

# Naruto: Clash of Ninja FAQ/Move List

by Wolfio1

Updated on Nov 13, 2006

-----  
Naruto: Clash of Ninja

A guide for the English Gamecube game.

By Wolfio1.

This guide should be on the following sites, and ONLY the following sites:

-----  
|GameFAQS.com |  
|Neoseeker.com |  
|Supercheats.com|  
-----

Copywrite Mary-Kate Lafleur

Do not use this guide to make money. Do not print it out and sell it.

Do not use it in your magazine, or on your site.

If you want to use this for any reason (other than printing it out because your computer's far from your GC,) then e-mail me so I can okay it. (See Author Information on bottom for my e-mail.) I really wouldn't mind having this guide on other sites. Just contact me first.

Note:

This guide is for the English version of Naruto: Clash of Ninja (or Naruto: Gekitou Ninja Taisen.) I know a quite a bit about Naruto, but I can't say I'm 100% sure on attack names. I will look up most things I'm not sure about, but if you catch anything wrong please e-mail me about it so I can fix it.

Also, for picky sub-lovers, keep in mind that I tend to use English jutsu names. I like both the English and Japanese anime, and have high hopes for the uncut DVDs. Please don't spam me with comments like "OMTEHGOD KAGE BUSHIN NO JUTSU, NOT SHADOW CLONE JUTSUU!!!111SHIFT'LEVEN!) This is for the English game, so I will write with the names the key audience for this guide will understand.

And for dub watchers, I'm use to writing "Hyuga" as "Hyuuga", "Choji" as "Chouji", and "Kyubi" as "Kyuubi" Only "Kyuubi" should matter in this guide, but just in case either name comes up I want you to know it's not a typo. Just a different way of spelling it.

THIS GUIDE IS NOT SPOILER FREE FOR THE GAME. There just isn't enough content in the game to begin with for me to worry about keeping unlockables secret. I will try to not go any farther then the arc this game takes place in if I mention anything about the anime/manga though.

Please don't read this guide if you know what you're doing. You will find no amazing combos or pro information. This guide is for the player just starting out with the game.

History:

October 3:

Done with the Ninja Files.

September 27:

Started working on the "Other" section. Don't expect much of an update anymore, Clash of Ninja 2 is out and I'm not playing the first game anymore. (Though there wasn't anything for me to unlock at that point anyway.) Scraping the character section: like I said, with CoN2 out there is no reason to be playing this game.

June 23, 06:

Finished what I wanted to put into "Advanced" section. I might add more later.

June 22, 06:

Finished control stick basics. Starting on the rest of the buttons. Added FAQ 5. Finished "The Basic Basics" and "Basic Controls" sections. Started "Advanced" section. Finished "Blocking." Finished "Substitution Jutsu."

June 21, 06:

Just completed Naruto:CoS, started writing guide. Added four FAQs and a bit of control stick basics.

=====  
Table 'o Contents  
=====

Introduction

-Quick Note [9991]

-FAQs [9992]

- 1.How many characters are in this game?
- 2.Is Gaara/Hinata/Ect in this game?
- 3.But I want to play as Gaara/Hinata/Neji!
- 4.My friend said you can unlock Hinata. How?
- 5.The basic combos aren't working! Why not?

Moves

-Basics [9993]

- 1.The Basic Basics [9993.1]
- 2.Basic Controls [9993.2]
  - Control Stick (Movement.)
  - The Attack Buttons: A, B, Y and X
  - The Side Step Buttons: L and R
  - The "Useless" Buttons: Z, C-Stick and Control Pad
- 3.Explanation of Game Modes [9993.3]
- 4.Explanation of Game Screen[9993.4]
- 5.Explanation of Training Screen[9993.5]

-Advanced [9994]

- 1.Blocking [9994.1]
  - How to do it
  - When to use it
  - "I don't get it!"
  - When NOT to block
- 2.Substitution Jutsu [9994.2]
  - How to do it
  - When to use it
  - Why use it instead of a Special Jutsu
- 3.Special Jutsu [9994.3]
  - How to use it
  - Getting it to connect
  - Reasons for using
- 4.Special Attacks [9994.4]

- How to use it
- Usefulness depends on character

#### 5.Avoid Knockdown [9994.5]

- How to use it
- Why is it useful?

#### 6.Throwing Kunai/Shuriken

- How to use it
- Why is it useful?

#### 7.Throwing

- How to use it
- Why is it useful?
- Why I need to look into it more

### SECTIONS BEING WORKED ON:

#### Other Stuff

- Win/Lose Poses and Phrases
- Ninja Files
- SE Sounds
- SE Character Phrases
- Story Mode Text
- Codes/Unlockables/Things Worth Mentioning About the Game.

=====  
Quick Note [9991]  
=====

I am just learning this game myself. I'm hoping that through writing this guide, I can improve as well as help you out. I have a bit of fighting game experience (I'm a big Soul Calibur fan), but this will not be a serious competition guide. Read it with having fun in mind. Use it to help you out.

=====  
FAQS [9992]  
=====

#### 1. How many characters are in this game?

-----

The game starts with 7 characters:

- Naruto Uzumaki (Orange-wearing Ninja. Makes plenty of sense)
- Sasuke Uchiha (Angst Boy)
- Sakura Haruno (Useless at first in the story)
- Kakashi Hatake (Likes being late)
- Iruka Umino (Important for maybe three episodes)
- Zabuza Momochi (Cow print)
- Haku (You thought he was a girl when you first saw him)

You unlock one more character:

- Rock Lee (Eyebrow kid)

And you get two alternative costumes:

- Kyubi Naruto
- Sharingan Kakashi.

The alt costumes do have some different moves though, so you could think of

them as different characters.

2. Is Gaara/Hinata/Etc in this game?

-----  
You can't play as anyone besides the people listed above. There ARE some camos in the backgrounds though. As of right now, I can remember Konahamaru, Hinata, and Chouji all in the background. You can not unlock them.

3. But I want to play as Gaara/Hinata/Neji!

-----  
Buy Naruto: Clash of Ninja 2. Or, if you don't like the gameplay in this one, try the Naruto: Ultimate Ninja series.

4. My friend said you can unlock Hinata. How?

-----  
Last time I say this: You can not play as Hinata. Yes, I want to as well. Hinata is one of my favorite characters. But you can't. There is no trick to unlock her. Besides her little sprite background camo, she is not in this game.

5. The basic combos aren't working! Why not?

-----  
I had the same problem when I first started playing the game. This isn't Soul Calibur. When the combo is BAABBBBA, you have to give each button a bit of time. Don't enter it at lightening speed, that won't work. Wait for one movement to almost finish, then enter the next button. It takes a bit to get use to.

6. I like Naruto, and have a Gamecube. Should I buy this game?

-----  
No. If you have a Gamecube, buy Naruto: Clash of Ninja 2. There is no reason to buy this short game any longer. Clash of Ninja 2 is this and a ton more. You aren't missing out on a thing.

I suggest renting both Naruto: Clash of Ninja 2 and Naruto: Ultimate Ninja if you own both a PS2 and GC. Unless you don't mind buying both games, they play much differently then the other and you might want to figure out which type of gameplay you like more.

=====  
Basics [9993]  
Everyone starts somewhere.

=====  
1. The Basic Basics. [9993.1]  
-----

Welcome to Naruto: Clash of Ninja! This is a fighter based on the anime Naruto. Though the first game really doesn't have much of anything in it (it was made a while ago in Japan and we just got it), it can be fun against friends. And button mashing will only keep you busy for so long. Once you learn the controls for a fighter, you become much more into it. After a while moves can be done without thinking about buttons, and it really adds to the game. You

can keep more of your mind on your opponent and what to do next.

The Basic Section only covers the basic things you need to know to play. The "Advanced" section covers everything else. (Though "advanced" is a strong word for such an un-advanced section.)

## 2. Basic Controls [9993.2]

-----  
-Control Stick: Movement.

\*\*\*\*\*C-Stick and Control Stick are different! C-Stick is yellow, control stick is not!

-----  
->| Step forward. Double tap to dash. Double tap and hold to run.

|

-----  
<-|Step back. Double tap will make your character backflip. You have to keep double tapping to go back, you can't hold it. Also guard.

-----  
^ |Jump. Pressing this while up in the air will cause your character to jump again. (Double-Jump.)

-----  
| |Guard. (See guard notes.)

v |

-----  
^| Jump forward. Pressing again while in the air will Double-Jump while / | going forward.

-----  
\ | Step forward.

v|

-----  
^ |Jump backwards. A bit faster then backflipping. You can Double-Jump \|with this too.

-----  
/| Step back. Also guard.

V |

-----  
-The Attack Buttons: A, B, Y and X

-----  
B | "Taijutsu attack." Stuff like punches and kicks. You'll be using this |this button a lot.

-----  
A | "Ninjutsu attack." Pressed without any control stick input makes |MOST character throw kunai. Some (Zabuza and Lee) have other attacks.

-----  
Y |Throw opponent in the air. Good for people that are blocking too |much. Sakura doesn't throw, she pushes. (See Sakura Section.)

-----  
X | "Special Jutsu." You press this when the Chakra guage is full to do |a special attack. I don't suggest you spam this move, you can use |the chakra for more useful things. Use if you know for a fact it'll |hit and it will KO the opponent.

-The Side Step buttons: L and R.

-----  
L | "Side Step" towards the front of the screen. Good for getting in  
| back of your opponent. Keep in mind that you don't block while moving.  
-----

R | "Side Step" towards the back of the screen. Good for getting in  
| back of your opponent. Keep in mind that you don't block while moving.  
-----

-The Useless Buttons:

Z, C-Stick, and Control Pad.

-----  
Z | No use.  
|

-----  
C | Pressing in any direction brings you back to the center of the stage  
| in Training Mode.  
-----

CP | Select Menu Options. Except you can do that with the Control Stick  
| as well.  
-----

### 3. Explanation of Game Modes [9993.3]

-----

-One Player:

8 fights against random opponents.  
This mode is affected by difficulty settings in options.

-Two Player Battle:

Two player fight.

-Play Against Computer:

Pick who to fight against and the stage. Like one player with one match.  
This mode is affected by difficulty settings in options.

-Survival:

See how many wins you can get before you're defeated. Health is restored  
based on how much time was left. Enemies get stronger as you progress though.

-Time Attack:

Defeat 8 opponents. Health is filled at the start of every match. See how  
fast you can clear 8 opponents.

-Training:

Practice. I suggest starting here a bit.

-Story:

Goes through the first arcs story. Can only play as Naruto for this mode.

-Option:

Settings. Turn auto-save on/off (it's default is off! Don't make the mistake I did and think it's on when you first buy the game!) Change stuff like difficulty and view high scores here.

#### 4.Explanation of Game Screen[9993.4]

-----

-Health Gauge:

The bar above the characters name will decrease with hits. When it is empty it is considered a KO.

-Wins:

The text above the Health Gauge shows how many wins you have had.

-Time:

The clock in the middle counts down and shows how much time is left in a match. If it hits 0 and no one has been KOed, the person with the lower health loses.

-Chakra Gauge:

On the bottom, the sword like bar. Fills up when you are hit, when you are hit while blocking, and when you attack. The fire-like symbol next to it will start to flare up when the gauge is almost full, and more so when it is full. Very important, because it lets you do Substitution Jutsu and Special Jutsu.

-Combo Menu:

Pressing start during a match will let you bring up the combo menu. The combos have no names, but if you're stuck trying to remember a combo and can't you can pull this up for quick reference. (Don't do it too often in a 2P match unless you don't mind annoying your friend.)

#### 5.Explanation of Training Screen[9993.5]

-----

Pausing brings up a menu:

-Opponent's activity

-Stand keeps your opponent standing.

-Jump makes him jump up and down.

-Use Controller lets you use the other controller to control the opponent.

-Counter Hit

-On

-Off

-Chakra Gauge

-On refills the chakra gauge every times it's used automaticly.

-Off does not.

-Defense

-On makes the oppenent block your attacks.

-Off does not.

-Gauge display

- On
- Off

#### Button Input Display

- On keeps the buttons that scroll on the bottom of the screen on.
- Off gets rid of them.

#### -Combo List

- Brings up combo list for your character

#### -Select Character

- Go back and pick a different character.

#### -End

- Exit.

```
=====
Advanced                               [9994]
Not very advanced....
=====
```

```
1.Guarding                             [9994.1]
-----
```

#### -How to do it

Guarding is done by either holding Down, Down-Left, Down-Back, or not holding anything.

#### -When to use it

Blocking is pretty important. It'll give you chakra, which you could use if the opponent breaks through the guard. It can keep you from falling into a nasty combo without any chakra, which is bad.

#### -"I don't get it!"

No, you're not doing anything wrong. The character doesn't have an animation for when you guard. They'll just do it automatically, raising their hands up to block.

#### -When NOT to block

Try not to block kunai/shuriken. A bit of damage goes through even when you guard. Kunai and shuriken seem to go through a bit more than other attacks. I suggest Side Stepping or Jumping over them.

Also, don't try to block Iruka's shuriken. It doesn't work very well at all.

```
2.Substitution Jutsu                   [9994.2]
-----
```

#### -How to do it

When you are being attacked (either guarding it or getting hit) press L or R. You will disappear and show up again behind the opponent and hit them.

#### -When to use it



I suggest saving chakra for when you get stuck in a bad combo. This is the ONLY way to get out of a combo that I know of, and when your at risk of losing half a bar of life I suggest you use it.

Sometimes delaying it gets human opponents confused. Try to use it at the end of a throw, or if they use it on you then use it back. Just pause for a second so they think you're not going to.

-Why use it instead of a Special Jutsu

Special Jutsus can and will miss. They can be jumped over, guarded, interferred with a hit, ect. And if you do connect with a Special Jutsu, that leaves you with no chakra and your opponent with plenty. Sustitution, on the other hand, gives you at least something for the chakra. Your attack from the Substitution may miss, but at least you're out of the combo.

### 3.Special Jutsu [9994.3]

-----

-How to use it

Press the X button when the chakra gauge is filled.

-Getting it to connect

On diff. 1 and 2, Special Jutsu should normally hit the opponent no problem. But against a human opponent, or on diff. 3 or 4, this isn't the case. They will see the attack coming (the big picture of the character on one half of the screen doesn't help you,) and interfere with it some how. They tend to use it as a way to get back at you too, seeing as how your back tends to be turned.

Throwing the opponent is a semi-good way to get some Special Jutsu to connect. Just make sure they don't have enough chakra to do a substitution. This method won't work if the character doesn't REALLY lunge forward to do the Jutsu.

Sakura's also seems to work. Just make sure they don't have any chakra, because a shove keeps your opponent closer then a throw, and they'll quickly punish Sakura's jutsu if they use Substitution while you use Inner Sakura. (And with a character like Sakura, getting hit at all is really bad.)

-Reasons for using

The only reason to use a Special Jutsu is if

1.The opponent is not good enough to dodge it.

2.The opponent has very little Health left, and you know you can get the jutsu to connect.

There have been times when I was testing out the Special Jutsu and I lost while at full health, because the opponent took advantage of my miss! Make sure it will connect, otherwise save your chakra for Substitution!

### 4.Special Attacks [9994.4]

-----

-How to use it

Press back (away from you opponent) and A. Some Special Attacks have more to them (like Naruto's Sexy Jutsu.) I will talk about them in the Character section if they do.

-Usefulness depends on character.

I will talk about Character's Special Attacks in the Character section.

5.Avoid Knockdown [9994.5]

-----  
-How to use it  
Press A or B the second you hit the ground. Your character will get up a lot faster then if you had just hit the ground.

-Why is it useful?  
I can't seem to master it myself yet (I forget to press anything for some reason,) but I sure know why you don't want to just land on the ground. When your opponent sees you on the ground, he knows you'll get up eventually. If you don't get up fast then he can watch you pick yourself up from the ground. There is no surprise element in getting up slowly. You lose any speed you had when you fall, and the gameplay quickly turns in your opponents favor, if for just half a second.

6.Throwing Kunai/Shuriken [9994.5]

-----  
-How to use it  
  
Depends on character. They all basicly have to do with 'A' though. Some characters, like Zabuza, Lee, and Kyubi Naruto, have other moves equipt to "A."

-Why is it useful?  
Depends on character. I'll go over the usefulness of a characters Throwing Object skill in the character section.

7.Throwing [9994.6]

-----  
-How to use it  
Pressing the "Y" button while near the opponent will throw them.

-Why is it useful?  
Unless you're Sakura, throwing can set up a lot of things. Use it to get a Special Jutsu to connect, use it to throw a few shuriken at the opponent. There are lots of uses for throwing.

-Why I need to look into it more  
Throwing can be "blocked" in a way. Pressing a button while being grabbed will push the opponent away and give you a second to attack (and time to pull them into a combo.) So, if the opponent has a good eye, a throw can be used against you.

=====  
Other Stuff [9996]

-----  
1. Win/Lose Poses and Phrases [9996.1]

-----  
2.Ninja Files [9996.2]

-----  
This is the info you can view in the game after unlocking it.

Along with the info, you can sort of zoom in and out of the selected character model and turn them, as well as make them do their win pose.

-Naruto Uzumaki

Ninja Registration Number: 0-12607

Birthdate: Oct. 10th (12 yrs. old/Libra)

Height/Weight: 145.3 cm/40.1 kg

Blood Type: B

Personality: Competitive nature, like attention

Favorite Food: Ichiraku Ramen, Oshiruko (red bean soup)

Least Favorite Food: Raw vegetables

Would like to fight: Sasuke Uchiha, the Third Hokage

Favorite Line: Misso pork noodles, super size

Hobbies: Playing pranks on people, watering plants

-Sasuke Uchiha

Ninja Registration Number: 0-12606

Birthdate: July 23rd (12 yrs. old/Leo)

Height/Weight: 150.8 cm/ 42.2kg

Blood Type: AB

Personality: Cool and composed, likes to talk tough

Favorite Food: Tomatoes, Riceballs (okaka flavor)

Least Favorite Food: Natto

Would like to fight: Itachi Uchiha

Favorite Line: Power

Hobbies: Training, going on walks

-Sakura Haruno

Ninja Registration Number: 0-12601

Birthdate: March 28th (12 yrs. old/Aries)

Height/Weight: 148.5 cm/ 35.4kg

Blood Type: O

Personality: Honor student, selfish personality

Favorite Food: Pearl arimitsu, umeboshi (pickled plum)

Least Favorite Food: Super spicy food

Would like to fight: /

Favorite Line: Love is beautiful!

Hobbies: Trivia, memorizing things

-Kakashi Hatake

Ninja Registration Number: 0-09720

Birthdate: September 15th (26 yrs. old/Virgo)

Height/Weight: 181 cm/ 67.5kg

Blood Type: O

Personality: Easy-going, calm and poised

Favorite Food: Grilled fish, miso soup with eggplant

Least Favorite Food: Tempura

Would like to fight: /

Favorite Line: Teamwork

Hobbies: Reading (Make Out Paradise series)

-Iruka Umino

Ninja Registration Number: 0-11450

Birthdate: May 26th (25 yrs. old/Gemini)

Height/Weight: 178 cm/ 66.2kg

Blood Type: O

Personality: Laid-back personality, innocent nature, positive thinking

Favorite Food: Ichiraku ramen

Least Favorite Food: Mixed rice

Would like to fight: The Nine-Tailed Fox Spirit

Favorite Line: Trust

Hobbies: Hot spring therapy

-Haku

Ninja Registration Number: -

Birthdate: January 9th (15 yrs. old/Capricorn)

Height/Weight: 155.9 cm/ 43.2kg

Blood Type: O

Personality: Good natured, straightfoward, single-minded

Favorite Food: /

Least Favorite Food: /

Would like to fight: /

Favorite Line: /

Hobbies: /

-Zabuza Momochi

Ninja Registration Number: /

Birthdate: August 15th (26 yrs. old/Leo)

Height/Weight: 183 cm/ 72kg

Blood Type: A

Personality: Ambitious, hard-nosed

Favorite Food: /

Least Favorite Food: /

Would like to fight: The Five Kage

Favorite Line: Dominance

Hobbies: Sharpening blades

-Rock Lee

Ninja Registration Number: 0-12561

Birthdate: Novemeber 27th (13 yrs. old/Sagittarius)

Height/Weight: 158.5 cm/ 46.6kg

Blood Type: A

Personality: Passionate, likes to train

Favorite Food: Medium spicy curry rice, curry pilaf

Least Favorite Food: /

Would like to fight: Sasuke Uchiha, Neji Hyuuga

Favorite Line: /

Hobbies: Hardwork

3.SE Sounds  
-----

4.SE Charases Phrases  
-----

5.Story Mode Text  
-----

All of story mode, typed out. I don't know why you would need this. Reference, maybe?

6.Codes/Unlockables/Things Worth Mentioning About the Game.  
-----

Unlock Rock Lee:

Beat story mode without continuing. My brother claims continuing at Zabuza is alright. I need to check this. Anyway, after doing this the story mode shouldn't end just yet. You'll be challenged by Rock Lee. Beat him to unlock him.

Contact info:

mk24mew@aim.com. Put something related to what you're sending in the subject or I won't read it.