

Naruto: Path of the Ninja

For Nintendo DS

Walkthrough Written By
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Introduction

Welcome to *Naruto: Path of the Ninja*, the game where you control Naruto and his squad through their ninja training. As you begin the adventure as a genin, you learn jutsu to help you on your quest to become a better ninja. As you progress through the story, you learn abilities such as the water walk ability and rock climb which come in handy to get to those hard to reach items. So put on your best ninja gear and let the adventure begin!

Extended Manual

Basic Controls –

+Control Pad	Move Ninja/ Navigate Menus
A Button	Menu Selection
B Button	Back out of Menu
X Button	Brings up Field Command Menu
START	Brings up Field Command Menu
SELECT	Brings up the Save Menu

The Stylus can be used for every function in the game. Tap the screen in the direction that you want the ninja to move, and he will move in that direction. Menu selection can be done with the Stylus as well.

Setup:

1. Make sure that your Nintendo DS™ system is powered OFF before inserting or removing a Game Card. Never insert or remove any Game Card when the power is on.
2. Insert the *Naruto: Path of the Ninja* Game Card into the Game Card slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.
3. Press the Power Button to turn the power ON. The Health and Safety Warning Screen will appear. Read this message and touch the Touch Screen with the stylus to continue.
4. Touch the upper menu banner to begin the game. If Auto Start mode is enabled, this screen may not appear. For information on how to enable or disable Auto Start, please read the Nintendo DS™ Instruction Manual.

Getting Started:

Press the A Button or use the Stylus on the Touch Screen when the title screen appears to begin a New Game or Continue from a previously saved game.

Menus:

The **Field Command Menu** is the menu where you can organize and view your gear, jutsu, and squad information. In the Field Command Menu, you have several options to choose from.

- **Item** – Gives the young ninja a choice to use or discard regular items as well as examine important items by selecting **Valuables**.
- **Jutsu** – Allows a young ninja to use their jutsu out of battle.
- **Equipment** – Allows young ninja to equip and unequip weapons, armor, and greaves to use for battle.
- **Status** – Displays the stats of a ninja, including current level, acquired jutsu, experience, and the amount of experience needed to get to the next level.
- **Formation** – Allows a ninja to organize their squad in order to prepare for battles.

Battles:

You will play as various characters to navigate around the land and randomly enter battles. Once in a battle, you have several options in order to progress through the battle.

- **Attack** - This allows a ninja to use an equipped weapon to attack the enemies on screen.
- **Defend** - This allows a ninja to take less damage for 1 turn.
- **Item** - This allows a ninja to use an item from their inventory.
- **Move** - This allows a ninja to change the positions of the squad members in order to gain a tactical advantage in battle.
- **Flee** - This allows a ninja to run away from battle.
- **Jutsu** - This allows a ninja to use one of their learned jutsu. Careful, not every jutsu uses the same technique to perform them. Watch the screen closely for instructions on how to perform each jutsu.

The Stat Points

There are various stat points that affect the different character's abilities when in battle. With the exception of Compatibility, all of these stat points increase as the character levels up. There are also items that can increase these stats without leveling.

- **Stamina (STA)** – This is the character's health.
- **Chakra (CHK)** – This is the character's amount of chakra, which is used to perform various jutsu.
- **Attack (ATK)** – This stat affects the amount of physical damage dealt to enemies. As the character levels up this stat increases, increasing the physical damage dealt to an enemy.
- **Defense (DEF)** – This stat reduces the amount of damage taken from enemy attacks.
- **Agility (AGI)** – This stat helps the characters to dodge incoming attacks and allows them to have their turns come up faster so you can take two turns before your opponent. It also helps you run from battle.
- **Ninjutsu (NIN)** – This stat affects the amount of damage a jutsu does. It also makes them become easier to successfully perform.

- **Compatibility** – This is a stat point that can only be viewed in the Ichiraku Ramen Shop. This stat is the closeness between Naruto and any specific character. This can be raised or lowered by choosing certain responses in conversation or eating certain foods. When compatibility is high, characters will attack at the same time, dealing double the damage.

Beginning the Story

Chapter 01

When beginning the story, Kakashi asks Naruto to state things he likes and hates. If you select that Naruto likes Sakura, your compatibility will go down with Sakura. If you select that Naruto hates Sasuke, your compatibility with both Sakura and Sasuke will go down.

You begin the adventure as Naruto looking for Kakashi in order to steal a bell. When Kakashi is found he will explain the controls of the game, if you choose to listen to him. Immediately after, you will enter into a battle with him. There is no level requirement for this fight, because Naruto will automatically lose after three turns. However, it is best to level Naruto to at least level 2 to prepare for a battle shortly after the initial training.

As the adventure continues with Sakura, the story and battle are pretty much the same. Kakashi will explain genjutsu if you say you do not know about it, then proceed into a fight with him. Sakura will automatically lose the fight, but it is helpful to have her at level 2 for the next battle.

Sasuke will be asked by Kakashi if he knows about enemies' weaknesses, if you choose no, he will explain the different elemental attacks and what is effective against which type of enemies. After that, a battle will initiate and Kakashi must be defeated by Sasuke. It is easiest if you enter this battle at level 2 or higher.

After completing all three singular stories of Naruto, Sakura, and Sasuke, a battle with all three versus Kakashi will initiate. This is where all three being at least level 2 will help. The best way to win this fight is to move Naruto and Sasuke to the front row so that they deal more damage. Use food pills and chakra pills to keep everyone's stamina and chakra full while attacking Kakashi. Once the training is complete, head to the Hidden Leaf Village and proceed to the Ichiraku Ramen Shop.

During the cut scene, you have the option to learn how compatibility works as well as how you can use the ramen in the ramen shop to improve your compatibilities with other characters. After the ramen shop, head to the North part of the Hidden Leaf Village and enter the Ninja Academy. Proceed to the Mission Reception Room. Advance through the cut scene.

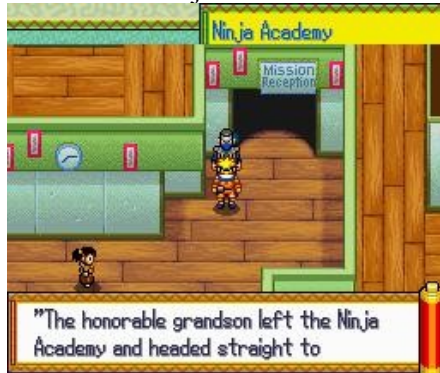
Chapter 02

Proceed to the Hokage's house and accept the mission. Advance through the cut scene and the hunt for Konohamaru begins!

First, talk to the woman just South of the Hokage's house.



Second, talk to the masked ninja inside the academy, near the entrance to the mission reception.



Third, talk to the ramen maniac just East of the Ichiraku Ramen Shop.



Fourth, talk to the guy by the movie poster in the East part of the Hidden Leaf Village.



Walk to the central part of the village and a box will appear to be following Naruto. Proceed to the North part of the village and a cut scene will begin. Choose to lure Konohamaru to the Training Field and compatibility with both Sasuke and Sakura will go up. If you choose to search the village more, compatibility will go down. Exit the Hidden Leaf Village and proceed to the Training Field.

There will be a fight in the second area of the Training Field. The recommended levels for this fight are: Naruto 4, Sakura 4, Sasuke 3. Enter the next area of the Training Field and a cut scene will initiate. Konohamaru asks to see the Sexy Jutsu. If you say yes, your compatibility will go down with Sakura and Sasuke. If you say no, your compatibility will go up. After the cut scene, you will enter a battle against Ebisu. When Ebisu is defeated, Konohamaru gives Naruto the Scroll of Ne. Take the Scroll of Ne back to mission reception, and turn it in. Proceed through the cut scene and Naruto will wake up the next morning in his room.

Chapter 03

Proceed to mission reception and accept the mission to hunt the tiger. Progress to the Hidden Leaf Forest and advance through it. Recommended levels to fight the tiger are: Naruto 8, Sakura 7, Sasuke 8. Defeat the tiger near the shack and head back to mission reception in the Academy to turn in the mission. Proceed through the cut scene and Naruto will wake up the next morning in his house.

Chapter 04

Accept the mission from mission reception. Buy new weapons and armor from the shops before leaving the village in order to make the mission easier. Exit the village and proceed to Kikyō Pass. Work your way to the top of Kikyō Pass and fight the Head Bandit. Recommended levels are: Naruto 11, Sakura 9, Sasuke 9. After the Head Bandit is defeated, head to mission reception to turn in the mission results. After the cut scene, Naruto will wake up in the morning.

Chapter 05

Head to mission reception to find out what the new mission is. Squad 7 will meet Tazuna, then accept the mission. Proceed to the gate at the front entrance to the Hidden Leaf Village. Talk to Tazuna and a cut scene will begin. Sakura will ask for help in coming up with a way to teach Kakashi a lesson for always being late. Selecting 'yes' will lower compatibility with Sasuke and raise it with Sakura. Selecting 'no' will raise compatibility with Sasuke and lower it with Sakura. After the cut scene ends, leave the village and head to the Land of Fire Grasslands.

- Tip: During this chapter, you cannot change any of Kakashi's gear, but you can use his jutsu.

Advance through the Grasslands until the Demon Brothers attack from a puddle. During the fight with the Demon Brothers, Kakashi will be defeated. Then they will only attack Naruto. Let them completely take out Naruto. Kakashi will be revived and take out the Demon Brothers. It does not matter what levels the characters are at this point. Progress through the cut scene. Continue through the Grasslands until you find a gate that is being blocked by an old woman.

Talk to the woman and accept the mission to find her cat. Her cat is the only blue cat in the area. It is located to the left of the gate.



Return the cat to the old woman and proceed through the gate. Head to the Land of Waves. There will be a cut scene at the Bridge Under Construction. After the cut scene, proceed to the swamp. About halfway through the swamp is a heal tile, just after that is the first encounter with Zabuza. Recommended levels for this fight are: Naruto 15, Sakura 13, Sasuke 13. There will be two fights with Zabuza at this point. After defeating Zabuza both times, Kakashi will pass out and be carried by Tazuna. Progress through the rest of the swamp and head to Tazuna's house.

Upon entering Tazuna's house, a series of cut scenes will occur. One of which, Sakura will ask if you want to help her try to see Kakashi's face under his mask. If you say 'yes', compatibility with Sakura will go up, and with Sasuke it will go down. If you say 'no', it will go up with Sasuke and down with Sakura. After the cut scenes, Kakashi will take Squad 7 to the swamp to train for the upcoming battle with Zabuza. Talk to Kakashi when done training. Recommended levels to be for the battle with Zabuza are: Naruto 18, Sakura 15, Sasuke 15. As soon as you talk to Kakashi, you learn the Rock Climb ability, which will help you reach those hard to get items.

Naruto will wake up late, and rush off to catch up with the squad. At this point, Waraji and Zouri attack Inari and Tsunami, and Naruto comes in to save them. Defeat them, then exit the Swamp with Kakashi, Sasuke, and Sakura. Head to the Bridge Under Construction and proceed to the end of the bridge. Defeat Haku and Zabuza. Naruto will show up and climb inside the Crystal Ice Mirrors in an attempt to save Sasuke. Defeat Haku with Sasuke and Naruto. Sasuke will be defeated, Naruto will unleash the Nine-Tailed Fox Chakra, and the battle will continue, Naruto versus Haku. Defeat Haku and a cut scene will lead you to a battle with Gato's Henchmen. Defeat the henchmen, proceed through the cut scene, and head back to the academy to turn in the mission report. A cut scene will occur, and Naruto will awake the next morning.

Chapter 06

Head to the mission reception, then Kakashi's house in the East part of the Hidden Leaf Village. Then head to the Training Grounds. Konohamaru will appear and want to play ninja. Answering with a yes will decrease compatibility with Sakura, and answering with a no will increase it. Konohamaru will run from Sakura and run into Kankuro. Sakura and Naruto will have to fight against Kankuro and Temari. Recommended levels are: Naruto 19, Sakura 16. After defeating them, Sasuke will appear and Gaara will interrupt things. Squad 7 will decide to head home. Naruto wakes up in the morning.

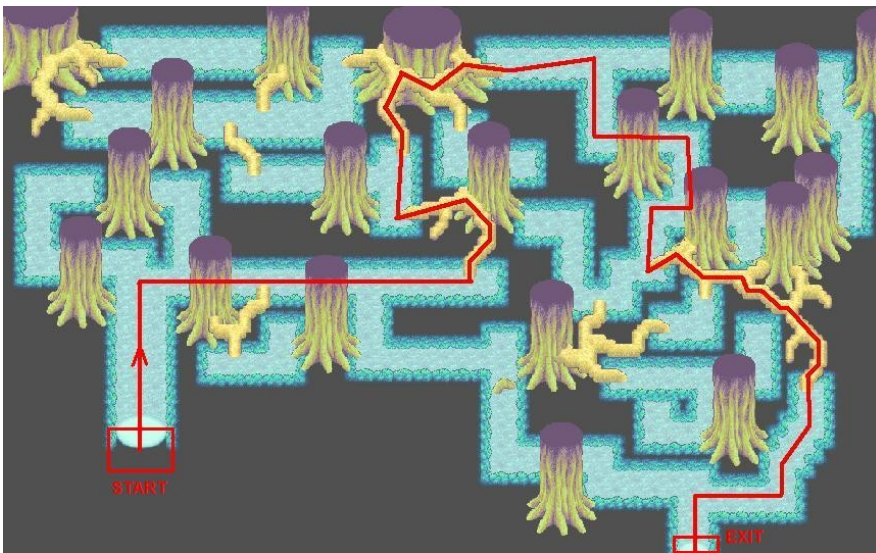
Head to the gate behind the park in the East part of the Hidden Leaf Village. Talk to Sakura and advance through the cut scene. Kakashi will show up with applications to the Chunin Exams. Proceed to the Academy to be confronted by Lee, and battle against him with only Sasuke. Recommended level is 16. Progress to Room 301 on the right side of the Academy. Talk to Kakashi and say you are ready.

Chapter 07

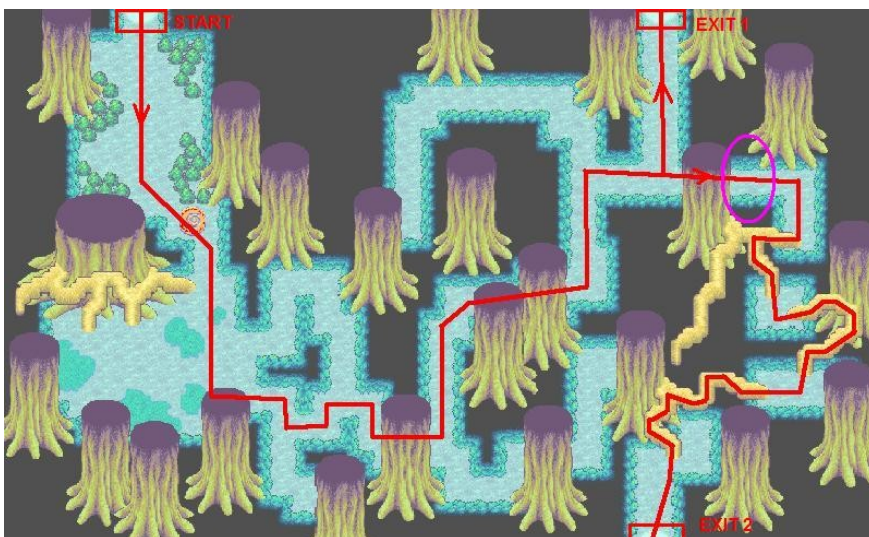
From this point forward, Shikamaru can be used in the squad. The Chunin Exams will begin with examiner Ibiki. He will give you a jutsu hand sign test. To pass the test, you have to get all 10 correct in a row. If you fail, you can try again as many times as you want. After completing the first exam, Anko appears and explains where the second exam will be.

Chapter 08

Exit the Hidden Leaf Village and proceed to the Forest of Death. Advance through the forest and Orochimaru will appear. The forest is a big maze so here is a map to help navigate.



Recommended levels are: Naruto 23, Sakura 20, Sasuke 20. Defeat him with Sakura and Sasuke, then Sasuke will surrender. Naruto comes back and won't allow the Heaven Scroll to be given away. Complete the battle and Sakura will be the only one left to continue. Move Sakura south until she finds a place to protect Naruto and Sasuke. The Sound Ninja will appear.



Lee will appear to protect Sakura. Defeat the Sound Ninja with Sakura and Lee. Lee will be injured, and it is up to Sakura to defeat the Sound Ninja on her own. Ino, Shikamaru, and Choji enter to help fight off the Sound Ninja. Defeat the Sound Ninja with Sakura and Shikamaru. Neji and Tenten will show up, and Neji will join the squad as a member. Sasuke wakes up, with all of his jutsu are sealed. Defeat the Sound Ninja with Sakura and Sasuke. Naruto will wake up and be confused as to what he missed. Continue through the forest and take EXIT 1 on the above map to run into Kabuto. Kabuto will teach you how to break rocks. Head back to the forest maze and break the rocks in the northeast where the pink circle is. Follow the line to EXIT 2 and the Rain Ninja will appear.

Use Squad 7 to defeat the Rain Ninja. Recommended levels are: Naruto 26, Sakura 23, Sasuke 23. Kabuto will hook up with his team and Squad 7 will leave. Head to the Tower and walk inside. Iruka will be summoned and he will explain the duty of a Chunin. Talk to Iruka to proceed to the Preliminary Battles.

Chapter 09

Head to the Preliminary Arena where Hayate will explain the rules of the exam. First up is Sasuke versus Yoroi. Recommended level is 30. Next is Sakura versus Ino. Recommended level is 30. Then Naruto versus Kiba. Recommended level is 35. The rest of the matches are announced and you are told that you can visit Sasuke in the hospital.

Chapter 10

Head to the hospital located in the North part of the Hidden Leaf Village. Kakashi will appear and introduce Ebisu as a new trainer. Talk to Ebisu then leave the village. Head to the River Bed of Training. Ebisu attempts to teach the Water Walk ability, but gets distracted by Jiraiya. Jiraiya becomes the new instructor. Squad 7 learns the Water Walk Ability. Talk to Jiraiya and accept the mission to find the torn pages.

The first page is located in the Hidden Leaf Forest. The second is in the Land of Fire Grasslands.



The third page is in the Swamp.



The fourth page is in the Forest of Death.



Once you have all four Torn Pages, return to Jiraiya at the Riverbed of Training. Give him the pages. Naruto learns how to summon toads then wakes up in the hospital. Sakura and Shikamaru are visiting him. They all decide to go visit Lee. Search the hospital rooms to find Lee's room. Gaara is standing there and wants to destroy Lee. During the dialog, if you intimidate Gaara, your compatibility with Sakura and Shikamaru will go down. If you try to calm him, your compatibilities will go up with both. Guy enters and stops the whole situation. Gaara leaves. Talk to Guy when ready for the Finals the next day.

Chapter 11

Naruto wakes up in his house. Head to the Training Field. Exit the Training Field and head to the Main Arena. First battle is Naruto versus Neji. Recommended level is 48. Then Shikamaru fights Temari. Recommended level is 38. Then Sasuke versus Gaara. Recommended level is 38. Genma will then have Sasuke lead a team to chase down Gaara. Select your team wisely, the others will be in another squad to follow shortly.

Chapter 12

Head to Gaara Pursuit. Advance through the forest. The squad will lose Gaara and run into Orochimaru. Defeat him with the squad selected. Recommended levels are: Naruto 53, Sasuke 42, Neji 38, Lee 38, Shikamaru 38. It turns out that it was just a shadow clone. The team hides because they hear something following them.

Chapter 13

Sakura is chosen to lead a team to pursue Sasuke. Head to Gaara Pursuit. Her team runs into Gaara's team. Sakura's Squad versus Kankuro. Recommended levels are: Naruto 53, Sakura 42, Neji 38, Lee 38, Shikamaru 38. Continue through the forest and her squad runs into Sasuke's squad. They have followers, so Neji, Shikamaru, and Lee stay behind to ward them off. Naruto, Sakura, and Sasuke continue to chase after Gaara.

Chapter 14

Continue deeper into the forest. Fight against Gaara, Kankuro, and Temari. Recommended levels are: Naruto 58, Sakura 42, Sasuke 42. Then fight against Incomplete Gaara. Then a fight against Shukaku. After winning all three fights, a cut scene happens. Head back to the Hidden Leaf Village.

Chapter 15

Progress through the cut scenes, view the Credits, and save the game during the Play After Ending.

Play After Ending

On the Title Screen there will be a mini-game unlocked. Talk to Konohamaru on the roof to unlock extras using the Cheat Screen. Now is your opportunity to max out your characters and unlock new jutsu.

Other Secrets

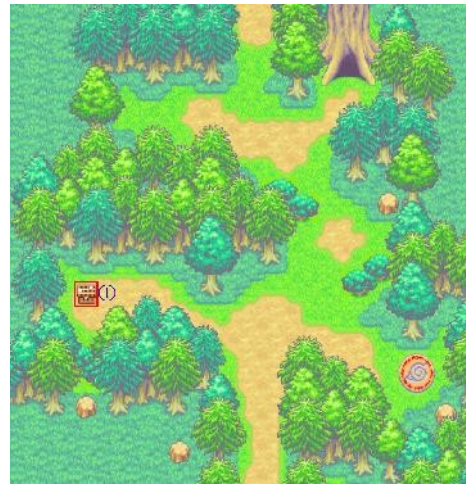
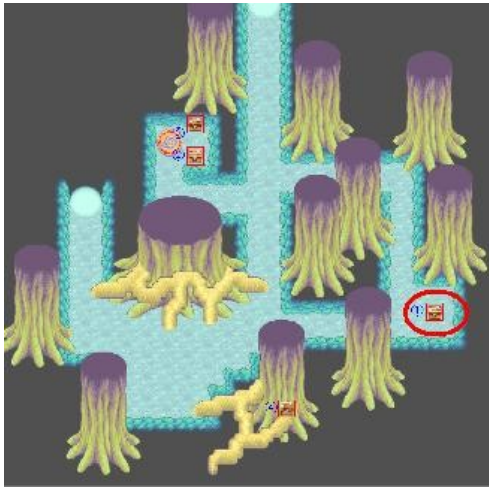
The Secret of the Fire Clock

As mentioned at the end of the first mission, there is a clock in the basement of the Hokage's house. This is where you turn in Secret Scrolls. Most of these scrolls are obtained from boss battles throughout the game. The scrolls can be turned in at any point in the game. In order to access the Hokage's basement, walk up to the bookcase in his house and press the A Button. The bookcase will open. Walk up to the Fire Clock with any Secret Scroll and press the A Button. Each scroll turned in will create a symbol on the Fire Clock and give you an item. There are 12 scrolls and 5 ripped scrolls that can be turned in here. The following is a list of where the scrolls can be found, and what item they give you for turning them in.

Secret Scrolls			
Scroll	Location	Chapter	Item
Ne	Konohamaru	2	Attack Chinese Medicine Pills
Ushi	Tiger	3	Family Secret Ointment
Tora	Head Bandit	4	Cherry Blossom Storm
U	Zabuza	5	Ripped Scroll 3
Tatsu	Kankuro & Temari	6	Ninja Whistle
Mi	Orochimaru	8	Make-Out Paradise 3
Uma	Kiba	9	Sannin's Sword
Hitsuji	Swamp	8	Coupon
Saru	Gaara	11	Summon Toad Scroll
Tori	Orochimaru	12	Sannin's Fan
Inu	Kankuro	13	Nine-Tailed Fox Spirit Chain Mail
I	Shukaku	14	Guy's Suit
5 Ripped			Evil Fox Spirit's Chakra

Ripped Scroll 1 can be found in box number 8 of the third room in the Storage. Ripped Scroll 2 is in the Land of Fire Grasslands. Ripped Scroll 3 is given to you when the Scroll of U is turned in. Ripped Scroll 4 is in the Forest of Death. Ripped Scroll 5 is in Gaara Pursuit.





Ramen Increases/Decreases

Ramen	Compatibility Change				
	Sasuke	Sakura	Lee	Neji	Shikamaru
Miso	Down	Up	Up	Up	Up
Soy Sauce	Up	Up	Up	Down	Up
Tonkotsu	Up	Up	Up	Up	Down
BBQ Pork	Up	Up	Up	Down	Up
Scallion	Up	Down	Up	Up	Up
Wonton	Up	Up	Down	Up	Up
Buttercorn	Down	Up	Up	Up	Down
Seaweed	Up	Up	Down	Up	Up
Vegetable	Down	Up	Up	Up	Up
Gravy	Down	Up	Up	Up	Up
Heavy	Up	Up	Up	Up	Down
Garlic	Up	Down	Up	Up	Up
Extra Spicy	Up	Down	Up	Up	Up
Naruto	Up	Up	Up	Down	Up
Ichiraku	Up	Up	Up	Up	Up

How to Obtain New Jutsu

Most of the jutsu in the game can be learned through leveling up. However, there are a few jutsu that require a special task to be completed. Here is the complete list of jutsu that can be learned and how to obtain them.

Jutsu	Level Learned					
	Naruto	Sakura	Sasuke	Neji	Lee	Shikamaru
Fire Style Jutsu: Level 1	X	4	4	X	X	27
Fire Style Jutsu: Level 2	X	9	9	X	X	X
Fire Style Jutsu: Level 3	X	X	35	X	X	X
Lightning Style Jutsu: Level 1	X	5	X	22	X	27
Lightning Style Jutsu: Level 2	31	X	15	22	X	X
Lightning Style Jutsu: Level 3	X	X	35	35	X	X
Wind Style Jutsu: Level 1	X	6	X	22	X	27
Wind Style Jutsu: Level 2	X	22	X	X	X	X
Wind Style Jutsu: Level 3	X	50	X	X	X	50
Water Style Jutsu: Level 1	7	5	X	22	X	X
Water Style Jutsu: Level 2	X	17	X	X	X	X
Water Style Jutsu: Level 3	X	36	X	X	X	X
Heal Jutsu: Level 1	7	5	X	22	X	27
Heal Jutsu: Level 2	41	17	X	22	X	27
Heal Jutsu: Level 3	X	36	X	36	X	X
Heal Jutsu: Level 4	X	56	56	56	X	X
Heal All Jutsu: Level 1	X	11	X	22	X	27
Heal All Jutsu: Level 2	X	27	X	X	X	X
Heal All Jutsu: Level 3	77	35	X	X	X	X
Heal All Jutsu: Level 4	X	62	68	X	X	62
Mobility Heal: Rin	X	32	32	32	X	32
Mobility Heal: Hyo	X	59	X	X	X	X
Release: Poison	X	7	X	22	X	27
Release: Blindness	X	15	X	22	X	X
Release: Sealed Jutsu	X	30	X	30	X	30
Release: Abnormalities	X	40	X	40	X	40
Clone Jutsu	X	27	27	27	X	27
Hidden Leaf Shield	X	32	X	32	X	X
Cheering Jutsu	X	38	X	38	X	X
Blindness Jutsu	X	X	X	X	X	27
Lullaby Jutsu	X	18	X	22	X	X
Substitution Jutsu	29	29	28	29	X	X
Escape Jutsu	X	X	32	X	X	32
Sexy Jutsu	5	X	X	X	X	X
Fart	9	X	X	X	X	X
Shadow Clone Jutsu	1	X	X	X	X	X
Multi Shadow Clone Jutsu	11	X	X	X	X	X
Harem Jutsu	5	X	X	X	X	X
Naruto Uzumaki Barrage	35	X	X	X	X	X
Na-Ru-To 2K Uzumaki Barrage	59	X	X	X	X	X
Toad Blade Cut	Story	X	X	X	X	X
Combo Transform	74	X	X	X	X	X
Nine-Tailed Fox Spirit Chakra	Scroll	X	X	X	X	X
Rasengan, the Spiral Chakra Sphere	Secret	X	X	X	X	X
Fire Style: Fire Ball Jutsu	X	X	1	X	X	X
Fire Style: Phoenix Flower Jutsu	X	X	23	X	X	X
Fire Style: Dragon Flame Jutsu	X	X	26	X	X	X
Demon Wind Shuriken, Windmill of Shadows	X	X	14	X	X	X
Sharingan Insight	X	X	Story	X	X	X
Sharingan Hypnosis	X	X	32	X	X	X
Sharingan Copy	X	X	22	X	X	X
Lions Barrage	X	X	20	X	X	X
Chidori: One Thousand Birds	X	X	Story	X	X	X
Inner Sakura Level 1	X	1	X	X	X	X
Inner Sakura Level 2	X	34	X	X	X	X
Inner Sakura Level 3	X	50	X	X	X	X
Shuriken Wild Dance	X	26	X	X	X	X
Playing Dead Jutsu	X	28	X	X	X	X
Deceptive Jutsu	X	38	X	X	X	X
Booby Trap	X	16	X	X	X	X
Fish in Troubled Waters Jutsu	X	X	X	X	X	50
Flying Clouds Jutsu	X	X	X	X	X	38
Shadow Possession Jutsu	X	X	X	X	X	27
Shadow Sinking Jutsu	X	X	X	X	X	40
Byakugan	X	X	X	22	X	X
Chakra Points	X	X	X	38	X	X
8 Trigrams Palms Rotation	X	X	X	40	X	X
8 Trigrams 64 Palms	X	X	X	40	X	X
Youthful Blow	X	X	X	X	38	X
Handsome Devil	X	X	X	X	25	X
Leaf Whirlwind	X	X	X	X	25	X
Leaf Hurricane	X	X	X	X	25	X
The Eight Inner Gates	X	X	X	X	53	X
Primary Lotus	X	X	X	X	34	X
Hidden Lotus	X	X	X	X	53	X

Combination Jutsu

There are a few jutsu that are created from combining two characters' jutsu together. There are a few different types of combination jutsu. One type is based solely on compatibility, where as the other also deals with performing multiple jutsu at the same time. To perform the compatibility only jutsu, just simply increase the compatibility of the two characters, and select the jutsu mentioned in the following table. From there, there will be a drop down menu that has the new jutsu, select it to perform that jutsu.

Combo Jutsu	Character 1	Character 2	Jutsu
First Kiss Destruction	Sakura	Lee	Inner Sakura Level 2
Fart Bind	Naruto	Shikamaru	Shadow Possesion
8 Trigrams Shadow Bind	Neji	Shikamaru	8 Trigrams 64 Palms
Shadow Sinking Hurricane	Shikamaru	Lee	Leaf Hurricane
Sum of Ninja IQ	Sakura	Shikamaru	Deceptive Jutsu
Train of Cha	Sakura	Neji	Chakra Points

There are a few combination jutsu that are performed by using two jutsu together. To perform the jutsu, the characters also have to have good compatibility. The following table shows which characters and jutsu to use in which order. They follow the same principle as above, after the first jutsu is performed, the second jutsu will give a drop down menu to perform the combo jutsu.

Combo Jutsu	Character 1	Character 2	1 st Jutsu	2 nd Jutsu
Fire Shuriken Dance	Sasuke	Sakura	Sharingan Copy	Shuriken Wild Dance
Hidden Leaf Combo Fist	Neji	Lee	Byakugan	Youthful Blow
Hidden Leaf Hidden Wild Dance	Sasuke	Lee	Sharingan Copy	Primary Lotus
Dragon Flame Bind	Sasuke	Shikamaru	Shariingan Insight	Shadow Sinking Jutsu
Transform Jutsu	Naruto	Sasuke	Shadow Clone	Demon Wind Shuriken

Performed in the same way as with the previous combination jutsu, there are a few jutsu that require the performance of three jutsu.

Combo Jutsu	Character 1	Character 2	1 st Jutsu	2 nd Jutsu	3 rd Jutsu
Flexible Uzumaki Barrage	Naruto	Neji	Shadow Clone	Byakugan	Naruto Uzumaki Barrage
Evil Illusion: Double Curse Eye	Neji	Sasuke	Byakugan	Sharingan Insight	Chakra Points
Hidden Leaf Youthful Barrage	Lee	Naruto	Eight Inner Gates	Shadow Clone	Naruto Uzumaki Barrage

FAQs

Q: Can I get Kyuubi Naruto?

A: Yes, by turning in the 5 Ripped Scrolls at the Fire Clock. It is a jutsu that Naruto learns and gives him infinite chakra for a set number of turns when used. See page 13.

Q: Can I get Cursed Seal Sasuke?

A: Yes, you play as Cursed Seal Sasuke through parts of the story, particularly in the Forest of Death.

Q: What is the main story arc of the game?

A: From the beginning of the show to the fall of the Leaf Village.

Q: Can I get Sharingan?

A: Yes, there are three Sharingan attacks that can be learned. Sharingan Insight, Sharingan Copy, and Sharingan Hypnosis.

Q: Can I get Chidori?

A: Yes. Chidori is unlocked when getting to the Chunin Finals.

Q: Can I summon Gama Bunta?

A: Yes, Naruto learns the jutsu to do this through Jiraiya.

Q: How many playable characters are there?

A: 7

Q: Which characters are playable?

A: Naruto, Sakura, Sasuke, Neji, Lee, Shikamaru, and Jiraiya.

Q: How do I unlock Jiraiya?

A: After completing the game, talk to Konohamaru on the roof of the Academy, and use a secret summoning sheet.

Q: Can I get the Rasengan?

A: Yes, after completing the game, talk to Konohamaru on the roof of the Academy, and use a secret summoning sheet.

Q: How do I use the Summoning Sheet cheats?

A: You have to beat the game first, then save the file in the Play After Ending. Proceed to Konohamaru on the roof of the Academy and talk to him.

Q: Can I get the shadow jutsu that Shikamaru uses to choke people?

A: Yes, Shikamaru learns the jutsu at level 40.

Q: Can I get the Hidden Lotus?

A: Yes, Lee learns the jutsu at level 53.

Q: Can I get the Eight Inner Gates?

A: Yes, Lee learns the jutsu at level 53.

Q: Can I get the 8 Trigrams 64 Palms?

A: Yes, Neji learns the jutsu at level 40.

Q: Can I transform Naruto into a shuriken and throw him?

A: Yes, it is a combination jutsu that requires Naruto and Sasuke. See page 15.

Q: I heard that the Raijin Sword is in the game, how do I unlock it?

A: You have to beat the game first, then save the file in the Play After Ending. Proceed to Konohamaru on the roof of the Academy and talk to him.

Q: Is Itachi in the game?

A: No.

Q: Can I play as Kakashi Hatake?

A: No, he joins the party from time to time, and battles, but he cannot be controlled by the player.

Q: How do I play the mini-game that I unlocked?

A: Tap Naruto for points, tapping other characters takes points off. If you get the top score, the next level of difficulty is unlocked.

Q: The game said that I learned a few new jutsu, but they do not show up in battle, how can I use them?

A: There are a few jutsu in the game that require another jutsu to be performed first.

*Example: Before using the Harem Jutsu with Naruto, he must perform the Shadow Clone Jutsu first. The Harem Jutsu will appear in blue on the list of jutsu in battle.

Q: How do I change squad members?

A: Depending on where one is during the game, most likely talk to Iruka. The other character changes are Ebisu, Genma, and Jiraiya.

Q: Why can't I get the Combo Transform Jutsu with Naruto at level 74?

A: You have to have Toad Blade Cut first, if you have not yet reached that point in the story, you will get it one battle after acquiring Toad Blade Cut.