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	_Hinata Hyuga	HINX
	_Kiba Inuzuka	KIBX
	_Gaara	GAAX
	_Unlockable characters	
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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!

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Glossary

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Jutsu: Technique
Ninjutsu: Ninja Technique
Taijutsu: Hand to hand combat technique
Genjutsu: Illusionary technique
Chakra: Energy required for most of the jutsus
Gates: Inner chakra doors that may be opened allowing the user to increase 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.
Kage: Highest level ninja. (May be Hokage, Mizukage, etc....)
The game only mentions Hokage.

>>>>>>>

Controls

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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

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Gameplay

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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)

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3. Characters CHAX
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Legend:

f = forward

b = back

d = down

u = up

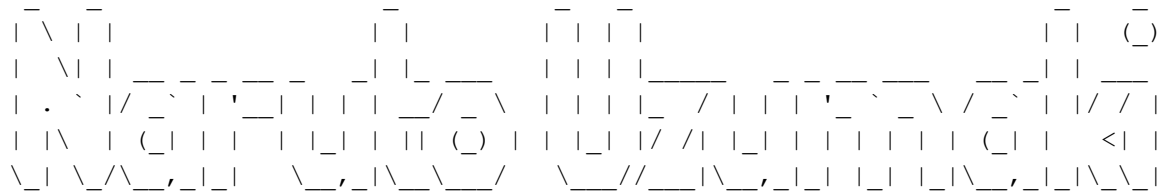
.. = small pause (wait for the opponent to fall a bit)

Default combos = Combos that appear on the start menu

Extra useful combos = Combos meant to land the special jutsu.

=====
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Basic characters
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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.

-Default combos:

Combo #01 BBBBBB
Combo #02 BBBBBBA
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

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[SASX]
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-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.

X

Lion's Combo or Shishi Rendan.

Deals good damage and can be landed in a lot of different ways.

Flashy ending.

-Default combos:

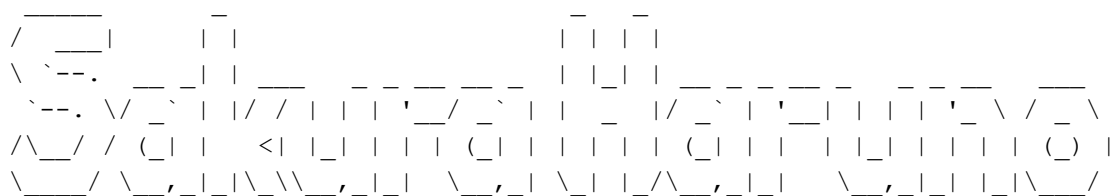
- Combo #01 BBBBBBB
- Combo #02 BBA
- Combo #03 BBBA
- Combo #04 BBBBA
- Combo #05 f+BBB
- Combo #06 f+BABBBBB
- Combo #07 f+BABA
- Combo #08 f+BABBA
- Combo #09 f+BAAA
- Combo #10 b+BBB
- Combo #11 d+BBB
- Combo #12 d+BBA
- Combo #13 d+ABBBBB
- Combo #14 d+ABA
- Combo #15 d+ABBA
- Combo #16 d+AAA

-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.



[SAKX]

-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+BB
Combo #07 b+BAA
Combo #08 b+BAB
Combo #09 u+BB
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

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[KAKX]
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-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.

X
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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[ROCX]
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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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[SHIX]

-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.

X
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.....

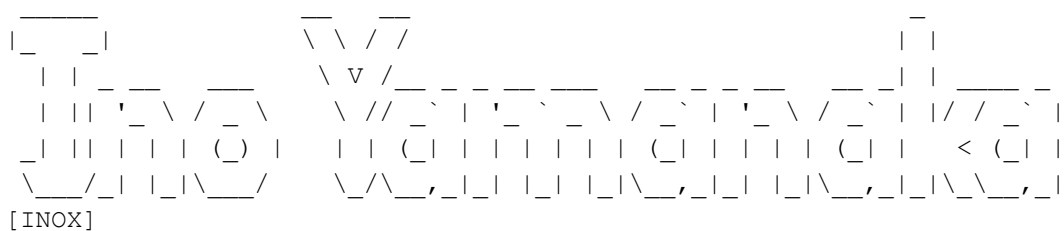
-Default combos:

- 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



-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

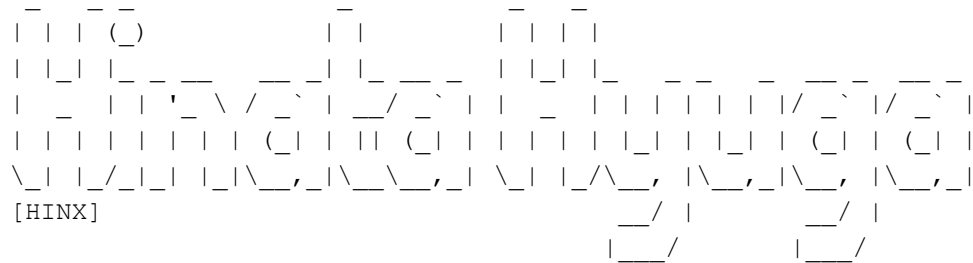
Ino releases her mind and transfer it to the opponent's to take control of it. If the body of the opponent gets hit while she's in it, her body will suffer too, that's why she calls Chouji and return to her body to let him finish the job. If she misses the special, you'll fall unconscious to the floor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

-Default combos:

- Combo #01 BBBBBB
- Combo #02 BBBBBBA
- Combo #03 BBBA
- Combo #04 BBA
- Combo #05 f+BBB
- Combo #06 b+BBB
- Combo #07 b+BA
- Combo #08 d+BBB
- Combo #09 d+BA
- Combo #10 Running BB
- Combo #11 d+AA
- Combo #12 d+ABBB
- Combo #13 Running AAA
- Combo #14 Running AABBB

-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.

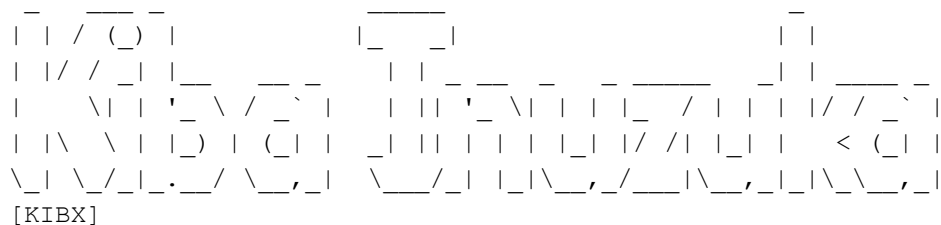
-Default combos:

- Combo #01 BB*BBB
- Combo #02 BB*BBA
- Combo #03 BB*BABB*B
- Combo #04 BB*BABB*AA
- Combo #05 f+BB*B
- Combo #06 f+BB*AA*
- Combo #07 d+BB
- Combo #08 d+ABB*B
- Combo #09 d+ABB*AA*

*=When these button commands are entered, press Y button to conduct a feint. The feint 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:

A

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.

X

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:

BBX
A..X

f+BA..f+BA u+A..BBX



-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.

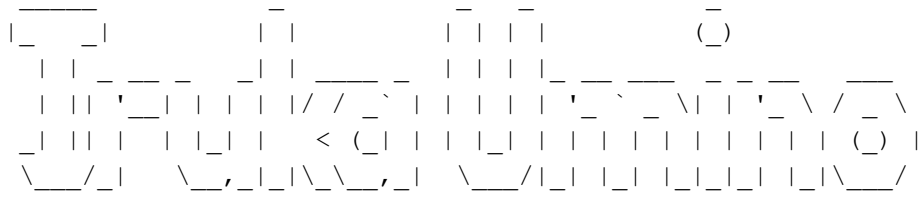
u+A
 Sand emerges from the floor below the opponent. This move is excellent for long range fighting as it has no distance limit.

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 BBBB
 Combo #02 BBBBAA
 Combo #03 BBBA

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.

X

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:

A

Iruka has the most powerful projectile in the game. The demon shuriken.
Feel free to throw it against any other projectile.

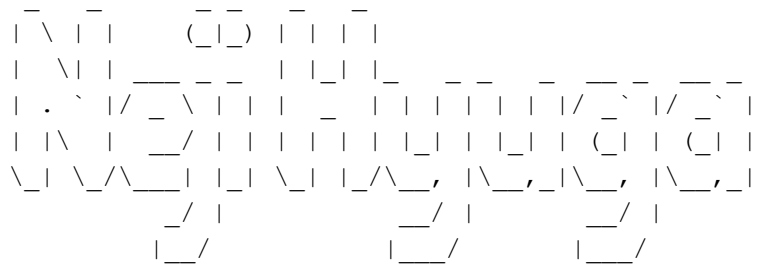
-Default combos:

Combo #01 BBBB

- 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



[NEJX]

-Description:

He's the Hyuga's most powerful master of the Byakugan. His special jutsu can't be copied with sharingan.

In-game status: Genin

-Fighting style:

Excellent short range fighter. He has a particular taijutsu style called Jyunken, similar to Hinata's, as they're both Hyugas. Neji can cancel some moves and go to a throw immediately, this is very useful to trick the opponents.

-Ninjutsus:

f+A

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 feint 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.

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[HAKX]

-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:

A
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.

X
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^致 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

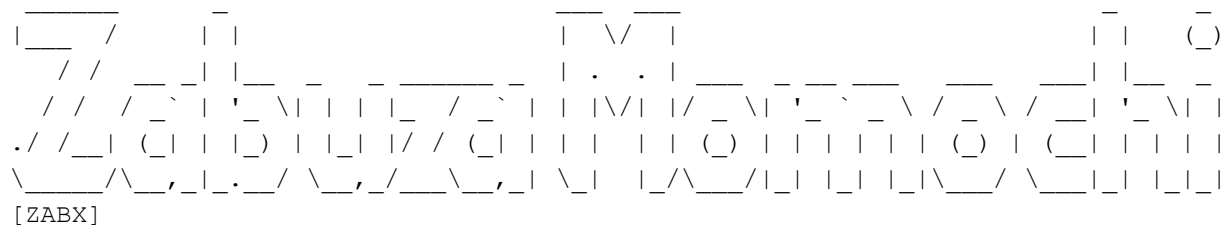
press and hold A to charge the needles. Just after you touch the ground release, dash forward jump and tap A. Dash, jump, tap A, dash, jump, tap A.... It must be done really fast in order to work.

-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 disappears and reappears above with a sword swing.
Slow move.

b+A

Zabuza's counter.
When attacked appears behind the opponent.

X

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+A

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 BBAAAA

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

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 [KANX]
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-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.

X
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+ABAAAAA
 Combo #21 f+ABAB COMBO 01 OR COMBO 09

-Useful extra combos:

BBX
 AX

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[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 to put gates on him.

-Ninjutsu:

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.



-Description:

Kiba's loyal dog.

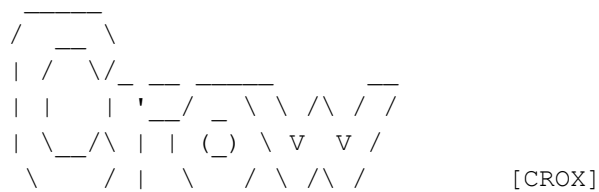
In-game status: Ninja dog?

-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 Phoenix 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



-Description:

Kankuro's puppet. Also known as Karasu.

In-game status: Puppet (Ninja tool)

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+BBBBBA
Combo #16 f+BBBA
Combo #17 f+BAA
Combo #18 d+BBBBBB
Combo #19 d+BBBBBA
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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[MIZX]

-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 BBBBBB
- Combo #02 BBBBA
- Combo #03 BBBA
- 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)

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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

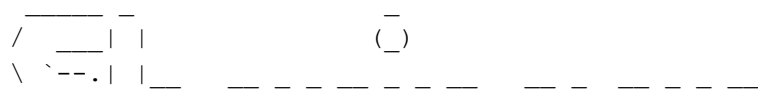
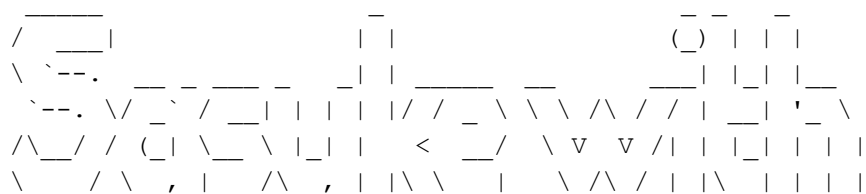
5 Pronged Seal
This is one of the most powerful specials in the game.
Not only causes around 50% of damage to the HP but seals chakra away for the entire round.

-Default combos:

- Combo #01 BBBBBB
- Combo #02 BBBBBBA
- Combo #03 BBBBA
- Combo #04 BBBAA
- Combo #05 f+BAAA
- Combo #06 f+BABA
- Combo #07 b+BA
- Combo #08 d+BBBBB
- Combo #09 d+BBBBBA
- Combo #10 d+BBBA
- Combo #11 d+AABB
- Combo #12 d+BA
- Combo #13 Running BA
- Combo #14 d+AAA
- Combo #15 d+ABA

-Useful extra combos:

- 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.

X

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

Phoenix 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:

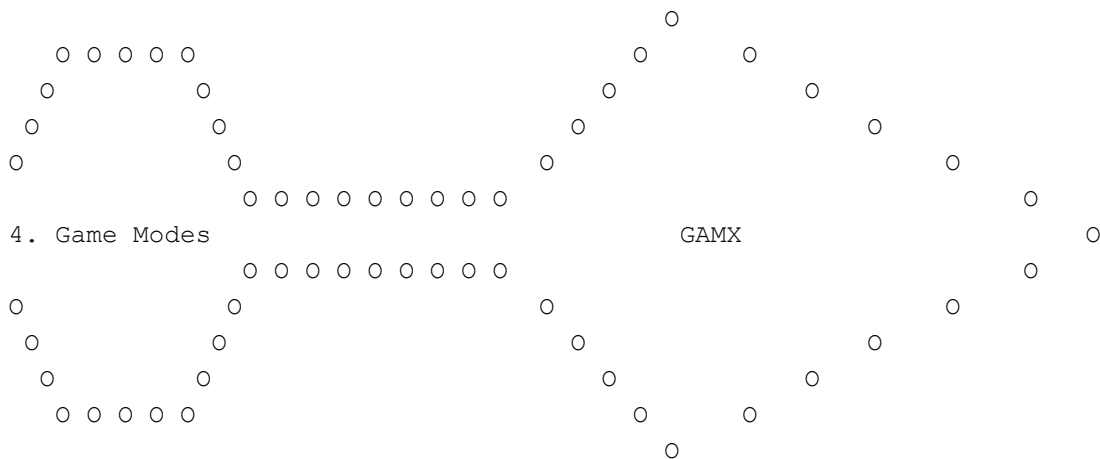
- Combo #01 BBBBBB
- Combo #02 BBA
- Combo #03 BBBA
- Combo #04 BBBBA
- Combo #05 f+BBB
- Combo #06 f+BABBBB
- Combo #07 f+BABA
- Combo #08 f+BABBA
- Combo #09 f+BAAA
- Combo #10 b+BBB
- Combo #11 d+BBB
- Combo #12 d+BBA
- Combo #13 d+ABBBB
- Combo #14 d+ABA
- Combo #15 d+ABBA
- Combo #16 d+AAA

-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.



```
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Basic modes
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```


-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]

\

>>>>>>>>
Game setup
>>>>>>>>

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

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

-View mode 2500
-Team battle 2500
-Oboro mode 2500

>>>>>>>>>>

Characters

>>>>>>>>>>

-Iruka Umino 2000
-Neji Hyuga 2000
-Kankuro 2500
-Haku 3000
-Zabuza Momochi 4000
-Might Guy 3500
-Akamaru 2500
-Crow 2500
-Nine tailed Naruto 5500
-Kakashi with sharingan 7500
-Mizuki 15000
-Orochimaru 50000
-Sasuke with sharingan 100000

>>>>>

Stages

>>>>>>

-Amid Toads 2000
-Academy rooftop 2000
-Ichiraku Ramen Shop 2000
-Village hidden in the leaves - Gate 2000
-Academy schoolyard 2000
-The forest of death 2000
-The Great Naruto Bridge 1 2000
-The Great Naruto Bridge 2 2000

>>>>>>>>>>>>>>>>

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

>>>>>>>>>>>>>>>>

-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

>>>>>>>>>>

Voice tests

>>>>>>>>>>

-Naruto Uzumaki	1500
-Sasuke Uchiha	1500
-Sakura Haruno	1500
-Kakashi Hatake	1500
-Rock Lee	1500
-Shikamaru Nara	1500
-Ino Yamanaka	1500
-Hinata Hyuga	1500
-Kiba Inuzuka	1500
-Gaara	1500
-Iruka Umino	1500
-Neji Hyuga	1500
-Haku	1500
-Zabuza Momochi	1500
-Kankuro	1500
-Might Guy	1500
-Nine tailed Naruto	1500
-Mizuki	1500
-Orochimaru	1500

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Handicaps

>>>>>>>>>>

-Attack PWR up (sm)	1000
-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 (m)	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

>>>>>>>>>
 Story mode
 >>>>>>>>>

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

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                          Unlockable modes
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These are the modes that must be unlocked first.

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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:

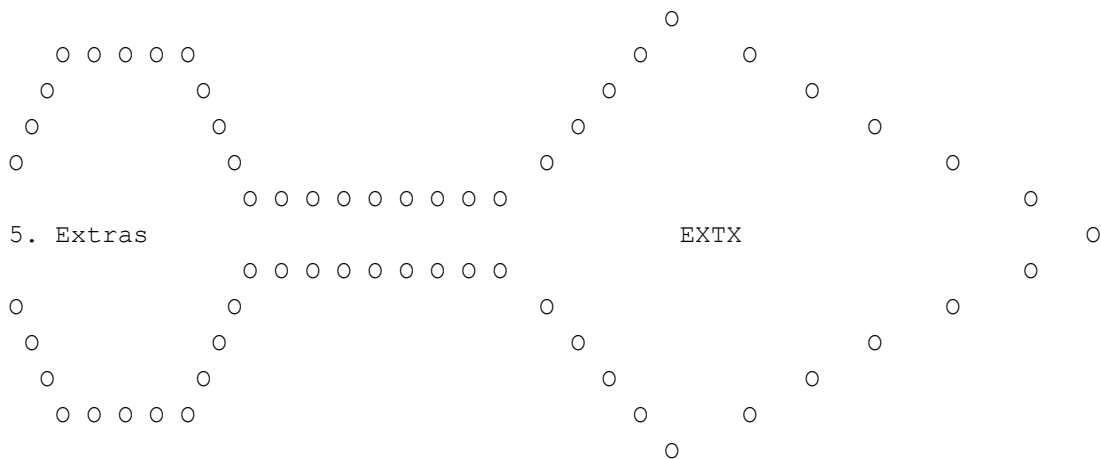
- Dumplings: Heals a bit of HP
- Ramen: Heals more HP
- Scrolls: Endures, which means the oboros won't stop your combos
- Coins: A small amount of money
- Banknote: More money

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

- 1: Enter Oboro mode. (Obvious.)
- 2: Choose Rock Lee.
- 3: As soon as the mode begins, open the Heal Gate. (Where Rock Lee stomps the ground and gains red aura when attacking.)
- 4: Attack the first few clones until you have a full chakra gauge.
- 5: Open Harm Gate. (Where Rock Lee's hair flares up.)
- 6: 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:

```
>>>>>>>>>>>>>>>
Sound player
>>>>>>>>>>>>>>>
```

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.

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>>>>>>>>>>>>>>>
Ninja info card
>>>>>>>>>>>>>>>
```

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 abbreviations these are the means:

- N - Ninjutsu
- T - Taijutsu
- G - Genjutsu
- I - Intelligence
- 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.

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6. General Tips      GENX      O
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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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