

Naruto Shippuuden: Narutimate Accel 2 GAME FAQ

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Table of Contents (Introduction)  
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- 1. Introduction.....[c01]
- 2. General Game Information.....[c02]
- 3. Frequently Asked Questions.....[c03]
- 4. Menu Translations.....[c04]
- 5. Master Mode.....[c05]
  - 5.0 Controls.....[c050]
  - 5.1 Map.....[c051]
  - 5.2 Menu.....[c052]
  - 5.3 Savepoints.....[c053]
  - 5.4 Character Upgrading.....[c054]
  - 5.5 Walkthrough.....[c055]
    - 5.5.1 Save Gaara Arc.....[c0551]
    - 5.5.2 Sasuke Rescue Arc 2.....[c0552]
  - 5.6 Clone Fights.....[c056]
  - 5.7 Memory Book.....[c057]
  - 5.8 Quests.....[c058]
    - 5.8.1 Special Quests.....[c0581]
    - 5.8.2 Social Quest.....[c0582]
    - 5.8.3 Jutsu Quests.....[c0583]
    - 5.8.4 Additional Quests.....[c0581]
  - 5.09 Customizable Jutsus.....[c059]
  - 5.10 Item List.....[c0510]
- 6. Versus Mode.....[c06]
  - 6.1 Controls.....[c061]
  - 6.2 Menus.....[c062]
  - 6.3 Items.....[c063]
  - 6.4 Special Items.....[c064]
  - 6.5 Character Selection.....[c065]
  - 6.6 Stages.....[c066]
  - 6.7 Ougi System.....[c067]
    - 6.7.1 Taunts.....[c0671]
    - 6.7.2 Awakenings.....[c0672]
    - 6.7.3 Ougi Types.....[c0673]
    - 6.7.4 Team Ougis.....[c0674]
  - 6.8 Jutsus.....[c068]
    - 6.8.1 Clashable Jutsus.....[c0681]
    - 6.8.2 Team Jutsus.....[c0682]
    - 6.8.3 Custom Jutsus.....[c0683]
  - 6.9 Movesets.....[c069]
- 7. Training Mode.....[c07]
- 8. Unlockables.....[c08]

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2. General Game Information [c02]  
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Shortinformation:

Title: Naruto Shippuuden: Narutimate Accel 2  
Japanese: NARUTOーナルトー 疾風伝 ナルティメットアクセル2  
Release: 12/20/2007  
Developer: Cyberconnect2  
Publisher: Namco/Bandai  
System: PS2  
Players: 1-2  
Price: 6800 YEN  
Controls: PS2 Controller

Narutimate Accel 2 marks already the 5th installment in this famous series for

the PS2. Previously known as Narutimate Hero (or Ultimate Ninja outside of Japan) it went through a little name change to underline that its about what happens to our favourite ninja after the time skip.

Narutimate Accel 2 starts where its predecessor left off. Which means it starts

with Sakura and Chiyo encountering Sasori and Naruto and Kakashi facing off with Deidara. This games storyline ends after Naruto and Sasuke finally meet the first time after the time skip in Orochimarus hideout. It includes a total

of 62 characters and xx stages in versus mode. The Master Mode was once again improved with 3 man cell gameplay using their special abilities

The fighting engine itself was also changed with a new system called "Narukun"

Narukun gives you the chance to select a certain partner before the fight who will help you while fighting. Selecting the right partner will give you the chance for special team based Jutsus and Ougis.

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3. Frequently Asked Questions [c03]  
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This section is just for questions that pop up on the forums multiple times a day or people mailed be about too many times. So if you have a problem try checking this section first, maybe one of your problems can be answered really

fast without checking the whole FAQ. Also before mailing me please check this section, your question might be in here too.

1. Are Hidan, Kakuzu, Team Hebi or Pain in this game?

No they are not because the game ends after the second Sasuke rescue arc.

2. How to disable the Assist/Team Mechanics

Thats not possible at all.

3. So whats new in this game?

10 new characters and a lot of updated old characters. New characters are Sai, Yamato, Sasori True Form, Chiyo with puppets, TS Ino, TS Shino, TS

Kiba, TS Hinata, TS Chouji, TS Sasuke. Updated characters are Orochimaru Kabuto, Naruto (4TK) and many more.  
Also there is a new Assist-System along with Team Jutsus and Ougis.

4. How do I unlock the last 3 assists and characters?

You have to complete the missions Investigating the Darkness 1-3 to get new clones standing around in Orochimarus Hideout. These are special quest and they only show up after you have done some Social and Jutsu Quest.

5. When will this come out in [insert your country here]?

Currently there is no release date for outside ouf Japan. Since the PS2 is at the end of its lifespan it might be that these games will never come out in other countries.

6. How can I play Sasuke in Master Mode?

Equip Sasuke's Kunai to Naruto. Its the item with +2 to all stats. When you get into a fight Naruto will be replaced by Sasuke.

7. How can I play this game?

Not much to say, just check the following link:  
<http://www.shishi-rendan.com/index.php?module=import>

8. How do I open the door in Orochimarus Hideout?

Do quest and one of the later ones will be to get to key and enter there.

9. My quest [...] doesnt't work and the characters aren't there.

1. Complete Master Mode
2. You need to complete other quests (Jutsu,Special or Social ones).
3. A character of your team is involved into the mission, remove all characters from your team.
4. You already have a active quest, check your notebook under the second options, if you can access it you have another active quest.

10. How to change characters in Master Mode?

Go to Tsunades Office and talk with Shizune. She will let you change or remove your team members.

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4. Menu Translation [c04]  
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Here you'll find translations for most of the menus you might see in the game.

=====  
Title Screen  
=====

New Game  
Load Game

=====  
Main Menu  
=====

Master Mode  
Free Battle  
Practice  
Shop  
  \*Figurines  
  \*Videos  
  \*Soundfiles for Characters  
  \*Game Music  
Collection  
  \*Character specific things  
  \*Videos  
  \*Sound player  
Options  
  1. Difficulty 1-5 (3 Standard)  
  2. Button Configuration   3. Screen positioning  
  4. Sound Configuration   5. Reset to default settings

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5. Master Mode [c05]  
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The Master Mode of Narutimate Accel 2 is quite the same from its predecessor. However the game feeling has changed. Naruto does have a new fighting style, you can finally boost your character stats. You also can select a variety of partners to support you in the battle and even play with them. The Master Mode Story goes from Naruto coming back to Konoha until the face off with Sasuke at the end of the second Sasuke Rescue Arc

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5.0 Controls [c050]  
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=  
Left Stick - Movement  
Right Stick - Move camera  
Square [] - Throw shurikens  
Triangle /\ - Use special ability  
Circle O - Attack  
Cross X - Jump  
Start - Opens the menu  
Select - Map On/Off  
L1 - Goes into ego perspective  
L2 - Zoom  
R1 - Change playable character  
R2 - Defend (in battle)  
R3 - Activate Kyuubi or Sharingan Mode (in battle)

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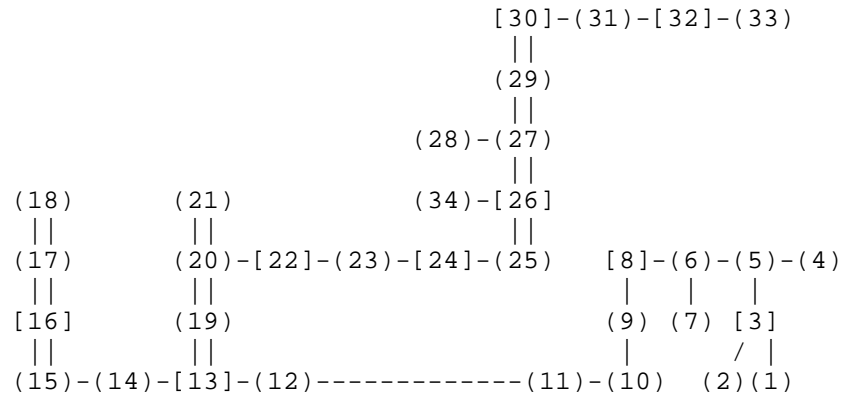
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5.1 Map [c051]

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If you press START you get to the options. There is a rolled out scroll which will show you the game map. This is a simplified version of the map you will see in the game. I will use the numbers and names in my FAQ for better guidance.



- #01 Training Grounds
- #02 Forest of Death
- #03 Training Road
- #04 Dark Green Knoll
- #05 Konoha Highway
- #06 Konoha Tea Street
- #07 Hokage Highway
- #08 Konoha Gates
- #09 Konoha Plains
- #10 Konoha Knoll
- #11 Konoha Forest
- #12 Wind Country Forest
- #13 Overlapping Deserts
- #14 Silent Wasteland
- #15 Wide Desert
- #16 Hidden Sand's Gates
- #17 Hidden Sand's Main Street
- #18 Hidden Sand's Kage Area
- #19 Hot Sand Wasteland
- #20 Sand Cloud Desert
- #21 Sand Cave
- #22 Wind Country Canyon
- #23 River Country Border
- #24 Seal Forest Area
- #25
- #26 Akatsuki Hideout
- #27 Deidara Persecution Road
- #28 River Country Forest
- #29
- #30
- #31 Bridge of Heaven and Earth

#32  
#33 Orochimarus Hideout  
#34 Akatsuki Cave

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=  
5.2 Menu [c052]  
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Here you can access various information.  
To get into the menu press START. To leave it X. 0 is accepting.

=====  
Bag - Items

=====  
A list of all items devided into 4 tabs. If you dont have items of a certain type the tab will be grey, if you have items it will be white.

1. Recovery Items
2. Equipment
3. Free Battle Items
4. Jutsu Scrolls

=====  
Scrolls - Character/Team settings  
=====

Here you can make a lot of settings for you team.  
In the first menu you can select the character.  
It will bring you to a screen with 3 options.

1. Stat Upgrade
2. Equip Special Item
3. Check Jutsu

In the stat upgrade section you can increase the following 5 stats of your character.

- Stats:
1. Health
  2. Chakra
  3. Power
  4. Defence
  5. Speed

=====  
Rolled out green scroll - Map  
=====

This is your overview map. If you don't know where to go check here because it always highlights the area you have to go to.

=====  
Small Green Book - Notebook  
=====

1. Main Story Recap
2. Active Quests
  - \*Active Side-Quests
  - \*Active Storyline Quests
  - \*Active Jutsu Quests
3. Completed Quests
  - \*Completed Side-Quests
  - \*Completed Storyline Quests
  - \*Completed Jutsu Quests
4. List of Learned Jutsus
5. Controls
  - \*Movement Controls
  - \*Battle Controls
6. Game Statistics
  - \*Battles Fought
  - \*Bandits Killed
  - \*Side-Quests Cleared
  - \*Boxes Broken
  - \*Steps Taken

=====  
 Room - Training Area  
 =====

You practice your moves against an infinite HP Kakashi.. Press START to exit a lesson. If you want to leave the mode press X in the lesson overview.

=====  
 Green Book - Clone List  
 =====

A list of all clone characters you defeated.

=====  
 White Book - Memory Book List  
 =====

You can collect 20 glowing pages of a memory book for quest. This menu shows you which ones you have collected already.

=====  
 Green Door - Exit  
 =====

Here you can exit Master Mode.

=====  
 =  
 5.3 Savepoints [c053]  
 =====  
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When you start the Master Mode there is no option in the menu to save. In order to do this you'll need to find a save point. Save points are marked with

green dots with a white outline on the map. You can find them all around the world.

The save point will give you the following options.

1. Save
2. Teleport [after you beat Master Mode]
3. Exit

After saving you will be asked if you want to continue playing or leave the game. The standard selected options that you want to continue playing. If you don't want to take the top option to leave the game

After beating Master Mode a new option at the save point will unlock. This one enables you to teleport between saves points. When you do so you'll get to the overview map. All big blue dots mark the places you can warp too.

Teleporting has one requirement. You need to acquire/buy a certain scroll. This one can either be found in boxes along RPG Mode or be bought in Shops. This scroll is read and almost at the bottom of the shop. In the Konoha shop it costs 5000 RYO and in the Sand Village shop 4500 RYO.

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5.4 Character Upgrading [c054]  
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In Narutimate Accel 2 Master Mode you're able to increase the stats of your characters and also to equip items to your characters along with upgrading the level of your Jutsus. The maximum level for your characters is LVL 50 and the maximum for stats is 50 too.

If you want to upgrade a character you need to find the right menu first. When you're in Master Mode press START to get into the menu. Now choose the the icon with the 4 scrolls (Green-Orange-Yellow-Blue). You will see your team members. If you choose one of them another screen with will pop up. Which should look like the following scheme.

Character Icon	Stats            Health X+X Chakra X+X Power X+X Defence X+X Speed X+X Current EXP    xxxxxxxx
1. Stats	
2. Equipment	
3. Jutsus	
	----- Sensei Character Icon Stat 1 Stat 2 Stat 3 Stat 4 -----
Jutsu 1 Lv. 1	
Jutsu 1 Lv. 2	
Jutsu 1 Lv. 3	Equipped Item: Name

The X stands for your current character stat. The "x" is you current EXP.



=====  
How do I upgrade my character now?  
=====

This is very easy. Just select the stats menu. Another screen pops up which means the following (translated).

```
[Health] < [Number] > [Number]
[Chakra] < [Number] > [Number]
[Power] < [Number] > [Number]
[Defence] < [Number] > [Number]
[Speed] < [Number] > [Number]
```

The first column are the stat names. The second column are you current stats and the third column are the points that are needed to increase your character

stats by one. If you want to increase one of the stats just select it and press right on the digipad to increase it. At the bottom is a yellow field that tells you how much points you have left for stat increasing, if its too low you can't increase any of the stats. When you're done just hit the big red

button at the bottom to confirm the upgrading. If you press /\ Triangle you can also check how many more points you need to upgrade your Jutsus.

=====  
How do I upgrade my Jutsus now?  
=====

The Jutsus of the characters get upgraded by reaching certain number of stats.

If you choose the third option in the screen I just showed you you can see your three Jutsus and right to it how you need to increase the certain stats to upgrade it to the next level.

Example:

	Health	0
*Yellow Icon Jutsu 1 Lv. 0	Chakra	5
Blue Icon Jutsu 2 Lv. 0	Power	1
Red Icon Jutsu 3 Lv. 0	Defence	0
	Speed	0

The \* is the selected Jutsu. The right screen shows you that you need 5 more chakra and 1 more power to get the Jutsu to level 1. This is how it works for all Jutsus.

=====  
Naruto  
=====

Rasengan:

Lv1 Chakra: 5 Power: 5  
Lv2 Chakra: 20 Power: 15  
Lv3 Chakra: 40 Power: 35

Fuuma no Shuriken:

Lv1 Health: 12 Denfence: 12

Lv2 Health: 26    Denfence: 29  
Lv3 Health: 38    Denfence: 42

Kagebunshin no Jutsu:  
Lv1 Chakra: 15    Speed: 14  
Lv2 Chakra: 30    Speed: 28  
Lv3 Chakra: 42    Speed: 38

=====  
Sasuke  
=====

Chidori:  
Lv1 available from the start  
Lv2 available from the start  
Lv3 Chakra: 35 Power: 38

Shuriken  
Lv1 available from the start  
Lv2 available from the start  
Lv3 Defence: 35 Speed: 38

=====  
Sakura  
=====

Rock Punch:  
Lv1 Chakra: 6 Power: 5  
Lv2 Chakra: 16 Power: 16  
Lv3 Chakra: 39 Power: 37

Healing Jutsu:  
Lv1 Health: 8 Defence: 7  
Lv2 Health: 28 Defence: 26  
Lv3 Health: ? Defence: ?

=====  
Kakashi  
=====

Summon Pakkun:  
Lv1 available from the start  
Lv2 Chakra: 27 Defence: 25  
Lv3 Chakra: Defence:

Summon Dog Pack:  
Lv1 available from the start  
Lv2 Health: 25 Speed: 28  
Lv3 Health: ? Speed: ?

=====  
Neji  
=====

Byakugan:  
Lv1 available from the start  
Lv2 Health: 22 Chakra: 24

Lv3 Health: 32 Chakra: 35

=====  
Sai  
=====

Ink Painting: Bird:  
Lv1 available from the start  
Lv2 Power: 27 Defence: 27  
Lv3 Power: 38 Defence: 38

Ink Painting: Mice:  
Lv1 Chakra: 15 Speed: 15  
Lv2 Chakra: 30 Speed: 30  
Lv3 Chakra: ? Speed: ?

=====  
Sensei Characters  
=====

You can choose a extra Team Member that won't walk along with you but who will give extra stats.

=====  
Shizune  
=====

Health +2  
Chakra +6  
?? +3  
?? +3

=====  
Asuma  
=====

Power +10  
?? +4

=====  
Kurenai  
=====

Chakra +10  
Power +4

=====  
Yamato  
=====

Power +4  
? +10

=====  
Rock Lee  
=====

?? +13

=====

Tenten

=====

Chakra +4

Power +3

?? +6

=====

Gai

=====

Health +10

Power +4

=====

Shikamaru

=====

Health +1

Power +4

?? +4

?? +4

=====

Chouji

=====

Health +8

Chakra +2

Power +3

=====

Ino

=====

Chakra +3

Power +2

?? +4

?? +4

=====

Kiba

=====

Power +4

?? +9

=====

Shino

=====

Health +5

Chakra +5

?? +3

=====  
Hinata  
=====

Chakra +9  
?? +4

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5.5 Story Walkthrough [c055]  
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This time there is no fictional filler story as in Narutimate Accel 1. This game features the first 2 arcs of the part 2 manga.

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5.5.1 Save Gaara Arc [c0551]  
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[Intro]

Just like in the start of the Shippuuden Anime we see Naruto finally meeting up with Sasuke. The scene ends with Sasuke trying to stab Naruto. The scene changes and we see Naruto and Jiraiya coming home to Konoha.

While Naruto checks out the town he meets up with Sakura for the first time since he left Konoha. After you have finished talking with everyone you will have to get to Tsunades Hokage Office. Its located at the Hokage Highway [07] so quickly head there. If not sure with the map yet you have to take the way north and the right way on the next map.

In Tsunades Office you will meet up with Shikamaru and Temari. While talking Kakashi will show up and wants to challenge you with again with the good old Bell Training. When you're able to move your next target will be the Training Grounds [01]. Go back to the intersection you came from and take the other way this time, on the next maps just go right and then left to reach the Training Grounds. When you enter Kakashi will challenge you and a Versus Mode Fight will start.

Naruto (sup: Sakura) vs Kakashi (Gives 1000 RYO)

Conditions: 1. Win the fight  
2.

Now that you have gotten the bells leave the map. A man will stop you and explain a few things to you about the symbols some people have above their heads. At the moment you can't leave the map. Walk to the Savepoint to see a little glowing thing. Collect it and return to the man and talk with him. Now you're finished head back to the Konoha Gate area [08] and meet up with Iruka. While eating some good ramen he will tell you some new news about your friend Gaara.

The scene now changes to Sasori and Deidara entering the Sand Village.

Deidara

will encounter Gaara on top of a building in the village and a new fight will start.

Gaara vs Deidara (Gives 2000 RYO)

Conditions: 1. Win the fight  
2. Opponent has increased attack

Gaara will win but Deidara uses one of his spiders finish to get Gaara and take him with him. Now you're playing Kankuro who tries to save Gaara. Run straight to leave the town. On the first Sandfield a countdown will start. You only have 3 minutes to reach the Akatsuki Team. They are located in the Sand Cloud Desert [20] which can be reached by taking the only exit of the next map and then just the top right exit on your minimap in the next area. After that just run the only way to get to a huge desert area. There should be big red dot now in the top right so get there to meet with the Akatsukis. Kankuro will try everything to save Gaara and a new fight will begin.

Kankuro vs Sasori Hiruko (Gives 2000 RYO)

Conditions: 1. Win the fight  
2. Opponent has increased defense

Kankuro will pass out by poison and the Akatsukis will take Gaara.

You're back playing Naruto now. Next station is the Hokage Office [07] for you. Before you can enter it some text will pop up but just enter the Office after that. Jiraiya will be there and challenge you.

Naruto vs Jiraiya (Gives 3000 RYO)

Conditions: 1. Win the fight  
2.

After the fight it turns out that it were just Bunshins. Tsunade will talk a bit more with you and then you should leave the office. When you leave Naruto will think about something and meet Sakura and then you're back at the Gate. Head back the Hokage Office [07] again now to get the message that Gaara was captured. Now its time to get to the Sand Village [18]. This will be a long way but its pretty simply always go straight and you should get there after a while. On one of the maps some harder bandits will fight you but that shouldn't be a big problem.

When you're there a red dot will mark your final destination at the end of the streets. When you're ready after the talking get to the shop which is marked with a red dot to get a little quest. When you're read its time to get back to the desert. On the second map at the outskirts you will meet a merchant who is threatened by some bandits. Its your turn now to get away with them. After winning the fight you're back in town, get back to your team now. After a new talking sequence go to the Gate [49] to meet with Chiyo.

A scene will pop in where we see Team Gai leaving Konoha to support Team 7. Now leave the Sand Village and walk into the desert until a FMV appears.

[FMV]

We see how Gaaras Tailed Beast gets extracted by Akatsuki

Another time we change to Team Gai which will be encountered by Kisame.

Gai vs Kisame (Gives 2000 RYO)

Conditions: 1. Win the fight  
2.

Walk to the next way and get to the top right exit of the minimap now. When you try to leave a short talk with Chiyo will start. There is a wounded man now near the big stones only a bit away from you. He is marked with a red dot so get there quickly. He will tell you something and a 5 minute countdown is going to start. Don't worry that is much more that needed. You only have to get to the center of the map to find another wounded man. When you're finished you'll be right back to the exit of the map so just continue your way now until Itachi will cross you way.

Naruto vs Itachi (Gives 2000 RYO)

Conditions: 1. Win the fight  
2.  
3.

We see Naruto getting caputred in Itachis Genjutsu.

Kakashi vs Itachi (Gives 3000 RYO)

Conditions: 1. Win the fight  
2.

After finding out that it wasnt the real Itachi and seeing the long sequence with Gaara just continue your way until the next sequence starts. After a lot more talking we see Team Gai in front of the Akatsuki Hideout trying to get away with the stone. Team 7 joins in they notice that there are seals that protect the entrance. You're playing with Neji now who can see the seals with his Byakugan. There are 4 seals you have to destroy.

The locations of the seals are in every corner of the map. You have to hit them with a Kunai to trigger the fight. Some of them are high at the walls or or high at a tree so you have to switch to the ego perspective with L1 to shoot at the seals.

Top Left Corner

Gai vs Gai (Gives 1000 RYO)

Conditions: 1. Win the fight

Bottom Left Corner

Tenten vs Tenten (Gives 1000 RYO)

Conditions: 1. Win the fight

Top Right Corner

Lee vs Lee (Gives 1000 RYO)

Conditions: 1. Win the fight

Bottom Right Corner

Neji vs Neji (Gives 5000 RYO)

Conditions: 1. Win the fight

After the final clone Kakashi lifts the last seal on the stone of the entrance and Sakura smashes it. Enter the cave to trigger the next event. Sasori and Deidara will be waiting for you, Deidara tries to escape with Gaara on one of his claybirds and Naruto will follow him which is the next fight in line.

Conditions: 1. Win the fight

Naruto vs Deidara (Gives 3000 RYO)

Conditions: 1. Win the fight  
2.

Kakashi will come to support you and Deidara tries to escape. Naruto once again can't hold back and will follow him. In the meantime Sakura has to deal with Sasori.

Sakura (sup Chiyo) vs Sasori (Gives 3000 RYO)

Conditions: 1. Win the fight  
2.

Sakura smashes Sasori into a wall and he will reveal his true form. The scene changes back to Kakashi and Naruto who have to follow Deidara. Look out for the clay spiders because they can get pretty annoying. You have set timeframe of 3 minutes to reach the end of the route to meet with Deidara. At the same time Sakura and Chiyo have to deal with Sasori's true form.

Puppet Chiyo (sup Sasori) vs Sasori True Form (Gives 3000 RYO)

Conditions: 1. Win the fight  
2.

Now Sasori is going to reveal his final form.

Sakura vs Sasori Final Form (Gives 3000 RYO)

Conditions: 1. Win the fight  
2. Opponent has increased attack  
3. Opponent has increased speed

Since the fight is over we go back to Naruto who has to face off with Deidara a last time for now.

Kakashi vs Deidara (Gives 3000 RYO)

Conditions: 1. Win the fight  
2.



Naruto vs Deidara (Gives 5000 RYO)

Conditions: 1. Win the fight  
2.  
3.  
4.

First arc ends here.

=====  
=  
5.5.2 Sasuke Rescue Arc 2 [c0552]  
=====  
=

The Teams get back from the big fight but there is time to rest yet! Go straight Konoha Highway [05] to meet with Team Kurenai. When you're done talking head to Tsunades Office [07]. When you're finished with talking go back to the Gate [08] to meet Kurenai with her Team. You have to get to the desert to meet there with them. However it will be a bit tricky this time because you're not allowed to take any damage. Neither from enemy encounters nor traps somewhere so try to avoid them as good as possible or you have to start from the beginning all over. When you arrive at the first desert area head to the red dot to meet with the team, finally you're done.

No go back to the Hokage Office, when you enter the area a cutscene will start.

[FMV]  
Sai attacks Shikamaru, Chouji and Naruto.

Naruto vs Sai (Gives 5000 RYO)

Conditions: 1. Win the fight  
2.

After the fight enter Tsunades Office to find out that Sai is your new team member along with your new leader Yamato. Return to the Gate [08] to find out about your new mission. Next target is the Akatsuki Cave so lets go there. When you enter the first desert area your mission will change and you have to go to the Sand Village. Walk to the last street map [18] and get in touch with the guy waiting for you at the red dot. After the talk you're playing on your own again so just leave this street area to trigger the next side quest. Your mission will be to fight a few bandits in the Sand Cave [21] so quickly head there. When you're there finish the group off, they shouldn't be a big problem and head back to where you came from. Note that there the number of bandits running around now has increased so if you don't like fighting be careful. When you get back to the guy who gave you the mission you have to fight another group of bandits. Now you're really finished and after some more talk with everyone you can start to the Heaven and Earth Bridge [29]. On the way there you will get to the Akatsuki Cave and Yamato is going to challenge you.

Naruto vs Yamato (Gives 5000 RYO)

Conditions: 1. Win the fight

- 2.
- 3.

Now just follow the way to the cave to get another discussion with your team. After this is done enter the cave. When you're able to move again run straight to the Seal on the wall. Two clones will of Naruto and Sakura will show up.

Naruto (sup: Sai) vs Sakura (Gives 5000 RYO)

Conditions: 1. Win the fight  
2.

Yamato (sup: Sakura) vs Naruto (Gives 5000 RYO)

Conditions: 1. Win the fight

Then just follow the way you followed Deidara earlier, when you come to the intersection take the right way and follow the way over the two maps to get to the bridge. Yamato will impersonate Sasori and meets with Kabuto . Orochimaru shows up too and they both get on Yamato.

Yamato vs Kabuto (Gives 5000 RYO)

Conditions: 1. Win the fight  
2.

Naruto with 4 Tails vs Orochimaru (Gives 8000 RYO)

Conditions: 1. Win the fight  
2.  
3. Opponent has increased speed  
4. Opponent has increased attack

After the fight Sai will betray you and go with Orochimaru. Now you're alone with Sakura in your team. Just follow the bridge to the next map and go to the red dot to meet with Yamatos Wood Bunshin.

Yamato (sup: Naruto) vs Orochimaru (Gives 8000 RYO)

Conditions: 1. Win the fight

Sakura vs Kabuto (Gives 8000 RYO)

Conditions: 1. Win the fight  
2. Opponent has increased attack  
3. Opponent has increased speed

Finally you're able to enter Orochimaruss Hideout. Walk straiht to the center of the room to meet up with Sai.

Naruto vs Sai (Gives 8000 RYO)

Conditions: 1. Win the fight

2. Opponent has increased attack
3. Opponent has increased speed

Now continue your way to the next hall. Enter the first room on the right and grab the key from the chest in the room. After that head to big door at the end of hall way and enter it to meet with Sasuke.

Naruto (sup: Sai) vs Sasuke (Gives 10000 RYO)

- Conditions:
1. Win the fight
  2. Enemy has increased attack
  3. Enemy has increased speed

Naruto (sup: Sakura) vs Sasuke (Gives 10000 RYO)

- Conditions:
1. Win the fightgreen
  2. Naruto is in Akai Chakra Mode
  3. Opponent has increased speed
  4. Opponent has increased attack

After finishing him your done with the story.

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5.6 Clone Fights [c056]
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When play through the game you will see a of lot characters standing around with gray Konoha symbols above their head. You can fight these npcs to get the them for Versus Mode (if you haven't started with a savegame from a previous game) and unlock assist characters. The list will show you where you can find each of them. Not all Clones are there from the beginning, so if a special one you're not there when you start just check back later after you finished some other clones.

Note: 5 Clones cannot be found until you clear Sasukes part in Master Mode along with going with Naruto through all the rooms. After that you can find 4 new clones (marked with \* behind the names in my list) near and in Orochimarus Hideout. After you got those the final clone of the 4th Hokage will stand on the Hokage Office in Konoha.

Explanation:

[NR][Map][Character][Reward][vague location(on the minimap)]

- |     |      |           |            |                                |
|-----|------|-----------|------------|--------------------------------|
| #01 | [07] | Naruto    | [3000 RYO] | - top of the building          |
| #02 | [04] | Sakura    | [3000 RYO] | - center of the map near iruka |
| #03 | [11] | Sai       | [3000 RYO] | - right side of center         |
| #04 | [23] | Kakashi   | [4000 RYO] | - center                       |
| #05 | [24] | Neji      | [4000 RYO] | - center                       |
| #06 | [20] | Rock Lee  | [3000 RYO] | - near the center pit          |
| #07 | [06] | Tenten    | [3000 RYO] | - in front of the shop         |
| #08 | [20] | Gai       | [4000 RYO] | - near center pit              |
| #09 | [25] | Shikamaru | [3000 RYO] | - near entrance                |
| #10 | [19] | Chouji    | [3000 RYO] | - center right                 |

#11 [04] Ino [3000 RYO] - near entrance  
#12 [01] Asuma [3000 RYO] - near the center  
#13 [27] Kiba [3000 RYO] - center left  
#14 [28] Shino [3000 RYO] - center left edge  
#15 [22] Hinata [2000 RYO] - center left  
#16 [22] Kurenai [4000 RYO] - center north  
#17 [18] Gaara [5000 RYO] - sand village top of the building  
#18 [21] Kankuro [4000 RYO] - center left  
#19 [14] Temari [4000 RYO] - center left  
#20 [16] Chiyo [4000 RYO] - near the entrance  
#21 [34] Chiyo Puppets [5000 RYO] - center  
#22 [31] Itachi [5000 RYO] - middle of bridge  
#23 [29] Kisame [5000 RYO] - middle of map  
#24 [27] Deidara [5000 RYO] - center  
#25 [31] Sasori Hiruko [4000 RYO] - middle of bridge  
#26 [34] Sasori Real [5000 RYO] - center  
#27 [07] Jiraiya [3000 RYO] - Tsunades Office  
#28 [07] Tsunade [5000 RYO] - top of the Hokage Office  
#29 [02] Shizune [4000 RYO] - near the entrance  
#30 [11] Yamato [4000 RYO] - near entrance  
#31 [33] Orochimaru\* [5000 RYO] - last room of hideout  
#32 [32] Kabuto\* [4000 RYO] - near hideout entrance  
#33 [33] Sasuke\* [5000 RYO] - first room of hideout dungeon  
#34 [08] PTS Naruto [2000 RYO] - right from entrance  
#35 [33] PTS Sasuke\* [2000 RYO] - first room in the hideout  
#36 [06] PTS Sakura [2000 RYO] - right from entrance  
#37 [07] PTS Neji [2000 RYO] - near the entrance  
#38 [03] PTS Rock Lee [2000 RYO] - near the intersection  
#39 [15] PTS Tenten [3000 RYO] - left side of the map  
#40 [10] PTS Shikamaru [2000 RYO] - near entrance  
#41 [05] PTS Chouji [2000 RYO] - near entrance  
#42 [05] PTS Ino [2000 RYO] - on the plateau  
#43 [12] PTS Kiba [2000 RYO] - right in the forest  
#44 [12] PTS Shino [2000 RYO] - center right in the forest  
#45 [09] PTS Hinata [2000 RYO] - near the entrance  
#46 [09] Hanabi [5000 RYO] - next to entrance  
#47 [08] Konohamaru [1000 RYO] - near the center  
#48 [02] Anko [3000 RYO] - near the entrance on a plateau  
#49 [07] Nidaime [5000 RYO] - next to office entrance  
#50 [11] Shodaime [5000 RYO] - right entrance  
#51 [01] Sandaime [5000 RYO] - memorial stone  
#52 [07] 4th Hokage\*\* [10000 RYO] - top of hokage office  
#53 [12] PTS Gaara [3000 RYO] - near the savepoint  
#54 [17] PTS Kankuro [2000 RYO] - near the savepoint  
#55 [18] PTS Temari [2000 RYO] - near the savepoint  
#56 [32] Kimimaro [3000 RYO] - top of map  
#57 [29] Sakon [2000 RYO] - entrance of map  
#58 [25] Tayuya [2000 RYO] - exit of map  
#59 [24] Kidomaru [2000 RYO] - on a plateau near the entrance  
#60 [19] Jirobo [2000 RYO] - near entrance  
#61 [26] Zabusa [4000 RYO] - right from entrance  
#62 [26] Haku [3000 RYO] - right from entrance

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Shortly after you have started the story of the game a guy will stop you and give you a little quest to find pages of his Memory Book he lost. You have to find these and bring them back to him.

[NR][Map][vague location(on the minimap)]

- #01 You get this automatic while playing through the game
- #02 You get this automatic while playing through the game
- #03 [06] Right side of the shop
- #04 [11] Entrance of the map
- #05 [13] In the pit near the savepoint
- #06 [16] right before entering
- #07 [17] middle/left of the street map
- #08 [18] sand village bridge
- #09 [20] near a huge rock at the top left exit
- #10 [23] center
- #11 [24] near the center on the plateau
- #12 [24] near exit
- #13 [25] near the exit
- #14 [26] right near hideout entrance
- #15 [28] near a tree

After this page you have to get back to the man. If you forgot where he is, you can find him at the Training Road [03]. Tsunade will appear and tell you to check for more pages between the Akatsuki Hideout and Orochimarus Base.

- #16 [27] near the top exit down in the grounds
- #17 [29] on one of the stone pillars
- #18 [30] near the save
- #19 [31] near the exit
- #20 [32] center near a tree

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## 5.8 Quests [c058]

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Besides the storyline there are many more things to do in Master Mode. One thing are the many Quests. You will find 4 kinds of quests.

1. Special Quests
2. Social Quest [Yellow Handshake Symbol]
3. Jutsu Quests [Green Scroll Symbol]
4. Additional Quests [Grey Konoha Symbol]

Not every quest is available from the start and especially the Special Quests require you to complete some Social Quests first.

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### 5.8.1 Special Quests [c0581]

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You will get these after you have done some Social and Jutsu Quests.

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Quest #01 Bonds of a Parent and Child

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Location : Sakura at the Hokage Highway [07].

Reward : Naruto Doll

Mission : First you have to enter the Hokage Office and talk with Tsunade. When you're done leave the office and a few people will stand near the office. Talk to them to get new informations. After that head to the Dark Green Knoll area [04] where Iruka usually stands. A little girl will stand near him now. Talk to her and when she has finished talk to her another time. Blue items will appear around the area. You have to get the one that is farthest behind Iruka. (If you're not sure check the Kanji name for the item but don't collect it and talk to the girl again to check the highlighted

part

if its the same as the item). Bring the item to the girl when you have the right one. Now she will ask you some questions, the right answers are 2-3-3. Now you only need to get back to the parents to finish the mission.

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Quest #02 Investigating the Darkness 1

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Location : Tsunade at the Hokage Highway [07] in her office.

Reward : Nothing

Mission : At the entrance of Konoha will be a delivery man who will hand over

a letter to Naruto. Go to Tsunade in her office [07] and she will order you to investigate at Orichmarus Hideout. Form a team and head to Orochimarus base [33]. When you're there Naruto will talk about how the place stences evil, and he's got a bad feeling. Keep on your way to the last room with the snake head. Get the key and head back to Tsunade. When you give her the key Sasukes part of

the

Master Mode will start.

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Quest #03 Investigating the Darkness 2

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After finishing quite a few mission there will be a new one where you can play

as Sasuke in the RPG Mode. You'll have to complete 19 rooms to finish this mission. I will only note the way to get to the exit. You can find some chests

with items in the rooms but most of them are not really worth getting.

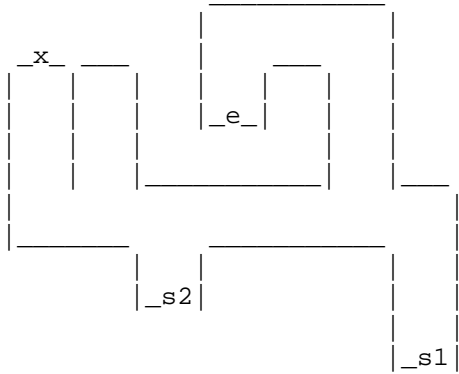






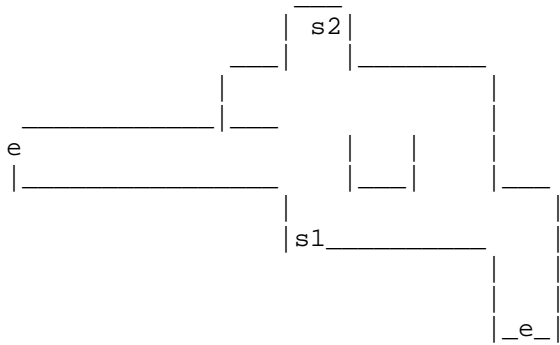
Get straight to the exit, there are exploding tags on your way so watch out.

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Room #06
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```



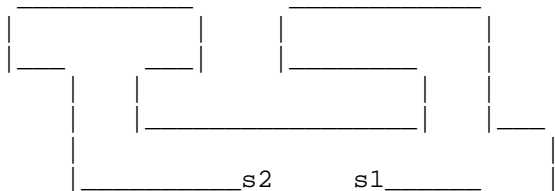
First go to s1 to open the door to the elevator, then go to s2. You have to break the wall to get to s2, just activate the elevator and leave.

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Room #07
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Just walk your way to s2, you will see s1 on the way but ignore it. After smashing the wall and getting s2 activated you can leave the room.

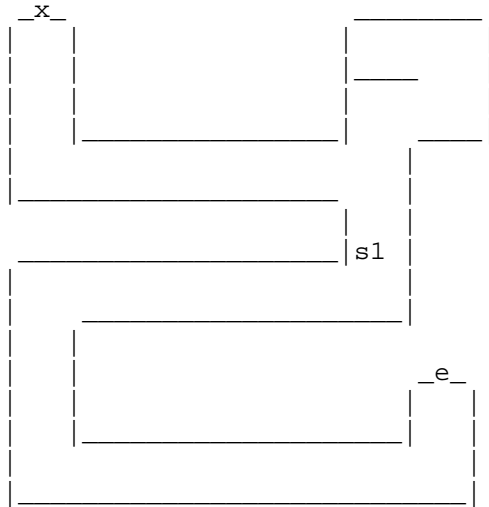
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Room #08
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Some stuff to do. Head to s1 first. After you have activated ti just get your way to s2 to enable it. Head to s3 now, almost done. Just get s4 activated to leave this room.

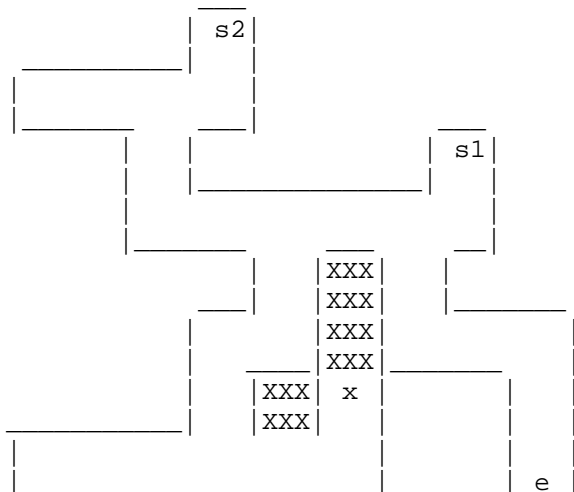
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Room #11
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Easy going, smash the wall on your way, activate s1 and head to the exit.

Note: From here on you will need Chidori LVL 3 to smash the walls.If you don't have it yet you won't get further in this room.

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Room #12
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  |   |
  |_s3|

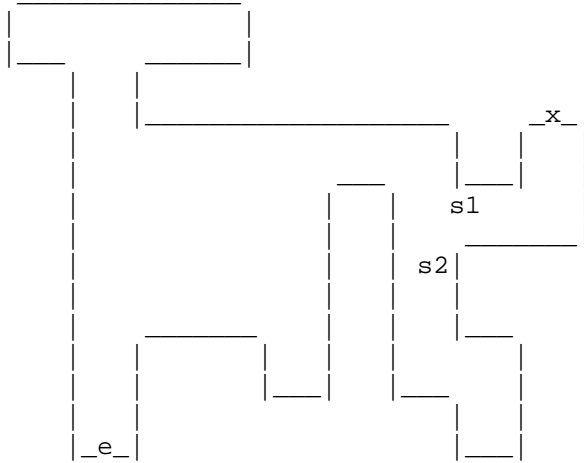
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First activate the seal at s1. Now head right to s2 to activate the elevator. Only s3 is missing to open the door and your change to leave is there.

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Room #13
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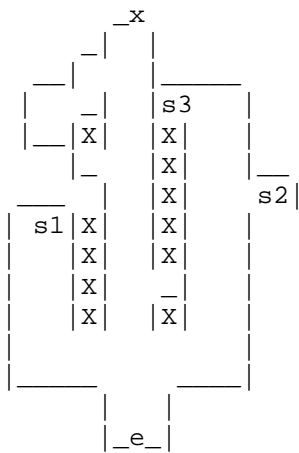


Not much to do, just get to s1 to lower the bridge and leave.

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Room #14
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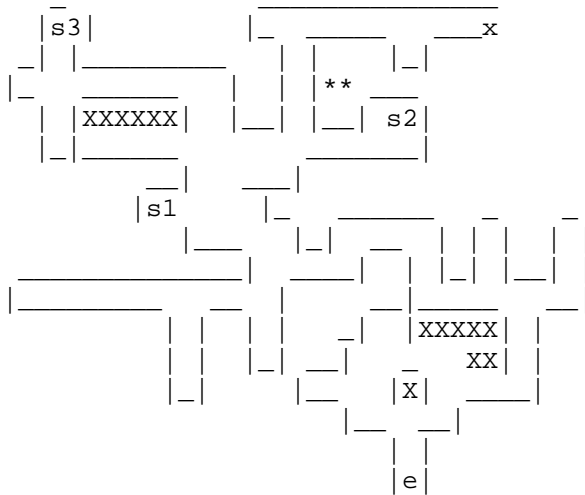
First take the left way to change the way the band moves. Then take the other way to activate s2 and s3. These will open the door for the band and lower the bridge so that you can exit this room.





You have to smash a wall to get in there. After enabling the switch just go  
you  
way to the exit. You will have to activate the bridge at s2.

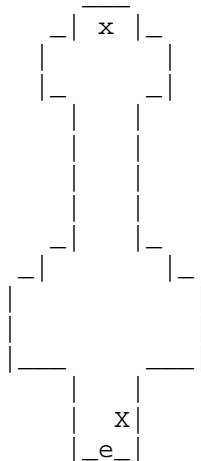
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Room #19  
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```



First get all your way to s1 to activate the elevator. Activate s2 there and then head to s3 and activate it. Now head to the exit.

Note: shortly before you leave, there is a hidden room at "\*\*". You might need to activate a search ability to see it. Use Rasengan to open it and activate it to lower the last bridge in this room. You will get a Jutsu Scroll in the treasure box.

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Room #20  
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Finally the last room. Just go straight until a cutscene with Orochimaru and Kabuto appears. You will have to do a boss fight against Orochimaru. Chidori helps here greatly. After you finished the boss it turns out it was a fake and not the real Orochimaru. Here ends his story and you will switch back to Naruto.

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Quest #04 Investigating the Darkness 3  
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Location : Tsunade in her office [07].  
Reward : Sasuke's Kunai  
Mission : Right after you have done Sasukes part of the Master Mode Tsunade will tell you to form a team consisting of Naruto, Sakura, Sai and Yamato as their sensei. Get back to Orochimarus Hideout and enter the infamous locked door, it will be unlocked from now on. You'll have to get through all rooms another time. At the last room you have to fight a group of really strong bandits. When you have finished them go to the end of the room to receive Sasukes kunai. This ends the missions.

Note 1: Some people seem to have problems opening the door. They get a message that the door was unlocked but still can't enter it. If this happens to you try to get back to Tsunade and she might give you something, then go back to the Hideout.

Note 2: Sasukes Kunai enables you to use Sasuke as character in Master Mode. Equip this item to Naruto and whenever you enter a fight you will play as Sasuke.

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Quest #05 Naruto and Tsunade's Incident Filled Journey  
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Location : Tsunade in her office [07].  
Reward : Desert Rose  
Mission : After you have done some missions Tsunade will give you the mission once you enter her office. When you got it just walk to the Sand village, teleports will be disabled. On the way there she will interrupt you with a few talking sessions. When you arrive at the Sand village go to the last street area to meet with 2 people standing around there. Tsunade will order you to get to get to the desert and organize a item for her. Leave the village and go to the Overlapping Deserts Area [13] and check the upper right pit for a flower. When you walk back to the Sand village and you will see that the number of bandits has increased so you will have to do a few fights. Bring the item to Tsunade and afterwards head with



her to the Akatsuki Cave [26] and enter it. Tsunade will talk a bit more and then you have to get the medicine she dropped. You can find it at the west part of the river. Go back and give the item to her. Some more talk will happen and when you're outside of the Akatsuki Hideout a ninja from Konoha will tell Tsunade that she is needed back home and she will leave. Mission is over now.

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Quest #06 United Front  
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Location : Tsunade in her office [07].  
Reward : Wind Scroll  
Mission : This will be the last mission of the game. You have to finish all other missions before you can do this one! Talk to Kakashi and he will join your team and then you have to get to Tsunades office. When you finished talking to her get to the Sand Village Gate

[16].  
Talk with Baki and then head to the Overlapping Deserts [13] where Kiba and Kankuro will be waiting for you. They want you to find a bomb so pick it up next to the savepoint and then go back to Baki. You will be ordered ordered to head to the huge desert. On the way there collect all the bombs that are scattered all over the maps. When you arrive at the Sand Cloud Desert you'll meet up with

Temari  
and Shikamaru. After talking to them bandits will appear at map [19] so go there and defeat them in the timelimit. Now head to the Sand Cave [21] and you'll meet Shikamaru with some bandits so just defeat them. Now get back to the Sand Village, when you reach it another countdown will start and you have to collect the bombs on the way to the Kazekage tower. Get on the roof of the building and fight the strongest bandits of the game. After you have finished them the quest will be over and Master Mode complete.

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5.8.2 Social Quest [c0582]  
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These missions are can be gotten by people who have a yellow handshake symbol above their head. The numbers for the missions are made up, however thats the order they turned up for me. The first missions should be available from the start, others show up after clearing missions.

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Mission #01 Lost Child  
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Location : Old woman at the Konoha Gate [08] near the savepoint.  
Reward : Golden Lucky Charm

Mission : The old woman wants you to find her grand kid. Its pretty easy to find. You only have to go to the Hokage Highway [07] and the boy will stand near the entrance where Jiraiya stands too. He got the hand symbol above his head so should be easy to find. Talk to him and the missions is done.

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Mission #02 Icha Icha Delivery  
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Location : Jiraiya at the Hokage Highway [07] near the entrance.  
Reward : Genin's Clothes  
Mission : You will have to bring a book to the Training Grounds [01]. The only problem is that on the way you will encounter fans of Jiraiyas book series. Since you're carrying an autographed copy of one of his books they'll try to steal the book from you when bump into them so stay out of their way. If you get caught by them you have to start all over again, so its better to stay out of their way. Get to the Training Grounds and talk with Ebizu near the tree logs to complete the mission.

Note: Ebizu will stand in front of the shop afterwards. You can get rewards (money) for certain tasks from him.

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Mission #03 Fighter Challenge  
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Location : Guy at the Training Road [03] directly at the intersection.  
Reward : Red Ring  
Mission : When you talk to him 3 bandits will appear behind him. Simply go to them and defeat them. This should clear the mission.

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Mission #04 Fighter Challenge Return Match  
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Location : Guys at the Forest of Death [02] near the entrance.  
Reward : Gold Necklace  
Mission : There will be a group of people when you go a bit north from the entrance. Talk to them to start this mission. A countdown of three minutes will start and 3 dots should appear on the map. You will have to fight 3 groups of bandits. The first is in the middle of the pond, the next one on the plateaus on the top right of the mini map and the other one on the top left. When you're done with the fights the missions is over.

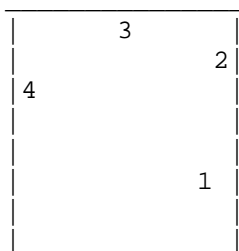
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Mission #05 Finding Medicine for Lee  
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Location : Lee at the Training Grounds [01] near the tree logs.  
Reward : Hot Blood Band  
Mission : Lee is complaining about a runny nose and sneezing. He seems to think his alleriges are acting up. Get a thermometer from Sakura at  
the Hokage Highway [07] near Tsunades Office. Now you need to get back to Lee to talk to him. After that once again back to Sakura. She will ask you something and you have to take the second option. Now one last time back to Lee to finish the mission.

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Mission #06 Shi-zune's Herb Lessons  
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Location : Shizune at the Forest of Death [02] near the pond.  
Reward : Anbu Clothes  
Mission : After you talked to her you have to get 4 items.

Map:



Its just a schematic overview for the map but if you compare it with your minimap you should be able to find the items. After you got them return to Shizune and talk with her. After that leave the area and a cutscene will appear. Take the second answer and the mission should be done.

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Mission #07 Rival Battle  
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Location : Gai at the Training Grounds [01].  
Reward : Extreme Heat Band  
Mission : Talk to him and when you're done go back to the Konoha Gate [08] and talk with Kakashi there. When you're done head back to Gai. Now you will have to fight Gai.

Kakashi vs Gai [Reward 2000 RYO ]

- Condition: 1. Win the fight  
2. Do 3 Kararimi no Jutsu  
3. Finish opponent with Jutsu

After that Gai disappears and the mission should be done.

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Mission #08 Shuriken Training  
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Location : Neji/Tenten at the Training Grounds [01] near the tree logs.  
Reward : Crystal Necklace  
Mission : Pretty easy mission. After talking you have to avoid any enemy contacts for one minute. The easiest way is to run north when you start. Then go left but stay on the eadge until you get to the memorial stone. This is a safe place until the time is over.

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Mission #09 Hinata's Mistake  
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Note: It seems you need to talk to Kankuro in the Sandvillage and accept his quest before this one will appear.

Location : Hinata at Konoha Gate [08].  
Reward : Hinata's Health Potion  
Mission : When you enter the area you will see a bandit that dissapears then.  
Hinata will spawn and talk with you. Go out from Konoha and take the way to the desert. When you reach the first forest area you'll see Hinata again. A countdown of 3 minutes starts and you have to to to the end of the map to find the bandit boss. After a short talk the mission should be finished.

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Mission #10 Diet Spar  
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Location : Ino at the Konoha Highway [05] near the entrance.  
Reward : Raging Fire Ninja Weapon Set  
Mission : Ino needs a diet so go to the Training Grounds [01] and she will wait for you there. Talk to her and a battle will start.

Naruto vs Ino [Reward 2000 RYO]

- Condition: 1. Win the fight  
2. Do 6 Kawarimi no Jutsu

After you won Sakura shows up to invite Ino to eat. Naruto steps in

to save Ino's diet.

Naruto vs Sakura [Reward 2000 RYO]

- Condition:
1. Win the fight.
  2. Do 6 Kawarimi no Jutsu
  3. Do 3 Oi Uchis

After this fight the missions will be over.

Oi Uchis: These are the little sequences were you have to push O and you will

Kawarimi until someone beats the other one. ( up + O O )

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Mission #11 Ingredient Hunt

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Location : Ramen Vendor at the Konoha Gate area [08]

Reward : Hurricane Ninja Weapon Set

Mission : The ramen guy wants you to find 3 ingredients for him. The locations

for them can be found here (those items can't be found with searching abilities form characters):

1. Konoha Forest [11] near the center
2. Overlapping Deserts [13] center area near a stone and a cactus
3. Akatsuki Hideout [26] in the river near the center

After you got everything head back to the ramen guy to finish this mission.

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Mission #12 Finding Lost Item

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Location : Kiba at the Konoha Gate area [08]

Reward : Streaming Water Ninja Weapon Set

Mission : After you have talked to Kiba teleport to the area where you had to

disable the seals with Neji earlier in the game, its located at [24]. Go to the northwest corner of the map where a little water-fall is to get the item for Kiba. After that head back to Konoha and talk to the guy who was standing there with Kiba earlier to finish this mission

\*\*\*\*deavticates teleportation and search jutsus

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Mission #13 Battle of Heaven and Earth Bridge

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Location : Shikamaru at the Konoha Gate area [08]  
Reward : Super Strength Band  
Mission : Shikamaru is standing near the gates. He will order you to the Heaven and Earth Bridge. Warps will be disabled so you have to walk all the way to the bridge. When you have arrived go to the middle of the bridge to encounter some bandits. After you've won Shikamaru will instruct you again. Take the exit and enter the bridge again. A cutscene with some bandits will appear. Now you have 3 minutes to get rid of all the bandit groups around the area. After that you see Shikamaru and Temari and the mission will be done.

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Mission #14 Red Crystal and Blue Crystal Hunt  
=====

Location : Shizune at the Konoha Highway [05] near the office entrance.  
Reward : Red Crystal Necklace  
Mission : Go to the office and you will see Shizune standing near the office entrance. Leave the map back to shop area and Shino will have a talk with you and be in your team for the time being. Head back to Shizune to talk again with her. When you're done leave Konoha and run your way to the forest area until a cutscene with some bandits appears. Finish them to retrieve the blue crystal item. Go back to Shizune to give the item to her. Now go to the Konoha Highway [05] to meet a traveling vendor. After talking with him a cutscene with Shino will follow after that you're near the vendor again. Go back to him and you will have to answer questions. The right answers are 3, 1, 2, 3. You're done, just head back to Shizune to finish this mission.

=====  
=  
Mission #15 Team Work Duel  
=====

Location : Kakashi at the Konoha Highway [05]  
Reward : Hokage Clothes  
Mission : This seems to be a friendly competition between the jounin to see which team has the best teamwork. When you talk with Kakashi he will partner you up with Sai. You have to get to the Training Grounds [01]. You will have to fight the best of every team chosen by their team leader.  
  
Naruto (sup: Sai) vs Chouji [Reward 2000 RYO]

Condition: 1. Win the fight  
2. Have at least 30% health left after fight

3. Use your partner at least one time

Naruto (sup: Sai) vs Kiba [Reward 2000 RYO]

Condition: 1. Win the fight  
2. Have at least 30% health left after fight  
3. Use your partner at least one time  
4. Opponent has increased speed

Naruto (sup: Sai) vs Rock Lee [Reward 3000 RYO]

Condition: 1. Win the fight  
2. Have at least 50% health left after fight  
3. Use your partner at least one time  
4. Opponent has increased attack

After that the missions should be finished.

=====  
=  
5.8.3 Jutsu Quests [c0583]  
=====  
=

NPC's that offer these missions have a green scroll symbol above their head.

=====  
Jutsu #01 Rasengan  
=====

Location : Iruka at Konoha Dark Knoll [04] in the center.  
Reward : Rasengan Jutsu Scroll  
Mission : Fight 100 opponents and survive.

After completing it for the first time you get 3 difficulties for it:  
Low rank, Medium rank, High rank.

=====  
Jutsu #02 Raikiri  
=====

Location : Kakashi at Konoha Highway [05] right from the building.  
Reward : Raikiri Jutsu Scroll  
Mission : Talk with Kakashi to activate the quest. Then go back to the  
Konoha  
Gate [08] and meet with Jiraiya. After talking he will be your 3rd  
support char. Next target is the Sand Cave [21].When you reach it  
a  
cutscene will appear and you have to fight Sakura. You can either  
choose Naruto or Jiraiya to fight her.

Naruto or Jiraiya vs Sakura [Reward 2000 RYO]

Condition: 1. Win the fight  
2.  
3.

also Now head back to the Konoha Gate to encounter Shizune who will fight you.

Naruto vs Shizune [Reward 2000 RYO]

Condition: 1. Win the fight  
2.  
3. Finish opponent with Jutsu  
4. Opponent has increased strength

Head back to the intersection at [05] and Kakashi will talk to you.

Turns out that Kakashi is Tsunade and you have to fight her.

Naruto vs Tsunade [Reward 3000 RYO]

Condition: 1. Win the fight  
2. Have at least one bar of chakra left  
3. Finish opponent with Rasengan Jutsu  
4. Opponent has increased attack

After the fight it turns out this all was a test and the scroll is yours.

=====  
Jutsu #03 Hakke Kuushou  
=====

Location : Neji and Hinata at the Training Grounds [01].

Reward : Hakke Kuushou Jutsu Scroll

Mission : After talking Neji will be in your team and a countdown of 3minutes

will start. There will be 3 groups of bandits around the area so finish them off before the countdown ends. After some more talking there will be a countdown of 2 minutes and 30 seconds. Again there will be 3 groups of bandits you have to finish off. When you're

done

a battle with Gai will start.

Hinata vs Gai [Reward 3000 RYO]

Condition: 1. Win the fight  
2. Do a 15 hit combo [Hinata's down down 0 makes this easy]  
3. Opponent has increased defence  
4. Opponent has increased strength

Naruto vs Neji [Reward 3000 RYO]

Condition: 1. Win the fight  
2. Finish opponent with Ougi  
3. Do 3 Kawarimi no Jutsu  
4. Opponent has increased defence

After winning the fight you're done with the mission.



=====  
Jutsu #04 Tsunade's Leaping Kick  
=====

Location : Tsunade at Konoha Highway [05] in her office.  
Reward : Tenshu Kyaku Jutsu Scroll  
Mission : When you get into her office Tsunade seems to be depressed. Naruto says you should get Sakura to talk to her. Go to the shop area

[06]

where Sakura and Chouji just came back from a mission. Chouji will say that sweets always cheer up. Now head to the food vendor, she is standing right at the building on the Konoha Highway map [05]. She will send you to the Sandvillage to get some Sunagakure-Sweet Ice. Head to the Sand village streets [18] to meet a traveling vendor who will give you the ice. Now get leave the town. When you leave a cutscene will appear and you will have 5 minutes to get back to Konoha. To easily get this done, equip the Cloud-running Shoes (reward from collecting all diary pages, it's the item that has a "less than sign" and a "squiggly 7" for its tiny top-right characters).When you enter Konoha another cutscene appears and she will run off after talking. You can find her at the Dark Knoll

Area

[04] far behind Iruka. She doesn't seem to like sweets so Naruto fights Tsunade so that she'll eat the ice.

Naruto/Sakura/Chouji vs Tsunade [3000 RYO]

Condition: 1. Win the fight  
2. Finish the opponent in 30 seconds.  
3.

After the fight she does likes it. Welcome to filler hell, Shippuden style. At least you'll get the Jutsu scroll.

=====  
Jutsu #05 Ino's Jutsu  
=====

Location : Ino at the Konoha Gates [08].  
Reward : Karen Shikisai Jutsu Scroll  
Mission : Ino wants you to find a rare flower. You can find the flower in front of Orochimarus Hideout [32]. When you get there you will see a vendor that is attacked by bandits. Defeat them to save him. He will give a item that you have to bring to Ino. The same vendor will now appear in the Sand Village [17/18] and give you another item. Bring this one once again to Ino to finish the mission.

=====  
=  
5.8.4 Additional Quests [c0581]  
=====  
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You will see these quests at some places. Some of them are not noted down here because you automatically have to do them in Master Mode. Otherwise they can

be identified by a grey Konoha Symbol above the head of npc's.

=====  
=  
Quest with Tsunade / Jiraiya and Kankuro  
=====

Location : Shizune in Tsunades office [07].

Reward : Music Box Equipment

Mission : After you got the mission you have to get on top of the office to meet with Tsunade and Jiraiya standing at the look out. They will ask you something along the line of "Do you remember what happen

to

the Mugen City?"(Story Mode of the Japanese Naruto PSP game)".

Now,

you have to answer yes or no, answering yes and they will go on to talk about ghost in the tree log area and ask you to check it out. Answering no and they will tell you Sakura need your help in the tree log area. Choose "yes" to go on. Now go the Training Grounds [01], after you reach the log area, the cutscene with the ghost girl should start. She will hand you the broken music box and you have to find Kankuro next. You can find Kankuro in the Sandvillage Streets [17]. He needs to find you 5 parts to repair the broken music box. You can find the parts at the following locations:

Note: The items are stored in golden chests!

1. In front of Orochimarus Hideout [32] under a tree
2. Sand Cave [21] a bit right from the entrance
3. River Country Forest [28] near the entrance above, on the plateau
4. Konoha Weapon Shop [06]
5. Forest of Death [02] at the northwest edge of the pond

After you have aquired all the items bring them to Kankuro so that he can fix the music box. After that bring it to a little girl at the Training Grounds [01], a important note here is that Sakura must NOT be in your team. Otherwise the last part won't trigger at all. Congrats the missions should be done now.

=====  
=  
Ebizu  
=====

After you have finished the Icha Icha Delivery quest Ebizu will stand near the

Itemshop at the Konoha Street [07]. You will reward you with money for completing certain tasks. There will be 5 tabs with missions.

1. lvs1 Fights [20-30-40-50]
2. Bandits fought [50-100-150-200]
3. Social Quests done [3-6-10-15]
4. Object Destory [100-200-300-400]
5. Steps taken [5000-10000-15000-20000]

=====  
=  
Gais Challenges  
=====  
=

You can find Gai near the tree logs at the Training Grounds [01]. He will offer you various fights to complete. When you complete all the fights you get the last difficulty that is called "Narutimate" difficulty.

When you have entered challenges you will get a screen with 3 options:

1. Challenges
2. Survival
3. Conditions

=====  
Challenges  
=====

Low Rank:

- \*Academy Students [Hanabi, Konohamru]
- \*Lower Rank Nin A [PTS Hinata, PTS Shino, PTS Kiba]
- \*Lower Rank Nin B [PTS Ino, PTS Chouji, PTS Shikamaru]
- \*Lower Rank Nin C [PTS Sakura, PTS Naruto, PTS Sasuke]
- \*Lower Rank Nin D [PTS Tenten, PTS Rock Lee, PTS Neji]
- \*The Ssand Siblings [PTS Temari, PTS Kankuro, PTS Gaara]

Middle Rank:

- \*Hidden Mist [Haku, Zabusa]
- \*New Kurenai Team [Hinata, Shino, Kiba]
- \*New Asuma Team [Ino Chouji, Shikamaru]
- \*New Gai Team [Tenten, Rock Lee, Neji]
- \*New Kakashi Team [Sakura, Sai, Naruto]

High Rank:

- \*High Rank Nin A [Anko, Kurenai, Shizune]
- \*High Rank Nin B [Yamato, Asuma, Gai, Kakashi]
- \*Sand Puppeteers [Chiyo, Temair, Kankuro, Gaarak, Chiyo Puppets]
- \*Sound 5 [Jirobo, Kidomaro, Tayuya, Sakon, Kimimaro]
- \*Cursed Team [Kabuto, Sasuke, Orochimaru]

Konoha Special:

- \*Sannin [Tsunade, Jiraiya, Orochimaru]
- \*Akatsuki [Sasori Hiruko, Deidara, Sasori Puppets, Kisame, Itachi]
- \*Hokages [Shodaime, Nidaime, Sandaime, Yellow Flash, Tsunade]
- \* [Gaara, Sasuke, Itachi, Yondaime, Naruto 4TK]

Missions

- \* [Naruto, Ino, Temari, Tsunade, Yondaime]
- \* [Kankuro, Sasori, Chiyo Puppets, Sasori TF, Sasori Final Form]
- \* [Anko, Kurenau, Asuma, Gai, Kakashi]
- \* [haku hina ts neji ts sasu ts itahci]
- \* [Sasuke, Orochimaru, Kisame, Itachi, Yondaime]

=====  
Survival  
=====

Choose a character and a support character and beat as many opponents as possible. Taken damage will be taken to the next match. But you get a bit health back every round.

=====  
Conditions  
=====

Now, when you enter, you will see this :

基本条件	闘いに勝利する。
1	なし。
2	なし。
3	なし。
難易度	奥義
この条件で決定!	

The top part, above the 1-2-3 chart, reads the one condition you can't change - Win the battle! (obviously)

The 3 slots are for additional battle conditions that you wish to challenge yourself with. They are listed further below after the other explanations.

Now below the 3 slots are two that are next to each other.

The one on the left is where you change the difficulty of the computer during the fight. The one on the right is where you can change the ougi settings : random/command/timing/rotation/button mashing .

Ok, then the last one is the button you press when you are ready to continue on to the fight.

Now, onto the choices.

When you press '0' on any of the 3 options, a menu comes up, and these will be

the options you can choose from in order from the top to the bottom.  
(If you can not read the kana/kanji on the left side of this list, start at the top of the list on the game start from there)

Conditions:

なし。

Nothing (No effect)

闘いに勝利する。

Win the Battle (This is automatic anyway)

30カウント以内に止めを刺す。

Defeat the opponent in 30 counts.

60カウント以内に止めを刺す。

Defeat the opponent in 60 counts.

投げ技で止めを刺す。

Defeat by throwing the opponent.

相手が空中にいるとき二度と目を指す。

Defeat by throwing the opponent in the air.

奥義で止めを刺す。

Defeat with ougi (any level).

覚醒状態時に止めを刺す。

After getting into awakening mode, defeat with the ougi that comes with the mode.

忍術で止めを刺す。

Defeat with ninjutsu (e.g. - Chidori, Goukakyuu no Jutsu, Rasengan 'but not ougi')

連係キャラクターの攻撃で止めを刺す。

Defeat with support character.

チャクラをレベル壱以上残す。

Finish battle with at least one bar of chakra left.

チャクラをレベル弐以上残す。

Finish battle with at least two bars of chakra left.

チャクラをレベル参以上残す。

Finish battle with 3 chakra bars left.

ライフを10%以下にする。

Finish battle with at least 10% life.

ライフを30%以上残す。

Finish battle with at least 30% life.

ライフを50%以上残す。  
Finish battle with at least 50% life.

ライフを80%以上残す。  
Finish battle with at least 80% life.

攻撃を空振りしない。  
Don't miss an attack.

ジャンプをしない。  
Don't jump.

忍術を使用しない。  
Don't use any ninjutsu.

奥義を使用しない。  
Don't use any ougi.

相手の攻撃をガードしない。  
Don't guard against any attack from the opponent.

相手に奥義を使わせない。  
Don't get hit by an opponent's ougi.

相手の攻撃を一度も受けない。  
Don't receive damage from the enemy. (Guard damage doesn't count. But shuriken/kunai do.)

関係キャラクターがいない状態で。  
Fight with no support characters.

地上で技を使用しない。  
Do not attack while on the ground.

1カウント以上攻撃を止めない。  
Don't stop attacking for more than 1 count.

3カウント以上攻撃を止めない。  
Don't stop attacking for more than 3 counts.

3回以上変わり身の術を行う。  
Use substitution (Kawarimi no jutsu) at least 3 times.

6回以上変わり身の術を行う。  
Use substitution (Kawarimi no jutsu) at least 6 times.

3回以上受身を取る。  
Rebound at least 3 times. (Rebound is when you recover right off just as you hit the ground or in the air)

3回以上追い討ちを行う。  
Give 3 or more additional hits.

6回以上追い討ちを行う。

Give 6 or more additional hits.

3種類以上の忍具を使用する。  
Use 3 different types of ninja tools during the fight.

連続攻撃5連発を決める。Get a combo of at least 5 hits during the fight.

連続攻撃10連発を決める。  
Get a combo of at least 10 hits during the fight.

連続攻撃15連発を決める。  
Get a combo of at least 15 hits during the fight.

連続攻撃20連発を決める。  
Get a combo of at least 20 hits during the fight.

連続攻撃25連発を決める。  
Get a combo of at least 25 hits during the fight.

連続攻撃30連発を決める。  
Get a combo of at least 30 hits during the fight.

連続攻撃35連発を決める。  
Get a combo of at least 35 hits during the fight.

連続攻撃40連発を決める。  
Get a combo of at least 40 hits during the fight.

連続攻撃45連発を決める。  
Get a combo of at least 45 hits during the fight.

連続攻撃50連発を決める。  
Get a combo of at least 50 hits during the fight.

相手を挑発する。  
Completely taunt the opponent during the fight.

覚醒状態を発生させる。  
Activate your awakened mode during the fight.

通常もしくは連係奥義を使用する。  
This one is tricky. For this one, you have to pull off a team ougi, or the ougi that the team ougi replaces. (e.g. - Naruto's Oodama Rasengan gets replaced when you have Sakura as support, so they are either looking for the team jutsu of Naruto and Sakura or Naruto's Rasengan, or any other combo out there)

逆転奥義を使用する。  
Use a Reversal Ougi during the fight.

覚醒奥義を使用する。  
Use an Awakening Ougi during the fight.

連係キャラクターを呼び出す。

Call out your support character at least once during the fight.

速度が遅い状態で。

Fight in a state of slow speed.

攻撃力が低い状態で。F

ight in a state of low attack power.

防御力が低い状態で。

Fight in a state of low defense power.

回復力が低い状態で。

Fight with a low recovery rate.

毒を受けた状態で。

Fight in a poisoned state.

チャクラなしの状態を開始して。

Begin the fight with no chakra.

無重力の状態です。

Fight in a weightless state.

相手の速度が速い状態で。

Fight with opponent in a state of fast speed.

相手の攻撃力が高い状態で。

Fight with opponent in a state of high attack power.

相手の防御力が高い状態で。

Fight with opponent in a state of high defense power.

相手がライフ継続回復状態で。

Fight with opponent's health gradually recovering.

相手がチャクラ継続回復状態で。

Fight with opponent's chakra gradually recovering.

相手の攻撃がチャクラを削る状態で。

Fight with opponent's attacks lowering your chakra.

チャクラが使用できない状態で。

Fight with no chakra. (You start with no chakra and have a permanent chakra seal on you)

After you select all of the options you want, and you have pressed the confirmation button, continue on, select your character on the character select screen and your support character (if able), then choose your field and continue on to the fight.

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5.9 Customizable Jutsus [c059]



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You can acquire a certain number of Customizable Jutsus in Master Mode. The first set consisting of 10 Jutsus can be purchased from a merchant in the Forest of Death for 30.000 each. The other Jutsus can be acquired through completing quests and opening treasure boxes.

- 01.) Raikiri  
雷切
- 02.) Suiton: Suiryuodan no Jutsu  
水遁・水龍弾の術
- 03.) Chou Kaifuukuyaku  
超回復薬
- 04.) Kagura Shuriken  
神楽手裏剣
- 05.) Shinobi Hana Tori Kabuto  
忍花鳥兜
- 06.) Tsuuga  
通牙
- 07.) Doton: Doryou Dango  
土遁・土陵団子
- 08.) Oogumo Otoshi  
大蜘蛛落とし
- 09.) Bakumetsu Houjin  
爆滅法陣
- 10.) Suiton: Suijinheki  
水遁・水陣壁
- 11.) Gekimetsu Randa  
撃滅乱蛇
- 12.) Doton: Funganhoutai  
土遁・噴岩砲台
- 13.) Nehanshouja no Jutsu  
涅槃精舎の術
- 14.) Shunchouda  
春謀打
- 15.) Anki: Bakusen Kunai Dama  
暗器・爆閃クナイ玉
- 16.) Bakushiki Eisen: Kai  
爆式影潜・改
- 17.) Yoru Houou  
夜鳳凰
- 18.) Chiyoshigure  
千与時雨
- 19.) Ninpou: Dokugiri  
忍法・毒霧
- 20.) Suiton: Suikousandan no Jutsu  
水遁・水絞散弾の術
- 21.) Katon: Goukakyuu no Jutsu  
火遁・豪基火球の術
- 22.) Karen Shikisai  
華憐四季彩の書
- 23.) Tenshu Kyaku

天守脚の書

24.) Rasengan

螺旋丸

25.) Hakke Kuushou

八卦 空掌

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=  
Jutsu Locations  
=====  
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=====  
Buyable Jutsus  
=====

The vendor is on a plateau at the left middle edge of the map.

01. Ninpou: Dokugiri
02. Anki: Bakusen Kunai Dama
03. Kagura Shuriken
04. Yoru Houou
05. Hakushiki Eisen: Kai
06. Tsuuga
07. Chou Kaifuukuyaku
08. Suiton: Suijinheki
09. Doton: Doryou Dango
10. Suiton: Suiryuudan no Jutsu

=====  
Jutsu Quests  
=====

Hakke Kuushou  
Rasengan  
Raikiri  
Karen Shikisai  
Tenshu Kyaku

=====  
Findable Jutsus  
=====

- Oogumo Otoshi - [12] at the exit of the map
- Chiyoshigure - [18] north west of the center ON the building
- Shunchouda - [34] at the left edge near the stone pillars
- Gekimetsu Randa - Room #15 of Hideout Dungeon, in the middle left branch
- Bakumetsu Houjin - [21] at the top right on the mini map
- Doton: Funganhoutai - ??
- Nehanshouja no Jutsu - [27] on a hidden plateau right at the intersection
- Katon: Goukakyuu no Jutsu - Room 19 of Orochimarus Hideout dungeon
- Shinobi Hana Tori Kabuto - [02] near the Jutsuvendor
- Suiton: Suikousandan no Jutsu - [22] middle of the road on a plateau

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=  
5.10 Item List [c0510]  
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=  
This section will probably stay under construction until someone sends me a complete list. Also most people can't read the item names anyway so they have trouble finding them too.

\*\*\* under construction \*\*\*

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6. Versus Mode [c06]  
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This is the most interesting and fun part of the game. This allows you to play with Naruto characters against each other. Most of the moves and the specials (called Ougis) are made up by CC2 for the game but that doesn't really matter.

=====  
=  
6.1 Controls [c061]  
=====

=  
Left Stick - Movement  
Digipad - Movement  
Square [] - Throw shurikens  
Triangle /\ - Special (Ougi)  
Circle O - Attack  
Cross X - Jump  
Start - Opens the menu  
L1 - Change  
L2 - Block / KnJ  
R1 - Call Assist/Partner  
R2 - Block / KnJ

=====  
=  
6.2 Menus [c062]  
=====

=  
Confirmation Screen before the fight

[ ] Fight options  
/\ Jutsu customization [needs to be unlocked]  
O Accept  
X Exit

Fight options [can be accessed on the last screen before the fight]

=====  
=

Fighting Time - 10/20/.../90/99/Infinite

(You can change the fighting time using the D-pad's left and right buttons.)

Difficulty - Easy/Medium/Hard/Very Hard/Narutimate

(You can change the strength of the COM using the D-pad's left and right buttons.)

Item Abundancy - Few-ish/Normal/A lot-ish

(You can change the abundancy of items using the D-pad's left and right buttons. If you select "a lot-ish", there will always be items found in mid-game for you to use.)

Chakra - Normal/Infinte (aka no Reduction of Chakra)

(You can change the settings to allow the reduction of chakra whenever a ninjutsu is performed in the battle using the D-pad's left and right buttons.)

Ougi - Disabled/Random/Command/Timing/Rotation/Button mashing

(You can select the type of "input battle" for the Ougi using the D-pad's left and right buttons)

Handicap

(You can set the Handicap using the D-pad's left and right buttons. When there are more red markers, 1P has more hit points. On the other hand, having more blue markers will give 2P more hit points.)

Options while fighting:

1. Button setup
2. Moves
3. Additonal moves X
4. Jutsu display on/off
5. Leave to main screen
6. Leave to character selection

=====  
=  
6.3 Items [c063]  
=====  
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While fighting you can get various items that will support you while fighting your opponent.

=====  
Health Restoration Items  
=====

Sweet red-bean soup

Med-pack

=====  
Chakra Restoration items  
=====

Chakra ball  
Hokage's crystal ball

=====  
Weapons  
=====

Wind-demon Shuriken: hits multiple times  
Toad Oil: breaks and creates flames when thrown onto an area  
Spread-spikes: scatters over the ground  
Explosive Kunai: explodes on hit, Exploding  
Seal: Clings onto opponent, explodes after a fixed time  
Thousand-Shadow Shuriken: throws many shuriken  
Poison Smoke-bomb: poisons on hit  
Exploding Card: when thrown, falls to the ground, begins a countdown, then  
explodes  
Willpower Charm: Lowers Speed for a period of time  
Curse Card: Armor-Curse: Lowers Defense for a period of time, Curse Card:  
Pressure-Points Seal: Disable Chakra restore for a period of time  
Gamble Ball: Unknown effect from this item (It says that)

=====  
Stat boosting items  
=====

Cloud-Village Scroll: Can't get hit by shuriken for a period of time  
Jounin's Shoes: Speed Up and Jump Higher for a period of time  
Food Pill: Attack Power Up for a period of time  
Flash-step Scroll: Can move to the back of your opponent  
Health Pill: Can mold Chakra faster for a period of time  
Kakashi Doll: Can automatically Kawarimi for a period of time  
Turtle Shell Pill: Defense Up for a period of time

=====  
=  
6.4 Special Items [c064]  
=====

The Shippuuden characters all have special items that have special abilities.  
The special items are highlighted with a light blue aura/field around them.

=====  
=  
Some notes about the special items  
=====

1. Only TS characters have a special item. I haven't tested what happens when a PTS character gets a Special item refill item.
2. A character can have more than one of a special item. I don't know what the

maximum is but it's probably 9 special items in one slot.

3. Special items are transferrable. The best example for this is TS Shikamarus

which knocks out items. If a character's special item is knocked out of him

by this move and Shikamaru gets the item, he will now have one more special item in his stock.

4. If your item slots are full, you cannot have a special item unless you use up one item slot.

5. All times listed are REAL TIME seconds, 2 real time seconds=1 game second.

6. All damage listed applies for a character with Class B defense (TS Naruto)

=====  
Types of Special Items  
=====

Positive Buff - Usually raises a stat  
Negative Buff - Lowers the enemy's stats  
Attack - Used for attack purposes  
Heal - Adds to chakra or life

=====  
Naruto  
=====

Type: Attack

Description: Naruto launches a Fuuma Shuriken that splits into three fuuma shuriken in a wide arc. They have weak tracking properties. At point blank range the fuuma causes 9 damage and has 6 hits. At the usual range, if one fuuma hits fully, it causes around 6 damage.

=====  
Sakura  
=====

Type: Positive Buff

Description: Speed, Attack up for 10 seconds

=====  
Sai  
=====

Type: Heal, Positive Buff

Description: Attack up, +5 life. Buff lasts 5 seconds

=====  
Kakashi  
=====

Type: Heal

Description: +10 life, +50 Chakra

=====  
Neji  
=====

Type: Positive Buff  
Description: Speed UP. Lasts 5 seconds

=====  
Rock Lee  
=====

Type: Positive Buff/Negative Buff  
Description: Speed up to Lee, Speed down to the enemy (if the brick hits.)  
Both last around 5 seconds

=====  
Tenten  
=====

Type: Attack  
Description: Tenten launches a multiple shuriken attack similar to PTS  
Tenten's Kagura Shuriken. At point blank range it registers as  
20 hits and causes 22 damage.

=====  
Gai  
=====

Type: Positive Buff/Negative Buff  
Description: Speed up to Gai, Speed down to the enemy (if the brick hits)  
Both last around 5 seconds

=====  
Shikamaru  
=====

Type: Attack  
Description: Shikamaru launches 6 kunai balloons that spread over a wide  
area.  
Since the spread of the balloons is random, it is hard to  
calculate damage dealt.

=====  
Chouji  
=====

Type: Heal  
Description: +5 life

=====  
Ino  
=====

Type: Positive Buff

Description: Defense up. Lasts 10 seconds

=====  
Asuma  
=====

Type: Attack

Description: Asuma launches a chakra knife. It completely disregards block (it

doesn't guard break, it hits like a clean hit. It sends the opponent in a spin and causes 6 damage. However, the item is deflected and even sent back by awakenings/jutsu that deflect projectiles (Hinata's Protection Dance, Temari's Awakening) and characters with deflect status (H. Sasori, PTS Kankuro).

=====  
Kiba  
=====

Type: Positive Buff

Description: Attack up, lasts 5 seconds

=====  
Shino  
=====

Type: Negative Buff

Description: Shino launches special bugs. Movement speed down. Lasts 5 seconds. Does not affect Awakenings and characters with deflect status. I think it still hits characters with the Invisible status.

=====  
Hinata  
=====

Type: Positive Buff

Description: Attack up, Defense up. Lasts around 8-10 seconds.

=====  
Kurenai  
=====

Type: Positive Buff

Description: Auto-KnJ status, Invisible status. Lasts 5 seconds.

=====  
Gaara  
=====

Type: Positive buff

Description: Gaara's armor of sand. Deflects most items and special items. Lasts around 10 (?) seconds

=====  
Kankuro  
=====



Type: Attack

Description: Kankuro launches a poison bomb with a large area of effect. The effect lasts 5 seconds and deals 10 damage overall.

=====

Temari

=====

Type: Positive Buff

Description: Movement Speed (running, jumping and X-dash) up, Speed up. Lasts 10 seconds.

=====

Chiyo (Taijutsu)

=====

Type: Positive Buff

Description: Attack up, Speed up, defense up. Lasts almost 12 (!) seconds

=====

Itachi

=====

Type: Attack

Description: Itachi launches multiple kunai that branch out. Optimum range is just about 1.5 to 2 character lengths away, which causes 10-11 damage. If done point blank it misses entirely. Has properties of normal kunai which means it can be deflected.

=====

Kisame

=====

Type: Positive Buff

Description: Attack up, lasts around 5 seconds.

=====

Deidara

=====

Type: Attack

Description: Deidara launches 3 birds that spread in a wide arc. They do damage comparable to his normal birds which is, to say the least, pathetic.

=====

Sasori Hiruko

=====

Type: Attack

Description: Hiruko does a senbon burst similar to his . At optimal range (2 character lengths away) it does 8 damage.

=====

Puppet Chiyo

=====

Type: Positive Buff

Description: Attack up, speed up. Lasts 10 seconds.

=====

Sasori

=====

Type: Attack

Description: Sasori launches a burst kunai that causes poison status. The  
poison status itself lasts around 3-4 seconds, although it  
causes

22 damage in total when launched at optimal range.

=====

Jiraiya

=====

Type: Attack

Description: Jiraiya throws a flame jar with an area of effect that is twice  
as large as the normal flame jar. It causes 9 damage. I'd like  
to think that it is improved by Jiraiya's but I can't prove it.

=====

Tsunade

=====

Type: Attack

Description: Tsunade's item isn't really special... it's just that she has 3  
of them. She has 3 Bombs that could either cause a large  
explosion, a small explosion, a small poison cloud, and a large  
poison cloud. So far I haven't seen it turn out as a dud.

=====

Shizune

=====

Type: Attack

Description: Shizune launches Tonton in a straight path that trips the enemy.  
Kinda like that turtle thing in NH2. He vanishes when  
encountering people with deflect status.

=====

Yamato

=====

Type: Positive Buff

Description: Defense up. Lasts about 8 seconds.

=====

Orochimaru

=====

Type: Attack

Description: Orochimaru launches around 4-5 snakes which cause poison status

if they hit you or if you land on them. As for the way they  
move, think of them as moving poisonous caltrops. If all snakes hit  
you they cause 12 damage. Of course deflect status negates them.

=====  
Kabuto  
=====

Type: Attack/Negative Buff  
Description: Kabuto launches a mystery ball that could cause any number of  
negative status effects. As far as I know I've seen Speed Down +  
Defense Down, Stun Status (similar to the effect of Nehan Shoza  
no Jutsu) or Poison. Unlike most special items, this one  
neglects  
deflect status (except for Sasori because he's a dirty bastard)

=====  
Sasuke  
=====

Type: Positive Buff  
Description: Defense Up, Speed Up. Lasts around 8 seconds.

=====  
=  
6.5 Character Selection [c065]  
=====  
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This section is very important this time because it will tell you various  
information that you might need for your right setup.

If you press X on the selection screen a new menu will show up that lets you  
make some settings:

1P vs 2P  
1P vs COM  
COM vs 2P  
COM vs COM

Exit Mode

=====  
Selection Screen  
=====

```

  /-----\
 /         \ XXXX
|           \ XXXX
| Character Icon |
|               |
|-----|
| 1 | Character Name | | | |
|---|---|---|---|---|
| I | C | O | N | S |
|-----|

```

| I | C | O | N | S |  
|\_\_\_|\_\_\_|\_\_\_|\_\_\_|\_\_\_|

Not the best but thats enough to explain everything.

1. The writing to the right of your character icon.  
This shows the awakening modes for the character.

Red - connect with a specific Ougi  
Blue - successfully Taunt  
Light Blue - land a high enough Combo  
Green - throw enough kunai  
Yellow - lose 50% or more health  
Purple - poison

2. Small number left to the characters name.  
This is the color for the character and be switched by pressing R1.

=====  
How do I start with the second form of a character?  
=====

If you have unlocked all second forms after completing Master Mode just press R1 at the character selection and accept it to start as the 2nd form.

=====  
Selecting your support character  
=====

When you browse through your partners you will notice that there appear small colored frogs under the partners.

Green Frog with flaming eyes and red writing: Team Ougi  
Brown Frog with scroll and blue writing: Team Jutsu  
Blue Frog with yellow writing: Special Partner Attack

For Team Ougis and Jutsus just check their sections:  
6.7.3 Double Ougis and 6.8.2 Team Jutsus

=====  
What are the 2 options after selecting the partner?  
=====

Those two options are Manual and Auto Support.

Manual support means you have to call your partner first with R1 and then press R1 another time to initiate a attack.

Auto means you only have to press R1 once and your partner will automatically attack.

=====  
What does Special Partner Attack mean?  
=====

Usually all assists have one pre set attack and they will always do the same, however when the special partner attack icon appears they will have a

completely different attack.

=====  
=  
6.6 Stages [c066]  
=====  
=

Narutimate Accel 2 introduced a new set of 8 stages including a lot of your favourite stages from the previous games which leads to 24 total stages. All of them are unlocked from the start.

- #01 [NA2] Hidden Leaf Village / Konoha
- #02 [NA1] High in the Hidden Sand
- #03 [NA2] In front of Akatsukis Hideout
- #04 [NA2] Akatsuki Hideout
- #05 [NA1] Stream Wasteland
- #06 [NA1] Road
- #07 [NA1] Bell Training Area
- #08 [NH3] Konoha Forest
- #09 [NH3] No.44 Training Grounds, Forest of Death
- #10 [NH3] Valley of the End
- #11 [NA2] Konoha Gate
- #12 [NA1] Hidden Sand Gates
- #13 [NH1] Great Naruto Bridge
- #14 [NH2] Chuunin Selection Exam Grounds
- #15 [NH2] Orochimaru Confrontation
- #16 [NH3] Moonlit Night's Grasslands
- #17 [NA1] Blue Skies' Grasslands
- #18 [NA1] Heat-hazed Desert
- #19 [NA2] Entrance to Orochimarus Hideout
- #20 [NA2] Place in Konoha
- #21 [NA2] Orochimarus Hideout
- #22 [NA2] Heaven and Earth Bridge
- #23 [NH2] Attack on Konoha
- #24 [NH1] Tanzaku Town

=====  
=  
6.7 Ougi System [c067]  
=====  
=

Nartimate Accel 2 is based on the same Ougi System as its predecessor. Ougis are still preset, you can't customize them and you still have to meet certain requirements to activate each one. Through the new addition of the assist system there is a way to have a special ougi with your partner. But later more on this topic.

Note: Just like in Accel there are some ougis that don't have an own video sequence and when you use them you will only change the characters mode and get certain stat boosts like increased speed, attack power or defence. Finally, some ougis will transform the character into a different character.

=====  
=

### 6.7.1 Taunts and Taunt Mode [c0671]

=====  
=

You can taunt an opponent by pressing up on the directional pad. Some character's taunt does nothing, however some can have some positive effect. For example Chouji and Shizunes taunt abilities allows them to recover HP for as long as they are taunting, while other character's taunt lets them go into their taunt mode.

Whilst in taunt mode some characters move faster or hits harder, Note that some characters can have more then one taunt mode.

The third type of taunt makes your character dispense items, the only 2 character whom i can recall off-hand who do this is Tenten and Konohamaru.

The last type of taunt grants a stat boost for a period of time.  
Example = Jirobo

Below is a listing of all the known characters Ougi requirements.

=====  
=

### 6.7.2 Awakenings [c0672]

=====  
=

Awakenings where part of the new Ougi System that was introduced with Narutimate Accel 1. The following list stats the mode names for the awakenings along with what they do.

=====  
=

#### Terminology Notes

=====  
=

Name: Name of the mode. Not a direct translation since I have none.  
Activation Condition: What it takes to activate the mode  
Ougi Type: Land an Ougi  
Kaihou Ougi Type: non-cuts scene Ougi  
Provoke Type: Taunt (I will include taunt duration)  
Low Health Type: Get to low health (in most, if not all cases, 15%)  
Tension Type: Get \_\_\_\_\_ number of consecutive hits  
Weapon Type: Throw \_\_\_\_\_ number of weapons  
Duration: Effect duration. All times are in REAL TIME SECONDS. 2 Real time seconds = 1 game second  
Effect: What it does  
Awakening Ougi Level - What ougi level changes upon awakening activation.

Also, when I refer to chakra lost,  
Small Chakra Bar = 1/3 of the whole bar  
Large Chakra Bar = The entire bar

#### Gameplay Notes:

Awakenings can be deactivated by:

1. Landing an Awakening ougi
2. Being Hit by an ougi
3. Awakening time runs out

(does not apply to Permanent Awakening effects)

Deflect Status - Deflects most items, seals, etc. Does not block Poison, bombs, explosions and some special items.

=====  
=  
Timeskip Characters  
=====

=====  
Naruto  
=====

Name: Akai Chakra Mode  
Activation Condition: Low Health Type - Get Naruto to around 15% life or lower  
Duration: Permanent  
Effect: Attack up by almost 50%, Defense up by 50%, Movement Speed up, All other stats up  
Awakening Ougi Level - 2

Name: Four Tail Kyuubi Mode (Great Four Awakening Mode)  
Activation Condition: Ougi Type - Land Naruto's Level 2 Reversal Ougi  
Duration: Permanent  
Effect: Naruto transforms into his 4 Tail Kyuubi Mode. His moveset change entirely.  
Awakening Ougi Level - 2

=====  
Sakura  
=====

Name: Medical Ninjutsu Mode  
Activation Condition: Provoke Type - Taunt lasts 2 seconds  
Duration: 20 seconds  
Effect: Attack up, Defense up 25%, Movement Speed up, Sakura's Health goes up by 15-16% while draining a total of 1 Small Chakra Bar.  
Awakening Ougi Level - 2

=====  
Sai  
=====

Name: Rapid Writing Mode  
Activation Condition: Provoke Type (Taunt Lasts 3 freaking seconds) Ougi Type (Land Sai's Level 2 Reversal Ougi)  
Duration: 20 seconds  
Effect: Attack up, Defense up  
Awakening Ougi Level - 3  
Note: Sai writes "Idiot" on the scroll.

=====  
Kakashi  
=====

Name: Mangekyou Sharingan Mode  
Activation Condition: Provoke Type (Taunt Lasts 1 Second) Ougi Type (Land Kakashi's Level 3 Reversal Ougi)  
Duration: 20 seconds  
Effect: Life gradually drains to a total of 10%, Chakra Drains by a total of 1  
small bar, Attack, Defense and speed slightly up, vv0 becomes his Mangekyou Jutsu  
Awakening Ougi Level - 2

=====  
Neji  
=====

Name: Byakugan Mode  
Activation Condition: Ougi Type(Land Neji's Level 3 Reversal Ougi) and Tension Type (30 Hits)  
Duration: 20 seconds  
Effect: Attack up, Chakra Charge Speed Up, Chakra Drains with every hit (Takes around 80 hits to drain the entire bar)  
Awakening Ougi Level - 2

=====  
Rock Lee  
=====

Name: Gates Mode  
Activation Condition: Provoke Type (Taunt Lasts 2 Seconds) Ougi Type (Land Lee's Level 3 Reversal Ougi)  
Duration: 20 seconds  
Effect: All of Lee's stats go up (Attack, Defense, Movement Speed, with Defense just a little bit) >000 changes into a rushing punch move, 0000 changes into a mutli hit kick move. Lee Will lose 15% life as the mode goes on. No Life Gain.  
Awakening Ougi Level - 2

=====  
Tenten  
=====

Name:  
Activation Condition: Weapon Type (39 weapon throws - one [] counts as one, and every weapon thrown in >00 counts as one. The number of times you hit with a weapon doesn't matter, as long as you throw the weapon.)  
Duration: 20 seconds  
Effect: Attack, Speed and Defense Up, All 0 attacks "generate" kunai in some way or another except and her Jutsus, Taunt spawns lesser items (!)  
Awakening Ougi Level - 2



=====  
Gai  
=====

Name: Gates Mode  
Activation Condition: Provoke Type (Taunt lasts 2 seconds)  
Duration: 20 seconds  
Effect: Attack, Defense, movement speed Up, ^00 changes, 0000 changes into a  
multipunch move, no life gain, Gai loses 5% life  
Awakening Ougi Level - 2

Name: Gates Mode (2)  
Activation Condition: Provoke Type (Taunt lasts 2 seconds) - you must taunt  
while the previous gates are activated.  
Duration: 15 seconds from the beginning of the second taunt (times stack)  
Effect: Attack, Defense up even more, v00 and >00 changes, no life gain, Gai  
loses a maximum of an additional 5-6% more life making a maximum  
loseable total of 10-11%  
Awakening Ougi Level - 2 (doesn't change)

=====  
Shikamaru  
=====

Name: Genius Mode  
Activation Condition: Provoke Type (Taunt lasts 1 second) and Ougi type (Land  
Shika's Level 3 reversal ougi)  
Duration: 20 seconds  
Effect: Attack, Defense and Speed up, ^0, ground <0 and >0 changes into Kage  
Nui moves  
Awakening Ougi Level - 2

=====  
Chouji  
=====

Name: Giant Mode  
Activation Condition: Provoke Type (Taunt lasts 2 seconds)  
Duration: 20 seconds  
Effect: Chouji grows into this large version of himself. His moveset changes  
entirely. His attack power and defense goes up. He is also impervious  
to shuriken (deflect status.) He consumes a total of 1 small bar of  
chakra.  
Awakening Ougi Level - 2

=====  
Ino  
=====

Name:  
Activation Condition: Provoke Type (Taunt Lasts 2 Seconds)  
Duration: 20 seconds  
Effect: Attack up, Defense up, Speed up, attacks bounce higher  
Awakening Ougi Level - 3

=====

Asuma

=====

Name:

Activation Condition: Tension Type (10 hits)

Duration: 20 seconds

Effect: Attack up, Defense up, Speed up

Awakening Ougi Level - 3

=====

Kiba

=====

Name:

Activation Condition: Provoke Type (2 second taunt)

Duration: 20 seconds

Effect: Attack up, Defense up, Movement speed way up, >00 changes, v00 gains an

extra hit, gains extra hits

Awakening Ougi Level - 3

=====

Shino

=====

Name:

Activation Condition: Provoke Type (1 second taunt)

Duration: 20 seconds

Effect: Attack up, Defense up, Speed up, Deflect Status

Awakening Ougi Level - 3

=====

Hinata

=====

Name: Protection Dance Mode

Activation Condition: Provoke Type (1 second taunt)

Duration: 20 seconds

Effect: Attack slightly up, Defense up, deflect status, 0000 becomes a multihit

move ala Neji, >00 changes

Awakening Ougi Level - 3

Name: Byakugan

Activation Condition: Ougi Type (Land Hinata's Level 1 normal ougi)

Duration: 20 seconds

Effect: Attack, Defense, Speed, Chakra charge speed up, all hits drain chakra

Awakening Ougi Level - 3

Note: Hinata cannot go into her Protection Dance Mode while in Byakugan.

=====

Kurenai

=====

Name:

Activation Condition: Provoke Type (1 second taunt) and Ougi Type (Land Kurenai's level 1 Normal ougi)

Duration: 20 seconds  
Effect: Auto knj, attack and speed up, chakra drains by 1 small bar as the mode goes on  
Awakening Ougi Level - 2

=====  
Gaara  
=====

Name: Kazekage Mode  
Activation Condition: Provoke Type (2 second Taunt)  
Duration: 20 seconds  
Effect: Gaara gets a whole new moveset (most circle moves - he also has no more throw and his jutsu are still the same,) he can now fly around,he gradually loses a total of 1 small bar of chakra and cannot recharge until the mode is over.  
Awakening Ougi Level - 1 (!!)

=====  
Kankuro  
=====

Name: Extreme Puppet Mode  
Activation Condition: Tension Type (20 hits)  
Duration: 20 seconds  
Effect: Attack, Defense, Speed up, vv0 becomes a poison cloud type attack  
Awakening Ougi Level - 2

=====  
Temari  
=====

Name: Wind Dance Mode  
Activation Condition: Provoke Type (1 second taunt)  
Duration: 20 seconds  
Effect: Deflect status, attack, defense and speed up by 50%, movement speed (jump, xdash) up  
Awakening Ougi Level - 2

=====  
Chiyo  
=====

Name: Sand Elder mode  
Activation Condition: Provoke Type (less than 1 second taunt)  
Duration: Permanent until player taunts again  
Effect: defense slightly up, 00 and <0 changes, v0, ^0 and >0 become counters  
Awakening Ougi Level - 2

=====  
Itachi  
=====

Name: Tsukuyomi Mode  
Activation Condition: Provoke Type (1.5 second taunt)  
Duration: 20 seconds

Effect: A bubble about 5 character lengths forms around Itachi; anything inside that bubble is slowed down giving Itachi superior priority over everything. Chakra is gradually drained to a total of 1 small bar, Itachi's life also drains to a total of 21% as the mode goes on.  
Awakening Ougi Level - 2

=====  
Kisame  
=====

Name: Samehada Mode  
Activation Condition: Tension Type (15 Hits)  
Duration: 20 seconds  
Effect: Attack up, Defense Up, Speed Up, All hits drain chakra  
Awakening Ougi Level - 2

=====  
Deidara  
=====

Name: Air Raid Mode  
Activation Condition: Provoke Type (1.5 second taunt) Ougi Type (Land Deidara's Level 1 Normal Ougi)  
Duration: 20 Seconds  
Effect: Deidara gains a new moveset (his jutsu do not change) he cannot charge or throw, his chakra gradually drains to a total of one small chakra bar as the mode goes on  
Awakening Ougi Level - 1

=====  
Sasori Hiruko  
=====

Name: Hidden Poison Mode  
Activation Condition: Low Health Type (15% health or less)  
Duration: Permanent  
Effect: Attack, Defense Up by almost 50%, All clean hits except for some have added poison effect.  
Awakening Ougi Level - 2

=====  
Chiyo Puppets  
=====

Name: Doll Craftsmanship Mode  
Activation Condition: Provoke Type (1 second taunt)  
Duration: 20 seconds  
Effect: Attack and defense slightly up, Speed up  
Awakening Ougi Level - 3

=====  
Sasori  
=====

Name: True Form Sasori Mode

Activation Condition: Ougi Type (connect Sasori's Level 2 Reversal Ougi)  
Duration: Permanent  
Effect: Sasori Gains an entirely new moveset and transforms into his true puppet form.  
Awakening Ougi Level - 2

=====  
Jiraiya  
=====

Name: Sannin mode  
Activation Condition: Provoke Type (1.5 Second Taunt)  
Duration: 20 seconds  
Effect: Attack, Defense, Speed up, Movement Speed (Jump, xdash) up, >OO gains more range, vOO gains more range (the frog is larger)  
Awakening Ougi Level - 3

=====  
Tsunade  
=====

Name: Sannin Mode  
Activation Condition: Provoke Type (1 second taunt)  
Duration: 20 seconds  
Effect: Attack, Defense and Speed up, >O and ^O changes  
Awakening Ougi Level - 2

Name: Genesis Rebirth Mode  
Activation Condition: Ougi Type (Land Tsunade's Level 1 Normal Ougi)  
Duration: 20 seconds Heal phase, 15 seconds weak phase  
Effect: Tsunade regains full chakra, which drains to nothing gradually while also gradually replenishing a total of 50% life. When she gets into the weak phase all of her stats go down until that mode is over.  
Awakening Ougi Level - 1  
Note: Tsunade's two modes stack together - so you can use sannin mode to counteract the effects of the other mode.

=====  
Shizune  
=====

Name:  
Activation Condition: Kaihou Ougi Type (Do Shizune's Level 2 Reversal Ougi)  
Duration: 20 seconds  
Effect: Attack up, Defense slightly up, speed up, Shizune Heals herself for a total of 35% Life. Her chakra does not drain.  
Awakening Ougi Level - 3

=====  
Yamato  
=====

Name:  
Activation Condition: Ougi Type (Land Yamato's Level 2 Reversal Ougi) and Provoke Type (2 second taunt)  
Duration: 20 Seconds  
Effect: Attack Up, Defense up, Speed Up

Awakening Ougi Level - 3

=====  
Orochimaru  
=====

Name: Sannin mode  
Activation Condition: Provoke Type (1 second taunt)  
Duration: 20 seconds  
Effect: Attack up, Defense up, speed up, movement speed (jump, xdash) up  
Awakening Ougi Level - 3

=====  
Kabuto  
=====

Name:  
Activation Condition: Ougi Type (Land Kabuto's level 2 reversal ougi)  
Duration: 15 seconds  
Effect: Attack up, Defense slightly up, speed up, Kabuto heals himself  
gradually to a total of 35% life. His chakra does not drain.  
Awakening Ougi Level - 3

=====  
Sasuke  
=====

Name: Swift Blade Mode  
Activation Condition: Ougi Type (Land Sasuke's Level 1 Normal Ougi - NOT his  
dual Ougi with Orochimaru)  
Duration: 20 seconds  
Effect: Attack up, Defense up, speed up slightly, 000<0 no longer bounces.  
Awakening Ougi Level - 3

Name: Swift Lightning Mode  
Activation Condition: Ougi Type (Land Sasuke's Level 2 Reversal Ougi)  
Duration: 20 seconds  
Effect: Attack up more, Defense up more, Movement Speed (x-dash) and overall  
running speed up. 000<0 no longer bounces.  
Awakening Ougi Level - 3

=====  
=  
Pre Timeskip Characters  
=====

=====  
Naruto  
=====

Name: Red Chakra Mode  
Activation Condition: Ougi type (Connect Naruto's Level 1 Normal Ougi)  
Duration: 10 seconds  
Effect: Increased attack, attack speed, x-dash speed, running speed and  
defense; attacks bounce higher; :2: :0: :0: does not bounce unless  
near wall. Chakra is replenished to full, but Naruto loses all of it

once the mode is over.  
Awakening Ougi Level - 1 (does not change)

Name: Kyuubi Mode  
Activation Condition: Ougi type Connect Naruto's Level 2 Reversal Ougi)  
Duration: Permanent  
Effect: Naruto transforms into One Tail Kyuubi Naruto. His entire moveset changes. Rasengan gains greater range and power.  
Awakening Ougi Level - 2

Note: Naruto surprisingly does not have a Level 3 Ougi.

=====  
Sasuke  
=====

Name: Curse Seal Mode  
Activation Condition: Ougi type (Connect Sasuke's Level 1 Normal Ougi)  
Duration: 10 seconds  
Effect: Increased running speed, attack speed, attack, defense, Sasseur gains infinite chakra but loses it all at the end of the mode.  
Awakening Ougi Level - 1 (does not change)

Name: Curse Seal LV.2 Mode  
Activation Condition: Ougi type (Connect Sasuke's Level 2 Reversal Ougi)  
Duration: Permanent  
Effect: Sasuke Transforms into his Level 2 Cursed Seal form. His entire moveset changes. Chidori can now be performed in the air.  
Awakening Ougi Level - 2

=====  
Lee  
=====

Name: Drunken Fist Mode  
Activation Condition: Ougi type (connect Lee's Level 2 Normal Ougi)  
Duration: Permanent  
Effect: Lee Transforms into his drunken fist mode. His entire moveset changes.  
Awakening Ougi Level - 2

Name: Eight Gates Mode  
Activation Condition: Ougi type (Connect Lee's Level 3 Reversal Ougi)  
Duration: 10 seconds  
Effect: Attack speed greatly increases, attack, defense and running speed increases. Attacks bounce or spin higher, making some strings unable to connect properly. Lee gains approx 10% life but loses life afterward.  
Awakening Ougi Level - 2

=====  
Gaara:  
=====

Name: Possessed Mode  
Activation Condition: Ougi type (connect Gaara's Level 2 Reversal Ougi)  
Duration: Permanent

Effect: Gaara transforms into Half-Shukaku Gaara; his entire moveset changes  
Awakening Ougi Level - 2

=====  
Shikamaru  
=====

Name: Wisdom Mode  
Activation Condition: Ougi type (Connect Shikamaru's Level 2 Awakening Ougi)  
OR Provoke type (taunt which lasts 1.5 seconds)  
Duration: 10 seconds  
Effect: attack, defense, speed, x-dash speed increase  
Awakening Ougi Level - 2

Note: This is kinda weird. You can extend Shikamaru's Awakening by hitting  
his  
awakening ougi (initially activated by taunting).

=====  
Neji  
=====

Name: Byakugan Mode  
Activation Condition: Ougi type (Connect Neji's Level 3 Reversal Ougi)  
Tension  
type (Perform a 20 hit combo)  
Duration: 10 seconds  
Effect: Attack, speed, defense, chakra regen increase. All attacks drain  
chakra  
Awakening Ougi Level - 2

=====  
Sakura  
=====

Name: Rage Mode  
Activation Condition: Provoke type (taunt which lasts 1 second)  
Duration: 10 seconds  
Effect: Attack, speed, x-dash speed, jump height increase. Some attacks  
bounce  
higher and launch farther.  
Awakening Ougi Level - 2

=====  
Hinata  
=====

Name: Byakugan Mode  
Activation Condition: Ougi type (Connect Hinata's Level 1 Normal Ougi) OR Low  
health type (get Hinata below 15% health)  
Duration: 10 seconds (when activated through Ougi) or Permanent (when at low  
health)  
Effect: Attack, speed, defense, chakra regen increase. All attacks drain  
chakra  
Awakening Ougi Level - 2

=====



Tenten

=====

Name: Tool Mode

Activation Condition: Ougi type (Connect Tenten's Level 2 Reversal Ougi)  
Weapon type (throw 25 weapons - one Shuriken counts as one weapon)

Duration: 10 seconds

Effect: Some items like kunai and seals are deflected, taunt summons more  
items 3 -> 8, attack, defense, speed up

Awakening Ougi Level - 2

=====

Chouji

=====

Name: Large Chouji Mode

Activation Condition: Ougi type (Connect Chouji's Level 2 Normal Ougi)

Duration: 20 seconds

Effect: Summons a giant Version of Chouji for battle

Name: Super Chouji Mode

Activation Condition: Ougi type (Connect Chouji's Level 2 Normal Ougi)

Duration: Permanent

Effect: Transforms into Butterfly Chouji. His entire moveset changes.

Awakening Ougi Level - 2

=====

Ino

=====

Name: Profuse Blooming Of Many Flowers Mode

Activation Condition: Ougi type (Connect Ino's Level 1 Normal Ougi)

Duration: 20 seconds (!)

Effect: Attack, speed, defense, x-dash speed up,

Awakening Ougi Level - 2

=====

Kiba

=====

Name: Soldier Pill Mode

Activation Condition: Provoke type (Taunt that lasts 1 second)

Duration: 10 seconds

Effect: Attack up, speed up, x-dash speed up. Some strings will not connect  
properly due to his increased speed.

Awakening Ougi Level - 2 (Summons two headed combi henge Kiba + Akamaru for  
battle, for a duration of 20 seconds)

Note: Akamaru turns red once you activate this mode. Doesn't mean anything  
but

whatever.

=====

Shino

=====

Name: Beetle Mode

Activation Condition: Ougi type (Connect Shino's Level 3 Reversal Ougi)Provoke

type (Taunt which lasts 1 second)

Duration: 10 seconds

Effect: Aattack, speed, defense up, bugs deflect regular kunai and seals (not all; PTS Tenten's :2: :2: :0: can still pass through)

Awakening Ougi Level - 2

=====  
Kankurou  
=====

Name: Puppet Performance Modede

Activation Condition: Provoke type (Taunt which lasts 1 second)

Duration: 10 seconds

Effect: Attack, speed increase

Awakening Ougi Level - 2

=====  
Temari  
=====

Name: Dance Of Heaven Mode

Activation Condition: Provoke type (Taunt which lasts 1 second)

Duration: 10 seconds

Effect: Attack, speed increase. Jump height, running speed, x-dash speed increase greatly.

Awakening Ougi Level - 2

=====  
3rd hokage  
=====

Name: Shikifuujin Mode

Activation Condition: Ougi type (Connect Sandaime's Level 2 Reversal Ougi)

Duration: 10 seconds

Effect: All attributes increase, infinite chakra, Sandaime will gradually lose

a total of 40% life until the mode ends

Awakening Ougi Level - 2

=====  
Yellow flash  
=====

Name: Narutimate Mode

Activation Condition: Ougi type (When above 50% health, do /\ 0. This is a Level 1 move)

Duration: 10 seconds

Effect: Speed up

Awakening Ougi Level - 2

Name: Flash Mode

Activation Condition: Ougi type (While in Narutimate Mode, do /\ 0. This is a Level 2 move)

Duration: 10 seconds

Effect: Speed way up  
Awakening Ougi Level - 2 (does not change)

=====  
1st hokage  
=====

Name: Hokage Mode  
Shodai: Ougi type (When below 50% health, do :T: :O:. This is a Level 3 move)  
Duration: 10 seconds  
Effect: All attributes increase  
Awakening Ougi Level - 2 (Provided you get enough chakra to charge the move,  
technically this is considered a Level 5 Ougi)

=====  
2nd hokage  
=====

Name: Narutimate Mode  
Activation Condition: Ougi type (when above 50% health, do /\ O. This is a  
Level 1 move)  
Duration: 10 seconds  
Effect: all attributes increase  
Awakening Ougi Level - 2

Name: Hokage Mode  
Activation Condition: Ougi type (while in Narutimate Mode, do /\ O. This is a  
Level 2 move)  
Duration: 10 Seconds  
Effect: all attributes increase even more  
Awakening Ougi Level - 2 (does not change)

=====  
Anko  
=====

Name: Narutimate Mode:  
Activation Condition: Provoke type (taunt lasts about 1 second and it also  
heals 10% life and gives protection with the dango  
stick  
she throws) OR Ougi Type (Connect Anko's Level 3  
Reversal Ougi)

Duration: 10 seconds  
Effect: all attributes up  
Awakening Ougi Level - 2

Name: Curse seal mode  
Activation Condition: Ougi type (When fighting Orochimaru, connect ANY of her  
ougis - her level 1 normal, her level 2 awakening OR  
her  
level 3 Reversal)

Duration: 10 seconds  
Effect: All attributes increase; character gets infinite chakra. Health goes  
down by 10% during this mode and character loses ALL chakra when the  
mode is over.  
Awakening Ougi Level - 2

Note: Anko can still go into Narutimate Mode while fighting Orochimaru, simply taunt as normal. However, if you Taunt during Curse Seal mode, Anko will not go into Narutimate Mode; but she will still regain 10% health.

=====  
Konohamaru corps  
=====

Name: Narutimate Mode  
Activation Condition: Ougi type (When above 50% health, do /\ 0. This is a Level 1 move.)  
Duration: 10 seconds  
Effect: Speed up  
Awakening Ougi Level - 1 (does not change)

Name: Grandchild Mode  
Activation Condition: Ougi type (When below 50% health, do /\ 0. This is a Level 3 move.)  
Duration: 10 Seconds  
Effect: Speed up :2: :2: :0: seems to summon more items, but I could be wrong.  
Awakening Ougi Level - 2 (Provided you get enough chakra to charge the move, technically this is considered a Level 5 Ougi)

=====  
Hanabi  
=====

Name: Narutimate mode  
Activation Condition: Ougi type (When above 50% health, do /\ 0. This is a level 1 move)  
Duration: 10 seconds  
Effect: all attributes up  
Awakening Ougi Level - 2

Name: Byakugan mode  
Activation Condition: Ougi type (When in Narutimate mode, do /\ 0. This is a level 2 move)  
Duration: 10 seconds  
Effect: Attack, defense, attack speed up. All attacks drain chakra. For some reason Hanabi's Byakugan does not seem to increase chakra regen rate.  
Awakening Ougi Level - 2 (Does not change)

=====  
Haku  
=====

Name: Frost edge mode  
Activation Condition: Ougi type (when below 50% health, do /\ 0. This is a level 3 move.)  
Duration: 10 seconds  
Effect: Attack, defense up, x-dash speed, running speed, aerial attack speed up

Awakening Ougi Level - 2 (Provided you get enough chakra to charge the move, technically this is considered a Level 5 Ougi)

=====  
Zabuza  
=====

Name: Demon mode  
Activation Condition: Ougi type (when below 50% health, do /\ 0. This is a level 3 move.)  
Duration: 10 seconds  
Effect: All attributes up  
Awakening Ougi Level - 2 (Provided you get enough chakra to charge the move, technically this is considered a Level 5 Ougi)

=====  
Jiroubou  
=====

Name: Curse Seal Mode  
Activation Condition: Ougi type (connect Jiroubou's Level 1 normal ougi)  
Duration: 10 seconds  
Effect: All attributes increase; character gets infinite chakra. Health goes down by 10% during this mode and character loses ALL chakra when the mode is over.  
Awakening Ougi Level - 1 (does not change)

Name: Curse Seal LV.2 Mode  
Activation Condition: Ougi type (connect Jiroubou's level 2 Reversal ougi)  
Duration: Permanent  
Effect: Jiroubou transforms into his level 2 curse seal form. His moveset changes entirely.  
Awakening Ougi Level - 2

=====  
Kidoumaru  
=====

Name: Curse Seal Mode  
Activation Condition: Ougi type (connect Kidoumaru's Level 1 normal ougi)  
Duration: 10 seconds  
Effect: All attributes increase; character gets infinite chakra. Health goes down by 10% during this mode and character loses ALL chakra when the mode is over.  
Awakening Ougi Level - 1 (does not change)

Name: Curse Seal LV.2 Mode  
Activation Condition: Ougi type (connect Kidoumaru's Level 2 reversal ougi)  
Duration: Permanent  
Effect: Kidoumaru transforms into his level 2 curse seal form. His moveset changes entirely.  
Awakening Ougi Level - 2

=====  
Tayuya

=====

Name: Curse Seal Mode

Activation Condition: Ougi type (connect Tayuya's Level 1 normal ougi)

Duration: 10 seconds

Effect: All attributes increase; character gets infinite chakra. Health goes down by 10% during this mode and character loses ALL chakra when the mode is over.

Awakening Ougi Level - 1 (does not change)

Name: Curse Seal LV.2 Mode

Activation Condition: Ougi type (Connect Tayuya's Level 2 reversal ougi)

Duration: Permanent

Effect: Tayuya transforms into her level 2 curse seal form. Her moveset changes entirely.

Awakening Ougi Level - 2

=====

Sakon

=====

Name: Curse Seal Mode

Activation Condition: Ougi type (connect Sakon's Level 1 normal ougi)

Duration: 10 seconds

Effect: All attributes increase; character gets infinite chakra. Health goes down by 10% during this mode and character loses ALL chakra when the mode is over.

Awakening Ougi Level - 1 (does not change)

Name: Curse Seal LV.2 Mode

Activation Condition: Ougi type (connect Sakon's Level 2 reversal ougi)

Duration: Permanent

Effect: Sakon transforms into his level 2 curse seal form. His moveset changes entirely.

Awakening Ougi Level - 2

=====

Kimimaro

=====

Name: Curse Seal Mode

Activation Condition: Ougi type (connect Kimimaro's Level 1 normal ougi)

Duration: 10 seconds

Effect: All attributes increase; character gets infinite chakra. Health goes down by 10% during this mode and character loses ALL chakra when the mode is over.

Awakening Ougi Level - 1 (does not change)

Name: Curse Seal LV.2 Mode

Activation Condition: Ougi type (connect Kimimaro's Level 2 reversal ougi)

Duration: Permanent

Effect: Kimimaro transforms into his level 2 curse seal form. His moveset changes entirely.

Awakening Ougi Level - 2

=====
=
6.7.3 Ougi Types [c0673]
=====
=

There are tree types of ougis in the game: -> 4 types team ougi?
1. Normal Ougi - Is the ougi you start with
2. Awakening Ougi - This one can be activated through certain requirements
3. Reversal Ougi - Can mostly be used after your health is below 50%

Explanation: Ougitype [chakra bars needed/number of the FMV]
Example: Awakening Ougi[2/2] means the ougi can be performed after a certain
requirement[2 bars of chakra are needed and the seconds FMV is used]

=====
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Timeskip Characters
=====
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=====
Naruto
=====

Normal Ougi[1/1] - Usable from the start
Reversal Ougi[2/2] - When health is below 50 % - activated 4 tail mode
When in 4 tail mode
Awakening Ougi[2/3] - Through Reversal Ougi

=====
Sakura
=====

Normal Ougi[1/1] - Usable from the start
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad)
Reversal Ougi[3/3] - When health is below 50 %
Team Ougi with Chiyo [1/1] - Usable from the start \*replaces Normal Ougi

=====
Sai
=====

Normal Ougi[1/1] - Usable from the start
Awakening Ougi[3/2] - Taunt awakening (hold up on digipad)
Reversal Ougi[2/2] - When health is below 50 % activates \*\*\*\* mode

=====
Kakashi
=====

Normal Ougi[1/1] - Usable from the start
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad) or after lvl 3
ougi
Reversal Ougi[3/3] - When health is below 50 %, activates Canine Mode

=====  
Neji  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Tension awakening [after a 30 hit combo] or after  
activating Byakugan  
Reversal Ougi[3/3] - When health is below 50 %, activates Byakugan

=====  
Rock Lee  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad) or through  
Reversal  
Ougi  
Reversal Ougi[3/3] - When health is below 50 %

=====  
Tenten  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Tension awakening [after using 25 weapons?]  
Reversal Ougi[3/3] - When health is below 50 %

=====  
Gai  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad)\*  
Reversal Ougi[3/3] - When health is below 50 %  
\*after first Taunt awakening is a second Taunt awakening possible

=====  
Shikamaru  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[3/3] - When health is below 50 % (Activates Wisdom Mode)

=====  
Chouji  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[3/2] - When health is below 50 %

=====  
Ino  
=====

Normal Ougi[1/1] - Usable from the start



Awakening Ougi[3/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/2] - When health is below 50 %

=====  
Asuma  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[3/2] - Tension awakening after 10-20hits  
Reversal Ougi[2/2] - When health is below 50 %

=====  
Kiba  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[3/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/2] - When health is below 50 %

=====  
Shino  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[3/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/2] - When health is below 50 %

=====  
Hinata  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[3/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/2] - When health is below 50 %

=====  
Kurenai  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/1] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/1] - When health is below 50 %

=====  
Gaara  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[3/2] - After Taunt, usable when flying (hold up on digipad)  
Reversal Ougi[3/3] - When health is below 50 %

=====  
Kankuro  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Tension awakening [after a 20 hit combo]

Reversal Ougi[3/3] - When health is below 50 %

=====  
Temari  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[3/3] - When health is below 50 %

=====  
Chiyo  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/1] - Taunt awakening (hold up on digipad)  
Reversal Ougi[3/1] - When health is below 50 % (Inflicts poison)

=====  
Itachi  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad) Tsukuyomi Mode  
Reversal Ougi[3/3] - When health is below 50 %  
Team Ougi with Kisame [1/1] - Usable from the start \*replaces Normal Ougi

=====  
Kisame  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Tension awakening [perform 20 hits]  
Reversal Ougi[3/3] - When health is below 50 %  
Team Ougi with Itachi[1/1] - Usable from the start \*replaces Normal Ougi

=====  
Deidara  
=====

Normal Ougi[1/1] - Usable from the start  
Reversal Ougi[3/2] - When health is below 50 %  
Awakening Ougi[3/3] - When in Bird Mode  
Team Ougi with Sasori 2[1/1] - Usable from the start \*replaces Normal Ougi

=====  
Sasori Hiruko  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - When health is below 90 %  
Reversal Ougi[3/3] - When health is below 50 %

=====  
Chiyo Puppets  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[3/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/2] - When health is below 50 %

=====  
Sasori True Form

=====  
Normal Ougi[1/1] - Usable from the start  
Reversal Ougi[2/1] - When health is below 50 % activates Sasoris 3rd form  
Awakening Ougi[2/2] - Usuable when in Sasoris 3rd form  
Team Ougi with Deidara[1/1] - Usable from the start \*replaces Normal Ougi

=====  
Jiraiya

=====  
Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[3/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/1] - When health is below 50 %

=====  
Tsunade

=====  
Normal Ougi[1/1] - Usable from the start, temporally activates Sannin Mode  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/3] - When health is below 50 %

=====  
Shizune

=====  
Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/0] - Activates \*\*\*\* Mode  
Reversal Ougi[3/2] - When in \*\*\*\* Mode

=====  
Yamato

=====  
Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/3] - When health is below 50 %

=====  
Orochimaru

=====  
Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[3/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[2/3] - When health is below 50 %  
Team Ougi with Sasuke[1/1] - Usable from the start \*replaces Normal Ougi

=====  
Kabuto

=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[3/2] - Usable when in \*\*\*\* Mode  
Reversal Ougi[2/2] - When health is below 50 %, activates \*\*\*\* Mode

=====  
Sasuke  
=====

Normal Ougi[1/1] - Usable from the start activates \*\*\*\* Mode  
Awakening Ougi[3/2] - Usable when in \*\*\*\* or Thunderclap Mode  
Reversal Ougi[2/3] - When health is below 50 %, activates Thunderclap Mode  
Team Ougi with Orochimaru[1/1] - Usable from the start \*replaces Normal Ougi

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Pretimeskip Characters  
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=====  
Naruto  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - When health is below 50 %, activates One Tail Naruto  
One Tail Naruto  
Reversal Ougi[2/3] - Usable when you enter One Tail Naruto Mode

=====  
Sasuke  
=====

Normal Ougi[1/1] - Usable from the start, activates Cursed Seal Mode  
Awakening Ougi[2/2] - When health is below 50 %, activates Cursed Seal Mode 2  
Cursed Seal Mode 2 Sasuke  
Reversal Ougi[2/3] - Usuable when you enter Cursed Seal Mode 2

=====  
Sakura  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[/] - Taunt awakening (hold up on digipad) Rage mode  
Reversal Ougi[/] - When health is below 50 %

=====  
Neji  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Tension awakening [perform a 15 hit combo] or after  
level 3 ougi  
Reversal Ougi[3/3] - When health is below 50 %, activates Byakugan

=====  
Rock Lee  
=====

Normal Ougi[2/0] - Transform into Drunken Lee  
Awakening Ougi[3/1] - When health is below 50 %, activates Gates  
Drunken Lee  
Reversal Ougi[2/2] - Usable when you enter Drunken Lee Mode

=====  
Tenten  
=====

Normal Ougi[1/1] - Usable from the start  
Reversal Ougi[2/2] - When health is below 50 %, activates Quick Mode  
Awakening Ougi[2/3] - When in Quick Mode

=====  
Shikamaru  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad) Wisdom Mode  
Reversal Ougi[3/3] - When health is below 50 %

=====  
Chouji  
=====

Normal Ougi[2/Summon] - Usable from the start  
Awakening Ougi[2/1] - When health is below 50 %  
Butterfly Chouji  
Reversal Ougi[2/2] - Usable when you enter Butterfly Chouji form

=====  
Ino  
=====

Normal Ougi[1/1] - Usable from the start, activates Flower Mode  
Awakening Ougi[2/2] - Usable when in Flower Mode  
Reversal Ougi[3/3] - When health is below 50 %

=====  
Kiba  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/Summon] - Taunt awakening (hold up on digipad) Soldier Pill  
Mode  
Reversal Ougi[3/2] - When health is below 50 %

=====  
Shino  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad) or after level 3  
ougi  
Reversal Ougi[3/3] - When health is below 50 %, activates Bug Armour Mode

=====  
Hinata  
=====

Normal Ougi[1/1] - Usable from the start, activates Byakugan  
Awakening Ougi[2/2] - Usable when Byakugan is activated  
Reversal Ougi[3/3] - When health is below 50 %  
\*Hinata's Byakugan also activates when she is near death

=====  
Hanabi  
=====

Normal Ougi[1/0] - Activates Limit Mode  
Awakening Ougi[2/0] - Usable in Limit Mode, activates Byakugan  
Reversal Ougi[3/1] - When health is below 50 %

=====  
Konohamaru  
=====

Normal Ougi[1/0] - Activates Limit Mode  
Awakening Ougi[2/1] - Usable when in Grandson Mode  
Reversal Ougi[3/0] - When health is below 50 %, activates Grandson Mode

=====  
Anko  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/1] - Taunt awakening (hold up on digipad)  
Reversal Ougi[3/1] - When health is below 50 %

=====  
Shodaime  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Usable when in Hokage Mode  
Reversal Ougi[3/0] - When health is below 50 %, activates Hokage Mode gives  
full chakra

=====  
Nidaime  
=====

Normal Ougi[1/0] - Usable from the start, activates Limit Mode  
Awakening Ougi[2/0] - Usable when in Limit Mode, activates Hokage Mode  
Reversal Ougi[3/1] - When health is below 50 %

=====  
Sandaime  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - When health is below 50 %, activates Dead Demon Mode  
Reversal Ougi[2/3] - Usable when in Dead Demon Mode

=====  
Yellow Flash  
=====

Normal Ougi[1/0] - Usable from the start, activates Limit Mode  
Awakening Ougi[2/0] - Usable when in Limit Mode, activates Hokage Mode  
Reversal Ougi[3/1] - When health is below 50 %

=====  
Gaara  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - When health is below 50 %, transform into Shukaku form  
Shukaku form  
Reversal Ougi[2/Summon] - Usable when you enter Shukaku form

=====  
Kankuro  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[3/3] - When health is below 50 %

=====  
Temari  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Taunt awakening (hold up on digipad)  
Reversal Ougi[3/3] - When health is below 50 %

=====  
Kimimaro  
=====

Normal Ougi[1/1] - Usable from the start, activates cursed seal mode  
Awakening Ougi[2/2] - When health is below 50 %, activates Cursed Seal Mode 2  
Cursed Seal Form 2  
Reversal Ougi[2/3] - Usable from the point you enter Cursed Seal Mode 2

=====  
Sakon  
=====

Normal Ougi[1/1] - Usable from the start, activates Cursed Seal Mode  
Awakening Ougi[2/2] - When health is below 50 %, activates Cursed Seal Mode 2  
Cursed Seal Form 2  
Reversal Ougi[2/3] - Usable from the point you enter Cursed Seal Mode 2

=====  
Tayuya  
=====

Normal Ougi[1/1] - Usable from the start, activates Cursed Seal Mode

Awakening Ougi[2/2] - When health is below 50 %, activates Cursed Seal Mode 2  
Cursed Seal Form 2  
Reversal Ougi[2/3] - Usable from the point you enter Cursed Seal Mode 2

=====  
Kidomaru  
=====

Normal Ougi[1/1] - Usable from the start, activates Cursed Seal Mode  
Awakening Ougi[2/2] - When health is below 50 %, activates Cursed Seal Mode 2  
Cursed Seal Form 2  
Reversal Ougi[2/3] - Usable from the point you enter Cursed Seal Mode 2

=====  
Jirobo  
=====

Normal Ougi[1/1] - Usable from the start, activates Cursed Seal Mode  
Awakening Ougi[2/2] - When health is below 50 %, activates Cursed Seal Mode 2  
Cursed Seal Form 2  
Reversal Ougi[2/3] - Usable from the point you enter Cursed Seal Mode 2

=====  
Zabusa  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Usable when in Ghost Mode  
Reversal Ougi[3/0] - When health is below 50 %, activates Ghost Mode

=====  
Haku  
=====

Normal Ougi[1/1] - Usable from the start  
Awakening Ougi[2/2] - Usable when in Cold Mode  
Reversal Ougi[3/0] - When health is below 50 %, activates Cold Mode

=====  
=  
6.7.4 Team Ougis [c0674]  
=====  
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If you choose the right combination of your main and his support character you get the chance for a special Team Ougi. It doesn't matter who your main and who you support character is. For example: Main: Itachi Sup: Kisame or Main: Kisame Sup: Itachi will lead to the same Team Ougi.

In the character selection screen pairs are marked with a yellow/green frog next to the assist.

The Team Ougi replaces your Level 1 Ougi so its the Ougi you start the fight with. If you want to activate it just prest /\ (Triangle).

The following list stats what combinations enable the use of a Team Ougi.



Itachi - Kisame  
Naruto - Sakura  
Sasori - Deidara  
Sakura - Chiyo  
Orochimaru - Sasuke

=====  
=  
6.8 Jutsus [c068]  
=====

=====  
=  
6.8.1 Clashable Jutsu [c0681]  
=====

Since Narutimate Hero 3 there is a Jutsuclash system. If two Jutsus [UP UP O] collide a button smashing sequenz will start, the button can change. On the bottom of the screen is bar, here you can see who is winning the clash. But not all Jutsus are clashable!The following list shows what Jutsus can collide.

=====  
=  
Timeskip Characters  
=====

Naruto - Rasengan  
4TK Naruto - None  
Sakura - None  
Sai - None  
Kakashi - Raikiri(from the top or in front it still clashes)  
Neji - Kaiten(tokujutsu)  
Rock Lee - Triple Dynamic Entry  
Tenten - None  
Gai - Falcon Punch  
Shikamaru - None  
Chouji - None  
Ino - None  
Asuma - Hien Kuusen  
Kiba - Gatsuga  
Shino - None  
Hinata - Chou Kaifukuyaku  
Kurenai - None  
Gaara - None  
Kankuro - None  
Temari - Kikirimai non cutscene jutsu  
Chiyo - None  
Itachi - Goukyaku no Jutsu, except against tokujutsu  
Kisame - None  
Deidara - None  
Sasori Hiruko - None  
Chiyo Puppets - None

Sasori TF	- None
Jiraiya	- Rasengan
Tsunade	- None
Shizune	- None
Yamato	- None
Orochimaru	- None
Kabuto	- None
Sasuke	- Chidori

=====

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Pretimeskip Characters

=====

=

Naruto	- Rasengan
Sasuke	- Chidori
CS2 Sasuke	- Dark Chidori
Sakura	- Angry flying punch thing
Neji	- Kaiten(tokujutsu)
Rock Lee	- None
Tenten	- None
Shikamaru	- None
Chouji	- Spiked Meat tank(air as well)
Butterfly Chouji	- Butterfly Punch
Ino	- None
Kiba	- None
Shino	- None
Hinata	- Roukyoushou(tokujutsu)
Hanabi	- Roukyoushou(tokujutsu)
Konohamaru	- None
Anko	- Bunch of snakes attack
Shodaime	- None
Nidaime	- Suijihheki(tokujutsu)
Sandaime	- Earth Wall(tokujutsu)
Yellow Flash	- Rasengan
Gaara	- None
Kankuro	- None
Temari	- Non Cutscene Tornado
Kimimaro	- None
CS2 Sakon	- Rashoumon
Tayuya	- None
Kidomaru	- None
Jirobo	- Rock Throw
Zabusa	- Suiton:Suirryuuden no jutsu
Haku	- None

=====

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6.8.2 Team Jutsus [c0682]

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Team Jutsus along with Tean Ougis is one of the newly introduced features to Narutimate Accel 2. There is a fair amount of Team Jutsus for certain pairings. To see if a certain character is eligible for a Team Jutsu you have to select

him and check the symbol left from the partner character. If its a brown frog with a scroll and blue text it shows you that a Team Jutsu is available. Unlike Team Ougis the order is not exchangeable if you want to get a Team Jutsu.

Teams:

Sasuke - Naruto: Chidori-Rasengan Combo  
Naruto - Sai  
Naruto - Gaara  
Shikamaru - Chouji  
Tsunade - Jiraiya

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=  
6.8.3 Custom Jutsus [c0683]  
=====  
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While playing Master Mode you can unlock 25 custom Jutsu's. Like in the last 2 games you can equip those to any characters. If you want to know how to get them check out the section in Master Mode. Still here again a list for them.

- 01.) Raikiri
- 02.) Suiton: Suiryuudan no Jutsu
- 03.) Chou Kaifuukuyaku
- 04.) Kagura Shuriken
- 05.) Shinobi Hana Tori Kabuto
- 06.) Tsuuga
- 07.) Doton: Doryou Dango
- 08.) Oogumo Otoshi
- 09.) Bakunetsu Houjin
- 10.) Suiton: Suijinheki
- 11.) Gekinetsu Randa
- 12.) Doton: Funganhoutai
- 13.) Nehanshouja no Jutsu
- 14.) Shunchouda
- 15.) Anki: Bakusen Kunai Dama
- 16.) Hakushiki Eisen: Kai
- 17.) Yoru Houou
- 18.) Chiyoshigure
- 19.) Ninpou: Dokugiri
- 20.) Suiton: Suikousandan no Jutsu
- 21.) Katon: Gokakyuu no Jutsu
- 22.) Karen Shikisai
- 23.) Tenshu Kyaku
- 24.) Rasengan
- 25.) Hakke Kuushou

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=  
6.9 Movesets [c069]  
=====  
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Initially I planned on transcribing all the moves from the game, however since someone has done that already I won't put in the complete list another time.

You can find the transcribed list from jygting under the following link:  
<http://www.gamefaqs.com/console/ps2/file/943122/51185>

Here is basic list of what the moves in general do:

< - left  
> - right  
^ - up  
V - down  
O - O-Button

1. O O O is just a string of jabs and normal attacks  
1.1 finish that string with > + O for a blow-away attack  
1.2 finish that string with ^ + O for a launcher  
1.3 finish that string with V + O to slam the opponent off the ground  
1.4 finish that string with < + O for a multi-hit or retreating attack

2. < + O is a throw  
3. > + O O is a rushing attack  
4. V + O O is a guard crush  
5. ^ + O O is a stand-alone launcher

6 In the air  
6.1 < + O is an air throw  
6.2 O O O is a simple air combo  
6.3 + O O O is a climbing combo  
6.4 V + O is a diving comb

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=  
7. Training Mode [c07]  
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Training Mode is almost the same as Versus Mode. But as the name says you can train with your characters. Though there are some differences here. You can't selected the level, there is always a default level set for the training. Also you and your opponent have unlimited health and chakra and you can't die. It's possible to adjust the computer controlled opponent to do or not do several things.

=====  
Training Options (Yellow Menu Background)  
=====

Health [Full-Middle-Low]  
Chakra [Normal-Infinite]  
Support Character [Normal-Infinite]  
Ougi Input [Ougi - Disabled/Random/Command/Timing/Rotation/Button mashing]  
Support Mode [Manual-Auto]  
Items [None-Few-Normal-Many]  
Show Commands [No-Yes]  
Show Damages [Yes-No]  
Commentaries [Yes-No]

=====  
IA SETTING (Green Menu)  
=====

COM Action [controller-COM-nothing-Jump-double-jump]  
Difficulty [None-Easy-Normal-Hard-Very Hard]  
Attack none-punch-combo-kunai-x dash-ougi-special  
Guard [Off-On]  
Movements [None-Follow]  
Kawarimi [On-Off]  
Support [Off-On-On?]  
??

=====  
Ingame Menu  
=====

Button Setup  
Movelist  
Basic Button Explanation  
Help Display On/Off  
Training Settings  
-----  
Return to Main Menu  
Return to Character Selection

=====  
=  
8. Unlockables [c08]  
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=  
You can unlock almost all characters if you have a savegame of a previous title of the Narutimate Hero series (NH3-Accel).

=====  
Shippuuden Characters  
=====

Chiyo	Meet her Master (Story) Mode
Chiyo with Puppets	Beat Sasori True Form in Master (Story) Mode with her
Itachi	Beat Itachi in Master (Story) Mode
Kabuto	Beat Kabuto in Master (Story) Mode
Kisame	Beat Kisame in Master (Story) Mode
Orochimaru	Beat Orochimaru in Master (Story) Mode
Sai	Beat Sai in Master (Story) Mode
Sasori Hiruko	Beat Sasori in Master (Story) Mode
Sasori True Form	Beat Sasori True Form in Master (Story) Mode
Sasuke	Beat Sasuke in Master (Story) Mode
Yamato	Beat Sai in Master (Story) Mode
Deidara	Beat Deidara in Master (Story) Mode

=====  
Pretimeskip Characters  
=====

If you want to unlock these you have to fight the pretimeskip characters as

their clone forms in Master Mode. Check the 5.6 Clone Fights [c056] section for further information.

=====  
Partner Characters  
=====

If you want to unlock these you have to fight the pretimeskip characters as their clone forms in Master Mode. Check the 5.6 Clone Fights [c056] section for further information.

=====  
Narutimate Difficulty  
=====

Finish all the fights from Gais Challenge to unlock the final difficulty.