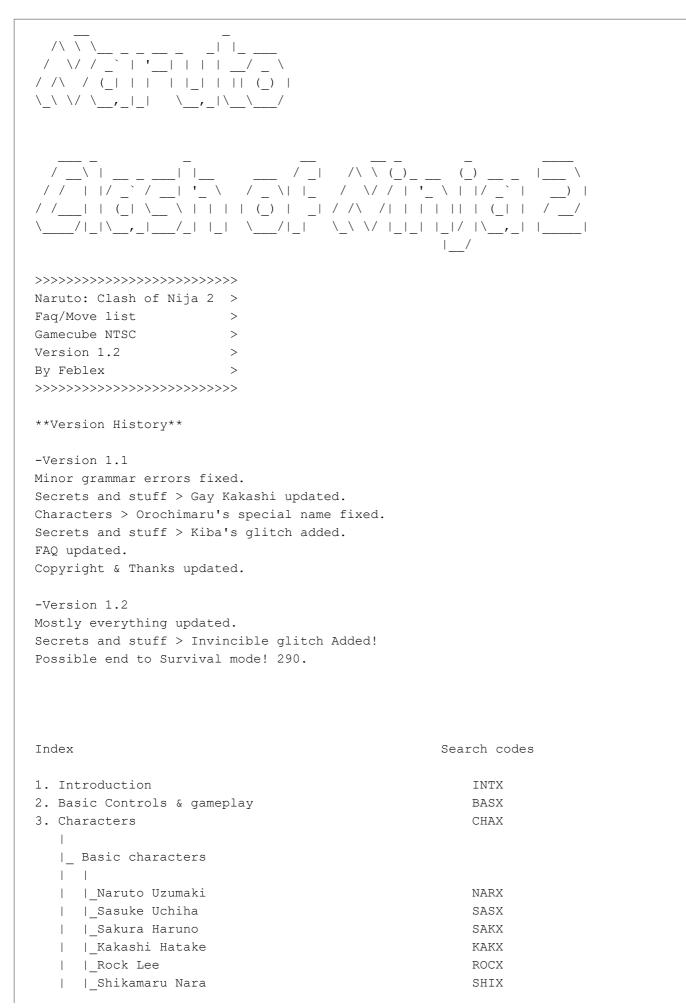
# Naruto: Clash of Ninja 2 FAQ/Move List

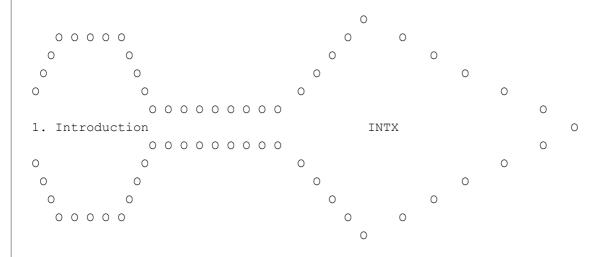
### by feblex

Updated to v1.2 on Mar 31, 2007



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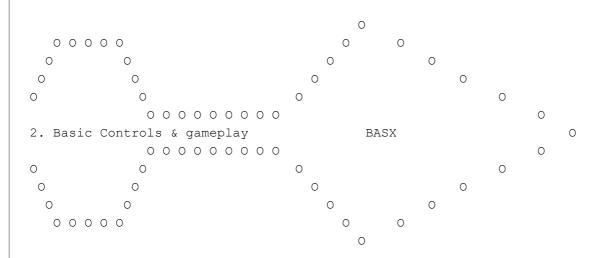


Naruto Clash of Ninja 2 is an excellent fighting game based in the popular manga/anime created by Kishimoto Masashi. Known as Naruto Gekitou Ninja Taisen! 2 in Japan, the game had a late arrival at the American continent due to the absence of the anime in the television networks.

When the anime was aired in America and got enough episodes to fill the story in the game, it was released as Naruto Clash of Ninja 2.

Now that we know a little bit more about the game history let's focus on the guide...

This guide will cover mostly every aspect in the game and how to unlock every little secret, so enjoy!



Glossarv >>>>>>>> Jutsu: Technique Ninjutsu: Ninja Technique Taijutsu: Hand to hand combat technique Genjutsu: Illusionary technique Chakra: Energy required for most of the jutsus Inner chakra doors that may be opened allowing the user to increase Gates: his abilities to the max. Only used by Rock Lee in this game. Replace: The art of replacing your body with an object to escape a combo. (Replacement Technique or substitution technique) Byakugan: An advanced bloodline technique of the Hyuga clan. Sharingan: An advanced bloodline technique of the Uchiha Clan. Genin: Lowest level ninja. Chunin: Medium level ninja. Jonin: High level ninja. Highest level ninja. (May be Hokage, Mizukage, etc....) Kage: The game only mentions Hokage. >>>>>>>> Controls >>>>>>>> A Button: Ninjutsu, projectile or powerful attack. B Button: Taijutsu or less powerful attack X Button: Special Jutsu Y Button: Throw opponent L Button: Sidestep to the left/replace R Button: Sidestep to the right/replace Z Button: Change the opponent you attack in multiplayer battles \*Control pad/control stick: Forward: Moves forward Backward: Steps back/turn around/guards Up: Jumps up Down: Guards Start: Pauses the game C Stick: Resets to center of the arena in training mode >>>>>>>> Gameplay >>>>>>>>

The gameplay is so simple that you'll do amazing combos in no time and you'll become addicted to it.

\*In the fight screen there are two bars: -The HP bar located in the top of the screen -The Chakra bar located in the bottom of the screen This one has two circles, a little one around 2/3 of it and a big one at the end. When the little one is flaming it means that you can do the replacement technique and escape of a combo or ninjutsu. When the big one is flaming it means that the bar is full and you may be able to do a special jutsu or replacement. Notes: -There are certain characters that may grab/throw you while in air (characters section). -Special Jutsu can only be done with Chakra bar full. -There are characters that have more than one special jutsu. -By pressing A or B immediately before being defeated you may evade knockdown. -If do not touch any button the character guards by itself. (No back attacks) 0 0 0 0 0 0 0 0 0 0 0 0 0 0  $\cap$  $\cap$ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3. Characters 0 CHAX 0 0 0 0 0 0 0 0 0 0 0 0 0 Ο 0 0 0 Ο 0 0 0 0 0 0 0 0 0 0 0 0

#### Legend:

- f = forward
- b = back
- d = down
- u = up

.. = small pause (wait for the opponent to fall a bit)

Default combos = Combos that appear on the start menu Extra useful combos = Combos meant to land the special jutsu.

Basic characters
These are the characters that appear from the beginning of the game.
-       -
[NARX]
-Description:
The main character of the game. He's the loudest ninja in Konoha. His dream is to become Hokage and won't stop at nothing. He has a crush on Sakura who is part of his team along with Sasuke, who he consider his rival. Iruka Umino is like a father to him.
In-game status: Genin
-Fighting Style:
He's an overall character with very strong combos. He's combos are really easy to pull out and chain. One of the few characters that can grab in air Jump +Y.
-Ninjutsus:
d+A Naruto sends a shadow replication below the ground to the opponent. Slow move to pull out but useful in long range fights. (If the Shadow clone gets hited Naruto's chakra will decrease a bit)
b+A Sexy Jutsu. Naruto's counter. If Naruto gets hit while transformed, he'll appear behind the opponent with a punch. It can be held but consumes chakra in addition.
X Uzumaki Barrage or Naruto Rendan. Naruto's special move. Does relatively good damage and can be chained to lots of combos.

Combo #01 BBBBBB Combo #02 BBBBBA Combo #03 BAAAA Combo #04 BAABBBBB Combo #05 BAABBBBA Combo #06 BABB Combo #07 BABA Combo #08 f+BB Combo #09 f+BA Combo #10 d+BAAA Combo #11 d+BABBBBB Combo #12 d+BABBBBA Combo #13 Running AAAA Combo #14 Running AABBBBB Combo #15 Running AABBBBA Combo #16 Running ABB Combo #17 Running ABA

-Extra useful combos:

BBX BBBB .. BBX d+AX

-Description:

He's the survivor of the Uchiha Clan. His dream is to kill his brother Itachi and the revival of the clan. Naruto's friend and foe.

In-game status: Genin

-Fighting style:

Another overall character. He has solid ninjutsus and some flashy combos. He has a different way of grabbing an opponent in mid-air and smashing him on the ground with u+B. He can throw kunais while running.

-Ninjutsus:

f+A Fire Style Jutsu. An excellent ninjutsu, it's slow to pull out but can deal great damage and can be chained to combos. If held consumes chakra.

b+A Teleport Kick. Sasuke teleports from anywhere and appears above the opponent with a kick. Also a slow move but useful for long range fights.

Lion's Combo or Shishi Rendan. Deals good damage and can be landed in a lot of different ways. Flashy ending.

-Default combos:

Χ

Combo #01 BBBBBBB Combo #02 BBA Combo #03 BBBA Combo #04 BBBBA Combo #05 f+BBB Combo #06 f+BABBBBB Combo #07 f+BABA Combo #08 f+BABBA Combo #09 f+BAAA Combo #10 b+BBB Combo #11 d+BBB Combo #12 d+BBA Combo #13 d+ABBBBB Combo #14 d+ABA Combo #15 d+ABBA Combo #16 d+AAA

-Extra useful combos:

BBBB .. BBX d+ABB .. BBX f+BABB .. BBX

-Anything else?

If you want to master this character better take a look at my guide of him. It'll be very helpful.



#### -Description:

A Sasuke fan. She'll do whatever it takes to draw Sasuke's attention. Her friend Ino Yamanaka is her rival when it comes to battle or Sasuke.

In-game status: Genin

#### -Fighting style:

She has practically no strong ninjutsus but her abilities with the shurikens are awesome making her a deadly long range fighter. Her throw is different from the usual throws, she pushes back the opponent instead of throwing him up.

#### -Long haired Sakura:

To play as long haired Sakura you must press x over her. To use alternate clothes with long haired Sakura press Z over her.

#### -Ninjutsus:

#### f+A

Sakura disappears and reappears a few feet away with her back turned. Meant to reappear behind the enemy. Useful for short range mind games.

#### b+A

Sakura's counter. When attacked in counter stance Sakura disappears and reappears in the air where she's able to combo with shurikens.

X Inner Sakura. Sakura's special jutsu. Does good damage and can be chained to her throw.

#### -Default combos:

 Combo
 #01
 BBBBAAA

 Combo
 #02
 BAAA

 Combo
 #03
 BBAA

 Combo
 #04
 BBAB

 Combo
 #05
 f+BB

 Combo
 #06
 b+BAA

 Combo
 #07
 b+BAA

 Combo
 #08
 b+BAB

 Combo
 #08
 b+BAB

 Combo
 #09
 u+BAB

 Combo
 #10
 u+BA

 Combo
 #11
 Running BBBAAA

 Combo
 #12
 Running BAA

 Combo
 #13
 d+AAA

 Combo
 #14
 Jump AAA

-Extra useful combos:

BBX f+BB..BBX YX

-Description:

He's Naruto, Sasuke & Sakura's sensei. He's a valuable Jonin from the Hidden Leaf Village. He's the eternal rival of Might Guy.

In-game status: Jonin

-Fighting style:

He has a solid Taijutsu. His punches and kicks have good priority. He's ninjutsus are also very funny to pull out. He's another one of the few characters that can do Jump Y to grab/throw. He can throw kunais while running.

-Ninjutsus:

d+A

Kakashi disappears into the ground and pulls the opponent down with him making decent damage. Annoying move when using it in a four player free for all. Can be held but sucks chakra quickly.

b+A

A thousand years of pain. Kakashi's counter. Kakashi pulls out his perverted book, and stand still. If attacked Kakashi will appear behind the opponent and throw him away by sticking his fingers in the opponent's ass. I love this move.

Х

Lighting blade or Thousand birds also known as Chidori or Raikiri. Kakashi's special jutsu. This special in particular can be charged by holding X for maximum damage. It's hard to chain it to combos, but in the right time will be a very useful move. -Default combos:

Combo #01 BBBB Combo #02 BBA Combo #03 BBBAA Combo #04 BBBAB Combo #05 b+BBBB Combo #06 b+BBBAA Combo #07 b+BBBAB Combo #08 d+BBB Combo #09 d+BBA Combo #10 u+BB Combo #11 f+ABBB Combo #12 f+ABA Combo #13 f+ABBAA Combo #14 f+ABBAB Combo #15 Running ABBB Combo #16 Running ABBAA Combo #17 Running ABBAB

-Useful extra combos:

b+BBX (Don't hold X)

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-Description:

A taijutsu specialist. Rock Lee is not able to mold chakra in the right way, for that reason he has dedicated his life to hand to hand combat. Might Guy is his sensei. He has a crush on Sakura.

In-game status: Genin

-Fighting style:

As a taijutsu user, close range combat is a must for Lee. He can't throw any projectiles like shurikens or kunais but in addition he's able to open inner chakra gates that allow him to be far stronger.

#### -Ninjutsus:

Lee is not able to do any ninjutsu. His attacks are based in pure strength and speed.

#### -Gates:

In the game Lee is able to open 2 gates by pressing d+X.

The first is the gate of rest, you need around 25% of the chakra bar to open it. This gate will make Lee's attacks stronger than before and you'll see a red flashy thing around his punches and kicks.

The second gate is the life gate. This gate will quickly take your HP to the minimum but in exchange you'll be able to do Hidden lotus, which is one of the best specials in the game. Besides it takes around 75% of the opponent's HP and your chakra is automatically filled everytime, you can do it from anywhere and Lee will just appear in front of the opponent with it as fast as you can imagine.

-Default combos:

Combo #01 BBBBA Combo #02 BBBA Combo #03 BBAAA Combo #04 BBAAB Combo #05 ABBBA Combo #06 ABBA Combo #07 ABAAA Combo #08 ABAAB Combo #09 f+BBA Combo #10 f+BA Combo #11 b+BBAA Combo #12 b+BBAB Combo #13 b+BA Combo #14 d+BBAA Combo #15 d+BBAB Combo #16 d+BA Combo #17 u+BA Combo #18 u+ABBA Combo #19 u+ABA

-Useful extra combos:

\_ \_

\_ \_

BBX

BBBBBAX (if the last kick sends the opponent too far, the special won't land d+BBAAX unless the gate of life is open) ABX

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#### -Description:

A lazy guy. He doesn't like to do anything that requires effort. He specializes in Shadows. He's in the same team as Ino. His intelligence and strategies are beyond genin level.

In-game status: Genin

#### -Fighting style:

In this game Shikamaru only uses shadow as special. He has a special pose that can be followed by a teleport. Shikamaru can be used as a berserk player as well as a tricky player due to his teleports and easy infinite combo.

#### -Ninjutsus:

#### b+A

Special pose. After it's done, you can press B to appear diagonally above the opponent or press A to appear behind the opponent with an attack, that may be turned into a combo. By pressing Y you are able to cancel the special pose immediately.

#### Х

Shadow possession jutsu or Kage mane no jutsu. Does good damage and the animation is kinda funny too. His special allows him to control the opponents through the shadows, so the opponent will move just like Shikamaru does. In order to inflict damage to the opponent without hurting himself, a wall appears behind the opponent so when Shikamaru does the matrix thing the opponent's head hits the wall.

-Infinite combo:

Canceling the special pose with Y is the basics of the infinite. Press BBBA at the opponent and when he stops in the special pose cancel it as fast as you can, and do the same combo again. Resulting in: BBBAYBBBAYBBBAYBBBAY..... It may also work with: BBAAYBBAAYBBAAY.....

-Default combos:

Combo #01 BBBA special pose Combo #02 BBAA special pose Combo #03 f+BBA

Combo #04 b+BA special pose Combo #05 d+BBB Combo #06 u+BA Combo #07 Running BA special pose Combo #08 Running AA special pose Combo #09 special pose BBB Combo #10 special pose BBA Combo #11 special pose BAA Combo #12 special pose BAB Combo #13 special pose AAA Combo #14 special pose AAB Combo #15 special pose ABB Combo #16 special pose ABA Combo #17 special pose X -Useful extra combos: BBX Infinite combo +BBX after canceling with Y. f+ABBX  $\overline{\ \ }$ |\_ \_| [INOX] -Description: Sakura's rival and friend. A Sasuke fan. She works on a flower shop and her family specializes in mind control jutsus. In-game status: Genin -Fighting style: She has fast flashy combos, some of them with teleports. Unfortunately her special is hard to chain into combos. Her grab is different too and it's only similar to Sakura's.

-Ninjutsus:

#### b+A

Ino's counter. Teleports instantly behind the opponent with a kunai hit if attacked while counter stance.

#### Mind transfer jutsu

Ino releases her mind and transfer it to the opponent's to take control of it. If the body of the opponent gets hit while she's in it, her body will suffer too, that's why she calls Chouji and return to her body to let him finish the job. If she misses the special, you'll fall unconscious to the floor for a while and that would be a gold opportunity to the opponent.

-Default combos:

Combo#01BBBBBBCombo#02BBBBBACombo#03BBBACombo#04BBACombo#05f+BBBCombo#06b+BBBCombo#07b+BACombo#08d+BBBCombo#09d+BACombo#10RunningCombo#11d+AACombo#12d+ABBBCombo#13RunningAAACombo#14RunningAABBB

-Useful extra combos:

BBX YBBX Jump BX YX

-Description:

Her clan specialty is the Byakugan. With her eyes she's able to see the chakra circulatory system in the opponent's body. Her special jutsu can't be copied with sharingan. She has feelings for Naruto but it's too shy to tell.

In-game status: Genin

-Fighting style:

Her style is a Taijutsu variation called Jyunken. This style is original of the Hyuga clan. Her combos can be very damaging and she have the ability to grab with Y in the middle of some combos.

-Special Jutsu: Gentle fist

This special move was created for the game. Does good damage, but it hasn't anything outstanding.

-Default combos:

Combo#01BB\*BBBCombo#02BB\*BABB\*BCombo#03BB\*BABB\*AACombo#04BB\*BABB\*AACombo#05f+BB\*BCombo#06f+BB\*AA\*Combo#07d+BBCombo#08d+ABB\*BCombo#09d+ABB\*AA\*

\*=When these button commands are entered, press Y button to conduct a feint. The faint will end the combo but will bring the character closer to the opponent than before with no lag. Example: BB\*BBB would be BBY

-Useful extra combos:

BBX Y..BBX u+B..BBX

-Description:

He's always with his dog Akamaru. Together they form a great offensive and defensive team. He's in the same group as Hinata.

In-game status: Genin

# -Fighting style: He has a wild-natured style that along with his partner Akamaru may drive the opponent crazy. Besides that, he's a well rounded character with no major flaws. He's one of the few that can air grab Jump +Y. -Ninjutsus: Α Akamaru attacks the opponent. Good range and can be charged holding A. b+A Kiba's first counter. If attacked in this stance Kiba appears behind the opponent and attacks. d+A Kiba's second counter. If attacked in this stance Akamaru will counter attack. Х Man Beast Clone Fang over Fang also known as Gatsuuga Kiba's special jutsu. Akamaru transforms into Kiba, and then both transform into beast and start rotating to slam the opponent. Good range but hard to chain to a combo. -Default combos: Combo #01 BBBB Combo #02 BBBAAB Combo #03 BBBABB Combo #04 BBAAA Combo #05 f+BBB Combo #06 f+BA Combo #07 d+BA Combo #08 u+BBBB Combo #09 u+BBBAAB Combo #10 u+BBBABB Combo #11 u+BBAAA Combo #12 Running BB Combo #13 Jump BB Combo #14 f+AB Combo #15 Running AA Combo #16 Running ABBBB Combo #17 Running ABBBAAB Combo #18 Running ABBBABB Combo #19 Running ABBAAA

-Useful extra combos:



-Description:

Gaara's childhood was horrible, full of death and loneliness. He likes to kill everyone in his way. Gaara is Kankuro's little brother. His special jutsu can't be copied with sharingan.

In-game status: Genin

-Fighting style:

Unlike the anime, Gaara have powerful taijutsu moves, he mixes them with strong sand attacks that can result in devastating damage. But in the other side Gaara is a pretty slow character.

-Ninjutsus:

f+A Sand Attack forward Powerful sand attack, doesn't consumes chakra.

b+A Gaara's counter. Teleports behind the opponent when attacked. This counter is very slow.

u+A Sand emerges from the floor below the opponent. This move is excellent for long range fighting as it has no distance limit.

d+A Builds a wall of sand around you for a short time. This move is good as a combo ender.

-Default combos:

Combo #01 BBBBB Combo #02 BBBBAA Combo #03 BBBA

Combo #04 BBAA Combo #05 BBABB Combo #06 BBABAA Combo #07 f+BBB Combo #08 f+BBAA Combo #09 f+BA Combo #10 b+BBB Combo #11 b+BBA Combo #12 d+BBB Combo #13 d+BBAA Combo #14 d+BAAA Combo #15 d+BABB Combo #16 d+BABAA Combo #17 u+BB Combo #18 u+BA Combo #19 u+ABB Combo #20 u+ABAA -Useful extra combos: d+BAAAX d+BAAA..d+BAAAX -Anything else? Don't use his counter. SUCKS! Combo #14 Rules! Has a lot of variations and can be chained to almost everything. \_\_\_\_\_ Unlockable characters \_\_\_\_\_ \_\_\_\_\_ The characters listed in here must be unlocked first. First set Here I'll show the first set of Unlockables characters. How to unlock:

In order to play with these characters you must beat story mode. The 20 normal stages.

After that they'll be available in Anko's shop. \\_\_/\_| \\_\_,\_|\_\\\_\_,\_| \\_\_/|\_| |\_| |\_|\_| |\_|/\_\_/ [IRUX] -Description: One of the teachers in the Konoha academy. He has been like a father to Naruto. In-game status: Chunin -Fighting style: He has a very active style, teleporting combos and stuff. He's anything but unusual. -Ninjutsus: f+A Iruka disappears and reappears a few feet away with his back turned. Meant to reappear behind the enemy. Useful for short range mind games. b+A Iruka's counter. Appears attacking above the opponent if attacked. Х Lightning bolt attack. Iruka's special jutsu. Was made for the game. Iruka smashes the opponent in the floor and traps him with his huge shuriken then delivers a final combo. Good damage and medium range special. -Projectile: А Iruka has the most powerful projectile in the game. The demon shuriken. Feel free to throw it against any other projectile.

-Default combos:

Combo #01 BBBBB

Combo #02 BBBBA
Combo #03 BBBAA
Combo #04 BBBABB
Combo #05 BBBABA
Combo #06 BBAA
Combo #07 f+BBB
Combo #08 f+BBA
Combo #09 f+BAA
Combo #10 f+BABB
Combo #11 f+BABA
Combo #12 d+BBAA
Combo #13 u+BBAA
Combo #14 d+ABB
Combo #15 d+ABA
Combo #16 d+AAA
Combo #17 d+AABB
Combo #18 d+AABA
-Useful extra combos:
Y u+A X
-       -       -       -       -           \          -       -       -       -       -           \          -       -       -       -       -       -           \          -       -       -       -       -       -       -           \          -       -       -       -       -       -       -       -           \          -
-       -       -       -       -           \           (_ _)               -       -       -       -           \           -       -       -       -       -       -           \           -       -       -       -       -       -       -           \           -       -       -       -       -       -       -       -           \           -
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<pre>-Description:</pre>
<pre>   \  /                         (_    (_    \_  \_/\     _  \_   _/         _  /  /  /  /  / [NEJX] -Description: He's the Hyuga's most powerful master of the Byakugan.</pre>
<pre>-Description:</pre>
<pre>   \  /                         (_    (_    \_  \_/\     _  \_   _/         _  /  /  /  /  / [NEJX] -Description: He's the Hyuga's most powerful master of the Byakugan.</pre>
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<pre>-Fighting style:</pre>
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-Ninjutsus:

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Stab opponent 3 times.
A great move. Is fast, has good range, can be chained to combos, not only
takes HP away but chakra too! and on top of all that, the move can be
canceled with Y, for a throw. Are you f.. kidding me, this move rocks!
b+A
8 Triagrams Palm rotation.
Neji's counter. I personally love this counter, is one of the best in the
game. This counter works for every attack (non special).
It's only flaw is that consumes chakra quickly by holding it.
-Special move:
X
Gentle fist / 8 Trigrams 64 Palms.
Great special move. Flashy, does good damage and takes all of the opponent's
chakra away. Is the most-hits special in the game.
-Default combos:
Combo #01 BB*BBB
Combo #02 BB*BBA
Combo #03 BB*BA
Combo #04 BB*A*
Combo #05 f+BBB*
Combo #06 f+BBABB*BBB
Combo #07 f+BBABB*BBA
Combo #08 f+BBABB*BA
Combo #09 f+BBABB*A
Combo #10 d+BB
Combo #11 d+BABBBBB
Combo #12 d+BABBBBA
Combo #13 d+BABBBA
Combo #14 d+BABBA
Combo #15 d+ABB*BBB
Combo #16 d+ABB*BBA
Combo #17 d+ABB*BA
Combo #18 d+ABB*A
Combo #19 Running AB
*=When these button commands are entered, press Y button to conduct a feint.
The faint will end the combo but will bring the character closer to the
opponent than before with no lag.
Example: BB*BBB would be BBY
-Useful extra combos:
BBX
Jump BBBX
f+BBABBX
Y u+A +f+BBABBX
Y u+A u+A f+BBABBX =72 hits combo. Note: In the first u+A just one kunai must
hit.
```

#### -Description:

Zabuza's partner. His dream is to help Zabuza to reach his goals. His special jutsu can't be copied with sharingan.

In-game status: Missing ninja

-Fighting style:

He has an analytic style. Thanks to his needles he's good for fighting short, medium and long range. He can throw needles while running.

-Ninjutsus:

#### А

Needles or Senbons Haku's projectile. He has the ability to leave needles suspended in mid air using chakra, by doing so the needles will keep the opponent in sight for an accurate hit. Jump A and hold A.

#### b+A

Haku's counter. Slow counterattack.

Х

Crystal Ice Mirrors also known as Demonic Ice Mirrors. Haku's special jutsu. Has good range and does decent damage.

#### -Needle loop

There are videos in the internet of Haku's needle loop. The ones I the seen are done in Gekitou Ninja Taisen! 4, that's the same Clash of Ninja saga but in Japan. I'm not sure if it can be done in the NTSC Clash Ninja 2. People says that it requires a lot of practice. I've done something similar but the opponent is able to replace or escape the loop so I guess I'm not doing it right. Anyways I'm going to explain how to do it, and if anyone does it right email me, the email is at the bottom of the guide.

Procedure:

At the same distance of the opponent as when you start the battle, jump then

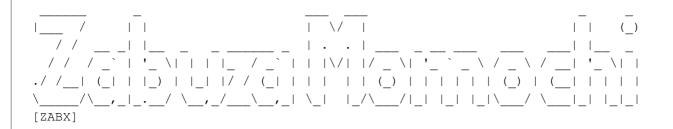
press and hold A to charge the needles. Just after you touch the ground release, dash forward jump and tap A. Dash, jump, tap A, dash, jump, tap A.... It must be done really fast in order to work.

-Default combos:

Combo #01 BBBBB Combo #02 BBBAA Combo #03 BBBABB Combo #04 BBBABAA Combo #05 BBBABAB Combo #06 BBAA Combo #07 BBAB Combo #08 BAA Combo #09 f+BBB Combo #10 f+BAA Combo #11 f+BABB Combo #12 f+BABAA Combo #13 f+BABAB Combo #14 d+BB Combo #15 d+BAA Combo #16 d+BAB Combo #17 u+BBBB Combo #18 u+BBAA Combo #19 u+BBABB Combo #20 u+BBABAA

-Useful extra combos:

d+BBX d+BB..BBX f+ABBX f+ABB..BBX BBX



#### -Description:

An exiled ninja of the Hidden Mist Village. He's a silent killer also known as Demon hidden in the mist.

In-game status: Exiled ninja (Jonin level)

# -Fighting style: He has a mix of strong taijutsu and sword attacks. His sword attacks are slow to pull out. His grab Y looks very cool. -Ninjutsus: u+A Zabuza dissapears and reappears above with a sword swing. Slow move. h+∆ Zabuza's counter. When attacked appears behind the opponent. Х Silent Killing Technique (Game's book original name) aka Hidden Mist Jutsu. Zabuza's special jutsu. Has good range and does good damage but it's hard to chain to a combo. -Ninja tool attack I don't mention tool attacks like kunai swings, in most of the characters 'cose they have nothing special in them. But Zabuza makes the difference. f+∆ Sword swing. So what's the deal with this move? This move can be charged and inflicts around 50% damage when fully charged! But who will fall for that? Try it anyways. -Default combos: Combo #01 BBBB Combo #02 BBBAAAA Combo #03 BBBAAAB Combo #04 BBAAA Combo #05 BBAAB Combo #06 BA Combo #07 AAAA Combo #08 AAAB Combo #09 ABB Combo #10 ABAAAA Combo #11 ABAAAB Combo #12 f+BB Combo #13 f+BAAAA Combo #14 f+BAAAB Combo #15 b+BBB Combo #16 b+BBAAAA Combo #17 b+BBAAAB Combo #18 b+BAAA Combo #19 b+BAAB

Combo #20 u+BAA Combo #21 u+BAB Combo #22 f+AAAA Combo #23 f+AAAB -Useful extra combos: BBX Jump AX | |\ \ (\_| | | | | | <| | | | | (\_) | \\_| \\_/\\_\_,\_|\_| |\_|\_|\\_\\\_\_,\_|\_| \\_\_\_/ [KANX] -Description: He's Gaara's older brother. He's a puppeteer that would fight anyone in his way. His special jutsu can't be copied with sharingan. In-game status: Genin -Fighting style: His style can be very tricky due to his puppet Crow. He can use the puppet to guard himself. If the puppet gets hit, his HP won't be affected but his chakra will. -Ninjutsus: Kankuro's A button attacks are all puppet attacks, so they're considered ninja tool attacks, no ninjutsus. Х Puppet master jutsu. Good damage, but it would have been nice if you were able to connect the special with the puppet too, instead of just with Kakuro. That makes it a short range special when it should be a long range one.

-Default combos:

Combo #01 BBBB Combo #02 BBBAA Combo #03 BBAAA

Combo #04 BBABBB Combo #05 BBABBA Combo #06 BBABAAAAA Combo #07 BBABAB COMBO 01 OR COMBO 09 Combo #08 BABAB COMBO 01 OR COMBO 09 Combo #09 BAAA Combo #10 u+B COMBO 01 OR COMBO 09 Combo #11 d+BBB Combo #12 d+BBAA Combo #13 f+BAB COMBO 01 OR COMBO 09 Combo #14 f+BBB Combo #15 f+BBA Combo #16 f+BAAAAAA Combo #17 f+AAA Combo #18 f+ABBB Combo #19 f+ABBA Combo #20 f+ABAAAAAA Combo #21 f+ABAB COMBO 01 OR COMBO 09 -Useful extra combos: BBX AX \_\_/ | \_\_/ | [GAIX] -Description: Neji and Lee's sensei. Eternal rival of Hatake Kakashi. A taijutsu specialist who shines with his funny personality. His special jutsu can't be copied with sharingan. In-game status: Jonin -Fighting style: Similar to Lee. Guy can't open inner gates in this game. He has no projectiles. But does he needs that? No His moves are so strong that it would have been an abuse tu put gates on him.

-Ninjutsu:

Х

Agonizing embrace of youth. Guy's special jutsu. Even though this move appears in the anime it's not considered a special move. So the special was meant for the game. Has good range and it's a good way to make fun of your friend.

-Default combos:

Combo #01 BBBBA Combo #02 BBBA Combo #03 BBAAA Combo #04 BBAAB Combo #05 ABBBA Combo #06 ABBA Combo #07 ABAAA Combo #08 ABAAB Combo #09 f+BBA Combo #10 f+BA Combo #11 b+BBAA Combo #12 b+BBAB Combo #13 b+BA Combo #14 d+BBAA Combo #15 d+BBAB Combo #16 d+BA Combo #17 u+BA Combo #18 u+ABBA Combo #19 u+ABA

```
-Useful extra combos:
```

BBX BBBBBA..X (before doing the special you can wait for the opponent to slam d+BBAA..X down once on the floor and the special may still connect) ABX

Second Set

How to unlock:

To unlock the characters in this set you must finish time attack mode or survival mode in Jonin rank or above (Not Special Jonin) and buy all the characters of the First set from Anko's shop.



[AKAX]

-Description:

Kiba's loyal dog.

In-game status: Ninja dog?

-Fighting style:

Akamaru's size is a great advantage in battle. Most of the opponent moves won't hit it and not to mention the combos. Special moves won't affect it unless it's Sharingan Sasuke's Phoneix Flower Jutsu special. The bad news, Akamaru is weak so every hit it takes would cause more damage than usual. On top of that Akamaru has no special move.

-Default combos:

Combo #01 BBBB Combo #02 BAA Combo #03 f+BBB Combo #04 b+BBBB Combo #05 b+BAA Combo #06 u+BB Combo #07 f+AA



[CROX]

-Description:

Kankuro's puppet. Also known as Karasu.

In-game status: Puppet (Ninja tool)

-Fighting style: Crow has the endure ability within it. What does that mean? It means that he's able to stop any combos. It has no special move. -Default combos: Combo #01 BAAAAAA Combo #02 f+BAAA Combo #03 u+BBAAAAAA Combo #04 d+BAAAAAA Combo #05 f+AAA Combo #06 b+AAAAAA Combo #07 d+AAAAAA Combo #08 Running AA -Anything else? Crow is unaffected by Ino's special jutsu. Why? 'cose Crow has no mind. Third Set How to unlock: To unlock this set you must get Jonin rank in Survival or Time attack mode and buy all the characters of the second set from Anko's shop. 

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[KYUX]

-Description:

Naruto with the Kyubi's red chakra. A berserk version of Naruto. Also named Nine tailed Naruto. His special jutsu can't be copied with sharingan. In-game status: Genin -Fighting style: Has no projectiles. Meant for aggressive offensive style. Berserk. Can air grab/throw Jump Y. -Default combos: Combo #01 BBBBBB Combo #02 BBBBA Combo #03 BBBA Combo #04 BAAAA Combo #05 BABB Combo #06 BAABBBB Combo #07 BAABA Combo #08 BAABBA Combo #09 AAAA Combo #10 AABBBB Combo #11 AABBA Combo #12 AABA Combo #13 ABB Combo #14 f+BBBBBB Combo #15 f+BBBBA Combo #16 f+BBBA Combo #17 f+BAA Combo #18 d+BBBBBB Combo #19 d+BBBBA Combo #20 d+BBBA Combo #21 d+BAA Combo #22 u+BBBB Combo #23 u+BBA Combo #24 f+AAA Combo #25 f+ABBBB Combo #26 f+ABBA Combo #27 f+ABA Combo #28 u+AA -Useful extra combos: BBBB..BBX Y Jump A BBBB..BBX d+BBX u+AABBX f+BBX Jump ABBX Jump BBBX AABB..BBX Jump AAABB..BBX

 
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-Description:

A bad guy who wants forbidden techniques and power at all cost.

In-game status: Chunin

-Fighting style:

A copy of Iruka.

-Default combos:

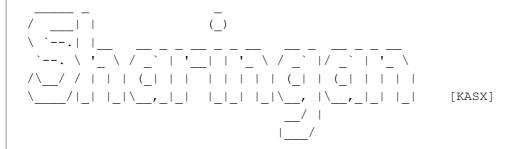
Combo #01 BBBBB Combo #02 BBBBA Combo #03 BBBAA Combo #04 BBBABB Combo #05 BBBABA Combo #06 BBAA Combo #07 f+BBB Combo #08 f+BBA Combo #09 f+BAA Combo #10 f+BABB Combo #11 f+BABA Combo #12 d+BBAA Combo #13 u+BBAA Combo #14 d+ABB Combo #15 d+ABA Combo #16 d+AAA Combo #17 d+AABB Combo #18 d+AABA

-Useful extra combos:

Jump A +X It adds 1 hit to the special (Thanks to Warner for the combo)



### 



-Description:

The same Hatake Kakashi but his Sharingan eye is now visible.

In-game status: Jonin

-Fighting style:

The same Hatake Kakashi style but now he's able to copy most of the special jutsus in the game.

-Ninjutsus:

#### d+A

Kakashi disappears into the ground and pulls the opponent down with him making decent damage. Annoying move when using it in a four player free for all.

#### b+A

Sharingan. By doing it when a special move is executing at you, you may be able either to copy it or evade it depending on the move. It can be also used as a counter for normal moves.

#### Х

Lighting blade or Thousand birds also known as Chidori or Raikiri. Kakashi's special jutsu. This special in particular can be charged by holding X for maximum damage. It's hard to chain it to combos, but in the right time will be a very useful move.

-Default combos:

 Combo
 #01
 BBBB

 Combo
 #02
 BBA

 Combo
 #03
 BBBAA

 Combo
 #04
 BBBAB

 Combo
 #05
 b+BBBA

 Combo
 #06
 b+BBBAA

 Combo
 #07
 b+BBBAB

 Combo
 #08
 d+BBA

 Combo
 #08
 d+BBA

 Combo
 #08
 d+BBA

 Combo
 #08
 d+BBA

 Combo
 #08
 d+BBA

Combo #11 f+ABBB Combo #12 f+ABA Combo #13 f+ABBAA Combo #14 f+ABBAB Combo #15 Running ABBB Combo #16 Running ABBAA Combo #17 Running ABBAB

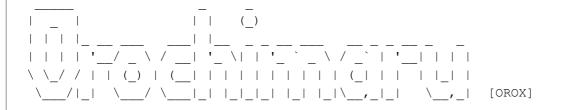
-Useful extra combos:

b+BBX (Don't hold X)

Final Two

How to unlock:

To get the final two characters, you must unlock and buy all the previous characters and defeat the first extra 08 Story matches. (21-28) After that you must buy Orochimaru in Anko's shop then Sharingan Sasuke will be available at the shop. Be sure tu end One player mode at least with one character and buy View mode and Team battle mode.



-Description:

A bad guy who wants to learn all of the ninja techniques. Wants to get Sasuke's body for it's sharingan ability. His special jutsu can't be copied with sharingan.

In-game status: Sannin (Kage level)

#### -Fighting style:

His combos can be very damaging. Orochimaru is a very powerful character but he can be quite slow sometimes.

-Ninjutsus:

b+A Orochimaru disappears and appears behind the opponent. This move can be held to disappear for a while but it sucks chakra very fast. f+A Orochimaru's fire style jutsu. Has good range and can cause serious damage to the opponent. This move can also be held and consumes chakra as it. X

5 Pronged Seal This is one of the most powerful specials in the game. Not only causes around 50% of damage to the HP but seals chakra away for the entire round.

-Default combos:

 Combo
 #01
 BBBBBB

 Combo
 #02
 BBBBBA

 Combo
 #03
 BBBBA

 Combo
 #04
 BBBAA

 Combo
 #05
 f+BAAA

 Combo
 #06
 f+BABA

 Combo
 #07
 b+BA

 Combo
 #07
 b+BAB

 Combo
 #08
 d+BBBBA

 Combo
 #10
 d+BBBAA

 Combo
 #11
 d+AABB

 Combo
 #12
 d+BA

 Combo
 #13
 Running
 BA

 Combo
 #14
 d+AAA

 Combo
 #13
 Running
 BA

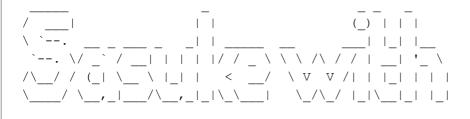
 Combo
 #14
 d+AAA

-Useful extra combos:

\_\_\_\_I I

`--.| |

BBX U+BX u+B..BBX d+AB..BBX f+AX (Close and don't hold A)



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## 

#### -Description:

Uchiha Sasuke with different clothes, teleport moves and two different special jutsus. His sharingan is now visible too.

In-game status: Genin

#### -Fighting style:

He has a tricky fight style due to his teleports. On top of that his the only one who possesses an air special. Sharingan Sasuke's is a great versatile character.

#### -Ninjutsus:

f+A

Fire Style Jutsu. An excellent ninjutsu, it's slow to pull out but can deal great damage and can be chained to combos. If held consumes chakra.

#### Х

Lighting blade or Thousand birds also known as Chidori or Raikiri. Sasuke's special jutsu. This special in particular can be charged by holding X for maximum damage. It's hard to chain it to combos, but in the right time will be a very useful move.

#### u+X

Phoneix flower jutsu also known as Katon: Housenka no jutsu Sharingan Sasuke's second special move. Inflicts more damage while closer to the opponent.

-Teleports: (Sasuke's teleports are based on pure speed therefore they aren't ninjutsus)

#### Running A:

Useful move to confuse the opponent. Works better in large stages.

#### u+A

Behold. Best teleport move in the game. Fast as hell. Everytime you're in trouble just do it and this move will solve them for you. Excellent move in a four player battle. Abusing of this move will cause you to lose your friends.

b+A
S. Sasuke's counter.
Too slow and doesn't hits the opponent. Better use u+A :D

-Default combos: Combo #01 BBBBBB Combo #02 BBA Combo #03 BBBA Combo #04 BBBBA Combo #05 f+BBB Combo #06 f+BABBBB Combo #07 f+BABA Combo #08 f+BABBA Combo #09 f+BAAA Combo #10 b+BBB Combo #11 d+BBB Combo #12 d+BBA Combo #13 d+ABBBB Combo #14 d+ABA Combo #15 d+ABBA Combo #16 d+AAA -Useful extra combos: d+BBX BBBBBB X BBBBBB u+X BBBBBB u+B f+AX (Close and don't hold A) -Any last tip? Don't use his counter b+A. u+A is a good move to avoid specials when short of time. 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Ο 0 0 0 0 0 0 0 0 0 0 0 0 0 0 4. Game Modes 0 GAMX 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Ο 0 0 0 0 Ο 0 0 0 0 0 0 0 0 \_\_\_\_\_ \_\_\_\_\_\_ Basic modes \_\_\_\_\_ -These are the modes that appear from the beginning of the game.

## 

\_\_\_\_\_

Single player mode

[SINX]

In this mode you'll fight with the character you want in 10 battles. Each time you complete it with one character the ninja file and voice test of the character will be available at Anko's Shop. After ending it with one character, View mode will be available at store.

In this mode you'll play with any character against any opponent. There's nothing you can unlock by playing this mode. Each fight will give you 200 cash.

This mode is about battling for as many consecutive wins as you can against computer random characters. The matches are 1 rounded. If you win the round you'll recover a bit of your HP based on how fast you beated the opponent in that round.

Each 15 matches the difficult will increase. The 14 & 15 character are always Kankuro and Gaara and they'll keep appearing at 29 & 30, 44 & 45 and so....

Finishing first in this mode is one of the requirements to get the Third set of characters at Anko's shop.

\*Possible end to survival 290. If anyone can confirm this in any version please let me know. Thanks to Morgan Terrel for the info.

In this mode you'll battle against time. 2 round battles against 10 characters.

HP will fully recover after each round.

Finishing first in this mode is one of the requirements to get the second set of characters at Anko's shop.

## 

Multi player mode

[MULX]

## 

In this mode only two human player may fight. After the first battle, the player's number of wins and consecutive wins will be displayed in the top area of the battle screen.

The firs thing to set in this mode is the number of players. (Human) After selecting the characters press START if you don't want any extra CPU. Then you'll be able to select each character's team for a handicap battle.

## 

#### Training mode

## [TRAX]

In this mode you're able to practice your techniques and combos.

-Opponent's activity

- .Stand
- .Jump
- .Use controller
- .Approach and throw
- .Use a substitution jutsu
- .Conduct down evade
- .Fast recovery after staggering
- .COM will control (Difficult from 1 to 4)

-HP recovery	On/Off
-Chakra Gauge	On/Off
-Defense	On/Off
-Gauge Display	On/Off
-Button input display	On/Off

\*Pressing C stick Up in this mode will reset the character position.

\*Holding L+R+Y will allow you to move both characters left and right with the analog stick.

## 

Story mode

[STOX]

In this mode you'll follow the storyline of the main characters. If you're a fan of the anime you'll notice that story has suffered minor changes to get characters into battle.

Story mode has 20 main chapters and 10 extra ones that must be purchased at Anko's shop.

After your done with the 20 main chapters the first set of characters will be available at the shop.

Completing all the 30 chapters is one of the requirements in order to get Sharingan Sasuke at the shop.

For each chapter you win you'll earn 400 cash.

## Game options

[OPTX]

Difficulty	1 2 3 4
Number of rounds	1 2 3 5
Lenght of the match	30 60 90 ulimited
Attacking power	1 2 3 4
Rumble feature	On/Off

\*Attacking power and difficulty level 4 must be unlocked first.

```
Play data
-Score ranking
-Survival ranking
-Oboro ranking
-Time attack ranking
-Character usage rate
**Ranks**
From worst to best.
-Genin
-Chunin
-Special Jonin
-Jonin
-Head Ninja
-Hokage
>>>>>
Sound
>>>>>
Sound output Stereo/Mono
Music
            On/Off
           On/Off
Sound effect
Memory card
Save
Load
      On/Off
Auto save
Shop
                                              [SHOX]
Anko's shop.
Every single thing you unlock must be bought here.
```

Here is a list of everything unlockable with the price. The list is divided in categories.

-View mode 2500 -Team battle 2500 -Oboro mode 2500 Characters -Iruka Umino 2000 -Neji Hyuga 2000 2500 -Kankuro -Haku 3000 -Zabuza Momochi 4000 -Might Guy 3500 2500 -Akamaru -Crow 2500 -Nine tailed Naruto 5500 -Kakashi with sharingan 7500 -Mizuki 15000 -Orochimaru 50000 -Sasuke with sharingan 100000 >>>>>> Stages >>>>>> -Amid Toads -Academy rooftop -Ichiraku Ramen Shop -Village hidden in the leaves - Gate 2000 -Academy schoolyard -The forest of death -The Great Naruto Bridge 1 -The Great Naruto Bridge 2 Game options Max Attack power 1500 Max difficulty 2500 >>>>> Extra >>>>> BGM player 10000 Ninja info card 3500 Sound test effects 6500 Gallery 3500 

Ninja files  2000

2000

2000

2000 2000

2000

-Naruto Uzumaki	1000
-Sasuke Uchiha	1000
-Sakura Haruno	1000
-Kakashi Hatake	1000
-Rock Lee	1000
-Shikamaru Nara	1000
-Ino Yamanaka	1000
-Hinata Hyuga	1000
-Kiba Inuzuka	1000
-Gaara	1000
-Iruka Umino	1000
-Neji Hyuga	1000
-Haku	1000
-Zabuza Momochi	1000
-Kankuro	1000
-Might Guy	1000
-Nine tailed Naruto	1000
-Mizuki	1000
-Kakashi with Sharingan	1000
-Orochimaru	1000
-Sasuke with Sharingan	1000
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Voice tests	
>>>>>>>>>	
	1 - 0 0
-Naruto Uzumaki	1500
-Sasuke Uchiha	1500
-Sakura Haruno	1500
-Kakashi Hatake	1500
-Rock Lee -Shikamaru Nara	1500 1500
-Ino Yamanaka	1500
-Hinata Hyuga	1500 1500
-Kiba Inuzuka	1500
-Gaara -Iruka Umino	1500
-Neji Hyuga -Haku	1500 1500
-Лаки -Zabuza Momochi	1500
-Kankuro	1500
-Might Guy	1500
-Nine tailed Naruto	1500
-Mizuki	1500
-Orochimaru	1500
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>>>>>>>	
Handicaps	
Handicads	

-Attack PWR up (L)	1000
-Projectile up	1000
-Chakra max	1000
-Secret attack up	1000
-Absorbs HP	1000
-Attack property up	1000

-HP Increase (sm)	2000	
-HP Increase (SM)	2000	
-HP Increase (L)	2000	
-Auto throw scape	2000	
-Auto endure	2000	
-Body activation	2000	
-Auto recovery	2000	
-Invincible (hd)	2000	
-Absolute guard	2000	
-Food pills	2000	
-Seal endure	2000	
-Substitution jutsu seal	2000	
-Seal evade	2000	
-Seal taijutsu	2000	
-Seal ninjutsu	2000	
-Seal secret	3000	
-Seal throw techs	3000	
-Seal throw scape	3000	
-Seal chakra	3000	
-Seal jump	3000	
-Seal guard	3000	
-Seal projectiles	3000	
-HP decrease	3000	
-Attack PWR 50% down	3000	
-Seal gauge	3000	
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		
Chapter 21 1000		
- Chapter 22 1000		
- Chapter 23 2000		
Chapter 24 2000		
Chapter 25 3000		
Chapter 26 3000		
Chapter 27 3000		
Chapter 28 5000		
Chapter 29 5000		
Chapter 30 10000		

Unlockable modes

These are the modes that must be unlocked first.

#### View mode

### [VIEX]

# 

This mode is only for watching matches between the CPU. To unlock it in Anko's shop you just have to end One player mode with any character and have at least one of the unlockable characters.

I know what you're thinking, No! you don't get money in this mode. LOL, I was hopping that since the minute I unlocked it, to leave something hitting the A button to select the characters and let the CPU got the money for me.

# 

Team Battle mode

[TBMX]

This mode can be selected both in Single player mode as well as multi player. To unlock it in the shop you just have to rank Jonin or above in Time attack mode and buy most of the unlockable characters. View mode should be bought first.

In this mode you'll fight in teams of three. And no, there is no tag option in the mode. The only way of changing a character during battle is dying. If you select a 2 similar characters in the same team like Sasuke and Sasuke with sharingan, one of them will have his clothes changed.

# 

Oboro mode

[OBOX]

Also known as Shadow Fighting mode. In this mode you'll fight against a bunch of oboros. Each level there will be more of these guys until you're defeated. I haven't reached any bottom in this mode. I think after level 9 the number of oboros stop increasing. To unlock it you must unlock Mizuki and be Jonin or above in survival mode.

According to common believe, the best character for long lasting in this mode is Akamaru.

Items in this mode:

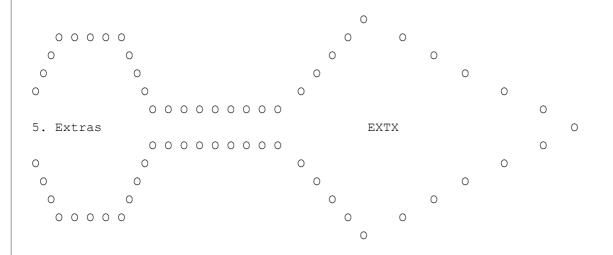
Dumplings: Heals a bit of HP Ramen: Heals more HP Scrolls: Endures, which means the oboros won't stop your combos Coins: A small amount of money Banknote: More money

If you are a lazy guy and want to get money in this mode read this: Thanks to DragoKimera for the tip.

Enter Oboro mode. (Obvious.)
 Choose Rock Lee.
 As soon as the mode begins, open the Heal Gate. (Where Rock Lee stomps the ground and gains red aura when attacking.)
 Attack the first few clones until you have a full chakra gauge.
 Open Harm Gate. (Where Rock Lee's hair flares up.)
 Use your Special move.

Each time you use your special move, you'll attack a clone with the clone having no chance of defending. And as you attack this clone, your Chakra bar refills. So as soon as the special ends. You can hit X once more to start it again. You will notice that nothing is happening while the special is active by checking the map for the split second after it finishes. After so many enemies, it will be covered with the items of all of them.

\*As a side note, if you have a turbo controller you can let Rock Lee doing Hidden Lotus by himself over and over again. But he'll get killed eventually by the Oboros.



Once you start unlocking certain things an extra menu will appear at the main screen.

Here is a list of the submenus:

After you buy BGM player from Anko's shop this option will be available at the extras menu. In it you're able to listen to every voice test you unlock, every sound effect or background music from the game.

\*Sasuke and Sharingan Sasuke's voice are the same. \*Same thing for Kakashi. \*Crow and Akamaru don't have voice tests.

After you buy Ninja info card from Anko's shop this option will be available at the extras menu. This option will show you all the general data about your gameplay and status. Note: The max combo data applies for CPU-made combos too. Ninja files In this section you'll see every ninja file you unlocked from One player mode and bought from the shop. There is a status circle for every character, the circle has some abreviations these are the means: - Ninjutsu Ν - Taijutsu Т G - Genjutsu - Intelligence Ι Str - Strength Sp - Speed Sta - Stamina Si - Sigil \*Crow and Akamaru don't have ninja files. >>>>>> Gallery >>>>>> You can buy this mode after you unlock every character. Not everybody has the same number of pictures, so don't think you're missing some. No, Akamaru and Crow don't have. Item viewer Here is a list of everything you've bought from the shop. 0 0 0 0 0 0 0 0 0 0 0 0  $\cap$ Ο Ο 0 0  $\cap$ Ο 0 0 0 0 0 0 0 0 0 0 0 6. General Tips GENX 0 0 0 0 0 0 0 0 0 0 Ο 0 Ο 0 0 Ο 0 0 Ο 0 0 0 0 0 0 0 0 0 0 0

Here are some tips that may be useful battling any character:

### -Replicating is not always the solution

When I first played the game my first reaction was always replicating everytime I could. With time I realize that sometimes is worth take a few hits to save chakra for the finishing move.

### -Side step

Sidestepping the opponents attacks never is a bad idea. For advanced Naruto players sidestepping is a must.

#### -Interrupt combos \*\*Combo breakers\*\*

Combos that usually start with b+B may be used to interrupt the opponent's combos. It has to be done in the right time in order to work.

### -Turn around

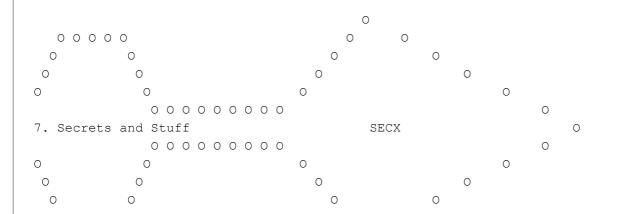
I know people who gets sidestepped and then they end facing away the opponent and when they try to turn around it's too late.

### -Learn how to grab effectively

In my first days playing the game I found that grabbing was troublesome and useless...well I was wrong. When you master running+grabbing and how to follow the throw with combos a whole new world open it's doors for you and your gameplay.

### -Know your character

Last but most important aspect. If you play Rock Lee against a human experimented Sakura and you get to choose the stage, would you choose a large one? No!. Lee has no projectiles and Sakura is an expert in throwing shurikens. So pick a short stage and don't let her breathe with aggressive taijutsu moves and fast combos.



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Here is a list of some details and secrets of the game. Most people know them already and some of them are obvious but they must be mentioned anyways.

When attacking Gaara with Primary Lotus, Rock Lee will combo kick him first and then smash him into the ground. This is a plus for anime fans who watched them fight. Why does he kicks him? As Gaara always carries with him that heavy gourd, Rock Lee can't send him high enough with just one kick.

If you have a Naruto Clash of Ninja saved game in your memory card. You'll be given 10 000 cash as a reward.

When two characters that have some kind of relation between them: friend or foe, the dialogs at the beginning or the end of a fight may change into funny ones:

Examples:	Lee	VS	Sakura
	Naruto	VS	Sakura
	Sasuke	VS	Sakura
	Guy	VS	Kakashi
	Gaara	VS	Kankuro

Sometimes the dialogs in the specials may also change.

Examples:

Guy's special against Rock Lee. Zabuza's special copied by Sharingan Kakashi

Also when starting the game there's always a different character who says: "Naruto Clash of Ninja 2"

This glitch can be done with: Orochimaru, Sasuke & Sharingan Sasuke.

Press f+A with one of those characters (don't hold). Then just before he stops throwing fire, press f+A again and hold A. If done it right, the character will be able to walk, jump and do combos while throwing fire. It's hard to get the timing of it. Better try with full chakra to see the effect as holding the jutsu consumes chakra.

Tap A and then hold A immediately with Akamaru near you. If done it right Akamaru will stand still and you'll be able to walk while he's standing.

Don't be fooled by the name. This glitch is indeed almost useless. Have you ever missed an special but it seemed to hit, and you even heard the sound of the hit. Well, whenever that happens, if you do not press any button after that, the opponent won't be able to hit you with any attack. Once you move the effect will be gone.

If you don't know what I'm talking about here's a simple way to test it: Enter training mode, pick Neji and whoever excepting Akamaru. Set Chakra Gauge ON and HP recovery ON. Now move a little backwards and press X. The point is that Neji hits the opponent with just one of his hands instead of the two so the hit sounds but the special sequence does not appears. If done correctly, don't move. Press start and set the CPU level 4. Don't move and let the CPU attack you. If the CPU can't hit you, you did it. If not, remember you can reset the positions by pressing C stick up to try again.

Copying Sakura's special move with Sharingan Kakashi is a good way to make fun of him. Also his Chidori fully landed on tall people ends with Kakashi's hand near the crotch area and his thousand years of pain counter do not help with his image.

Start a match with food peels ON (handicap section). Now when Haku's chakra is full, jump and hold A so the needles stay in air, then run at the opponent and press X for the special. In the special move secuence if you release A you may see the needles you throw flying around.

Enter training mode with your fav. character and quickly move or hit and press c stick up. Repeat the process over and over. Try with different characters and moves.

Alternate characters clothes: Highlight character and press Y

Use Mizuki: Unlock, then highlight Iruka and press X

No mask Haku: Highlight Haku and press X

No mask Haku alternate clothes: Highlight Haku and press Z

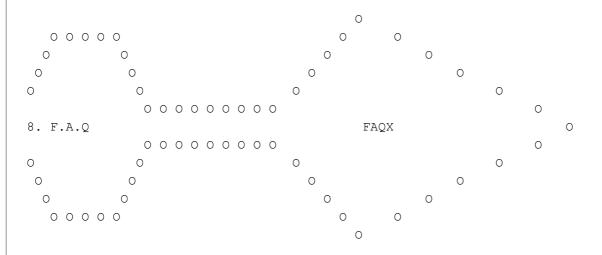
Long Haired Sakura: Highlight and press X

Long haired Sakura alternate clothes: Highlight Sakura and press Z

When using Crow, if you follow the chakra strings on it you may see Kakuro in the back of the world.

Shikamaru evades most of taijutsu attacks when guarding but it takes a bit of HP out of him equal as guarding with other character.

Some people argue that Kakashi's thousand years of pain was an error in the translation and the real name is ''a thousand years of death''. But as this guide is about the game and they used pain instead of death, let's keep it that way.



\*\*Frequently Asked Questions\*\*

Most of these answers are already on the guide but you may have skipped them so...

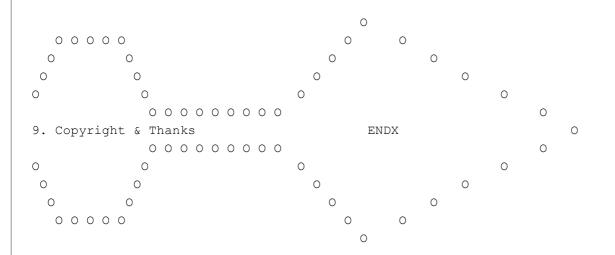
instead.

I'm not pretty sure of that, but I've never reached an end, and I'm Hokage level by far in both modes. If you reach an end in one of those modes email me.

\*Possible end to survival 290. If anyone can confirm this in any version please let me know. Thanks to Morgan Terrel for the info.

The moves I don't mention are included in the combos, that's their only purpose so don't complain about it. There are a few Ninja tools attacks that have something special like Zabuza's that I mention in the guide. Kunai swings and stuff are out.

Don't email about this topic, maybe I'll add them later...



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If you think that there's something that must be added email me:

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Thanks to:

Brady Hashman Morgan Terrel Jeffrey Tyson DragoKimera Justin Edwards Warner Bob Meeker

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