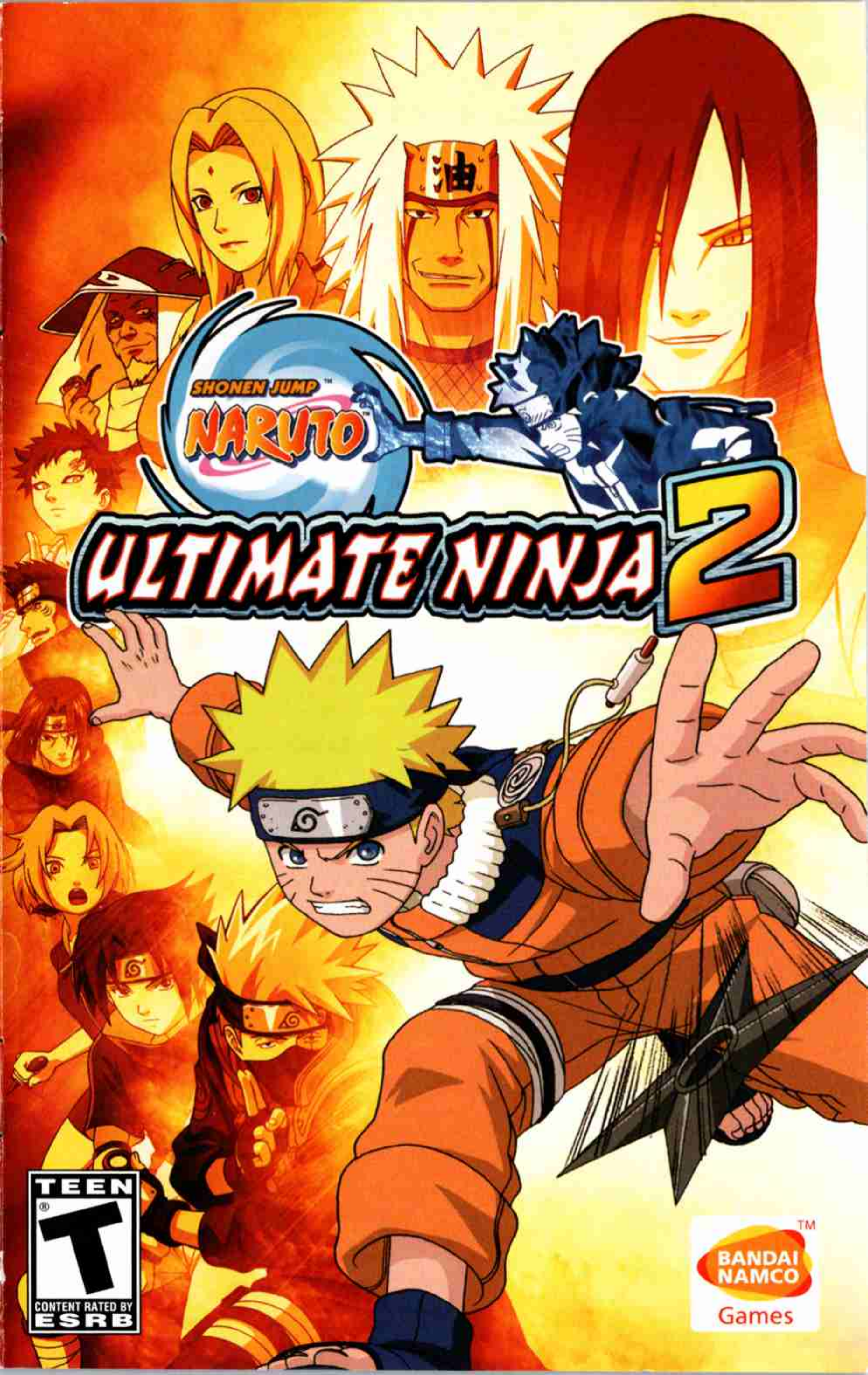




SHONEN JUMP™
NARUTO™

ULTIMATE NINJA 2



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

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.



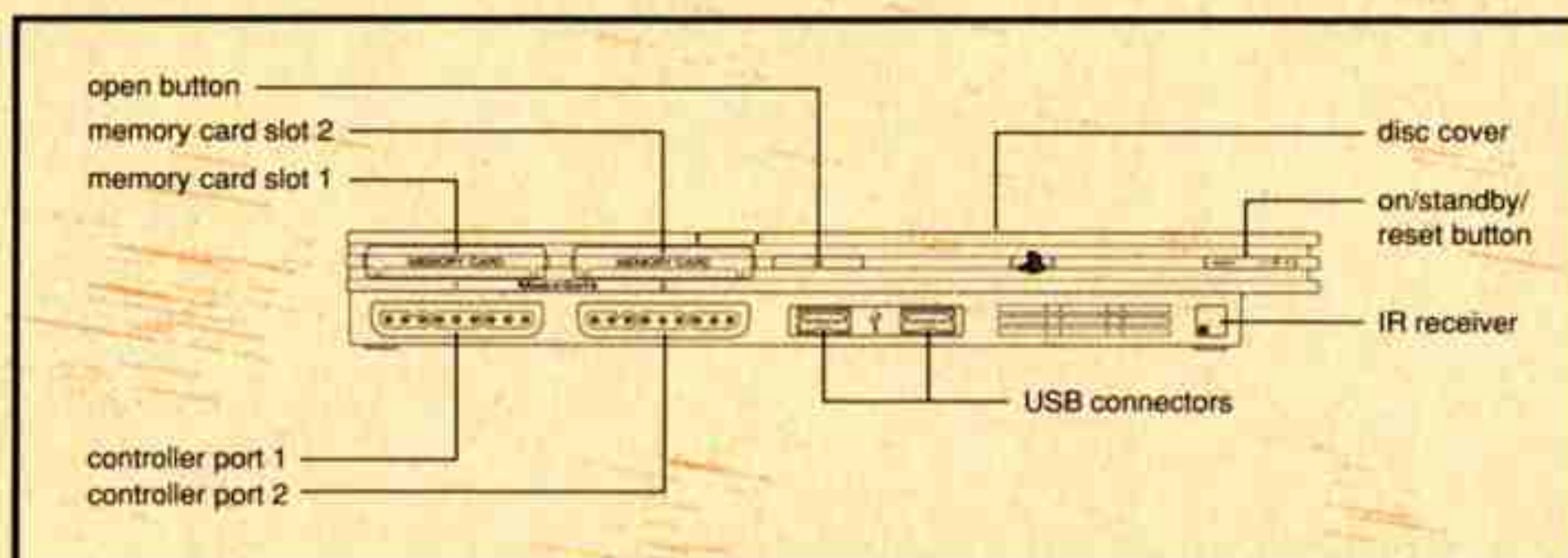
SHONEN JUMP NARUTO ULTIMATE NINJA 2

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **NARUTO™: Ultimate Ninja™ 2** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the 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.

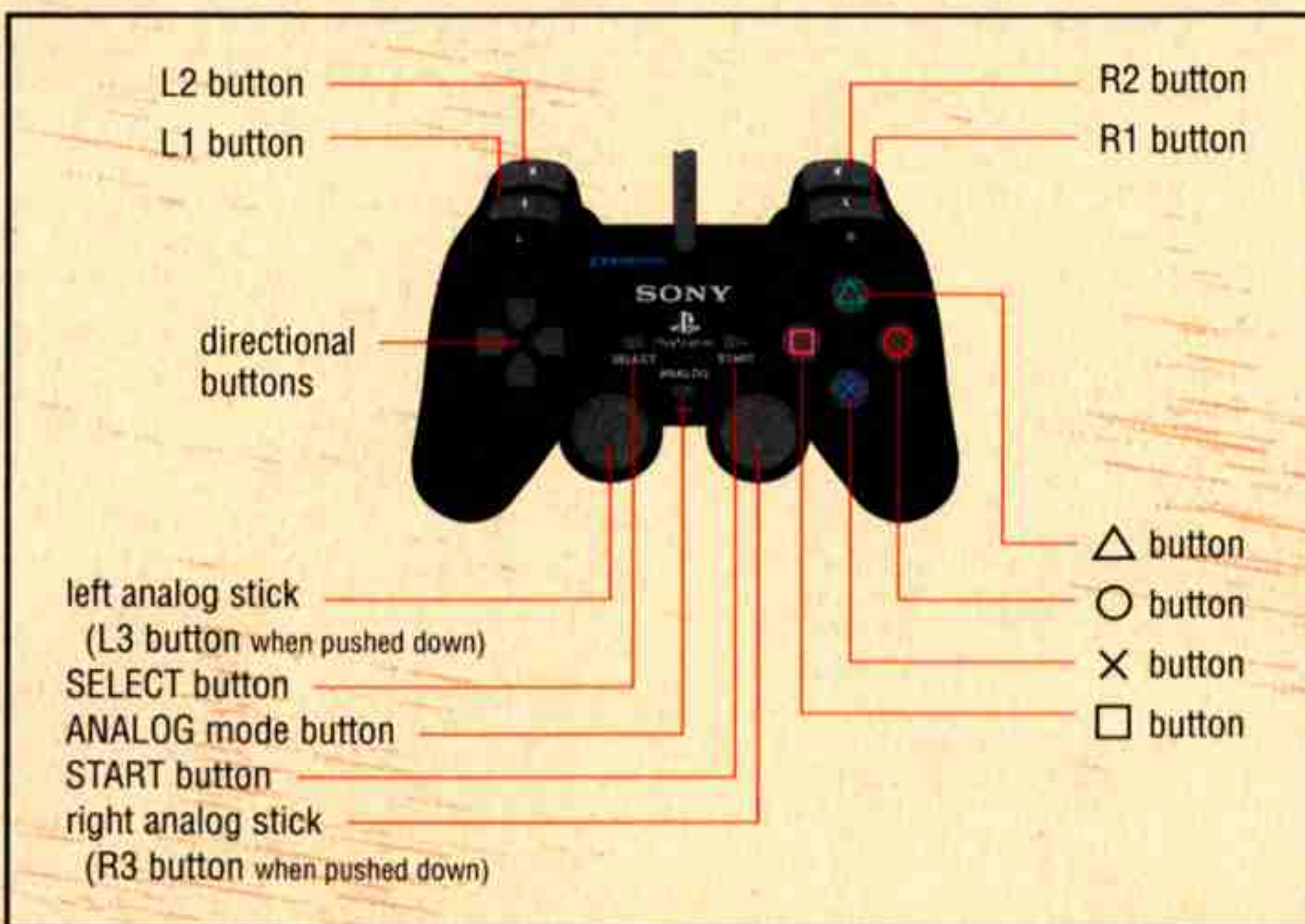
When Saving for the First Time

Saved data for this game will be created on your memory card (8MB)(for PlayStation®2). Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1. When the "Create new NARUTO: Ultimate Ninja 2 data" confirmation screen appears, select "Yes" and confirm your selection with the **X** button.

Note: Game supports only MEMORY CARD slot 1.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLLER FUNCTIONS

○ button: Attack

× button: Jump

△ button: Prepare Secret Technique

□ button: Use item

directional buttons

(or left analog stick): Move

START button: Pause Menu

L1 / R1 button: Scroll through items

L2 / R2 button: Guard

- This game can only be played with a DUALSHOCK®2 analog controller. We cannot guarantee proper functioning if other types of controllers are used.
- You will need to attach a second DUALSHOCK®2 analog controller to controller port 2 to play against a human opponent.
- All operations other than those in "Mode Select", "VS. Duel", or "Iruka's Training" must be performed with the DUALSHOCK®2 analog controller that is connected to controller port 1.
- The button settings listed in this User Manual are the default settings. You can change these settings while in the Adjust Settings menu or under the Control Settings in the Pause Menu (during battles).
- Vibration settings for the DUALSHOCK®2 analog controller can be set while in the Adjust Settings menu or by setting the vibration function to "On" or "Off" under the Control Settings in the Pause Menu (during battles), regardless of the color or lit status of the mode indicator.
- The mode indicator on the DUALSHOCK®2 analog controller will always be red. Operations are always performed in analog mode.
- All operations that are described in this manual as being performed using the directional buttons can also be performed using the left analog stick.

PARTS OF THE SCREEN

THE BATTLE SCREEN



1 STATUS CHANGE

When you experience a status change, an appropriate icon is displayed here.

2 TIME LIMIT

This shows the amount of time left in the battle.

3 HEALTH GAUGE

This is your character's remaining health.

4 CHAKRA GAUGE

This is the amount of chakra you have left. An icon indicates which level of Secret Technique your chakra allows.

5 USABLE ITEM

This icon shows which item you have selected and the number of that item remaining.

SECRET TECHNIQUE SCREEN



1 SECRET TECHNIQUE

Enter the Secret Technique input faster than your opponent! If you're the attacker, you can improve or extend your Secret Technique. If you're the defender, you can reduce the damage you receive or even cut off the Secret Technique partway.

2 TIME GAUGE

This is the amount of time that you have to input your Secret Technique. You must input your Secret Technique command faster than your opponent.

3 OVERPOWER BAR

This shows which character is overpowering the other.

BASIC RULES

- ✗ A character whose health is reduced to zero within the time limit loses the battle.
- ✗ If both characters take each other out simultaneously, the result is a draw.
- ✗ The match ends if the Time Limit reaches zero.
At that time, the character with the most remaining health is the winner.

GAME CONTROLS

MOVING

directional buttons (or left analog stick)

You can move your character to the left or to the right.

JUMP

⊗ button

Press the ⊗ button along with a directional button (or the left analog stick) to jump in that direction.

DOUBLE JUMP

⊗ button (during a jump)

This allows you to jump higher and farther than a normal jump.

QUICK MOVEMENT

Press the ⊗ button twice

This causes you to move quickly towards your opponent. You cannot be hit by kunai, shuriken, or other basic throwing weapons while dashing.

Note: You can still be hit by thrown weapons that are created by character skills or found from stock items.

JUMP BACK

directional button ← + Press the ⊗ button twice

You can quickly Jump Back away from your opponent by pressing the ⊗ button twice along with the directional button in the opposite direction of your opponent.



NARUTO UZUMAKI

Naruto's dream is to become the Hokage, and to become the greatest ninja of all time. He hates to lose and is very outspoken. Though he is small, he contains the spirit of Nine-Tailed Fox Spirit, and may have the hidden potential to become unimaginably powerful.



GAME CONTROLS

MOVING Continued...

CHANGE PLANE

directional button ↑ + ⊗ button to move to the rear plane

directional button ↓ + ⊗ button to move to the front plane

This allows you to choose which plane to fight in, moving from the front of a scene to deeper in or vice versa.



RUNNING ON WALLS

Run towards a wall and don't stop, and you can run up walls.

WALK ON WATER

You can walk on water, although it uses chakra. If you run out of chakra while doing so, you will fall and take damage.

SASUKE UCHIHA

Sasuke is the heir to an elite Uchiha family in the village. He has both unfathomable talent and uncanny senses. He is calm and collected, and is quietly building his strength so as to defeat his elder brother, Itachi, who destroyed the Uchiha clan.



ATTACKING

ATTACKS AND COMBO ATTACKS

You can trigger a Combo Attack by rapidly pressing the  button, or by doing so in combination with one of the directional buttons. When you input the correct sequence, a Combo Attack will begin. Some characters use different combinations to trigger Combo Attacks. Check the Pause Menu (see page 27) for details.

RUSH ATTACKS

You can perform Rush Attacks to counter any attack other than a throw. See the Pause Menu (see page 27) for details. **Note:** Some characters do not have Rush Attacks.

JUTSU

directional button   +  button

directional button   +  button

This uses up chakra in order to perform a special attack.

THROWS

directional button  +  button (1P side)

directional button  +  button (2P side)

This attack causes you to grab and throw your opponent. **Note:** You can also use this attack in mid-air for an aerial throw.



ROCK LEE

Lee has no talent for ninjutsu or genjutsu, but his constant efforts at training allow him to fight using extraordinary taijutsu skills. He tends to go to the extreme in many things, including his haircut, the thickness of his eyebrows, and his respect for his teacher. He has a crush on Sakura.



GAME CONTROLS

EXTRA HIT

directional button in the direction that you knocked your opponent +  button

EXTRA HIT WHEN YOU'VE JUST THROWN SOMEONE

directional button in the direction that you threw your opponent +  button

These attacks let you instantly appear behind an opponent that you've just knocked back and add an additional attack.



COUNTER-EXTRA-HIT WHEN YOU'VE JUST BEEN THROWN

directional button in the direction that you were thrown +  button

You will instantly appear behind the opponent that just knocked you back and counter-attack.

COUNTER-COUNTER-EXTRA-HIT WHEN YOU'VE JUST THROWN SOMEONE

directional button in the direction that you threw your opponent +  button

You will instantly appear behind the opponent that just counter-attacked you and counter-counter-attack them.



X When you've thrown someone...

Press the directional button in the direction that you threw your opponent +  button

X When you've been thrown by someone...

Press the directional button in the direction that you were thrown +  button

Whoever is the last person to successfully launch the counter-attack will damage their opponent.

SECRET TECHNIQUES

△ button, ○ button

Every time you press the △ button your character releases chakra, which surrounds them like an aura and can be used to launch Secret Techniques. When you have a Secret Technique aura about you and you successfully hit your opponent with the ○ button, a Secret Technique is triggered.

Note: Characters that do not have Secret Techniques can also do this to temporarily raise their attack power or cause other special effects.



△ button, ○ button = Secret Technique Level 1 (red)

△ button, △ button, ○ button = Secret Technique Level 2 (purple)

△ button, △ button, △ button, ○ button = Secret Technique Level 3 (blue)

LAUNCHING THE SECRET TECHNIQUE

ATTACKER

Improved Secret Techniques

As long as your attack is not interrupted by your opponent, it will continue and grow stronger.

Overpower Bar

This gauge points to the side that is currently overpowering the other.



Time Gauge

This is the amount of time that you have to input your Secret Technique.

DEFENDER

Damage reduction

If you can input the command faster than your attacker, then you can reduce the amount of damage that you take. If you can move the Overpower Bar to the green point on your opponent's side the Secret Technique will be cancelled.



left or right analog stick

Spin the left or right analog stick around more times than your opponent before the time limit is reached.



button press

Press the button displayed more times than your opponent before the time limit is reached.

When the attacking player's Secret Technique input is successful, the Secret Technique will continue.

Note: Secret Techniques have from 2 to 4 stages depending on the character. When the Secret Technique improves to its highest level the display on the screen will not change, but successfully entering the command will result in more damage being dealt to your opponent.



button entry

Press the buttons displayed in order before the time limit is reached.

GAME CONTROLS

SPECIAL STATUS CHANGES

Characters may find themselves with special statuses after certain special attacks. When this occurs, an icon like one of the following will appear 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 Techniques and some jutsu) Note: Some characters can never be copied (Gaara, etc.)



NINE-TAILS (Naruto)

For a fixed amount of time the character's attack power is increased and his chakra level is increased to its maximum value, but the character cannot use Secret Techniques. Also, when this effect expires the character's chakra will be reduced to zero.



EIGHT GATES OPEN (Lee)



CURSE MARK (Sasuke)



BYAKUGAN (Neji, Hinata)

For a fixed amount of time the character's speed is increased, as is the rate at which they regain chakra. Attacking opponents will also lower their chakra level.



EXPANSION (Choji)

The character's body will increase in size for a fixed time, increasing attack power.



TSUKUYOMI (Itachi)

Opponent's movements become slower for a fixed amount of time.



ULTIMATE MODE

Those characters without special status changes will have their attack power increased for a fixed time.

GAARA

He carries a large gourd with him, and his cold eyes give a glimpse of the amazing power that he wields.



DEFENDING

GUARD

L2 button / **R2** button

SUBSTITUTION JUTSU

Guard just as your opponent's attack lands

By pressing the **L2** button or **R2** button just as your opponent's attack lands on you, you can use a Substitution Jutsu to avoid all damage from the attack. Furthermore, you can appear instantly behind your opponent. Using the Substitution Jutsu will expend some of your chakra.

REBOUND

Press the $\times$ button just as you hit the ground after being thrown

This will prevent you from taking damage from hitting the ground.

GUARD BREAK

directional button $\downarrow$ + $\odot$ button

A lower attack can be used to break through an opponent's guard.



SHIKAMARU NARA

Shikamaru is a rookie ninja who began studies at the same time as Naruto. It's obvious from his attitude that he is lazy and lacking motivation, but he has an amazing 200 IQ.



GAME CONTROLS

RESTORING CHAKRA

RESTORE CHAKRA

Hold the **↓** directional button

You will restore chakra for as long as you hold the **↓** directional button. But be careful, as you are defenseless while doing so.

RESTORING CHAKRA WITH CHAKRA BALLS

Chakra Balls will sometimes appear when you knock back opponents, or are knocked back by them. Picking them up will restore some chakra.

Note: Chakra Balls can also appear as items.

RESTORING CHAKRA WITH ITEMS FROM SUPPORT CHARACTERS

You can also recover chakra by picking up items given to you by support characters. You can also regain a small amount of chakra by stealing your opponent's chakra recovery items.

TAUNTING

Hold the **↑** directional button

This causes you to take on a taunting pose. This will cause some characters to recover a small amount of health. But be careful, as you are defenseless while doing so.



SAKURA HARUNO

Sakura is a female ninja with amazing knowledge and memory. She is hopelessly infatuated with Sasuke. Hidden deep within her is a secret side to her personality.



ITEMS

ITEMS

Items appear in one of the following ways:

1. By destroying scenery objects
2. When support characters appear
3. Chakra Balls appear when you knock your opponent down

TYPES OF ITEMS

There are two types of items: those that take effect as soon as they are picked up, and those that are selected for use after they have been picked up. Some items have effects such as slowing down your opponent if you hit them with it, or speeding you up upon usage.

USING ITEMS

Use the **L1** button or **R1** button to scroll through items and press the **□** button to use it. The number of items you have remaining is shown below the item's icon.



THROWN ITEMS

Thrown items other than the kunai or shuriken that you start out with normally can't be used against opponents that are on a different plane as you. Thrown items that cannot be used because your opponent is on another plane will be displayed with a "no use" marking on them.



KAKASHI HATAKE

Widely known as "Sharingan Kakashi", he is a Jonin from the Hidden Leaf Village. He normally presents a cold demeanor, keeping his emotions deep within himself. His abilities are outstanding even within the village, and he has a well-balanced command of ninjutsu, genjutsu, and taijutsu.



ITEMS

ITEMS IN THE GAME

Note: This is just a sampling of some of the items that you can find.

HEALTH RECOVERY ITEMS: Get these items to restore some health.



POTATO CHIPS



SWEET RED BEAN SOUP



NARUTO RAMEN

CHAKRA RECOVERY ITEMS: Get these items to restore some chakra.



PRICKLY JIZO/GUARDIAN



HYOTAN



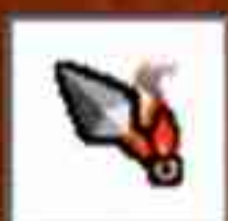
CRYSTAL BALL

ATTACK ITEMS



MAKIBISHI SPIKES

These cause damage when you step on them.



BOMB KUNAI KNIVES

These kunai explode on impact.



POISON SMOKE BOMB

This will create a cloud of poisonous gas on impact. Anyone entering the cloud will be poisoned.



SUPER BLAST AWAY BALL

Hitting your opponent with this will cause a massive explosion, blasting them into a different stage.



1000 SHADOW SHURIKEN

These shuriken will split into multiple copies of themselves, allowing attacks across all axes of the stage.

STATUS CHANGES

When an attack or item causes a status change, an appropriate icon is displayed under the changed player's Chakra Gauge.



ATTACK POWER INCREASED



JUMP ABILITY INCREASED



SPEED INCREASED



CHAKRA MAXED AND TEMPORARILY UNLIMITED



DEFENSE INCREASED



INVISIBLE



SPEED DECREASED

NETI HYUGA

This is Hinata's cousin. He is a genius, but troubled by his position in the famous Hyuga clan. He uses the Hyuga clan's Byakugan skill. His favored jutsu are the 8 Trigrams Palms Rotation and the 8 Trigrams 64 Palms.



BATTLE ASSIST ITEMS



FOOD PILL

Increases attack power.



CURSE TAG: Steal

Hit your opponent with this spell to cause them to drop all of his items.



CURSE TAG: Chakra Points Seal

Hit your opponent with this spell to prevent them from using chakra-based skills, Secret Techniques, and water walking.



THE WEIGHT OF GUT

Hit your opponent with this to slow their speed.



CHAKRA BALL

Take this item to recover some chakra.



SHOES OF JONIN

Take this item to increase your speed.



FATIGUE BALL

Taking this item will cause you to lose chakra.



SCROLL OF HIDDEN CLOUD

Take this scroll to become invisible.



SCROLL OF INSTANT BODY

Use this scroll to appear behind your opponent.



KAKASHI FIGURE

Take this item to automatically perform Substitution Jutsu.



SUPPORT ITEM

Use this item to call a support character.

ZABUZA MOMOCHI

Zabuza is an infamous ninja, known in other lands as "the Demon of the Mist Village". He wields a huge guillotine sword. He is very talented, and as a member of the Anbu Black Ops was hired for numerous assassinations. He hates being given orders, and was the leader of a failed coup d'etat. Afterwards he ended up in the Land of Waves.



ADDITIONAL CHARACTERS

SUPPORT CHARACTERS

Each character has a support character that can appear during battles to help by delivering items. Using these support items can allow you to use a variety of attacks against your opponent. A window will open below your Chakra Gauge to notify you that a support character is coming.

LOCATION OF APPEARANCE

Support characters will appear in the plane that you are not in at the time, and will disappear after a short time. You can attack your opponent's support character to remove them from the stage and prevent them from appearing for a time.

RECEIVING ITEMS

An icon will appear above the support character's head to show you what item you can receive. Move close to your support character to have them toss your item so that you can get it.

Note: Characters can become support characters to each other by fighting each other repeatedly in VS. Duel.



HAKU

Haku was an outcast ninja from the Land of Mist. He was adopted by Zabuza, who taught him how to fight. He is fiercely loyal to Zabuza, and will attack anyone who tries to harm him. He uses a jutsu called Crystal Ice Mirrors.



PEST CHARACTERS

If you fight on the same plane of a stage for too long, a pest character will appear. If you attack a pest character it will become upset and begin attacking both players.



GAMAKICHI

This character throws bombs which will do damage if they hit you.



GAMATATSU

This character attacks with his long tongue. If his tongue hits you, it will scatter your items on the ground.



TORTOISE NINJA

This turtle will rotate rapidly, floating above the axis and doing damage if it hits you.



PAKKUN

When he gets angry, this character will perform a rush attack.

HINATA HYUGA

Hinata is a child of the Hyugas, a famous clan of the Village Hidden in the Leaves. She secretly likes Naruto, but her withdrawn personality prevents her from making her feelings known, keeping her at a distance.



SAVING AND LOADING

If you wish to save your game, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before starting the game. If you wish to start the game without a memory card (8MB)(for PlayStation®2), select "Yes" when the message is shown to you at game startup.

LOADING A GAME

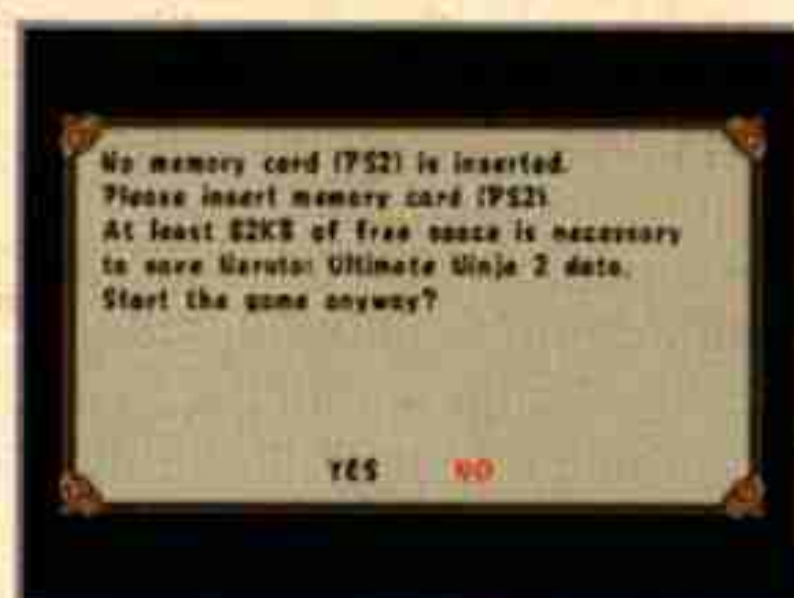
Choosing "Load Game" allows you to continue the game from where you left off. Having a memory card (8MB)(for PlayStation®2) that contains game data inserted into MEMORY CARD slot 1 will cause this window to appear. Choose "Yes" to load the data.

SAVING A GAME

You can save the game after the completion of each mode, and upon quitting a mode. The first time that you save game data, the game will first create a save area. Choose "Yes" when the message is shown, and a data save area for "NARUTO: Ultimate Ninja 2" will be created on the memory card (8MB)(for PlayStation®2) that is inserted into MEMORY CARD slot 1.

Note 1: In order to save game data, you must have at least 82KB of free space available on the memory card (8MB)(for PlayStation®2).

Note 2: Only MEMORY CARD slot 1 can be used.



TENTEN

Tenten uses a wide variety of ninja weapons. She remains dedicated to completing any goal set before her, and is always looking out for her teammate Lee.



STARTING THE GAME

Select "New Game", "Load Game", or "Trailers" at the Title Screen. **Note:** You can skip the opening movie that appears before the Title Screen by pressing the **X** button or the START button.

NEW GAME

Start a new game from the beginning.

LOAD GAME

Load saved data and start the game from the time of that save.

TRAILERS

View trailers for the upcoming NARUTO game/movie.

MODE SELECT

Use the directional buttons to select a mode and press the **X** button to start that mode.

ULTIMATE ROAD

Develop a character while enjoying the game's storyline.

VS. DUEL

Select any character to fight with.

IRUKA'S TRAINING

Use this mode to practice commands.

NARUTO'S HOUSE

This mode allows you to view display items that you have obtained and to input passwords to obtain rewards.

TANZAKU MARKET

You can buy unlockable items here.

ADJUST SETTINGS

This allows you to change various game settings.



CHOJI AKIMICHI

Choji is always eating something, and his body is shaped accordingly. He hates being called "fat", however, preferring to refer to himself as "chubby". He especially likes barbecue, and his special attacks are his Expansion Jutsu and Human Boulder, techniques that have been passed down through the Akimichi clan.



ULTIMATE ROAD

In this mode, you go through adventures in the world of NARUTO while collecting development points in order to develop your character.

WALK

Use the directional buttons or the left analog stick to move your character. **Note:** Use the directional buttons or the left analog stick in conjunction with the **R1** button to run.



You can move on to the next area by following these signs.



CHANGE MAPS

You can move to some places by selecting them from a list. Select the place that you want to go to and press the **X** button.



TALK

When you approach some characters on the map, an icon will appear over their head. You can press the **X** button to talk with these characters.



INO YAMANAKA

Ino is a rookie ninja who began studies at the same time as Naruto. She is a rival with Sakura in all things. In particular, she likes Sasuke, which keeps the two constantly at odds.

MENU

Open the menu by pressing the  button.

ITEMS

This allows you to view items.

CUSTOMIZE

Here you can use development points to raise character parameters of your choice. Use the   directional buttons to select a parameter, and the   directional buttons to increase or decrease that parameter.

ATTACK POWER

This determines how strong your attacks are.

DEFENSE POWER

This determines how well you defend from opponent attacks.

CHAKRA

This determines how quickly you gain chakra.

SPEED

This determines how fast you move and how high you can jump.

RESIST

This determines how quickly you will recover from undesired status changes.

TOOLS

This parameter increases the power of your starting shuriken, among other things.



KIBA INUZUKA

Kiba is a wild and unruly sort. He is always with his ninja dog Akamaru, and the two of them have a very close relationship. His specialty attacks are combination attacks with Akamaru.



ULTIMATE ROAD

You can also change menus using the  button. Here you can use the directional buttons to change the techniques that you can use during battles.

You can obtain development points and new techniques through events, by playing mini-games, or by completing missions.

When you are finished customizing your character, press the  button to confirm your changes.

MISSIONS

These are battles that have some condition attached to them. They can earn you development points and money.

CHOOSE MISSION

First select the rank of the mission that you want to attempt and press the  button. After this, a listing of available missions will be shown, along with the number of times you have attempted that mission and the number of times you have finished it. Select the mission that you wish to attempt to see details about the mission and the conditions that you must fulfill. Press the  button again to begin the mission. You can choose Unlimited Missions to attempt a mission that is created from random mission requirements.

Note: Missions with an "S" rank are mostly non-battle missions. They are for information purposes only.



SHINO ABURAME

Shino is the heir to the Aburame clan, a family that is fated to share their lives with insects. He is always cool, calm, and collected, rarely speaking and rarely showing emotion. This gives him a slightly creepy demeanor, but he is highly gifted as a leader.



THE PAUSE MENU (During Missions)

Press the START button during battles to open the Pause Menu.

MISSION CONDITIONS

This allows you to check the conditions of the assignment.



MISSION ACCOMPLISHED

When a battle is over, "Mission Accomplished" is displayed. The mission is considered a success if you have successfully cleared all requirements for the mission, and you will earn rewards and points for doing so.



HOUSE

This takes you to the "Naruto's House" game mode, where you can view collectibles, etc.

SAVE

This allows you to save game data.

MIGHT GUY

Guy is an eternal friend and rival to Kakashi. He is even more emotional than his student Lee, and therefore known as the hottest head in the Hidden Leaf Village. His motto is "Youth, Sweat, and Tears".



ULTIMATE ROAD

MINI-GAMES

Mini-games will sometimes begin as the result of a game event. If you successfully complete them, you can win items and money.

TREE CLIMBING

In this game you must climb up a giant tree, avoiding limbs and other obstacles. Look for speed-up items so that you can climb faster.



SLOT MACHINE

Purchase medals to play at the slot machine. You can exchange any medals that you win for cash. Use the ↓ directional button (or move the left analog stick down) to spin the wheels, and press the □, △, and ○ buttons to stop them. **Note:** To leave the slot machine, press the START button to open the menu and choose "Yes".

There are many other mini-games to be found.



OROCHIMARU

Orochimaru is a legendary ninja, one of the great Sannin along with Jiraiya and Tsunade. He has plans to overthrow the Hidden Leaf Village. He has a lust for power and hopes to bend Sasuke to his will.

KABUTO YAKUSHI

Kabuto was sent into the Hidden Leaf Village undercover as a ninja, where he worked as a spy to deliver information to Orochimaru. He works clandestinely as Orochimaru's right-hand man.



VS. DUEL

In this mode, choose any characters to do battle.

SELECT CHARACTER AND SUPPORT CHARACTER

Select the character you wish to play and press the **X** button. Next, choose a support character, and then the character you wish to battle.

Note 1: Pressing the **A** button will display the Battle Mode Selection Menu.

Note 2: Characters and Support Characters that display a "?" symbol cannot be chosen. Depending on how you play the game, you may become able to select them in the future.

L1 button: CHOOSE CUSTOM CHARACTER

This allows you to select characters that you have customized in Ultimate Road mode. Start by selecting the character that you wish to use, and then press the **L1** button to display the character's parameters and select the developed character. Press the **X** button to confirm. The techniques that have been chosen for this character are displayed at the bottom of the screen.

Note: In Ultimate Road mode you do not need to press the **L1** button to select a custom character.

R1 button: SELECT COLOR

This allows you to choose one of three colors for your character.



JIRAIYA

He is one of the legendary Sannin, trained by the Third Hokage himself. He defected from the village, but has great leadership abilities, and helped to train the legendary Fourth Hokage. He is currently working as the teacher to Naruto.



VS. DUEL

Ⓚ button: DISPLAY MAKE-OUT CHART

When a character is selected, press the Ⓚ button to display a table showing the number of times that character has fought with other characters in the game. **Note:** When two characters have fought each other at least three times, they can then appear as support characters for each other.

NAME	0	NAME	0	NAME	0
LEE	0	NEA	0	TONIN	0
SHANNON	0	CHUB	0	MO	0
KIM	0	SINO	0	UNATA	0
GAAR	0	KAWAJO	0	TEMAR	0
ORASHA	0	LOV	0	TTT	0
TTT	0	TTT	0	TTT	0
TTT	0	TTT	0	TTT	0
TTT	0	TTT	0	TTT	0
TTT	0	TTT	0	TTT	0
TTT	0	TTT	0	TTT	0

SELECT MAP

Select the stage you wish to play in, and press the ✕ button to continue. You can press the Ⓚ button for a stage to be chosen randomly.



BATTLE SETTINGS

After you have chosen a stage, press the Ⓚ button to change the battle settings.

- **Battle time:** You can choose from 10 seconds up to unlimited time.
- **Item appearance:** You can change the frequency that items appear.
- **Support character:** Set support characters to appear or not.
- **Pest character:** Set pest characters to appear or not.
- **Chakra:** You can give players an unlimited amount of chakra.
- **Secret Techniques:** You can disable the use of Secret Techniques.
- **Handicap:** The more red marks there are, the stronger Player 1 is. The more blue marks there are, the stronger Player 2 is.

TEMARI

Temari is a rookie ninja from the Village Hidden in the Sand. She uses a giant fan as a weapon and is Gaara's elder sister.



THE PAUSE MENU

Press the START button during a battle to open the Pause Menu, allowing you to select one of the following options:

CONTROL SETTINGS

This allows you to change the controller button assignments, and to turn the vibration function on or off.



1P (2P) COMMAND CHART

This allows you to see the current character's combo attacks, Jutsu, and Secret Techniques.



BASIC COMMAND CHART

This allows you to see basic control commands.

ITEM STOCK

This allows you to equip items that you've obtained in Ultimate Road mode, etc.

Item Name	Number owned	Number used
Damen Wind Shuriken	96	5
The Weight of Gut	97	2
Scroll of Instant Body	99	0
Rank Seal	98	0
Poison Smoke Bomb	97	2

Empty stock 1

Note: You cannot use these items in Iruka's Training mode or during a two-player VS. Duel mode.

RETURN TO MODE SELECT

This returns you to the game's Main Menu.

RETURN TO CHARACTER SELECT

This returns you to the Character Selection Screen.

KANKURO

Kankuro is a novice ninja from the Village Hidden in the Sand. He hates smart-mouthed children. He uses a puppet called Crow as his ninja weapon and is the elder brother of Gaara.



IRUKA'S TRAINING

This mode allows you to practice using the commands. Select the character that you wish to practice with, and press the **X** button. Next, select the character you wish to battle against, and a stage. **Note:** See pages 25-26 for details.

PRACTICE SETTINGS

After selecting a map, you can press the **Y** button to change the practice settings.

COMMAND DISPLAY

Turns the command display during practice on or off.

ITEM APPEARANCE

Allows you to choose between three settings for item appearance frequency.

SECRET TECHNIQUE

Allows you to turn Secret Techniques on or off.

OPPONENT SETTINGS

These settings change the way in which your opponent behaves.

BEHAVIOR: Changes behavior status

Manual: Control the opponent using a second controller.

Note: When training using the 2P controller, the 1P controller must be used.

COM: Let the computer control this character

Stand: The opponent will just stand

Jump: The opponent will sometimes jump

STRENGTH: Lets you choose between four settings for the computer-controlled character's strength



ATTACK: These settings change your opponent's attack patterns

OFF: The opponent will not attack at all

Single Hit: The opponent will only make single attacks

Combo: The opponent will use combo attacks

Flying Weapon: The opponent will use weapons

GUARD: Determines if the opponent will guard or not.

ACTION: Determines if the opponent will follow after the character or not.

THE SCREEN

HEALTH GAUGE

In practice mode, your health is regenerated soon after you are attacked. If you receive a series of attacks, you will not heal until the attacks are finished.



COMMAND DISPLAY

Pressed buttons are displayed here. When a technique is successfully performed, the technique name is displayed here as well.

CHAKRA GAUGE

In practice mode, your chakra is always filled to Level 3.

Note: You cannot use Secret Techniques if they are turned off in the Practice Settings.

COMPLETION

There is no time limit in Iruka's Training mode. To end this mode, select "Return to Mode Select" or "Return to Character Select" from the Pause Menu.



THE THIRD HOKAGE

This is the leader of the Village Hidden in the Leaves. He is said to be stronger than even his predecessors. He is the master of all techniques known in the village.



NARUTO'S HOUSE

VIEW ITEM

This mode allows you to view the items that you have collected.

VIEW FIGURES

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

LISTEN TO THE AUDIO COLLECTIONS

Select the music you wish to listen to or the character whose voice you wish to hear and press the button.

VIEW NINJA INFO CARDS

Choose the card you wish to view and press the button.

WATCH SECRET TECHNIQUES

Select the character whose Secret Technique you wish to view and press the button.

VIEW CERTIFICATES

Select the certificate you wish to view and press the button.

INPUT PASSWORD

On this page, you can input passwords obtained from advertisements, magazines, and other sources to earn things like money and Ninja Info Cards.

First, select an element and press the button.

Next, select horary signs, inputting each in turn by pressing the button.



ITACHI UCHIHA

Itachi is Sasuke's older brother, and along with him one of the survivors of the Uchiha clan. He is the inheritor of the Sharingan technique. Sasuke's revenge is closely associated with the destruction of the Uchiha family.



TANZAKU MARKET

Here you can use money to purchase items.

Note: You can view items that you've purchased in Naruto's House.

Select the type of item that you wish to purchase, and then your desired item, and press the **X** button.

Items that you've already bought are shown as "Sold Out."

GUIDE NINJA

You can purchase a different guide to provide explanations about the game.

Note: You can change the Guide Ninja settings under the Adjust Settings menu.



KISAME HOSHIGAKI

Kisame is wanted for arrest in the Land of Water for the crimes of murdering a general and operations aimed at overthrowing the government. He is listed in the records as an S-ranked criminal. He uses a giant sword named Samehada, and is one of the Seven Swordsmen of the Mist.



ADJUST SETTINGS

Here you can change various game settings.

DIFFICULTY SETTINGS

This changes the difficulty level of computer controlled characters in VS. Duel mode.



GUIDE NINJA

This changes the guide who gives information about the game modes.



CONTROL SETTINGS

This changes controller settings and turns the controller's vibration function on or off. Controller settings are changed for Player 1 with the 1P controller, and for Player 2 with the 2P controller.

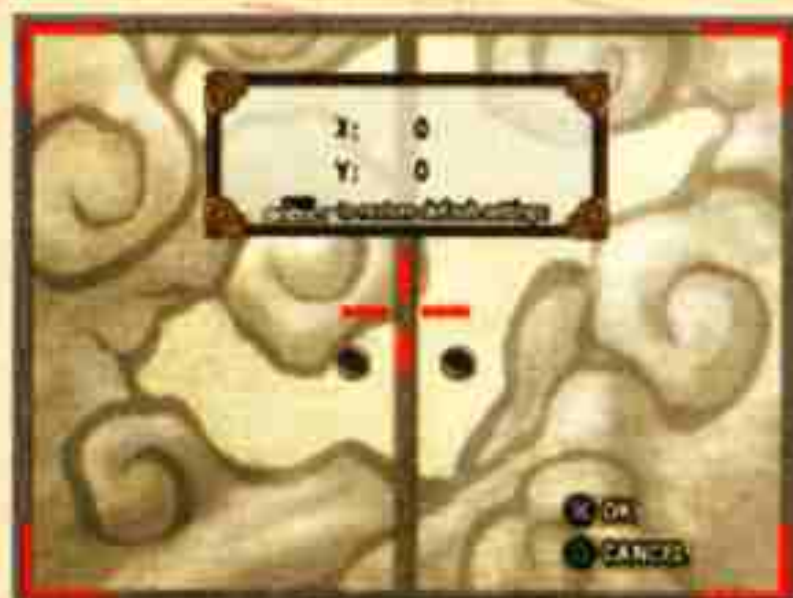


TSUNADE

Tsunade is one of the legendary Sannin, and well known for her skill as a physician. Thanks in part to Jiraiya's enthusiastic recommendation, she becomes the Fifth Hokage.

SCREEN SETTINGS

This allows you to change the position of the screen. Use the directional buttons to move the screen and press the **X** button.



MUSIC SETTINGS

This screen allows you to change the volume for the main sound, background music, and sound effects, and lets you switch between stereo and monaural sound output.



SHIZUNE

Shizune is a travel companion and assistant to Tsunade. She constantly supports her, sometimes harshly, sometimes gently.



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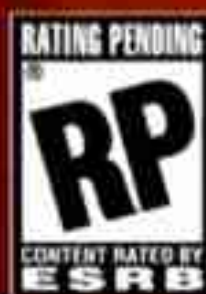
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