

NARUTO: NINJA COUNCIL 3

Walkthrough by

Jason Ellis

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HOW TO PLAY

Gameplay in Naruto: Ninja Council 3 is centered around mission based combat. You will select your ninja team before each mission, bringing the ninja that have the most suitable talents for that mission. Next you get to play as your selected character through that mission using the controls below.

IN MISSION CONTROLS

+Control Pad	Moves the character.
START	Pause Menu
SELECT	Not used.
A Button	Jump
B Button	Hold down to dash while moving.
Y Button	Attack
X Button	Throw ninja weapons (when left/right on the +Control Pad is NOT pressed) Throw opponent (when left/right on the +Control Pad is held)
R Button	Block (This will do a small amount of damage to the attacker.)
L Button	Substitution Jutsu (Teleports behind a nearby opponent.)
Touch Screen	Use Special Techniques

SPECIAL MOVES

Three Hit Combo	Press the Y Button repeatedly to perform up to a 3 hit combo
Up Attack	Hold up on the +Control Pad and press the Y Button to attack opponents who are above you
Down Attack	Hold down on the +Control Pad while jumping and press the Y Button to attack opponents below you
Rising Attack	Press up on the +Control Pad while getting up and press the X Button to knock away opponents who are near you as you get up
Recovery	Press the A Button after you are knocked back to recover your balance
Double Jump	Press the A Button while jumping to jump again in the air
Super Jump	Press up on the +Control Pad and press the A Button to jump high into the air
Drop Down	Press down on the +Control Pad and press the A Button to drop down to a lower area in a level

USING SECRET TECHNIQUES

To use secret techniques in *Naruto: Ninja Council 3*, you will have to complete a mini-game after landing a secret technique to finish the attack. For example: Naruto rushes forward towards an opponent when you use his Uzumaki Barrage. If he runs into an opponent who is not blocking, the Store Up Chakra mini-game will begin. Rotate the stylus in the direction indicated on screen to fill up the chakra meter to complete the mini-game and finish the special technique.

There are six main different mini-game segments that you could play when using a special technique. Rotating the stylus, sliding the stylus, forming the signs, using the summoning scroll, touching the chakra points, blowing into the microphone. Each mini-game has different rules associated with it so it is a good idea to be familiar with them before you use your special techniques!

ROTATE TO STORE UP CHAKRA

This is the most common mini-game when performing a special technique. It comes in two varieties, the simple and the complex. The simple version will allow you a few seconds to fill up the bar by rotating the stylus in the direction indicated, either left or right from the top of the circle. If you succeed, the special technique works properly, if you fail, it does not work. With the difficult version, the chakra bar will diminish rapidly so you will need to make large circles very quickly to fill up the bar. The complex version will always complete successfully, but its effectiveness will depend on how well you did in the mini-game.



SLIDE TO STORE UP CHAKRA

In this mini-game you will need to slide the stylus along the bar by holding the stylus on the screen and moving it all the way to the edges of the screen, back and forth. There are two versions of this mini-game, up and down, left and right. It doesn't matter where you start to slide the stylus, but continue to move back and forth from edge to edge of the screen for the best results.



FORM THE HAND SIGNS

Use the stylus to match the symbols that are in a circle around the scroll with the symbols that are written on the scroll itself in order from left to right. As each sign is made correctly, it's symbol will light up red on the scroll.



USING THE SUMMONING SCROLL

To complete the summoning, you must leave your mark on the summoning scroll by sliding the stylus from left to right along the scroll. Try and make a nice long mark before lifting the stylus.



TOUCH THE CHAKRA POINTS

Use the stylus to touch each of the small dots marked on the figure. The more you touch within the time allowed, the more effective the special technique will be. Be careful to touch the points directly, but do not take too long or you will run out of time! Special techniques that use this mini-game are always successful, but are more effective the more the chakra meter is filled.



BLOW INTO THE MICROPHONE

When you blow into the microphone, try and use a steady stream of air, like you would trying to blow out candles, for the best results.



GETTING TO KNOW YOUR NINJA

Each ninja has their own strengths and weaknesses that they bring into any given mission. Understanding what each character is good at will make choosing the right ninja for each mission much easier. Be sure to consider both a character's statistics and their fighting style before deciding who is best for a mission and bring the right special techniques along.

NARUTO UZUMAKI

Stamina: Good

Chakra: Fair

Speed: Good

Jump: Fair

Mission Unlocked: Automatically unlocked at start



<u>Special Techniques</u>	<u>Cost</u>	<u>Effect</u>
Uzumaki Barrage	Low	Close range low damage attack
Rasengan	Medium	Close range medium damage attack
Toad Blade Cut	High	Area of effect medium damage attack

SASUKE UCHIHA

Stamina: Good

Chakra: Good

Speed: Good

Jump: Good

Mission Unlocked: Kakashi Sensei's Test?



<u>Special Techniques</u>	<u>Cost</u>	<u>Effect</u>
Lions Barrage	Medium	Close range low damage attack
Fire Style: Phoenix Flower Jutsu	High	Area of effect medium damage attack
Chidori	Medium	Close range medium damage attack

SAKURA HARUNO

Stamina: Fair

Chakra: Fair

Speed: Fair

Jump: Good

Mission Unlocked: Kakashi Sensei's Test?



<u>Special Techniques</u>	<u>Cost</u>	<u>Effect</u>
Cha! Barrage	Low	Close range low damage attack
Girl Power	Low	Close range medium damage attack
Healing Jutsu	High	Heals you for a large amount of health

SHIKAMARU NARA

Stamina: Fair
Chakra: Good
Speed: Excellent
Jump: Good
Mission Unlocked: Kakashi Sensei's Test?



<u>Special Techniques</u>	<u>Cost</u>	<u>Effect</u>
Shadow Possession Jutsu	Low	Close range medium damage attack that leaves no openings

INO YAMANAKA

Stamina: Fair
Chakra: Fair
Speed: Good
Jump: Excellent
Mission Unlocked: Kakashi Sensei's Test?



<u>Special Techniques</u>	<u>Cost</u>	<u>Effect</u>
Mind Destruction Jutsu	High	Randomly changes controls to confuse opponents

CHOJI AKIMICHI

Stamina: Good
Chakra: Fair
Speed: Fair
Jump: Fair
Mission Unlocked: Kakashi Sensei's Test?



<u>Special Techniques</u>	<u>Cost</u>	<u>Effect</u>
Human Boulder	Low	Area of effect medium damage attack
Expansion Jutsu	High	Close range medium damage attack

GAARA

Stamina: Good
Chakra: Good
Speed: Excellent
Jump: Excellent



<u>Special Techniques</u>	<u>Cost</u>	<u>Effect</u>
Sand Burial	Medium	Close range medium damage attack
Playing Possum Jutsu	Medium	Area of effect medium damage attack

TEMARI

Stamina: Fair
Chakra: Good
Speed: Good
Jump: Excellent



Special Techniques

Wind Scythe Jutsu

Cost

Medium

Effect

Close range medium damage attack

KANKURO

Stamina: Fair
Chakra: Good
Speed: Good
Jump: Fair



Special Techniques

Puppet Master Jutsu

Cost

Low

Effect

Close range medium damage attack

KAKASHI HATAKE

Stamina: Good
Chakra: Excellent
Speed: Excellent
Jump: Excellent



Special Techniques

Earth Style: Fanged Pursuit Jutsu

Lightning Blade

Cost

High

Medium

Effect

Area of effect medium damage attack

Close range high damage attack

MIGHT GUY

Stamina: Excellent
Chakra: Excellent
Speed: Excellent
Jump: Excellent



Special Techniques

Burning Slap of Youth

Cost

Low

Effect

Close range low damage attack

ITACHI UCHIHA

Stamina: Excellent
Chakra: Excellent
Speed: Excellent
Jump: Excellent



Special Techniques

Amaterasu

Tsukuyomi

Cost

Medium

High

Effect

Area of effect medium damage attack

Area of effect stun attack that seals chakra

KISAME HOSHIGAKI

Stamina: Excellent
Chakra: Excellent
Speed: Excellent
Jump: Excellent



Special Techniques

Water Style: Water Shark Bomb
Jutsu

Cost

High

Effect

Area of effect medium damage attack

SAKON

Stamina: Good
Chakra: Fair
Speed: Good
Jump: Good



Special Techniques

None

Cost

Effect

TAYUYA

Stamina: Good
Chakra: Fair
Speed: Good
Jump: Good



Special Techniques

None

Cost

Effect

KIDOMARU

Stamina: Good
Chakra: Fair
Speed: Good
Jump: Good



Special Techniques

None

Cost

Effect

JIROBO

Stamina: Good
Chakra: Fair
Speed: Good
Jump: Fair



Special Techniques

None

Cost

Effect

OROCHIMARU

Stamina: Good
Chakra: Excellent
Speed: Excellent
Jump: Excellent



Special Techniques

Snake Sword

Giant Snake

Cost

Medium

High

Effect

Close range medium damage attack

Area of effect medium damage attack

KABUTO YAKUSHI

Stamina: Fair
Chakra: Good
Speed: Excellent
Jump: Good



Special Techniques

Chakra Scalpel

Cost

Medium

Effect

Close range medium damage attack

JIRAIYA

Stamina: Good
Chakra: Excellent
Speed: Excellent
Jump: Excellent



Special Techniques

Fire Style: Toad Flame Bombs

Cost

High

Effect

Area of effect medium damage attack

TSUNADE

Stamina: Good
Chakra: Excellent
Speed: Excellent
Jump: Excellent
Mission Unlocked: The Famous Kunoichi!



Special Techniques

Acid Slime

Cost

High

Effect

Area of effect medium damage attack

SHINO ABURAME

Stamina: Fair
Chakra: Fair
Speed: Good
Jump: Fair



Special Techniques

Parasitic Insect Jutsu

Cost

Medium

Effect

Area of effect medium damage attack

HINATA HYUGA

Stamina: Fair
Chakra: Good
Speed: Fair
Jump: Good
Mission Unlocked: Kakashi Sensei's Test?



Special Techniques

8 Trigrams Palm

Cost

Medium

Effect

Close range medium damage attack

KIBA INUZUKA

Stamina: Good

Chakra: Fair

Speed: Good

Jump: Good

Mission Unlocked: Kakashi Sensei's Test?



Special Techniques

Cost

Effect

Fang Over Fang

Low

Close range medium damage attack

Wolf Fang

High

Area of effect medium damage attack

TENTEN

Stamina: Fair

Chakra: Fair

Speed: Good

Jump: Excellent

Mission Unlocked: Kakashi Sensei's Test?



Special Techniques

Cost

Effect

Rising Twin Dragons

Medium

Area of effect medium damage attack

ROCK LEE

Stamina: Good

Chakra: Fair

Speed: Excellent

Jump: Excellent

Mission Unlocked: Kakashi Sensei's Test?



Special Techniques

Cost

Effect

Primary Lotus

Medium

Close range medium damage attack

Hidden Lotus

High

Close range medium damage attack

NEJI

Stamina: Good

Chakra: Good

Speed: Good

Jump: Good

Mission Unlocked: Kakashi Sensei's Test?



Special Techniques

Cost

Effect

8 Trigrams Palm Rotation

Low

Close range low damage attack

Byakugan

Medium

Close range low damage attack that seals chakra

8 Trigrams 64 Palms

Medium

Close range medium damage attack

THE THIRD HOKAGE (SARUTOBI)

The Third Hokage may not be a playable character, but he will lend himself in battle to perform his powerful special technique!



Special Techniques

Adamantine Nyoi

Cost






High

Effect

Close range attack high damage attack

NINJA TOOLS

There are a number of different ninja weapons that can be found and used to great effect by an experienced ninja. Each behaves differently and will only be most effective when used properly.

<p>Medicine While not a weapon, ninja medicine can give a losing ninja the extra strength he or she needs to finish a mission. Look for medicine in crates, off ninja dressed in white, and even from helpful friends who may appear in the background in some missions.</p>	
<p>Senbon These wicked throwing needles are easy to throw in pairs and will travel in two different directions. This wide range of fire allows you to hit multiple enemies who may be on different platforms in a mission. Very effective when trying to stop opponents from using area of effect special techniques.</p>	
<p>Shuriken These simple throwing weapons can be thrown three at a time, allowing you to hit multiple opponents in a line and makes it difficult to simply jump over the attack.</p>	
<p>Kunai These heavy throwing daggers travel in pairs and deal a significant amount of damage when they hit. While harder to hit with than the shuriken, the kunai deal much more damage.</p>	
<p>Demon Wind Shuriken This is the ultimate throwing weapon that will continue to fly after hitting enemies and breakable objects and can decimate an entire line of troops. Because it is so large, only one can be thrown at a time.</p>	

THE MISSION BINGO PANEL

This is where you choose which mission you want to accept next. Each mission is ranked by difficulty using letters. The D rank missions are the easiest and are given to new ninja. The C and B rank missions are more difficult and are common missions for young ninja and experienced ninja. The A rank missions are hard missions are reserved for the experienced ninja and S rank missions are only given out to the best ninja in the village because they are so incredibly hard! The objective of each mission can change from mission to mission. Some missions require you to defeat opponents, others to protect an ally, or a number of other objectives.



Choosing what order you want to complete missions in could help make the harder missions easier by getting more practice first or even unlocking new characters and special techniques to use. If you are having trouble with one mission, come back to it later.

MISSIONS

What follows is a description for every mission you can find in Naruto: Ninja Council 3 complete with a mission description and tips for how to complete that mission. To help make it easier to follow which mission is where in the Mission Bingo Panel, consult the following chart.

A1	A2	A3	A4	A5	A6	A7	A8
B1	B2	B3	B4	B5	B6	B7	B8
C1	C2	C3	C4	C5	C6	C7	C8
D1	D2	D3	D4	D5	D6	D7	D8
E1	E2	E3	E4	E5	E6	E7	E8
F1	F2	F3	F4	F5	F6	F7	F8
G1	G2	G3	G4	G5	G6	G7	G8
H1	H2	H3	H4	H5	H6	H7	H8

Mission A1 - Kakashi Sensei's Test?

Rank: D

Objective: Reduce Kakashi's HP to 50%

Time Limit: ∞

Area: Academy

This mission must be completed first before other missions are available!

Tips: As Naruto, you will have to find a way to get past Kakashi's formidable defenses to land enough punches for Kakashi to call it a successful test. Fortunately, Naruto is not alone. Sasuke and Sakura will chase Kakashi with fists flying giving him everything they've got! Remember to use your allies in battle to your advantage and try and strike Kakashi from behind where he cannot defend himself.

Using ninja weapons you can find around the stage will be a great help hitting Kakashi, but be careful! While you cannot hurt Sasuke or Sakura with your fists, a thrown weapon can hurt them if they get in the way. Try to only throw ninja weapons when no one is between Naruto and Kakashi. Remember that the Demon Wind Shuriken will continue through objects and opponents, so throwing it at Kakashi will hit Sakura or Sasuke if they are on the other side too!

Unlockables: Sasuke Uchiha, Sakura Haruno, Neji Hyuga, Rock Lee, Tenten, Shikamaru Nara, Choji Akimichi, Ino Yamanaka, Kiba Inuzuka, Shino Aburame, Hinata Hyuga

Mission A2 - Put to the Test!

Rank: D

Objective: Hit Rock Lee with Sasuke's *Lions Barrage*

Time Limit: 120 seconds

Area: Academy

Tips: To complete this mission, you only have to successfully land a Lions Barrage on Rock Lee, not defeat him using it. Try to use Lions Barrage just as Rock Lee closes in to attack, you will avoid his attacks and counter with Lions Barrage. If you should miss, run away from Rock Lee until you have enough chakra to try again.

Unlockables: None

Mission A3 - Bat Hunt!

Rank: D

Objective: Defeat 10 bats (no techniques available)

Time Limit: 300 seconds

Area: Lava Cave

Tips: As harmless as bats may sound, they are agile enough to pose a real problem. Usually by the time you spot one, the bat has already taken flight towards you. Try and leap towards bats as soon as you see them and begin attacking in the air early. This mission can be made considerably easier by using a faster character such as Rock Lee to hunt the bats. The extra speed will help you catch up with the bats and kick them out of the air from behind if they make it past your first attack. If you do take a fast character, try to avoid the top area of the level where the spikes on the ceiling can pose a real problem to high jumpers.

Unlockables: None

Mission A4 - Taijutsu Workout!

Rank: D

Objective: Destroy 10 blocks of rock

Time Limit: 60 seconds

Area: Lava Cave

Tips: Although special techniques are usable in this mission, most of them won't be very helpful for breaking rocks. To beat this mission quickly, just lay into a rock with hand to hand attacks until it is nothing but pebbles. Watch out for snakes that sometimes slither out of rocks when you break them. If the enemies are becoming a problem, try using area of effect special techniques that hit everything in the mission area, such as Tenten's *Rising Twin Dragons* or Shino's *Parasitic Insect Jutsu*.

Unlockables: None

Mission A5 - The Famous Kunoichi!

Rank: D

Objective: Get to Tsunade! (no techniques available)

Time Limit: 60 seconds

Area: Snow Field

Tips: In this mission, it is a race against the clock through a rock obstacle course to catch Tsunade. Getting through the rock maze itself before running out of time is the real challenge. To get through it quickly, move to the right side of the platform you start on and then jump up all the way to the top of the stage. Run to the left down the slope until you get to the first rock wall. Don't waste time breaking it, just leap directly down onto the rock stairs. Run to the left and leap onto the small moving platform, avoid falling down because there are spikes down below. When this platform gets closer to the larger moving platform, leap onto that one, and then jump over to the left to the second rock wall. There is no getting around this wall, so you have to break it down! Standing here just hitting the rocks will take a while, and during this time snow covered boulders will fall down on top of you. To break it quickly, try jumping and holding Down on the +Control Pad while pressing the Y Button to attack. You only need to break enough rocks to be able to jump over them, so as soon as you can, leap onto the blocks. From here, jump across the gap to the left and then it's a race to catch Tsunade! Use the mini-map on the lower screen to help find her as she will run around trying to avoid you.

Unlockables: Tsunade

Mission A6 - Defeat the Snakes!

Rank: D

Objective: Defeat 20 snakes

Time Limit: 90 seconds

Area: Desert

Tips: This mission can be very hard or particularly easy, depending on how you try to finish it. By using only hand to hand attacks, it can become very difficult to corner a snake and defeat it on the sand flow. The best place to try and defeat a snake is on one of the flat rock areas near the sides of the stage. To make this mission considerably easier, try using area of effect special techniques such as Naruto's *Toad Blade Cut* or Sasuke's *Phoenix Flower Jutsu*. Remember that you do not need to be near enemies to hit them with area of effect special techniques, use them where you won't be attacked.

Unlockables: None

Mission A7 - Defend the Bridge!

Rank: C

Objective: Defeat 20 ninja and defend the pillars (no techniques available)

Time Limit: ∞

Area: Iron Bridge

Tips: Large ninja are trying to bring down the bridge, it's your mission to stop that from happening any way you can! Since techniques cannot be used this mission, it is easiest to pick a good hand to hand fighter such as Neji or Rock Lee. Jump down to the lower level to find the pillars of rocks that need to be protected from the enemy ninja. Since you can damage the rocks with attacks too, try not to get too close to the rocks when you are attacking the ninja so you will not damage the rocks by mistake. There are three different pillars of rock to check, so don't spend any extra time at any one of them that doesn't have a ninja next to it. Attack the ninja you find as you move between each pillar and if you are quick, all three pillars should still have some rocks in them by the end of the mission. If you are having trouble keeping up with all three pillars, try defending just one pillar. Remember that ninja will attack

any given pillar from both sides, so practice jumping over them quickly so you can get to the ninja before they get to the pillar.

Unlockables: None

Mission A8 - That's a Promise!

Rank: A

Objective: Defeat Kabuto (Your health begins at 50%)

Time Limit: ∞

Area: Desert

Tips: Like before when fighting Kabuto, he is weakest at range and very strong in close combat. To make this mission much easier, take an area effect special technique or two and bring Sakura's *Healing Jutsu* to restore the health you are missing at the beginning of the mission. Try to avoid fighting Kabuto on the sand flows, they will only help him avoid your attacks and make it harder for you to evade his. If you want to fight Kabuto up close, use the flat areas to fight Kabuto with hand to hand attacks, the best choice being the very bottom center platform in the stage. For ranged fighting, keep moving around the stage and use your area of effect special techniques when he is not nearby and you are not standing on a sand flow. Avoid Kabuto's *Chakra Scalpel* by using a super jump and attacking him from behind.

Unlockables: None

Mission B1 - Wolf Hunt!

Rank: D

Objective: Defeat 30 wolves

Time Limit: 120 seconds

Area: Snow Field

Tips: Attempting to win this mission without using area of effect techniques can be very difficult, but not impossible. The wolves are evenly spread out across the level so getting to them quickly enough to fight them can take some time. If you can get a few wolves close together, you can beat them all up at the same time to make the job a bit quicker. Using area effect special techniques such as Kiba's *Wolf Fang* or Choji's *Human Boulder* will make this mission considerably easier.

Unlockables: None

Mission B2 - Return the Scroll!

Rank: D

Objective: Find the glowing scroll by defeating enemies

Time Limit: ∞

Area: Coal Complex

Tips: One of the ninja in this level carries the glowing scroll you are looking for. Take on ninja with hand to hand attacks or area of effect special techniques to find it quickly. There will be other decoy scrolls that you will find, but the one that glows blue flash when it first appears is the one that you are looking for. If you run low on health, try breaking boxes to find medicine to help you recover some lost life.

Unlockables: None

Mission B3 - The Bout!

Rank: D

Objective: Reduce Guy's HP to 50% (no techniques available)

Time Limit: 120 seconds

Area: Uchiha Residence

Tips: Time to put your hand to hand skills to the test! Guy is no slouch in hand to hand fighting so you will need to use some tricks of your own to come out on top. Guy will often block your attacks when you begin to attack him with combos, try to throw him instead when he does block to avoid damaging yourself. Another great strategy for this fight is to back off and go after ninja weapons and pelt him at range with Demon Wind Shuriken or Kunai. Keeping distance on Guy will help avoid taking damage. If you begin to run low on health, run away and break boxes to look for medicine, grab a weapon, and try again. Fight smarter, not harder!

Unlockables: Might Guy

Mission B4 - Find the Scroll!

Rank: D

Objective: Get the glowing scroll

Time Limit: 60 seconds

Area: Uchiha Residence

Tips: Hidden in a box somewhere in the mission area is the glowing scroll you are looking for. You do not need to defeat any enemies and they do not carry the scroll, so it is best to focus on just getting past them and not defeating them. Time is the biggest enemy in this mission, just keep breaking boxes as quick as you can!

Unlockables: None

Mission B5 - Kunoichi Showdown!

Rank: D

Objective: Defeat Ino

Time Limit: ∞

Area: Main Battle Arena

Tips: Ino isn't much of a fighter. She relies on her powerful Mind Destruction Jutsu to do most of the work, which she won't use against you in this battle. She will relentlessly throw herself at you with basic combo attacks. Blocking is especially effective against her as she will rarely throw you. This is an excellent opportunity to practice using more difficult to master special techniques like Naruto's *Rasengan* or Sakura's *Girl Power*.

Unlockables: None

Mission B6 - Who's Number One!

Rank: C

Objective: Defeat the shadow clones of yourself (no techniques available)

Time Limit: 120 seconds

Area: Ichiraku Ramen Shop

Tips: It's a 3 on 1 match with everyone against you! Fortunately your clones have a lot easier to defeat than you are. This match is actually easier if you choose someone who isn't as good at hand to hand attacks, such as Ino or someone who is slower such as Choji. The easier to defeat clones will pose less of a problem if you are simply trading punches than if you have chosen a faster character, like Shikamaru, who may be harder to hit. If you are good with throwing weapons, try throwing some from far away to take out the shadow clones. If you are having troubles completing this mission, try

choosing a different character. Remember that you can find health pickups in boxes and from white ninja to help you handle all of the shadow clones.

Unlockables: The Third Hokage

Mission B7 - Boulder Carry!

Rank: C

Objective: Get the boulder to the top of the Coal Complex (no techniques available)

Time Limit: 90 seconds

Area: Coal Complex

Tips: To get the boulder up to the top of the Coal Complex, you will need to make sure the way is clear as you knock the boulder up to each floor. At the beginning of the mission, move right across the gap with the small moving platform and you will find the boulder you need to take to the top. Moving the boulder is as simple as hitting it towards the direction you want to travel, including up. Should the boulder be knocked out of the mission area, it will eventually return to where you first found it. It's a good idea to clear out the floor just above you each time you are ready to move the boulder up a floor. Make sure that it is clear of boxes (which will stop the boulder from moving up) and ninja who will try and knock the boulder down! To keep it simple, try to take the boulder up the right side of the Coal Complex so you do not have to worry about crossing gaps which makes it much harder.

Unlockables: None

Mission B8 - Returning the Favor... Pt. 1

Rank: A

Objective: Defeat Gaara before Rock Lee is defeated

Time Limit: ∞

Area: Desert

Tips: Like in the "Protect Gaara!" mission, you will need to position yourself between Rock Lee and Gaara. This time though, you are trying to beat Gaara and defend Rock Lee. Although he has half health to start with, Rock Lee will fight back unlike Gaara in previous missions. You can attack Gaara with hand to hand attacks on the lower middle platform in the middle of the level with Rock Lee and the two of you will quickly reduce Gaara's health. Toss in a close range special technique to help give that extra damage to finish Gaara before he can defeat Rock Lee. Fighting at range in this mission is not a good idea because of how Gaara will quickly defeat Rock Lee without your help. The best time to use any area of effect special techniques is right off at the beginning of the mission, before Gaara and Rock Lee have had a chance to get close to each other. If you are having trouble, try choosing a sturdy character like Guy and bring Sakura's *Healing Jutsu* and focus on trying to jump in the way of all of Gaara's *Sand Burial* attacks and block so Rock Lee is not hit by them and use *Healing Jutsu* to recover your health if you are not able to block the attack.

Unlockables: None

Mission C1 - Gather Medicine!

Rank: D

Objective: Gather 10 medicine

Time Limit: 60 seconds

Area: Bamboo Grove

Tips: Getting all the medicine in time is much harder than it sounds! Everything in this mission has a chance to drop medicine when defeated or destroyed. While rocks will sometimes have medicine

inside them when you destroy them, they take too long to break to be a reliable place to look. Instead, try gathering the medicine hidden around the stage by running and jumping around the level and defeating all the enemies and breaking all the boxes along the way. Be careful not to fall in the water! If you do, you will lose half of the medicine you have collected each time! Here is a good route to take: As soon as the mission begins, drop down towards the water. Don't worry, a raft will be there just in time for you to land on it. There is some medicine there, grab it, then leap up off the raft and onto land again where you started. Leap directly up as high as you can, and use double jump if you have to, to reach the moving platforms and the medicine at the top left corner of the stage. Jump back down to the starting point of the level and then jump back down onto the raft. Ride the raft until you collect the medicine near the water and see a box between some rocks above you. Jump up and break one of the rocks that are next to the box, then break the box itself for more medicine (hopefully). High above the gap between the island you are on now and the one across from you to the right is another medicine. You can either high jump then double jump to reach it (with most characters) or leap from the large moving platform that moves up and down to grab it. When you do, fall back down to the area where you found the box. Continue to the right until you reach the edge of the stage then jump all the way up, using the moving platforms, to the top right corner of the stage where there is another medicine. From here, jump back down to ground level and look for ninja, birds, boxes, and rocks for medicine until you have enough!

Unlockables: None

Mission C2 - The Toad Sage?!

Rank: D

Objective: Hit Jiraiya with Naruto's *Uzumaki Barrage*

Time Limit: 60 seconds

Area: Hot Spring

Tips: All you need to do to complete this mission is to successfully land Naruto's *Uzumaki Barrage* on Jiraiya. Just as Jiraiya moves close to use hand to hand attacks is a great time to try and hit him with one. Do not get discouraged if he evades or blocks a few times, with practice you will get the timing down. Try not to hurt him too much as defeating him is a failure!

Unlockables: None

Mission C3 - Gaara's Memory...

Rank: C

Objective: Defeat 15 enemies while defending Gaara (no techniques available)

Time Limit: 90 seconds

Area: Desert

Tips: Fighting on the sand flow is very difficult, so to make it so more of your attacks will land on your opponents, try fighting on the flat rocky areas near the edges of the level. While Gaara will not fight back, he is rather hard to kill. You can use this to your advantage if you are good at beating enemies with hand to hand to simply leave Gaara alone and go beat up 15 enemies before he gets too hurt. If finding enemies in time is becoming a problem, try running to the four corners of the level to find the greatest amount of enemies at a time.

Unlockables: None

Mission C4 - Defeat Giant Spiders!

Rank: D

Objective: Defeat the two giant spiders

Time Limit: 120 seconds

Area: Forest

Tips: The two giant spiders you must defeat are formidable opponents who are largely unaffected by special techniques. They hit hard and can take a lot of damage before they finally go down. Area of effect attacks are impractical in this battle except to get rid of the little spiders that will crawl up and bite your ankles while you are trying to fight the larger spiders. Attack the giant spiders from behind with combo attacks to defeat them. Don't stand in one place too long though or they will turn around and hit you. You can use throwing weapons, but it will take a long time to defeat them that way and if you are having problems getting hit by the smaller spiders and losing your weapons, you likely will not have time to defeat both giant spiders in this way. If you are having problems beating the giant spiders, try bringing Sakura along for her *Healing Jutsu* to help give you enough health to stay in hand to hand combat with them.

Unlockables: None

Mission C5 - Teach Him a Lesson!

Rank: C

Objective: Defeat Jiraiya

Time Limit: 90 seconds

Area: Hot Spring

Tips: Jiraiya will be a bit harder this time around than he was in "The Toad Sage?!" mission. Do not let him get too far away from you or he will be able to finish his powerful *Toad Flame Bombs* special technique! Keep a close eye on him to see if he starts to make hand signs for his attack and hit him as soon as he is about to finish it to interrupt him. Try to land a few special attacks of your own, but avoid area effect techniques unless you are confident that he will not be able to interrupt you or have enough time to hit you with a *Toad Flame Bombs* first.

Unlockables: Jiraiya

Mission C6 - Intelligence Gathering!

Rank: C

Objective: Get 20 scrolls

Time Limit: 120 seconds

Area: Hot Spring

Tips: Gathering the scrolls of information takes quick reflexes since they disappear very quickly after they appear. You can find information scrolls from boxes, barrels, and enemies. To help make sure you get the scrolls before they disappear, try running directly into the box or barrel you just destroyed as you break it, or stand directly on top of a defeated enemy. Since scrolls disappear so quickly, it is very difficult to effectively use any area of effect special techniques to collect scrolls. This doesn't mean it will not work if you use it when a number of enemies are bunched up nearby, Shino's *Parasitic Insect Jutsu* is a great choice for this strategy since it is both fast and inexpensive to use. Avoid using throwing weapons to defeat enemies, it will take longer than you have to spare. There isn't much time to find all the scrolls you need so fight quickly and keep moving! There is no one route through the level that is better than any other, so just go towards wherever you see a box or enemy. If you are having trouble with the stage, try using Rock Lee and performing his powerful Up Attack to break barrels in a single attack and stay on the bottom of the area, running back and forth defeating enemies and breaking barrels as you go.

Unlockables: None

Mission C7 - I'm Not a Failure!

Rank: B

Objective: Defeat Neji

Time Limit: ∞

Area: Main Battle Arena

Tips: Neji is at his best in this all-out fight to win. Neji will use his special techniques as quickly as they become available so pay attention to your health and run and find some medicine if you get close to half health so he doesn't win with a lucky attack. Like before, Neji is best close up to his opponent but unable to attack from afar. Using area of effect special techniques from a distance will make beating him a lot easier as he will not be able to fight back unless you let him catch you.

Unlockables: None

Mission C8 - Gallery

You can view a random selection of special techniques here.

Mission D1 - Ninja Weapon Pick Up!

Rank: D

Objective: Get 10 weapons

Time Limit: 60 seconds

Area: Bamboo Grove

Tips: There are lots of weapons to be found in this level both inside boxes, off of defeated enemies, and even just scattered about the level. Be careful not to fall in the water! If you do, you will lose half of the weapons you have collected each time! Don't worry if you are hit by an enemy and lose a weapon, it still counted towards your mission objective. Weapons will continue to re-appear in places you have picked up weapons before, but it is faster to keep looking for more weapons than just waiting in the same spot.

Unlockables: None

Mission D2 - Youth!

Rank: B

Objective: Hit Rock Lee with Guy's *Burning Slap of Youth*

Time Limit: 90 seconds

Area: Leaf Village

Tips: To complete this mission you only need to hit Rock Lee with Guy's *Burning Slap of Youth*, you do not need to defeat him using it. Try not to deal too much damage to Rock Lee as defeating him will result in a failure. Rock Lee is very agile and timing the *Burning Slap of Youth* can be difficult to hit him, especially without getting hit by the many hazards in Leaf Village. Try to begin the *Burning Slap of Youth* when Rock Lee is about to begin a hand to hand combo attack so he is standing his ground instead of running circles around you to make it more likely that your attack will land.

Unlockables: None

Mission D3 - Foot Race!

Rank: D

Objective: Race Sakura to each of the 10 checkpoints before time expires (no techniques available)

Time Limit: 90 seconds

Area: Forest

Tips: In this mission you are racing Sakura to checkpoints marked with flags. If she gets to it first, it will disappear and not count towards your objective. If you make it to the checkpoint first, it counts towards the 10 you need to complete the mission. The Forest is a dangerous place and has enough hazards to worry about running out of health even though Sakura is not very aggressive. You do not have to fight anything at all in this mission, just be the first to reach a checkpoint 10 times before time expires. Sakura will try and slow you down by periodically attacking you, and then racing to the checkpoint whenever she gets close to it. This mission is naturally easier with faster characters like Rock Lee than with slower characters such as Choji. If you are feeling particularly villainous, you can beat up Sakura and then go after all the checkpoints without racing her... but that's not very sportsmanlike!

Unlockables: None

Mission D4 - Deception?!

Rank: C

Objective: Defeat Kiba with Naruto's *Uzumaki Barrage*

Time Limit: ∞

Area: Main Battle Arena

Tips: Kiba is a solid fighter all around but he won't use his special techniques often in this battle, which makes him a much easier opponent than he otherwise would be. Keep an eye out for Kiba to begin his Fang Over Fang attack, if he does, use a super jump to get out of the way! If he catches you with it, you will want to go look for some more health before you continue the battle. Iruka, one of the teachers in the background in the middle of the arena floor, will often hand out medicine and ninja weapons for you to pick up in case you need them.

Unlockables: None

Mission D5 - Give Me Power...

Rank: B

Objective: Defeat Sasuke with Sakura's *Girl Power*

Time Limit: ∞

Area: Leaf Village

Tips: Taking on Sasuke in the Leaf Village is a very difficult prospect. Between Sasuke's attacks and the level's many hazards, there is no end of ways to get hurt. You can try and dodge all the flying debris while trying to out-damage Sasuke, stand at the bottom of the stage and use techniques like Shino's *Parasitic Insect Jutsu*, or you might want to take a tough character such as Guy equipped with Sakura's *Healing Jutsu* so you can take the extra hits. Also, avoid getting Sasuke's health too low before trying to finish the fight with Sakura's *Girl Power*. Since he is also hurt by enemies and the hazards in the mission, he may fall victim to that instead of your special technique, which results in a mission failure. Because of all the may hazards, looking for medicine when your health is low is very risky. Try to keep your health up above half if you can help it. If both you and Sasuke end up with low health, it will likely be best to just try and finish him with Sakura's *Girl Power* instead of trying to heal, he may fall before you get a chance to do it when you have more health!

Unlockables: None

Mission D6 - What a Drag...

Rank: B

Objective: Hit Temari with Shikamaru's *Shadow Possession Jutsu*

Time Limit: ∞

Area: Main Battle Arena

Tips: Since all you have to do is hit Temari with Shikamaru's *Shadow Possession Jutsu*, just wait for her to come attack you and as she closes in, use the technique. If you should miss, just use it again right afterwards. It really is that simple! She will occasionally decide not to come down from the top wall and attack you. If she decides to stay up there, just hop up top and wait for her to come to you. Make your shadow do all the work for you!

Unlockables: Temari

Mission D7 - Betrayal?!

Rank: B

Objective: Defeat Kabuto with Kakashi's *Lightning Blade*

Time Limit: ∞

Area: Leaf Village

Tips: Kabuto is a very tough to take down opponent with high health and great speed. Getting the Lightning Blade special technique to land on him when he is at low health is a very difficult task. Take your best ninja into this mission and equip Sakura's *Healing Jutsu* so that you can get health back quickly if you should need it. Using an area of effect special technique such as Shino's Parasitic Insect Jutsu from the bottom of the stage is a good way to get Kabuto's health down without putting yourself at risk.

Unlockables: None

Mission D8 - Transformation!

Rank: S

Objective: Defeat Gaara with Naruto's *Toad Blade Cut*

Time Limit: ∞

Area: Forest

Tips: Gaara is a fierce fighter at any range in this mission. Gaara will use Sand Burial frequently whenever he thinks he can catch you with it, so be prepared to super jump out of the way when you see his sand appear around him. Whenever you use an area of effect special technique, Gaara will counter in turn with *Playing Possum Jutsu*. This can make it very hazardous to try and take him down from afar unless you wait for him to spend all his chakra first. You may also decide to take Sakura's *Healing Jutsu* to keep your health up or have a character with considerable stamina and just take the hits. Either way you try it, to finish the fight, get him down to about 20% health and find a clear spot on a moving platform so you can complete Naruto's *Toad Blade Cut* without interruption for the final attack.

Unlockables: None

Mission E1 - Ichiraku Brawl!

Rank: C

Objective: Get 10 bowls of ramen (no techniques available)

Time Limit: 120 seconds

Area: Ichiraku Ramen Shop

Tips: This is a 2 on 1 battle with a twist. Kakashi and Jiraiya will attack you, trying to stop you from gathering all the ramen. Since you do not have to defeat Kakashi or Jiraiya, it is best to just avoid them while you look for ramen in the various boxes. Enemies do not leave ramen behind when they are defeated, but it is a good idea to beat them up when they are near boxes you want to check, just so they don't attack you while you look. When Jiraiya and Kakashi get close to you, hit them with a hand to hand combo and then run away to look elsewhere for ramen. If you have trouble finding all the ramen in time, try bringing a faster character like Shikamaru or Rock Lee, which will also make it easier to escape from Jiraiya and Kakashi. It is possible to beat both Jiraiya and Kakashi and have enough time to gather all the ramen, but doing so is actually harder to do.

Unlockables: None

Mission E2 - The Catcher!

Rank: D

Objective: Break objects to find the lost dog (no techniques available)

Time Limit: 60 seconds

Area: Leaf Village

Tips: To find the lost pooch, begin looking in boxes wherever you can find them around Leaf Village. Sometimes when you break a box, a ninja will appear, so be ready for them when you do break a box. The trick to this mission is simply to keep looking for the dog by breaking boxes as fast as you can. With a bit of luck, you'll find it soon enough.

Unlockables: None

Mission E3 - Going All Out!

Rank: C

Objective: Defeat Gaara with Rock Lee's *Hidden Lotus*

Time Limit: ∞

Area: Main Battle Arena

Tips: Gaara is a fierce opponent who will not hesitate to use his devastating *Sand Burial* given the opportunity. He is quick, strong in close combat, and both of his special techniques are brutally efficient. It is a good idea to try and finish this fight quickly using special techniques right from the start so Gaara has fewer chances to use one of his own. For this battle it is a good idea to practice your teleport, guard, and throw moves since using these to hold back an aggressive opponent like Gaara will make defeating him a lot easier. Gaara will often block your attacks with his wall of sand, when he does, it's your cue to throw him and then ready a *Primary Lotus*. When Gaara is about at 25% HP remaining, try to stop attacking him with anything but *Hidden Lotus* so that you do not win by accident.

Unlockables: None

Mission E4 - Protect Gaara!

Rank: B

Objective: Defend Gaara and survive until time expires

Time Limit: 60 seconds

Area: Bamboo Grove

Tips: Sasuke has a death wish against Gaara in this mission and won't stop until Gaara is defeated! To keep Sasuke's unbridled fury at bay, you are going to need to become Gaara's shield. The only way to succeed in this mission is for you and Gaara to survive until time expires. At the beginning of the mission, quickly move to Gaara and get between him and Sasuke and block any close range special

techniques he uses. As Sasuke approaches, knock him away with hand to hand combos or jump attacks. You can also try and block his attacks, which is slightly harder because he teleports and jumps around constantly trying to get at Gaara. Don't worry about dealing damage to Sasuke, as he is invincible this mission. It is a good idea to bring in a sturdy character such as Guy and if you bring Sakura's *Healing Jutsu*, you should only have to worry about Gaara taking too many attacks. If you take Neji's *Byakugan* as well, you can seal Sasuke's chakra so it is much harder for him to use special techniques like *Phoenix Flower Jutsu* against you and Gaara.

Unlockables: None

Mission E5 - Decoy!

Rank: B

Objective: Survive until time expires (your health begins at 50%)

Time Limit: 30 seconds

Area: Bamboo Grove

Tips: All you will have to do for this mission is survive the hazards and enemies for 30 seconds. Ninja, birds, and even giant fish will assault you everywhere you go near the bottom of the level. Jump right away as soon as the mission begins so you avoid becoming fish food since the giant fish will take a bite out of you if you do not. Keeping away from the bottom of the level is the easiest way to avoid getting hurt in this mission. Since there are no moving platforms in this mission, you will have to keep jumping to do this. Try using the super jump to get extra height and stay out of danger for longer. If you would rather fight your way through the mission, you will have to contend with the giant fish constantly jumping up from the water. Move to the small little island on the right side of the level, a place where the giant fish won't attack you. Ninja and birds will appear on the same island with you, so be ready to punch them off your island and keep them off until time expires.

Unlockables: None

Mission E6 - Taijutsu Training!

Rank: B

Objective: Defeat Guy (no techniques available)

Time Limit: ∞

Area: Ichiraku Ramen Shop

Tips: Since you cannot use any special techniques for this battle, and Guy is great with basic hand to hand fighting, you will want to practice up with your basic moves such as guard, teleport, throw, and down attack. Jumping at Guy and down attack smashing him when he runs towards you can quickly deal a fair amount of damage and stop him from fighting back. You are going to have to be ready to block a few hits and quickly use a throw when he blocks your attacks. If you are having trouble with Guy, try choosing a character who is great at hand to hand fighting, such as Rock Lee or Tsunade.

Unlockables: None

Mission E7 - Calculated!

Rank: A

Objective: Survive until time expires

Time Limit: 120 seconds

Area: Forest

Tips: A quick character, such as Shikamaru, is a great choice for this survival mission especially with Sakura's *Healing Jutsu* for added longevity. Since you never have to actually fight anything, just

survive, simply running away from Tayuya is an effective strategy. Since Tayuya has no special techniques to use against you, you can move around without fear of any area of effect attacks and you only need to worry about hand to hand attacks when she corners you. Remember to watch out for boulders before you try and heal yourself using *Healing Jutsu*, wait for a boulder to fall and then use the special technique to be safe.

Unlockables: Tayuya

Mission E8 - My Rival!

Rank: S

Objective: Defeat Sasuke with Naruto's *Rasengan*

Time Limit: 60 seconds

Area: Academy

Tips: Sasuke will not go down easy within the 60 seconds given to you to beat him. Since this is a timed mission, you do not have the luxury of taking your time to fight him defensively or make it a ranged fight. When the mission begins, close in and give Sasuke a taste of your best moves in close combat, time is not on your side since Sasuke will occasionally evade you. Since Naruto's *Rasengan* requires so much chakra with each attack, try to use it only when you are certain that it will land and use special techniques like Naruto's *Uzumaki Barrage* to weaken him since it costs less chakra. Practice timing your special techniques to hit as Sasuke is landing from a jump or when he is closing in to attack to ensure that your special techniques are not wasted.

Unlockables: None

Mission F1 - Enemy Raid!

Rank: C

Objective: Defeat 30 enemies

Time Limit: 90 seconds

Area: Main Battle Arena

Tips: Its an all out assault on Konoha village! This mission is a basic beat-em-up against invading ninja. Tenten's *Rising Twin Dragons* or Shino's *Parasitic Insect Jutsu* are both great choices to bring into this mission since they are inexpensive and will get the job of clearing out the invading ninja done quickly.

Unlockables: None

Mission F2 - 100-Man Spar!

Rank: C

Objective: Defeat 100 ninja (no techniques available)

Time Limit: 130 seconds

Area: Keep

Tips: Fighting 100 other ninja in 130 seconds is a legendary task! The good news is that these ninja only take one hit to defeat. It is possible to run around the Keep with a quick character like Rock Lee or Shikamaru and pound each and every ninja that dares show himself, but there is an easier way. Since it only takes one hit to defeat each ninja, that means ninja weapons can defeat enemies faster than hand to hand attacks. The weapon of choice for this mission is the humble senbon (throwing needles). The reason for this is that it can be thrown twice and throws two at a time in different directions. If you stand at the middle of the roof of the Keep, you can turn, throw some senbon, turn the other way and throw some more, for two defeated ninja with each throw! You know you are standing in the right spot

for senbon tossing if near the beginning, ninja drop directly on top of you. When the falling ninja lands, just hit him once with a hand to hand attack, then back to throwing. Ninja will sometimes run down to lower levels of the keep and will need to be hunted down from time to time. Each ninja needs to be defeated before another will take his place, so make sure no ninja can run away or you won't finish in time! When your senbon stop scoring hits, try checking the lower levels of the Keep for ninja that got away and then hop back up top and keep throwing more. Should you lose your senbon, you should look for more as soon as you can. Other throwing weapons are effective, especially the shuriken, but they will not hit as many enemies as quickly as the senbon will because it travels in two directions.

Unlockables: None

Mission F3 - Main Branch Pride!

Rank: C

Objective: Reduce Neji's HP to 50% (you begin with only 50% HP)

Time Limit: ∞

Area: Main Battle Arena

Tips: Neji is a strong hand to hand combatant with a complimenting set of close range special techniques that do everything from leaving you hurting to sealing your chakra so you cannot use special techniques. To make things even harder, you begin with only 50% health so you are already close enough to losing that if Neji lands one of his special techniques it will probably mean a failure. It would be a good idea to bring Sakura's *Healing Jutsu* to this battle so that you can heal back up to full health before Neji can reach you. Since you don't have to win using any particular move, you can pick Neji apart where he is weakest, at a distance. Area of effect special techniques such as Sasuke's *Phoenix Flower Jutsu* will allow you to dish out damage to Neji without any worry of retaliation and keep you out of range of his Byakugan.

Unlockables: None

Mission F4 - I'll Handle This!

Rank: B

Objective: Defeat Kankuro with Shino's *Parasitic Insect Jutsu*

Time Limit: ∞

Area: Forest

Tips: When fighting Kankuro, watch for his tell-tale crouch animation before he rushes at you with *Puppet Master Jutsu*. When he does, perform a super jump over him and safely to the other side and attack him from behind as he recovers from his failed attempt. To make Kankuro go down easily, try retreating away from him and using Shino's *Parasitic Insect Jutsu* to damage him and simply evade him for the entire match. With no area of effect special techniques of his own, he won't be able to stop you. To avoid being interrupted by falling boulders, use your techniques just after you dodge one.

Unlockables: Kankuro

Mission F5 - Secret Technique Training!

Rank: B

Objective: Race Kakashi through the 10 checkpoints before time expires

Time Limit: 75 seconds

Area: Snow Field

Tips: In this mission you are racing Kakashi to checkpoints marked with flags. If he gets to it first, it

will disappear and not count towards your objective. If you make it to the checkpoint first, it counts towards the 10 you need to complete the mission. The Snow Field has a lot of pitfalls, but aside from the pits and the wolves, there are no other hazards. You do not have to fight the wolves or Kakashi at all in this mission, just be the first to reach a checkpoint 10 times before time expires. Sometimes the checkpoints will reappear very close to where the last one was on the left side of the stage, so look nearby before running to the other side of the level. Kakashi is much faster than Sakura was in "Foot Race", so try not to spend too much time fighting wolves along the way. Kakashi will try and slow you down by periodically attacking you, and then racing to the checkpoint whenever he gets close to it. This mission is naturally easier with faster characters like Rock Lee than with slower characters such as Choji. Like with Foot Race, you can beat up Kakashi and then go after all the checkpoints without racing, although it is harder.

Unlockables: Kakashi Hatake

Mission F6 - Runaway Train!

Rank: B

Objective: Stop the train by damaging it (no techniques available)

Time Limit: 90 seconds

Area: Iron Bridge

Tips: To complete this mission, attack the train with hand to hand attacks to force it to a stop. Doing that can be much trickier than it sounds. First off, there are two different train tracks the runaway train can appear on. Try jumping down to the lower level and then back up while you are looking for the train. Don't let the train hit you while you are standing on the ground! Getting hit by the train will knock you back and make it hard to get up in time to hit the train before it disappears into the opposite tunnel. Stop the train by jumping onto the front portion of the train where you can land safely and attack the conductor compartment (the one with the ninja inside) until the train almost enters the tunnel. Try and jump off the train before it enters the tunnel to avoid being hurt and knocked back into the level. Repeat this a few times and the train will stop. If you are having trouble getting onto the train by jumping, there is a safer, but slower way to get on board. Above the lower tracks there are platforms you can jump onto. If you are standing on one when the train passes, you will be pushed onto the train where you can easily attack it.

Unlockables: None

Mission F7 - Pinpoint Blindspot!

Rank: A

Objective: Destroy 30 spiders to make Kidomaru appear then defeat Kidomaru

Time Limit: ∞

Area: Forest

Tips: This mission has two parts to complete. First, you must defeat 30 spiders that will constantly appear around the level. Tenten's *Rising Twin Dragons* and Shino's *Parasitic Insect Jutsu* are both great choices to get rid of the eight-legged menaces quickly and safely so that you can continue to the second part of the mission, though you only need one of them. Since the mission is long and has few places to get health pickups, bringing Sakura's *Healing Jutsu* along would be a good idea. During the mission, you can stand on the large moving platform to stay out of harm's way completely to use your area of effect special techniques to deal with the spiders without worrying about falling boulders or spiders interrupting you constantly. Once the spiders are defeated, Kidomaru will show himself. You can continue your previous strategy of standing on the moving platform since he cannot use any special

techniques to counter you. Just keep Kidomaru off your platform and use your area of effect special technique and let the hazards of the level to do the fighting for you.

Unlockables: Kidomaru

Mission F8 - The Way of the Ninja!

Rank: S

Objective: Defeat Kabuto with Naruto's *Rasengan*

Time Limit: ∞

Area: Forest

Tips: Kabuto puts up a good fight in this mission, using his *Chakra Scalpel* liberally. Like before, the best way to fight Kabuto is at range. Since there is no time limit to this mission, fighting him at range is the best option to defeat him with the least risk to yourself. The moving platform in the top right corner of the level is a great place to use area of effect special techniques from. Make sure that Kabuto is far away or was just knocked off the platform before you start any area of effect special techniques. Like with other missions, do not get Kabuto's health too low before going in to finish him off with a *Rasengan* or Kabuto may get defeated by the hazards on the level.

Unlockables: Kabuto Yakushi

Mission G1 - Rematch!

Rank: C

Objective: Defeat Temari

Time Limit: ∞

Area: Main Battle Arena

Tips: Temari has a surprisingly long reach with the third hit in her hand to hand attack combo, so expect it to reach a lot further than with other characters. Her *Wind Scythe Jutsu* is something to watch out for, especially if she does it after one of her combos to catch you while you are getting up. This is an excellent battle to practice difficult moves and special techniques in since it isn't very hard.

Unlockables: None

Mission G2 - Byakugan Training!

Rank: C

Objective: Defeat Tenten with Neji's *Byakugan*

Time Limit: ∞

Area: Academy

Tips: Tenten despite all her weapon expertise, does not put up a very spirited battle in this training mission. She waits patiently for you to come close to fight hand to hand, and only occasionally uses her *Rising Twin Dragons* special technique. Regardless of her lack of enthusiasm, you still need to remember to finish her with Neji's *Byakugan* to be successful, and that might not be so easy. Motivated by being the potential victim of Neji's special technique, Tenten will try and evade or block the attack if you don't time it to land during an opening. You can take advantage of her unwillingness to fight early in the battle by tossing an endless stream of throwing weapons until her health is low, about 15% health or so, and go in and finish the training with a *Byakugan* attack.

Unlockables: None

Mission G3 - Mangekyou Sharingan!

Rank: B

Objective: Defeat 20 enemies (Itachi cannot be injured)

Time Limit: ∞

Area: Ichiha Residence

Tips: Itachi is fast, strong, and armed with a powerful set of special techniques that will hit you anywhere in the level. Fortunately you do not have to beat him, but defeating the 20 enemies with him attacking you is not going to be easy. While you can easily defeat handfuls of enemies at a time with an area of effect special technique, Itachi will counter with one of his own, typically *Tsukuyomi*, which will paralyze you and seal your chakra for a time. While you are paralyzed, Itachi will take advantage of your inability to defend yourself by attacking you. Because he will almost always counter with one of his own moves, never use an area effect technique in this battle when you do not have at least half health. If you happen to stop Itachi from using one of his special techniques, which he will use randomly during the mission, he will be unable to counter attack after your own area of effect special technique. The most helpful special technique that Itachi will not counter for this mission is Sakura's *Healing Jutsu*, having enough health to survive Itachi's attacks as you defeat the enemies on the level is invaluable.

Unlockables: None

Mission G4 - Secret Technique!

Rank: B

Objective: Defeat Gaara with Sasuke's *Chidori*

Time Limit: ∞

Area: Main Battle Arena

Tips: Gaara is an opponent you will want to take very seriously. He can hit hard and his special techniques are the fastest to use. He will use *Sand Burial* as often as he can, though he will not use *Playing Possum Jutu* when you are far away, so if Gaara proves to be too tough up close, try fighting from a distance with ranged weapons and area of effect special techniques to do most of the damage, you have all the time you need to win. Pick your best character for this match and fight as you fight best.

Unlockables: Gaara

Mission G5 - Combo!

Rank: A

Objective: Defeat Sakon with any secret technique of your choice

Time Limit: ∞

Area: Bamboo Grove

Tips: Sakon is a strong close up fighter, but weak at range due to his lack of special techniques. This fight is very basic, the only catch is you have to finish the fight using any secret technique of your choice. It is easiest to finish Sakon by using area effect special technique since there is no way for him to dodge it, but the choice is yours. Watch his health and when it gets low, only use special techniques against him to finish the fight. To avoid the giant fish, the only hazard on the level, fight on the moving platforms on the upper areas of the level. Since there are no hazards on this level that deal damage, you can take your time to finish Sakon without worry about him getting himself defeated.

Unlockables: Sakon

Mission G6 - Chubby's Pride!

Rank: A

Objective: Defeat Jirobo with any secret technique of your choice

Time Limit: ∞

Area: Forest

Tips: Jirobo has a problem getting defeated by the hazards on the level in this mission which adds an extra level of difficulty. To help avoid this problem, try finishing Jirobo with heavy hitting special techniques, like the Third Hokage's *Adamantine Nyoï* to defeat Jirobo when he still has a fair bit of health left. Jirobo has no special techniques, so the easiest way to beat him is to win using area of effect special techniques and keep your distance from him. Stand on moving platforms before using your area of effect special techniques to ensure that you are not interrupted by boulders. If your health gets low, try hanging around the left or right sides of the level on the ground floor for some health drops.

Unlockables: Jirobo

Mission G7 - In a Pinch!

Rank: A

Objective: Survive until time expires

Time Limit: 30 seconds

Area: Desert

Tips: Though your opponent in this mission will be Orochimaru, he will not have enough time to defeat you if you simply back yourself against the left edge of the level and hold block while facing to the right. Don't worry about Orochimaru's *Giant Snake*, it should not do enough damage to defeat you before time expires. If Orochimaru seems to be hitting you more often than not, choose a tougher character like Guy and just keep jumping around the level, don't even worry about fighting back.

Unlockables: None

Mission G8 - Super Villain!

Rank: S

Objective: Defeat Orochimaru (you start with very little HP)

Time Limit: ∞

Area: Forest

Tips: This mission is insanely hard... unless you bring along Sakura's *Healing Jutsu*. As soon as the mission begins, heal yourself and then you can fight Orochimaru on even terms. Be careful of Orochimaru's *Snake Sword* and *Giant Snake* special techniques and heal up when you get to half health so that he cannot finish you off unexpectedly. With even health, you will find that Orochimaru is an easier opponent. You have all the time you need to defeat Orochimaru, so fighting defensively or fighting at range is the easiest way to win this match, just remember to heal up and stay above 50% health and use your healing to your advantage.

Unlockables: Orochimaru

Mission H1 - My Next Body...

Rank: A

Objective: Reduce Sasuke's HP to 20%

Time Limit: ∞

Area: Forest

Tips: A few good heavy hitting special techniques will get Sasuke's health down enough to finish this mission, but landing those will be a problem. Sasuke is both fast and well balanced for long and close

range fighting. There isn't going to be anywhere you can hide he cannot fight back at in the level, so be prepared to fight him up close. The easiest way to fight him is to choose a tougher character, like Guy, and take Sakura's *Healing Jutsu* and focus on fighting him in hand to hand, then back away and heal when your health gets to about 50-60%, and return to fight him again. This way he won't surprise you and hit you with a *Lions Barrage* or *Phoenix Flower Jutsu* that finishes you off before you have time to heal back up.

Unlockables: None

Mission H2 - Choices!

Rank: A

Objective: Reduce Orochimaru's HP to 50%

Time Limit: 30 seconds

Area: Keep

Tips: With only 30 seconds to get Orochimaru's health to 50% you do not have time to worry about anything but offense. As soon as the match begins try and knock Orochimaru down and immediately follow up with a close range special technique, the harder hitting the better. Try to stay on the top of the level as much as possible, Orochimaru will run towards you and attack you, but he will run away at times too. By staying on the top of the level, he has less area to escape your close range special techniques. If you are not having luck hitting Orochimaru with close range special techniques, try standing on the top of the fish statues and using Sasuke's *Phoenix Flower Jutsu* twice to win the match, but you cannot spend time or chakra doing anything else or you will not have enough time to finish.

Unlockables: None

Mission H3 - Returning the Favor... Pt. 2

Rank: A

Objective: Defeat Orochimaru before Kakashi is defeated

Time Limit: ∞

Area: Forest

Tips: Like in the "Returning the Favor... Pt.1" mission, you will need to position yourself between Kakashi and Orochimaru. Kakashi has half health to start with and will aggressively attack Orochimaru in hand to hand combat. Fighting at range in this mission is not a good idea because of how Orochimaru will quickly defeat Kakashi without your help. The best time to use any area of effect special techniques is right off at the beginning of the mission, before Orochimaru and Kakashi have had a chance to get close to each other. If you are having trouble, try choosing a sturdy character like Guy and bring Sakura's *Healing Jutsu* and focus on trying to jump in the way of all of Orochimaru's *Snake Sword* attacks and block so Kakashi is not hit by them and use *Healing Jutsu* to recover your health if you are not able to block the attack. There will be a lot of damage quickly flying around this fight since boulders constantly roll down the level and the scythe wielding ninja rain down their weapons from off screen. The good news is that Kakashi will often occupy Orochimaru enough that your close range special techniques can easily land if you attack from behind, so take advantage of this and hit Orochimaru with your strongest attacks whenever you get the chance. There is nothing you can do to avoid damage dealt to Kakashi from the level, so focus on beating Orochimaru before Kakashi is beaten by the level.

Unlockables: None

Mission H4 - Kisame's Counterattack!

Rank: A

Objective: Defeat Kisame

Time Limit: 90 seconds

Area: Uchiha Residence

Tips: Kisame's *Water Shark Bomb Jutsu* is incredibly fast to execute and deadly to boot. Combine that with the fact Kisame has the most stamina of any character and has the longest hand to hand combat reach (thanks to his massive weapon) and you have one menacing opponent. To best Kisame, you will need to bring in your heaviest hitting special techniques and have either a tough character or Sakura's *Healing Jutsu* to survive Kisame's assault. Time should not be a problem, but because you do not have unlimited, try not to fight too defensively or spend too much time looking for health pickups.

Unlockables: Kisame Hoshigaki

Mission H5 - Leaf Village Destruction!

Rank: S

Objective: Defeat Orochimaru with the Third Hokage's *Adamantine Nyoï*

Time Limit: ∞

Area: Keep

Tips: Orochimaru is as tough as ever, but what makes this mission so difficult is hitting Orochimaru with the Third Hokage's *Adamantine Nyoï* as the final attack. While there are no hazards on the level that deal damage, he is still incredibly quick and will avoid getting cornered. To help land that all important finishing blow, try fighting on the lowest level of the rooftop at the bottom of the level and knock Orochimaru off the edge. While he is re-appearing on the level, hit him with the Third Hokage's *Adamantine Nyoï* while he is getting up, he won't be able to defend himself at that time.

Unlockables: None

Mission H6 - The Legendary Three Ninja!

Rank: S

Objective: Defeat Orochimaru

Time Limit: ∞

Area: Desert

Tips: Jiraiya and Tsunade will undoubtedly meet Orochimaru in the center bottom of the level in fierce hand to hand combat. Orochimaru will make liberal use of Snake Sword on both Jiraiya and Tsunade and they will both go down quickly without help. While you do not have to help them, you can take advantage of the fact they are keeping Orochimaru occupied and use your own close range attack from behind while Orochimaru fends off the other two. Because the action will end up at the bottom of the slopes in the center of the stage, getting much range with throwing weapons won't be an option. The best strategy for this mission is brute force and close range special techniques.

Unlockables: None

Mission H7 - Revenge!

Rank: S

Objective: Reduce Itachi's HP to 50%

Time Limit: ∞

Area: Uchiha Residence

Tips: For this mission you must play as Sasuke but you can change out your special techniques for anything you like. It would be a good idea to choose some good close range special techniques since

you will not have much of a chance to use area of effect special techniques in this battle. Itachi is a master of area of effect special techniques. He is also fast and tough which makes him great in hand to hand combat, but up close is where you want to fight him. Do not use ranged combat this battle or Itachi will use his *Tsukuyomi*, stunning you, leaving you with no chakra, and a sound beating before it is all done. Fortunately you only need to get him to 50% health to complete this mission. The best strategy is to simply not let up on him and give him any opportunity to use a special technique. If you can keep him from using special techniques, you should be able to get him to 50% before you fall. Try using less expensive special techniques such as Sasuke's *Lions Barrage* so you have more attempts to hit him since he will be very hard to hit with any special technique.

Unlockables: Itachi Uchiha

Mission H8 - Gallery

You can view a random selection of special techniques here.

HOW TO GET AN EXCELLENT ON ALL MISSIONS

By Jack Oakley

Start by completing the game and then come back and retry the missions that do not have an excellent rating. For the majority of the missions, Itachi Uchiha is the ideal character. He has excellent speed, jumping, strength, stamina, and chakra. Although Kisame has more strength and stamina, he does not have as much chakra as Itachi, and this is ideal for many missions. Rank is given based on the amount of health left after completing a mission. Before finishing any mission, use Sakura's *Healing Jutsu* to end the mission with full health, and this will give an Excellent rank. Area of Effect techniques work well on defeating most enemies. As for the missions that techniques are not available, or that you might still have trouble with, the following should help.

Mission A1 - Kakashi Sensei's Test?

Tips: In order to get an excellent on this mission, begin the mission and run to the center of the stage. Collect the Windmill Shuriken floating around the height of the horizontal moving platform. Maintain a safe distance from Kakashi, and throw the shuriken at him. The easiest way to do this is to use the map on the touch screen for reference. Don't worry about Sasuke and Sakura, you do not need them at full health to get an excellent rating for this mission.

Mission A2 - Put to the Test!

Mission C2 - The Toad Sage?!

Mission D4 - Deception?!

Mission D5 - Give Me Power...

Mission D6 - What a Drag...

Mission D7 - Betrayal?!

Mission E3 - Going All Out!

Mission E8 - My Rival!

Mission F8 - The Way of the Ninja!

Mission G2 - Byakugan Training!

Mission G4 - Secret Technique!

Tips: For all of these missions, the same tactic can be used. Get the enemy down to the amount of health needed to complete the mission. Then use *Tsukuyomi* to hold them in place. While they cannot move, use the technique required to complete the mission. Be sure to have enough chakra in order to use two techniques in a row. Also be sure to have plenty of health to get an excellent rating.

Mission A3 - Bat Hunt!

Tips: Select a character that can jump well. Run to the center and drop down one floor. Walk to the left edge, and attack the bat as he swoops down at you. Drop down the edge, turn around in mid-air, and attack the bat that swoops at you as you fall. Move to the center platform and stand to the right of the fire. Double jump and use the throw attack in the air. Move to the right edge, and jump up the walls to get to the second floor again. Jump and use the throw attack in the air. Move to the left edge and repeat these steps until all 10 bats are defeated.

Mission A5 - The Famous Kunoichi!

Tips: Since you cannot use the *Healing Jutsu*, avoid being damaged. Use a fast character and run to the point directly under Tsunade. Super jump straight up.

Mission A6 - Defeat the Snakes!

Mission B1 - Wolf Hunt!

Mission F1 - Enemy Raid!

Tips: Use a low cost Area of Effect Technique to eliminate all enemies in the area at once. A maximum of 8 will spawn at a time. Itachi can use his *Amaterasu* three times in succession. But remember to wait for the enemies to respawn before using the technique again.

Mission A7 - Defend the Bridge!

Tips: Select a character that has a good jumping ability. Rock Lee works well for this level. He can jump over a pillar with a single jump, and use the double jump to clear the next. This will help to move around fast and get to the Ninja on both sides of the level quickly. To defeat the Ninja quickly, use the Y button single attack. Use this attack as fast as possible without completing the combo, and the enemy will not fall down until they are defeated.

Mission B8 - Returning the Favor... Pt. 1

Tips: Techniques like Itachi's *Tsukuyomi* come in handy for this mission. It can hold Gaara in place while Rock Lee beats up on him. Shikamaru's *Shadow Possession Jutsu* also works well for its long reach. Low cost Area of Effect techniques, such as Itachi's *Amaterasu*, work well to cause a lot of damage in succession.

Mission C3 - Gaara's Memory...

Tips: Since you cannot heal with a Jutsu, try not to take too much damage. Kisame is a good character for this mission since he has the most health in the game.

Mission C4 - Defeat Giant Spiders!

Tips: Rock Lee is ideal for this mission. He is a skinny character and can therefore stand between the

spider's head and thorax without taking damage. From there just keep punching without completing the combos.

Mission D2 - Youth!

Tips: Begin the level by holding down the button for *Burning Slap of Youth*. Rock Lee will generally run into the attack at the beginning. If not, use *Tsukuyomi* to hold him in place, then hit him with the *Burning Slap of Youth*.

Mission D3 - Foot Race!

Tips: Use a character that you can control well. There are several obstacles, and you need to save your health. Just avoid being hit, and learn the spawn points of the flags.

Mission D8 - Transformation!

Tips: *Toad Blade Cut* is an area of effect attack. Keep a distance from Gaara and keep using *Toad Blade Cut* on him. A good place to stand is at the top of the two tallest points in the level. Stand next to where the boulder falls, and when Gaara jumps up there, use a single attack to knock him down. The falling boulder will also offer some protection.

Mission E4 - Protect Gaara!

Tips: Enter this level well prepared. *Healing Jutsu* and *Tsukuyomi* are extremely useful here. Use *Tsukuyomi* to keep Sasuke at bay. Use *Healing Jutsu* to refill your health just before the time runs out. Sasuke will use a lot of techniques, blocking becomes especially useful against these. Stand in front of Gaara and block the attacks.

Mission E5 - Decoy!

Tips: Just begin the level by using *Healing Jutsu* to recover health, then just use the super jump to stay in the air most of the level.

Mission E6 - Taijutsu Training!

Tips: Health is everywhere inside barrels and crates. In order to heal in this mission, destroy the objects laying around.

Mission F5 - Secret Technique Training!

Tips: Use a character with speed and good jumping ability. Jump over the center pillar in a single bound and keep running. This mission should become fairly easy when you keep moving. Also learn the spawn points of the flags.

Mission F6 - Runaway Train!

Tips: Use a strong character like Kisame. Stand on the front of the train and use full combos.

Mission F7 - Pinpoint Blindspot!

Tips: Use Area of Effect techniques to destroy all of the spiders, then use them on Kidomaru.

Mission G3 - Mangekyou Sharingan!

Tips: Use Area of Effect techniques only when Itachi is close. He will then immediately use one of his techniques. If he is close, you can knock him out of it by punching him.

Mission H2 - Choices!

Tips: Begin the mission by holding down a powerful technique such as *Chidori* or *Lightning Blade*. Fifty percent of the time, Orochimaru will run into your attack. Then you're halfway there. Then use Area of Effect techniques such as *Amaterasu*.

Mission H3 - Returning the Favor... Pt. 2

Tips: This mission takes a bit of luck. Use *Tsukuyomi* to hold Orochimaru in place while Kakashi attacks him. Block Orochimaru's techniques and use Area of Effect techniques. Heal before finishing.

Mission H5 - Leaf Village Destruction!

Tips: Get Orochimaru's health down to less than 25% then heal your self. Stand at the bottom on the far right side. Orochimaru will enter into a loop of running down the hole and respawning next to it. Get the timing down and intercept him with the *Adamantine Nyoai* as he falls down the hole.

Mission H7 - Revenge!

Tips: Begin the mission by holding down the spot on the Touch Screen for *Chidori*. Itachi will jump up and land in front of it. Then run over to him and begin attacking him with combos.

MULTIPLAYER

Naruto: Ninja Council 3 offers three exciting multiplayer modes for you to challenge your friends in. Each mission will allow up to four total players to battle it out to see who is strongest. There are three different modes of play and each will challenge you and your friends in different ways.

Scroll Battle

In the scroll battle you must collect scrolls by breaking objects around the stage, defeating enemies, or even taking them from other players! The ninja who has collected the most scrolls when time runs out wins the match. To be the best in Scroll Battle, you must be both quick to find and gather scrolls and be as untouchable as the wind, avoiding getting hit so you do not lose scrolls.

Treasure Hunt

The goal of the Treasure Hunt style mission is to be the first to find a given treasure that is hidden somewhere in the level. Since only the first person to find their treasure can win, it is in your best interest to make sure that if you find a treasure that one of your friends needs, to pick it up so that they cannot collect it for a time. Before the mission begins you can see who is looking for what items, remember what everyone needs and make sure they can't find their treasure before you do!

Battle Royale

The classic all out ninja battle! For many this is the greatest test of skill and tons of fun for you and your friends. Battle your friends for an afternoon, host your own tournament, or take your favorite characters and recreate your favorite episodes from the show!

SECRET NINJA STRATEGIES

To be a real Jonin, you will need to know how to use all of your abilities to their fullest potential. Here are some tactics and tricks to practice so you will always come out on top.

- x Fighting at range is an excellent way to stay out of harms way while defeating opponents in a mission. Find a suitable ninja weapon and hurl them towards your foes from far off screen. The best weapon to use will depend on the level and nature of the mission, but typically the Demon Wind Shuriken is the most desirable since it will continue through opponents and objects to take out multiple foes in a single throw. Be on the look out for hazards that may hurt you while you are throwing your ninja weapons as getting hit will make you lose your weapon, it's more important not to get hit than to toss another weapon or two.
- x Use throws often against opponents who get close. Throws deal damage and leave your opponents open to hit with a special technique or gives you the opportunity to back away and look for health if you need it. Throwing an opponent right after teleporting behind them makes an excellent sneak attack.
- x Guarding is one of the most useful skills you can have in your arsenal. It not only blocks attacks from in front of you but it also deals a small amount of damage back to your attacker. You can use this to your advantage to defeat an opponent who is attacking you who is near defeat or to just soften up very aggressive opponents. This makes fighting defensively by guarding and using healing items a very effective strategy to help defeat tough ninja.
- x Jump attacks are effective for knocking opponents down and giving you an opportunity to use a special technique or to just keep an opponent unable to fight back. Experiment with moves that immediately knock an opponent down like the down attack or the up attack to beat opponents without giving them a chance to fight back!
- x You can use the teleport maneuver while jumping, a particularly effective technique when battling your friends! Use it to surprise them and catch them with an attack from behind. Use it only occasionally so it comes as a surprise every time.
- x Take a broad set of special techniques into battle. Having a number of tricks that do very different things in battle is a great way to take advantage of every situation. Take different attacking techniques, like a close range and an area of effect technique into a mission to give you the flexibility of fighting close up and from a distance. Some abilities have unique special effects that can make all the difference in a close battle such as *Mind Destruction Jutsu*, *Byakugan*, and *Healing Jutsu*. *Byakugan* is one of the rare abilities that can deal damage and seal chakra, making opponents unable to use special techniques for a period of time, very handy in a close match!