

SHONEN JUMP'S

NARUTO

TM

ULTIMATE NINJA

TM

A small illustration of Naruto Uzumaki in his signature orange jumpsuit, standing and looking forward.

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

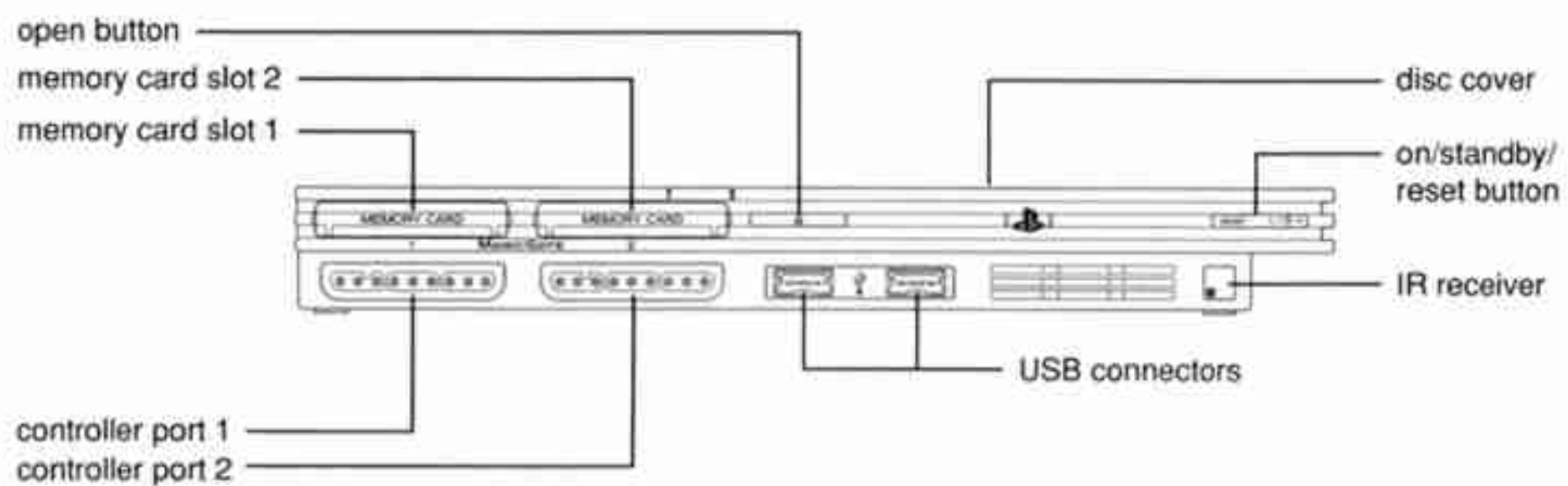
TABLE OF CONTENTS

Setting Up.....	2	Beginning A Game	18
Controls	3	The Characters	26
Display	4	Credits	28
Movement	6	Notes.....	32
Attacking.....	8	Warranty.....	33

This software was created and designed in conjunction with fonts owned by FontWorks Japan Co., Ltd. The name FontWorks Japan Co., Ltd. and the names of those fonts are trademarks or registered trademarks of FontWorks Japan Co., Ltd.



SETTING UP



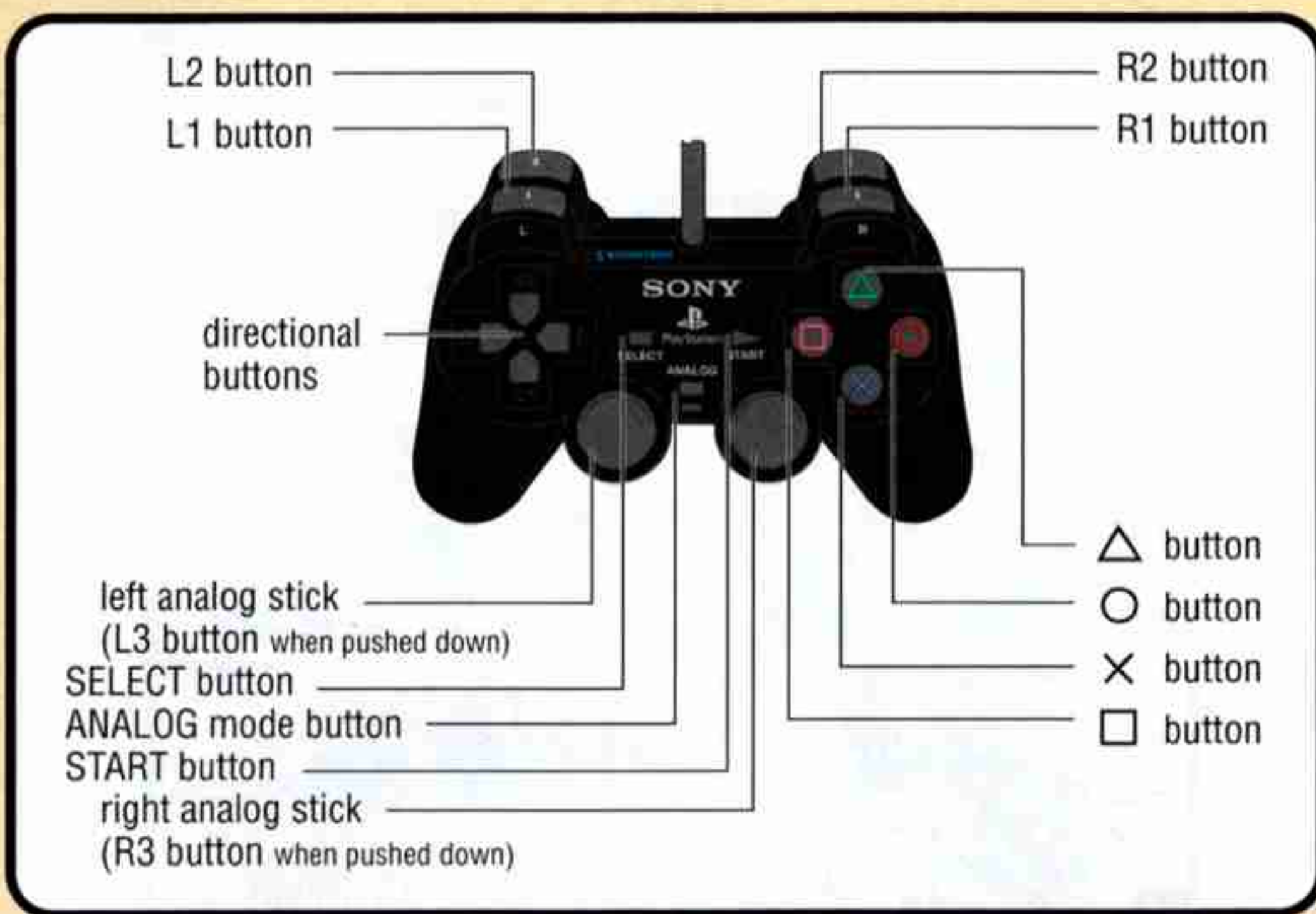
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **NARUTO™: ULTIMATE NINJA™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS (DEFAULT)

⊙ button: Attack

⊗ button: Jump

△ button: Prepare Secret Technique

□ button: Use item

directional buttons
(left analog stick): Move

START button: Pause Menu

L1 button / **R1** button:
Item Select

L2 button / **R2** button: Guard

- This game can only be played with an analog controller. Please use a DUALSHOCK®2 analog controller or a DUALSHOCK® analog controller.
- The SELECT button is not used.
- You can turn the vibration function on or off under the Naruto's House Mode "Adjust Settings" or under the Pause Menu's "Control Settings".
- The button settings listed in this Manual are the default settings. You can change these settings under the Naruto's House Mode, "Adjust Settings" or under the Pause Menu's "Control Settings".

DISPLAY

THE BATTLE SCREEN



1) Time limit

This is the time remaining until the end of the battle.

2) Status changes

An icon indicates when status changes are in effect.

3) Health Gauge

The character's remaining health. You win the game by reducing your opponent's health to zero.

4) Chakra Gauge

This is your current chakra, which is required for Secret Techniques and the like. The amount of chakra available determines which Secret Techniques you can use, indicated by "1", "2", or "3".

5) Item to use

This is the item you currently have selected.

THE SECRET TECHNIQUE SCREEN



1) Additional commands

If you make the correct key inputs, Secret Techniques can be upgraded (if you are attacking), or their damage can be halved (if you are defending).

2) Time limit gauge

This is the time limit for inputting additional commands. If you can not input the proper key combination within this time, the additional attack fails.

BASIC RULES

- This is a 1-on-1 fighting game.
- There is only one round per match.
- The first player to reduce his opponent's health to zero is the winner. In the event of a draw, both players lose.
- If the match time runs out, the player with the most health remaining is the winner.

MOVEMENT

MOVE

directional buttons (left analog stick)

Moves the character right or left.

JUMP

⊗ button

Causes the character to jump. You can combine jumps with the directional buttons to jump in the direction pressed.

DOUBLE JUMP

⊗ button during a jump

This allows you to jump higher or farther.

RAPID MOVEMENT

Double-press ⊗ button

This causes the character to rush at his opponent. You do not cause damage to your opponent by just running into him at high speed.

JUMP BACK

You can quickly jump back, away from your opponent by twice pressing the ⊗ button along with the directional button that is opposite of where your opponent is.



A TAIJUTSU LESSON FROM GUY

Rapid movement is an advanced Taijutsu feat. It is useful for quickly closing in on an opponent. When you are moving rapidly, Ninja Tools will bounce off of you, so take advantage of that. Doing so will make you a good warrior like me!



CHANGE PLANES

directional button ↓ + ⊗ button
Move to the foreground

directional button ↑ + ⊗ button
Move to the background

This allows you to change stage planes, moving from the foreground to the background and vice versa.



STAGE SHIFT

directional button ↑ + ⊗ button (when the Stage Shift Icon appears)
Lets you move to a different stage.



A GENJUTSU LESSON FROM KURENAI

When you change stages, the character that initiated the scenery change will regain a little health. Changing scenery could make the difference between winning and losing, so keep that in mind as part of your strategy!

RUNNING UP ON WALLS

Keep pushing forward when running towards a wall to run up the wall.

When you hit the end of the wall or you stop running, you will keep hold of the wall. You can also jump off of them, and use items to attack.



WALK ON WATER

Use chakra to walk on water.

You expend chakra when you walk on water. If your Chakra Gauge is empty you will not be able to stay on the water, and you will fall and take damage.



ATTACKING

ATTACKS AND COMBOS (DEFAULT)

Attack with the **○** button. You perform combos by rapidly pressing the **○** button, or by pressing the **○** button along with a directional button.

If you perform the input correctly, you will perform a combo attack. Each character has unique combo attacks. See the "1P (2P) Command Chart" in the Pause Menu section.



GUARD (DEFAULT)

L2 button or **R2** button

You can guard yourself against an opponent's attack.



SUBSTITUTION JUTSU (DEFAULT)

Press a guard button at the instant an opponent's attack lands.

Substitution Jutsu will nullify your opponent's attack. Not only that, but you will appear behind the opponent, which will give you an advantage.



GUARD DOWN (DEFAULT)

directional button **↓** + **○** button

Hitting with a lower attack can cause an opponent to drop his guard.



PERFECT YOUR COMBOS IN PRACTICE MODE!

When you correctly input a combo attack during practice mode, the name of that combo is displayed at the bottom of the screen. Use the practice mode to learn your combos.



THROWING

For the character throwing:

directional button in the direction thrown +  button

For the character thrown:

directional button opposite from the direction thrown +  button allows you to return a Back Attack. The last character to succeed is the one who will damage his opponent.



ROLL

After being thrown, press the **X** button at the instant you hit the ground.

If your timing is right, the damage you take from hitting the ground will be reduced.



A TAIJUTSU LESSON FROM KAKASHI

Some of the combo attacks are called "jutsu", and those require chakra to trigger. Be careful—even if you correctly input a jutsu combo attack, it won't do anything if you don't have enough chakra. There are also counter-attacks, which are triggered when you are attacked by your opponent. An example of this is Neji's Rotation.



SECRET TECHNIQUES

△ button + ○ button

Each time you press the **△** button you release chakra for Secret Techniques, forming an aura about your character. When you press the **○** button to attack and hit an opponent when your Secret Technique aura is present, a Secret Technique will be triggered.



△ button + ○ button = Secret Technique Level 1

△ button △ button + ○ button = Secret Technique Level 2

△ button △ button △ button + ○ button = Secret Technique Level 3

A NINTUTSU LESSON FROM IRUKA

Your aura's color will change, depending on the number of times you have pressed the **△** button. Level 1 is red, Level 2 is purple, and Level 3 is blue. Be sure that you are familiar with your opponent's Secret Techniques.



Secret
Technique
Level 1



Secret
Technique
Level 2



Secret
Technique
Level 3



UPGRADING/DEFENDING SECRET TECHNIQUES

Commands for Player 1 are on the left, and those for Player 2 on the right.



ATTACKER

SECRET TECHNIQUE UPGRADES

When using a Secret Technique, correctly pressing the displayed command within the time limit will allow you to upgrade your attack to the next level, and try for another upgrade.

SUCCESS!

CONTINUE



SECOND LEVEL SECRET TECHNIQUE



DEFENDER

REDUCE DAMAGE RECEIVED

When a Secret Technique is triggering, correctly pressing the displayed command within the time limit will halve the damage you take from the attack.

SUCCESS!

HALF DAMAGE



FAILURE → END

FAILURE → NORMAL DAMAGE

AND SO ON...

You can keep upgrading your attack, as long as you keep entering the correct command. Depending on the character, you could have from 1 to 3 possible upgrades.

SPECIAL STATUS CHANGES

Some characters can gain special status changes after using a Secret Technique. When this happens, a status change icon is displayed below the Chakra Gauge.



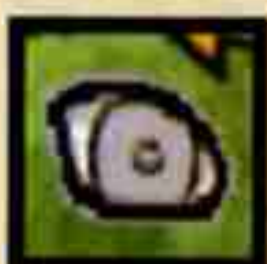
Sharingan (Sasuke, Kakashi)

For a fixed amount of time, the character can copy and use an opponent's attacks (with the exception of Secret Technique and some jutsu)



The Eight Inner Gates (Lee)

For a fixed amount of time the character's attack power is increased, but the character cannot use Secret Technique or jutsu. Also, when this effect expires the character's chakra will be reduced to zero, and the character will take a fixed amount of damage.



Byakugan (Neji, Hinata)

For a fixed amount of time the character will regain speed and chakra at a faster rate, and attacking opponents will reduce their chakra level.

OTHER STATUS CHANGES

Opponents' attacks and item effects can also cause status changes. All status changes will display an icon below the Chakra Gauge.



Invisibility

(Item attacks cannot be used)



Speed up



Speed down



Substitution Jutsu



Defense up



Attack power up

RECOVERY

RECOVERING CHAKRA

Hold the **↓** directional button

You can recover chakra while holding this button. Note that you are defenseless while doing so.



USE A CHAKRA BALL

You can recover chakra by grabbing the chakra balls that appear when you knock back an opponent, or are knocked back by an opponent. Chakra balls can also appear as items.



TAKE AN ITEM FROM A SUPPORTING CHARACTER

You can recover chakra by taking chakra recovery items from a supporting character. You can also steal items from your opponent's supporting character to recover a small amount of chakra.



RECOVERING HEALTH

Hold the **↑** directional button

This causes you to take on a taunting pose, and you will recover a little health. Note that you are defenseless while doing so. Only Sakura, Hinata, Shikamaru, and Kakashi can use this command. Other characters cannot heal themselves.



ITEMS

Taking items can cause a variety of effects. You can throw some items at your opponent.

ITEM APPEARANCES

Items can appear in the following ways:

1. By breaking environmental objects.
2. Support characters can give them to you.
3. Chakra balls can appear when you knock your opponent back.



A GENTUTSU LESSON FROM ANKO

Each player will have different support characters that will appear during the stage and give you items. You can get the item by moving close to the support character when he is holding the item above his head. You can attack your opponent's support character to kick him out of the stage, so be sure to watch for your opponent's support characters as well as your own.



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 on to until you use them by pressing the  button.

HEALTH RECOVERY ITEMS (USED IMMEDIATELY)



These are items that will replenish some of your lost life.
Ex: Potato chips, rice cakes, chestnuts, ramen, fruits, etc.

CHAKRA RECOVERY ITEMS (USED IMMEDIATELY)



There are items that replenish some of your used chakra.
Ex: Narcissus flowers, leaf deities, fiery crystals, gourds, chakra balls, etc.

BATTLE ASSISTANCE ITEMS (USED IMMEDIATELY)

These are items that aid you in your battle by making you invisible, raising your offensive power, etc.



Shoes of Jonin

Increases your speed for a fixed period of time.



Food Pills

Increases your offensive power for a fixed period of time.



Scroll of Hidden Cloud

Makes you invisible for a fixed period of time



Kakashi figure

For a fixed period of time, gives you auto-Substitution jutsu.

OFFENSIVE ITEMS (HELD UNTIL USED)

These are items that you can throw at your opponent.

The Weight of Gut

Decreases your opponent's speed for a fixed period of time. This can only be used when your opponent is on the same plane as you. An X is displayed over the item when it can not be used.

Support Item

Summons a support character to attack your opponent.

Special Ninja Tool

A better version of your standard Ninja Tool. This can only be used when your opponent is on the same plane as you. An X is displayed over the item when it can not be used.

Scroll of Instant Body

Instantly places you behind your opponent, no matter where they are.

Using offensive items

Change the selected item by pressing the **L1** or **R1** buttons, and then press the **□** button. The number of items remaining is displayed below the item icon.

Ninja Tools

The standard Ninja Tools that you are equipped with at the start of a battle are unlimited in number, but cause very little damage.



SUPPORT CHARACTERS

During the battle, your support character will appear and give you various items. When your support character appears, a window to let you know he is available is displayed below your Chakra Gauge.

SUPPORT CHARACTER LOCATION

Support characters always appear on a different plane from you. The window is displayed before the support character arrives.

The support character will only be on the screen for a limited period of time. Note that you can attack your opponent's support character to knock him off of the field.

OBTAINING ITEMS

The item you can receive is displayed over the support character's head. You will receive that item when you go near the support character.



SAVING AND LOADING

To save game data, you will need a memory card (8MB)(for PlayStation®2) with at least 54 KB of free space.

SAVING

The player chooses where to save the game data at the end of each mode, and the game data is saved there. Up to three data files can be saved. If you choose a location that already contains a data file, that file will be overwritten.

LOAD: CONTINUE FROM A SAVED POINT

If you choose "Load" after starting the game, you can load previously saved game data and continue the game from that point. Insert a memory card (8MB)(for PlayStation®2) containing game data into MEMORY CARD slot 1 or MEMORY CARD slot 2. You may then choose data save locations 1 through 3.

BEGINNING A GAME

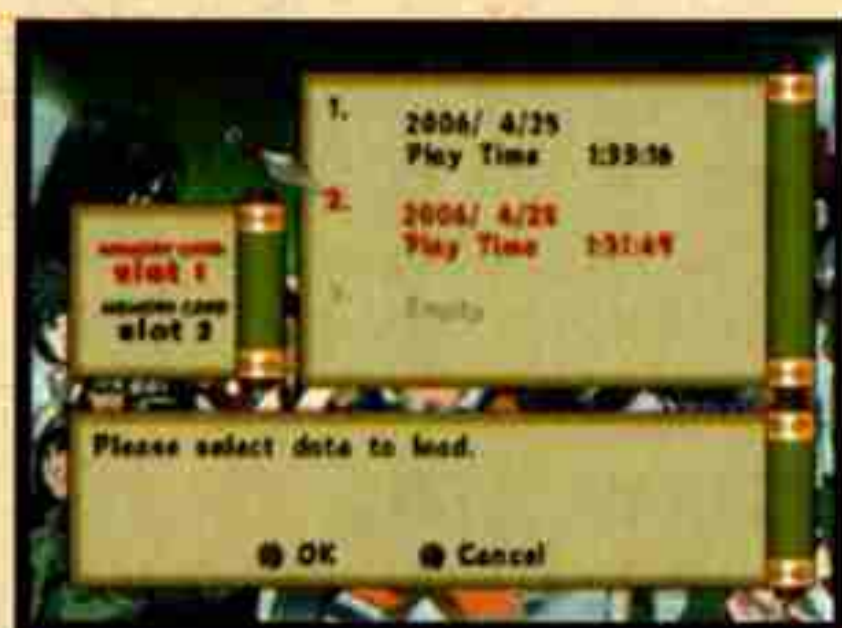
Choose "New game" or "Load Game" at the Title Screen. Note that you can skip the opening movie played before the Title Screen is displayed by pressing the **X** button.

NEW GAME

This begins a game from the beginning.

LOAD GAME

You can load saved data and continue the game from that point. Insert a memory card (8MB)(for PlayStation®2) containing game data into MEMORY CARD slot 1 or MEMORY CARD slot 2. You may then choose data save locations 1 through 3.



CHOOSE MODE

Use the directional buttons and press the **X** button to choose a mode to begin:

Scenario

This mode allows you to play through the stories of each character.

Mission

Perform missions to gain money.

Practice

Practice your fighting techniques.

Free battle

Choose any character to battle against.

Naruto's House

View items and adjust game settings.

Shop

Use money to buy items.



SCENARIO

In this mode, the character you choose becomes the hero of their own story.

SELECT SCENARIO

Select the scenario you wish to play and press the **X** button. A battle will begin after you see a story. If there is saved data from a previous game, you can restart the story from the saved point. You can also choose "Start from beginning" to begin a game.



THE PAUSE MENU

You can press the START button during a battle to show the Pause Menu.

Control Settings

This option allows you to change controller button assignments.

1P (2P) Command Chart

This option allows you to view the key combinations required for the current character's combination attacks, chakra attacks, Secret Techniques, etc.

Item stock

This allows you to equip items that you have bought in the shop.

Return to Mode Select

This returns you to the Mode Select Screen.

Return to Scenario Select

This returns you to the Scenario Select Screen.



REMATCH

If you lose a battle the Rematch Screen is shown, and until the countdown timer reaches zero you can select "Yes" to try the battle again.



MISSIONS

You can perform missions to earn money.

SELECT MISSION

Choose the mission that you wish to play and press the **X** button. You can read about the details of the mission and choose a character to play.

RANK

At first you can only choose "Practice", but as the points you gain reach certain levels you will be able to take on more challenging missions.

CHOOSE CHARACTER

Select a character to play, and press the **X** button to begin the mission.

THE PAUSE MENU

You can press the START button to display the Pause Menu.

Mission Conditions

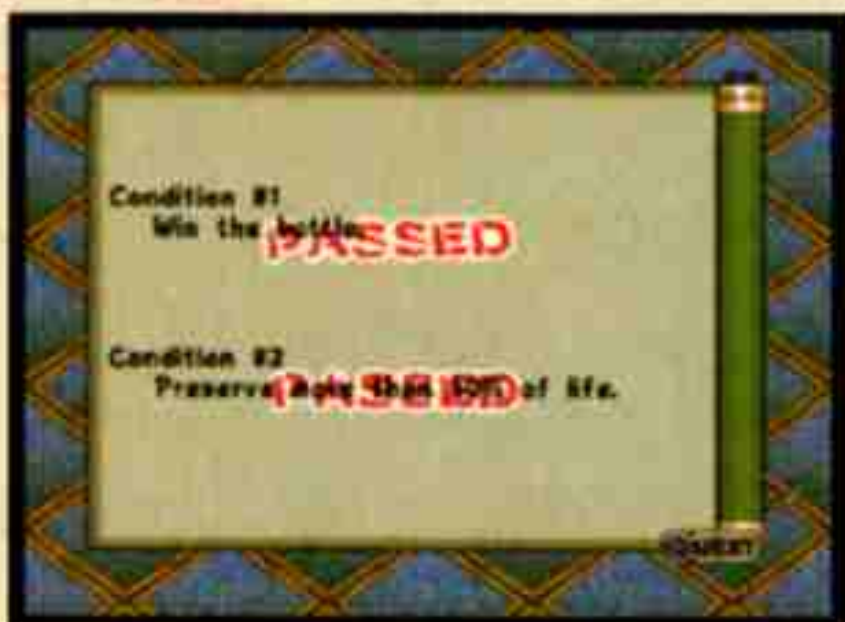
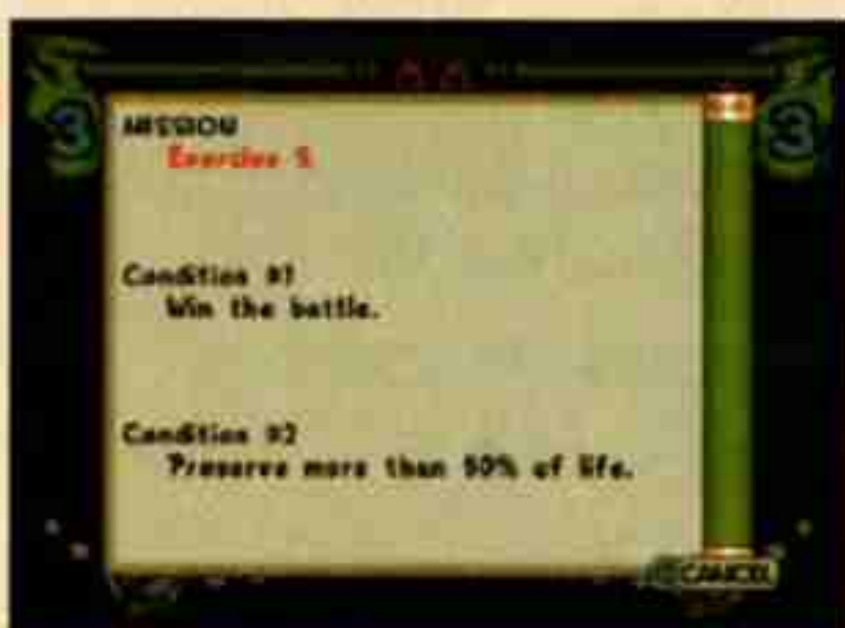
This allows you to see the conditions for clearing this mission.

Return to Mission Select

This returns you to the Mission Select Screen.

MISSION COMPLETE

When a battle ends, you will be given a grade of "Pass" or "Fail". You complete the mission if you meet all of the mission conditions, and will receive payment and points.



PRACTICE

This allows you to practice your fighting techniques.

SELECT CHARACTER

Choose the character you wish to practice with and press the **X** button. Next, select the character you wish to practice against.

Practice Settings

You can change the practice settings by pressing the **□** button after selecting a character.

Command Display

Allows you to turn ON or OFF the display of commands while you practice.

Item appearance

Lets you set the probability that items will appear to one of three levels.

Support characters

Set whether or not support characters will appear.

Secret Techniques

Set whether Secret Techniques should be permitted or not.

CPU AI Pattern

Sets how the opponent character should behave:

OFF: Your opponent will not move

Guard: Your opponent will only block

Attack: Your opponent will only attack

STAGE SELECT

Select the map you wish to play on and press the **X** button to begin practice.



THE PRACTICE SCREEN

HEALTH GAUGE

When practicing, you will heal quickly after being attacked. You will not heal while you are in the middle of receiving multiple attacks.

TIME LIMIT



CHAKRA GAUGE

When practicing, your chakra is always at a level allowing you to perform a Level 3 attack. This is not used if Secret Techniques are turned off under the practice settings.

COMMAND DISPLAY

Buttons that you press are displayed here, and when you succeed in performing a combo attack its name is displayed here.

THE PAUSE MENU

Pressing the START button during a battle displays the Pause Menu.

Return to Character Select

This takes you back to the Character Select Screen.



END PRACTICE

There is no time limit for practicing. To end practice, choose "Return to Mode Select" or "Return to Character Select" from the Pause Menu.



FREE BATTLE

This mode lets you freely choose characters to battle with.

SELECT BATTLE MODE

Choose the mode you wish to play, and press the  button.

VS CPU: One person plays against the computer.

Two Player VS: Two people play against each other.

CHARACTER SELECT

Choose the character you wish to play and press the  button. Next, choose the character you wish to play against. When playing a two-person game, each of you choose a character. You enter Two Player VS mode by pressing the START button on the 2P controller.

MAKE OUT CHART

Press the  button when a character is selected to see a display of the number of times a given character has battled with another.

BATTLE SETTINGS

Press the  button after the character selection is complete to change the battle settings.

Battle Time

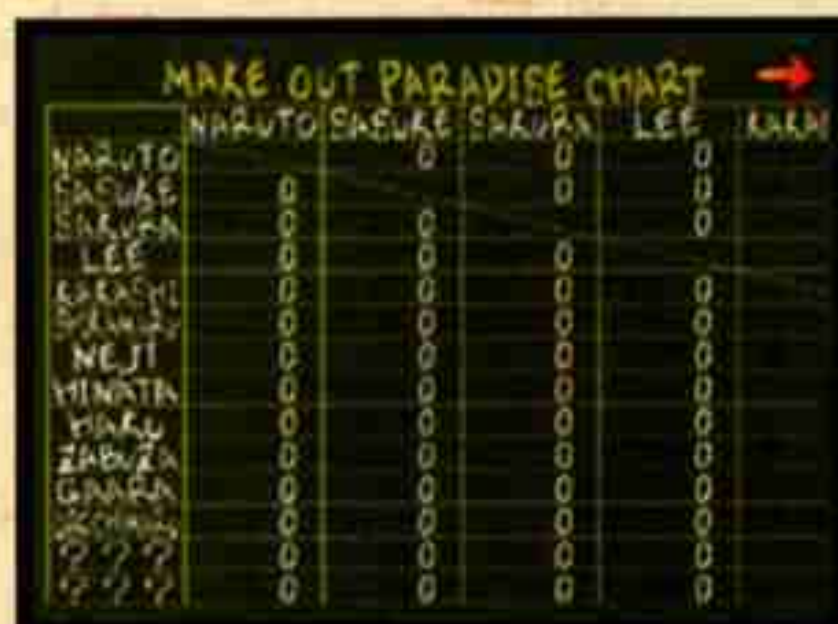
You can set the length of the battle from 10 counts up to unlimited length.

Handicap

Attack power increases with the number of stars.

STAGE SELECT

Select the map you wish to play on and press the  button to begin the battle.



	NARUTO	SASUKE	SARADA	LEE	KAKU
NARUTO	0	0	0	0	0
SASUKE	0	0	0	0	0
SARADA	0	0	0	0	0
LEE	0	0	0	0	0
SARACH	0	0	0	0	0
SARACH	0	0	0	0	0
NEJI	0	0	0	0	0
MINATA	0	0	0	0	0
YAKU	0	0	0	0	0
ZABUZA	0	0	0	0	0
GAARA	0	0	0	0	0
SHINOBU	0	0	0	0	0
?	0	0	0	0	0
?	0	0	0	0	0
?	0	0	0	0	0



NARUTO'S HOUSE

Here you can view items and change game settings.



ADJUST SETTINGS

Control settings

Here you can set controller button actions and turn the controller's vibration function ON or OFF. Settings for Player 1 are performed with the 1P controller, and those for Player 2 with the 2P controller.



Screen settings

This item allows you to change the screen positioning. Use the directional buttons to move the screen and press the [X] button to set its position.



Sound settings

Here you can set the volume for main sounds, background music, and sound effects, and set sound output to stereo or monaural.



Difficulty settings

Here you can change the difficulty of the computer-controlled characters in the Scenario and Free Battle modes.

VIEW ITEMS

You can examine the items you've obtained.

View scrolls

Choose the scroll you wish to view and press the **X** button.

View figures

Choose the figure you wish to view and press the **X** button.

Listen to the audio collections

Choose the music or character voice you wish to hear and press the **X** button.

View Ninja Info Cards

Choose the Ninja Info Cards you wish to view and press the **X** button.

Watch Secret Techniques

Choose the character's Secret Techniques you wish to view and press the **X** button.



SHOP

You can use money to get items from the Capsule Machines.

Select the Capsule Machine that you wish to use. At first you can only use the beginner's Capsule Machine, but as the game progresses you will be able to use more advanced ones.

INSERT MONEY

Change the amount of money to insert by pressing the **↑** or **↓** directional buttons. You must insert at least 100 and at most 1000 Ryo. Note that these amounts are for the beginner's Capsule Machine. More advanced machines will be more expensive.

The more money you put in, the better your chances of winning something!



THE CHARACTERS

NARUTO UZUMAKI (SUPPORT CHARACTER: IRUKA)

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 life long dream is to be Hokage, the village chief, and become the greatest ninja of all time. Naruto also holds 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."

SASUKE UCHIHA

(SUPPORT CHARACTER: KAKASHI OR NARUTO)

A descendant of the Uchiha Clan, Sasuke has both unique talent and sensibilities. Combined with his rugged good looks, this makes him the most popular student among the Academy's female student body. Quiet by nature, he never hesitates to speak his mind, which annoys Naruto, as he receives the brunt of Sasuke's insult. His special techniques are "Barrage of Lions" and "Fire Style" jutsu.

ROCK LEE (SUPPORT CHARACTER: GUY)

A Genin from the Village Hidden in the Leaves. He 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 as a result of his constant training. From his hairstyle to the admiration he has for his sensei, everything about Lee is intense. Like Naruto, he too is in love with Sakura.

GAARA (SUPPORT CHARACTER: TEMARI)

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

SHIKAMARU NARA (SUPPORT CHARACTER: ASUMA)

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

NEJI HYUGA (SUPPORT CHARACTER: TENTEN)

A Genin from the Village Hidden in the Leaves, he is 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 handed down genetically within the Hyuga Clan. His special techniques are the "8 Trigrams Palms Rotation" and the "8 Trigrams 64 Palms."





SAKURA HARUNO (SUPPORT CHARACTER: SASUKE OR KAKASHI)

Standing above all others with her incredible knowledge and skills, Sakura aims to become a Kunoichi, a female ninja. But as a young girl coming of age, she tends to focus less on Ninjutsu and more on boys, especially the handsome Sasuke, who has no interest in her whatsoever. What Sakura fears to say comes out of her Inner Sakura, the embodiment of her true feelings.

KAKASHI HATAKE (SUPPORT CHARACTER: GUY OR IRUKA)

A Jonin (elite ninja) from the Village Hidden in the Leaves, he is known in other territories as "Kakashi of the Sharingan Eye." He is quite enigmatic and 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."

OROCHIMARU (SUPPORT CHARACTER: KABUTO)

One of the Sannin (Three Shinobi of Legend) he left the Village Hidden in the Leaves and founded the Village Hidden in the Sound. He snuck into the chunin exam and has his sights on Sasuke. Ruthless and heartless, he will stop at nothing to fulfill his sinister ambition.

HAKU (SUPPORT CHARACTER: ZABUZA)

A former elite Tracker Ninja, he was adopted by Zabuza and taught combat jutsu. Faithful to Zabuza, he will not forgive anyone who endangers him. Behind his mask is a face as beautiful as a young girl and a painfully sad past. He uses "Crystal Ice Mirror" Kekkei Genkai: a bloodline trait.

ZABUZA MOMOCHI (SUPPORT CHARACTER: HAKU)

A rogue ninja of the Village Hidden in the Mist. Known widely as "The Demon Ninja of the Mist." 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 that lies behind his ruthless expression.

HINATA HYUGA (SUPPORT CHARACTER: SHINO)

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

CREDITS

Original Story And Art
Masashi Kishimoto
Weekly **SHONEN JUMP**

Developed by:
Cyber Connect 2 Co.,Ltd.

Produced by:
NAMCO BANDAI Games Inc.

Published by:
NAMCO BANDAI Games America Inc.

PRODUCTION

Senior Vice President
Naruo Uchida

Senior Product Manager
Atsushi Minowa

Localization Manager
Brian Glazebrook

MARKETING & PR

Marketing Director
Yoko Nakao

Marketing Consultant
Kim Morgan

PR Manager
Kristin Calcagno

SALES

National Sales Manager
Brian Schorr

Channel Marketing Manager
Jae Chang

Channel Marketing Specialist
Ryan Chennault

PRODUCT SERVICES

Director of Product Services
Glen Cureton

Senior Operations Manager
Jennifer Tersigni

QUALITY ASSURANCE

QA Manager
Chuck McFadden

QA Supervisor
Daryle Tumacder

QA Lead
Kenrick Mah

QA Assistant Lead
Geoff Tuttle

QA Testers
Jhune Dela Cruz
Phil Farkaly
Mohammad Mahan
Harirsaz
Jon Olazabal
Shaun Woo
Shin Young

Special Thanks To:
Genichi Ito
Nobuhiro Kasahara
Garry Cole
Makoto Iwai
Takahiro Sasanoi
Yoshinobu Matsuo
Mika Kelly
Janna Smith
Chris Stanley
Rannie Yoo
Tom Usher Designs
Beck Interactive

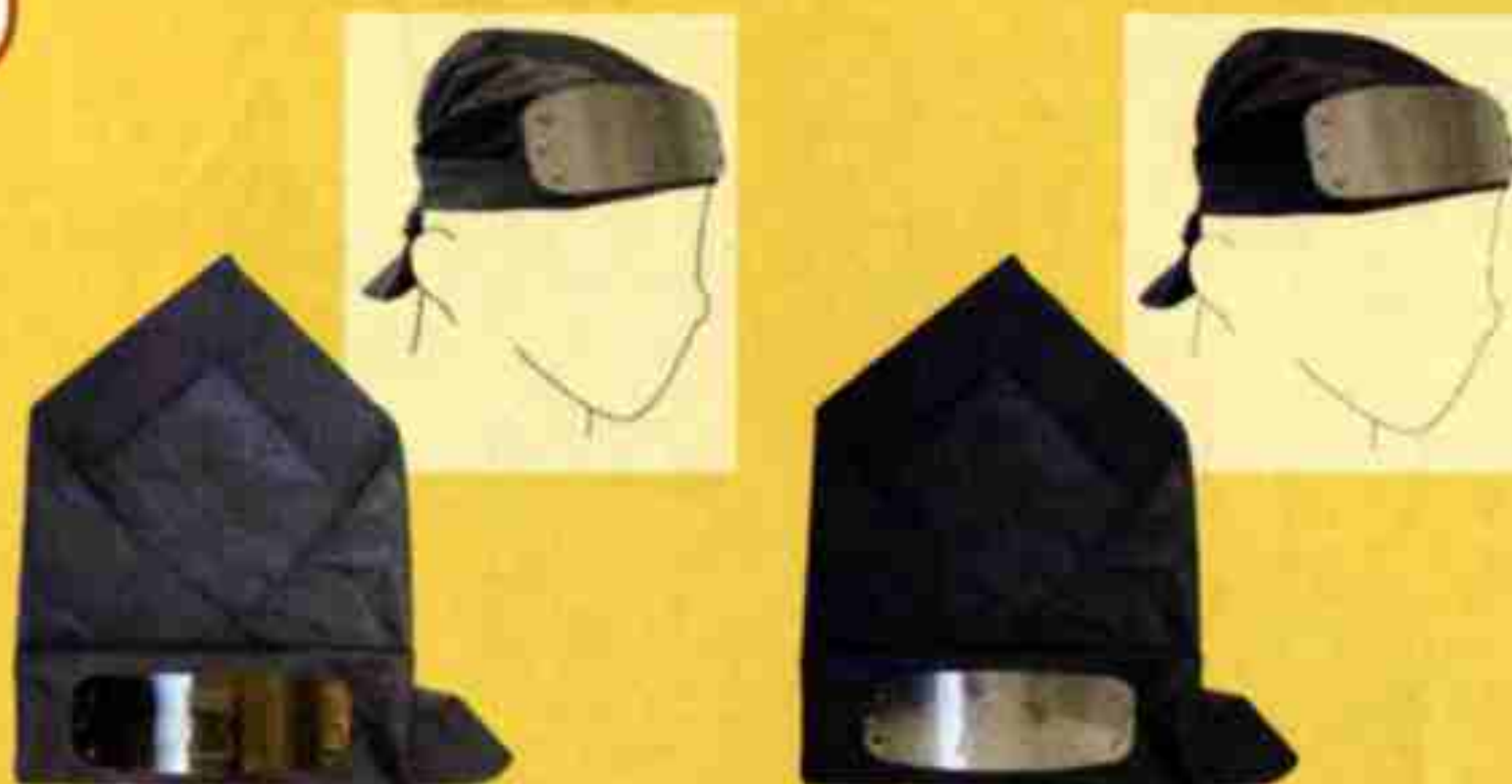
SUPERVISED BY

VIZ MEDIA, LLC
Weekly **SHONEN JUMP/Shueisha Inc.**

Naruto © 2002 MASASHI KISHI-MOTO Program © 2006 NAMCO BANDAI Games Inc. Ultimate Ninja is a trademark of NAMCO BANDAI Games America Inc. All other trademarks belong to their respective owners.

THE REAL NARUTO ACTION...

Bandanna



Head Band



Keychain



light image

www.naruto.com

Available at major retailers near you. Colors and decorations may vary. Items not shown to relative size. Each sold separately. Subject to availability. Great Eastern Entertainment Co., Inc. All Rights Reserved. Viz Media, the logo, NARUTO and all related characters and elements are trademarks of and © 2002 MASASHI KISHIMOTO

SHONEN JUMP'S

NARUTO



IN STORES
NOW!

SHONEN
NARUTO
COLLECTOR



SHONEN
JUMP
THE WORLD'S MOST POPULAR MANGA

www.bandai.co.jp

© 2002 MASASHI KISHIMOTO

SHUN JUMP'S

NARUTO™

COLLECTIBLE CARD GAME



www.shounenjump.com/naruto/

BY KISHIMOTO



This image shows a single sheet of white paper with horizontal blue or grey ruling lines. There are also several faint, parallel red diagonal lines running across the page from the top-left towards the bottom-right. The paper appears to be a template for writing or drawing.

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?

Having problems getting your game to work properly?

Now you can get one-on-one help from NAMCO BANDAI Games America Inc.
using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

NAMCO BANDAI Games America Inc.

ATTN: Customer Service

4555 Great America Parkway, Suite 201

Santa Clara, CA 95054

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: www.namcobandaigames.com

Visit our Website to get information about our new titles.

LIMITED WARRANTY

NAMCO BANDAI Games America Inc. warrants to the original purchaser that this NAMCO BANDAI Games America Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, NAMCO BANDAI Games America Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall NAMCO BANDAI Games America Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM

SHONEN JUMP'S NARUTO ULTIMATE NINJA




NARUTO.NAMCOBANDAI.GAMES.COM

Log on for game information, screenshots, videos, contests and news about other Naruto™ titles from NAMCO BANDAI Games America Inc.!



Naruto © 2002 MASASHI KISHIMOTO Program © 2006 NAMCO BANDAI Games Inc. Ultimate Ninja is a trademark of NAMCO BANDAI Games America Inc. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks belong to their respective owners.