-fledged *shinobi*.



This game recreates many of the moments from the animated series, and also presents new scenes between characters who never met during the events depicted in the show. The game features a nice range of modes, allowing you to battle through a story-laden mode as one of 12 characters, and complete missions for additional bonuses and money. Also, you can set up battles against any opponent in any location. There is also a Shop mode that lets you spend money gained from winning battles to buy bonus items such as action figures, soundtracks, videos, and more. It is a rich and fun-filled game containing hundreds of hours of play!

The game is unique from other fighting games. While you must use martial arts to defeat your opponent in one-on-one combat, you can obtain items by breaking objects in the environment or by moving toward your support character. Use items to attack your opponents, slow them down, or warp behind them for a sneaky ambush. Whether controlled by artificial intelligence or another player, your opponent tries to acquire items and use them against you at the same time. The player who can collect the most items, prevent the opponent from collecting items, and inflict the most damage wins the battle.

To help you master this game, we have assembled pointers on the strengths and weaknesses of each character, the dangers of each stage, the strategy needed to complete every mission, and more. This guide should prove extremely helpful whether you're a novice picking up the controller for the first time, or an expert gamer who's played them all!

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Dan Birlaw is a video game expert who has been writing official, published video game strategy guides since 1999. His original career goals included acting and directing. At the age of 26 he began honing his playing skills with the goal of becoming a video game expert. He enjoyed publishing online documents regarding games, known as "FAQs." Dan inadvertently created an online persona for himself when he wrote and self-published on the Internet a plot analysis of the highly popular survival horror video game, *Silent Hill*.

After some gentle nudging from his wife, Birlaw decided to set aside his acting and directing activities and establish a career as a video game strategy guide author. He sent writing samples to several publishing companies. Based on the merits of his very first submission, he was hired by a major publisher within 24 hours. Birlaw has authored over 40 published video game strategy guides.

Dan Birlaw is a native of St. Louis, Missouri, and has lived in Pennsylvania, Texas, and California. He now resides with his wife of 12 years in Las Vegas. He graduated with a bachelor of fine arts from the University of Texas at Austin in 1993.

WE WANT TO HEAR FROM YOU! E-MAIL COMMENTS AND FEEDBACK TO DBIRLEW@PRIMAGAMES.COM.

BASICS



CHAPTER ONE



READY TO LEARN THE BASICS? BELIEVE IT!

Except for detailing specific character combos and Secret Techniques, which are described in the next section, this part of the guide explains how to play *Naruto: Ultimate Ninja* from title screen to game over!

SUMMARY OF GAMEPLAY

- This is a one-on-one fighting game.
- The first player to reduce his or her opponent's health to zero is the winner. In the event of a draw, both players lose.
- There is only one round per match, no "two out of three," etc.
- If the match time expires, the player with the most health remaining is the winner.
- In Scenario, Mission, and Free Battle modes, the player(s) are awarded money (Ryo) for performing certain actions during battle.
- Use Ryo earned from battling to purchase bonus items in the Shop.

Default Controls	
Button	Command
●	Attack
×	Jump
▲	Prepare Secret Technique
■	Use Item
⊗, left analog stick	Move
START	Pause Menu
L1/R1	Item Select
L2/R2	Guard



NOTE

The button settings listed here are the default settings. Change these settings during Naruto's House mode by selecting "Adjust Settings," or by selecting "Control Settings" in the Pause menu.

COMMON ACTIONS

All characters can perform the following basics during a battle in any mode:

PAUSE MENU

Press **START** to open the Pause menu in any mode. The options on the Pause menu change depending on the current mode of play. Various options on this menu enable you to change controller configuration, view moves lists, and move items from stock into your character's active item cycle. In Practice mode and Free Battle mode, you can modify your opponent's settings and item appearance. You may also exit to the mode's Character Select screen, or return to the Mode Select menu.



MOVE

Pressing **⊗** or the left analog stick moves the character right or left. Characters can perform special movements depending on the terrain.

WALL RUNNING

Keep pushing forward when running toward a wall. The character continues to run vertically up the wall. If you touch the top of the wall, the character grabs the wall with a hand and leans outward. From there, you can jump off and attack. If the wall leads up to a platform, the character runs up the wall and onto the level surface.



WALK ON WATER



In several stages, the ninja must fight on water. All ninja can walk on water as long as they have chakra remaining in the Chakra Gauge. If the Chakra Gauge is empty, the character sinks into the water and takes damage. He or she soon reappears in the starting position.

JUMP

Pressing **X** causes the character to jump. Combine jumps with the directional buttons to jump in the direction pressed.

DOUBLE JUMP

Pressing **X** during a jump allows you to jump higher or farther. Avoid pressing **X** twice too quickly, or you may end up doing a rapid movement at the wrong time.

RAPID MOVEMENT

Double-press **X** to "air-dash" or "rush." The character leaps into the air and rushes at the opponent in the blink of an eye. Contact with the opponent does no damage but can cause him or her to stagger. This action is extremely useful for quickly closing in on an opponent. Ninja Tools bounce off your character while he or she is performing this action!



JUMP BACK

Any ninja can quickly leap backward away from an opponent by double-pressing **X** while pressing the directional button opposite of where your opponent stands. Use this to give yourself some space if the opponent is attacking nonstop.

CHANGE PLANES

Pressing **↓+X** (move to the foreground) or **↑+X** (move to the background) while standing still allows you to change game planes. This is an extremely effective method of dodging an opponent's attacks. This move is also useful when you want to meet up with a support character who has appeared in another plane. Changing planes also allows you to smash a breakable environmental object that may contain a useful item.



STAGE SHIFT



When your character or your opponent drops to half health or less, the Stage Shift icon appears onscreen. If the icon appears on your side of the screen, press **↑+X** to continue the battle in a different stage. You can enter the combination even if your character is face down at the time.



TIP

Changing stages even if you are winning is a good strategy, especially if the present environment is proving hostile (giant snakes breathing fire, dangerous ledges, drowning in water, etc.). Also, the character who initiates the scenery change regains a little health!

ATTACKS AND COMBOS

Attack with **●**. You perform combos by rapidly pressing **●**, or by pressing **●** along with a directional button. If you perform the input correctly, a combo attack is performed. Each character has unique combo attacks. Check out the Command Chart in the Pause menu if you don't believe us!

GUARD (DEFAULT)

Defend against an opponent's attack with **L1** or **R1**. Some attacks cannot be blocked. Guarding against attacks with quick timing initiates a special move: the Substitution Jutsu.



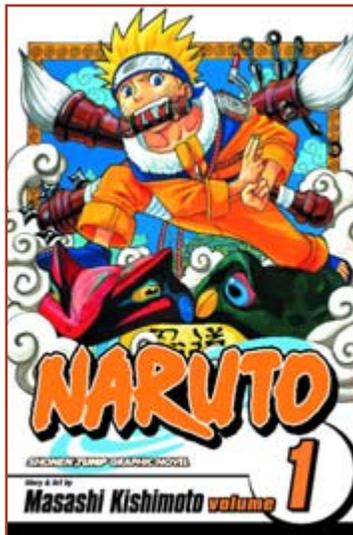
SUBSTITUTION JUTSU

Press **L1** or **R1** at the instant an opponent attacks. Not only do you nullify the opponent's attack, but your character warps behind the opponent, providing an advantage.



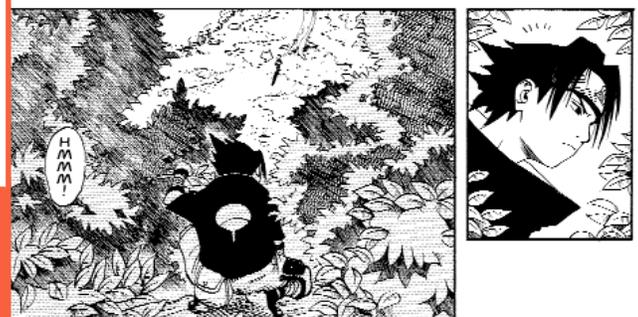
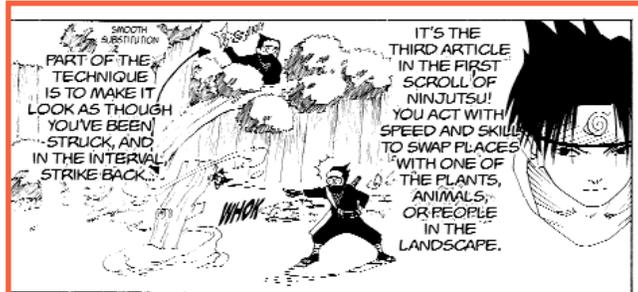
GUARD DOWN

Press **↓ + ●** to initiate a low attack that can force down an opponent's guard. Try this if a foe is blocking too often. An opponent's guard can also be undone with a throw.



Substitution Illustrated

This page from the original *Naruto* manga, originally published in Japan and released under the *SHONEN JUMP* imprint in the US by VIZ Media, depicts Sasuke reflecting on the concept of Substitution. Interestingly, the manga also notes the inner hostility Sasuke feels toward Kakashi. In Japan, manga are laid on the page so as to be read from right to left, the opposite of how Westerners would typically read a graphic novel. Therefore, let your eyes start at the top-right text, and then read the text to the left. Continue down the page, reading from right to left.



NARUTO © 1999 by Masashi Kishimoto/SHUEISHA Inc.



BACK ATTACK

After you knock an enemy off his or her feet with a powerful blow, press ● + the direction you knocked the enemy to warp behind your opponent and deliver an additional blow. To initiate, move the left stick *toward* the flying opponent or press the direction button pointing *toward* the opponent and press ●. Input the button combination while the opponent is airborne after a strong attack.



THROW



Press the direction button or move the left stick in the direction opposite from your opponent and simultaneously press ● to initiate a throw. You must be standing in very close range and the opponent cannot be attacking at the time for a throw to work.

Opponents can be thrown even when guarding, so use this as a way to lower their defenses.



Throw Countering with Back Attacks

Initiate a Back Attack (sometimes referred to as an “additional blow”) after a strong attack that knocks an opponent off his or her feet, or following a throw. Immediately after throwing an opponent, press the direction button or move the left stick *toward* the flying opponent and press ●. You then warp behind the opponent to deliver an additional blow.

However, during the tableau just before the Back Attack lands, the opponent can reverse the move and counter by pressing his or her directional button *toward* the attacker and pressing ● to perform a Back Attack Back. The thrown person takes control and warps behind the initiator to attack with an additional blow.

However, the initiator gets *another chance* to reverse yet again, by pressing the same button combination over. And then the thrown person can counter by inputting again. And so forth! Each tableau dissolves more quickly than the last, meaning the button combo must be input with greater reflexes each time. The process is actually easier to engage than it is to describe, so give it a shot!

ROLL

After being thrown, knocked back, or knocked high up into the air, press X at the instant the character lands on the ground. If your timing is right, the damage received from falling is reduced. Also, the character bounces up more quickly to resume the battle.



JUTSU ATTACKS

Jutsu are combo attacks that require chakra to trigger. Even if a jutsu combo attack is correctly input, nothing happens if the Chakra Gauge is insufficient. Jutsu combos are described more fully in the “Ninja Registration and Techniques” section. Most characters are capable of jutsu attacks.

COUNTERATTACKS



A few characters are capable of counterattacks, which are jutsu moves that require chakra but can be initiated only by inputting the correct button combination at the moment an opponent strikes. Neji’s Rotation jutsu is an example of a counterattack action.

BATTLE SCREEN DISPLAY



- 1. Time Limit:** This is the time remaining until the end of the battle.
- 2. Status Symbol:** This icon indicates that status changes are in effect.
- 3. Health Gauge:** The ninja’s remaining health. You win the game by reducing your opponent’s health to zero.

- 4. Chakra Gauge:** The amount of chakra available determines which Secret Techniques can be used, indicated both in the gauge and out to the side by 1, 2, or 3.
- 5. Item to use:** The selected item. Press ■ to use this item.

SECRET TECHNIQUES AND CHAKRA

Secret Techniques are extremely powerful and personalized attacks carried out on a grandiose scale. All ninja can perform two or three unique Secret Techniques. To perform a Secret Technique, your character’s Chakra Gauge must be filled, at the very least, up to the first “dot” in the meter.

Each time you press ▲, you release chakra for Secret Techniques, forming an aura about your character. The more times you press ▲, the greater the character’s aura and power become. Investing more chakra into your character’s aura also determines which Secret Technique he or she will perform.

After releasing chakra and forming an aura, immediately press ● to attack and hit an opponent. If the blow lands while the character is surrounded in chakra aura, a Secret Technique is triggered. If the blow misses, the character’s aura vanishes and all chakra returns to the Chakra Gauge. Try harder next time!

SECRET TECHNIQUE INPUTS (ALL CHARACTERS)

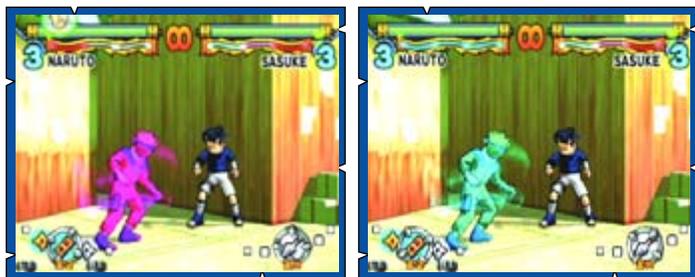
- ▲, ● = Secret Technique Level 1
- ▲, ▲, ● = Secret Technique Level 2
- ▲, ▲, ▲, ● = Secret Technique Level 3

CHAKRA AURA

The character’s aura changes color depending on the number of times you press ▲. The color indicates the level of Secret Technique the character is ready to perform. A red aura indicates Level 1, a purple aura is Level 2, and a blue aura indicates readiness to perform a Level 3 Secret Technique. Look for these changes in your opponent as well, and keep in mind that he or she can also perform Secret Techniques.



Secret Technique Level 1 aura



Secret Technique Level 2 aura Secret Technique Level 3 aura

SECRET TECHNIQUE UPGRADES

Upon launching a Secret Technique, the character engages in a highly cinematic attack. While the attack is in progress, button icons and Timer Gauges appear on both sides of the screen. By inputting the buttons in the order displayed on the left side of the screen (in 1P vs. Com) before the indicated time elapses, the jutsu can be *upgraded* to incur more damage. Correctly pressing the displayed buttons also enables the character to extend his or her Secret Technique by performing another jutsu, and provides another shot at upgrading the subsequent attack as well!



If you upgrade the first portion of a character's Secret Technique, another opportunity to upgrade arises, and then another, depending on the Secret Technique used. Some Secret Techniques can be upgraded to a three-stage attack, while others can be upgraded only twice. If you successfully upgrade all attacks within a Secret Technique, you inflict critical damage in the final jutsu.

Some characters gain special status changes after using a Secret Technique. A Status Change icon displays briefly below the Chakra Gauge when this occurs.

DEFENDING AGAINST SECRET TECHNIQUES

Finding yourself on the receiving end of a Secret Technique is not necessarily the end of the battle. By inputting the button combination that appears on your side of the screen *before* the timer runs out and *before* your opponent manages to upgrade his or her attack, you can significantly reduce the amount of damage received. You might even negate the enemy's ability to inflict critical damage!

THE SECRET TECHNIQUE SCREEN



- 1. Additional commands:** Correctly press the buttons displayed in the column before time elapses to upgrade the Secret Technique when attacking, or halve the damage if defending.
- 2. Timer Gauge:** Input the proper key combination before the timer expires, or pay the consequences. If attacking, your effort to upgrade fails. If defending against a Secret Technique, you take full damage.

SPECIAL STATUS CHANGES

Some characters gain special status changes after using a Secret Technique. A Status Change icon displays briefly below the Chakra Gauge when this occurs.

SHARINGAN

Character(s) Affected: Sasuke, Kakashi

For a fixed amount of time, the character can copy and use an opponent's standard and combo attacks. Secret Techniques and some jutsu cannot be copied.

THE EIGHT INNER GATES

Character(s) Affected: Rock Lee

The character's attack power increases for a fixed amount of time. But the character cannot use Secret Techniques or jutsu while the status effect lasts. When The Eight Inner Gates status expires, the character's Chakra Gauge empties completely and the character sustains a certain amount of damage.

BYAKUGAN

Character(s) Affected: Neji, Hinata

The character swiftly regains speed and chakra for a short time. Attacking opponents while this status is in effect reduces chakra level, even during normal combos.

OTHER STATUS CHANGES

Certain character attacks, the interference of bystanders, and item use can also cause status changes. An icon displayed below the Chakra Gauge indicates these status effects. Either watch out for such things or take advantage of them in combat.

- Attack power up
- Defense up
- Invisibility
- Sleep
- Speed down
- Speed up

RECOVERY

During battle, characters can recover health and chakra by various means, making for some interesting engagements!

RECOVERING CHAKRA

There are three ways to restore power in the Chakra Gauge:



Press and hold ↓: You can recover chakra while holding this button. Note that you are defenseless while doing so.

Touch a chakra ball: Recover chakra by grabbing the chakra balls that appear at certain times, such as when you knock back an opponent or are knocked back by an opponent, or when certain environmental objects are destroyed. Chakra balls may also appear as items.

Take an item from a supporting character: Chakra recovery is also possible by collecting chakra recovery items dropped by a supporting character appearing in the background.



TIP

Feel free to help yourself to any chakra recovery items dropped by your opponent's support character too!

RECOVERING HEALTH

There are three ways to recover lost health during a battle:

Press and hold ↑: The character assumes a taunting pose. Only Sakura, Hinata, Shikamaru, and Kakashi can recover a little health during this action. However, the person doing so is defenseless.

Take an item from a supporting character: Support characters who occasionally appear somewhere in the stage may drop a recovery item. Your opponent's support character may drop them too, so try to steal them and prevent your foe from healing!

Stage Shift: When the Stage Shift icon appears onscreen, press ↑ + X to change stages. The person initiating the stage shift regains a little health.



ITEMS

With all the previous talk about items in this section, it's time to explain what we mean! Pick up certain items to cause a variety of effects. Other items can be thrown at your opponent, or consumed to gain an advantage.



ITEM APPEARANCES

Items appear in the following ways:

1. When you break environmental objects.
2. When support characters drop them when you move near.
3. When you knock your opponent back, or when you get knocked back yourself, chakra balls may appear.

ITEM TYPES

There are two types of items: Those that cause an effect as soon as you obtain them, and those that you can hold onto until you use them by pressing **■**.

HEALTH RECOVERY ITEMS

These items immediately replenish some lost life. For example: potato chips, rice cakes, chestnuts, ramen, and fruits.



CHAKRA RECOVERY ITEMS

These are items that replenish some of your used chakra. For example: narcissus flowers, leaf deities, fiery crystals, gourds, and chakra balls.



BATTLE ASSISTANCE ITEMS

These items make you invisible, raise your offensive power, etc.

- **Shoes of Jonin:** Increase speed for a fixed period of time.
- **Scroll of Hidden Cloud:** Makes ninja invisible for a fixed period of time.
- **Food Pills:** Increases offensive power for a fixed period of time.
- **Kakashi Figure:** Automatic Substitution Jutsu for a fixed period of time.

OFFENSIVE ITEMS

Offensive items are ones you can throw at your opponent. Change the selected item to use by pressing **[L1]** or **[R1]**. Then press **■** to use the item. The number of items remaining is displayed below the Item icon. Most of these can be used only when you and your opponent are on the same plane. An "X" is displayed over the item when it cannot be used.

- **The Weight of Gut:** Decreases your opponent's speed for a fixed period of time.
- **Support Item:** Summons a support character to attack your opponent. This can be used when the opponent is in another plane, and can even be used as a trap.
- **Special Ninja Tool:** A better version of your standard Ninja Tool.
- **Scroll of Instant Body:** Instantly places you behind your opponent, no matter where he or she is.

NINJA TOOL

The standard Ninja Tool is unlimited in number but causes only minor damage. Use these to throw opponents off balance or stop them in their tracks while you move in for the defeat. Ninja Tools are located in the offensive item cycle along with everything else.



SUPPORT CHARACTERS

A support character appears during battle to aid the ninja by dropping various items. When the support character appears, his or her face appears in a rectangular window below the Chakra Gauge. The window is displayed immediately before the support character arrives. Support characters always appear on a different axis from your location.

The support character remains for only a limited time. Over the support character's head, a window displays the item he or she is holding for you. Move near the support character to make him or her drop the item. Support characters disappear immediately after dropping goods.

Support characters can be driven away by attacking them. This prevents them from assisting your opponent. Any time your opponent's support character appears, quickly move in and attack him or her to drive him or her away. Your opponent will certainly do the same to your support character if allowed the opportunity!



SUPPORT CHARACTER ATTACKS

Support characters often drop useful items called Support Items.

Throw this item at your opponent as he or she approaches, and the support character magically appears to deliver a devastating attack on your behalf. If you end a battle with two or three Support Items still in stock, you need to use them more often!



TIP

To truly dominate the battlefield, stock up on plenty of items by smashing objects and visiting your support character immediately after he or she arrives. Drive away the opponent's support character frequently. With fewer items to use, your opponent cannot reduce your fighting abilities!

MODES

When starting a new game or loading a saved game, the Mode Select screen appears. Use the directional buttons and press **●** to choose a mode to begin.



NOTE

When selecting a character, press and hold **L1 + R1** and then press **X** to choose the character's alternate costume.



SCENARIO

Scenario mode allows you to play through each character's story. Each saga consists of five to seven battles with bits of dialogue in between. Performing certain actions during each battle awards the player with Ryo, which you can spend in the Shop.

The main attraction of Scenario mode is that by completing certain characters' sagas, new characters and stages become unlocked.



MISSION

Mission mode consists of extremely tough challenges with very high rewards. The mission's parameters are laid out in the mission description. For instance, you may have to beat a certain opponent while possessing a certain item, or you may have to beat a difficult foe with half your health remaining.

Missions are extremely rewarding monetarily. Not only do you make Ryo for performing certain actions during the battle, but passing the mission and fulfilling all criteria can net several thousand additional Ryo!

Each time you complete a mission, you earn experience points. By accumulating enough points, you reach new levels and can take on more challenging missions. Although the experience points are earned only once, missions can be repeated to accumulate Ryo.



PRACTICE

Practice mode allows you to set up a battle as the character of your choice against any opponent to learn combos. By changing the settings, you can turn the opponent into a practice dummy that only defends, or even just stands there and lets you hit him (see the following "Practice Settings" section for more details). Quick automatic healing and chakra regeneration allow you to practice any combo, jutsu, or Secret Technique without fear of loss.

Options in Practice mode allow you to display the button input at the bottom of the screen, to help you firm up your controller skills (see the following "Practice Settings" section for more details). When you correctly execute any combo, jutsu, or Special Technique, the attack's name displays at the bottom of the screen.



Practice mode does not end at any point. When you are finished practicing, press **START** to open the Pause menu. Choose to either return to the Character Select screen or Mode Select screen to exit Practice mode.

PRACTICE SETTINGS

While the characters you have chosen for practice are displayed onscreen, press **■** to enter the Practice Settings screen. This menu enables you to change how the battle proceeds, including whether or not commands are displayed, how often items appear, whether support characters lend aid, and whether Secret Techniques are enabled or disabled.

The Practice Settings also allow you to modify the opponent's behavior:

Off: The opponent does not move nor attack.

Guard: The opponent only blocks.

Attack: The opponent only attacks.

FREE BATTLE

Free Battle mode lets you freely choose characters to battle with. You may compete in a battle against a CPU-driven opponent or an opponent controlled by another player. The stage can be selected as well. Ryo is awarded after the battle, so it pays to fight in Free Battle!



MAKE OUT PARADISE CHART

Press **■** when a character is selected to display the number of times a given character has battled with another. The Make Out Paradise chart does not track how many times a character has fought against his or her clone (for example: Naruto vs. Naruto, Sasuke vs. Sasuke, etc.).

MAKE OUT PARADISE CHART					
	NARUTO	SASUKE	SAKURA	LEE	KAKI
NARUTO	0	2	0	0	0
SASUKE	2	0	0	0	0
SAKURA	0	0	0	0	0
LEE	0	0	0	0	0
KAKASHI	0	0	0	0	0
SHIKAMARU	0	0	0	0	0
NEJI	0	0	0	0	0
HIMATA	0	0	0	0	0
YAKU	0	0	0	0	0
???	0	0	0	0	0
???	0	0	0	0	0
???	0	0	0	0	0
???	0	0	0	0	0
???	0	0	0	0	0

BATTLE SETTINGS

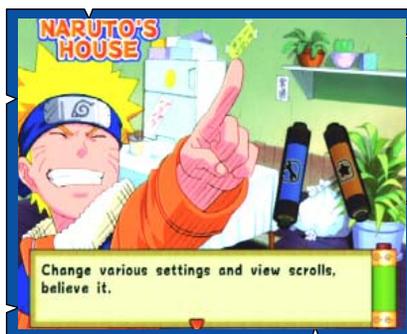
Press **■** while the two selected characters are displayed onscreen to enter the Battle Settings menu. Here you may adjust the timer, change item and support character options, and enable or disable Secret Techniques. The Handicap option allows



you to swing the battle in one player's favor, or to make the CPU less hostile. A greater number of red stars means that player one has the advantage, while a greater number of blue stars gives the upper hand to player two.

NARUTO'S HOUSE

Naruto's House is a very simple menu mode that enables you to adjust settings and view items received from the Capsule Machine in Shop mode.



ADJUST SETTINGS

Various submenus allow you to reconfigure the controllers for player one and player two, turn vibration on or off, adjust the screen position to better suit your monitor, raise or lower various sound volumes, and change the difficulty level.



TIP

We recommend that you switch the difficulty setting to Easy mode until you learn several characters' combos, become familiar with the various stages, and learn where items and support characters appear frequently. Playing Scenario mode on Easy difficulty makes it much easier to unlock all the characters and stages!

VIEW ITEMS

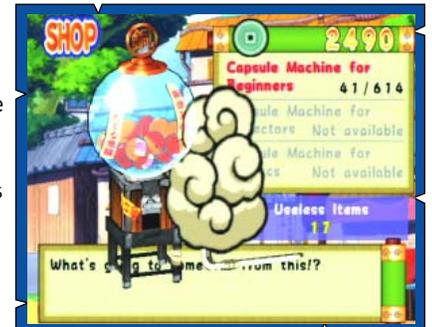
Choose the View Items option at Naruto's House to examine any objects you might have obtained at the Shop. Figures show the characters performing their various combos, and Ninja Info Cards display artwork stills from the anime series. You may also watch Secret Techniques being carried out on specific victims, provided the proper items are acquired from the Shop.



SHOP

Shop mode allows you to spend Ryo acquired from battles to obtain items. However, the items obtained are randomly determined. To purchase an item, insert between 100 to 1,000 Ryo into the Capsule Machine for Beginners and hope that something good comes out. The more Ryo you insert into the machine, the better chance you have of receiving a collectible rather than a useless item, also known as a "blank."

At first, you can use only the Capsule Machine for Beginners. But after playing for some time, more advanced machines become available. The higher-level machines are also more expensive!



NINJA REGISTRATION AND TECHNIQUES



CHAPTER TWO



CLASS IS IN SESSION! BELIEVE IT!

To become a great ninja, one must study all forms of jutsu. The characters in this game each have unique fighting styles and amazing, stylized attacks. Gaining an understanding of each character's strengths and weaknesses can be a bit like jumping into a stream full of piranhas. This section covers all the playable characters in the game, how to unlock them, and how to perform their combos, Chakra Techniques, and Secret Techniques. Many of these moves are listed in the characters' 1P Command Chart available in the Pause menu, which can be viewed by pressing **[START]** during battle. However, we have illustrated every move, described every punch and kick, and provided some tips on using appropriate follow-up attacks. If playing as a certain character is giving you hand-cramps, refer to this section to learn all there is to know about any character's most powerful secrets.

Inputting Combos and Secret Techniques

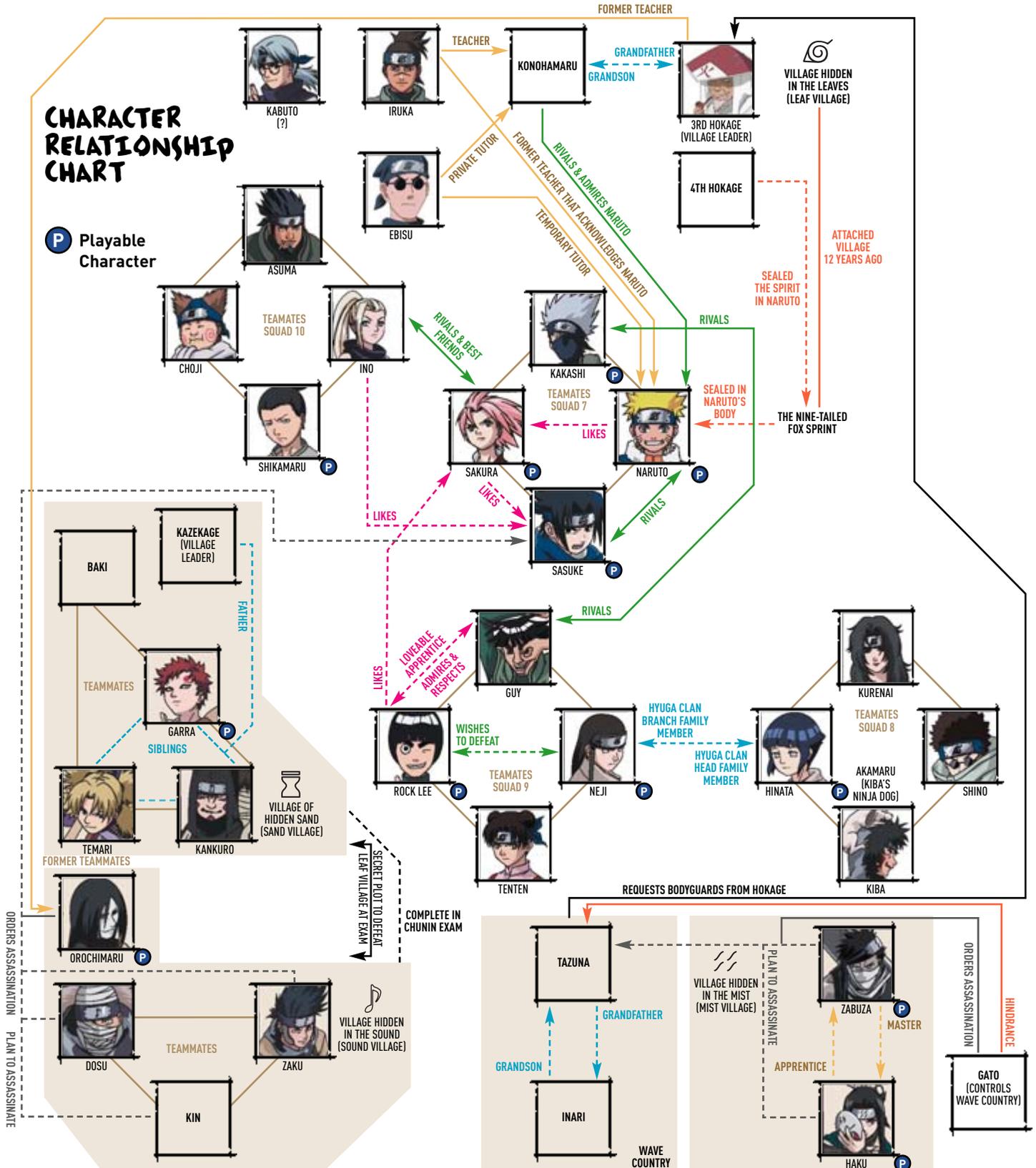
The symbols used in the characters' moves lists have specific meanings:

Symbol	Definition
↑	Press the directional pad or left analog stick up.
↓	Press the directional pad or left analog stick down.
← or →	Press the directional pad or left analog stick to move <i>away</i> or <i>toward</i> your opponent.
●	Press the attack button.
▲	Press the chakra button.
+	Press two buttons simultaneously.



CHARACTER RELATIONSHIP CHART

P Playable Character

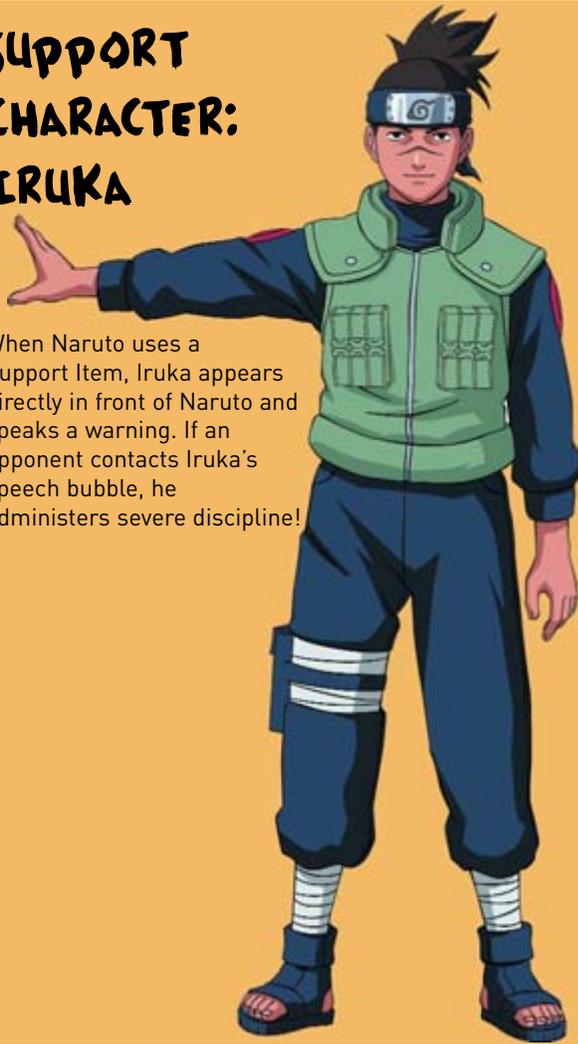


NARUTO UZUMAKI

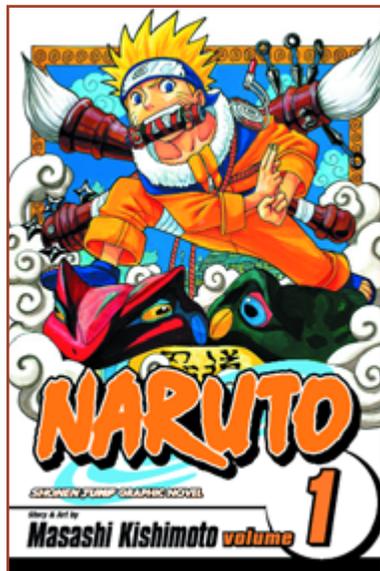
An underachiever at the Ninja Academy, Naruto roams the Village Hidden in the Leaves, causing mischief and playing countless pranks. He also enjoys a good bowl of ramen. His lifelong dream is to become "Hokage," the village chief, and be known as the greatest ninja of all time. Naruto contains a secret that he himself does not know: the fact that the Nine-Tailed Fox Spirit that wreaked havoc on the village is sealed inside his body! His special jutsu are the "Shadow Clone Jutsu" and "Multi Shadow Clone Jutsu."

SUPPORT CHARACTER: IRUKA

When Naruto uses a Support Item, Iruka appears directly in front of Naruto and speaks a warning. If an opponent contacts Iruka's speech bubble, he administers severe discipline!



Read This Way!



The Origin of Naruto

In this excerpt from VIZ Media's English translation of the original *Naruto* manga, the great and wise Third Hokage explains Naruto's origins to the impatient student instructor, Iruka. Although Naruto is something of a prankster who gets on Iruka's last nerve, the Hokage implores the instructor to feel some empathy for Naruto, due to the isolation the boy must feel as a result of the terrible power he involuntarily harbors.



NARUTO © 1999 by Masashi Kishimoto/SHUEISHA Inc.

THE REAL ACTION STARTS IN...
SHONEN JUMP
 THE WORLD'S MOST POPULAR MANGA

COMBOS

Name	Command	Description
Naruto Spin	●, ●, ●, → + ●	Naruto performs a double-roundhouse kick.
Nosedive Bomb	●, ●, ●, ↓ + ●	After punching the opponent repeatedly, Naruto leaps forward and pounds the person's face into the ground with clenched double-fists.
Naruto Rising Dragon	↑ + ●, ●	After punching the opponent, Naruto delivers a powerful uppercut that knocks his foe high into the air. This can be followed up with a Back Attack (↑ + ●).
Crown of the Head Cut	↓ + ●, ●	After performing a low kick, Naruto flip kicks his opponent in the head, driving his foe's face into the floor. It's an effective way to negate a foe's guard, and it's also very effective against a downed opponent.

NINJA REGISTRATION AND TECHNIQUES

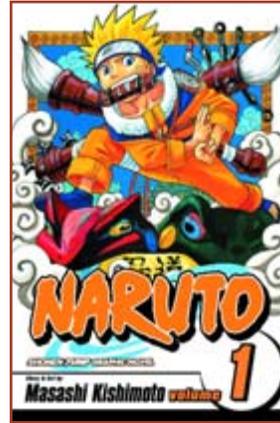
Name	Command	Description
Exploding Shot	→ + ●, ●	After shoulder-butting his opponent, Naruto spins and kicks from a low position, knocking the adversary back and upward.
Fly Away!	← + ●	Naruto's throw move is best used when the opponent is guarding or facing the opposite direction.
Giant Swing	While jumping, ↑ + ●, ●, ●	Begin this combo in midair to deliver a series of powerful roundhouse kicks to an opponent who is also airborne.
Giant Windmill	While jumping, ↓ + ●, ●, ●	This is a good combo to perform while falling from a great height, or after a double-jump. Naruto punches and kicks his opponents all the way down.
Bamboo Helicopter	While jumping, ●, ●, ●	While falling from a great height or after a double-jump, Naruto performs a series of roundhouse kicks followed by a punch.

CHAKRA TECHNIQUES

Name	Command	Description
Sexy Jutsu	●, ●, ●, ↑ + ●	Naruto transforms himself into a beautiful girl and blows his opponent a kiss, overwhelming him or her with love. This causes the opponent to pass out momentarily. Follow up with Crown of the Head Cut!
I Overdid It!	↓, ↓, ●	This is an easy chakra technique to pull off, if chakra is available in Naruto's gauge. Naruto...well, we cannot really say what Naruto does to an opponent. See for yourself!



Read This Way!



First Appearance of Sexy Jutsu

Excerpted here from the original *Naruto* manga, we see Naruto demonstrating the Sexy Jutsu for Iruka, who is understandably confounded and miffed by the young boy's foolhardy jutsu style. The official term in the manga for this technique is Ninja Centerfold.



NARUTO © 1999 by Masashi Kishimoto/SHUEISHA Inc.

SECRET TECHNIQUES

Clone Jutsu

Chakra Gauge 1 or over, ▲, ●

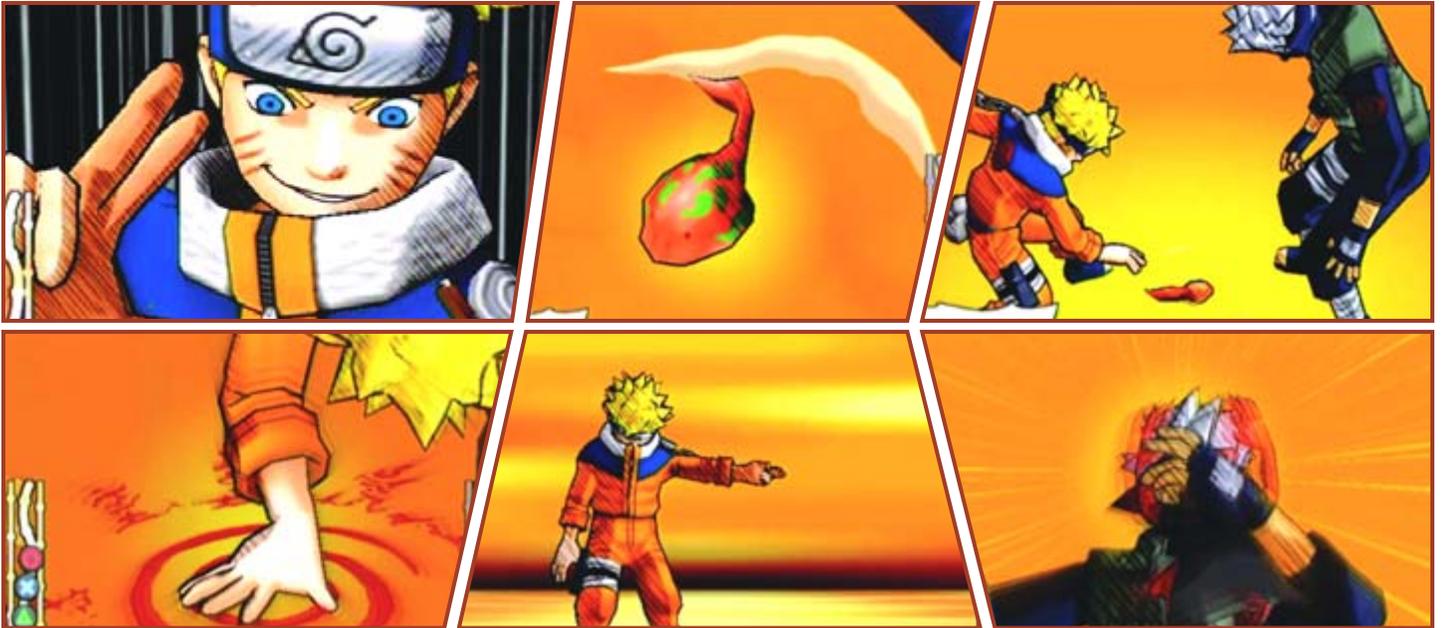


- In the first stage of this Secret Technique, Naruto throws a large shuriken. But this is just a ruse. The shuriken transforms into a Naruto clone, who attacks the opponent from behind!
- Complete the first button input to reach this stage. Naruto surrounds his opponent with clones that attack from all sides, and then Naruto himself delivers a crushing blow.
- Complete the second button input and attractive young women surround the opponent, then one steps forward and knocks the distracted foe into next week. "Harem Jutsu!"

NINJA REGISTRATION AND TECHNIQUES

Summoning 1

Chakra Gauge 2 or over, ▲, ▲, ●



In the first part of this Secret Technique, Naruto summons Boss Toad to take out his foe. But only a tadpole shows up. Still, Naruto finds an opening.

Complete the first button input series to reach the second stage. Naruto tries again to summon Boss Toad, but only a normal-size toad appears. The toad still manages to be effective, however.

Summoning 2

Chakra Gauge 3, ▲, ▲, ▲, ●



Naruto summons an enormous toad to attack his opponent. Naruto himself almost gets squashed!

Boss Toad and his master hit Naruto's opponent from two angles.

SASUKE UCHIHA

A descendant of the Uchiha Clan, Sasuke has both unique talent and sensibilities. Combine this with his rugged good looks, and his popularity among the Academy's female student body becomes understandable. He's quiet by nature, but never hesitates to speak his mind. Naruto finds this annoying, as he often receives the brunt of Sasuke's insults. His special techniques are "Barrage of Lions" and "Fire Style" jutsu.

SUPPORT CHARACTER: KAKASHI OR NARUTO

If Naruto is Sasuke's support for the match, using a Support Item causes him to appear and knock an opponent into the air. Naruto then uses his clone jutsu to surround the opponent and attack from all sides.

When Kakashi is Sasuke's support, he flies forward from Sasuke's position. If he comes in contact with the opponent, he delivers a powerful combination.



COMBOS

Name	Command	Description
Fire Smash Thrust	●, ●, ●, → + ●	After a series of punches, Sasuke delivers a backhand followed by a strong punch that knocks an opponent off his or her feet.
Turning Flame Kick	●, ●, ●, ↓ + ●	Following several blows, Sasuke spins and strikes his opponent with a severe round-house kick. Follow up with a low attack.
Flaming Flower Kick	↑ + ●, ●	After punching a foe, Sasuke spins low to the ground and kicks upward, knocking his opponent high into the air. Try to follow that with a Back Attack (↑ + ●).
Sliding Back Kick	↓ + ●, ●	After performing a leg sweep, Sasuke rolls over and delivers a powerful kick that knocks an opponent upward and back.
Leaping Fire Kick	→ + ●, ●	Sasuke delivers a shoulder butt and then kicks his opponent into the air, but not necessarily off his or her feet.
Knee Back Hit	← + ●	Sasuke's throw move is best used when the opponent is guarding or is busy visiting with a support character.
Wild Dance of Fire Dust	While jumping, ↑ + ●, ●, ●	This is a midair combo that lets Sasuke continue fighting as he descends back to the floor.
Wild Dance of Raging Fire	While jumping, ↓ + ●, ●, ●	Sasuke delivers a series of spinning kicks as he descends from a high place.
Wild Dance of Spouting Fire	While jumping, ●, ●, ●	Sasuke delivers two side kicks and a powerful punch while descending from some height.

CHAKRA TECHNIQUES

Name	Command	Description
Fire Style: Phoenix Flower Jutsu	●, ●, ●, ↑ + ●	Sasuke summons the power of Phoenix to fly in from all sides and set his opponent aflame.
Fire Style: Fire Ball Jutsu	↓, ↓, ●	In Sasuke's easiest combo, he breathes flames at his opponent, setting him or her ablaze. It can be used at medium range, making this his best Chakra Technique.

SECRET TECHNIQUES

Barrage

Chakra Gauge 1 or over, ▲, ●



- ▶ In the first part of this Secret Technique, Sasuke fakes out his opponent and then performs a series of weapon attacks.
- ▶ Correctly input the first series of buttons to activate a second attack. Sasuke pulls another fake, then kicks his opponent to the curb.
- ▶ After inputting two sets of buttons, you begin the third part. His opponent nearly immobilized, Sasuke brutally pounds him or her into the pavement.

Sharingan

Chakra Gauge 2 or over, ▲, ▲, ●



- ▶ This Secret Technique starts with Sasuke trying to control his inner demons. Winning, he uses a fake weapon throw to get the edge on his opponent.
- ▶ After you input the first set of commands correctly, the attack enters the second stage. Sasuke uses thrown weapons to guide his opponent directly into his trap.
- ▶ After you correctly input the second set of button presses, Sasuke sends a beam of flame at his opponent.



TIP

As a bonus, after performing the first stage of this Secret Technique, Sasuke has the Sharingan status (copy attacks) when the battle resumes.



Sasuke's Special Technique

Chakra Gauge 3, ▲, ▲, ▲, ●



- Sasuke summons lightning powers to attack his opponent.
- Input the commands correctly during the first stage to engage a second attack. Sasuke vows revenge and slams his opponent with even more electric energy.



TIP

This Secret Technique also leaves the Sharingan mark upon Sasuke when the attack ends.

SAKURA HARUNO

Standing above all others due to her incredible knowledge and skills, Sakura aims to become "Kunoichi," a female ninja. But as a young girl coming of age, she tends to focus less on ninjutsu and more on boys. She is especially fond of the handsome Sasuke, who has no interest in her whatsoever. Things Sakura fears to say come out in her "inner Sakura," the embodiment of her true feelings.

SUPPORT CHARACTER: SASUKE OR KAKASHI

When Sasuke appears as Sakura's support in the ring, he spends a moment looking in front of Sakura's position for the enemy. Spotting Sakura's foe, he launches into the air and throws flaming daggers at the opponent. The foe is set on fire as a result.

When Kakashi supports Sakura, he flies forward from her position. If he touches the opponent, he flies into a devastating series of weapon and kicking attacks.



COMBOS

Name	Command	Description
Repulsion Combo	●, ●, ●, ↑ + ●	After backhanding her opponent several times, Sakura drives him or her into the air with a strong uppercut.
Punishment Combo	●, ●, ●, → + ●	After a series of punches, Sakura performs a roundhouse kick and a strong punch to take down her foe.
Girl's Power	↑ + ●, ●	After an upward punch, Sakura knocks her opponent skyward with a quick double-kick.
Your Feet Are Unguarded!	↓ + ●, ●	Sakura delivers a strong punch to her foes' ankles, in the hope of knocking their legs out from under them.
Beating Up Annoying Guys Jutsu	→ + ●, ●	Immediately following a shoulder butt, Sakura delivers a power-slam punch.
Go Away!	← + ●	This is Sakura's throw move. Use this when foes will not drop their guard, or when they attempt to taunt Sakura.
Midair Strike Top	While jumping, ↑ + ●, ●, ●	Sakura performs a sideways tornado spin, kicking her opponent into the air above her and keeping him or her airborne with successive kicks.
Midair Strike Bottom	While jumping, ↓ + ●, ●, ●	This is a powerful dive kick attack from midair, followed up with a couple of punches.
Midair Strike Middle	While jumping, ●, ●, ●	Sakura performs a couple of powerful punches in midair.

CHAKRA TECHNIQUES

Name	Command	Description
The Great Sakura	●, ●, ●, ← + ●	After a couple of jabs, Sakura grows to giant size and stomps her opponent like a bug.
This Fairy Tale Is for Real!	↓, ↓, ●	In Sakura's easiest combo to perform, she flies across a level area and drives into her opponent with both fists, hitting multiple times. However, the amount of damage depends on the range at which the attack connects. Fewer hits are inflicted the farther she is from the target.

SECRET TECHNIQUES

Booby Trap

Chakra Gauge 1 or over, ▲, ●



- For the first stage of this Secret Technique, Sakura baits her opponent into the woods, where he or she easily falls into a swinging tree trap.
- Correctly input the button commands during the first stage attack to continue. Sakura baits her foe into yet another trap, where a large boulder falls onto her prey.



NINJA REGISTRATION AND TECHNIQUES

Inner Sakura

Chakra Gauge 2 or over, ▲, ▲, ●



Sakura lets loose in this Secret Technique, delivering a thousand little beam-blast fists of pain to her opponent.

Complete the command input in the first portion of the attack to reach the second stage. Sakura unleashes a powerful uppercut/beam cannon that shoots her opponent into outer space. "Sayonara!"

Genjutsu

Chakra Gauge 3, ▲, ▲, ▲, ●



Sakura ensnares her opponent in the roots of a mystical tree, then springs out to assassinate him or her.

Input the correct command buttons in the first part of the technique to continue. Giant Sakura springs out of the ground with her enemy grasped, then squishes her foe into grape jelly.

ROCK LEE

This Genin from the Village Hidden in the Leaves is in the same squad as Neji and Tenten, who are both one year ahead of Naruto and his squad. Though his Ninjutsu and Genjutsu skills are pathetic, his Taijutsu is outstanding due to his incessant training. From his hairstyle to the admiration he bears for his sensei, everything about Lee is intense. Like Naruto, he is in love with Sakura.

SUPPORT CHARACTER: GUY

When Lee uses a Support Item, Guy flings a Ninja Tool in the direction Lee faces. If the opponent touches the Ninja Tool, Guy appears and delivers a super-powerful knockback kick.



COMBOS

Name	Command	Description
Blue Flash	●, ●, ●, ↑ + ●	After his typical combo, Lee delivers a super-fast dual set of roundhouse kicks to his opponent, knocking him or her down.
Ferocious Shoulder Breakthrough	●, ●, ●, → + ●	After his usual series of kicks, Lee flies into his opponent with a crippling shoulder butt.
Heavenly Dance of Falling Leaf	↑ + ●, ●	Lee strikes an opponent with an uppercut, then performs a kick from sitting to drive his foe upward. However, the opponent usually lands on his or her feet.
Hurricane Destruction	↓ + ●, ●	Lee performs a double leg-sweep low to the ground to knock an opponent off his or her feet for sure!
Energy Fist	→ + ●, ●	After a punch, Lee performs a power spread-backhand punch against an opponent. This knocks the opponent down.
Blue Roar	← + ●	This is Lee's throw move. Lee kicks the enemy in the opposite direction of where he faces when starting. This move is best used against foes with a strong guard.
Blue Gust	While jumping, ↑ + ●, ●, ●	Much like Sakura's aerial attack, Lee spins like a sideways tornado and delivers several spin kicks to keep his opponent bouncing above him.
Blue Storm	While jumping, ↓ + ●, ●, ●	Perform this powerful dive attack from midair while dropping to the ground with an opponent. The opponent should be flat on his or her face by the time you hit!
Blue Gale	While jumping, ●, ●, ●	Lee can perform a couple of side kicks while falling from a great height with his opponent. Use this mainly to keep an opponent at bay.

CHAKRA TECHNIQUES

Name	Command	Description
Leaf Hurricanes	●, ●, ●, ← + ●	Lee attacks his opponent with a myriad of punches and kicks while leaves encircle the two.
Leaf Whirlwind	↓, ↓, ●	The be-all and end-all of leg-sweep attacks, this knocks an opponent off his or her feet every time.

SECRET TECHNIQUES

Taijutsu

Chakra Gauge 1 or over, ▲, ●



- In his amazing Secret Technique, Lee dodges an oncoming attack and returns with a devastating lifted-leg sweep.
- Input the additional commands to reach stage two of this Secret Technique. Lee performs a hand-spin kick to knock his opponent out of his or her senses.
- Correctly input the second set of additional commands to reach the final stage of the attack. Lee's sensei Guy joins in the action, for a super-cool bonding moment with his pupil!

Primary Lotus

Chakra Gauge 2 or over, ▲, ▲, ●



- Lee drops his leg weights to increase his speed.
- After you correctly input the additional commands from the last attack, Lee gets to please his sensei with a devastating low-to-high kick.
- Input the additional commands during the second stage to complete this Secret Technique. Lee unwraps his wrists, tangles his foe in the bandages, and spins him or her like a tornado into the ground.

Hidden Lotus

Chakra Gauge 3, ▲, ▲, ▲, ●



- ▶ Lee unleashes his inner beast in this Secret Technique and gives his opponents a ground-shaking pounding of a lifetime.
- ▶ Complete the additional command input to reach the second stage, where Lee, with The Eight Inner Gates status, uses his arm bandages like bungee cords to bounce around his opponents.
- ▶ Fully empowered by the Hidden Lotus, Lee flies upward to drive through his opponent repeatedly.



TIP

The Hidden Lotus Secret Technique leaves Rock Lee with The Eight Inner Gates status afterward. For a limited time, he moves at incredible speed and all of his attacks are powerful enough to shake the entire screen!



SHIKAMARU NARA

A Genin in the same class as Naruto, Sasuke, and Sakura, he is teamed up with Ino and Choji. Though he's lazy and lacks motivation, coupled with his habit of complaining, he scored a 200 on his IQ test. His special jutsu is "Shadow Possession Jutsu."

SUPPORT CHARACTER: ASUMA

Asuma leaps forward from Shikamaru's position. If he makes contact with the opponent, he commences a devastating series of slashing attacks.



COMBOS

Name	Command	Description
Deer Jump	●, ●, ↑ + ●	Shikamaru drives his opponent into the atmosphere with a quick double-kick. Try to follow up with a Shadow Cut if the opponent fails to bounce away.
Deer Spin	●, ●, → + ●	After his usual two-hit combo, Shikamaru spins and sweeps the opponent's legs out from under him or her.
Knockdown Blow	↑ + ●	This counterattack can be executed only if it's performed just before an opponent's attack lands. Shikamaru leans forward and flings his arm upward, knocking his opponent into the air. Try to follow up with a Back Attack (↑ + ●).
Waiting Shadow Sweep	↑ + ●, ●	Shikamaru leans way back and delivers a powerful side kick that knocks his opponent upward and back. The foe lands on his or her feet.
Shadow Cut	↓ + ●, ●	After a low attack, Shikamaru flings his heavy arm upward to knock his opponent off his or her feet.
Deer Lunge	→ + ●, ●	After a shoulder butt, Shikamaru throws a hard arm into his opponent to knock him or her up and away. The opponent lands on his or her feet.
Rear Shadow Scoop	← + ●	Use Shikamaru's throw move against foes who guard frequently or are not paying attention.
Rising Shadow	While jumping, ↑ + ●, ●, ●	While in the air, Shikamaru propels his body weight forward to deliver two kicks to a foe directly in front of him.
Falling Shadow	While jumping, ↓ + ●, ●, ●	While falling, Shikamaru can hold an enemy at bay or continue the pain with this series of attacks.
Flying Shadow	While jumping, ●, ●, ●	If an opponent jumps into the air at the same time, use this combo to attack him or her in midair.

CHAKRA TECHNIQUES

Name	Command	Description
Eat This!	●, ●, ↓ + ●	Shikamaru uses his Shadow Possession Jutsu to make his opponent dance like a marionette, then drops a bomb that leaves his foe in flames.
Now! Choji	↓, ↓, ●	Shikamaru ducks down and calls Choji to his aid. Choji rolls into the plane from behind Shikamaru and rolls into the opponent for multiple hits. This technique is best used at close range.

SECRET TECHNIQUES

Friend

Chakra Gauge 1 or over, ▲, ●



In stage one of this Secret Technique, Shikamaru summons Choji, who rolls over the opponent. Shikamaru gets a little flattened as well....

Input the additional commands correctly to summon Choji to do it all over again, this time driving Shikamaru's foe beneath the ground.



NINJA REGISTRATION AND TECHNIQUES

Shadow Possession

Chakra Gauge 2 or over, ▲, ▲, ●



- Shikamaru possesses his opponent's shadow in this Secret Technique, and forces his foe to do bizarre moves. But this is just a ruse so that Shikamaru can attack!
- Input the additional commands correctly in the first round. After another round of using his opponent like a marionette, Shikamaru tosses several bombs at the foe's feet.
- Press the additional command buttons correctly to reach the third stage of the attack. Using his own shadow, Shikamaru reaches deep into his opponent's chakra point for a killer finish.

Asuma

Chakra Gauge 3, ▲, ▲, ▲, ●



- In the ultimate support character summon, Asuma appears and fights for Shikamaru in this Secret Technique.
- Input the additional commands correctly in the first round to allow Asuma to finish the job.

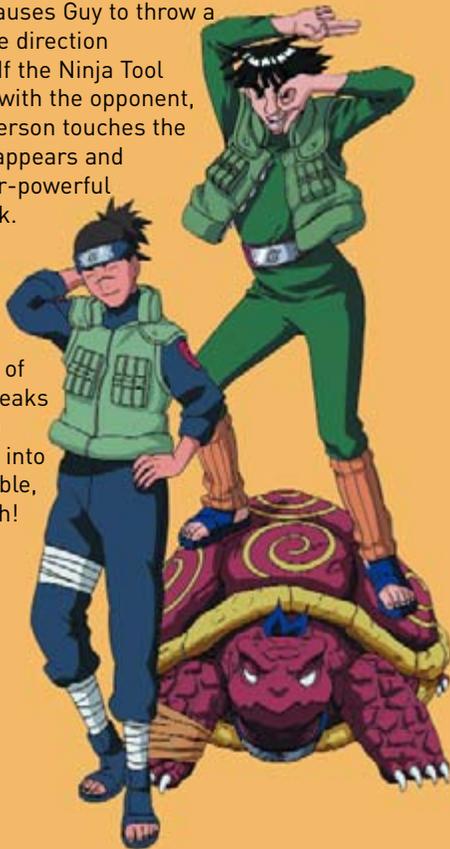
KAKASHI HATAKE

A Jonin (elite ninja) from the Village Hidden in the Leaves, he is known in other territories as "Kakashi of the Sharingan Eye." Quite enigmatic, he seldom expresses his emotions. His combined abilities of Ninjutsu, Taijutsu (physical arts), and Genjutsu (illusion arts) are unmatched. Never without his favorite book "Make Out Paradise," he has the ability to surprise even the most skilled ninja. His special jutsu is "Lightning Blade."

SUPPORT CHARACTER: GUY OR IRUKA

When Guy is Kakashi's support character, use of a Support Item causes Guy to throw a Ninja Tool in the direction Kakashi faces. If the Ninja Tool makes contact with the opponent, or even if the person touches the tool later, Guy appears and delivers a super-powerful knock-back kick.

If Iruka is Kakashi's backup man, he appears directly in front of Kakashi and speaks a warning. If an opponent steps into the speech bubble, Iruka gets tough!



COMBOS

Name	Command	Description
Air Slice	●, ●, ●, ↑ + ●	After delivering his standard combo attack, Kakashi flips over and drives his opponent high into the air with a powerful stab. Follow this with a Back Attack (↑ + ●).
Kunai Combo	●, ●, ●, → + ●	After his usual series of swipes, Kakashi flips and drives his opponent backward. Follow this with a Back Attack (→ + ●).
Instant Slice	↑ + ●, ●	Kakashi slices upward through his opponent, then spins and drives the person upward with two more hits. The target usually lands on his or her feet.
Lower Turn Kick	↓ + ●, ●	Kakashi stabs at his opponent's ankle, then turns and sweeps it. However, the foe remains upright.
Ground Crawl	→ + ●, ●	After flying into his foe with a shoulder butt, Kakashi performs a low side kick.
Back Stab	← + ●	Kakashi's throw move is best used against guarding or unaware opponents.
Rising Swallow	While jumping, ↑ + ●, ●, ●	While jumping at great heights, Kakashi begins a series of somersaulting kicks at an airborne foe.
Falling Swallow	While jumping, ↓ + ●, ●, ●	While Kakashi is airborne, input this combo to dive at foes with a kick and a punch from above.
Flying Sparrow	While jumping, ●, ●, ●	At a tall height from the ground, Kakashi performs this attack to keep a falling opponent on his or her toes.

CHAKRA TECHNIQUES

Name	Command	Description
Earth Style: Fanged Pursuit Jutsu	●, ●, ●, ← + ●	Kakashi unleashes a powerful combination that his opponent is helpless to block.
A Thousand Years of Death	↓, ↓, ●	Kakashi warps behind his opponent and thrusts outward and upward with a powerful attack that sends the opponent flying across the area.

SECRET TECHNIQUES

Understanding of a Shinobi

Chakra Gauge 1 or over, ▲, ●



- ▶ In the first half of this Secret Technique, Kakashi pretends to read his love magazine as a ruse to draw his opponent into a trap.
- ▶ Input the additional commands during the first phase to continue this attack. Kakashi's will buries the foe up to his or her neck, and then Kakashi reveals the secret of his left eye.



TIP

The Understanding of a Shinobi Secret Technique gives Kakashi the Sharingan status for a time afterward, allowing him to copy attacks.



NINJA REGISTRATION AND TECHNIQUES

Summoning

Chakra Gauge 2 or over, ▲, ▲, ●



- ▶ In this Secret Technique, Kakashi summons hounds from the earth that spring up and attack his opponent.
- ▶ Input the additional commands during the first half of this attack to continue. The hounds from below grip the opponent in an inescapable clench.

Lightning Blade

Chakra Gauge 3, ▲, ▲, ▲, ●



- ▶ For this Secret Technique, Kakashi charges up electric power and shocks his opponent to death.
- ▶ After the additional commands are input in the first portion of the attack, Kakashi gets another opportunity to shock his opponent.



TIP

Lightning Blade also bestows the Sharingan status upon Kakashi when employed, even if the upgrades are not achieved.

NEJI HYUGA

Neji is a Genin from the Village Hidden in the Leaves, in the same squad as Rock Lee and Tenten. He is Hinata's cousin and a genius, but feels constrained to the branch family of the Hyuga Clan. Neji uses the "Byakugan" Kekkei Genkai: a bloodline trait of the eyes handed down genetically within the Hyuga Clan. His special techniques are the "8 Trigrams Palms Rotation" and the "8 Trigrams 64 Palms."



TIP

Neji Hyuga is not a default character. To unlock Neji, complete Scenario mode as any of the default characters. Then complete Neji Hyuga Saga to unlock Neji in Practice, Mission, and Free Battle modes.

SUPPORT CHARACTER: TENTEN

When Neji uses a support item, Tenten appears and slides forward low to the ground. If she strikes the opponent, she captures her foe in a multihit combo of pain. She moves so fast, she cannot be seen!



COMBOS

Name	Command	Description
Rising Turn Kick	●, ●, ●, ↑ + ●	After his standard series of attacks, Neji kicks his opponent into the air, and his foe lands flat.
Minor Palm Thrust	●, ●, ●, → + ●	After a series of hits, Neji drives a hard palm into his opponent, knocking him or her backward. Follow up with a Back Attack (→ + ●).
Palm of Rising Heaven	↑ + ●, ●	Neji drives his opponent skyward with an uppercut. The foe lands on his or her feet, however.
Downward Spiral Kick	↓ + ●, ●	Neji sweeps the opponent's feet, then does a flip kick to drive his foe into the ground. This move is good for breaking blocks.
Major Palm Thrust	→ + ●, ●	After a shoulder butt, Neji drives both palms into the opponent's chest, knocking his foe backward but leaving him or her upright.
Chakra Network Sever Strike	← + ●	Use Neji's throw action to floor enemies who block too often or are too busy visiting with their support character.
Wild Dance of Heaven's Kick	While jumping, ↑ + ●, ●	This is an easy-to-perform aerial double-kick combo.
Wild Dance of Heaven's Fist	While jumping, ↓ + ●, ●	When airborne, dive at opponents, kicking, then slamming them into the ground.
Wild Dance of Heaven's Palm	While jumping, ●, ●	Employ this series of palm strikes while airborne.

CHAKRA TECHNIQUES

Name	Command	Description
Barrage of Gentle Fists	●, ●, ●, ↓ + ●	Neji traps an opponent in a deadly flurry of fists in motion.
Rotation	↓, ↓, ●	You can perform this counterattack only if you enter the input before an opponent's attack lands. Neji spins around, creating a powerful force field that buffets the opponent.

SECRET TECHNIQUES

Rotation

Chakra Gauge 1 or over, ▲, ●



Neji performs a powerful rotation, creating a force field around himself that knocks the opponent away.

In the second stage of the attack, Neji creates an even larger force field to do more damage to the opponent.



NINJA REGISTRATION AND TECHNIQUES

Byakugan

Chakra Gauge 2 or over, ▲, ▲, ●



Starting this Secret Technique, Neji outmaneuvers his opponent, then knocks him or her aside with an open-palm blast.

In the second stage of his Secret Technique, Neji slams his palm into the opponent's central chakra point.

NOTE

Use of this Secret Technique bestows the Byakugan status upon Neji. For a short time after this Secret Technique is used, Neji regains chakra faster, moves faster, and strikes with terrible power.

8 Trigrams

Chakra Gauge 3, ▲, ▲, ▲, ●



Neji assaults his opponent with a blur of open-palm attacks in this Secret Technique.

Neji continues educating his opponent in the ways of the Hyuga Clan open-palm trigram technique, but only if the correct additional commands were input in the previous round.

HINATA HYUGA

Hinata is another Genin in the same class as Naruto and his squad. She teams up with Kiba and Shino. An heir to the Hyuga Clan, a distinguished family in the Hidden Leaf Village, she has feelings for Naruto and supports him. Unfortunately, because of her shyness and distance from others she cannot outwardly express her true feelings, and is always fidgeting.



TIP

To unlock Hinata Hyuga Saga, complete Neji Hyuga Saga in Scenario mode. Complete Hinata Hyuga Saga to unlock Hinata in other modes.

SUPPORT CHARACTER: SHINO

Whenever Hinata uses a Support Item, Shino appears and sends a swarm of insects after her opponent. If the insects touch the person, he or she is carried up into the air and stung repeatedly.



COMBOS

Name	Command	Description
Rising Turn Kick	●, ●, ●, ↑ + ●	Hinata spins, knocking her opponent into the air with the combined power of her palms and kicks.
Double Palm Thrust	●, ●, ●, → + ●	After thrusting her palms into her opponent in the usual way, Hinata shoves her opponent backward into the wall. Follow up with a Back Attack (→ + ●).
Heaven's Palm	↑ + ●, ●	Hinata knocks her opponent upward with two quick palm hits. However, it is not enough to knock the opponent off his or her feet.
Downward Spiral Palm	↓ + ●, ●	Hinata sweeps the opponent's leg, then uses her palms to slam her foe into the ground.
Turning Back-Through Palm	→ + ●, ●	Hinata spins, back-handing, then shoving the opponent with her open-palm attacks.
Turning Knee Strike	← + ●	Use Hinata's unique throw move when the opponent refuses to drop his or her guard!
Jumping Rising Thrust	While jumping, ↑ + ●, ●	Hinata thrusts two palms into the air while jumping.
Stepping on Air Kick	While jumping, ↓ + ●, ●	Hinata dives toward an enemy below, attacking with her palms.
Double Palm Air Strike	While jumping, ●, ●	Hinata kicks, then strikes after a jump. This is a good aerial attack against foes on the ground.

CHAKRA TECHNIQUES

Name	Command	Description
Barrage of Gentle Fists	●, ●, ●, ↓ + ●	Hinata unleashes a series of devastating palm strikes, slamming her opponent every which way. It requires chakra to use.
Medicine	↓, ↓, ●	Hinata uses chakra to regain health and receive two status bonuses, possibly including increased attack, speed, and/or defense. She may even become invisible (unable to be struck by Ninja Tools).

SECRET TECHNIQUES

Friends

Chakra Gauge 1 or over, ▲, ●



In the first part of Hinata's single chakra Secret Technique, Kiba appears and performs a clone technique against Hinata's opponent.

Correctly input the additional commands during the first stage to continue the Secret Technique. Shino appears and uses his insects to attack.

Byakugan

Chakra Gauge 2 or over, ▲, ▲, ●



Hinata uses the Hyuga Clan trademark Secret Technique to outmaneuver her opponents and knock them down.

In the second part of the attack, Hinata uses her Hyuga eyes to spot chakra points and attack.



NOTE

The Byakugan Secret Technique leaves an after effect! Hinata becomes endowed with the Byakugan status, which allows her to move and regain chakra faster, and to inflict massive damage with even ordinary hits.



Gentle Fist

Chakra Gauge 3, ▲, ▲, ▲, ●



- ▶ Hinata unleashes dozens of palm strikes against her opponent in the first part of this Secret Technique.
- ▶ Hinata continues exercising her right to one hundred palms of fury in the second portion of this Secret Technique.

HAKU

A former elite Tracker Ninja, Haku was adopted by Zabuza and taught combat jutsu. Faithful to Zabuza, he forgives no one who endangers his sensei. Behind his mask lies a face as beautiful as a young girl's that tells of a painfully sad past. He uses "Crystal Ice Mirrors" Kekkei Genkai, a family heirloom technique.



TIP

To unlock Haku Saga in Scenario mode, first complete Hinata Hyuga Saga. Then play through Haku Saga to unlock Haku in other game modes.

SUPPORT CHARACTER: ZABUZA

When Haku uses a Support Item, his sensei Zabuza appears and flies forward. If contact with the opponent is made, Zabuza uses his broadsword to chop them six hundred ways from Sunday!



COMBOS

Name	Command	Description
Handstand Kick	●, ●, ●, ↑ + ●	After delivering several slashes, Haku knocks the opponent into the air. Follow up with a Back Attack (↑ + ●).
Mirror Breaker	●, ●, ●, → + ●	After delivering the regular slashing attack, Haku spins and plants a roundhouse kick that sends the opponent flying backward. Complement this with a Back Attack (→ + ●).
Running Heaven Kick	↑ + ●, ●	After stabbing upward through his opponent, Haku does a backflip and knocks his foe upward. Although the opponent lands on his or her feet, you can repeat the move several times to keep bouncing your enemy upward!
Turning Flash Kick	↓ + ●, ●	Haku performs a double leg sweep. This attack does not knock an enemy off his or her feet, but is good for breaking blocks.
Rotating Piercing Slash	→ + ●, ●	After a shoulder butt, Haku spins and slashes his opponent.
Spinning Slash	← + ●	Use Haku's throw move to knock down highly defensive or inattentive foes.
Dance of Rising Flash	While jumping, ↑ + ●, ●	While airborne, press this button combination to leap forward and deliver two spin kicks to another airborne opponent.
Dance of Falling Claw	While jumping, ↓ + ●, ●	Perform this combo while above an enemy on the ground to dive at him or her with damage.
Dance of Flying Rotation	While jumping, ●, ●	This powerful punch kick combo can send an enemy flying. It's a good aerial attack to use against foes on the ground.

CHAKRA TECHNIQUES

Name	Command	Description
Dance of Thousand Flash Slashes	●, ●, ●, ← + ●	While delivering a standard combo of slashes, Haku uses chakra to unleash a flurry of slash attacks that cannot be blocked.
A Thousand Needles of Death 1	↓, ↓, ●	This move is a counterattack that can be activated only at the moment an opponent lands an attack on Haku. The boy summons a hundred ice needles from the air, which fall upon the foe.

SECRET TECHNIQUES

Ice Jutsu

Chakra Gauge 1 or over, ▲, ●



- ▶ In the first stage of his Secret Technique, Haku encases his foe in ice and then showers him or her with ice needles.
- ▶ Input the additional commands to reach the second stage of the attack. Haku sends waves of ice at his opponent.

A Thousand Needles of Death 2

Chakra Gauge 2 or over, ▲, ▲, ●



- ▶ For this Secret Technique, Haku creates a thousand ice needles around his foe, then directs them all to pass through the person's body at once.
- ▶ In the second wave, Haku creates more ice needles for his opponent.

Crystal Ice Mirrors

Chakra Gauge 3, ▲, ▲, ▲, ●



In the first portion of this Secret Technique, Haku creates ice mirrors that cast a dozen reflections of himself, then attacks from every angle.

After you input the additional commands, Haku encases his opponent in a cage of ice mirrors, and wreaks pain and havoc upon his foe therein.





TIP

Because Haku is the harbinger of Zabuza, you cannot unlock the Zabuza Momochi Saga until you complete Haku Saga in Scenario mode. Thereafter, complete Zabuza's saga to make him available for use in Practice, Free Battle, and Mission modes.

SUPPORT CHARACTER: HAKU

When Zabuza uses a Support Item, Haku appears and flings a blade at the opponent. If the blade strikes, Haku unleashes an army of punches.



ZABUZA MOMOCHI

Grizzly Zabuza is a rogue ninja of the Village Hidden in the Mist. Known widely as "The Demon Ninja of the Mist," he is formerly of the Hidden Mist Black Ops and an expert at "Silent Killing." At all times he carries a giant blade and a sinister ambition hidden behind a ruthless expression.



COMBOS

Name	Command	Description
Bone Piercing Sword	●, ●, ●, ↑ + ●	After a few slashes, Zabuza knocks his opponent into the air. Follow up with a Back Attack (↑ + ●).
Death Slash	●, ●, ●, ↓ + ●	Following a few slashing attacks, Zabuza swings his sword down through his opponent, smashing his foe into the ground. Follow this with an Arm Whip Strike combo.
Wave Blast Slash	↑ + ●, ●	This move knocks the opponent into the air, but not off his or her feet. Repeat it to keep the enemy airborne, unless he or she air-dashes out of the way.
Arm Whip Strike	↓ + ●, ●	Zabuza smashes the opponent with his elbow, then brings the same elbow down over his foe's head, knocking him or her into the ground.
Dragon Tail Kick	→ + ●, ●	Zabuza strikes, plants his sword, then spins around it to deliver a side kick to his opponent.
Throw	← + ●	Zabuza grabs the opponent and throws him or her in the opposite direction. This is best used against opponents whose backs are turned or who guard a lot.
Mist Combo Attack	While jumping, ↑ + ●, ●, ●	While in midair, Zabuza performs a series of spinning flip kicks to damage another airborne opponent.
Haze Combo Attack	While jumping, ↓ + ●, ●, ●	When jumping over an opponent, use this combo to come down with some fierce sword chops and kicks.
Mist Shadow Combo Attack	While jumping, ●, ●, ●	Jump at an opponent and perform this aerial combo to drive them into a wall. Follow this with a Back Attack (→ + ●).

CHAKRA TECHNIQUES

Name	Command	Description
Water Style: Water Dragon Jutsu	●, ●, ●, → + ●	Using chakra, Zabuza sends a water dragon shooting forward, damaging the opponent and knocking him or her to the ground.
Water Prison Jutsu	↓, ↓, ●	Zabuza encircles the opponent in a watery globe, then slashes through the person with his sword.

SECRET TECHNIQUES

Taijutsu

Chakra Gauge 1 or over, ▲, ●



Zabuza spins around his sword to deliver punches and elbow strikes to his opponent in the first stage of this Secret Technique.

In the second stage of the attack, Zabuza spins his sword through a forest, and through his opponent as well. Input the additional commands here for critical damage!



NINJA REGISTRATION AND TECHNIQUES

Hidden Mist Ninja Technique

Chakra Gauge 2 or over, ▲, ▲, ●

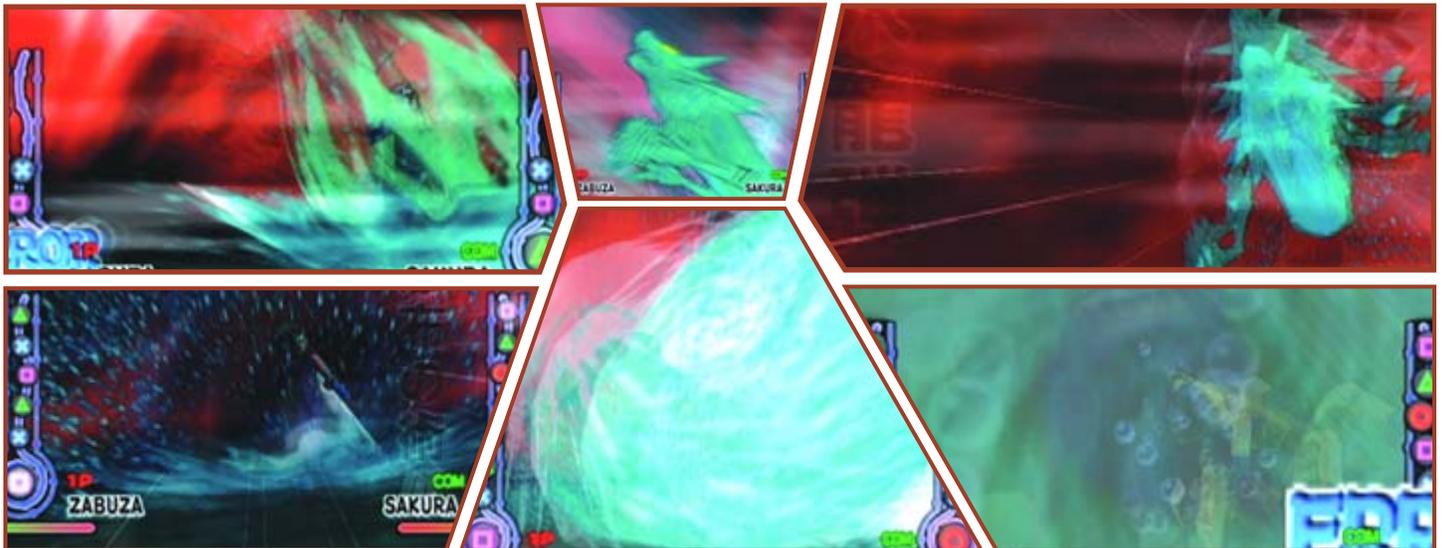


▶ In this Secret Technique, the opponent is enveloped in ninja mist, then Zabuza strikes out of nowhere.

▶ Upgrade this Secret Technique for a second go. Zabuza surrounds his opponent with clones, then strikes from all sides.

Water Style

Chakra Gauge 3, ▲, ▲, ▲, ●



▶ In the first half of this Secret Technique, Zabuza dispatches a water dragon to attack his opponent.

▶ Input the additional commands to upgrade to this stage. Zabuza sends a gout of water shooting at his opponent.

GAARA

A Genin from the Village Hidden in the Sand, Gaara carries on his back a large gourd and hides a terrifying hidden power. His attitude keeps everyone at arm's length. He acknowledges Sasuke's superior strength and desires a battle with him.



TIP

To unlock Gaara as a playable character, first complete the Zabuza Momochi Saga in Scenario mode. Then complete Gaara Saga to unlock Gaara in Free Battle, Practice, and Mission modes.

SUPPORT CHARACTER: TEMARI

When Gaara uses a Support Item, Temari appears in front of the opponent and waves her fan. If she strikes, she knocks the opponent off his or her feet for minor damage.



COMBOS

Name	Command	Description
Sand Wave Pursuit	●, ●, → + ●	After sending two waves of sand after the opponent, Gaara raises a third sand wave and slaps his foe in the head with it.
Flowing Wall of Sand	●, ●, ↓ + ●	Gaara's sand waves strike from below, knocking the opponent over.
Erupting Sandstorm	↑ + ●, ●	Gaara raises two sand spikes below the opponent, knocking him or her into the air. However, the person lands on his or her feet.
Sand Clutch	↓ + ●, ●	Gaara raises two large hands made of sand from the ground to claw at his opponents, knocking them back a step.
Sandfall Flow	→ + ●, ●	A gout of sand strikes the opponent, then strikes again from below.
Sandfall Bind	← + ●	In Gaara's unique throw move, a large hand rises from behind the person and throws him or her in the opposite direction. This is the best character throw, because it can be employed from farther away than most.
Rising Sandfall	While jumping, ↑ + ●, ●	While airborne, Gaara releases two clouds of sand to strike jumping opponents.
Falling Sandfall	While jumping, ↓ + ●, ●	This is one of Gaara's best attacks. Jump at an opponent and perform this combo midair to strike with a curving sand tentacle.
Flying Sandfall	While jumping, ●, ●	Gaara releases a cloud of sand. This move is good for self-defense while jumping or falling.

CHAKRA TECHNIQUES

Name	Command	Description
Cursed Sandstorm Destruction	●, ●, ↑ + ●	By expending some chakra, Gaara can whip his opponent into the air.
Cursed Sandstorm Severing	↓, ↓, ●	Using chakra, Gaara forms a fist out of sand and lashes outward, knocking his opponent backward.

SECRET TECHNIQUES

Sand

Chakra Gauge 1 or over, ▲, ●



▶ Gaara creates a clone made of sand to attack his opponent in this Secret Technique.

▶ Upgrade the initial attack to reach the second stage. Gaara seals his opponent in a sand coffin and squeezes.



NINJA REGISTRATION AND TECHNIQUES

Friends

Chakra Gauge 2 or over, ▲, ▲, ●

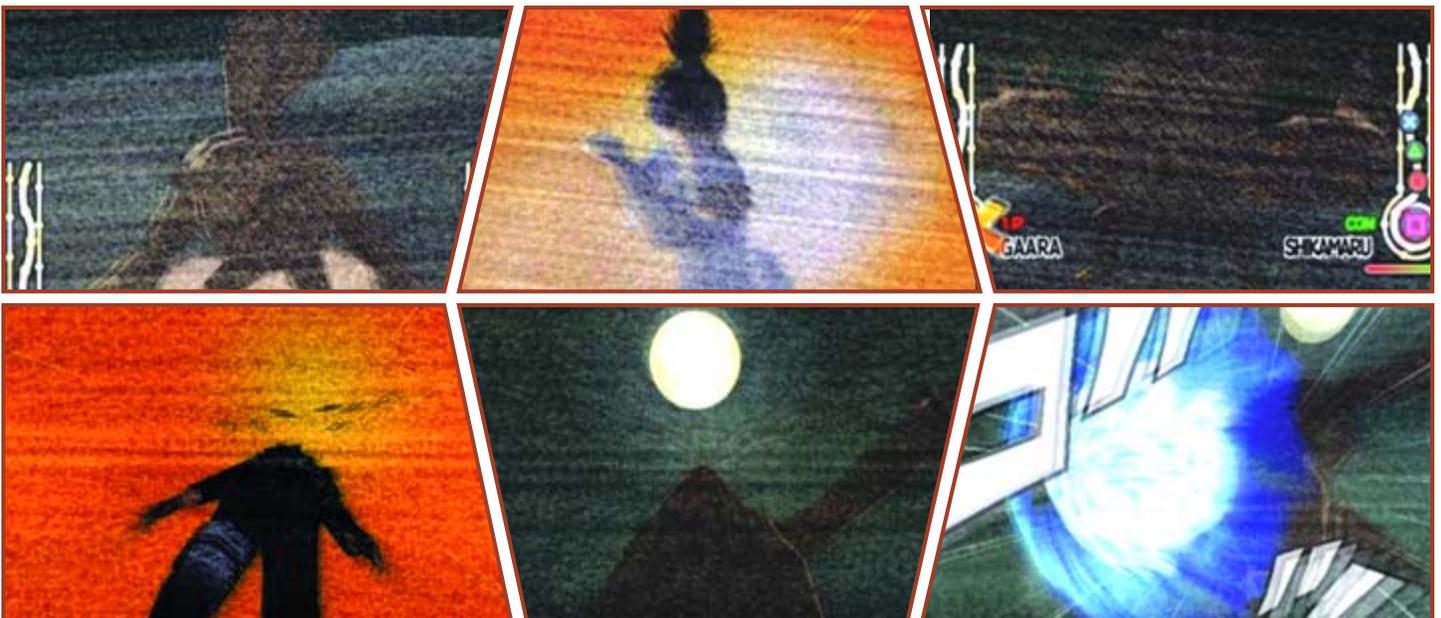


▶ Gaara's creepy friends show up for this Secret Technique.

▶ Tenten bashes Gaara's opponent with her fan.

Summoning

Chakra Gauge 3, ▲, ▲, ▲, ●



▶ An indescribable sand monster appears and attacks Gaara's opponent in the first stage of this Secret Technique.

▶ If the additional command buttons were pressed in time during stage one, the sand monster grows and attacks the opponent yet again.

▶ Gaara's sand monster howls at the moon and finishes off the opponent in some indiscernible way.

OROCHIMARU

One of the Sannin, the "Three Shinobi of Legend," Orochimaru left the Village Hidden in the Leaves and founded the Village Hidden in the Sound. Infiltrating the Chunin exam, he has his sights set on battling Sasuke. Ruthless and heartless, he will stop at nothing to fulfill his sinister ambition.



TIP

Finish Gaara Saga to unlock Orochimaru in Scenario mode. Orochimaru becomes available in other modes only after the Orochimaru Saga is cleared in Scenario mode.

SUPPORT CHARACTER: KABUTO

Orochimaru has possibly the best support character of them all. When Orochimaru uses a Support Item, his faithful servant Kabuto appears in front of the opponent. Unless the opponent guards or shifts planes, Kabuto invokes a spell that puts the person to sleep. This provides an opportunity to follow up with a Secret Technique!



COMBOS

Name	Command	Description
Destruction Sword	●, ●, ●, ↑ + ●	Orochimaru bashes his opponent into the air with his sword. This move is easily followed up with a Back Attack (→ + ●).
Double Darkness	●, ●, ●, → + ●	After slashing and kicking his prey, Orochimaru thrusts his blade through the opponent's vital organs, dropping him or her to the ground.
Heavenly Dance of Darkness	↑ + ●, ●	Orochimaru reaches upward with his bizarre claw, then bashes his opponent into the air. The opponent lands on his or her feet, however.
Sacred Dance of Darkness	↓ + ●, ●	Orochimaru thrusts forward with his blade at a low angle to stab, then spins and slashes down through his opponent.
Snake Trap	→ + ●, ●	Orochimaru stabs, then punches his opponent, knocking his foe backward. However, the person lands on his or her feet.
Striking Shadow Snake	← + ●	Orochimaru seizes his opponent in a massive claw that emanates from his sleeve, then flings his foe in the opposite direction. This is an easy throw move to pull off against guarded foes.
Death Blade	While jumping, ↑ + ●, ●, ●	While in the air, Orochimaru swings his sword several times to fend off attacks. This is an effective aerial attack against foes on the ground.
Tearing Blade	While jumping, ↓ + ●, ●, ●	Mid-jump, Orochimaru slashes, then dives at his opponent below with a devastating downward thrust.
Splitting Blade	While jumping, ●, ●, ●	Another good aerial attack, this one is a series of strong forward sword slashes performed while dropping from a jump.

CHAKRA TECHNIQUES

Name	Command	Description
Wind Dust Destruction Wave	●, ●, ●, ← + ●	Orochimaru summons a demonic wind that knocks his opponent backward into the wall, then to the ground.
Blade Technique	↓, ↓, ●	Orochimaru slashes his foe to ribbons, then knocks him or her to the ground.

SECRET TECHNIQUES

Summoning

Chakra Gauge 1 or over, ▲, ●



- ▶ This is a severely damaging Secret Technique. In the first stage, Orochimaru summons a giant serpent, which attacks with its tail.
- ▶ Upgrade to the second stage by inputting the correct additional commands. Orochimaru's snake coils around the opponent while several swords skewer him or her.

Murderous Intent

Chakra Gauge 2 or over, ▲, ▲, ●



- ▶ Orochimaru uses his sword to commit unspeakable acts of damage against his opponent.
- ▶ Upgrade this Secret Technique to see the depths of Orochimaru's sadistic depravity.

Forbidden Jutsu: Return from the Dead

Chakra Gauge 3, ▲, ▲, ▲, ●



Orochimaru summons the dead to bring forth water dragons to attack his opponent.

Upgrade this Secret Technique to see giant serpents coil tightly around Orochimaru's foe, then squeeze the life out of him or her.



CURSE MARKED SASUKE

Curse Marked Sasuke is Sasuke Uchiha after being bitten by Orochimaru in battle and left with the Curse Mark. As a result, this version of Sasuke is affected by a special status condition: The Curse Mark increases the damaging power of every one of Sasuke's attacks, and greatly increases his movement and attack speed. This status never dissipates. However, Curse Marked Sasuke cannot use Support Items or Scroll of Instant Body items. Invisibility items, Shoes of Jonin, and Kakashi Figures have no effect. However, he can still use Ninja Tools, Special Ninja Tools, and Weight of Gut items. To unlock Curse Marked Sasuke, earn the Chunin rank in Mission mode.

SUPPORT CHARACTER: KAKASHI OR NARUTO

Naruto and Kakashi still act as Sasuke's support characters, even under these vile circumstances. But because the Curse Mark prevents Sasuke from using Support Items, he cannot call upon them in battle.



COMBOS

Name	Command	Description
Slicing Punch	●, ●, ●, → + ●	After administering several jabs, Sasuke spins in place, delivering two punches and an elbow slam. The opponent typically falls flat on his or her face afterward.
Neck Snapping Kick	●, ●, ●, ↓ + ●	At the end of his combo, Sasuke performs a side kick, then spins around and brings his foot down on the opponent's head, knocking his foe face-first into the dirt.
Dark Flower Kick	↑ + ●, ●	Sasuke drives his opponent's chin upward with an uppercut, then performs a roundhouse that knocks the opponent into the air. However, the opponent lands on his or her feet.
Scythe Kick	↓ + ●, ●	After performing a leg sweep, Sasuke rolls over and delivers a powerful kick that knocks an opponent upward. The opponent loses his or her footing and falls facedown.
Shatter Darkness Kick	→ + ●, ●	Sasuke delivers a shoulder-butt and then kicks his opponent into the air. However, the person recovers immediately.
Back Slash Blow	← + ●	Sasuke seizes his opponents in a bear hug, spins while holding them, and boots them across a long distance. This is best used against opponents who are guarding.
Spin Dance of Doomed Sky	While jumping, ↑ + ●, ●, ●	This aerial combo is best used against opponents just after they have double-jumped. Sasuke begins flip-kicking through the air, ending with a power-slam punch.
Spin Dance of Imperial Flame	While jumping, ↓ + ●, ●, ●	While descending from a jump or a high platform, Sasuke dives at his opponent with a kick, then drives his foe into the ground with two power punches. The opponent is knocked down for a bit afterward.
Spin Dance of Black Flame	While jumping, ●, ●, ●	Perform this move while jumping toward an opponent. Sasuke spins through the air, performs a roundhouse kick and then a punch, and then knocks the opponent to the ground with a final roundhouse. The opponent remains downed momentarily.

CHAKRA TECHNIQUES

Name	Command	Description
Fire Style: Phoenix Flower Jutsu	●, ●, ●, ↑ + ●	This move is identical to normal Sasuke's Chakra Technique of the same name. The Uchiha Clan heir summons the fires of a Phoenix, which set his opponent ablaze.
Fire Style: Fire Ball Jutsu	↓, ↓, ●	This action is identical to normal Sasuke's Chakra Technique of the same name. He breathes flames at his opponent, setting him or her on fire. This technique is effective even when the opponent is standing eight to ten feet away.

SECRET TECHNIQUES

Curse Mark

Chakra Gauge 3 or over, ▲, ●



Curse Marked Sasuke uses his dark powers and Fire Style: Phoenix Flower Jutsu to overwhelm his opponent.

After reflecting on Kakashi's warning, Curse Marked Sasuke still attempts to overtax his system to deliver an electricity-charged attack.

NINE-TAILED NARUTO

Nine-Tailed Naruto is a second version of Naruto. Possessed by the demon Nine-Tailed Fox Spirit sealed within his infant body, Naruto inflicts twice the amount of damage with each attack, and moves at twice his normal speed. This special status does not fade at any point. But although his combat skills improve, there are some disadvantages: Naruto cannot use Ninja Tools or items. Invisibility items, Shoes of Jonin, and Kakashi Figures have no effect, and Nine-Tailed Naruto cannot perform Chakra Techniques.

SUPPORT CHARACTER: IRUKA

Nine-Tailed Naruto cannot use Support Items, so he cannot call upon Iruka for aid. Iruka appears and throws items to Naruto anyway, even though the possessed boy cannot use them.



COMBOS

Name	Command	Description
Fox Barrage	●, ●, ●, → + ●	At the end of his standard combo, Naruto adds a blitzkrieg of moves executed at blinding speed.
Howling Fox Claw	●, ●, ●, ↓ + ●	After punching the opponent twice, Naruto appears to shoulder-butt the person in the ribs, then flips over his foe's head and drives his opponent into the ground with a punch. Follow up with a low attack (↓ + ●) to inflict a little extra harm.
Nine-Tailed Fox Rising Dragon	↑ + ●, ●	Naruto strikes his opponent with a distracting left uppercut, then drives the person into the sky with a series of flash-speed punches. Follow up with an additional blow from the top (↑ + ●).
Feral Attack	↓ + ●, ●	Naruto sweeps his opponent's leg, then leaps into the air and performs a 360-degree kick at the person's head.
Howling Fox Shot	→ + ●, ●	Naruto throws his knee into the opponent's groin, then quickly performs a roundhouse kick that knocks the opponent upward. The person is not knocked down, however.
Fox Tail Kick	← + ●	Naruto seizes the opponent, turns in the opposite direction, and performs a devastating side kick that flings the opponent almost 20 feet away. This is best used against guarding opponents.
Sweeping Leg Dance	While jumping, ↑ + ●, ●, ●	Naruto turns sideways in midair and begins kicking at the sky above him. Use this against an airborne opponent.
Spin Kick	While jumping, ↓ + ●, ●, ●	After a double-jump, Naruto dives toward an opponent with his leg out. Connecting with the initial kick, he then flips over twice, delivering a devastating punch each time. This move knocks the opponent down every time!
Triple Attack	While jumping, ●, ●, ●	Jump toward the opponent and input this combo. Naruto strikes the opponent with each elbow, then knocks his foe to the ground with a powerful roundhouse kick.

SECRET TECHNIQUES

The Nine-Tail

Chakra Gauge 3 or over, ▲, ●



▶ Naruto sees the seal is weakening, allowing him access to his demon power, and he lashes out at his opponent.

▶ Unleashing the full power of the Nine-Tailed Fox Spirit, Naruto causes devastation.

STAGES



CHAPTER THREE



CHOOSING THE BATTLEGROUND IS HALF THE FIGHT!

This section takes an in-depth look at the game's 12 stages. Use this portion of the guide to familiarize yourself with the locations of breakable objects in the environments. You can smash these to obtain useful items and power-ups. Some dangerous features of certain environments, such as lakes, sandpits, and tornadoes, are highlighted so that you may try to use them against your opponents. Additionally, we've detailed how to obtain the Hidden Scroll in each stage.



TIP

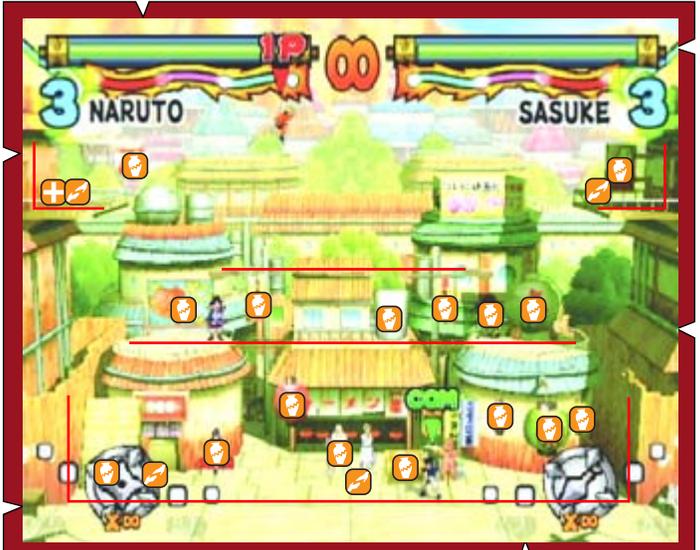
Obtain the Hidden Scrolls more easily by finding them in Training mode!

VILLAGE HIDDEN IN THE LEAVES

This is the land where the students Naruto Uzumaki, Sasuke Uchiha, and Sakura Haruno attend the Ninja Academy, where they are instructed by Iruka and Kakashi under the direction of the Hokage. The Village Hidden in the Leaves is the centerpiece in the adventures of *Naruto*, where most of the major story lines and battles take place. It is a large area full of many varied stages.

RAMEN ICHIRAKU

STAGE SHIFT TO: HOKAGE'S MOUNTAINSIDE IMAGES



Breakable
 Health
 Support
 Dummy



Smash the plant pot on the left to obtain a health recovery item. Smash the sign hanging on the right to usually get some type of attack item. Support characters appear here.

Break the sign in the background to obtain an item.





Destroy the two water tanks and the sign hanging on the pole in this area for items. Additionally, you can strike the photographer once to obtain an item.



Perform low attacks to break the crate on the left. A practice dummy typically appears in this area (as shown). You can also smash the hanging lanterns for items. Support characters appear here.



Smash the sign with the smelly foot on this balcony to release an item. Support characters appear here.



Here are the rest of the hanging lanterns that you can smash.

Break the slanted platform to release an item. Support characters appear here, to the right.



Each time you hear the woman on the left saying "Ichiraku Ramen," you can strike her to obtain an item. Smash the red lantern overhead for an item.



TIP

Strike all the lanterns on the lowest level of this stage until they glow red and are about to break to receive the Hidden Scroll in this stage.

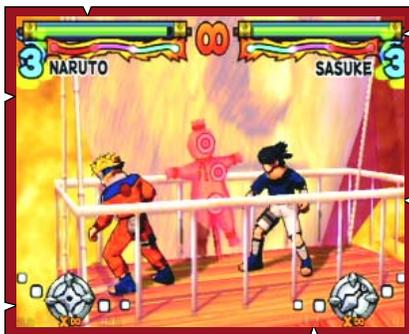


HOKAGE'S MOUNTAINSIDE IMAGES

STAGE SHIFT TO: RAMEN ICHIRAKU



Breakable
 Health
 Support
 Dummy



The scaffold on the far left rises and lowers in a timed pattern. Double-jump onto the platform when it is low. Smash the Hokage face in the background for an item. A practice dummy appears here frequently.

Wall-run up the short wall to the right to reach this platform. Double-jump from here up onto the moving scaffold to the left. Support characters appear here.



Wall-run up the short wall to the left to reach a higher platform, or double-jump to land on the tree overhead.



Double-jump to reach this tree. Landing here sometimes causes an item to appear.



While standing on the central tree, double-jump to attack the two central Hokage faces. Smash the faces to release items.

Strike the kid in the background repeatedly until the cloth he holds up disintegrates to release an item.





Wall-run up the short wall to the left to reach this platform. From here, you can double-jump up to the moving scaffold offscreen to the right. Support characters appear in this spot.

The moving scaffold on the far-right side of the rear plane rises in front of a Hokage's image. Smash the face to release an item. A practice dummy appears frequently on this platform as well.



The treetop to the right of the center ring is where another practice dummy appears quite regularly.



TIP

Jump up and down on the treetop to the left of the center ring. After about 10 jumps, you obtain the Hidden Scroll for this stage!

HERO'S MEMORIAL STONE

STAGE SHIFT TO: SURVIVAL EXERCISE GROUND



A practice dummy appears frequently on the treetop to the left of the ring.



The central ring is where the battle starts. Smash the plant pot on the right to obtain an item. Support characters for both sides appear here.



👊 Breakable
 ⊕ Health
 🗡️ Support
 👤 Dummy

STAGES



In the upper-left corner of the back plane, double-jump and land on the tree branch. Jump up from there to spot a bird flying back and forth across the back plane. Strike the bird to release items and chakra balls.



This is the central starting position.

Strike the plant pot in the center to obtain a health recovery item. Support characters appear here, to either side.



Practice dummies appear here from time to time. Support characters appear here when players are in the back plane.



Double-jump and land on the tree branch in the upper right corner of the back plane. Jump up to encounter a bird flying along the back plane. Strike the bird to obtain items and release chakra balls.



TIP

Obtain the Hidden Scroll for this stage by striking your enemy's support character five times.

Practice dummies sometimes appear in the left corner of the lower plane. Support characters appear here when the players are in the back plane.



SURVIVAL EXERCISE GROUND

STAGE SHIFT TO: HERO'S MEMORIAL STONE



Breakable Health Support Dummy

A practice dummy appears in the back-left corner.



Practice dummies appear to either side of the central plant pot. Destroy the pot to obtain a health recovery item.

Yet another practice dummy appears in the upper-right corner of the back plane.



A practice dummy appears in the lower-left corner of the forward plane.



Walking on the water requires chakra. Without chakra in the gauge, characters sink into the water and take damage. Throw characters or perform knockback attacks to dunk your foes!



A sixth practice dummy appears in the lower-right corner of the forward plane.





TIP

Destroy 10 of the practice dummies appearing on the back plane to obtain the Hidden Scroll on this map.

LOOKOUT TOWER

STAGE SHIFT TO: EXAM STADIUM



🔨 Breakable
⊕ Health
🛡️ Support
👤 Dummy



A person appears on top of the snake's head just before the monster breathes fire across the central ring on the back plane. Pay attention to avoid taking damage. Jump up to strike two birds flying near the snake's head to obtain items.



Practice dummies appear on either side of the central ring on the back plane. Smash the central plant pot to obtain a health recovery item. Occasionally, the giant snake on the left bathes the ring in fire. Listen for the sound of the snake inhaling, and jump clear in time!

You have another chance at hitting the two birds. This time they fly above the frog's head and drop items when attacked. Strike the character in red to obtain an item and release chakra balls.



The barrier protecting the man in the lower-left corner of the forward plane disappears intermittently. When the barrier is down, attack this man until the barrier crashes. Then you can access the back plane. Several items and chakra balls also appear.



Strike the character in the center of the rooftop to obtain items and release chakra balls. Occasionally a character appears to the left or right and creates a rock wall. Break the wall for an item!

When the barrier protecting the man in the right corner of the front plane fades, attack him three times to make the barrier crash. Items and chakra balls appear. From then on, you can plane shift to the back plane.



TIP

This is arguably the trickiest Hidden Scroll to obtain. To get the scroll, shatter the barrier preventing you from shifting to the back plane. Then plane shift to the top of the giant frog's head. You must jump from the frog's head to the snake's head and back again without dropping or touching the ground below. To do this, jump forward from the frog's head, double-jump at the last second, and then perform an air-dash toward the snake's head. Then return to the frog's head using the same move, all before the snake starts breathing fire. The moment you get back to the frog's head, you receive the Hidden Scroll. This takes some practice!

CHUNIN EXAMS: EXAM STADIUM

STAGE SHIFT TO: LOOKOUT TOWER



Breakable Health Support Dummy



Double-jump and land on the tree branch. A parachute floats between the two trees on the back plane. Punch the parachute to obtain an item and release chakra balls.



A practice dummy appears in the center of the area. Also, punch the lone man standing off to the left to obtain an item.

STAGES

As on the other side, double-jump upward to land on the tree branch. Punch the parachute that floats between the two trees on the back plane to obtain an item and release chakra balls. Strike the man standing under the tree to receive an item.



Wall-run high up the left wall on the lower plane and jump off for an aerial battle!



Occasionally a man appears in the center of the lower plane. He casts a Sleep spell, and anyone who touches the feathers released is affected.

Seek higher ground by wall-running up the right-side wall on the lower plane.



Smash the pot in the underground tunnel to obtain a health recovery item. A practice dummy occasionally appears here as well.



TIP

Run through the subterranean tunnel back and forth three times to obtain the Hidden Scroll in this stage. Be sure to wall-run out of the tunnel each time!

KIKYO CASTLE: CASTLE KEEP

STAGE SHIFT TO: THE FOREST OF DEATH



Breakable
 Health
 Support
 Dummy



Smash the five bells hanging from the fish statue's tail in the upper-left corner of the back plane to obtain items. Use ↑ + ● to hit the bells while standing on the fish head.



You can also smash the five bells hanging from the fish statue's tail in the upper-right corner of the back plane to obtain items.

Smash the plant pot near the edge of the left side on the back plane to obtain a health recovery item. Support characters appear on the lower ledge (where Naruto stands in this image). Strong winds occasionally kick up, which may blow characters off the ledge!



Support characters appear on the small ledge just off the side of the back plane (where Sasuke stands in this figure). A heavy wind that occasionally blows from left to right may blow the characters over the side.

A practice dummy appears on the other side of the low wall in the left corner of the lower plane. Strike the two men who have impaled one another to obtain an item. The two men may reappear on the other side of the rooftop, giving you another opportunity to strike them for an item.



Another practice dummy sometimes appears behind the low wall in the lower-right corner of the forward plane.



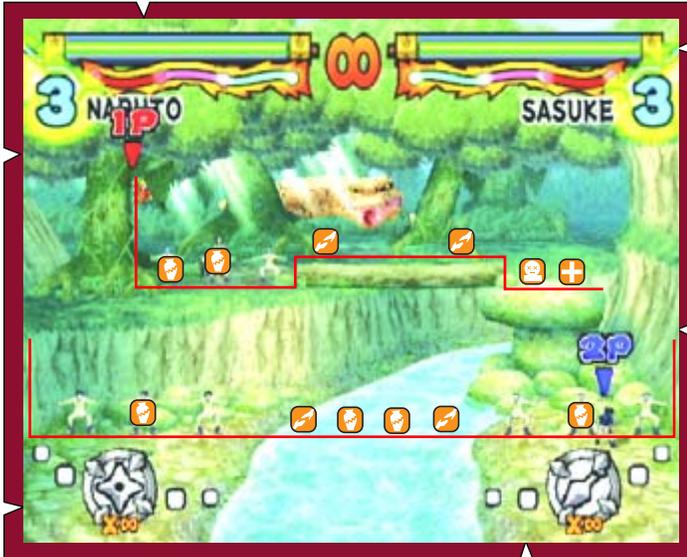
TIP

For this Hidden Scroll, stand on the top tail tip of the fish statue in the upper-right corner of the back plane while the timer gauge ticks down for 10 counts.



NO. 44 EXERCISE GROUND: THE FOREST OF DEATH

STAGE SHIFT TO: CASTLE KEEP



Breakable Health Support Dummy

Strike one of the three clones who appear in the upper-left corner of the back plane to obtain an item. Perform a low attack to hit the squirrel circling at the feet of the two Sound ninja standing in the background to obtain an item. The squirrel can best be hit when it moves to the far left.



When the snake slithering through the trees in the background reaches this position, it is about to strike. Anyone standing directly in front of the snake when it bites takes damage and is downed.



A practice dummy appears in the right corner of the back plane. Smash the plant pot on the ground to obtain a health recovery item.



Strike one of the three clones appearing in the lower-left corner of the front plane to obtain an item.



The fish in the stream slowly swim forward, then leap out of the water. Strike them when they leap out to obtain items.



Strike one of the three clones that appear in the lower-right corner of the front plane to obtain an item.



TIP

Attack the fish swimming in the stream three times to obtain the Hidden Scroll.

THE LAND OF WAVES

The stages within the Land of Waves become unlocked in Free Battle and Practice modes by completing the Haku Saga in Scenario mode. The oppressive Gato, who utilizes powerful assassins such as Zabuzza Momochi and Haku to enforce his dominion, rules the Land of Waves.

ZABUZA'S HIDEOUT

STAGE SHIFT TO: GREAT NARUTO BRIDGE



🔨 Breakable
⊕ Health
👉 Support
👤 Dummy



Run up the trees on either side of the back plane and jump over to the center area to reach the top platform. Two practice dummies appear here, and you can smash the plant pot to obtain a health recovery item.

Strike the person holding the woman hostage to obtain an item. You can do this only once per Stage Shift.



Strike Zabuzza's bed repeatedly until an item comes out of the mattress. Thereafter, items pop out almost every time it is struck. A man appears to the left or right side of the bed and attacks everyone standing within range, knocking them down.



Strike the samurai or the tough guys to obtain items. After the men recover, you can strike them again to obtain more goods.

A man appears in the lower-left corner of the forward plane and attacks everyone standing in range, downing them instantly. Dodge to avoid damage. Perform a low attack against the kitten pacing in the corner to obtain an item. Wall-run up the tree to stand on the rope line above.



A man appears intermittently in the lower-right corner of the front plane and attacks one or two characters within range, knocking them down. Again, dodge to avoid damage. Wall-run up the tree to the right to reach the tightrope.

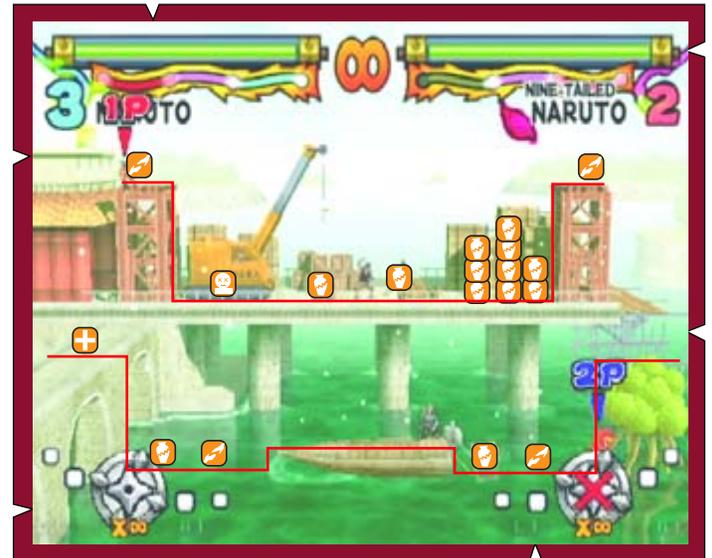


TIP

Stand on the building's uppermost level and wait for three counts of the timer gauge to obtain the Hidden Scroll.

GREAT NARUTO BRIDGE

STAGE SHIFT TO: ZABUZA'S HIDEOUT



Breakable Health Support Dummy



A practice dummy appears beside the crane. Support characters typically appear on the upper platform, which can be reached by wall-running.

Smash the lone crate on the ground. The crane soon drops another crate in the same spot. Also, knock out the man with the green hat to obtain an item.



Smash the nine stacks of pallets in the upper-right corner of the back plane to obtain a variety of items and chakra balls. Support characters appear on the top platform. Wall-run up the girders to reach them.



Perform a low attack to smash the crate floating in the water behind the boat. Double-jump and land on the tree if chakra is draining low.



Wall-run up onto the concrete bridge on the left side of the forward plane. Smash the plant pot to receive a health recovery item.



Obtain an item by performing a low attack against the small dog trying to tread water. Afterward, crates begin appearing in the water and floating to a stopping point near the dog's position. Smash these for items too.

The boat in the center of the lower plane provides a respite from the chakra-draining waters surrounding you. Jump up and down on the boat to make the fisherman bounce and yell!



TIP

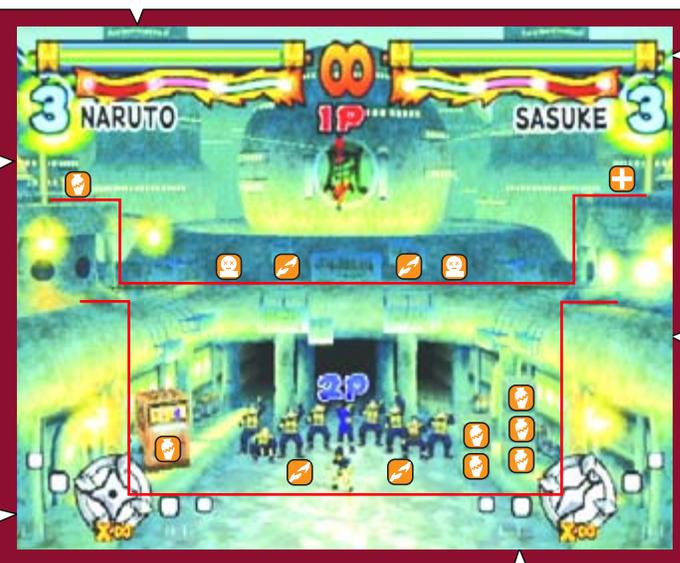
Stand still on the boat for three counts of the timer gauge to obtain a Hidden Scroll.

THE LAND OF SAND

Unlock the stages in the Land of Sand by completing the Gaara Saga in Scenario mode. The Land of Sand is Gaara's home and the source of his amazing ninja powers.

KAZEKAGE'S MANSION

STAGE SHIFT TO: SUNAGIMO ESTATE AND BUDDHA STATUE



👊 Breakable
⊕ Health
👤 Support
👤 Dummy



Wall-run up to the corner platform in the upper-left corner of the back plane and smash the crate located there to obtain an item and chakra balls.



Practice dummies appear to the far left and the far right (near Sasuke's position in image). Strike them before they disappear to obtain items.

Wall-run up to the high platform in the upper-right corner of the back plane. Smash the plant pot to obtain a health recovery item.



Repeatedly strike the vending machine near the left wall on the front plane to obtain random items.

Use low attacks to smash the five crates stacked near the right wall on the front plane to obtain items and chakra balls.

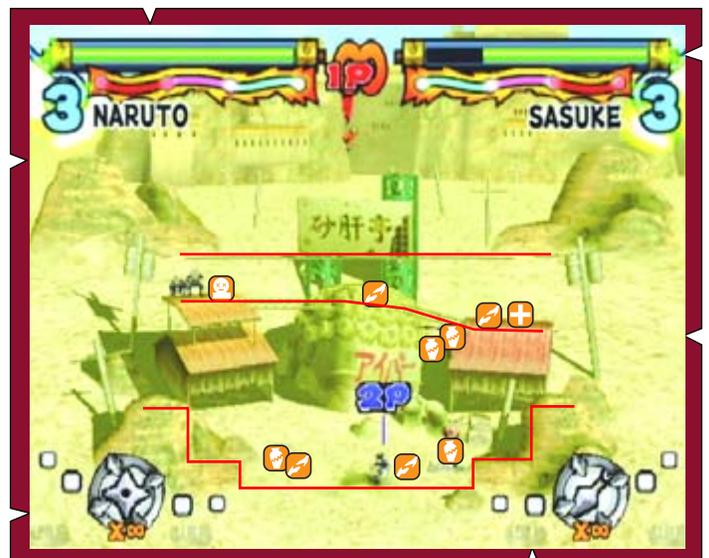


TIP

Attack the vending machine between 15 to 30 times to obtain the Hidden Scroll.

SUNAGIMO ESTATE AND BUDDHA STATUE

STAGE SHIFT TO: KAZEKAGE'S MANSION



👤 Breakable
⊕ Health
🗡 Support
👤 Dummy



Practice dummies appear in the left corner of the back plane. Smash them to obtain items.



The central area of the lower plane occasionally transforms into a sinkhole. If you fall into the sinkhole, you take minor damage and reappear in your starting position. Smash the crate to the left to obtain an item and chakra balls. The crate reappears after some time passes.

A tornado approaches from the background, then enters the area and moves along the back plane. Smash objects swirling within the tornado to obtain items. Anyone struck by the tornado or the spinning objects receives minor damage.



Wall-run to the top of the rock. Jump up and strike the two vultures flying over the front plane to obtain items. Attack the red-haired cheerleader standing behind Naruto (in this image) to obtain items and chakra balls. The man vanishes then reappears after a short time passes.



Smash the plant pot in the right corner of the back plane to obtain a health recovery item.



TIP

Destroy eight objects flying in the tornado to obtain the **Hidden Scroll** of this stage.



Wall-run to the top of the rock on the left side of the front plane. Jump up and strike the two vultures circling near the rock to obtain items.

SCENARIO MODE



CHAPTER FOUR



SAGA FOR SAGA

Playing through the stories of all the playable characters is how you unlock additional characters and stages. In each scenario, the ninja students must overcome a series of opponents, one after another. This section aims to give you insight into each and every battle, along with some tips that might just help you win. Believe it!

Unlocking New Characters and Stages

- Play through the complete saga of any character to unlock the Neji Hyuga Saga.
- Finish the Neji Hyuga Saga to unlock Neji Hyuga as a playable character in all modes, and to unlock the Hinata Hyuga Saga.
- Clear the Hinata Hyuga Saga to unlock Hinata as a playable character, and to unlock the Haku Saga.
- Complete the Haku Saga to make Haku playable, unlock the Zabuza Momochi Saga, and open the Zabuza's Hideout and Great Naruto Bridge stages in all modes.
- Slug through the Zabuza Momochi Saga to unlock Zabuza as a playable character, and to unlock the Gaara Saga.
- Clear the Gaara Saga to make Gaara playable in all modes, to unlock the Orochimaru Saga, and to open the Kazekage's Mansion and Sunagimo Estate and Buddha Statue stages in all modes.
- Clear all sagas to view a special message!

NARUTO UZUMAKI SAGA

When playing as Naruto, the key is to use his I Overdid It! and Clone Jutsu moves repeatedly. Use Support Items to create openings in which to use Secret Techniques. Abstain from inputting button commands too fast, and control the battle. Naruto may be impatient, but avoid acting like Naruto!

1: KAKASHI HATAKE

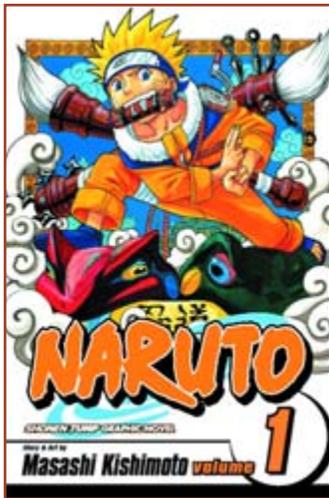
Kakashi does not go easy on Naruto, but he is not terribly aggressive either. However, he does tend to go for his and Naruto's support characters often, so try to use your Ninja Tool to knock him off balance and prevent Kakashi from blocking your access to Support Items.



Whenever Kakashi moves away from Naruto toward Iruka or Gai, use this opportunity to strike from behind with a Secret Technique.

If the battle shifts to the Survival Exercise Ground, use throws to toss Kakashi into the water for extra damage!





Ninja Training

This reprint from the original *Naruto* manga, translated and published by VIZ Media, depicts the bizarre and somewhat harsh training style Kakashi-sensei utilizes when instructing Sakura, Naruto, and Sasuke. Kakashi's dialog mirrors many of the lines he speaks to his opponents before each of his battles in Scenario mode. But at this point, none of the students have yet seen Kakashi's left eye. They have yet to learn just how strange the elite Jonin truly is!



NARUTO © 1999 by Masashi Kishimoto/SHUEISHA Inc.



2: SASUKE UCHIHA

Sasuke is both a frequent and ferocious attacker, so smash the various objects around the ramen house to try to obtain one or more Weight of Gut. Throw this yellow brick at him to slow him down.



Use a Special Ninja Tool to keep Sasuke at bay, and attack while Naruto's massive shuriken is spinning in Sasuke's face.

3: HAKU

Not only is Haku a dangerous opponent, but the Great Naruto Bridge is a dangerous setting for this battle. Naruto must have some chakra to expend in order to walk on the water in the lower plane, so avoid going down there unless absolutely necessary. If possible, try to switch stages to fight in Zabuza's Hideout in favor of more solid ground.



At the bridge, Iruka appears on the water's surface as well as atop the high towers to either side. Wall-run to the top of the tower in the hopes of acquiring items from Iruka to use against Haku.

Haku loves to show off his Special Techniques. Avoid letting him do so by using guard and Substitution Jutsu wisely.



Gaara avoids jumping and does not switch planes often. Attack from the air or sweep his legs to gain the advantage.

4: NEJI HYUGA

Neji displays some super-strong defense while looking for an opportunity to inflict a Secret Technique. Show him Naruto's Secret Techniques as frequently as possible to soften him up.



Avoid letting Neji run to Tenten for items too often, or he continuously uses Support Items to lower your life meter.

Throw Ninja Tools or Special Ninja Tools while Gaara is down to compound the damage.



6: OROCHIMARU

Orochimaru's defense is good and he never hesitates to throw Naruto. He is a master of Substitution Jutsu. If Naruto ends up punching at thin air, break off and guard immediately.



Avoid falling into the narrow underground plane, where Neji likes to bombard Naruto with Chakra Techniques.



Start the battle off right by performing Clone Jutsu or another Secret Technique against the slithering Orochimaru right away.

5: GAARA

Gaara guards himself well, looking for just the right moment to lash out with a Secret Technique. Try to break his almost impenetrable guard with ↓ + ● or a throw.

After smashing the purple barrier, switch to the rear plane and attack the various characters standing around to obtain items. The support characters often appear here.



The giant snake on the rear plane occasionally emits an inescapable wall of flame.



At the first opportunity, switch to the Exam Stadium stage for better visibility and less chance of catching fire.



SASUKE UCHIHA SAGA

While Sasuke is neither the strongest nor the fastest of the ninja, his special attacks tend to give him an upper hand in battle. Use his flame-spewing Chakra Techniques often, and use plane shifting to try to ambush opponents from behind with Secret Techniques. Make plentiful use of attack items to compensate for his slight lack of speed.

1: KAKASHI HATAKE

Kakashi raises his guard often, so be ready to input a throw at any time. He also tends to go after support characters often, so use plane shifting to ambush him from behind in such instances. If left alone, he attempts to heal himself or regain chakra. Do not give him the opportunity!



When Kakashi's health gets low, he attempts to use Secret Techniques to even the odds. Use guard wisely against such things.

2: NARUTO UZUMAKI

Naruto starts battles very aggressively, so use guard against his initial assault. Then release chakra and immediately counterstrike with a Secret Technique to get the upper hand in the battle. Then smash some objects situated around the ramen house to gain some items, and meet up with Kakashi to obtain a Support Item.

Naruto gets in Sasuke's face a lot. Exploit this by using Chakra Techniques such as Phoenix Flower Jutsu in retaliation.



3: HAKU

Because Haku does not guard himself well, he is often susceptible to Support Items and the attacks of support characters. Obtain a Support Item as soon as possible and use it against Haku to gain the advantage. If left alone on another plane, Haku tends to stand idle. Use plane shifting to warp behind Haku and launch a Secret Technique. Go for Sharingan, which gives Sasuke the Sharingan status. Sasuke then adopts Haku's fighting style and basic combos.



Knock Haku into the water for extra damage.



4: ROCK LEE

Lee is highly defensive, so use throws to overcome his guard. He tends to go after items when his health is low, so use the opportunity when his back is turned to ambush him with a Secret Technique.



Lee tends to block Support Item attacks, so use Special Ninja Tools instead.

Strike with a Secret Technique from behind if Gaara goes for a Support Item.



Use Chakra Techniques whenever Gaara is backed up against a wall.



5: OROCHIMARU

Orochimaru may appear to stand idle, waiting for an attack. But he swiftly lashes out whenever Sasuke approaches. Still, this style leaves him susceptible to Support Items and Special Ninja Tools, as well as Weight of Gut items. The best way to strike a Secret Technique upon him may be to use plane shifting to ambush him from out of thin air.



Back Orochimaru against a wall, then use Chakra Techniques to take him down.

SAKURA HARUNO SAGA

As with Sasuke, the key to victory for Sakura is to use Chakra Techniques often. While she punches quite hard, the slow speed of her blows often leaves her open to counterattack. Use attack items, Secret Techniques, and Chakra Techniques frequently to help alleviate what her standard combos are lacking.

1: KAKASHI HATAKE

Sakura's saga starts off with a tough match! Kakashi often attacks to interrupt Sakura's attempts to release chakra and perform a Secret Technique. However, he switches planes often, and this can be the key to surprising him. After he switches planes, move to a parallel position on the opposite plane. Release chakra, then shift to Kakashi's plane. Press ● while warping to ambush him with a Secret Technique. These opportunities arise rarely against Kakashi, so afterward use Chakra Techniques to whittle down his Health Gauge.

6: GAARA

Because the battle starts off in the stream, Gaara's decreased mobility may afford an opportunity to hit him with a Secret Technique right away. Whenever he goes for an item from his support character, another chance for a Secret Technique arises.



Use throws or low attacks whenever Gaara raises a wall of sand in defense.



Kakashi attacks furiously at close range. Use Substitution Jutsu to use this against him.

SCENARIO MODE



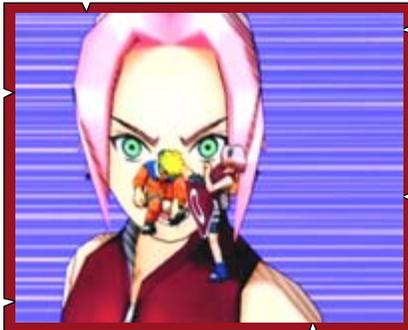
Aerial attacks also work rather well against Kakashi.



Because he shifts planes so often, Shikamaru is highly susceptible to Sakura's Support Item attacks.

2: NARUTO UZUMAKI

In a rare display, Naruto seems more worried about smashing objects around the ramen house for items, rather than confronting Sakura. Use these opportunities to launch Secret Techniques against him.



Is Naruto letting Sakura win? Launch frequent Secret Techniques while Naruto goes item hunting for the easy victory!



When his health gets low, Shikamaru seems to go berserk. Use Ninja Tools and Special Ninja Tools to finish him off!

4: HAKU

No one can be prettier than Sakura, especially not a *boy*! Aside from working to strike a Secret Technique against Haku, move toward Sasuke and receive items from him before Haku interferes. A good stock of attack items and Support Items to use against Haku is the key to victory here.

Only when his Health Gauge runs low does Naruto start taking Sakura seriously!



Haku frequently unleashes his Thousand Needles of Death Chakra Technique often. Interrupt this attack by trying to jump away during his combos.

3: SHIKAMARU NARA

Shikamaru is a tricky fighter against Sakura, ambushing her while plane shifting and using Substitution Jutsu like it was going out of style. Aerial attacks or combos performed while jumping often help Sakura get the upper hand in the situation.



5: ZABUZA MOMOCHI

Sakura must now face Zabuza Momochi. Zabuza's talent lies in dishing out powerful attacks with his broadsword. While there is little way to negate this ability, attacking from long range with Special Ninja Tools should enable Sakura to sneak into close range to perform a Secret Technique.



Zabuza often raises his sword in defense. Grab him and throw him.



Use Support Items frequently. Kakashi wants Sasuke to overcome this evil as well.



When Sasuke goes toward Naruto for an item, attack him from behind with a Secret Technique!

Sasuke's frequent help goes a long way toward helping Sakura win the battle.



ROCK LEE SAGA

The key to almost every battle for Lee is to use the Hidden Lotus Secret Technique as soon as possible. Afterward, The Eight Inner Gates status boosts all of Lee's standard attacks and combos for a limited time. In many battles, this is all the advantage Lee needs over his opponents.

6: SASUKE UCHIHA

Sakura's nightmare has come true, and now she must defeat the boy she adores! Sasuke is a ferocious opponent, attacking even when Sakura is not in close range and pursuing her all over the stage. Use plane shifting and air-dashing to try to stay clear of Sasuke long enough to procure some items, then use whatever you can find against Sasuke.

1: NEJI HYUGA

As indicated by the opening dialog, Neji completely underestimates Lee. Use a Secret Technique immediately to gain a lead on his Health Gauge. For the remainder of the battle, Neji is not likely to lower his guard again. Use Chakra Techniques frequently to continue beating down his remaining life.

Use plane shifting to avoid Sasuke's fire-breathing Chakra Techniques, especially when standing in the stream.



Knock Neji into the walls to release chakra balls.



2: NARUTO UZUMAKI

Naruto comes out punching, so raise your guard to fend off his initial volley, then counterattack with combos or Chakra Techniques. He remains aggressive unless he and Lee are on separate planes, at which point he begins smashing background objects to obtain items. Ambush him with a Secret Technique while he is distracted. Naruto's aggressiveness also makes him highly susceptible to Support Items and Weight of Gut items.



Once Naruto leaps to the top of the area, he is content to hide there unless you go after him!

3: SASUKE UCHIHA

Sasuke raises his guard often, enabling frequent use of throws on Lee's part. He also leaps back from low attacks, which may give you a chance to release chakra and rush at him to perform a Secret Technique.



Secret Techniques are the key to defeating Sasuke, but the Uchiha Clan head makes such action difficult.

4: SAKURA HARUNO

Because Sakura refuses to be Lee's girlfriend, she vows to beat him up! She tends to rush at Lee right away and attempt a Chakra Technique. Raise your guard to avoid this and retaliate when the time is right. To prevent her from using her Chakra Techniques too often, shift planes continuously and perform combos while jumping.

Sakura is quite a skilled thief of Support Items. Try not to move toward Sensei Guy unless Sakura is busy elsewhere.



5: KAKASHI HATAKE

Kakashi is extremely defensive and yet attempts to perform Secret Techniques often. Defend yourself and use Ninja Tools and Special Ninja Tools frequently to create an opportunity to land a Secret Technique. Another time to release chakra and try for a super attack is whenever Kakashi breaks away to attack Guy or go after some other item.



Raise your guard at the moment of Kakashi's attack to trigger Substitution Jutsu.

6: GAARA

Gaara is rather immobile compared to quick-moving Lee, so start off by attempting a Secret Technique. The rest of the time, Gaara's reactions are swift and highly appropriate. He guards against attacks and jabs to cancel attempted Chakra Techniques and Secret Techniques. The key is to raise your guard frequently in the hopes of triggering a Substitution Jutsu, and use the opportunity to launch a Secret Technique. Against his guard, use low attacks and sometimes throws to undermine his defense.



Watch out for the swirling sandpit in the middle of the lower plane!



When his health drops below half, Gaara attempts a Secret Technique.

Use low attacks to overthrow Gaara's guard and knock him on his back.



SHIKAMARU NARA SAGA

Because Shikamaru's standard attacks are powerful but slow, it's important to focus on using shoulder butts (→ + ●) to throw enemies off balance before following up with lesser attacks. Frequent use of Secret Techniques and Chakra Techniques is a must!

1: GAARA

Because Gaara is also a somewhat slow-paced shinobi, this match should prove fairly easy for Shikamaru. Hit him hard right away with a Secret Technique, then follow him around the sandy sinkhole and unleash one Chakra Technique after another. Knock or throw Gaara into a wall to release chakra balls, and finish him off with one last Secret Technique.



Gaara's guard is easily disrupted with a low attack or sometimes a shoulder butt.

2: NEJI HYUGA

Neji is a tricky guy who often uses Substitution Jutsu to warp out of harm's way. But sometimes if you wait for a moment, he drops his guard. Smack him with a Chakra Technique or Secret Technique right away!

Neji is an easy target for Support Item attacks.



Keep Neji busy with Special Ninja Tools while you move in to attack!



3: ROCK LEE

Although Lee fights aggressively in close range, he becomes idle when Shikamaru is on another plane or on the other side of the ramen house. Use this to gather items and use them to decrease Lee's speed. At close range, use Substitution Jutsu items to warp behind him. During the warp, press ● to ambush him from behind.



Lee just wants to learn your Shadow Possession jutsu. Is that so wrong?

4: SAKURA HARUNO

Sakura uses a sharp defense against Shikamaru's sometimes slow punches, which makes execution of Secret Techniques difficult. Use Special Ninja Tools from medium range to keep her off balance so that you can close in, release chakra, and attack.



Use low attacks and throws to overthrow Sakura's strong defense.

If the man appearing in the middle of the lower plane puts Sakura to sleep, use the opportunity to perform a Secret Technique!



5: HINATA HYUGA

Hinata tends to hesitate, leaving herself open for Shikamaru to perform a Secret Technique immediately. When her health drops below half, she begins using attack items, Support Items, and Special Ninja Tools frequently, so do not let her stock up large quantities during the battle or she may just turn the tide.



Hinata puts up a good battle whenever thrown or knocked into the sky. Be ready to Back Attack and Back Attack Back to win the tug of war!

Fight Hinata down in the tunnel to limit her ability to perform aerial attacks.



6: NARUTO UZUMAKI

Naruto fights fiercely at close range, so the best strategy is to attack him from afar with Support Items and Special Ninja Tools. Then move in to inflict further damage while Naruto is prone. He tends to recover from falls quite easily, so be aware that he might drop behind you and unleash a Secret Technique!



Catch Naruto in midair with a Flying Shadow combo attack (●, ●, ●), then follow up with a Shadow Cut sweep (↓ + ●, ●) while he lies prone.



Naruto often goes after Asuma to knock him out of the Exam Stadium. While he's distracting himself, attack him from behind.

KAKASHI HATAKE SAGA

When attempting to execute a Secret Technique, Kakashi leaps forward farther than most other shinobi. This gives him a distinct advantage in trying to pull off such a feat, because the opponent cannot even safely jump back from such a move without still falling into the technique.

1: NARUTO UZUMAKI

Foolish Naruto does not defend when Kakashi is at long range, allowing himself to be open to attack by Ninja Tools and Special Ninja Tools. He typically does not move toward support characters, so it's easy to dominate the supplies provided on the field.



Use throws to break Naruto's guard.

A couple of Secret Techniques and a few hits in-between easily take care of Naruto.



2: SASUKE UCHIHA

The other most popular ninja student leaves himself wide open at the start of the battle, so show him one of Kakashi's Secret Techniques right away. From then on, be careful approaching Sasuke. He likes to block attacks and then launch a Chakra Technique or even a Secret Technique.



Force Sasuke to guard by throwing one or two attacks, then quickly perform a throw before he counters.



Knock Sasuke into the water, then move to the middle of the stage. When Sasuke reappears in the middle of the top plane, shift to a position behind him and attack!

3: SAKURA HARUNO

A strong defense is suggested when dealing with Sakura's repeated attempts to perform Secret Techniques and Chakra Techniques. Sakura often flies toward Kakashi when using her Fairy Tale Chakra Technique, which she employs often. Dodge this attack by plane shifting out of the line of fire. Use several Support Items, Weight of Gut, and Special Ninja Tools against her to help Kakashi win.

Guy delivers a powerhouse kick that can help win the battle.



Employ Kakashi's Thousand Years of Death Chakra Technique to get the drop on Sakura.

4: HAKU

Haku lashes out at Kakashi immediately, so raise a strong defense from the start. The youth employs Chakra Techniques so frequently that approaching him is difficult. Find Special Ninja Tool items in the environment or receive them from support characters, then use them to distract Haku while you move in to attack.



When Haku has Substitution Jutsu in effect, you might as well be punching at thin air. Avoid attacking him until the piece of wood stops spinning around his head.

Haku makes this a close match!



5: ZABUZA MOMOCHI

Kakashi specializes in short, fast stabs while Zabuzza must swing a heavy broadsword. This is an advantage if you can use your attacks to cancel his. Otherwise, Zabuzza makes frequent use of Chakra Techniques and Secret Techniques to keep the battle even. Avoid his attacks by using Chakra Techniques like Thousand Years of Death to warp behind Zabuzza. Even if the attack does not cause damage, Kakashi is out of harm's way and in a good position for the next strike.

Haku frequently helps Zabuzza regain lost health. Prevent Zabuzza from reaching Haku by striking the young man.



Corner Zabuzza at one side or another, then throw him. This technique works better on the water's surface, where Zabuzza takes additional damage from sinking into the water.

6: OROCHIMARU

Orochimaru is an aggressive foe, so begin the match with your guard raised. He attempts throws often, so do not rely on defense too heavily. Throw Ninja Tools at Orochimaru, then follow up with a combo. Attack the two gents at the corner to shatter the barrier preventing access to the back plane. Work to dominate the items on the field and prevent Orochimaru from obtaining a Support Item. If he does so, it is too easy for him to put Kakashi to sleep, then perform a Secret Technique!



Orochimaru is too keen to let Kakashi launch a Secret Technique head-on. Release chakra while standing on the opposite plane, then plane shift next to Orochimaru and attack!

Stage shift to the Chunin Exam Stadium, where the environment is less hostile.



Use Orochimaru's strong defense against him. Strike once or twice to make him raise his guard, then throw him.

NEJI HYUGA SAGA

Shift planes often as Neji, first positioning him so that when he rematerializes, he should arrive behind his opponent. Input a combo while Neji is shifting to ambush his opponents. While Neji's Secret Techniques are strong, his Chakra Techniques are devastating and consume less energy. Use them often to drain the health of Neji's opponents.

1: ROCK LEE

Lee is not aggressive. He is content to stand and allow time to run out when Neji is not in close range. Use Support Items, Ninja Tools, and Special Ninja Tools frequently.



Throw Lee off balance or weaken his guard with low attacks before attempting a Chakra Technique or Special Technique.

2: SHIKAMARU NARA

Shikamaru does approach support characters, but not frequently. He is content to stand in place if Neji is not nearby, and recover his chakra or health by meditating. He is not defensive unless backed into a corner, so use plane shifting or Substitution Jutsu to appear behind him and fire off a Secret Technique.

Shikamaru often calls upon Choji to attack Neji.



3: KAKASHI HATAKE

Kakashi has a tendency to stand in place, so start up the battle with a Secret Technique. He also runs up to Neji only to raise his guard, so throw him or use low attacks to knock him off his feet. After the support characters appear, Kakashi may take off to search for items. Switch planes and ambush him from behind.



Kakashi lashes out whenever you attempt to release chakra. Knock him off balance before trying Secret Techniques by throwing Special Ninja Tools.

4: HINATA HYUGA

Induct Hinata in the Hyuga Clan by smacking her with a Secret Technique. Then spend the rest of the battle dominating the available items on the field, so she's forced to use her chakra to heal herself rather than attempt Special Techniques.



Pin Hinata in the underground tunnel in the Exam Stadium. This will reduce her number of aerial attacks.

5: SASUKE UCHIHA

Sasuke is aggressive and shoos away Tenten. Do not let him back you into a corner, or he may never let up in his barrage of various attacks. He also makes frequent use of Support Items, so shift planes frequently. Sasuke can burst into one of his flame-emitting chakra attacks in an instant!

Sasuke pulls frequent Back Attack Backs when thrown or flung, so be ready to win the warping tug o' war!



SCENARIO MODE

6: NARUTO UZUMAKI

Naruto as the final opponent is persistent. But because he is so focused on attacking Neji, he neglects to pursue support characters and break objects for items as he should. This makes it easy to dominate the supplies if you can keep avoiding Naruto by shifting planes.

Naruto pursues Neji so intently that he might walk into a Secret Technique strike!



Support Items will work against Naruto every time.

HINATA HYUGA SAGA

Hinata's power lies in being able to activate beneficial status changes on her own. Use the Byakugan Secret Technique to inflict massive damage to opponents, and also to activate a special status change that lets Hinata fight with accelerated speed, power, and chakra. When the effect wears off, give Hinata room and use the Medicine Chakra Technique to activate more beneficial status upgrades. Take the enemy apart before he or she can respond!

1: SHIKAMARU NARA

Shikamaru underestimates Hinata so badly he allows her to release chakra and perform a Secret Technique. Use Byakugan to inflict massive damage and activate the Byakugan status. Slam him all over the ramen shop, and use the Medicine Chakra Technique (↓, ↓, ●) to receive healing and additional bonuses that will finish off Shikamaru.



After Hinata activates the Byakugan, the match is over!

2: SAKURA HARUNO

Another girl is not as likely to underestimate Hinata. Sakura is more of a challenge than Shikamaru, but her one flaw is that she runs for Sasuke's help every time he appears. Take advantage by moving to a parallel position on the lower plane, shift planes, and attack with a combo or Chakra Technique while warping!

Knock Sakura off ledges to inflict extra damage!



3: SASUKE UCHIHA

Sasuke attacks with gusto, chasing Hinata from plane to plane and defending to the point where using Secret Techniques is hard. He can use fire-breathing Chakra Techniques without warning, and seek help from Shino frequently.



Shino sets his insects upon Sasuke, helping to lower the Uchiha Clan successor's defenses.

4: ROCK LEE

Lee is not an aggressive fighter, and he's content to stand in place while Hinata searches for items on another plane. If you can leave him standing on the water, his chakra slowly drains! However, Lee soon rejoins the battle and commences a continuous assault, looking for the right moment at which to launch a Secret Technique or Chakra Technique.

Lee makes frequent use of Chakra Techniques to lower Hinata's health!



5: NARUTO UZUMAKI

Naruto is an exceedingly aggressive foe who pursues Hinata all over every plane of the ramen house. His guard is so strong he rarely leaves opportunities to inflict a Secret Technique on him. Instead, dominate the items on the field by visiting your support character often, and strike Iruka to drive him away. Use Weight of Gut to slow him down, pin him in place with Special Ninja Tools, then attempt a Secret Technique. Perform the Byakugan attack so that Hinata returns to the battle even stronger!

Naruto is Hinata's toughest adversary.



6: NEJI HYUGA

Little does Neji realize that the Hyuga children from different family branches are so evenly matched! Neji makes full use of Support Items and Secret Techniques at every opportunity, and so must you. Strike a Secret Technique first, to gain the advantage. If Neji leaves a window of opportunity, use the Medicine chakra to heal and gain extra strength.



Neji never misses an opportunity for a Back Attack following a throw, so reverse it on him!

If your health drops, shift stages and knock Neji off the castle rooftop for extra damage.



HAKU SAGA

Haku's saga is a short one, so every battle is difficult! From the outset against Sakura, you must use Special Ninja Tools, Weight of Gut, and Support Items to weaken Haku's enemies. Calling upon Zabuzza for help works more effectively if the Support Item is not used at close range. Use the item as the opponent is approaching from afar. Frequent Chakra Technique use makes the battles go faster, as does the use of Secret Techniques.

1: SAKURA HARUNO

Sakura makes herself a difficult target by using the various planes and levels of Zabuzza's Hideout to dodge Haku's attacks. Hit her with a Weight of Gut to slow her down. Strike her repeatedly to make her raise her guard, then throw her and use low attacks while she lies prone afterward. Sakura attacks frequently with no regard for her own defense, so use the Thousand Needles of Death chakra counterattack frequently to whittle down her Health Gauge.

Use Ninja Tools to strike Sakura when she leaps up onto a wire.



2: SASUKE UCHIHA

Sasuke seeks revenge for the wrongs done to Sakura. This battle takes place in the same stage, and the same challenges apply. Strike Sasuke to make him raise his guard, then throw him. Use Support Items frequently to call upon Zabuza's aid. If you need a change of scenery, stage shift after Sasuke lands a knockback attack to take the battle to the Naruto Bridge. Forcing Sasuke to fight on the water's surface should drain off some of his overabundant energy.



Use Special Ninja Tools from a distance, then close the gap quickly while Sasuke attempts to guard himself.



Kakashi rarely uses Special attacks unless you give him an opening. This battle is about whittling away at his Health Gauge.



Perform Secret Techniques repeatedly to increase the chances of defeating Kakashi.

3: NARUTO UZUMAKI

Naruto busies himself with going after items and support characters, which often leaves him open to attack from behind. Use Secret Techniques frequently to take Naruto's health down, so that when he drops to less than half his health and becomes desperate, Haku is already too far ahead in the battle for it to matter!

Naruto wastes time going after items on the bridge. Punish him for it.



Use Haku's Dance of Thousand Flash Slashes Chakra Technique to even out the match against Kakashi.



4: KAKASHI HATAKE

While Kakashi is a highly strategic fighter, using guard and throwing well, sometimes he stands idle, leaving himself open. Use plane shift ambushes to knock him back and kick off Secret Techniques.



ZABUZA MOMOCHI SAGA

Zabuza is a formidable ninja who wields a heavy broadsword. As a result, even his normal attacks do much greater damage than other characters'. Still, play it safe by using his Water Prison Jutsu Chakra Technique (↓, ↓, ●) frequently, as well as his menacing Secret Techniques.

1: NARUTO UZUMAKI

Naruto is no match for Zabuza's intense power. Although the young boy is plucky and does his best to stay away from Zabuza, he will attempt an attack at close range. Otherwise, chase him around the bridge and spank him.



Use Water Prison Jutsu (↓, ↓, ●) frequently to gradually diminish Naruto's health.

2: SAKURA HARUNO

Sakura attacks more frequently than she defends herself, leaving openings for Zabuza to exploit. Block her attacks, or use Substitution Jutsu to shoot behind her, then smash her with one of Zabuza's hellish Secret Techniques.

Fight Sakura on the water. Stay on the boat and kick her off so that she has to walk on the water, draining her chakra.



3: SASUKE UCHIHA

Sasuke presents Zabuza with a challenge. He calls on Kakashi frequently, so prevent him from receiving Support Items from his support character. Use Water Prison Jutsu and Water Dragon Jutsu to knock Sasuke's life down by inches. When the boy's health drops to less than half, use a Secret Technique to finish him off.



Sasuke puts up a fight, but it is still insufficient to subvert Zabuza's ambition.

4: KAKASHI HATAKE

Kakashi uses every skill at his disposal to fight Zabuza. His reaction time is perfect, so it is difficult to find the proverbial chink in the armor. The difference between winning the battle and losing the battle is being able to perform at least two Secret Techniques on Kakashi. This should give you enough advantage to seal the victory.

Throw Kakashi, then release chakra and hit him as he rises to perform a Secret Technique.



Any time you attempt to guard yourself, Kakashi throws you. Use plane shifting to avoid his attacks instead.



Back Kakashi into a corner and wail away on him. When he moves to reciprocate, jump away, charge up chakra, and perform a Secret Technique!

GAARA SAGA

Gaara has a unique fighting style compared with the other characters, and controlling him takes getting used to. Use air-rush (X+X) to compensate for his slow movement, and use Shoes of Jonin whenever possible to increase his speed. Gaara's main talent lies in allowing his enemy to come to him. His sand-based attacks enable him to attack and perform throws at slightly farther range from his opponent. Because he also uses sandblasts to kick off Secret Techniques, it is easier for him to trigger his special attacks. Familiarize yourself with Gaara's arsenal of combos at the start of Gaara Saga, and mainly use combos, Chakra Techniques, and Secret Techniques to make battles easier.

1: ROCK LEE

Lee is an easy opponent for Gaara to take apart, because he rarely defends himself with enough speed. Move a few steps in and launch a Secret Technique, then attack Lee while he is down. Use his Cursed Sandstorm Severing attack (↓, ↓, ●).

Lee is a good warm-up opponent for Gaara's unique style.



2: SHIKAMARU NARA

Unlike Lee, Shikamaru takes the offensive immediately. Raise Gaara's sand wall to guard, then use Gaara's throw technique a few times until Shikamaru's been bounced off all the walls. Whenever Shikamaru jumps upward, jump up to fight with him. Gaara is a little more nimble in midair than he is on the ground.



Use Gaara's throw to weaken Shikamaru.



Gaara's Secret Techniques make this an easy match for him.

3: KAKASHI HATAKE

For some reason Kakashi's defense is lax enough that Gaara should have no problem using a Secret Technique right at the start of the battle. After that, Kakashi will not hesitate to retaliate by throwing Gaara.



Use Support Items to call for aid against the quick Kakashi.

When Kakashi begins to attack, quickly release chakra and perform a Secret Technique!



4: SAKURA HARUNO

As usual, Sakura attacks more than defends, but getting around her punches and Chakra Techniques to actually hit her can be a challenge for Gaara. The answer is to throw Sakura *often*, and then follow up with a low combo (↓ + ●, ●).



Even if Sakura tries to walk away, send sand blasts after her.

A few Secret Techniques finish up Sakura nicely.



5: SASUKE UCHIHA

Even though Sasuke has a personal beef with Gaara, after Sakura he may seem a little tame by comparison. Hit him with two Secret Techniques and one or more Chakra Techniques to take the wind out of his sails.



When Sasuke attempts his fire-breathing acts, quickly counter with a Secret Technique.



Stand still as Sasuke approaches, and then lash out. Let your enemy come to you!

6: NARUTO UZUMAKI

Unless Gaara stays in very close range, Naruto has a tendency to ignore him and instead go around collecting items from objects and support characters.



Naruto dodges Support Item attacks easily, so do not bother.

Naruto often shifts to the opposite plane. Move along the opposite plane until you stand parallel to his position, then shift planes and attack during the transition to surprise him.



While Naruto goes after items, use throws to fling him back.



OROCHIMARU SAGA

The serpentine Orochimaru is probably the fastest attacker and one of the strongest warriors in the game. Both of his Chakra Techniques are extremely easy to perform, and his Support Items put his opponents to sleep when correctly used. From there, it is an easy matter to perform a Secret Technique to wrap things up. Having slogged through the rest of the characters' sagas to get this far, playing as Orochimaru should be an easy reward.

1: NARUTO UZUMAKI

In spite of Naruto's overabundant energy, he is vulnerable when put to sleep. Perform regular combos and Chakra Techniques upon Naruto to entertain yourself until Kabuto appears with a Support Item. After meeting up with Kabuto, use the Support Item to put Naruto to sleep, then use Orochimaru's most powerful Secret Technique. Lather, rinse, repeat.



Even if Naruto manages to leap back, Orochimaru flies forward to strike when using a Secret Technique. Use his range.

2: SHIKAMARU NARA

Because Shikamaru is more content to stand in place than Naruto, he's an easy target for Orochimaru's low attacks and throws. Knock him off his feet, then perform another low attack to double the damage.

Use Support Items against Shikamaru. Kabuto appears and puts the boy to sleep, making it easy to follow up with a Secret Technique.



3: SAKURA HARUNO

Sakura tends to retreat from Orochimaru and uses her guard to fend off attacks. But this is only a ruse; she is actually quite aggressive about smashing objects for items and attacking support characters. She uses her Ninja Tools to attack from afar, so look for and grab Invisible status items to prevent being hit by her thrown weapons.



Grab all the items in the area so that Sakura has fewer distractions for the rest of the battle.

4: ROCK LEE

Lee is a surprisingly strong opponent against Orochimaru, especially if he manages to perform the Hidden Lotus Secret Technique and activate the Hachimon Jinko status. Use guard to deflect his Secret Techniques to try to prevent this. Low attacks (↓ + ●) tend to throw off Lee's own assaults, as do vertical attacks (↑ + ●).

If Lee manages to go into overdrive after using the Hidden Lotus Technique, block his attacks to avoid critical damage.



5: KAKASHI HATAKE

Kakashi's willingness to stand and take a hit leaves him open for a Secret Technique at the outset. After gaining the upper hand, attack wisely and use throws to overcome Kakashi's strong defense. Kakashi is extremely good at dodging Support Items and the support character's attacks, so do not waste time in this endeavor. By all means try to strike off another Secret Technique against Kakashi, but do not leave an opening for him to exploit.



Kakashi goes after items and support characters so often that he may leave an exploitable opening. Use it.



Break off mid-combo when Sasuke starts guarding, then use a throw to knock him off-balance.

6: SASUKE UCHIHA

Orochimaru finally confronts his desired opponent. Sasuke tends to leave himself somewhat open at the outset of the battle, so use a Secret Technique right away to go for the upper hand. Thereafter, Sasuke provides Orochimaru with the first true challenge of this ladder.



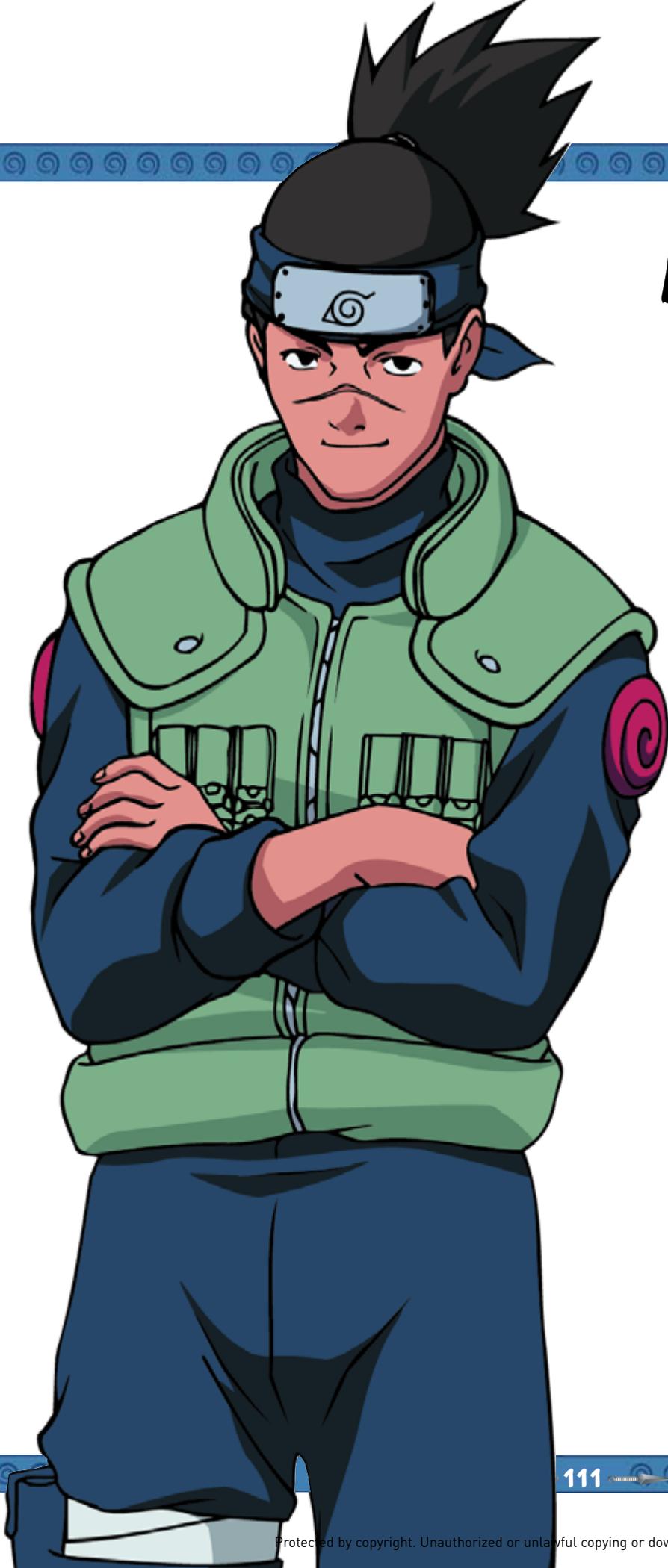
Attack the gentlemen to either side of the lower pane to make the purple barrier shatter. Then shift to the back pane to obtain items.



Shift stages once or even twice to regain some health after one of Sasuke's knockback attacks.



Guard against Sasuke's frequent use of his fire-breathing Chakra Techniques.



MISSIONS



CHAPTER FIVE

SERIOUS RYO!

This chapter includes a complete list of all missions that you can complete to accumulate money to use in the Shop. You need thousands of Ryo to keep turning the knob on the Capsule Machine in the Shop, and Mission mode is the key!

UNLOCKING NEW MISSIONS

Complete the Practice missions to unlock the D-Rank missions, then clear the D-Rank missions to open the C-Rank missions, and so on. You must also reach the proper experience ranking (Genin, Chunin, etc.) to undertake certain missions. Upon clearing a mission, experience points accumulate toward your next mission rank level. But while you can repeat missions as often as you like, the experience points are only awarded once.

Mission Rankings

Rank	EXP
Genin	50 points
Chunin	500 points
Special Jonin	1,150 points
Jonin	1,750 points
Anbu	2,170 points
Hokage	2,490 points

MISSION MODE BONUSES

By clearing missions and reaching higher rankings, more features of the game are unlocked:

- Reach Genin rank to unlock the D-Rank Missions.
- Reach Chunin rank to unlock the Capsule Machine for Collectors in the Shop, and to make Curse Marked Sasuke playable in Mission mode, Practice mode, and Free Battle mode.
- Reach Jonin rank to unlock the Capsule Machine for Maniacs in the Shop, and to make Nine-Tailed Naruto playable in Mission mode, Practice mode, and Free Battle mode.



TIP

Complete Scenario mode with Orochimaru to make Orochimaru playable in Mission mode. The dark ninja makes mission completion quite a bit easier. Orochimaru has such great attacking power and techniques that he makes it simple to fulfill the criteria of most missions.

PRACTICE MISSIONS

Complete the five Practice missions to achieve Genin rank and unlock the D-Rank missions. These are generally easy missions. Any character's abilities should be sufficient to fulfill the criteria.

Exercise 1

Rank Required: Ninja Academy Student
Reward: 3,000 Ryo
Points Received: 10
Client: Kakashi Hatake
Battle Opponent: Kakashi Hatake
Condition #1: Win the battle
Condition #2: Defeat the enemy within 30 counts

Description

PRACTICE This is not just an exercise. It's an extremely difficult test with a failure rate of 66 percent or higher. If you can't complete this, give up on becoming a ninja. You can't pass if you don't come with the intent to kill me.

●●●●●●●●●●●●●●●●

Notes

Defeat Kakashi before time runs out. The key is to know your Chakra Techniques and Secret Techniques and use them repeatedly to shorten the battle. Kakashi tends to stand around for long moments, so avoid chasing after your support character and wait away on Kakashi.



Exercise 2

Rank Required: Ninja Academy Student
Reward: 2,000 Ryo
Points Received: 10
Client: Kakashi Hatake
Battle Opponent: Naruto Uzumaki
Condition #1: Win the battle
Condition #2: Possess a Special Ninja Tool

Description

PRACTICE Defeat Naruto and get a certain item. This is an exercise, so do it with great effort. If you can't do it, no lunch for you.

By Kakashi



Notes

The moment Naruto is defeated, you must have a Special Ninja Tool in possession. Naturally, Naruto makes every attempt to interfere whenever your support character tries to pass you one. Try to change stages if you drop below 50 percent health. It seems much easier to acquire a Special Ninja Tool in the Forest of Death than in the Hokage's Mountainside Images stage. Conversely, if you have a Special Ninja Tool in your Item Stock, simply open the Pause menu during the battle and move one into your inventory!



Exercise 3

Rank Required: Ninja Academy Student
Reward: 2,000 Ryo
Points Received: 10
Client: Kakashi Hatake
Battle Opponent: Sakura Haruno
Condition #1: Win the battle
Condition #2: Possess The Weight of Gut

Description

PRACTICE Defeat Sakura and get a certain item. If you can't, you'll be disqualified for failing the mission. Listen up. A ninja thwarts the double bluff.

By Kakashi



Notes

No telling what Kakashi means by that last line! To win this mission, simply defeat Sakura with a Weight of Gut in your inventory. If a Weight of Gut is in your Item Stock because you received it from the Capsule Machine, then simply move one into your inventory and defeat Sakura. Otherwise, Sakura attempts to ruin the mission by running around the Kikyō Castle rooftop and smashing all the item urns hanging from the fish statues' tails. To prevent this, quickly knock the wind out of her with a Chakra Technique or Secret Technique as soon as the battle starts. Then shift to the upper plane, jump up onto the fishes' heads, and smash the urns yourself before she recovers. If Sakura manages to smash the urns in Kikyō Castle, knock her health down to a paltry minimum and wait for your support character to deliver one. If your health drops below half, switch to the other stage and try to collect a Weight of Gut quickly!



Exercise 4

Rank Required: Ninja Academy Student
Reward: 3,000 Ryo
Points Received: 10
Client: Might Guy
Battle Opponent: Rock Lee
Condition #1: Win the battle
Condition #2: Preserve more than 50 percent of life

Description

PRACTICE You guys! Are you enjoying your youth?! How about a round with my Lee? Let me tell you one thing. This kid's strong.

By Guy



Notes

Knocking Rock's health down while keeping your own in the green should be no problem. Rock doesn't attack frequently, so nail him with Secret Techniques from the get-go. When his health drops below half, he tends to jump up to the high scaffolds, which are rising and falling on either side of the top plane. There, he attempts to bide his time until the counter runs out. Carefully double-jump and air-dash, guiding your ninja onto the platform beside Lee. Avoid letting up on him for a moment!



Exercise 5

Rank Required: Ninja Academy Student
Reward: 3,000 Ryo
Points Received: 10
Client: Asuma Sarutobi
Battle Opponent: Shikamaru Nara
Condition #1: Win the battle
Condition #2: Preserve more than 50 percent of life

Description



Sigh. It's a pain, but how about fighting my Shikamaru? Although he may not look it, he's sharp.

By Asuma



Notes

Shikamaru puts up a furious fight, so take him down carefully but quickly. Avoid falling into any of his Chakra Techniques or Secret Techniques, which he attempts frequently. Use your own Secret Techniques to whittle down his Health Gauge. If he knocks your Health Gauge down below 50 percent so that it turns yellow, bide some time waiting for Shikamaru's support character to drop a health recovery item, then swoop in to steal it. Also, avoid falling off or getting knocked off the roof. If the option becomes available, switch stages in favor of firmer ground!



D-RANK MISSIONS

D-Rank missions are unlocked upon completion of the Practice missions and simultaneous achievement of the Genin rank. The difficulty level of these missions is low, mainly because the clearing conditions are fewer per mission.

Capture the Lost Pet, Tora

Rank Required: Genin or above
Reward: 4,000 Ryo
Points Received: 20
Client: Madam Shijimi
Battle Opponent: Rock Lee
Condition #1: Win the battle
Condition #2: Defeat the enemy within 30 counts

Description



You have finally caught Tora, but then Lee appears and challenges you to a fight. There's no time to waste. Defeat Lee and quickly take Tora back.



Notes

Use Support Items, Secret Techniques, and Chakra Techniques repeatedly against Lee to bring his Health Gauge down to zero.



Errand to the Next Town

Rank Required: Genin or above
Reward: 4,000 Ryo
Points Received: 20
Client: Photographer-Genzou
Battle Opponent: Neji Hyuga
Condition #1: Win the battle
Condition #2: Defeat the enemy by using a Level 2 Secret Technique

Description



Neji appears during your errand mission to the next town and accuses you of being unable to handle it. Prove that you're not a failure and complete your errand mission.



Notes

Because time is not an issue, use only an occasional Chakra Technique while beating up Neji. Keep the Chakra Gauge filled to at least the second dot. Also keep an eye on Neji's Health Gauge, and perform a Level 2 Secret Technique (▲, ▲, ●) when his health is 25 percent or below. That will finish him off!



Help Dig for Potatoes

Rank Required: Genin or above
Reward: 4,000 Ryo
Points Received: 20
Client: Owner of Ichiraku-Teuchi
Battle Opponent: Shikamaru Nara
Condition #1: Win the battle
Condition #2: Preserve a Level 3 Chakra

Description

B-RANK MISSION Shikamaru comes to ridicule you while you're helping to dig for potatoes. Defeat him quickly and get back to the potato-digging mission.

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Notes

You need to have a full Chakra Gauge at the end of the battle. If you perform a Level 1 Secret Technique or a couple of Chakra Jutsu, or lose some chakra by being thrown into a wall, the mission is not over. Keep an eye on Shikamaru's Health Gauge as you battle. When you knock him down to 10 percent of his bar, break objects in the environment to obtain chakra balls and collect chakra recovery items from your support character. Or, stand in place and hold **↓** to regain chakra slowly. When your Chakra Gauge is full, deliver the final blow. But do not lose any chakra in the attack!



Baby-Sitting the Councilor's Son

Rank Required: Genin or above
Reward: 6,000 Ryo
Points Received: 20
Client: Councilor
Battle Opponent: Sasuke Uchiha
Condition #1: Win the battle
Condition #2: Defeat the enemy by using a Level 3 Secret Technique

Description

B-RANK MISSION While baby-sitting the Councilor's son, he starts having a fit about wanting to see who's stronger, and you end up in a match with Sasuke. Since it's come to this, land a flashy move if you can and humor the boy.

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Notes

Keep chakra high throughout the battle by performing only Level 1 Secret Techniques and Chakra Techniques that consume less chakra. When Sasuke's Health Gauge is down to roughly 25 to 20 percent, throw him or knock him into a wall to make him release chakra balls, and replenish your own power by collecting them. Then unleash a Level 3 Secret Technique (**▲, ▲, ▲, ●**) to defeat Sasuke and pass the criteria.



Bring Back the Honorable Grandson

Rank Required: Genin or above
Reward: 5,000 Ryo
Points Received: 20
Client: Ebisu
Battle Opponent: Naruto Uzumaki
Condition #1: Win the battle
Condition #2: Defeat the enemy by using a Level 1 Secret Technique

Description

B-RANK MISSION The honorable grandson of the Third Hokage blows off his training and disappears somewhere with Naruto. Could you please sternly punish Naruto and bring back the honorable grandson?

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By Ebisu

Notes

Fight the battle as normal, using any form of attack you choose. Keep an eye on Naruto's Health Gauge and keep your chakra filled up to the first dot at all times, if possible. When Naruto gets down to roughly 20 percent of his life, perform a Level 1 Secret Technique (**▲, ●**) to finish him off.



Escort the Super-Famous Bridge Builder

Rank Required: Genin or above
Reward: 6,000 Ryo
Points Received: 20
Client: Tazuna
Battle Opponent: Zabuza Momochi
Condition #1: Fight till time is up
Condition #2: Preserve more than 80 percent of life

Description

B-RANK MISSION You're attacked by Zabuza while escorting Tazuna to the Land of Waves. Defeat Zabuza and protect Tazuna. However, there might be other enemies around. Try to preserve your physical strength if you can.

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Notes

You must survive with Zabuza at the Great Naruto Bridge for 50 counts of the timer gauge, and maintain a full Health Gauge. If you defeat Zabuza, the mission is a failure. You can save yourself trouble at the start by not moving, and staring him down for one or two counts. When Zabuza moves, use plane shifting to dodge his attacks rather than trying to guard, or else you leave yourself vulnerable to a throw. Stay off the water, because sinking incurs additional loss of life. Avoid going after Haku or Iruka, because Zabuza moves toward support characters every time they appear. If Zabuza corners you, be the one to attack first with a knockback attack or throw. If you are hit, Stage Shift to regain health if needed and move to an area with less water. It's a long and dangerous wait, but it's worthwhile!



Training with Sasuke

Rank Required: Genin or above
Reward: 6,000 Ryo
Points Received: 20
Client: Kakashi Hatake
Battle Opponent: Sasuke Uchiha
Condition #1: Win the battle
Condition #2: Climb up the wall for more than 2 counts

Description

B-RANK MISSION Zabuza will come again.... You don't have enough skill to completely protect Tazuna on your own. Train with Sasuke and steadily build your skills.



Notes

The goal in this mission is to wall-run up the tall trees on either side of the lower plane of Zabuza's hideout. Don't run all the way up, just move from the ground onto the base. Sasuke responds by throwing a couple of shuriken to try to knock you down. After he throws, move a step or two up the tree to dodge. Continue doing this until you reach the top. With nowhere left to go, the only way to prevent Sasuke's Ninja Tools from knocking you down is to throw your own Ninja Tools after he does, and hope that all the shuriken collide in the air.



However, because you need only remain on the tree for two counts to fulfill Condition #2, there should be no need for this much struggle. When a message that Condition #2 is fulfilled displays onscreen, attack and defeat Sasuke with Secret Techniques and jutsu.

Training with Sakura

Rank Required: Genin or above
Reward: 6,000 Ryo
Points Received: 20
Client: Kakashi Hatake
Battle Opponent: Sakura Haruno
Condition #1: Win the battle
Condition #2: Climb up the wall for more than 3 counts
Condition #3: Preserve chakra above Level 2

Description

B-RANK MISSION It's the second day of training. You can't get strong if you don't get better at controlling Chakra. Have Sakura show you the ropes.



Notes

This mission is like the previous "Training with Sasuke" mission, but harder. Use the same technique of moving slowly up the wall on the lower plane, climbing only a step or two higher each time Sakura throws Ninja Tools your way. After you reach the top and have nowhere left to go, throw your own Ninja Tools after Sakura throws hers and hope that all the stars collide in the air, canceling each other out. Pay attention to what item Sakura has equipped, and be ready to use your own Special Ninja Tool if that is what she throws.

After a message appears indicating that Condition #2 is fulfilled, switch gears and attack Sakura. Avoid using any jutsu that might drain your Chakra Gauge below two dots. If you get low on power, throw or knock Sakura into walls to make her release chakra balls. Finish her off with a standard attack only when your Chakra Gauge is full enough.



A Tug-of-War on the Bridge

Rank Required: Genin or above
Reward: 8,000 Ryo
Points Received: 20
Client: Tazuna
Battle Opponent: Haku
Condition #1: Win the battle
Condition #2: Defeat the enemy within 30 counts
Condition #3: Give more than 3 additional blows to the enemy

Description

D-RANK MISSION Haku, a Tracker ninja from the Hidden Mist Village, is Zabuza's comrade. He is targeting Tazuna, who is constructing a bridge. Defeat Haku and protect Tazuna.

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Notes

This mission is easier to clear when playing as Orochimaru. From the battle's start, throw or knockback Haku. At the instant Haku flies off the ground, press the direction button corresponding to the direction Haku is flying, and press ● simultaneously to perform a Back Attack. Your character warps behind Haku to land an additional blow. If Haku reverses in midair and gets behind you, press the directional button toward Haku again and press ● simultaneously to counterreverse. You must hit Haku for the additional blow to count!

The important and tricky part is performing three additional blows in such a manner within 30 counts. Complete that part of the mission first, then use Level 1 Secret Techniques and Chakra Techniques repeatedly to finish off Haku before the timer runs out.



TIP

Knock Haku into the air to perform the additional blow from the top. This strategy is easier than going for a throw or knockback.

Thwart Gato's Dark Designs

Rank Required: Genin or above
Reward: 10,000 Ryo
Points Received: 20
Client: Tazuna
Battle Opponent: Zabuza Momochi
Condition #1: Win the battle
Condition #2: Defeat the enemy within 30 counts
Condition #3: Give more than 6 additional blows to the enemy

Description

D-RANK MISSION Zabuza has appeared once again. For the sake of the Land of Waves' future, you must not let Tazuna be killed. Defeat Zabuza and follow through with our own shinobi path!

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Notes

This mission becomes available after the "Tug-of-War on the Bridge" mission is cleared. The mission is identical, except that you must perform six Back Attacks against the enemy, following a throw or knockback attack each time. Zabuza is an easier target for throws, because he raises his defenses much more often than Haku did in the last mission. Knock him into the sky and press ↑+● to perform an additional blow. Because damage is caused when striking him, and again during the additional blow, Zabuza may not survive for so many attacks! Therefore, use a character like Naruto or Sakura whose attacks are not as damaging. After six Back Attacks, Zabuza should have a bare minimum of life left. Finish him quickly before time runs out!



The Start of the Chunin Exam

Rank Required: Genin or above
Reward: 8,000 Ryo
Points Received: 20
Client: Kakashi Hatake
Battle Opponent: Gaara
Condition #1: Win the battle
Condition #2: Don't use any Secret Techniques
Condition #3: Defeat the enemy within 30 counts

Description

D-RANK MISSION The Chunin Exam finally begins. Genin from many lands have gathered in the Hidden Leaf Village. Before the exam, you get into a fight with a Sand ninja. You don't want to aggravate matters, but you won't be able to register for the exam if you don't defeat him.

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Notes

Use of a Secret Technique results in instant failure, but no one said anything about not using Chakra Techniques! Perform your Chakra Techniques and combos repeatedly to empty Gaara's Health Gauge quickly.



Bushy-Brow's Challenge

Rank Required: Genin or above
Reward: 10,000 Ryo
Points Received: 20
Client: Rock Lee
Battle Opponent: Rock Lee
Condition #1: Win the battle
Condition #2: Don't use any Secret Techniques
Condition #3: Don't use any jutsu

Description

D-RANK MISSION Just after registering for the chunin exam, you're challenged to a match by Lee. He seems to have confidence in his Taijutsu. It's a nice chance to test your own strength, but do your best to hold back from revealing your hand.

□□□□□□□□□□□□□□

Notes

This mission becomes available after clearing "The Start of the Chunin Exam" mission. The idea is the same, only this time you cannot attempt any type of attack that requires chakra. The key is to know your combos well, and to perform a lot of jumping attacks. Knock Lee flat with every assault, then administer a low attack while he is down.



Defeat the Imposter

Rank Required: Genin or above
Reward: 8,000 Ryo
Points Received: 20
Client: Anko Mitarashi
Battle Opponent: Naruto Uzumaki
Condition #1: Win the battle
Condition #2: Defeat the enemy within 30 counts
Condition #3: Possess a Scroll of Instant Body

Description

D-RANK MISSION The exam announced by the obnoxious exam proctor Anko Mitarashi is to scramble for a scroll in the Forest of Death. Your first encounter is a Hidden Rain ninja disguised as Naruto. Defeat the imposter and seize the scroll.

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Notes

The easy way to pass Condition #3 is to move a Scroll of Instant Body from your Item Stock into your active inventory, using the appropriate option in the Pause menu. But this is possible only if you obtained the item randomly from the Shop. Otherwise, use Secret Techniques and Chakra Techniques to drain Naruto's Health Gauge, and watch the support characters closely to see if one offers a Scroll of Instant Body. After you obtain the item (or steal it from Naruto's support), defeat Naruto with the item in your possession to clear all conditions.



Orochimaru Appears

Rank Required: Genin or above
Reward: 10,000 Ryo
Point Received: 20
Client: Anko Mitarashi
Battle Opponent: Orochimaru
Condition #1: Win the battle
Condition #2: Defeat the enemy by using a Level 3 Secret Technique

Description

D-RANK MISSION Can the prey escape the predator? The strongest enemy, Orochimaru, has appeared. You won't be able to clear the exam if you don't ward him off somehow.

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Notes

This is not a hard mission, because it does not have the time constraints of the missions listed previously. The trick is to use only one Level 1 Secret Technique, or two or three Chakra Techniques, to weaken Orochimaru, hitting him with hard combos in between.



Curse Mark Out of Control!

Rank Required: Genin or above
Reward: 12,000 Ryo
Points Received: 20
Client: Sakura Haruno
Battle Opponent: Sasuke Uchiha
Condition #1: Win the battle
Condition #2: Finish the enemy off when his chakra is at 0

MISSIONS

Description

B-RANK MISSION Sasuke has gone out of control due to the Curse Mark made by Orochimaru. The only way to bring Sasuke back to his senses is to take a somewhat rough approach. Defeat Sasuke and bring him back to his senses.

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Notes

Reduce the chakra in Sasuke's gauge by throwing him or knocking him into the walls at the stage's sides. Doing so causes chakra balls to bounce out of his body. While he is down, run back and forth over his body and collect the loose chakra before he gets back up. It's normal for him to reclaim one or two chakra balls, but keep bashing him into the wall, and his gauge will empty. The easiest way to knock him into the walls is by attacking from the air while jumping. By this point, his life will be down to around half. Use a Level 3 Secret Technique to weaken him, then finish him off.



C-RANK MISSIONS

The Chunin Exam Preliminary

Rank Required: Genin or above
Reward: 12,000 Ryo
Points Received: 30
Client: None
Battle Opponent: Naruto Uzumaki
Condition #1: Win the battle
Condition #2: Defeat the enemy within 20 counts
Condition #3: Preserve more than 50 percent of life

Description

C-RANK MISSION The final chunin exam finally begins. However, a preliminary is held before that. Your opponent is Naruto Uzumaki. He holds unfathomable potential. Defeat him as quickly as possible.

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Notes

With so little time on the clock, hit Naruto hard and fast. Pour on the Level 1 Secret Techniques! This reduces his health more than just performing one Level 3 Secret Technique. Between attacks, claim any chakra balls he may drop from falling, and strike again while he is down. Eliminate him furiously without letting him stop to breathe, and maintaining half of your Health Gauge will prove easy.



Gaara's Challenge

Rank Required: Genin or above
Reward: 10,000 Ryo
Points Received: 30
Client: None
Battle Opponent: Gaara
Condition #1: Win the battle
Condition #2: Defeat the enemy within 30 counts
Condition #3: Preserve a Level 3 Chakra

Description

C-RANK MISSION While doing cliff-climbing training in preparation for the exam, Gaara appears and challenges you to "mutual death." The final Selection will begin if you waste time. Defeat Gaara and head for the final Selection arena.

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Notes

This battle is like an earlier mission, but you must clear it in a shorter time frame. With less time to search for items and recover health and chakra, focus on hitting Gaara with only tough combos and not too many Chakra Techniques. Watch his Health Gauge, and compare it to your Chakra Gauge. When his meter is flashing red and your Chakra Gauge is full, perform a devastating combo to take him out!



TIP

Gaara's fighting style is unique, and his guard is strong enough to hold you at bay until time expires. However, aerial attacks performed while jumping work well against Gaara, knocking him down.

The First Match of the Final Chunin Exam

Rank Required: Genin or above
Reward: 12,000 Ryo
Points Received: 30
Client: Sakura Haruno
Condition #1: Win the battle
Condition #2: Defeat the enemy within 30 counts
Condition #3: Defeat the enemy by using a Level 3 Secret Technique

Description

C-RANK MISSION It's the first match of the final chunin exam. Your opponent is Sakura. Land some good moves and show your power to the exam proctor.

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Notes

Because you must beat Sakura in such a short amount of time, use Level 1 or Level 2 Secret Techniques to reduce her life. Then throw her or knock her into walls to make her drop chakra balls, and use them to replenish your energy. Repeat this strategy until her Health Gauge is flashing red, then check your Chakra Gauge and finish her off if you are running on full power.



The Second Match of the Final Chunin Exam

Rank Required: Genin or above
Reward: 12,000 Ryo
Points Received: 30
Client: None
Battle Opponent: Neji Hyuga
Condition #1: Win the battle
Condition #2: Your life is less than 10 percent
Condition #3: Give more than 6 additional blows to the enemy

Description

C-RANK MISSION It's the second match of the final chunin exam. Your opponent is Neji. Teach Neji some fortitude through this fight.

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Notes

Quite a battle awaits! Neji is ferocious and often attempts Chakra Techniques and Secret Techniques. But as the conditions state, life preservation is not crucial. Give him the six additional blows first, because that is the hardest part of the mission. Fight Neji on the back plane of the Exam Stadium, where there is more room to knock him back and grab him for a throw. At the first chance, shift planes to the Lookout Tower and fight Neji on the foreground plane, for greater ease. Performing additional blows from the top after knocking Neji skyward is easier than going for throws. After the additional blows are accounted for, allow Neji to perform a couple of combos and Chakra Techniques against you, and even take a few dives over the side of the Lookout Tower rooftop if needed to bring down your Health Gauge. When the meter starts to blink red, use a Secret Technique to finish Neji off.



Bring Back Sasuke

Rank Required: Genin or above
Reward: 14,000 Ryo
Points Received: 30
Client: Kakashi Hatake
Battle Opponent: Sasuke Uchiha
Condition #1: Win the battle
Condition #2: Finish the enemy off when his chakra is at 0

Description

C-RANK MISSION During the final Selection match, Orochimaru and company's operation to destroy the Hidden Leaf Village begins. Sasuke disappears into the Forest of Death in pursuit of Gaara who has fled. It's dangerous to pursue too far. Bring back Sasuke by force if necessary.

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Notes

This mission is identical to "Curse Mark Out of Control?" from the D-Rank missions, except that Sasuke is more aggressive in this battle. He too attempts to knock you into the walls to release chakra balls, which he attempts to collect. Pin him near the wall and do not let him escape!



MISSIONS

Protect Your Comrades

Rank Required: Chunin or above
Reward: 12,000 Ryo
Points Received: 40
Client: Kakashi Hatake
Battle Opponent: Gaara
Condition #1: Win the battle
Condition #2: Defeat the enemy within 20 counts
Condition #3: Preserve more than 50 percent of life

Description

C-RANK MISSION You encounter Gaara in the Forest of Death. And then, Gaara's rampage begins... Your comrades will be put in danger if you don't defeat Gaara quickly. Defeat Gaara as quickly as possible!

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Notes

Within such a short amount of time, there is nothing you can do except execute one Secret Technique after another and perform Chakra Techniques in between. Avoid doing anything that might give Gaara the chance to lower your life. He will try, attempting to trigger Secret Techniques and jutsu of his own.



Thwart Orochimaru's Ambition

Rank Required: Chunin or above
Reward: 14,000 Ryo
Points Received: 40
Client: The Third Hokage
Battle Opponent: Orochimaru
Condition #1: Win the battle
Condition #2: Defeat the enemy within 20 counts
Condition #3: Defeat the enemy by using a Level 3 Secret Technique

Description

C-RANK MISSION Orochimaru will destroy the Hidden Leaf Village. Defeat Orochimaru as quickly as possible and save the Hidden Leaf Village!

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Notes

The best way to defeat Orochimaru in this trial is to hit him with two or three Chakra Techniques, then replenish your chakra by picking up chakra balls he drops. Knock him or toss him from the rooftop as well, or bait him into the flames issued by the giant snake. When his health is down to 25 or 30 percent, release your chakra and perform a Level 3 Secret Technique. Orochimaru doesn't mind; two or three times when we played this mission, he stood motionless and allowed us to win!



Chunin Exercise 1

Rank Required: Chunin or above
Reward: 10,000 Ryo
Points Received: 40
Client: None
Battle Opponent: Neji Hyuga
Condition #1: Win the battle
Condition #2: Do not attack, only use Ninja Tools

Description

C-RANK MISSION A ninja must be able to use any kind of Ninja Tool. Practice using Ninja Tools with Neji as your opponent.

By Tenten

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Notes

Neji can use any attack he likes, but the instant you press ● you fail the mission. The best way to get through this mission is to have a few Special Ninja Tools and Support Items in your Item Stock. Move them into your item cycle at the start of the fight, and use them to take down Neji's life. Focus on racing him to the support characters, and prevent him from getting any items. While there is no need to rush, this battle could go on for a full 99 counts of the timer gauge. You are trying to beat the clock!



Chunin Exercise 2

Rank Required: Chunin or above
Reward: 12,000 Ryo
Points Received: 40
Client: None
Battle Opponent: Sakura Haruno
Condition #1: Win the battle
Condition #2: Stand on water for more than 30 counts total

Description



The walking on water technique is the best shortcut to improving Chakra control! Have Sakura, who's good at Chakra control, show you the ropes.

By Ebisu

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Notes

The amount of time you stand atop the water accumulates, no matter if you are moving or standing still, or even if you warp up to the bridge for a few counts. Stay on the water's surface. The main challenge here is the diminishing Chakra Gauge, which will run out if you stay on the water's surface for too long at a time. Throw Sakura into walls to make her drop chakra balls, and collect them to replenish your own chakra. Keep an eye out for your support characters, and meet them if they have a chakra recovery item, even if it means leaving the water's surface. After Condition #2 is pronounced clear, replenish your chakra by smashing the crates on the bridge, if Sakura left you any, and use Secret Techniques to defeat your opponent.



Shikamaru's Training

Rank Required: Chunin or above

Reward: 12,000 Ryo

Points Received: 40

Client: Asuma Sarutobi

Battle Opponent: Shikamaru Nara

Condition #1: Win the battle

Condition #2: Defeat the enemy within 20 counts

Condition #3: Preserve more than 50 percent of life

Description



Shikamaru's not motivated at all... But if he fights you and gets a real drubbing, he might show a bit of motivation. So would you fight him?

By Asuma

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Notes

This is an easy challenge after so many fights with harder criteria. Use your chakra to unleash your most powerful attacks, and throw in a few combos that knock the opponent back or up in between. The only objective here is to be more aggressive than Shikamaru!



Chunin Exercise 3

Rank Required: Chunin or above

Reward: 12,000 Ryo

Points Received: 40

Client: None

Battle Opponent: Sakura Haruno

Condition #1: Win the battle

Condition #2: Don't protect yourself from enemy's attack

Condition #3: Preserve more than 50 percent of life

Description



In order to foster students' potential, the first thing to do is to give them motivation and confidence. In order to do that, it's sometimes good to go easy on them and pretend like you've gotten your butt kicked.

By Iruka

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Notes

Guard against an enemy's attack at any point during the mission and failure results. This includes instances where you press the directional button away from your opponent and press ● at the moment of an enemy's attack, so avoid this button combination if you see that Sakura's hit is about to land. To preserve half your health, strike fast and hard without guarding or auto guarding as described previously. Unleash Secret Techniques like they are going out of style to bring her down before she reduces your health by too much.



The Thwarting of Naruto's Mischief

Rank Required: Chunin or above

Reward: 12,000 Ryo

Points Received: 40

Client: The Third Hokage

Battle Opponent: Naruto Uzumaki

Condition #1: Win the battle

Condition #2: Protect Hokage-Rock from being destroyed

Condition #3: Make the enemy fall more than 3 times

Description



It seems that fool Naruto is trying to cover the mountainside with graffiti again. He never learns... Iruka is busy right now, so please go stop Naruto.

By The Third Hokage

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Notes

If given an inch, Naruto warps to the back plane of the stage and jumps up to attack the Hokage rock faces. If he breaks just one of the faces, the mission fails. Avoid letting him warp to the back plane by keeping him busy in the forward area. To fulfill Condition #3, use throws and knockback attacks to fling Naruto over the sides of the platforms and trees at least three times. This is the easiest of the conditions to fulfill. Falling over the side after Naruto is no problem, because you should have a surplus of life. Naruto is too busy trying to deface property to cause you serious harm.



Sasuke's Training 1

Rank Required: Chunin or above
Reward: 12,000 Ryo
Points Received: 40
Client: Sasuke Uchiha
Battle Opponent: Sasuke Uchiha
Condition #1: Win the battle
Condition #2: Give more than 6 additional blows to the enemy
Condition #3: Defeat the enemy while in the air

Description

C-RANK MISSION I must become stronger than that man.... For the sake of being stronger, ordinary training is not enough. Please train with me.

By Sasuke



Notes

The roughest condition is landing the six additional blows, so start there first. A character such as Naruto or Sakura will have better luck performing the six Back Attacks before Sasuke's health runs out. When he has just a little life remaining, perform nothing but aerial attacks after a jump. Prohibit yourself from pressing ● while standing on the ground. That way, you can pass Condition #3 with flying colors.



Sasuke's Training 2

Rank Required: Chunin or above
Reward: 14,000 Ryo
Points Received: 40
Client: Sasuke Uchiha
Battle Opponent: Sasuke Uchiha
Condition #1: Win the battle
Condition #2: Don't use any techniques on land or water

Description

C-RANK MISSION I'm still falling short of him.... I need tougher training. Please train me.

By Sasuke



Notes

Condition #2 dictates that you must perform every attack from the air. If you throw a punch while standing on your feet anywhere in the stage, the mission fails. The trick is to jump or air-dash toward Sasuke from medium range and press ● only two or three times. Watch your own feet carefully, and lay off the attack button before even a toe touches!



Sakura's Training

Rank Required: Chunin or above
Reward: 14,000 Ryo
Points Received: 40
Client: Sakura Haruno
Battle Opponent: Sakura Haruno
Condition #1: Win the battle
Condition #2: Make more than 3 stage shifts
Condition #3: Use Substitution Jutsu more than 6 times

Description

C-RANK MISSION I'm always a hindrance to everyone on missions... I want to train, become strong, and be of use to everyone if only a little. Will you join my training?

By Sakura



Notes

This mission is a roadblock, so do not get too frustrated with yourself for having to try several times. Condition #3 is the hardest to achieve, especially if you have achieved any mastery over the game. Stage Shift opportunities are only presented after a character sustains severe damage, such as after suffering from a Chakra Technique or a Secret Technique, or after being driven into the ground from above. Therefore, you have to let Sakura have her way with you, to some extent. The easiest path is to move in close range of her, and let her attack. Yet you still need to win the battle, so drive down her Health Gauge as much as she does yours. After she performs a Secret Technique or a Chakra Jutsu, press no other buttons and hope that the Stage Shift icon appears.



Notes (continued)

Press **↑+X** to change stages at least three times.

The Substitution Jutsu requirement is fairly hard to beat. You must raise your guard or press the direction button away from Sakura and **●** at the same time do a Substitution. The key is to watch your opponents carefully. Eventually, you will know exactly when to hit the guard button in order to trigger a Substitution. Also, smash the practice dummies and strike the birds soaring overhead to obtain a Kakashi Figure, which bestows auto-Substitution Jutsu status for a short time. If Sakura attempts to strike while logs circle your head, you instantly Substitute.



Go after health items every chance you get and allow Sakura to have access to some recovery, especially at the outset. You have to keep the battle going a while to perform the three Stage Shifts, and Substitution Jutsu without an item or status is difficult to pull off. Use every count of the timer gauge to your advantage!

B-RANK MISSIONS

Several B-Rank missions also become available when Chunin rank is achieved. But these missions are quite a bit more difficult than the Chunin rank missions in the C-Rank category, so hone your skills there before attempting any of these missions. The rest of the missions become available only after you have cleared all Chunin rank missions and achieved Special Jonin rank.

Procuring Ninja Tools

Rank Required: Chunin or above

Reward: 12,000 Ryo

Points Received: 50

Client: Asuma Sarutobi

Battle Opponent: Shikamaru Nara

Condition #1: Win the battle

Condition #2: Don't let the enemy possess items

Condition #3: Possess more than 3 types of items

Description



I'm running short on Ninja Tools and I'm starting to get uneasy... Could you get me some decent ones?

I've given the same mission to Shikamaru. I wonder who'll gather tools for me first.

By Asuma



Notes

The easy way to win this battle is to move three different items from your Item Stock into your active inventory, then attack Shikamaru so fast and furiously that he has no opportunity to pick up an item. If he shifts planes, you have to shift with him. If he goes near his support character, prevent him from picking up any dropped items by plane shifting to the location of the item and stealing it. Another way to prevent him from picking up items on another plane is to move to a parallel position on the other plane, then shift planes and press the attack button repeatedly while warping. Your avatar appears directly behind Shikamaru, already attacking—thus ambushing him from behind.



If you do not have sufficient Item Stock to give yourself three item types, consider replaying previous missions and spending the rewards in the Shop until you obtain three types of items. If Shikamaru picks up even one item, the mission is over. The best way to prevent him from doing that is to corner him with combos, then finish him with a Secret Technique. This seems possible only if you do not have to worry about picking up items for yourself during the battle.

Chunin Exercise 4

Rank Required: Chunin or above

Reward: 14,000 Ryo

Points Received: 50

Client: None

Battle Opponent: Kakashi Hatake

Condition #1: Win the battle

Condition #2: Use all the Secret Techniques

Description



It's very important for a ninja to always be able to land on a finishing move. Try displaying all of the Secret Techniques you possess...okay?

By Jiraiya



Notes

The main challenge of this mission is to make sure that Kakashi survives while you execute all three of your chosen character's Secret Techniques. Perform a Level 3 Secret Technique right away if possible. Then allow Kakashi some space to pick up recovery items, or let him stand apart and rejuvenate while reading his dirty book. When his Health Gauge is back in the green, perform a Level 1 Secret Technique. This should leave him with a minimum of health. Recharge your chakra and finish him off with your Level 2 Secret Technique. By performing the special attacks required in this order, you stand a better chance of being able to carry out all three before Kakashi's health expires.



MISSIONS

Chunin Exercise 5

Rank Required: Chunin or above
Reward: 12,000 Ryo
Points Received: 50
Client: None
Battle Opponent: Shikamaru Nara
Condition #1: Win the battle
Condition #2: Preserve more than 80 percent of life
Condition #3: Preserve Chakra above Level 2

Description

B-RANK MISSION In information gathering missions, you have to be able to make survival your first priority. Completing a mission and being wiped out is totally absurd. Can you do it?

By Kotetsu



Notes

By criteria alone, this mission would appear to be fairly easy. But Shikamaru takes it up a notch, attacking with Special Ninja Tools and even Secret Techniques whenever an opportunity arises. It is imperative that you block such attacks with your guard to maintain 80 percent of your Health Gauge. He requires some chasing around the rooftop, but you must attack repeatedly and not let up. Use combos and Chakra Techniques, and perhaps one Level 1 Secret Technique. Try to keep him on the defensive, so that he cannot retaliate as much, and knock him off the sides of the roof for extra damage. Keep an eye on Shikamaru's Health Gauge. If he gets low and your Chakra Gauge is not filled to the second dot, break away and try to acquire a chakra recovery item (from the environment or a support character) before returning to finish him off. Collect items quickly however, because if given breathing room, Shikamaru will do the same. If you are down on health, recover by collecting items from support characters before delivering the final blow.



Anko's Hazing 1

Rank Required: Chunin or above
Reward: 16,000 Ryo
Points Received: 50
Client: Anko Mitarashi
Battle Opponent: Sakura Haruno
Condition #1: Win the battle
Condition #2: Defeat the enemy within 30 counts
Condition #3: Don't use any techniques on land or water

Description

B-RANK MISSION To think you, who just recently became a Genin, have already come this far. I'm going to test you to see if you really have such ability.

By Anko



Notes

This mission is a little easier to complete if you choose to play as Naruto or Sasuke. Remember to jump before attacking, and attack only while airborne. Pressing the attack button while standing on ground or water causes an immediate mission failure. You also can and should use Support Items and Special Ninja Tools. Defeating the elusive Sakura in just 30 counts under these circumstances proves extremely trying. To perform a Secret Technique, you must release chakra, jump toward Sakura, and successfully attack her from above. Completing this mission unlocks "Anko's Hazing 2."



Anko's Hazing 2

Rank Required: Chunin or above
Reward: 16,000 Ryo
Points Received: 50
Client: Anko Mitarashi
Battle Opponent: Hinata Hyuga
Condition #1: Win the battle
Condition #2: Don't jump on land
Condition #3: Don't protect yourself from enemy's attack
Condition #4: Don't use any Secret Techniques

Description

B-RANK MISSION Being able to do the previous assignment is expected. Next is the real assignment. If you can complete this assignment, then I'll acknowledge your ability.

By Anko



Notes

To clear this mission you just have to be careful to press only the attack button. If you press the jump button or raise your guard, you fail the mission instantly. This also applies to times when the character guards if you press ← + ● at the moment the opponent attacks, which can be hard to avoid. Use combos and Chakra Techniques to defeat Hinata, and take your time about it because the Timer Gauge is full at the start of the battle.



The Search for Kakashi

Rank Required: Special Jonin or higher
Reward: 14,000 Ryo
Points Received: 60
Client: Asuma Sarutobi
Battle Opponent: Kakashi Hatake
Condition #1: Win the battle
Condition #2: Defeat the enemy within 20 counts
Condition #3: Defeat the enemy by throwing them

Description

B-RANK MISSION Kakashi still hasn't shown up even though it's way past the meeting time... Somebody please bring Kakashi here quickly even if it's by force.

By Asuma

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Notes

Use several Secret Techniques and Chakra Techniques in rapid-fire fashion to bring Kakashi's health down into the red zone quickly. When he's primed to be taken down, perform only throws. If you fail to land a throw, do not attempt any other kind of attack. You may have to throw a single jab at an obvious time just to make Kakashi raise his guard, making him more vulnerable to being thrown.



Joint Exercise with the Sand Village

Rank Required: Special Jonin or higher
Reward: 14,000 Ryo
Points Received: 60
Client: Gaara of the Sand
Battle Opponent: Gaara
Condition #1: Win the battle
Condition #2: Possess a "Scroll of Instant Body"
Condition #3: Receive an item from a member in the party 3 times
Condition #4: Don't let the enemy possess items

Description

B-RANK MISSION A joint exercise with Leaf Village and Sand Village will be held in order to strengthen the new mutual alliance. The purpose of the exercise is to work together with comrades and possess secret letters.

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Notes

Your work is difficult here. The only saving grace is that Gaara moves more slowly than other characters, so it is easier to get items from your support character by plane shifting. Gaara is aggressive about attacking your support character to try to prevent fulfillment of Condition #3. So focus on "protecting" your support character whenever Gaara is in range. Several times, you must plane shift to obtain an item from your support, but then warp immediately back and chase after Gaara to prevent him from obtaining an item. It also counts if you obtain items from Gaara's support character. This is possible when Gaara moves close to Temari but does not immediately pick up the item she drops. Plane shift or air-dash to that point before he turns around and collects the item.



Special Jonin Exercise 1

Rank Required: Special Jonin or higher
Reward: 14,000 Ryo
Points Received: 60
Client: None
Battle Opponent: Rock Lee
Condition #1: Win the battle
Condition #2: Use Substitution Jutsu more than 6 times
Condition #3: Give more than 3 additional blows to the enemy

Description

B-RANK MISSION It's necessary for exam proctors to have the vision to assess an opponent's attack, no matter how fast it may be... I think you have the qualities to become an exam proctor, but how about giving it a try...?

By Hayate

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Notes

This mission should take even the most experienced fighter several tries, so do not feel bad for early failures or repeated attempts. Get the three Back Attacks out of the way fast by throwing Lee and then pressing → + ● in his direction to warp behind him for an additional blow. Then focus on using Substitution Jutsu to warp behind Lee, using auto-Substitution status gained by picking up a Kakashi Figure, or by pressing (L2) or (R2) at the moment of attack. You can also achieve Substitution Jutsu by pressing ← + ● in the direction opposite of Lee at the moment he attacks. This is the portion of the mission that could waste a lot of counts.



Special Jonin Exercise 2

Rank Required: Special Jonin or higher
Reward: 14,000 Ryo
Points Received: 60
Client: None
Battle Opponent: Naruto Uzumaki
Condition #1: Win the battle
Condition #2: Use Substitution Jutsu more than 3 times
Condition #3: Give more than 6 additional blows to the enemy

Description

B-RANK MISSION Believing in victory even if you're getting your butt kicked and acting like you thought about what's next... Those who can't do that probably can't survive in a grueling mission. Can you do it...?

By Genma



Notes

Because delivering six Back Attacks to Naruto could very likely finish him off, first concentrate on performing Substitution Jutsu at least three times. Just raise your guard at the instant Naruto attacks. To deliver six additional blows before Naruto expires, select an equally powerful character such as Sasuke, Sakura, or even Naruto.



Sasuke's Training 3

Rank Required: Special Jonin or higher
Reward: 14,000 Ryo
Points Received: 60
Client: Kakashi Hatake
Battle Opponent: Sasuke Uchiha
Condition #1: Win the battle
Condition #2: Don't use any Secret Techniques
Condition #3: Don't stop attacking for more than 1 count
Condition #4: Preserve more than 30 percent of life

Description

B-RANK MISSION Sasuke seems kind of anxious, lately... He needs training that will raise his body activity. Become an example for him and watch his training.

By Kakashi



Notes

Sasuke proves highly evasive during this mission, so the main challenge is to stick close to him at all times. If one full count goes by and you have not struck Sasuke with a blow, the mission fails. Keep an eye on the Timer Gauge, and be sure to hit him with even just a jab on every count to prevent failure. You must also avoid letting him fire off a long combo of attacks that can eventually down your character.



Attempt Substitution Jutsu to avoid being paralyzed for a full count by his blows. Use Chakra Techniques repeatedly and execute combos to attack him, abstaining from Secret Techniques altogether.

Hinata's Training

Rank Required: Special Jonin or higher
Reward: 14,000 Ryo
Points Received: 60
Client: Hiashi Hyuga
Battle Opponent: Hinata Hyuga
Condition #1: Win the battle
Condition #2: Your life is less than 10 percent
Condition #3: Don't protect yourself from enemy's attack

Description

B-RANK MISSION By personal request of the Hyuga head family, a mock fight with Hinata Hyuga will be held. Give your attention to Hinata and boost her confidence.



Notes

Fire off several Secret Techniques and Chakra Techniques at the outset of the battle to get the jump on Hinata. Avoid pressing **L2** or **R2** to raise your guard, and avoid pressing **← + ●** away from the opponent's direction at the moment she attacks, or your character will guard and you immediately fail. Getting your Health Gauge down to 10 percent before finishing Hinata should be no problem, because she frequently employs Chakra Techniques. When your Health Gauge is flashing red, quickly execute another Secret Technique to finish her off first.



First Match of the No. 1 Taijutsu Decisive Battle

Rank Required: Special Jonin or higher
Reward: 14,000 Ryo
Points Received: 60
Client: Might Guy
Battle Opponent: Naruto Uzumaki
Condition #1: Win the battle
Condition #2: Defeat the enemy by using a Level 2 Secret Technique
Condition #3: Give more than 3 additional blows to the enemy

Description

B-RANK MISSION There will now be a tournament held to determine who has the strongest Taijutsu in the village. Your opponent in the first match is Naruto! Now, let's all enjoy youth!

By Guy



Notes

Compared to other B-Rank missions, this one is fairly easy to clear. Retain plenty of chakra by performing only throws or knockback attacks against Naruto at the outset of the battle. After you perform three additional blows against Naruto and the "Condition #3 OK" message appears, his Health Gauge should be down to half. Chain together a few combos or use a Chakra Technique to get his health down to the 25 or 30 percent range, and then perform a Level 2 Secret Technique to finish him off. Naruto puts up quite a fight, so winning is just a matter of calm button input and good defense.



Second Match of the No. 1 Taijutsu Decisive Battle

Rank Required: Special Jonin or higher
Reward: 14,000 Ryo
Points Received: 60
Client: Might Guy
Battle Opponent: Sasuke Uchiha
Condition #1: Win the battle
Condition #2: Defeat the enemy while in the air
Condition #3: Use Substitution Jutsu more than 3 times

Description

B-RANK MISSION Your opponent in the second match is Sasuke! Sasuke is from the greatest clan in the Leaf Village. In other words, he's a prodigy. He's a pretty formidable opponent. I wonder if you can win.

By Guy



Notes

Get Condition #3 out of the way first by performing Substitution Jutsu against Sasuke three or more times. The easiest way is to press ← + ● away from Sasuke's position at the moment he attempts to attack.

Thereafter, lower Sasuke's Health Gauge with Secret Techniques, Chakra Techniques, and combos. When his Health Gauge begins flashing red, attack only after jumping toward Sasuke to finish the battle under the requirements.



Semifinals of the No. 1 Taijutsu Decisive Battle

Rank Required: Special Jonin or higher
Reward: 18,000 Ryo
Points Received: 60
Client: Might Guy
Battle Opponent: Neji Hyuga
Condition #1: Win the battle
Condition #2: Defeat the enemy within 30 counts
Condition #3: Don't use any techniques on land or water

Description

B-RANK MISSION Your opponent in the semifinals is Neji! He's a prodigy just like Sasuke. Moreover, he's been trained by me, so winning won't be easy.

By Guy



Notes

To perform a Secret Technique against Neji without immediately failing the mission, release chakra and jump toward him, then attack him from the air. You must initiate more than one Secret Technique from the air in order to reduce his life quickly enough to beat the Timer Gauge. But if you attack while standing on your feet, the mission abruptly ends. Neji is extremely good at raising his guard on time, but just keep trying to execute Secret Techniques from the air.



Finals of the No. 1 Taijutsu Decisive Battle

Rank Required: Special Jonin or higher
Reward: 18,000 Ryo
Points Received: 60
Client: Might Guy
Battle Opponent: Rock Lee
Condition #1: Win the battle
Condition #2: Never miss using a technique

Description

B-RANK MISSION Your opponent in the finals is Lee! Lee is a tireless genius. "There is no genius who can prevail over effort." As these words say, Lee's Taijutsu is better than Sasuke or Neji's. Lee's strength is overwhelming.

By Guy



Notes

The second condition dictates that none of your attacks can fall on dead air. Lee frequently tries to evade attacks by plane shifting out of reach, and if he is successful then the mission is scrapped instantly. It is possible to catch him by attacking at the instant he plane shifts, but do not risk everything by going for a jab when he warps.

Condition #1 will prove difficult if Lee manages to execute his Level 3 Secret Technique, which leaves him with a powerful status upgrade. Lee already seems to be doing more damage than usual during this mission, and with the status upgrade he can put you away fairly quickly unless you guard against his super-powered blows. Try to prevent him from executing his Level 3 Secret Technique in the first place by guarding against the blow or interrupting him with one of your own attacks. Keep retrying this mission until you build up enough skill to succeed, because the A-Rank missions do not unlock until this challenge is cleared!



A-RANK MISSIONS

Jonin Exercise 1

Rank Required: Jonin or higher
Reward: 16,000 Ryo
Points Received: 70
Client: None
Battle Opponent: Sasuke Uchiha
Condition #1: Win the battle
Condition #2: Defeat enemy using supporting characters' techniques
Condition #3: Receive an item from a member in the party 6 times

Description

A-RANK MISSION Unsurpassed individual skills are necessary for ninja. However, what's more important than that is teamwork. You will work together with your comrades in an exercise to defeat an enemy.

By Kakashi



Notes

Spend the first part of the battle reducing Sasuke's Health Gauge by using Secret Techniques and Chakra Techniques. When support characters start appearing and announcing themselves, immediately break off and go to your support for an item. Gather a quantity of Support Items, so that when Condition #3 is fulfilled you can begin trying to finish off Sasuke by using a Support Item. He tends to fend off support character attacks by guarding at the moment a Support Item is used, so ending the battle should prove a bit difficult. Try to catch him off guard when he is busy breaking objects for items, or when he is moving toward his support character and his back is turned.



TIP

Because Orochimaru's support character attack only puts opponents to sleep, avoid choosing Orochimaru for this mission.

Jonin Exercise 2

Rank Required: Jonin or higher
Reward: 16,000 Ryo
Points Received: 70
Client: None
Battle Opponent: Kakashi Hatake
Condition #1: Win the battle
Condition #2: Don't let the enemy use any Secret Technique
Condition #3: Use Substitution Jutsu more than 6 times

Description

A-RANK MISSION No matter what attack an opponent uses, a shinobi must be able to handle it. Take the Sharingan, for example. My Sharingan counterattacks are right on the money. But you try practicing Sharingan counterattacks with Kakashi as your opponent!

By Guy



Notes

Kakashi does his best to ruin this mission for you, frequently releasing his chakra and attempting a Secret Technique. Keep in mind that he cannot attempt a Secret Technique if he does not have chakra. Repeatedly fling him into the walls at the sides of the stage to make him drop chakra balls and reduce the power in his meter, and continue doing so to the point where Kakashi cannot perform even a Level 1 Secret Technique.

Once you've managed to get his repeated Secret Technique attempts under control, focus on performing Substitution Jutsu by pressing **← + ●** away from him or by pressing **(L2)** or **(R2)** at the moment of his attack. Once the third condition is fulfilled, use Secret Techniques to finish off Kakashi before he regains enough chakra to try one against you!



Jonin Exercise 3

Rank Required: Jonin or higher

Reward: 18,000 Ryo

Points Received: 70

Client: None

Battle Opponent: Shikamaru Nara

Condition #1: Win the battle

Condition #2: Make the enemy fall more than 3 times

Condition #3: Make more than 3 Stage Shifts

Description

A-RANK MISSION Ninja must acquire the means to grasp the conditions and terrain and use that to alter a fight to one's advantage... Well, such being the case, have a mock battle with Shikamaru as your opponent.

By Asuma



Notes

Condition #2 is easy to get out of the way. Simply knock Shikamaru off either side of the rooftop three times. This is even easier to accomplish when fighting on the bottom portion the back plane. Accomplishing three Stage Shifts really does not prove too difficult if you allow Shikamaru to knock your health down to half or less, and then inflict a knockdown combo, a Chakra Technique, or a Secret Technique. Once you shift over to the Forest of Death for the second time, start using Secret Techniques and Chakra Techniques to go for the win.



Jonin Exercise 4

Rank Required: Jonin or higher

Reward: 18,000 Ryo

Points Received: 70

Client: None

Battle Opponent: Kakashi Hatake

Condition #1: Win the battle

Condition #2: Make one secret scroll appear

Condition #3: Your life is less than 10 percent

Description

A-RANK MISSION If you're captured by an enemy during a mission, giving up information is never allowed even if you're tortured. You'll probably be able to endure physical pain if you train. Will you do all right?

By Ibiki



Notes

The Hidden Scroll in the Forest of Death is obtained by striking the fish swimming in the stream three times. Try to locate your battle against Kakashi in the stream, so that you incidentally strike the fish when they jump out of the water. If Kakashi runs off to obtain items, stay in the stream and keep striking the fish until you have obtained the Hidden Scroll. Avoid inflicting massive damage to Kakashi right away, because he may take the opportunity to Stage Shift to the Kikyo Castle. Obtaining the Hidden Scroll there is much harder, so try to shift back to the Forest of Death stage after taking a massive hit. If you shift stages before receiving the Hidden Scroll by striking the fish, you must start over upon returning to the Forest of Death.

During the battle, match Health Gauges with Kakashi at all times. If he inflicts massive damage, immediately return the favor. That way, when you attempt to go for the win with only 10 percent of your health remaining, defeating Kakashi and surviving is not as difficult.



Jonin Exercise 5

Rank Required: Jonin or higher

Reward: 18,000 Ryo

Points Received: 70

Client: None

Battle Opponent: Shikamaru Nara

Condition #1: Win the battle

Condition #2: Destroy everything within 15 counts

MISSIONS

Description

A-RANK MISSION In missions of sabotage, you must swiftly destroy the target. Do an exercise with Shikamaru in preparation for upcoming missions.

By Asuma

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Notes

Defeating even a powered-up Shikamaru is not as difficult as attempting to destroy every breakable object in the Ramen Ichiraku stage within the first 15 counts of the battle! Lead Shikamaru on a merry chase during the battle's first half, so that he cannot interfere while you break things. Double-jump up to the top of the back plane and destroy the sign and plant pot on the balcony, and do not neglect the other sign on the opposite balcony. Use aerial combo attacks or low attacks to destroy the water tanks on the rooftops more quickly. Use one or two jumping combo attacks to destroy the three hanging lanterns on the right side of the lower plane, and do the same to the single lantern hanging over the seated woman's head.



Be sure to strike background characters such as the girl eating ramen on the lower plane and the photographer on the mid-level. Use low attacks to destroy the ramp leaning against the building in the lower left corner of the forward plane. If Shikamaru interferes with any of this activity, use a Chakra Technique to knock him down. But instead of inflicting an additional low attack after downing him, run off and destroy more items while he recovers. The hardest part is beating the timer!

Once the "Condition #2 OK" message appears, you are free to use the remaining time to fight Shikamaru as normal.

Gaara's Second Challenge

Rank Required: Jonin or higher
Reward: 20,000 Ryo
Points Received: 70
Client: Gaara of the Sand
Battle Opponent: Gaara
Condition #1: Win the battle
Condition #2: Don't stop attacking for more than 1 count
Condition #3: Defeat the enemy by using a Level 3 Secret Technique

Description

A-RANK MISSION I want to challenge you to a "match" as a formal request... I lost the previous fight, but this time I'll win... Bring it on with full force!

By Gaara

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Notes

While fighting Gaara, defend yourself against combo attacks or Chakra Techniques that may knock your character down for a full count. Strike him at least once on every count, even if just to inflict a single jab. Keeping an eye on the Timer Gauge actually helps you to understand how time passes during a battle, and enables you keep the mission going.

Retain enough chakra throughout the battle so that when the time comes, you can easily execute a Level 3 Secret Technique to clear the mission. Use only a single Level 1 Secret Technique or a few Chakra Techniques while fighting Gaara, so that plenty of chakra is available at the end.



Assassination Exercise

Rank Required: Anbu or higher
Reward: 20,000 Ryo
Points Received: 80
Client: None
Battle Opponent: Kakashi Hatake
Condition #1: Win the battle
Condition #2: Never miss using a technique
Condition #3: Defeat the enemy by using a Level 1 Secret Technique

Description

A-RANK MISSION Anbu Black Ops...Anbu for short. The secret of assassination is a one-shot death blow. You can't be in Anbu if you miss your target many times like that. Can you say that you're suitable for Anbu?

By Kakashi

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Notes

Defeating Kakashi with a Level 1 Secret Technique should not be hard to accomplish at this stage in your shinobi career. Just retain a modicum of chakra, so that the gauge is always full up to the first dot. Then use this energy against Kakashi for the win. The hard part is making sure every strike lands. Kakashi tends to plane shift and shift stages to dodge your attacks. If a single blow lands on dead air, the mission is immediately failed.



Notes (continued)

If Kakashi manages to land a hard combo, Chakra Technique, or Secret Technique that puts your health below half, a Stage Shift opportunity may arise. By all means, shift stages. This mission is much easier to clear when fought in the more hospitable Forest of Death stage.



Imagination Training 1

- Rank Required:** Anbu or higher
- Reward:** 28,000 Ryo
- Points Received:** 80
- Client:** Kakashi Hatake
- Battle Opponent:** Haku
- Condition #1:** Win the battle
- Condition #2:** Defeat the enemy within 30 counts
- Condition #3:** Never miss using a technique

Description

A-RANK MISSION There's also some training where you don't use your body. That's imagination training. Recall a strong enemy you fought in the past and imagine flawlessly winning a fight with that enemy.

By Kakashi



Notes

Again, none of your limbs may swing at clear air, or the mission is an instant failure. Unleash a barrage of Secret Techniques and Chakra Techniques to drive down Haku's Health Gauge as quickly as possible. Clear this mission to unlock the next, "Imagination Training 2."



Imagination Training 2

- Rank Required:** Anbu or higher
- Reward:** 30,000 Ryo
- Points Received:** 80
- Client:** Kakashi Hatake
- Battle Opponent:** Zabuza Momochi
- Condition #1:** Win the battle
- Condition #2:** Defeat the enemy within 30 counts
- Condition #3:** Don't receive a single attack from the enemy

Description

A-RANK MISSION This time, try imagining a stronger enemy than before. Recall what happened when you fought in the past and imagine flawlessly winning. If you can do this, you'll get stronger.

By Kakashi



Notes

The situation of the previous "Imagination Training" mission is almost reversed. Raise your guard to block all attacks, or use plane shifting to warp away from Zabuza before he strikes. An even better way to prevent Zabuza from attacking is to use plane shifting to get behind him, then release chakra and perform Secret Techniques. You must drive his health down in this very careful fashion until you defeat him.



Orochimaru Again...

- Rank Required:** Anbu or higher
- Reward:** 30,000 Ryo
- Points Received:** 80
- Client:** The Third Hokage
- Battle Opponent:** Orochimaru
- Condition #1:** Win the battle
- Condition #2:** Don't break any objects

Description

A-RANK MISSION Orochimaru has once again appeared in the Hidden Leaf Village. Protect the village from Orochimaru.



Notes

This is it! Only the final mission stands between you and the Hokage rank. And quite a difficult mission it is! You must fight Orochimaru in Ramen Ichiraku, but both of you cannot break a single item. When you figure out how to accomplish this, let us know!

Just kidding. Try to goad Orochimaru into attacking you on the lower part of the back plane, where the water tanks are harder to break. Continue allowing him to beat you up until he inflicts massive damage via a combo, a Secret Technique, or a Chakra Technique, at which point the Stage Shift icon may appear. Shift stages to the Hokage's Mountainside Images stage and try to make the battle occur in the center of the back plane, where there are almost no items to break at all. When you have Orochimaru in position, use Chakra Techniques and Secret Techniques to finish him off quickly, before something gets broken!



S-RANK MISSIONS

S-Rank missions are like ongoing assignments, and mainly have to do with collecting items and Hidden Scrolls. These missions are completed any time the criteria are fulfilled while playing Scenario, Training, Free Battle, or Mission mode. Check the descriptions in the menu to see how soon you will achieve these goals!

Acquisition of the Secret Scroll

Rank Required: None
Reward: 0 Ryo
Points Received: 0
Client: The Third Hokage
Battle Opponent: None
Condition #1: Make secret scrolls appear from all stages

Description

S-RANK MISSION It seems the secret scroll that was taken by Mizuki has been hidden in various locations. Please recover them in confidential fashion...

By The Third Hokage



Notes

There are 12 Hidden Scrolls, one in each of the stages. The criteria for finding each one is detailed in the "Stages" section. Although you can find a Hidden Scroll more than once, you need only find it one time to receive credit toward this mission.



Make Out Paradise

Rank Required: None
Reward: 0 Ryo
Points Received: 0
Client: Jiraiya
Battle Opponent: None
Condition #1: Complete the Make Out Paradise

Description

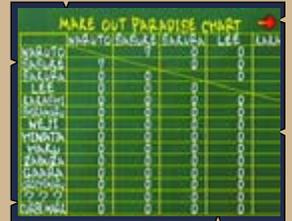
S-RANK MISSION The manuscript of Make Out Paradise that I'm writing was blown away in the wind... Will someone gather up my manuscript that blew away?

By Jiraiya



Notes

The point of this mission is to register each one of the characters on the Make Out Paradise chart, viewable when selecting characters in Free Battle mode. Win or lose, all playable characters must battle each other 10 times to complete this mission. The obvious way to achieve this is to play one character against all 13 others in Free Battle mode. Then choose another character and play all 13 others, and so forth until the conditions are met to receive this scroll.



Secret Technique Information

Rank Required: None
Reward: 0 Ryo
Points Received: 0
Client: Might Guy
Battle Opponent: None
Condition #1: Practice every character's techniques in Practice mode

Description

S-RANK MISSION In order to become strong, as well as the forging of techniques and Jutsu, you work out ways of dealing with things by experiencing and knowing various techniques. Will someone show me various techniques and Jutsu for that purpose?

By Guy



Notes

This is another easy merit scroll to obtain! Simply clear all sagas in Scenario mode to unlock the 12 main characters, then achieve the proper ranks in Mission mode to unlock Curse Marked Sasuke and Nine-Tailed Naruto. Enter Practice mode and use the 1P Command Chart to help you practice each character's moves. When a combo or technique is properly input, a sign appears onscreen and a "Pass" mark appears next to the combo in the 1P Command Chart. Do this with all characters to receive a scroll viewable in Naruto's House.



Imprint Name on Bingo Book

Rank Required: None
Reward: 0 Ryo
Points Received: 0
Client: Zabuza Momochi
Battle Opponent: None
Condition #1: Make every playable character available to use

Description



People are such bad news that I must put them in my Bingo Book... Could you tell me if there are other such people?

By Zabuza

○○○○○○○○○○○○○○○○

Notes

Clear all sagas in Scenario mode to unlock the 12 main characters, and unlock Curse Marked Sasuke and Nine-Tailed Naruto in Mission mode to achieve this objective.

Collect Ninja Info Cards

Rank Required: None

Reward: 0 Ryo

Points Received: 0

Client: Kabuto Yakushi

Battle Opponent: None

Condition #1: Obtain every Ninja Info Card

Description



My Ninja Info Cards have been taken by someone. Those cards are very precious items that I spent four years making. Will you find all of my Ninja Info Cards for me?

By Kabuto

○○○○○○○○○○○○○○○○

Notes

Fill Naruto's Ninja Info Card scrapbook in Naruto's House with the 270 cards available. Purchase Ninja Info Cards by inserting money into one of the three Capsule Machines in Shop mode.



Collect Figures

Rank Required: None

Reward: 0 Ryo

Points Received: 0

Client: Kankuro

Battle Opponent: None

Condition #1: Obtain all figures

Description



Other than Karasu, I also collect other figures. I'd like you to gather all of the figures that I don't have.

By Kankuro

Obtain figures from Capsule Machines in the Shop!

○○○○○○○○○○○○○○○○

Notes

Purchase figures by inserting Ryo into the Capsule Machine in Shop mode. There are 419 figures available, demonstrating every one of every character's fighting animations.



Collect Music

Rank Required: None

Reward: 0 Ryo

Points Received: 0

Client: The Four Sound Ninja

Battle Opponent: None

Condition #1: Obtain all music data

Description



Since we heard that you've been talking about music, we can't help putting a word in on the subject. We'd like you to gather all of the music data and let us hear it.

By The Four Sound Ninja

○○○○○○○○○○○○○○○○

Notes

Purchase music data by inserting Ryo into any of the Capsule Machines in Shop mode. There are 23 music data records to obtain.



Collect Voices

Rank Required: None

Reward: 0 Ryo

Points Received: 0

Client: The Third Hokage

Battle Opponent: None

Condition #1: Obtain all voice data

Description



If you gather everyone's voice data, I could hear everyone's energetic voices anytime...

By The Third Hokage

○○○○○○○○○○○○○○○○

Notes

Purchase voice data recordings in Shop mode by inserting Ryo into one of three Capsule Machines available. There are 364 individual lines of dialogue to collect and listen to!

Jutsu I Don't Know...

Rank Required: None
Reward: 0 Ryo
Points Received: 0
Client: Orochimaru
Battle Opponent: None
Condition #1: Obtain all videos

Description

S-RANK MISSION I'll get every Jutsu and grasp all of the truths in this world... I wonder if there are still Jutsu in this world that I don't know. Show me every last Jutsu if you know of such Jutsu!
 By Orochimaru

oooooooooooooooo

Notes

Use Ryo earned from winning battles and completing missions to buy videocassette recordings from the Capsule Machines in the Shop. There are 1,176 video data items, one for each of the characters' Secret Techniques, depicting the use of each Secret Technique against every possible opponent. Happy shopping!

Passionate Battle of Men

Rank Required: Make Out Paradise complete
Reward: 0 Ryo
Points Received: 0
Client: Might Guy
Battle Opponent: None
Condition #1: The win-lose chart for Make Out Paradise battle all becomes 99

Description

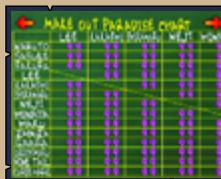
S-RANK MISSION If you battle together many times, the friendship between the passionate men will be developed without question. Become good rivals like Kakashi and !!
 By Guy

By Guy

oooooooooooooooo

Notes

This mission becomes available when the "Make Out Paradise" S-Rank mission is completed. If you thought it took a long time to fulfill the requirements for that mission, you haven't seen anything! To clear this mission and receive a scroll viewable in Naruto's House, fight in Free Battle mode with all characters until every statistic on the Make Out Paradise Chart reads 99. You must complete the battles to make them count!



Collect Useless Items

Rank Required: None
Reward: 0 Ryo
Points Received: 0
Client: Konohamaru
Battle Opponent: None
Condition #1: Obtain 999 Useless Items

Description

S-RANK MISSION As a matter of fact, I'm a collector of useless items. I wonder if useless items are a waste, here!
 By Konohamaru

oooooooooooooooo

Notes

In Shop mode, if you insert less than the maximum amount into any of the Capsule Machines, there's a chance you may receive a blank or "useless" item. But don't worry, the Hokage's grandson is interested in collecting such things. To obtain 999 useless items almost for sure, insert the lowest possible amount of Ryo on every try. This is actually a challenging mission to fulfill!

The Reconstruction of the Hidden Leaf Village

Rank Required: Appointment to Hokage
Reward: 0 Ryo
Points Received: 0
Client: The Third Hokage
Battle Opponent: None
Condition #1: Possess 9,999,999 Ryo

Description

S-RANK MISSION The scars of our village that was destroyed by Orochimaru are bigger than expected. Financial power is necessary in order to reconstruct the Leaf as quickly as possible. This is your first job as Hokage...

By The Third Hokage

oooooooooooooooo

Notes

You can either spend all Ryo gained from battles to purchase items from the Capsule Machines in Shop mode, or you can save up until the money is at maximum. You can also do both, but who has two lifetimes to spare?

HIDDEN AND UNLOCKABLE ITEMS



CHAPTER SIX



THOUSANDS OF BONUSES, BELIEVE IT!

Unlock bonuses by purchasing items from the Shop, or by fulfilling certain criteria during Free Battle mode. Bonuses include merit and friendship scrolls, figures depicting character animations, music and voice sound tracks, still images and character portraits called "Ninja Info Cards," and videos of Secret Techniques. All bonuses can be viewed in Naruto's House mode. This section details the function of bonuses and extras featured in the game.



SCROLLS

Obtain most scrolls by fighting in Free Battle mode. Once two characters have fought each other 10 or more times in Free Battle mode, a scroll becomes viewable. Scrolls can also be unlocked by fulfilling the criteria of the S-Rank missions in Mission mode. Scrolls depict character art and murals. To view the scrolls obtained, go to the "View scrolls" section of the menu in Naruto's House. There are 99 scrolls in all.



NOTE

When any scroll is obtained, it becomes a possible backdrop for the loading screen! This does not apply to the S-Rank Certificates.



The table below lists all 99 scrolls, and details the criteria for unlocking each. In "versus" situations, the two characters listed must battle against one another at least 10 times in Free Battle mode.

Scrolls and Certificates

Scroll Title	Criteria
<input type="checkbox"/> What is it?!	Naruto vs. Sasuke x10
<input type="checkbox"/> Leaf's Energy Sign!	Naruto vs. Lee x10
<input type="checkbox"/> Two Rivals!	Naruto vs. Gaara x10
<input type="checkbox"/> Uncool Bunch!!	Naruto vs. Shikamaru x10
<input type="checkbox"/> Definitely going to win!	Naruto vs. Neji x10
<input type="checkbox"/> Sakura...	Naruto vs. Sakura x10
<input type="checkbox"/> Treat me!	Naruto vs. Kakashi x10
<input type="checkbox"/> Predator and prey!!	Naruto vs. Orochimaru x10
<input type="checkbox"/> Protect the important person!	Naruto vs. Haku x10
<input type="checkbox"/> I'm going to run wild!!	Naruto vs. Zabuza x10
<input type="checkbox"/> Please use it!	Naruto vs. Hinata x10
<input type="checkbox"/> The same move?!	Sasuke vs. Lee x10
<input type="checkbox"/> Come on and attack...	Sasuke vs. Gaara x10
<input type="checkbox"/> A staring competition?!	Sasuke vs. Shikamaru x10
<input type="checkbox"/> Number 1 rookie.	Sasuke vs. Neji x10
<input type="checkbox"/> Oh, Sasuke!	Sasuke vs. Sakura x10
<input type="checkbox"/> Worried after all?!	Sasuke vs. Kakashi x10
<input type="checkbox"/> I am an avenger!!	Sasuke vs. Orochimaru x10
<input type="checkbox"/> Fight for your dream.	Sasuke vs. Haku x10

Scrolls and Certificates (continued)

Scroll Title	Criteria
<input type="checkbox"/> I'll definitely take him down!!	Sasuke vs. Zabuza x10
<input type="checkbox"/> I will protect it!!	Sasuke vs. Hinata x10
<input type="checkbox"/> Now, we'll go.	Lee vs. Gaara x10
<input type="checkbox"/> It's stuffy...	Lee vs. Shikamaru x10
<input type="checkbox"/> Actually they're good friends?!	Lee vs. Neji x10
<input type="checkbox"/> Fall in love!	Lee vs. Sakura x10
<input type="checkbox"/> Rivals of destiny?	Lee vs. Kakashi x10
<input type="checkbox"/> I won't lose!!	Lee vs. Orochimaru x10
<input type="checkbox"/> Gentle-hearted fighters.	Lee vs. Haku x10
<input type="checkbox"/> Come on and attack.	Lee vs. Zabuza x10
<input type="checkbox"/> Cheer up!	Lee vs. Hinata x10
<input type="checkbox"/> There shouldn't be any resentment.	Lee vs. Nine-Tailed Naruto x10
<input type="checkbox"/> I want to fight you!	Lee vs. Curse Marked Sasuke x10
<input type="checkbox"/> Who is...that?	Gaara vs. Shikamaru x10
<input type="checkbox"/> Show me your power.	Gaara vs. Neji x10
<input type="checkbox"/> Me too!	Gaara vs. Sakura x10
<input type="checkbox"/> Don't mess with an adult.	Gaara vs. Kakashi x10
<input type="checkbox"/> Let's fight...with our lives on the line.	Gaara vs. Orochimaru x10
<input type="checkbox"/> To live as a tool.	Gaara vs. Haku x10
<input type="checkbox"/> Intense Battle!	Gaara vs. Zabuza x10
<input type="checkbox"/> I'm not going to run away anymore...!	Gaara vs. Hinata x10
<input type="checkbox"/> Similar person...	Gaara vs. Nine-Tailed Naruto x10
<input type="checkbox"/> Breaking the limits...!!	Gaara vs. Curse Marked Sasuke x10
<input type="checkbox"/> Will it happen!	Shikamaru vs. Neji x10
<input type="checkbox"/> Intelligent Combination.	Shikamaru vs. Sakura x10
<input type="checkbox"/> Relax on a day off.	Shikamaru vs. Kakashi x10
<input type="checkbox"/> Oh...no.	Shikamaru vs. Orochimaru x10
<input type="checkbox"/> What...it's a guy!	Shikamaru vs. Haku x10
<input type="checkbox"/> Hey, where're you looking at!	Shikamaru vs. Zabuza x10
<input type="checkbox"/> Girls are such a drag...	Shikamaru vs. Hinata x10
<input type="checkbox"/> I don't feel good!	Shikamaru vs. Nine-Tailed Naruto x10
<input type="checkbox"/> I'm really in trouble...	Shikamaru vs. Curse Marked Sasuke x10
<input type="checkbox"/> Attempt to seduce...?	Neji vs. Sakura x10
<input type="checkbox"/> Sharingan versus Byakugan.	Neji vs. Kakashi x10
<input type="checkbox"/> I won't let you have Leaf Village!	Neji vs. Orochimaru x10
<input type="checkbox"/> Collision! The two hidden jutsu.	Neji vs. Haku x10

Scrolls and Certificates (continued)

Scroll Title	Criteria
<input type="checkbox"/> I have seen through your move.	Neji vs. Zabuza x10
<input type="checkbox"/> The head and branch families of Hyuga.	Neji vs. Hinata x10
<input type="checkbox"/> I'm not a dropout!	Neji vs. Nine-Tailed Naruto x10
<input type="checkbox"/> This Chakra is...	Neji vs. Curse Marked Sasuke x10
<input type="checkbox"/> Teenage girls are...	Sakura vs. Kakashi x10
<input type="checkbox"/> I'll protect him this time!!	Sakura vs. Orochimaru x10
<input type="checkbox"/> Be more like a girl!	Sakura vs. Haku x10
<input type="checkbox"/> I won't lose!!	Sakura vs. Zabuza x10
<input type="checkbox"/> Teenage girls...?	Sakura vs. Hinata x10
<input type="checkbox"/> I can also...!!	Sakura vs. Nine-Tailed Naruto x10
<input type="checkbox"/> Watch me!	Sakura vs. Curse Marked Sasuke x10
<input type="checkbox"/> If you're going to come, then come...	Kakashi vs. Orochimaru x10
<input type="checkbox"/> I won't let you kill.	Kakashi vs. Haku x10
<input type="checkbox"/> Your future is death.	Kakashi vs. Zabuza x10
<input type="checkbox"/> The admired Kakashi sensei.	Kakashi vs. Hinata x10
<input type="checkbox"/> Did the seal break?!	Kakashi vs. Nine-Tailed Naruto x10
<input type="checkbox"/> Master-Pupil Battle!	Kakashi vs. Curse Marked Sasuke x10
<input type="checkbox"/> You have to fight...	Orochimaru vs. Haku x10
<input type="checkbox"/> For my ambition!	Orochimaru vs. Zabuza x10
<input type="checkbox"/> The Evil Orochimaru.	Orochimaru vs. Hinata x10
<input type="checkbox"/> Take this!!!	Orochimaru vs. Nine-Tailed Naruto x10
<input type="checkbox"/> Power given.	Orochimaru vs. Curse Marked Sasuke x10
<input type="checkbox"/> To the same place...!!	Haku vs. Zabuza x10
<input type="checkbox"/> You will surely become strong...	Haku vs. Hinata x10
<input type="checkbox"/> Unforgivable...	Haku vs. Nine-Tailed Naruto x10
<input type="checkbox"/> Born with blood...	Haku vs. Curse Marked Sasuke x10
<input type="checkbox"/> Please, have this...!!	Zabuza vs. Hinata x10
<input type="checkbox"/> You're really...	Zabuza vs. Nine-Tailed Naruto x10
<input type="checkbox"/> The warrior shivers!	Zabuza vs. Curse Marked Sasuke x10
<input type="checkbox"/> Because I admire you...	Hinata vs. Nine-Tailed Naruto x10
<input type="checkbox"/> Family succession.	Hinata vs. Curse Marked Sasuke x10
<input type="checkbox"/> He's my friend! Believe it!	Nine-Tailed Naruto vs. Curse Marked Sasuke x10
<input type="checkbox"/> S-Rank Certificate 1	Collect all Hidden Scrolls

Scrolls and Certificates (continued)

Scroll Title	Criteria
<input type="checkbox"/> S-Rank Certificate 2	Battle 10 times with all characters in Free Battle
<input type="checkbox"/> S-Rank Certificate 3	Perform all characters' moves in Practice mode
<input type="checkbox"/> S-Rank Certificate 4	Unlock all playable characters
<input type="checkbox"/> S-Rank Certificate 5	Collect all Ninja Info Cards
<input type="checkbox"/> S-Rank Certificate 6	Collect all figures
<input type="checkbox"/> S-Rank Certificate 7	Collect all music data
<input type="checkbox"/> S-Rank Certificate 8	Collect all voice data
<input type="checkbox"/> S-Rank Certificate 9	Collect all video data
<input type="checkbox"/> S-Rank Certificate 10	Battle 99 times with all characters in Free Battle
<input type="checkbox"/> S-Rank Certificate 11	Collect 999 blank ("useless") items
<input type="checkbox"/> S-Rank Certificate 12	Accumulate 9,999,999 Ryo

FIGURES



Obtain figures by inserting Ryo into the Capsule Machines in the Shop. You can view figures in Naruto's House, in the "View Figures" submenu. While viewing a figure, press **X** to view the character animation related to a specific action. Press **[L]** to zoom in, and **[R]** to zoom out. The left stick rotates the figure around its central axis, and the right stick moves the figure around on the screen. Each figure item obtained from the Shop allows you to view one animation of one character.

PLAYABLE CHARACTERS

Naruto Uzumaki's Figures

<input type="checkbox"/> Sexy Jutsu	<input type="checkbox"/> I overdid it!	<input type="checkbox"/> Counter additional blow to the side
<input type="checkbox"/> Naruto Spin	<input type="checkbox"/> Giant Swing	<input type="checkbox"/> Counter additional blow to the top
<input type="checkbox"/> Nosedive Bomb	<input type="checkbox"/> Giant Windmill	<input type="checkbox"/> Secret Techniques 1 Start
<input type="checkbox"/> Naruto Rising Dragon	<input type="checkbox"/> Bamboo Helicopter	<input type="checkbox"/> Secret Techniques 2 Start
<input type="checkbox"/> Crown of the Head Cut	<input type="checkbox"/> Additional blow to the side	
<input type="checkbox"/> Exploding Shot	<input type="checkbox"/> Additional blow to the top	

Naruto Uzumaki's Figures (continued)

<input type="checkbox"/> Secret Techniques 3 Start	<input type="checkbox"/> Run	<input type="checkbox"/> Rise Up
<input type="checkbox"/> Form a seal	<input type="checkbox"/> In Position	<input type="checkbox"/> Defeated
<input type="checkbox"/> Stand	<input type="checkbox"/> Damage 1	<input type="checkbox"/> Guard
	<input type="checkbox"/> Damage 2	<input type="checkbox"/> Projectile

Sasuke Uchiha's Figures

<input type="checkbox"/> Fire Style: Phoenix Flower Jutsu	<input type="checkbox"/> Wild Dance of Spouting Fire	<input type="checkbox"/> Secret Techniques 3 Start
<input type="checkbox"/> Fire Smash Thrust	<input type="checkbox"/> Additional blow to the side	<input type="checkbox"/> Form a seal
<input type="checkbox"/> Turning Flame Kick	<input type="checkbox"/> Additional blow to the top	<input type="checkbox"/> Stand
<input type="checkbox"/> Flaming Flower Kick	<input type="checkbox"/> Counter additional blow to the side	<input type="checkbox"/> Run
<input type="checkbox"/> Sliding Back Kick	<input type="checkbox"/> Counter additional blow to the top	<input type="checkbox"/> In Position
<input type="checkbox"/> Leaping Fire Kick	<input type="checkbox"/> Secret Techniques 1 Start	<input type="checkbox"/> Damage 1
<input type="checkbox"/> Fire Style: Fire Ball Jutsu	<input type="checkbox"/> Secret Techniques 2 Start	<input type="checkbox"/> Damage 2
<input type="checkbox"/> Wild Dance of Fire Dust		<input type="checkbox"/> Rise Up
<input type="checkbox"/> Wild Dance of Raging Fire		<input type="checkbox"/> Defeated
		<input type="checkbox"/> Guard
		<input type="checkbox"/> Projectile

Sakura Haruno

<input type="checkbox"/> Repulsion Combo	<input type="checkbox"/> Midair Strike Middle	<input type="checkbox"/> Secret Techniques 3 Start
<input type="checkbox"/> Punishment Combo	<input type="checkbox"/> Additional blow to the side	<input type="checkbox"/> Form a seal
<input type="checkbox"/> The Great Sakura	<input type="checkbox"/> Additional blow to the top	<input type="checkbox"/> Stand
<input type="checkbox"/> Girl's power	<input type="checkbox"/> Counter additional blow to the side	<input type="checkbox"/> Run
<input type="checkbox"/> Your feet are unguarded	<input type="checkbox"/> Counter additional blow to the top	<input type="checkbox"/> In Position
<input type="checkbox"/> Beating up annoying guys Jutsu	<input type="checkbox"/> Secret Techniques 1 Start	<input type="checkbox"/> Damage 1
<input type="checkbox"/> This fairy tale is for real!!	<input type="checkbox"/> Secret Techniques 2 Start	<input type="checkbox"/> Damage 2
<input type="checkbox"/> Midair Strike Top		<input type="checkbox"/> Rise Up
<input type="checkbox"/> Midair Strike Bottom		<input type="checkbox"/> Defeated
		<input type="checkbox"/> Guard
		<input type="checkbox"/> Projectile

Rock Lee

<input type="checkbox"/> Blue Flash	<input type="checkbox"/> Additional blow to the side	<input type="checkbox"/> Put in power
<input type="checkbox"/> Ferocious Shoulder Breakthrough	<input type="checkbox"/> Additional blow to the top	<input type="checkbox"/> Stand
<input type="checkbox"/> Leaf Hurricanes	<input type="checkbox"/> Counter additional blow to the side	<input type="checkbox"/> Run
<input type="checkbox"/> Heavenly Dance of Falling Leaf	<input type="checkbox"/> Counter additional blow to the top	<input type="checkbox"/> In Position
<input type="checkbox"/> Hurricane Destruction	<input type="checkbox"/> Secret Techniques 1 Start	<input type="checkbox"/> Damage 1
<input type="checkbox"/> Energy Fist	<input type="checkbox"/> Secret Techniques 2 Start	<input type="checkbox"/> Damage 2
<input type="checkbox"/> Leaf Whirlwind	<input type="checkbox"/> Secret Techniques 3 Start	<input type="checkbox"/> Rise Up
<input type="checkbox"/> Blue Gust		<input type="checkbox"/> Defeated
<input type="checkbox"/> Blue Storm		<input type="checkbox"/> Guard
<input type="checkbox"/> Blue Gale		<input type="checkbox"/> Projectile

Kakashi Hatake

- | | | |
|--|--|--|
| <input type="checkbox"/> Air Slice | <input type="checkbox"/> Flying Sparrow | <input type="checkbox"/> Secret Techniques 3 Start |
| <input type="checkbox"/> Kunai Combo | <input type="checkbox"/> Additional blow to the side | <input type="checkbox"/> Form a seal |
| <input type="checkbox"/> Earth Style: Fanged Pursuit Jutsu | <input type="checkbox"/> Additional blow to the top | <input type="checkbox"/> Stand |
| <input type="checkbox"/> Instant Slice | <input type="checkbox"/> Counter additional blow to the side | <input type="checkbox"/> Run |
| <input type="checkbox"/> Lower Turning Kick | <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> In Position |
| <input type="checkbox"/> Ground Crawl | <input type="checkbox"/> Secret Techniques 1 Start | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> A Thousand Years of Death | <input type="checkbox"/> Secret Techniques 2 Start | <input type="checkbox"/> Damage 2 |
| <input type="checkbox"/> Rising Swallow | | <input type="checkbox"/> Rise Up |
| <input type="checkbox"/> Falling Swallow | | <input type="checkbox"/> Defeated |
| | | <input type="checkbox"/> Guard |
| | | <input type="checkbox"/> Projectile |

Shikamaru Nara

- | | | |
|---|--|--|
| <input type="checkbox"/> Deer Jump | <input type="checkbox"/> Additional blow to the side | <input type="checkbox"/> Secret Techniques 3 Start |
| <input type="checkbox"/> Deer Spin | <input type="checkbox"/> Additional blow to the top | <input type="checkbox"/> Form a seal |
| <input type="checkbox"/> Eat This! | <input type="checkbox"/> Counter additional blow to the side | <input type="checkbox"/> Stand |
| <input type="checkbox"/> Waiting Shadow Sweep | <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> Run |
| <input type="checkbox"/> Shadow Cut | <input type="checkbox"/> Secret Techniques 1 Start | <input type="checkbox"/> In Position |
| <input type="checkbox"/> Deer Lunge | <input type="checkbox"/> Secret Techniques 2 Start | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> Now, Choji! | | <input type="checkbox"/> Damage 2 |
| <input type="checkbox"/> Rising Shadow | | <input type="checkbox"/> Rise Up |
| <input type="checkbox"/> Falling Shadow | | <input type="checkbox"/> Defeated |
| <input type="checkbox"/> Flying Shadow | | <input type="checkbox"/> Guard |
| | | <input type="checkbox"/> Projectile |

Neji Hyuga

- | | | |
|--|--|--|
| <input type="checkbox"/> Rising Turn Kick | <input type="checkbox"/> Wild Dance of Heaven's Palm | <input type="checkbox"/> Secret Techniques 3 Start |
| <input type="checkbox"/> Minor Palm Thrust | <input type="checkbox"/> Additional blow to the side | <input type="checkbox"/> Form a seal |
| <input type="checkbox"/> Barrage of Gentle Fists | <input type="checkbox"/> Additional blow to the top | <input type="checkbox"/> Stand |
| <input type="checkbox"/> Palm of Rising Heaven | <input type="checkbox"/> Counter additional blow to the side | <input type="checkbox"/> Run |
| <input type="checkbox"/> Downward Spiral Kick | <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> In Position |
| <input type="checkbox"/> Major Palm Thrust | <input type="checkbox"/> Secret Techniques 1 Start | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> Rotation | <input type="checkbox"/> Secret Techniques 2 Start | <input type="checkbox"/> Damage 2 |
| <input type="checkbox"/> Wild Dance of Heaven's Kick | | <input type="checkbox"/> Rise Up |
| <input type="checkbox"/> Wild Dance of Heaven's Fist | | <input type="checkbox"/> Defeated |
| | | <input type="checkbox"/> Guard |
| | | <input type="checkbox"/> Projectile |

Hinata Hyuga

- | | | |
|--|--|--|
| <input type="checkbox"/> Rising Turn Kick | <input type="checkbox"/> Turning Back-Through Palm | <input type="checkbox"/> Double Palm Air Strike |
| <input type="checkbox"/> Double Palm Thrust | <input type="checkbox"/> Medicine... | <input type="checkbox"/> Additional blow to the side |
| <input type="checkbox"/> Barrage of Gentle Fists | <input type="checkbox"/> Rising Jump Thrust | <input type="checkbox"/> Additional blow to the top |
| <input type="checkbox"/> Heaven's Palm | <input type="checkbox"/> Stepping on Air Kick | <input type="checkbox"/> Counter additional blow to the side |
| <input type="checkbox"/> Downward Spiral Palm | | |

Hinata Hyuga (continued)

- | | | |
|---|--|-------------------------------------|
| <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> Secret Techniques 3 Start | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> Secret Techniques 1 Start | <input type="checkbox"/> Form a seal | <input type="checkbox"/> Damage 2 |
| <input type="checkbox"/> Secret Techniques 2 Start | <input type="checkbox"/> Stand | <input type="checkbox"/> Rise Up |
| | <input type="checkbox"/> Run | <input type="checkbox"/> Defeated |
| | <input type="checkbox"/> In Position | <input type="checkbox"/> Guard |
| | | <input type="checkbox"/> Projectile |

Haku

- | | | |
|--|--|--|
| <input type="checkbox"/> Handstand Kick | <input type="checkbox"/> Dance of Falling Claw | <input type="checkbox"/> Secret Techniques 2 Start |
| <input type="checkbox"/> Mirror Breaker | <input type="checkbox"/> Dance of Flying Rotation | <input type="checkbox"/> Secret Techniques 3 Start |
| <input type="checkbox"/> Dance of Thousand Flash Slashes | <input type="checkbox"/> Additional blow to the side | <input type="checkbox"/> Form a seal |
| <input type="checkbox"/> Running Heaven Kick | <input type="checkbox"/> Additional blow to the top | <input type="checkbox"/> Stand |
| <input type="checkbox"/> Turning Flash Kick | <input type="checkbox"/> Counter additional blow to the side | <input type="checkbox"/> Run |
| <input type="checkbox"/> Rotating Piercing Slash | <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> In Position |
| <input type="checkbox"/> A Thousand Needles of Death 1 | <input type="checkbox"/> Secret Techniques 1 Start | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> Dance of Rising Flash | | <input type="checkbox"/> Damage 2 |
| | | <input type="checkbox"/> Rise Up |
| | | <input type="checkbox"/> Defeated |
| | | <input type="checkbox"/> Guard |
| | | <input type="checkbox"/> Projectile |

Zabuza Momochi

- | | | |
|--|--|--|
| <input type="checkbox"/> Bone Piercing Sword | <input type="checkbox"/> Additional blow to the side | <input type="checkbox"/> Secret Techniques 3 Start |
| <input type="checkbox"/> Water Style: Water Dragon Missile | <input type="checkbox"/> Additional blow to the top | <input type="checkbox"/> Form a seal |
| <input type="checkbox"/> Death Slash | <input type="checkbox"/> Counter additional blow to the side | <input type="checkbox"/> Stand |
| <input type="checkbox"/> Wave Blast Slash | <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> Run |
| <input type="checkbox"/> Arm Whip Strike | <input type="checkbox"/> Secret Techniques 1 Start | <input type="checkbox"/> In Position |
| <input type="checkbox"/> Dragon Tail Kick | <input type="checkbox"/> Secret Techniques 2 Start | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> Water Prison Jutsu | | <input type="checkbox"/> Damage 2 |
| <input type="checkbox"/> Mist Combo Attack | | <input type="checkbox"/> Rise Up |
| <input type="checkbox"/> Haze Combo Attack | | <input type="checkbox"/> Defeated |
| <input type="checkbox"/> Mist Shadow Combo Attack | | <input type="checkbox"/> Guard |
| | | <input type="checkbox"/> Projectile |

Gaara

- | | | |
|---|--|--------------------------------------|
| <input type="checkbox"/> Cursed Sandstorm Destruction | <input type="checkbox"/> Sandfall Flow | <input type="checkbox"/> In Position |
| <input type="checkbox"/> Sand Wave Pursuit | <input type="checkbox"/> Cursed Sandstorm Severing | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> Flowing Wall of Sand | <input type="checkbox"/> Secret Techniques Start | <input type="checkbox"/> Damage 2 |
| <input type="checkbox"/> Erupting Sandstorm | <input type="checkbox"/> Form a seal | <input type="checkbox"/> Rise Up |
| <input type="checkbox"/> Sand Clutch | <input type="checkbox"/> Stand | <input type="checkbox"/> Defeated |
| | <input type="checkbox"/> Walking | <input type="checkbox"/> Guard |
| | | <input type="checkbox"/> Projectile |

Orochimaru

- | | | |
|---|---|--|
| <input type="checkbox"/> Destruction Sword | <input type="checkbox"/> Heavenly Dance of Darkness | <input type="checkbox"/> Snake Trap |
| <input type="checkbox"/> Double Darkness | <input type="checkbox"/> Sacred Dance of Darkness | <input type="checkbox"/> Blade Technique |
| <input type="checkbox"/> Get Out of My Face | | <input type="checkbox"/> Death Blade |

Orochimaru (continued)

- | | | |
|--|---|--------------------------------------|
| <input type="checkbox"/> Tearing Blade | <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> Stand |
| <input type="checkbox"/> Splitting Blade | <input type="checkbox"/> Secret Techniques 1 Start | <input type="checkbox"/> Run |
| <input type="checkbox"/> Additional blow to the side | <input type="checkbox"/> Secret Techniques 2 Start | <input type="checkbox"/> In Position |
| <input type="checkbox"/> Additional blow to the top | <input type="checkbox"/> Secret Techniques 3 Start | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> Counter additional blow to the side | <input type="checkbox"/> Form a seal | <input type="checkbox"/> Damage 2 |
| | | <input type="checkbox"/> Rise Up |
| | | <input type="checkbox"/> Defeated |
| | | <input type="checkbox"/> Guard |
| | | <input type="checkbox"/> Projectile |

Nine-Tailed Naruto

- | | | |
|--|--|--------------------------------------|
| <input type="checkbox"/> Fox Barrage | <input type="checkbox"/> Additional blow to the side | <input type="checkbox"/> Form a seal |
| <input type="checkbox"/> Howling Fox Claw | <input type="checkbox"/> Additional blow to the top | <input type="checkbox"/> Stand |
| <input type="checkbox"/> Nine-Tailed Fox Rising Dragon | <input type="checkbox"/> Counter additional blow to the side | <input type="checkbox"/> Run |
| <input type="checkbox"/> Feral Attack | <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> In Position |
| <input type="checkbox"/> Howling Fox Shot | <input type="checkbox"/> Secret Techniques 3 Start | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> Sweeping Leg Dance | | <input type="checkbox"/> Damage 2 |
| <input type="checkbox"/> Spin Kick | | <input type="checkbox"/> Rise Up |
| <input type="checkbox"/> Triple Attack | | <input type="checkbox"/> Defeated |
| | | <input type="checkbox"/> Guard |

Curse Marked Sasuke

- | | | |
|---|--|--|
| <input type="checkbox"/> Fire Style: Phoenix Flower Jutsu | <input type="checkbox"/> Spin Dance of Imperial Flame | <input type="checkbox"/> Secret Techniques 3 Start |
| <input type="checkbox"/> Slicing Punch | <input type="checkbox"/> Spin Dance of Black Flame | <input type="checkbox"/> Form a seal |
| <input type="checkbox"/> Neck Snapping Kick | <input type="checkbox"/> Additional blow to the side | <input type="checkbox"/> Stand |
| <input type="checkbox"/> Dark Flower Kick | <input type="checkbox"/> Additional blow to the top | <input type="checkbox"/> Run |
| <input type="checkbox"/> Scythe Kick | <input type="checkbox"/> Counter additional blow to the side | <input type="checkbox"/> In Position |
| <input type="checkbox"/> Shatter Darkness Kick | <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> Damage 1 |
| <input type="checkbox"/> Fire Style: Fire Ball Jutsu | <input type="checkbox"/> Counter additional blow to the top | <input type="checkbox"/> Damage 2 |
| <input type="checkbox"/> Spin Dance of Doomed Sky | | <input type="checkbox"/> Rise Up |
| | | <input type="checkbox"/> Defeated |
| | | <input type="checkbox"/> Guard |
| | | <input type="checkbox"/> Projectile |

SUPPORT AND OTHER CHARACTERS

Iruka Umino

- | | | |
|---|---|-----------------------------------|
| <input type="checkbox"/> Strike with fist | <input type="checkbox"/> Appears | <input type="checkbox"/> Stand |
| <input type="checkbox"/> Fool! | <input type="checkbox"/> Throw the item | <input type="checkbox"/> Attacked |

Might Guy

- | | | |
|--|---|-----------------------------------|
| <input type="checkbox"/> Exploding Hurricane Kick! | <input type="checkbox"/> Appears | <input type="checkbox"/> Cheer on |
| <input type="checkbox"/> Lee! Go! | <input type="checkbox"/> Throw the item | <input type="checkbox"/> Attacked |

Asuma Sarutobi

- | | | |
|--|---|---|
| <input type="checkbox"/> Attack | <input type="checkbox"/> Throw away the cigarette | <input type="checkbox"/> Throw the item |
| <input type="checkbox"/> In Position 1 | <input type="checkbox"/> Smoke the cigarette | <input type="checkbox"/> Stand 1 |
| <input type="checkbox"/> In Position 2 | | <input type="checkbox"/> Stand 2 |
| | | <input type="checkbox"/> Attacked |

Kabuto Yakushi

- | | | |
|----------------------------------|---|-----------------------------------|
| <input type="checkbox"/> Sign | <input type="checkbox"/> Throw the item | <input type="checkbox"/> Attacked |
| <input type="checkbox"/> Appears | <input type="checkbox"/> Stand | |

Temari

- | | | |
|--|---|-----------------------------------|
| <input type="checkbox"/> Wind Scythe Jutsu | <input type="checkbox"/> Throw the item | <input type="checkbox"/> Attacked |
| <input type="checkbox"/> Appears | <input type="checkbox"/> Stand | |

Shino Aburame

- | | | |
|----------------------------------|---|-----------------------------------|
| <input type="checkbox"/> Beetles | <input type="checkbox"/> Throw the item | <input type="checkbox"/> Attacked |
| <input type="checkbox"/> Appears | <input type="checkbox"/> Stand | |

Tenten

- | | | |
|---|---|-----------------------------------|
| <input type="checkbox"/> Hidden Weapon Attack | <input type="checkbox"/> Appears | <input type="checkbox"/> Stand |
| | <input type="checkbox"/> Throw the item | <input type="checkbox"/> Attacked |

Jiraiya

- | | |
|----------------------------------|--------------------------------------|
| <input type="checkbox"/> Step in | <input type="checkbox"/> In Position |
|----------------------------------|--------------------------------------|

Ino Yamanaka

- | | |
|--|-----------------------------------|
| <input type="checkbox"/> Well, well... | <input type="checkbox"/> Cheer on |
|--|-----------------------------------|

Silhouette of Mystery 1

- | |
|----------------------------------|
| <input type="checkbox"/> Walking |
|----------------------------------|

Silhouette of Mystery 2

- | |
|----------------------------------|
| <input type="checkbox"/> Walking |
|----------------------------------|

Girl Naruto

- | | | |
|--------------------------------------|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> Upper | <input type="checkbox"/> Seduction 1 | <input type="checkbox"/> Seduction 4 |
| <input type="checkbox"/> Sexy Jutsu! | <input type="checkbox"/> Seduction 2 | <input type="checkbox"/> Blow a kiss |
| <input type="checkbox"/> In Position | <input type="checkbox"/> Seduction 3 | |

Girl Sasuke

- | |
|--------------------------------------|
| <input type="checkbox"/> Blow a kiss |
|--------------------------------------|

Girl Kakashi

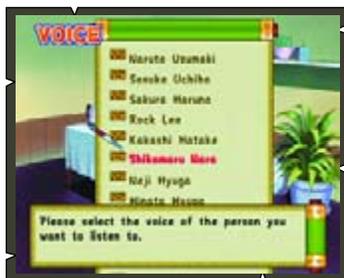
- | |
|--------------------------------------|
| <input type="checkbox"/> Blow a kiss |
|--------------------------------------|

AUDIO COLLECTIONS

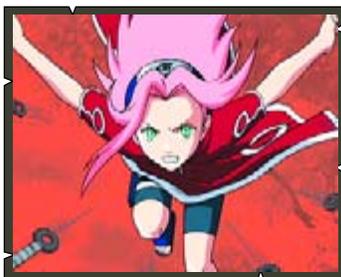
The Audio Collections in Naruto's House are divided into two categories: Music data and voice data.

Music data is acquired at random when you insert Ryo into one of the Capsule Machines in the Shop. Each item allows you to listen to any one of the 23 songs from the game, including the music for each stage, the music from the ending of every saga in Scenario mode, and the background music from each menu.

Every voice data item acquired from the Shop allows you to listen to one line of recorded character dialog. During battles, you may have noticed that every character in the scene is shouting and cheering on the two ninjas battling. The things said by ninja students, support characters, and folks standing in the background can be reviewed in Naruto's House. There are 364 recorded statements, organized according to the character speaking.



NINJA INFO CARDS



Ninja Info Cards depict still scenes from the *Naruto* animated series, featuring portraits of individual characters. If you obtain a card that depicts one of the instructors or a special character, additional **hosts** become available. Hosts are the characters who appear on the menus and provide vocal guidance through

selections. When you accumulate certain percentages of Ninja Info Cards, such as 5 percent, 10 percent, 20 percent, etc., an additional "special" card (S-01, S-02, and so forth) is automatically added to the Shinobi or Tactics categories.



SECRET TECHNIQUE VIDEOS

Video data items obtained from the Capsule Machines in the Shop allow you to view one character performing a portion of a Secret Technique upon another character. They resemble brightly labeled videocassettes. The menu is divided by playable characters and then by Secret Techniques. Each Secret Technique has two or three segments, or "upgrades." For instance, one videocassette obtained from the Shop may enable you to watch Rock Lee perform the Leaf Hurricanes portion of his Taijutsu Secret Technique against Sakura Haruno. To watch the rest of the Secret Technique, you must obtain more videocassettes.



Below is a list of all the characters' Secret Techniques, divided into upgrade portions. Because there are 14 playable characters, there are 14 versions of each portion, adding up to a whopping total of 1,176 videos!

Naruto Uzumaki

Clone Jutsu:	Summoning 1:	Summoning 2:
Shadow Clone Jutsu	Tadpole Summoned	Gamabunta Appears
Naruto Barrage	Gamakichi Summoned	Mysterious Aid Arrives
Harem Jutsu		

Sasuke Uchiha

Barrage:	Sharingan:	Sasuke's Special Technique:
I can see!	Sharingan Activated	Sasuke's Special Technique
Too Weak!	Windmill Triple Attack	Sasuke's Special Technique 2nd Shot
Barrage of Lions	Fire Style: Dragon Flame Jutsu	

HIDDEN AND UNLOCKABLE ITEMS

Sakura Haruno

Booby Trap: Deathly Tree Trap Falling Rock Warning	Inner Sakura: I won't lose! Love will prevail!	Genjutsu: Tree Capture Death The Great Sakura
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Rock Lee

Taijutsu: Leaf Whirlwind Leaf Hurricanes Guy Exploding Hurricane Kick!	Primary Lotus: Weight Removal Primary Lotus Start Primary Lotus	Hidden Lotus: Hidden Lotus Start Hidden Lotus True Hidden Lotus!!
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Kakashi Hatake

Understanding of a Shinobi: A Thousand Years of Death Earth Style: Headhunter Jutsu	Summoning: Summoning, Ninja Hound Summoned Earth Style: Fanged Pursuit Jutsu	Lightning Blade: Lightning Blade The origin of its name
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Shikamaru Nara

Friends: Human Boulder Giant Human Boulder	Shadow Possession: Shadow Possession Jutsu I'm going even more! True Shadow Binding Jutsu!	Asuma: Asuma Appears So troublesome...
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Neji Hyuga

Rotation: 8 Trigrams Palms Rotation 8 Trigrams Palms Giant Rotation	Byakugan: Hyuga Style Taijutsu Chakra Points Palm Strike	8 Trigrams: 8 Trigrams 64 Palms 8 Trigrams 128 Palms
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Hinata Hyuga

Friends: Fang Over Fang Parasitic Insects Jutsu	Byakugan: Hyuga Style Taijutsu I saw it...a little bit...	Gentle Fist: Wild Dance of Gentle Fist Hundred Power Palms
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Haku

Ice Jutsu: Ice Crystal Blast Deadly Ice Spear	A Thousand Needles of Death: A Thousand Needles of Death 2 Destruction Death Needles	Crystal Ice Mirrors: Crystal Ice Mirrors Deadly Ice Mirrors
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Zabuza Momochi

Taijutsu: You're slow! Decapitation Sword	Hidden Mist Ninja Technique: Hidden Mist Jutsu Water Clone Jutsu	Water Style: Water Style: Water Dragon Jutsu Water Style: Giant Vortex Jutsu
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Gaara

Sand: Sand Clone Sand Burial	Friends: Puppet Master Jutsu Wind Scythe Jutsu	Summoning: Wind Dust Destruction Wave Sand Shuriken Mysterious Giant Summoned
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Orochimaru

Summoning: Halbert One Stab Death Halbert Blades from All Directions	Murderous Intent: Blade of Murderous Intent Blade of Death	Forbidden Jutsu: Return from the Dead Silhouette of Mystery 1 Silhouette of Mystery 2
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Nine-Tailed Naruto

The Nine-Tail: Red Chakra Released! Red Chakra Explodes!

Curse Marked Sasuke

Curse Mark: Curse Mark Activated The Forbidden Third Shot
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