



SHONEN JUMP'S

NARUTO

CLASH OF NINJA

TOMY

INSTRUCTION BOOKLET

EmuMovies



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

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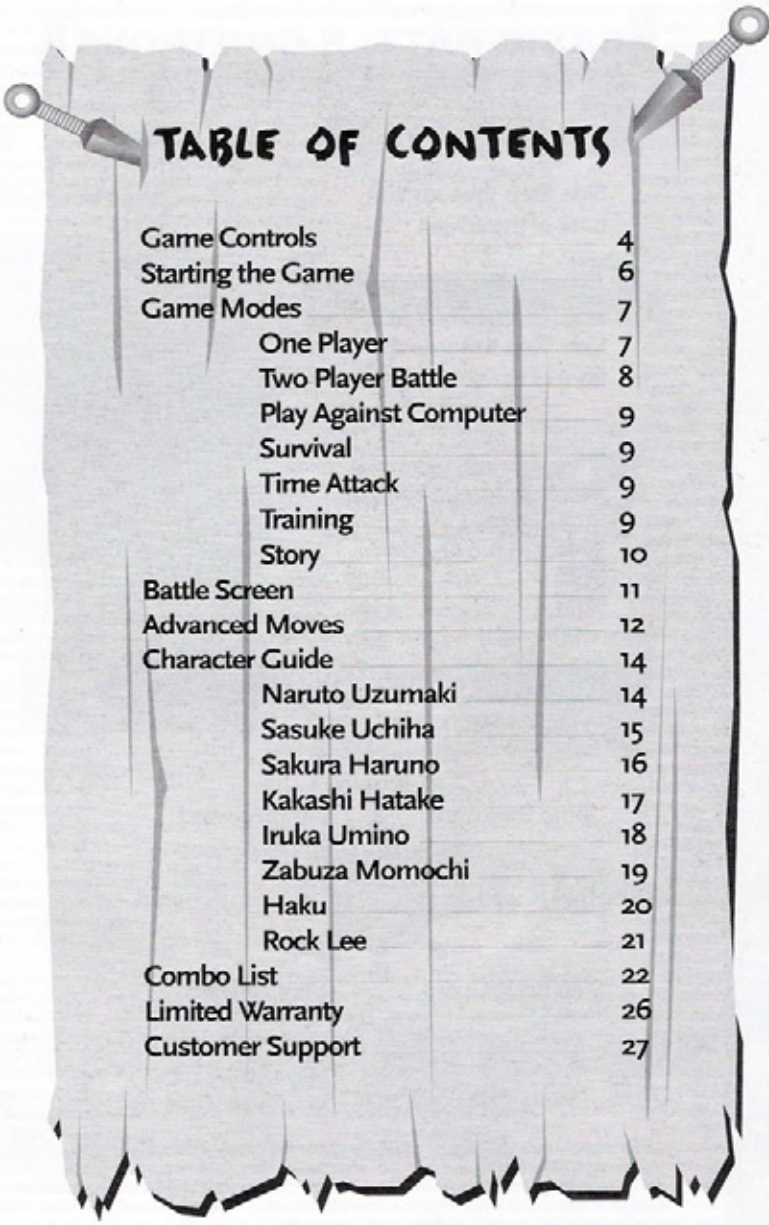


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BASIC BATTLE CONTROLS

R

R Button

Side Step towards the back of the screen

L

L Button

Side Step towards the front of the screen




+ Control Pad

Select Menu Option



Control Stick



Z Button 

Disabled

A

A Button

Ninjutsu Attack

B

B Button

Taijutsu Attack

X Button

Special Jutsu
when pressed
with Chakra gauge full
(see page 11)

X

Y Button

Throw Opponent

Y

START

Pause Game

C Stick

Bring opponent back to center of arena
during Training Mode

C

MENU CONTROLS

Control Stick Choose Menu Option

+ Control Pad Choose Menu Option

A Button Select Menu Option

B Button Cancel Menu Option

STARTING THE GAME

Insert the Game Disc

Set the Game Disc in the Nintendo GameCube™, plug the Nintendo GameCube™ Memory Card into Slot A, close the Disc Cover and turn the POWER Button "On".

Start the Game

Pressing START will take you to the Mode Selection Screen. Use the Control Stick to highlight a mode and press A Button to confirm.



Saving and Using Memory Cards

You can save the game at the Options Mode. [Please refer to page 10]. To save the game, a Memory Card with 2 free Blocks must be inserted in Slot A. The game will automatically resume from previously saved data if it exists. To delete a saved game or format the Memory Card please refer to the Nintendo GameCube™ hardware manual.

GAME MODES

Choosing a Mode

There are 8 modes in total consisting of the Options and 7 play modes. Use the Control Stick to highlight the mode you would like to play and press A Button to confirm.

ONE PLAYER

Choose a character and attempt to clear all 8 stages.

Choosing Your Character



Choose the character you would like to play with. Use the Control Stick to highlight and press the A Button to confirm. Your opponent will be assigned automatically.



Enter Battle

A second player can use the Nintendo GameCube Controller plugged into Controller Socket 2 to enter the battle.

TWO PLAYER BATTLE

A two-player mode where players can choose game conditions. Make sure Controller 2 is plugged into the Nintendo GameCube before playing.

Choose the Characters

Choose the characters you would like to play with.



Set Stage/Power

Move the Control Stick Left and Right to choose the stage where you would like to face each other. The characters' overall Attack Power can be set by selecting the shuriken and using the Control Stick to increase or decrease their power.



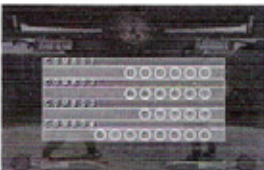
See Battle Results

Displayed on the top portion of the battle screen is the number of rounds won by the players from the second round onwards.



Check Combos

Pressing START during play will take you to the pause window. Here you can go to the Combo List to see the combos for the character being used by the player who pressed START.



PLAY AGAINST COMPUTER

A one-player, single-match mode where you set the character, battle stage and Attack Power of characters' moves for both yourself and the computer.

SURVIVAL

A one-player mode where you compete to see how many consecutive wins you can put together against the computer. Matches are a single round each and your health is restored according to how much time is left when an opponent is defeated.

TIME ATTACK

A one-player mode where you compete based on the time it takes to defeat all 8 opponents. Your Health Gauge is filled after each win and ends when all opponents are defeated.

TRAINING



A practice mode to work on moves. Press **START** to display or change play conditions.

STORY

In this mode, you follow the storyline as the main character, Naruto Uzumaki. As graduates of the Ninja Academy, Naruto and his friends will be presented with a new challenge from their new sensei Kakashi Hatake.



OPTIONS

Configure game settings, change rules, and view play data.



Changing difficulty will change the difficulty level of enemy characters for Play Against Computer, Story, and One Player modes.

SAVING THE GAME

You can save or load game data by choosing the Memory Card menu in the Options mode.



BATTLE SCREEN

TIME REMAINING

Displays in seconds the time remaining in the match. If desired, match length can be changed in Options.

HEALTH GAUGE

Displays the character's health.



OF WINS

Displays the number of rounds won.

CHAKRA GAUGE

Players use up Chakra to use Substitution Jutsu, special techniques, and to provoke opponents. The gauge fills up as the player misses moves, gives or receives damage, and guards or makes the opponent guard. The gauge fills up faster when the player is low on health.

Rules of Battle

Matches consist of 3 rounds. The first player to win 2 rounds is declared the victor (this can be changed in Options). When a player is reduced to no health, he is defeated, but if time expires, the player with more health remaining wins the round. Both players are awarded a win if time expires and their health is equal. A tie score after 3 rounds will result in a final round occurring. If the score is still tied after this final round, the player that started the game is declared the winner.



Pressing START during play will take you to the Pause Menu. Here you can go to the Combo List to see the combos available for the character being used. Select Resume to continue the match, or select End to exit the current fight.

ADVANCED MOVES

Substitution Jutsu

You can use Substitution Jutsu if you press the R Button or L Button during an opponent attack or while receiving damage. Substitution Jutsu cannot be used if the Chakra gauge is not filled, as it uses up a given amount of Chakra.

Example: Pressing the R Button or L Button while taking damage initiates the Substitution Jutsu. Player disappears from in front of the opponent. The opponent now sees a distraction such as a log or mist. Player reappears behind the opponent for a counter attack.



Special Jutsu

You can use a special technique (special move with greater damage) if you move up close to the opponent and press the X Button with a full Chakra gauge. Some characters may require you to be closer to the opponent than others for it to work.

Move close to opponent and press the X Button when Chakra gauge is full.



Special Skill

Press Left on the Control Stick and the A Button when opponent is on the right side.

You can use special skills such as Sexy Jutsu and provoke your opponent by pressing Left on the Control Stick and A Button when the opponent is on the right side. The moves vary according to the characters.



Double Jump

Do a double jump by pressing Up on the Control Stick once more while in the air.

Avoid Knockdown

Pressing the A Button or B Button just before hitting the ground will avoid a knockdown and make the character get up quickly.



NARUTO UZUMAKI

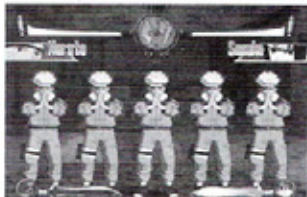
I'M DEFINITELY GOING TO BECOME HOKAGE!!

The main character Naruto trains hard, dreaming of one day becoming Hokage, the distinction given to the top ninja of the Village Hidden in the Leaves. An attention-grabber who hates to lose. Also hates raw vegetables.

Special Jutsu:

Naruto Uzumaki Barrage!

Produces five clones using the Shadow Clone Jutsu. Three clones simultaneously kick the opponent into the air and the final clone sends the opponent back to ground level with a spinning axe kick.



A Button

Ninjutsu/Ninja Tool Attack

- Throw Kunai (Hold A Button to increase power)
- Step forward and swing Kunai
- Sexy Jutsu (Works while A Button is held down, leading to lunging punch from behind if opponent attacks during Jutsu)
- Vanish like the wind, then suddenly pop up and punch the opponent up into the air from down below
- Throw Kunai diagonally upward
- RUN Swing Kunai on the run
- JUMP Throw Kunai from the air

B Button

Taijutsu

- Punch
- Jump forward to grab opponent's arms and throw him to the ground
- Punch with momentum (can also block against opponent's attack for a split second)
- Foot sweep from a crouch position
- Jump and kick to make opponent fly
- RUN Body check on the run
- JUMP Swooping punch from the air

SASUKE UCHIHA

"BEHOLD THE POWER OF UCHIHA..."

Graduating from the Ninja Academy with top honors, Sasuke is a legitimate descendant of Uchiha clan, the most accomplished lineage of the Village Hidden in the Leaves. Chooses to act alone despite his good looks but has changed somewhat since meeting Naruto and friends.

Special Jutsu: Barrage of Lions



Follows, strikes, and spins the opponent while the opponent is still in the air, and tops it off with a string of kicks to slam the opponent back onto the ground.



A Button

Ninjutsu/Ninja Tool Attack

- Throw Kunai (Hold A Button to increase number of Kunai)
- Fire Style: Fire Ball Jutsu (Can use Chakra to keep firing by holding button)
- Vanish like the wind, then suddenly pop up from above and knock the opponent down with an axe kick.
- Swing Kunai
- Throw Kunai diagonally upward
- RUN Swing Kunai on the run
- JUMP Throw Kunai from the air

B Button

Taijutsu

- Punch
- Step forward and backhand blow
- Kick with momentum (can also block against opponent's attack for a split second)
- Foot sweep from a crouch position
- Jump and kick into the air
- RUN Punch on the run
- JUMP Swooping kick from the air



SAKURA HARUNO

“CHA!”

At first glance, Sakura appears to be into boys and chit-chatting more so than training and doing missions, but she is one of the most devoted thinkers of the ninja skills. Her high intelligence ranks atop all Genin.

Special Jutsu: Inner Sakura

The Inner Sakura representing Sakura's inner personality is released and unleashes combo attacks while screaming Cha!



A Button

Ninjutsu/Ninja Tool Attack

A Throw Shuriken (Hold A Button to increase number of Shuriken)

→ **A** Transport instantly behind opponent

← **A** Transport instantly above opponent's head if opponent attacks when in a guard stance

↓ **A** Swing Kunai and make opponent float in midair

↑ **A** Throw Shuriken diagonally upward

RUN **A** Transport instantly in and behind opponent from running motion

JUMP **A** Throw Shuriken from the air

B Button

Taijutsu

B Punch

→ **B** Jump and upper cut

← **B** Double slap across the face

↓ **B** Punch from a crouch position

↑ **B** Short jump and kick

RUN **B** Lunging punch

JUMP **B** Axe kick while jumping

KAKASHI HATAKE

"GIVE IT UP. WHAT LIES IN YOUR FUTURE IS DEFEAT."

Also known as the Copy Ninja, Kakashi has masterly skills, placing him among the top Hidden Leaf Village ninja. An excellent teacher with a great ability to spot ninja potential, Kakashi is feared by many as he uses the special Sharingan ability on his left eye.

Special Jutsu: Lightning Blade

(hold X Button to increase power)



Chidori is a Jutsu released by collecting vast amounts of Chakra and striking the opponent with running momentum, which goes by the name Lightning Blade only when used by Kakashi.



A Button

Ninjutsu/Ninja Tool Attack

- A** Throw Kunai (Hold A Button to increase number of Kunai)
- **A** Step forward and swing Kunai
- ←** **A** Read favorite book (Activates A Thousand Years of Pain if opponent attacks while reading)
- ↓** **A** Earth Style: Headhunter Jutsu
- ↑** **A** Throw Kunai diagonally upward
- RUN** **A** Throw Kunai on the run
- JUMP** **A** Throw Kunai from the air

B Button

Taijutsu

- B** Punch
- **B** Short jump and kick
- ←** **B** Punch with momentum (Can block against opponent's attack for a split second)
- ↓** **B** Backhand blow from a crouch position
- ↑** **B** Kick and make opponent float in midair
- RUN** **B** Slide
- JUMP** **B** Swooping elbow attack from the air



IRUKA UMINO

"I'LL TEACH YOU THE WAY OF THE SHINOBI."

A sensei at the Ninja Academy who helps realize a child's potential as a ninja and trains them, Iruka watches over Naruto and his friends' progress with understanding and support. Also a gifted and accomplished Chunin who is occasionally sent to the battlefield on various missions.

Special Jutsu: Original Move

Disables the opponent with large Shuriken from above, then lands a powerful blow. An original move of Clash of Ninja.



A Button

Ninjutsu/Ninja Tool Attack

- A** Throw Shuriken toward opponent (Hold A Button to increase number of Shuriken)
- **A** Transport instantly behind opponent
- ←** **A** Attack from above if opponent attacks when in guard stance
- ↓** **A** Swing Kunai
- ↑** **A** Throw Shuriken diagonally upward
- RUN** **A** Upper cut from running motion
- JUMP** **A** Throw Shuriken from the air

B Button

Taijutsu

- B** Punch
- **B** Step forward and backhand blow
- ←** **B** Backward spinning kick (Can block against opponent's attack for a split second)
- ↓** **B** Foot sweep
- ↑** **B** Short jump and kick
- RUN** **B** Kick with heel on the run
- JUMP** **B** Swooping kick from the air

ZABUZA MOMOCHI

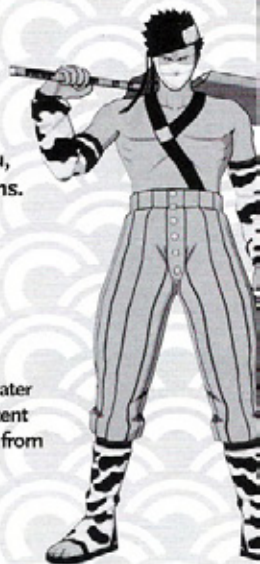
" BEAR WITNESS TO MY TECHNIQUE."

The "Demon Hidden in the Mist" has successfully assassinated countless key figures using the Special Jutsu, swinging his giant Guillotine Sword around in all directions. Though notorious for carrying out atrocious bloody acts, Zabuzza has exceptional ninja talent.

Special Jutsu: Silent Killing Technique



Uses Chakra to collect water and generates a translucent mist, where he emerges from all over and attacks a confused opponent.



A Button

Ninjutsu/Ninja Tool Attack

- A** Swing Guillotine Sword
- **A** Swing Guillotine Sword from the side (Hold A Button to increase power)
- ←** **A** Transport instantly behind opponent if opponent attacks when in a guard stance
- ↓** **A** Swing Guillotine Sword at the legs
- ↑** **A** Disappear and swing Guillotine Sword from up above
- RUN** **A** Kick with momentum
- JUMP** **A** Jump and swing Guillotine Sword

B Button

Taijutsu

- B** Punch
- **B** Step forward and elbow attack
- ←** **B** Punch with momentum (Can block against opponent's attack for a split second)
- ↓** **B** Punch that slams opponent down
- ↑** **B** Short jump and kick
- RUN** **B** Head butt on the run
- JUMP** **B** Lunge sword downward



HAKU

"PLEASE DO NOT BLAME ME."

Haku combines natural ninja qualities and gifted bloodline traits, devoting himself to Zabuza as his fighting machine.












Special Jutsu: Crystal Ice Mirrors

Kekkei Genkai (bloodline trait) was handed down through Haku's ancestors. It generates an ice mirror room around the opponent and attacks by moving through the space at the speed of light.














A Button

Ninjutsu/Ninja Tool Attack

-  Throw Senbon at opponent (Hold A Button to increase power)
-   Swing Senbon while spinning like a top
-   Swing Senbon from a crouch position
-   Swing Senbon from a crouch position
-   Throw Senbon diagonally upward
- RUN  Throw Senbon on the run
- JUMP  Throw Senbon from the air (Hold A Button to make the needles stop in the air and face the opponent)

B Button

Taijutsu

-  Punch
-   Step forward and elbow attack
-   Jump kick with momentum (Can block against opponent's attack for a split second)
-   Foot sweep
-   Cartwheel and double kick
- RUN  Jump kick on the run
- JUMP  Grab opponent's arms and throw to the ground

ROCK LEE

"THE ONE I'D LIKE TO FIGHT IS UCHIHA"

With no Ninjutsu and Genjutsu ability, Rock Lee is the epitome of hard work. Fighting using only Taijutsu, his most powerful weapon is his nerves of steel and his unbreakable spirit despite repeated defeats. Has a crush on Sakura. Rock Lee is not a playable character at the start of the game. He must be unlocked.

Special Jutsu: Primary Lotus



Kicks from down below to send the opponent into the air, spins the opponent with bandages, and slams onto the ground headfirst.



A Button

Ninjutsu/Ninja Tool Attack

A Step forward and slam opponent with palm

→ A Leaf Hurricane

← A Shrug off opponent's attack

↓ A Leaf Whirlwind

↑ A Axe kick while jumping

RUN A Punch on the run

JUMP A Slamming punch while jumping

B Button

Taijutsu

B Backhand blow

→ B Step forward and elbow attack

← B Fist attack with momentum (Can block against opponent's attack for a split second)

↓ B Stomp on ground with great force

↑ B Double kick and make opponent float in midair

RUN B Jump kick on the run

JUMP B Swooping kick from the air

COMBO LIST



Naruto's Combo Moves

1	⊖, ⊖, ⊖, ⊖, ⊖, ⊖	12	↓ ⊖, △, ⊖, ⊖, ⊖, ⊖, ⊖, △
2	⊖, ⊖, ⊖, ⊖, ⊖, ⊖, △	13	Run △, △, △, △
3	⊖, △, △, △, △	14	Run △, △, ⊖, ⊖, ⊖, ⊖, ⊖
4	⊖, △, △, ⊖, ⊖, ⊖, ⊖, ⊖	15	Run △, △, ⊖, ⊖, ⊖, ⊖, ⊖, △
5	⊖, △, △, ⊖, ⊖, ⊖, ⊖, △	16	Run △, ⊖, ⊖
6	⊖, △, ⊖, ⊖	17	Run △, ⊖, △
7	⊖, △, ⊖, △		
8	→ ⊖, ⊖		
9	→ ⊖, △		
10	↓ ⊖, △, △, △		
11	↓ ⊖, △, ⊖, ⊖, ⊖, ⊖, ⊖		



Sasuke's Combo Moves

1	⊖, ⊖, ⊖, ⊖, ⊖, ⊖, ⊖, ⊖
2	⊖, ⊖, △
3	⊖, ⊖, ⊖, △
4	⊖, ⊖, ⊖, ⊖, △
5	→ ⊖, ⊖, ⊖
6	← ⊖, ⊖, ⊖
7	↓ ⊖, ⊖, ⊖
8	↓ ⊖, ⊖, △
9	↓ △, ⊖, ⊖, ⊖, ⊖, ⊖
10	↓ △, ⊖, △
11	↓ △, ⊖, ⊖, △



Sakura's Combo Moves

1	⊖, ⊖, ⊖, ⊖, △	12	Run ⊖, △, △
2	⊖, △, △, △	13	↓ △, △, △
3	⊖, ⊖, △, △		
4	⊖, ⊖, △, ⊖		
5	← ⊖, ⊖		
6	→ ⊖, ⊖		
7	← ⊖, △, △		
8	← ⊖, △, ⊖		
9	↑ ⊖, ⊖		
10	↑ ⊖, △		
11	Run ⊖, ⊖, ⊖, △		

Kakashi's Combo Moves

1	B, B, B, B	12	↑ B, B
2	B, B, A	13	→ A, B, B, B
3	B, B, B, A	14	→ A, B, A
4	B, B, B, A, A	15	→ A, B, B, A
5	B, B, B, A, B	16	→ A, B, B, A, A
6	← B, B, B, B	17	→ A, B, B, A, B
7	← B, B, B, A	18	Run A, B, B, B
8	← B, B, B, A, A	19	Run A, B, B, A
9	← B, B, B, A, B	20	Run A, B, B, A, A
10	↓ B, B, B	21	Run A, B, B, A, B
11	↓ B, B, A		



Iruka's Combo Moves

1	B, B, B, B, B	12	↓ B, B, A, A
2	B, B, B, B, A	13	↓ A, B, B
3	B, B, B, A, A	14	↓ A, B, A
4	B, B, B, A, B, B	15	↓ A, A, A
5	B, B, B, A, B, A	16	↓ A, A, B, B
6	B, B, A, A	17	↓ A, A, B, A
7	→ B, B, B		
8	→ B, B, A		
9	→ B, A, A		
10	→ B, A, B, B		
11	→ B, A, B, A		



Zabuza's Combo Moves

1	B, B, B, B	12	A, B, A, A, A, B
2	B, B, B, A, A, A, A	13	→ B, B
3	B, B, B, A, A, A, B	14	→ B, A, A, A, A
4	B, B, A, A, A	15	→ B, A, A, A, B
5	B, B, A, A, B	16	← B, B, B
6	B, A	17	← B, B, A, A, A, A
7	A, A, A, A	18	← B, B, A, A, A, B
8	A, A, A, B	19	← B, A, A, A
9	A, B, B	20	← B, A, A, B
10	A, B, A	21	→ A, A, A, A
11	A, B, A, A, A, A	22	→ A, A, A, B





Haku's Combo Moves

1	⊖, ⊖, ⊖, ⊖, ⊖
2	⊖, ⊖, ⊖, △, △
3	⊖, ⊖, △, △
4	⊖, ⊖, △, ⊖
5	⊖, △, △
6	→ ⊖, ⊖, ⊖
7	→ ⊖, △, △
8	↓ ⊖, ⊖
9	↓ ⊖, △, △
10	↓ ⊖, △, ⊖
11	↑ ⊖, ⊖, ⊖, ⊖
12	↑ ⊖, ⊖, △, △
13	↑ ⊖, △, △, △
14	↑ ⊖, △, ⊖, ⊖
15	△, △
16	→ △, △
17	↓ △, ⊖, ⊖
18	↓ △, △, △



Rock Lee's Combo Moves

1	⊖, ⊖, ⊖, ⊖, △
2	⊖, ⊖, ⊖, △
3	⊖, ⊖, △, △, △
4	⊖, ⊖, △, △, ⊖
5	△, ⊖, ⊖, ⊖, △
6	△, ⊖, ⊖, △
7	△, ⊖, △, △, △
8	△, ⊖, △, △, ⊖
9	→ ⊖, ⊖, △
10	→ ⊖, △
11	← ⊖, ⊖, △, △
12	← ⊖, ⊖, △, ⊖
13	← ⊖, △
14	↓ ⊖, ⊖, △, △
15	↓ ⊖, ⊖, △, ⊖
16	↓ ⊖, △
17	↑ ⊖, △
18	↑ △, ⊖, ⊖, △
19	↑ △, ⊖, △

IS NARUTO THE BEST NINJA?
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SHONEN JUMP'S

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