



Naruto Clash of Ninja 2 Walkthrough

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Game Highlights

- Play through the Ninja Exams as all of your favorite characters during Story Mode, taking on some opponents two at a time and fighting off a clone army along the way!
- Super-fast gameplay keeps you on your toes and will test your true Ninja Skills!
- Play with 1, 2, 3 and even 4 players, on teams or in free-for-all battles for ultimate ninja supremacy!
- Defeat as many of Oboro's Clones as you can in Oboro Mode. As you defeat them, more and more clones will join the battle!

Hints and Tips

Naruto Uzumaki

A great beginning character with well-balanced abilities and a good toughness, so he can take a hit or two. His kunai can knock most other projectiles out of the air and he can throw opponents to the ground while in the air!

Sasuke Uchiha

A really great character who is good for players of any skill level, Sasuke trades some toughness for speed, but don't underestimate his strength and the power of his Fire Style Jutsu, especially when burned after one of his combos!

Gaara

A powerful sand ninja with a high toughness rating and very powerful special attacks, he is a good choice for all players. Gaara has the ability to control the sand that he holds in his giant gourd and uses it to damage his enemies and protect himself! Gaara is dangerous at any range so be on your toes!

Iruka Umino

A really well-balanced character that is good for all players. Iruka is fast, but without sacrificing any of his other abilities like strength or toughness. He possesses a giant shuriken that can deflect all other projectiles in it's way and also performs combos when it hits opponents!

Kakashi Hatake

He is one of the fastest characters in the game, with very powerful Ninjutsu, Taijutsu and Special Attacks, but he lacks toughness. He is good for all players, and even though some of his combos may be difficult, they deal devastating amounts of damage when they are successful!

Rock Lee

A very fast melee fighter with no ranged attacks, Rock Lee is a good character for beginning players. He is strong and tough, but has sacrificed Ninjutsu and Genjutsu skills in lieu of his powerful special attacks like the Primary Lotus and the new Hidden Lotus abilities!

Might Guy

A powerful ninja that is good for all players, Might Guy, like Rock Lee, has no ranged attacks and relies heavily on his physical attacks. His special attack shows just how much he regards the intensity and strength of youth!

Zabuza Momochi

Zabuza is a very powerful character who is good for beginning players. He has no ranged attacks, but watch out for the long reach of his Guillotine Sword. He is strong, tough, fast and deadly with his Special Attacks. Beware of his Hidden Mist Jutsu!

Kiba Inuzuka

A very fast character that is great for intermediate players. He always has his Ninja Dog, Akamaru with him and uses his Man Beast Clone Jutsu in order to devastate his opponents. He is reasonably strong as well but has a pretty low toughness.

Mizuki

A mysterious Ninja with many of the same abilities as Iruka, he is excellent at invisibility and disappearing arts and is good for intermediate players. He is capable of throwing an enemy into the air and catching them with a devastating combo of attacks before they hit the ground!

Neji Hyuga

A well balanced character with the ability to steal opponent's Chakra, Neji is best for intermediate players. He is fast and when the correct combos are performed, he can keep opponents from using their Substitution Jutsu or their special attacks by draining their Chakra!

Sharingan Sasuke

A more powerful version of Sasuke that is good for intermediate players. His special attack is similar to Kakashi's Lightning Blade Jutsu and can be charged for more damage. Along with his Fire Style Jutsu, Sharingan Sasuke is a force to be reckoned with!

Sakura Haruno

A very fast character that is great for advanced players, Sakura trades strength and toughness for speed and agility. She is clever with her substitution Jutsu and she uses her teleportation skills to avoid damaging strikes. Watch out for her many ranged attacks and don't make her angry!

Haku

A very fast character for advanced players, Haku has sacrificed strength and toughness in order to make himself a deadly Shinobi. Haku has one of the more damaging special attacks in the game. Watch out for floating senbon and beware of all the ways that Haku can appear behind or above an opponent!

Hinata Hyuga

A very meek character with one of the lowest strengths in the game, she is for advanced players capable of using her precision strikes to their advantage. Hinata is good at avoiding strikes and striking opponents quickly and then moving out of the way!

Ino Yamanaka

A good Ninjutsu fighter for advanced players, she is physically weak but she has speed and toughness to make up for it. She is capable of controlling her opponent's mind with her special Jutsu, but she needs to remain on her toes because she has to hit opponents twice as many times as other Ninja.

Kankuro

A ninja puppeteer that is never found without his faithful ally, Crow. He is well balanced and a good choice for advanced players. He has the unique ability to trap opponents between himself and Crow in order to unleash damage from multiple directions at once!

Nine-Tailed Naruto

Nine-Tailed Naruto is a bit faster and stronger than in his previous form, and exchanges some of his more showy attacks for terrifying claw frenzies. He is good for advanced players who want to put the battle right in their opponent's face with his visceral special attack!

Orochimaru

A ninja with an affectation for snakes and snake-like powers, he is a very demanding and very powerful character that is good for advanced players. He is able to seal an opponent's Chakra gauge by performing his special attack, making sure that they can no longer perform special attacks or Substitution Jutsus!

Sharingan Kakashi

A powerful Copy Ninja good for advanced players, Sharingan Kakashi has the ability to mimic the special attacks used against him by most other ninjas, though he cannot mimic the bloodline traits of some ninjas.

Shikamaru Nara

A ninja for advanced players that has a knack for evasion and invisibility. He has the ability to possess opponents and can use this control over them to cause the opponent to damage themselves!

Akamaru

As Kiba's companion, Akamaru knows a few tricks about Ninjutsu, and can be tough to fight against due to being hard to hit. He is an easy character for a beginner player to learn on, though he is not all that tough.

Crow

Crow is a good character for an intermediate player, as he doesn't have many attacks and really isn't all that tough. His main abilities are the ability to ignore some knockback and stun his opponents.

The Lowdown on the Characters

When playing as Naruto – Naruto is well balanced, so you don't have to worry about inadequacy when it comes to his attacks. Use your Sexy Jutsu when you anticipate attacks and don't underestimate the usefulness of the Neutral Guard and Naruto's balanced defenses as well.

When playing against Naruto – Naruto isn't the fastest ninja at the Academy and other ninjas should use this to their advantage, but beware of his Sexy Jutsu, which can catch you off guard and end up hitting you in the back! Also watch out for his kunai, because they can knock regular shuriken right out of the air!

When playing as Sasuke – Sasuke has a limited number of attacks that are at his disposal but he is very fast and accurate with them. Save your Chakra for a special attack or to power Sasuke's Fire Style Jutsu. Remember to use his speed to your advantage and try not to get caught off guard after the opponent blocks a long run of combos!

When playing against Sasuke – Sasuke is capable of performing some quick and dirty combos and then string them together with mid-air shuriken strikes and follow them up by catching his opponents with his Fire Style Jutsu! Use your neutral guard and try to keep him at long range in order to avoid many of his attacks.

When playing as Sakura – Sakura is one of the characters that is fast, but not very strong, so you'll have to hit your opponent about twice as many times as they need to hit you. Use her Inner Sakura Jutsu to catch opponents off guard and deal the most damage that she can! Keep her opponents at long range using her shuriken as much as possible, and avoid close range battles with stronger opponents.

When playing against Sakura – Sakura has a very low toughness so bring the fight into close range. Don't let her get away with many shuriken throws because she can pull off devastating combos with them. Try to avoid letting her fill her Chakra while in close range and try to force her to use it for her Substitution Jutsu instead of her powerful Inner Sakura Jutsu!

When playing as Kakashi – Kakashi is one of the more powerful characters in the game, but don't let that make you over confident in your battles! Use his Lightning Blade Jutsu effectively by charging it just long enough to strike and no longer than necessary. Use his Favorite Book Jutsu to catch opponents off guard and then inflict A Thousand Years of Pain upon them!

When playing against Kakashi - Kakashi is just as good at long range as he is at close range so use whatever range works best for your character. Avoid his Lightning Blade Jutsu by sidestepping it early enough to get out of the way! Also, avoid using consecutive combos against him since he will use his Favorite Book Jutsu and hit you with A Thousand Years of Pain!

When playing as Gaara – Gaara is a very versatile character and can use many of his special powers and attacks at just about any range he wants, so keep strong enemies far away and weak enemies close. Use his sand strikes to damage opponents that get too close and use his strong Neutral Guard to deflect the attacks that you can.

When playing against Gaara – Gaara often likes to block and at higher difficulties, will block almost everything you throw his way. Avoid his Sand Coffin Jutsu by hitting him before he can execute the move and use any special moves that your character has to appear behind him in order to break his powerful blocking ability!

When playing as Hinata – Hinata isn't the fastest ninja, but she is good at performing a constant barrage of steady attacks, wearing her opponents down. Try to save her Chakra until after performing a few combos, then unleash her Special Jutsu attack.

When playing against Hinata – Hinata tends to perform a lot of small to medium combos consecutively, often bypassing an opponents defenses. Pay attention to this, and use neutral guard and substitutions when necessary. Try to catch her between combos and hit her with your strongest attacks since she isn't a very tough character. Try to force her to use her Chakra on Substitution Jutsus.

When playing as Ino – Ino should make frequent use of her teleportation ability to get behind her opponent and unleash her most powerful combo, or even better, her Special Jutsu. Keep her moving as much as possible, and beware of missing with her Special Jutsu, as this will leave her completely vulnerable for a few moments.

When playing against Ino – Ino has very few highly damaging attacks, but remember to watch out for the ones she does have. She is highly maneuverable and fairly tough, so watch out for her to suddenly end up behind you.

When playing as Kiba – Kiba is strong and fast with some good combos, but don't forget about Akamaru, his ninja dog. Use his Substitution Jutsu, and then while Akamaru is still on the opposite side of the opponent, use a pincer attack, then a combo or two to recharge his Chakra.

When playing against Kiba – Kiba has a brief moment of vulnerability right after a combo or using Akamaru to attack his opponent, so try to dodge and retaliate during that moment with the most powerful combo you can manage. Don't forget to pay attention to where Akamaru is so you don't get flanked by this powerful duo!

When playing as Shikamaru – Shikamaru should make good use of his neutral guard, as he will dodge most attacks. This means he will take less damage, but he will also regain Chakra slower than other characters. In order to gain more Chakra, he needs to be more offensive than other ninjas so you should learn his special poses well, as they can be devastating to opponents and earn you the Chakra that you need.

When playing against Shikamaru – Shikamaru will dodge most frontal attacks, so try to get to his side or back and take him out with a few powerful attacks so he doesn't get a chance to regain his Chakra for either a Substitution Jutsu or his Special Jutsu!

When playing as Rock Lee – Rock Lee has no ranged attacks, so keep him as close to the opponent as you can. Rock has several aerial kicks that can move him across the arena, so use these to his advantage if he suddenly finds himself far from his opponent.

When playing against Rock Lee – Rock Lee has many strong attacks and combos, and becomes even stronger when he opens the “Gates of Life”. Try to dodge his attacks as often as possible, or even better, try to keep him at a distance with ranged attacks and try not to let him use his Special Jutsu.

When playing as Mizuki – Mizuki has several combos making use of his giant shuriken, and can teleport in the middle of a combo. Make good use of these in combination, and don't forget that you can also teleport as a counter-attack and immediately begin a combo of your own.

When playing against Mizuki – Watch out for his giant shuriken – if you aren't careful, he can get a 15 (or more!) hit combo with them! Try to keep moving a lot to avoid his shuriken and to keep him from teleporting behind you. Another thing to note is that neutral guard offers very little protection against those shuriken!

When playing as Iruka – Make use of his teleport often, and don't forget about his giant shuriken. Try to get far away, hit the opponent with the shuriken, then teleport in, perform a combo, and jump back out again.

When playing against Iruka – Iruka tends to make more use of his teleport, and less use of his shuriken than Mizuki, but other than that, they have similar tactics. Keep an eye out for him to suddenly end up right behind you, punching you in the back of the head, and don't forget about those shuriken either – they hurt!

When playing as Neji – Make frequent use of Neji's ability to drain his opponent's Chakra – keep them from having enough to use for anything. Every opportunity you get, use his Special Jutsu – the strikes don't do much damage individually, but by the 64th hit, the opponent's life bar can be reduced by as much as 75%!

When playing against Neji – Neji has a lot of 3-8 hit combos which he uses often. His special ability is to drain your Chakra, so keep an eye out for him using it. If he is getting too full on Chakra, try to force him into using it for a substitution, or he may very well put a world of hurt on you!

When playing as Nine-Tail Naruto – As is only befitting a very angry Naruto, you have a lot of very damaging combos. Use them often, and don't hold back anything. As soon as your Chakra is full, use your Special Jutsu to unleash a barrage of attacks that will leave your opponent reeling – if they are still standing at all.

When playing against Nine-Tail Naruto – Dodge him as often as possible. He is an extremely aggressive character, and sometimes it seems like his onslaught never stops! Eventually, however, it does, and you should use that moment to unleash your most powerful attacks on him. Just remember one thing – Neutral Guard is your best ally in this fight!

When playing as Orochimaru – Orochimaru has an entire arsenal of attacks at his disposal. The key with Orochimaru is to use them all. He can teleport, throw handfuls of shuriken, unleash a flurry of tentacles, and breathe fire! Find your favorite combination of these abilities, and ruin your opponent's day!

When playing against Orochimaru – Fighting against Orochimaru doesn't always seem fair – he's like a one-Ninja army! Fortunately, with all that offensive power, he occasionally seems to forget that he can defend himself at all. Use these moments to get in as many hard hits as possible, and for the rest of the time keep your guard up and stay on your toes!

When playing as Haku – Haku is a very well balanced Ninja, with both strong ranged attacks as well as excellent melee fighting skills. Use Haku's senbon to soften up the opponent from far away, and then close in for the win.

When playing against Haku – Haku can be a tough opponent, as he uses all of his attacks very well, and knows when to defend himself. Watch out for his senbon, which can be fairly easy to dodge, as long as you know where they are coming from. Don't underestimate his fighting ability either!

When playing as Sharingan Kakashi – As Sharingan Kakashi, you have the ability to end a fight very quickly with the right combination of moves. Use this to your advantage, and if an opponent is about to use their Special Jutsu on you, reverse it and use their own Jutsu against them – just remember, this doesn't work on all opponents!

When playing against Sharingan Kakashi – Sharingan Kakashi likes to end a fight very quickly. Remember this, and avoid letting him knock you down, because most likely, while you are still trying to figure out what kind of train just hit you, he's powering up his Lightning Blade to finish you off as soon as you get up!

When playing as Zabuzza – Zabuzza is like a tank with a sword attached. With his powerful Guillotine Sword, he can dish out huge amounts of damage quickly. Hit hard and fast, and don't give the opponent time to attack back.

When playing against Zabuzza – Zabuzza has the most powerful single attacks outright. Stay away from his Guillotine Sword, and you should be ok. Try to get behind him and pull off combos, because, like Orochimaru, he tends to forget to defend himself.

When playing as Kankuro – Crow has the ability to stun your opponent for just long enough for you to start a combo on them, if you time it correctly. Make use of this often, and try to keep Crow between Kankuro and the opponent, as Kankuro isn't that tough by himself. The opponent can beat on Crow all day, however, and it won't affect Kankuro at all.

When playing against Kankuro – This can be a tough fight because you effectively have to pay attention to where two separate opponents are. Watch out for Crow's stunning attack, and try to get close to Kankuro – he relies on Crow for his defense. Make sure that when you use your Special Jutsu, you are targeted correctly, as it is completely wasted on Crow.

When playing as Sharingan Sasuke – Sharingan Sasuke has the ability to teleport behind his opponent more or less at will, so it is difficult to land a good series of blows on you when you are playing him. Make often use of his combos, teleportation, and his Fire Style Jutsu. Don't forget, however, that he has 2 different, Special Jutsus – his lightning Blade, and the Phoenix Fire Style Jutsu, which is a cone shaped aerial attack, good for use against multiple opponents!

When playing against Sharingan Sasuke – Sharingan Sasuke teleports a lot, so try to catch him as he's about to in a combo. Keep his Chakra as low as possible by forcing him to use Substitutions, because if you don't he has 3 attacks to choose from that use Chakra, and all of them hurt...a lot! Time your attacks carefully, as he defends a lot as well.

When playing as Might Guy – Might guy has no ranged attacks, so try to keep opponents as close as possible. He has a lot of combos that can be strung together one right after another, potentially knocking the opponent across the ring. Chase them down and keep a steady string of attacks going, but by all means, don't forget to defend!

When playing against Might Guy – Might guy tends to string a lot of attacks together, and defends a lot as well. His attacks are more often than not timed very well, and he can therefore be a tough opponent. Pay attention to his moves, and remember to defend yourself a lot.

When playing as Akamaru – The best thing about Akamaru is that it's very difficult to hit him. He doesn't have many attacks, and no Special Jutsu, but the fact that he's very difficult to hit makes up for that. Just be careful about some of his aerial attacks, because if your opponent has good timing, they can knock Akamaru right out of the air. Akamaru doesn't have very good defenses, but at least he can use Substitution Jutsu.

When playing against Akamaru – This is a tough fight because you have to target all of your attacks at the ground. Stomp on him a lot, and try to time it so you can hit him while he is in the air. Jump over him whenever he uses his “Belly Slide” attack, and don't bother wasting your Special Jutsu, because it won't hit him.

When playing as Crow – Crow has a very short recovery time after getting hit, so make use of that fact, but not too often! Crow only has a few moves, but timed properly, they can be strung together for some good

combos. Crow also does not have a Special Jutsu.

When playing against Crow – Crow recovers very quickly after being hit, and tends to string together long combos that can be devastating. He isn't an overly tough opponent, as long as you pay attention. Just be careful not to let him stun you.

General Hints

- Use the Neutral Guard! Blocking is essential and should never be underestimated!
- When trying to execute your Special Jutsu, timing is everything! Try to get Special Jutsus to coincide with your combos, but don't wait too long!
- Every character is different with various strengths and weaknesses. Try to find a character that suits your playing style and use different characters to find your opponent's weak spots!
- Use your Chakra wisely! Sometimes saving it for a well-timed Substitution Jutsu is just as good as executing the Special Jutsu, other times it may be the opposite! Be like water!

Extras! Believe it!

Warning: Spoilers below! If you want to figure out most of the details on your own, do not read any further!

Here is a list of who Sharingan Kakashi can use his Copy Ability on:

- Ino
- Iruka
- Kiba
- Mizuki
- Naruto
- Rock Lee
- Sakura
- Sasuke
- Shikamaru
- Zabuza

Want to unlock everything? Here's how:

Modes		
View Mode	Clear Story Mode 1-20 Unlock Neji Complete One Player Mode	1000
Team Battle	Clear Story Mode 1-20 Unlock Might Guy Place first in Time Attack	2500
Oboro Mode	Unlock Mizuki Place first in Survival Mode	3500

Stages		
Amid Toads	Clear Story Mode 1-20	2000
Academy Rooftop	Purchase Amid Toads	2000
Ichiraku Ramen Shop	Purchase Academy Rooftop	2000
Village Hidden in the Leaves Gate	Purchase Ichiraku Ramen Shop	2000
Academy Schoolyard	Purchase Village Hidden in the Leaves Gate	2000
Forest of Death	Purchase Academy Schoolyard	2000
Chuunin Exam Qualifiers	Purchase Forest of Death	2000
Chuunin Exam Finals	Purchase Chuunin Exam Qualifiers	2000

Characters		
Iruka	Clear Story Mode 1-20	2000
Neji	Clear Story Mode 1-20	2000
Kankurou	Unlock Neji	2500
Haku	Unlock Iruka	3000
Zabuza	Unlock Iruka	4000
Might Guy	Unlock Kankurou	3500
Crow	Unlock Might Guy	2500
Akamaru	Unlock Might Guy	2500
Kyuubi Naruto	Unlock Crow Unlock Akamaru	5500
Sharingan Kakashi	Unlock Kyuubi Naruto	7500
Mizuki Available by pressing the [Z Button] when Iruka is highlighted.	Unlock Iruka Unlock Sharingan Kakashi	15000
Orochimaru	Unlock Mizuki Unlock Haku Unlock Zabuza	50000
Sharingan Sasuke	Clear Story Mode 1-30	100000

Game Options		
Attack Power 4	Place first in Time Attack	1500
Difficulty Level 4	Place first in Survival Mode	2500

Extras		
BGM Player	Clear Story Mode 1-30	10000
Ninja File (Menu)	Clear Story Mode 1-20	6000
Ninja File (Character)	Complete One Player Mode with a character (Akamaru and Crow do not have Ninja Files)	1000 each
Voice Test	Complete One Player Mode with a character (Sharingan Kakashi, Sharingan Sasuke, Akamaru, and Crow do not have Voice Tests)	1500 each
Sound Test	Unlock all character Voice Tests	3000
Picture Gallery	Unlock Sharingan Sasuke Each character unlocks pictures, one picture being unlocked each three times played	5000

Story Mode		
Lee Vs Might Guy	Clear Story Mode 1-20	1000
Lee VS Neji	Clear Lee VS Might Guy	2000
Sasuke VS Neji	Clear Lee VS Neji	2000
Kakashi VS Might Guy	Clear Sasuke VS Neji	3000
Kakashi VS Orochimaru	Clear Kakashi VS Might Guy	3000
Ino VS Shikamaru	Clear Kakashi VS Orochimaru	4000
Hinata VS Kiba	Clear Ino VS Shikamaru	4000
Neji VS Might Guy	Clear Hinata VS Kiba	5000
Gaara VS Kankuro	Clear Neji VS Might Guy	5000
Sasuke VS Kakashi	Clear Gaara VS Kankuro Unlock Orochimaru	10000

Handicap Settings		
Attack Up Low	Begins unlocked	1000
Attack Up High	Purchase Attack Up Low	1000
Projectile Power Up	Purchase Attack Up High	1000
Chakra Max	Purchase Projectile Power Up	1000
Secret Power Up	Purchase Chakra Max	1000
HP Absorbed	Purchase Secret Power Up	1000
Attack Property Up	Purchase HP Absorbed	1000
HP UP – Low	Purchase Attack Property Up	2000
HP UP – Med	Purchase HP UP – Low	2000
HP Increase – (Large)	Purchase HP UP – Med	2000
Auto Throw Escape	Purchase HP Increase – (Large)	2000
Auto Endure	Purchase Auto Throw Escape	2000
Body Activation	Purchase Auto Endure	2000
Auto Recovery	Purchase Body Activation	2000
Invincible (Ltd.)	Purchase Auto Recovery	2000
Absolute Guard	Purchase Invincible (Ltd.)	2000
Food Pills	Purchase Absolute Guard	2000
Seal Endure	Purchase Food Pills	2000
Substitution Jutsu Seal	Purchase Seal Endure	2000
Evade Sealed	Purchase Substitution Jutsu Seal	2000
Taijutsu Sealed	Purchase Evade Sealed	2000
Ninjutsu Sealed	Purchase Taijutsu Sealed	2000
Secret Sealed	Purchase Ninjutsu Sealed	3000
Throws Sealed	Purchase Secret Sealed	3000
Escape Sealed	Purchase Throws Sealed	3000
Chakra Sealed	Purchase Escape Sealed	3000
Jump Sealed	Purchase Chakra Sealed	3000
Defense Sealed	Purchase Jump Sealed	3000
Seal Projectiles	Purchase Defense Sealed	3000
Decrease HP	Purchase Seal Projectiles	3000
Attack PWR 50% Down	Purchase Decrease HP	3000
Gauge Sealed	Purchase Attack PWR 50% Down	3000