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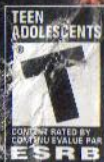
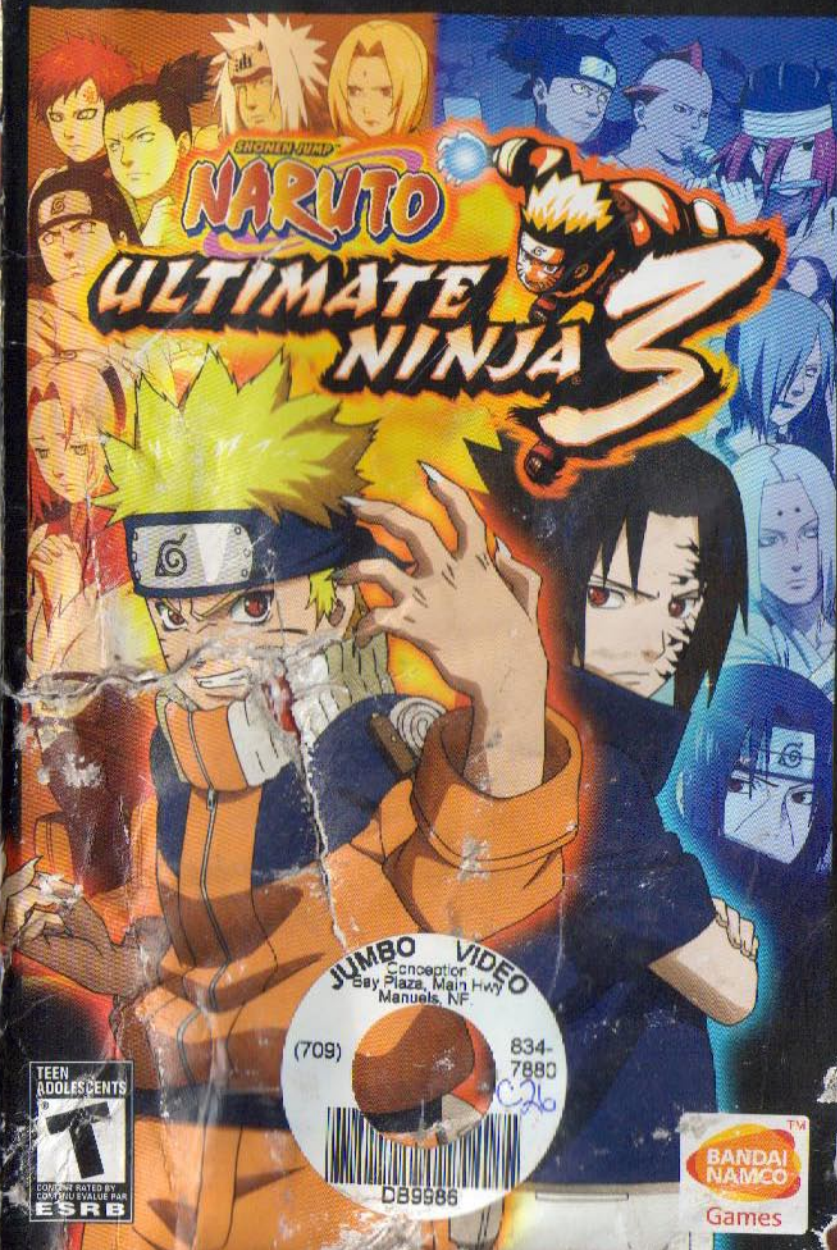


PlayStation Portable



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INSTRUCTION MANUAL



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

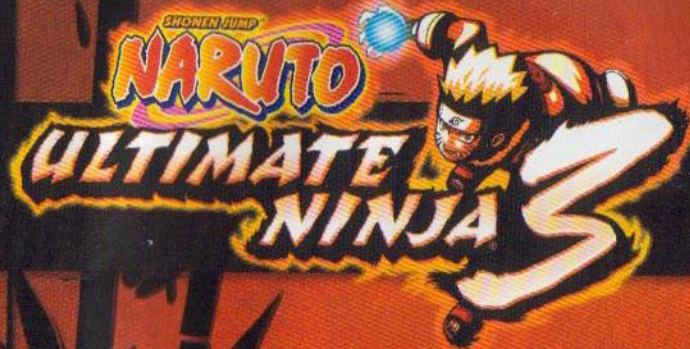
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

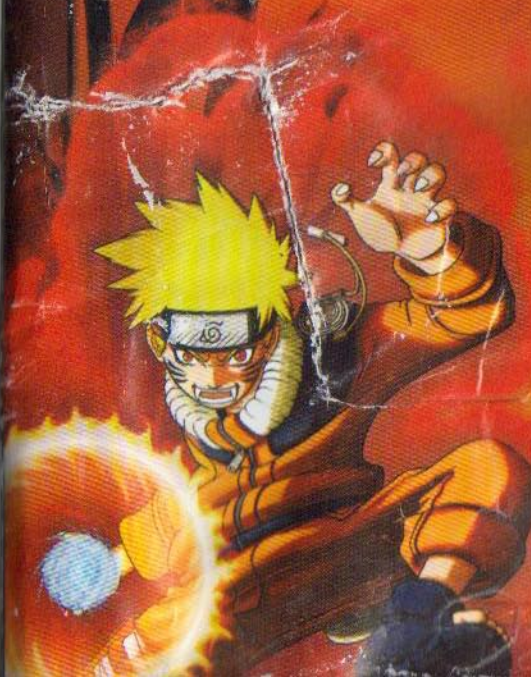
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSO U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

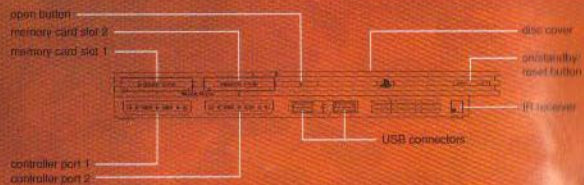


CONTENTS

2	Getting Started
3	Starting Up
4	Battles
11	Saving and Loading
11	Starting the Game
12	Ultimate Contest
16	Hero's History
17	VS. Duel
19	Iruka's Training
25	The Break Room
20	Tanzaku Market
21	Naruto's House
21	Adjust Settings
48	Credits
49	Warranty



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **NARUTO™: Ultimate Ninja® 3** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

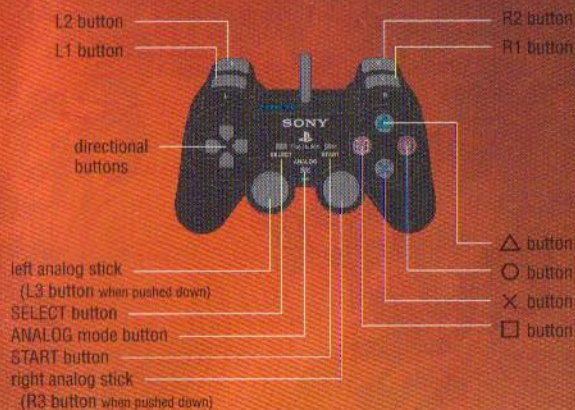
When Saving for the First Time

Save data for this game will be created on your memory card (8MB)(for PlayStation®2). Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1. When the "Create new NARUTO: Ultimate Ninja 3 data" confirmation screen appears, select "Yes" and confirm your selection with the **X** button.

Note: Game supports only MEMORY CARD slot 1.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

SELECTING / CONFIRMING

directional buttons (or left analog stick): Move cursor, select menu item

X button: Confirm selection, skip message

○ button: Cancel

START button: Skip movie

NOTES:

- Only the DUALSHOCK®2 analog controller is supported by this software. Operation using any other controller cannot be guaranteed.
- In order to play against a friend, you must connect another DUALSHOCK®2 analog controller into controller port 2.
- With the exception of VS, Duel and Jutsu's Training, all other game modes must be controlled with the DUALSHOCK®2 analog controller that is connected to controller port 1.
- The button configuration shown on this page is a basic configuration. If you'd like to customize your button configuration, you may do so in the Adjust Settings menu or from the Control Settings option on the Pause Menu (while in battle).
- The vibration function of the DUALSHOCK®2 analog controller can be turned on and off, regardless of whether or not the LED display is lit, in the Adjust Settings menu or from the Control Settings option on the Pause Menu (while in battle).
- The LED display of the DUALSHOCK®2 analog controller is always lit red. Control using the analog sticks is always possible when playing this game.
- In this manual, in any case where the directional buttons are used for controls, the left analog stick may be used as well.

BATTLE SCREEN CONTROLS

directional buttons (or left analog stick): Move

○ button: Attack

X button: Jump (press again in mid-air for double-jump)

□ button: Use item

△ button: Prepare Ultimate Jutsu

START button: Pause Menu

L1 / R1 button: Switch item

L2 / R2 button: Guard

BATTLES

VIEWING THE BATTLE SCREEN

1 TIME LIMIT

This is the amount of time remaining until the end of the battle.

2 STATUS CHANGE

This shows any change in status. See page 10 for more details about status change.

3 HEALTH BAR

This indicates your character's remaining strength.

4 CHAKRA BAR

This is the amount of chakra your character has left.

5 ITEM

This shows the currently selected item and the quantity held.



BASIC BATTLE RULES

- The first player to reduce the opponent's strength to zero within the time limit is the winner.
- If both players defeat each other simultaneously, the battle is a draw.
- If a battle exceeds the time limit, it will come to an end, and the player with more strength is the winner.

MOVEMENT IN BATTLE



QUICK MOVEMENT: PRESS THE **○** BUTTON TWICE

This will cause you to dash towards your opponent. While you are dashing, you cannot be hit by kunai, shuriken, or any other projectile weapons that players can start with. However, items thrown due to ninjutsu or stuck to a projectile weapon can hit you.

**Some stick items will not be able to hit you.*



JUMP BACKWARDS: DIRECTIONAL BUTTON **←** + **○** BUTTON TWICE

This will let you jump quickly backwards away from your opponent.



WALL RUNNING JUTSU: DIRECTIONAL BUTTONS

Run in the direction of a wall to run up the side of the wall.



MOVE TO FOREGROUND: DIRECTIONAL BUTTON **↓** + **○** BUTTON

MOVE TO BACKGROUND: DIRECTIONAL BUTTON **↑** + **○** BUTTON

These controls allow you to move between the stage's background and foreground.



WATER-WALKING JUTSU: DIRECTIONAL BUTTONS

You can use chakra to walk on the surface of water. If you run out of chakra, you'll fall into the water and take damage.

ATTACKS



COMBO: COMBINATION OF **○** BUTTON AND DIRECTIONAL BUTTONS

Combos are performed by pressing the **○** button and the directional buttons multiple times and in multiple directions in a certain pattern. Combo commands differ depending on the character used. You can check how to perform combos in the 1P or 2P Command Chart, accessible from the Pause Menu. See page 6 for more details.



COUNTER: DIFFERENT COMMAND FOR EACH CHARACTER

Characters can perform their own, individual counter attacks after their opponent has performed any attack besides a throw. Counter commands differ depending on the character used. You can check how to perform your character's counter in the Command Chart, accessible from the Pause Menu. See page 6 for more details. NOTE: Only certain characters are capable of performing counters.



THROW: DIRECTIONAL BUTTON **←** + **○** BUTTON

This lets you grab your opponent and throw them through the air. NOTE: If performed in mid-air, this will result in an aerial throw.



NINJUTSU: DIRECTIONAL BUTTON **↑↑** + **○** BUTTON / DIRECTIONAL BUTTON **↓↓** + **○** BUTTON

This lets you use chakra to attack with jutsu or special moves.

NOTE: Certain characters are able to perform more powerful attacks by holding down the **○** button.



EXTRA HIT: DIRECTIONAL BUTTON TOWARD THE DIRECTION YOU KNOCKED YOUR OPPONENT + **○** BUTTON

After you've knocked an opponent through the air with an attack, you can instantly circle around the opponent and deal an extra hit before they come to their senses.



EXTRA HIT COUNTER: **○** BUTTON

While your opponent is performing an extra hit on you, an icon will be displayed at the bottom of the screen. If you press the **○** button while the icon is being displayed, you will evade the extra hit and perform an "extra hit counter." It is also possible, when your opponent is performing an extra hit counter on you, to perform an "extra hit counter."



JUTSU CLASH



Depending on the characters being used in battle, if the characters perform jutsu at the same time, the jutsu can smash against each other, resulting in a "jutsu clash." In a jutsu clash both players will engage in a button-pressing contest to determine whose jutsu hits successfully.

VIEWING THE DOMINANCE BAR

The dominance bar shows who's currently winning in the jutsu clash. After the button-pressing battle has gone on for a short period of time, the jutsu of the player who has made the dominance bar move farther will hit successfully.



PAUSE MENU

Press the START button in battle to bring up the Pause Menu, from which you can select a number of different options. The items on the Pause Menu vary somewhat depending on the game mode that you're playing.

Control Settings: This option allows you to change the button configuration and turn vibration on or off.

1P (or 2P) Command Chart: This lets you see the button combinations for character combo techniques, jutsu, Ultimate Jutsu and other special moves.

Basic Command Chart: This lets you see the basic battle controls.

Easy Display Setup: This option allows you to turn on and off messages.

Mission Conditions: Here, you can view the completion requirements of the battle currently being fought.
NOTE: Mission Conditions only appears on the Pause Menu in Ultimate Contest mode.

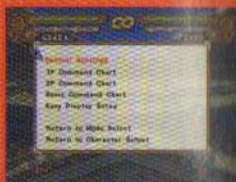
Item Stock: Here, you can equip items that you've received in Ultimate Contest and other modes.
NOTE: Item Stock cannot be used in Iruka's Training, or when playing two-player VS: Duel mode.

Practice Settings: This selection brings up the Practice Settings Screen.
NOTE: The Practice Settings option only appears on the Pause Menu in Iruka's Training mode.

End Battle: Ends the current battle.
NOTE: End Battle only appears on the Pause Menu in Ultimate Contest mode.

Return to Mode Select: Ends the battle and returns to the Mode Select Screen.
NOTE: Return to Mode Select cannot be used in Ultimate Contest mode.

Return to Character Select: Ends the battle and returns to the Character Select Screen.
NOTE: Return to Character Select cannot be used in Ultimate Contest mode.



ULTIMATE JUTSU



ULTIMATE JUTSU: BUTTON, THEN ATTACK WITH BUTTON

When you press the button, chakra will be released to produce an Ultimate Jutsu, and your character will gather aura in preparation for the attack. If you then press the button and the attack hits your opponent, you will perform an Ultimate Jutsu (configured ahead of time on the Customization Screen). See page 14 for further details on customizing Ultimate Jutsu.

ATTACKING SIDE

Win against your opponent in an Input Formula competition to perform an Ultimate Jutsu. Press the buttons shown in the lower-left corner of the screen. If the dominance bar goes past halfway full, you'll deal extra damage to your opponent.



DOMINANCE BAR
Once a player's side of the bar fills up all the way, the Ultimate Jutsu competition will be decided.

TIME LIMIT
Players can press buttons until this limit runs out.

DEFENDING SIDE

If you win in the Input Formula competition, you will successfully defend against the Ultimate Jutsu. If you perform better than your opponent at button pressing you will take reduced damage. If the dominance bar reaches the green point on the attacking side, the Ultimate Jutsu will be interrupted.

INPUT FORMULA

The Input Formula settings for the Ultimate Jutsu sequence are configured ahead of time on the Customization Screen, just like the Ultimate Jutsu itself. Select the input method that you prefer. For more information about customizing Ultimate Jutsu, see pages 9 and 14.



COMMAND

This input method involves pressing buttons in sequence. The command(s) to enter will be displayed on the screen.



SPIN

With this input method, the goal is to rotate the left or right analog stick faster than your opponent.



PRESS

This input method involves mashing the same button repeatedly more times than your opponent.

HOW TO USE ULTIMATE JUTSU

EXAMPLE (NARUTO UZUMAKI)

By setting the Ultimate Jutsu techniques ahead of time on the Customization Screen, you can make sure that you perform the techniques that you want to once you get into the heat of battle. As your character gains levels in Ultimate Contest mode, you will get more Ultimate Jutsu techniques to use, and once you've collected all of the items necessary to execute those techniques, you'll be able to use them in battle. For the Customization Screen, open the menu in Ultimate Contest, then select "Status."



SUMMONING TECHNIQUE!
LET THE GIANT BATTLE BEGIN!



TRANSFORMATION! RELEASE
NINE-TAILED POWER!

GIANT BATTLES



Using Summoning Jutsu, and some Ultimate Jutsu, will trigger a Giant Battle. In this case, you will be transferred to the Giant Battle screen and engage in a battle as (or against) a humungous character.

CHARGE-UP ATTACKS

When you play as the giant character, you can hold down the attack button to charge up your attacks. The strength of the attack will depend on how long you charge up.

GIANT BATTLE CONTROLS (for Giant Character)



Directional buttons, left analog stick:
Move (only used by some characters)

○ button: Attack

Ⓢ button: Weak technique, strong technique
(power varies depending on how long the button is held)

START button: Pause Menu

DEFENSE



SUBSTITUTION JUTSU: **L3** BUTTON / **R2** BUTTON RIGHT AS YOUR OPPONENT'S ATTACK CONNECTS

By pressing the **L3** button / **R2** button at exactly the right time, you can dodge your opponent's attack and reappear behind them. Using the substitution jutsu consumes chakra.

REBOUND: PRESS THE **ⓧ** BUTTON WHILE IN MIDAIR, OR THE INSTANT THAT YOU'RE SLAMMED AGAINST THE GROUND OR WALL. You'll avoid hitting the ground hard and will reduce the amount of damage received.

GUARD BREAK: **DIRECTIONAL BUTTON ↓ + ○** BUTTON. You can break through your enemy's guard stance using a low attack. Note: Controls differ for some characters.

HEALING



RESTORE CHAKRA: HOLD THE **↓** DIRECTIONAL BUTTON, OR PICK UP AN ITEM OR CHAKRA SPHERE. Your character will recover chakra so long as you hold the **↓** directional button. However, you cannot defend while recovering chakra. You can also restore chakra by collecting the Chakra Spheres that are dropped after you or your opponent are knocked down, or break objects in the stage background to find chakra recovery items.



RESTORE HEALTH: HOLD THE **↑** DIRECTIONAL BUTTON (TAUNT), OR PICK UP AN ITEM.

Holding the **↑** directional button will put you into a taunt pose, and certain characters recover a small amount of strength in that pose (more or less depending on the character used). However, you cannot defend while taunting. You can also break objects in the stage background to find health recovery items.

ITEMS



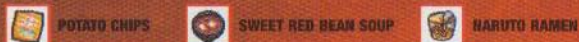
ITEMS APPEAR: WHEN BACKGROUND OBJECTS ARE BROKEN, OR WHEN YOU OR YOUR OPPONENT ARE KNOCKED DOWN.

Some items are used immediately and have a certain effect when collected, while other items, like throwing weapons, can be used later and have an effect on your opponent when thrown at them. Also, chakra-restoring "Chakra Spheres" will appear when you or your opponent are knocked down. You may find a list of some of the items that can be collected in the game on page 10.



ITEM EXAMPLES

HEALTH RECOVERY ITEMS (Collect to recover strength)



CHAKRA RECOVERY ITEMS (Collect to recover chakra)



ATTACK ITEMS (Throw at opponents to inflict damage)



BATTLE ASSISTANCE ITEMS



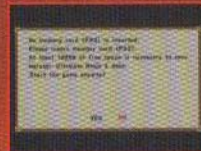
EXAMPLES OF STATUS CHANGES



SAVING AND LOADING

PREPARING THE MEMORY CARD (8MB)(FOR PLAYSTATION®2)

In order to save game data, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1. If you don't use a memory card (8MB)(for PlayStation®2) or save your game, verify this by selecting "Yes" on the Confirmation Screen.



LOADING

Select "Load Game" on the Title Screen to load previously saved game data and continue playing. If a memory card (8MB)(for PlayStation®2) with saved game data on it is inserted into MEMORY CARD slot 1, the Load Confirmation Screen will appear. Choose the data, then select "Yes" to load your game.



SAVING

Data can be saved whenever you quit or interrupt a game mode, and can also be saved from the Menu Screen in Ultimate Contest mode. The first time that you save, a Confirmation Screen will appear. On the Confirmation Screen, select "Yes" to create a new save file on the memory card (8MB)(for PlayStation®2).



* At least 160KB of free space is needed on your memory card (8MB)(for PlayStation®2) to save game data.

* Only MEMORY CARD slot 1 is supported.

STARTING THE GAME



On the game's Title Screen, choose "New Game" to start from the beginning or "Load Game" to load a game with previously saved data.



GAME MODE SELECTION

Use the directional buttons or the left analog stick to select a mode, and press the **X** button to confirm your selection. For descriptions of each game mode, see pages 12 to 21.

ULTIMATE CONTEST

This single-player mode allows you to enjoy an original action-RPG story set in the Hidden Leaf Village.

MOVEMENT

Press the directional buttons or move the left analog stick slightly, and your character will walk in that direction. Move the left analog stick more, and your character will run. If you run towards walls, you'll be able to run up them to get up high. NOTE: Some walls cannot be climbed in this way.



CONVERSATIONS



Go up to people in town and press the **X** button when you see an icon appear above their heads. This will let you talk to them. Talking to people can trigger events, and it can also be a great way to receive hints about what to do next.



ENTERING BUILDINGS



Go near to a building's entrance and press the **X** button when you see an icon appear. This will let you go inside the building. To exit the building, go up to its exit and press the **X** button when you see the icon appear.

BREAKING OBJECTS



As you get close to objects such as crates and pots, an icon will appear. If you press the **X** button when you see this icon, you can break the object. Occasionally, items will appear when you break objects.

ROTATING THE CAMERA

You can move the right analog stick left and right to rotate the camera 360 degrees around your character. Press the **R2** button to move the camera directly behind your character.

INFORMATION DISPLAY SCREEN

As you're walking through the Hidden Leaf Village, press the **INFO** button to bring up the Information Display Screen.

CURRENT LOCATION

This shows the place where you are currently located.



LEVEL

This shows your character's current level.

SCROLLS

This shows the number of scrolls you've gotten.

DISPLAY MAP

You can switch the display of the town map on and off.

MONEY

This shows how much money you currently have.

Press the buttons displayed to perform the following actions:

SHURIKEN MODE

Switches to the Shuriken Mode Screen. See page 15 for details.

MENU

Switches to the Menu Screen. See below for details.

EXIT

Ends Ultimate Contest mode.

MENU SCREEN

As you're walking through the Hidden Leaf Village, press the **INFO** button to bring up the Menu Screen.

ITEMS

This lets you look at the items you're currently carrying.

STATUS

Here, you can customize your character. See page 14 for details.

MISSION

You can accept various missions to complete. See page 15 for details.

HOUSE

This lets you go to Naruto's House. See page 21 for details.

SAVE

This lets you save current game data.

MAP MOVEMENT

This lets you move to various locations in the Hidden Leaf Village.



CUSTOMIZING

Choose "Status" from the Menu Screen to bring up the Customize Screen. From here, you can customize the Jutsu and Ultimate Jutsu that your character uses.

CHOOSE A CHARACTER, THEN CHOOSE JUTSU OR ULTIMATE JUTSU

Select a character to customize using the directional buttons or the left analog stick, then press the **OK** button to confirm your selection. Once that character's own Customize Screen is displayed, select whether you'd like to customize their Jutsu or Ultimate Jutsu, and confirm your selection.



CUSTOMIZE JUTSU

Move the cursor to the jutsu you wish to change (Jutsu 1 or Jutsu 2) and confirm your selection. A list of the Jutsu you can currently use will be displayed. Move the cursor to select the Jutsu you'd like to use and confirm your selection.



CUSTOMIZE ULTIMATE JUTSU

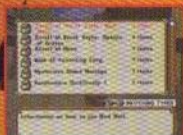
Select "Ultimate" to customize your Ultimate Jutsu.

Input Formula Settings: This lets you change the button input settings used when competing against an opponent to perform an Ultimate Jutsu. See page 7 for more details about Input Formula settings.

Ultimate Jutsu: Move your cursor to this selection and confirm to display a list of the Ultimate Jutsu that you can currently set. Use the cursor to select the Ultimate Jutsu you'd like to use and confirm. As your character gains levels in Ultimate Contest mode, you will get more Ultimate Jutsu techniques to use, and once you've collected all of the items necessary to execute those techniques, you'll be able to use them in battle.

Items: This shows the items necessary to use the Ultimate Jutsu that is set. Items marked as "Incomplete" still require certain items to be obtained before they can be used. If you don't obtain these items, the Ultimate Jutsu cannot be set. Items can be obtained in the course of playing Ultimate Contest mode. **NOTE:** When you obtain Ultimate Jutsu items, it is not necessary to set them yourself. They will be automatically set as soon as you get the necessary items.

Status Changes: Certain Ultimate Jutsu can produce status changes in your character when they are set. You can go here to view these changes as soon as your new Ultimate Jutsu has been set.



MISSIONS

In this game, you can undertake D- to S-rank missions, as well as Infinite Missions. By succeeding in these missions, which can involve anything from winning a battle with special conditions to beating a mini-game, it is possible to receive various types of rewards, such as items or experience points.



CHOOSE A MISSION TO ATTEMPT

First, use the directional buttons or the left analog stick to choose a rank, and confirm. The Mission Menu for the rank you chose will be displayed. Move the cursor to the mission that you'd like to attempt, and the mission details (such as the mission's spawn point) will be displayed on the right side of the screen. Press the **OK** button to advance, and you will see the full request from the mission's client, as well as the mission completion conditions.



START THE MISSION

After confirming all of the mission information, the Accept Mission Confirmation Screen will be displayed. To accept the mission, choose "Yes" and confirm. After you have accepted the mission, go to the location specified in the mission details and talk to the mission's client. The mission will then begin.

SPECIAL MODE SCREENS



CAPTURE MODE

Some missions involve catching animals such as Pakkun. After you speak to the client and the mission begins, the Capture Mode Screen will be displayed.

This shows the player's movement speed.

This shows the warning meter. If it turns red, you're in trouble.

This shows the direction and distance of the animal you're trying to capture.

SHURIKEN MODE

Certain events and missions require hitting objects in the air to get items. In Shuriken mode, you throw shuriken to knock objects floating in the air or in high locations. The collected objects can later be exchanged for items.

Left analog stick: Move crosshairs

OK button: Throw shuriken

BACK button: Return to previous screen



HERO'S HISTORY

This single-player mode allows you to play through the Naruto storyline, from the Genin Training arc to the Sasuke Retrieval arc.

SELECT STORY



Choose a story to play through. Complete all of the scenes within a story to open up the next story for play. **NOTE:** If you don't complete all of the scenes in a story, you will be unable to choose to play the next story.

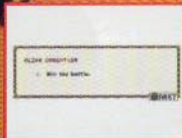
SELECT SCENE



Choose the scene you'd like to play. Complete the scene to move on to the next scene, and complete all of the scenes in the chapter to move on to the next chapter. If you press the **○** button while a scene is selected, you can view a plot summary for that scene.



COMPLETION CONDITIONS



The battles that take place in each scene come with certain conditions. Fulfill the conditions that are displayed before each battle to complete the mission and move on to the next scene or story.

VS. DUEL

This mode lets you fight freely against other opponents.

CHARACTER SELECTION

Select the character you'd like to use with the directional buttons or the left analog stick, and confirm your selection with the **○** button. If playing against a computer opponent, select the opponent to fight as well. If you press the **START** button on the 2P controller, a second player will replace the computer opponent and join the fray. Use the 2P controller to select a character to use, and confirm.



* If you press the **○** button during character selection, the Versus Mode Selection Screen will appear, allowing you to choose from "1P vs. 2P," "1P vs. COM," and "COM vs. 2P." It is also possible to return to the Mode Selection Screen from this screen.

* Select "?" to pick a character at random. Some characters may be unable to be selected at first, and must be unlocked by advancing through the game.

* You can customize your characters after selecting them.

USE CUSTOM CHARACTERS



You can select characters that you've powered up in Ultimate Road mode. First, move the cursor to the character you'd like to use, then press the **START** button to show the words "Custom Character." This will allow you to use a character that you've powered up in the course of the game. You can also adjust a character's customization in this mode.

CHANGE COSTUME COLOR



You can choose from three sets of colors for the clothing of the character you want to use. First, move the cursor to the character you'd like to use, then press the **START** button to switch between the three different costume color schemes.



STAGE SELECTION

Use the directional buttons or the left analog stick to select a stage, then confirm your selection with the **X** button. You can also use the **Y** button to make a selection at random.



BATTLE SETTINGS



After you've confirmed a stage selection and the screen changes, you can press the **X** button to change the match settings. Once you're finished changing the settings, press the **X** button to start the match. You can also press the **SELECT** button to clear your settings and revert back to the default settings.

Battle Time

You can choose 10-99 seconds (in increments of 10 seconds) or Infinite.

Difficulty

You can choose the difficulty of your computer opponent from four difficulty levels of "Easy," "Normal," "Hard," and "Insane."

Item Appearance

This lets you set the frequency of item appearance to "Low," "Normal," or "High."

Chakra

You can choose either "Normal" or "Infinite" for your chakra setting.

Ultimate Jutsu

This lets you choose whether or not you'd like Ultimate Jutsu to be usable.

Handicap

The number of red marks indicates the advantage that 1P receives in the battle, and the number of blue marks indicates 2P's advantage.

IRUKA'S TRAINING

This mode lets you practice fighting with a computer opponent.

CHARACTER AND STAGE SELECTION

Use the directional buttons or left analog stick to select the character with which you'd like to practice, and confirm your selection with the **X** button. Then choose an opponent and confirm. You can change the costume color of the characters you select, just like in VS. Dual mode. See page 17 for more details.

After deciding on the characters, the Stage Selection Screen will be displayed. Choose a stage to play and confirm your selection. NOTE: You can customize your characters after selecting them.

PRACTICE SETTINGS



After you've confirmed a stage selection and the screen changes, you can press the **X** button to change the practice settings. Once you're finished doing the settings, press the **X** button to start the match. You can also press the **SELECT** button to clear your settings and revert back to the default settings.

Command Display

You can switch the display of commands on the screen on or off.

Item Appearance

This lets you set the frequency of item appearance to "Low," "Normal," or "High."

Ultimate Jutsu

This lets you choose whether or not you'd like Ultimate Jutsu to be usable.

OPPONENT SETTINGS

BEHAVIOR

This lets you set your opponent's behavior to one of the following: "Manual," "COM," "Stand," or "Jump."

- **Manual:** Your opponent can be controlled with the 2P controller.
- **COM:** The computer controls your opponent.
- **Stand:** This makes it so your opponent doesn't move. However, if you choose "Chase" in the Action setting, your opponent will move.
- **Jump:** Your opponent will occasionally jump.

Strength

This setting is enabled when you set your opponent's behavior to COM. You can choose from four settings: "Easy," "Normal," "Hard," and "Insane."

Attack

This setting is enabled when you set your opponent's behavior to "Stand" or "Jump." You can choose from four attack patterns: "Single Hit," "Combo," "Flying Weapon," and "Off."

Guard

This setting is enabled when you set your opponent's behavior to "Stand" or "Jump." You can choose to have your opponent guard or not.

Action

This setting is enabled when you set your opponent's behavior to "Stand" or "Jump." You can choose whether or not your opponent chases after you.

THE BREAK ROOM

Here, you can play mini-games with other players or computer opponents.

TREE CLIMBING

This is a competition to see who can run to the top of a tree the fastest. Players must collect items and avoid branches and falling objects as they race to the top.



NICE GUY'S EXERCISES

In this game, players compete in a triathlon of exercises consisting of push-ups, squats, and posing.



TENTEN'S TARGET PRACTICE DOJO

In this competition, players compete to accurately and quickly use shuriken to hit the various targets that appear.



TANZAKU MARKET

You can purchase items here. Items you've purchased may be viewed in Naruto's House.



BUYING ITEMS

Select a type of item to purchase, then select the item you want to buy and press the **X** button. Items you've already bought will be shown as "out of stock."



GUIDE NINJA

If you buy a guide ninja, you will be able to configure the game so that they provide explanations of game modes for you. You can change your guide ninja in Adjust Settings. See page 21 for more details.

NARUTO'S HOUSE

Here, you can input passwords to unlock certain extras and view items that you've purchased in the Tanzaku Market.

INPUT PASSWORD

By inputting certain passwords you can unlock Ninja Info Cards and earn in-game money! First, choose one of the five elements and confirm with the **X** button. Then, input three signs to complete the seal and confirm once again with the **X** button. If the password is correct, you'll receive your reward!



Drop by the official NARUTO™ Ultimate Ninja® 3 website to learn more about passwords! <http://naruto3.namcobandai.com>

VIEW ITEM

Select the type of item to view (or listen to), then choose the item to view (or listen to) and press the **X** button.



ADJUST SETTINGS

This lets you change the in-game settings. Choose an item to change, then press the **X** button to confirm your selection.

Difficulty Settings

This lets you change the difficulty of the "VS. Duel" and "Iruka's Training" modes.

Guide Ninja

This lets you change the guide ninja, who will provide you with an explanation for each game mode.

Control Settings

Here, you can change the button configuration and switch vibration on or off.

Music Settings

This lets you adjust the volume and change the audio to stereo or mono. You can also switch the voice language between English and Japanese.

Screen Settings

Here, you can adjust the screen position and change other settings.

Return to Defaults

This lets you change the difficulty and guide ninja settings back to the default settings.

