

SHONEN JUMP™

NARUTO™

UZUMAKI CHRONICLES™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

SHONEN JUMP™

NARUTO

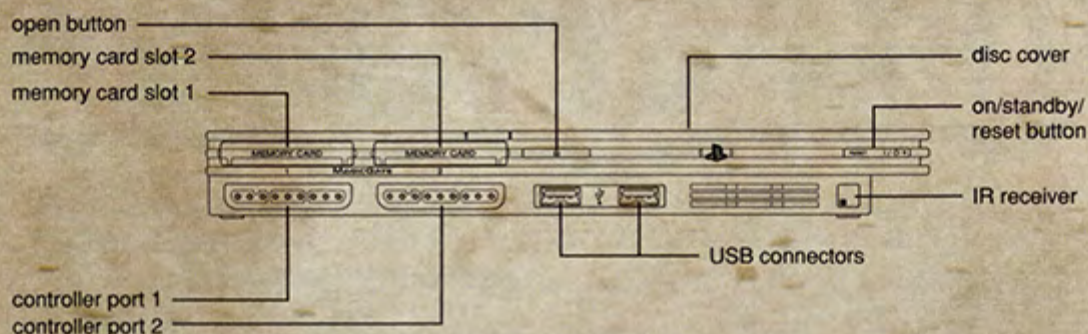
UZUMAKI 'CHRONICLES'

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GETTING STARTED



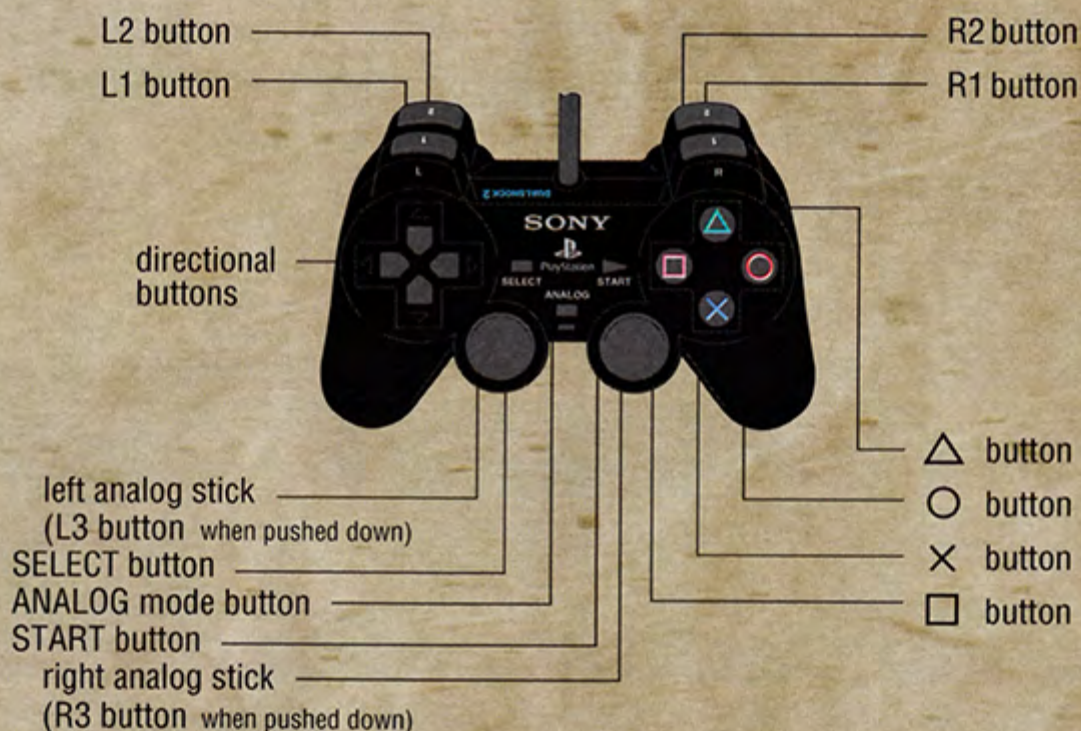
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **NARUTO™: Uzumaki Chronicles™** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

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

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

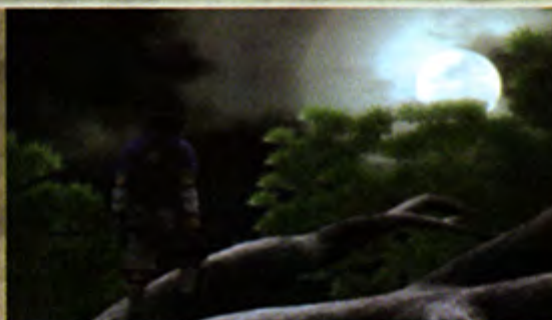


CONTROLLER NOTES:

- This game can only be played with a DUALSHOCK®2 analog controller.
- Only Controller Slot 1 can be used.
- The DUALSHOCK®2 analog controller's LED Display will stay lit red. Analog Mode operations are always possible.
- The controls described above are default values. You can change button operation assignments under Button Assign on the Options Screen.
- On the Options Screen, you can turn the DUALSHOCK®2 analog controller's vibration feature to ON or OFF, regardless of whether the LED display is lit or not.



NOW IS THE TIME TO
RISE UP AND PROTECT
YOUR VILLAGE!



ON YOUR HONOR AS A LEAF
NINJA, YOU MUST EXPOSE EVIL
TO THE LIGHT OF JUSTICE!



It's just another day of routine training – or so Naruto thinks, until he and the other Genin are summoned to the Third Hokage's room! "As you may be aware," says the old man, his brow creased with worry, "our home, the Land of Fire, has seen a surge of troubling incidents in the last couple of months. We Leaf Ninja, of course, have risen admirably to the challenge, but even our forces have their limits, and our other vital duties are beginning to suffer for it.

"Which is why, for the time being," he continues, turning to address the assembled students, "we are calling on you Genin to assist with higher-level missions." An eager murmur instantly fills the room. Naruto himself can barely contain his excitement. B-rank missions? A-rank? **Finally, some real ninja work! This is my chance to shine!**

GAME CONTROLS

GENERAL CONTROLS

directional buttons	Move cursor / Select menu options
△ button	Cancel
⊗ button	Confirm / Advance text
left analog stick	Same as directional buttons
START button	Display the Camp Screen (in most locations)

BATTLE CONTROLS

directional buttons	Change lock-on target
□ button	Weak attack
△ button	Strong attack
○ button	Item attack (When an attack item is equipped)
⊗ button	Jump / Dash (press twice while moving) / Substitution Jutsu (exactly when opponent's blow lands)
left analog stick	Move character
right analog stick	Move camera
L1 button	Set lock-on target to nearest opponent (press again to cancel)
L2 button	Change characters (when in a team)
R1 button	Shadow Clone Jutsu (Hold down button to build up chakra energy, then release to perform jutsu)

R2 button	Power Strike (Hold down button to build up chakra energy, then release to perform jutsu)
R1 + R2 button	Sexy Jutsu (Press both buttons simultaneously)
START button	Display Camp Screen (except during story scenes, etc.)

NOTE: See pages 16-17 for information on Jutsu used by characters other than Naruto.

GAME MODES



BEGIN!

Play from the beginning of the story.

CONTINUE!

Load saved data and continue playing a previously saved game.

TUTORIAL

Practice basic moves and techniques.

OPTIONS

Change game settings (see page 28 for details).

CREDITS

See the game production staff credits.



GAME SCREENS

THE HIDDEN LEAF VILLAGE GATE SCREEN



At this screen, you can go to the Hokage's Room to get new missions, leave the village to start a new mission, save the game, etc.

You can also choose the "General Store" to go to a shop where you can exchange items that you have obtained for other items.

THE MAP SCREEN



Move the cursor to where you want to go and press the **X** button to move Naruto. When you reach the site of your mission or locations where events occur, press the **X** button again to confirm and enter that location. As you move across the Map Screen, enemies will attack at random. Defeat all enemies to return to the Map Screen.

THE CAMP SCREEN



Pressing the START button takes you to the Camp Screen. Here you can use items, equip items, strengthen your abilities, etc.

THE BATTLE SCREEN



1-ENERGY GAUGE

This shows Naruto's energy. The game is over if this gauge reaches zero.

2-STAMINA GAUGE

Producing chakra reduces stamina. When this gauge reaches zero, you can't use any ninjutsu.

3-ALLY STAMINA GAUGE

When you are in a team, this shows your ally's stamina. When your ally reaches a certain level of stamina, "OK!" is displayed and you can press the **L2** button to bring them in.

4-CHAKRA GAUGE

You can increase this gauge by pressing and holding the **R1** or **R2** button, and then releasing it to perform a ninjutsu skill. The ninjutsu performed will depend on how much chakra was saved up.

5-NINE-TAIL GAUGE

Building up your number of successive hits will change the display, allowing you to unleash Nine-Tail Power when your Energy Gauge is low.

6-ENEMY (BOSS) ENERGY GAUGE

This is your opponent's Energy Gauge. It will display during boss battles.

7-RADAR

This shows the location of your opponents, with the player in the center.

8-ITEMS

This displays the currently equipped attack item and the number of those items you have remaining. You can use items by pressing the **○** button.

ITEMS

HEALING ITEMS

These items will heal your energy or stamina. Use them by selecting "Use Item" from the Item Menu while at the Camp Screen.

SOME HEALING ITEMS

MEDICINE C

Heals 25 energy

MEDICINE B

Heals 80 energy

RATIONS C

Heals 25% of your stamina

RATIONS B

Heals 50% of your stamina

DUAL C

Heals 100 energy and 25% of your stamina



EVENT ITEMS



You will sometimes need to collect Event Items while on some missions or as part of a game event. You can see the Event Items that you have collected by selecting the "Event Items" menu item at the Camp Screen.

ATTACK ITEMS

You can equip these items during battles and throw them at your opponent by pressing the  button. Equip these items by selecting "Equip attack items" from the Items menu under the Camp Screen.

SOME ATTACK ITEMS



KUNAI

This is a standard ninja weapon.



FIRE BOMB

These explode and do damage against your opponent.



SHURIKEN

These weapons will chase down enemies, hitting them multiple times.



FLASH BOMB

These will prevent any action by your opponent for a short time.

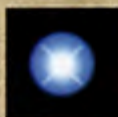
DROPPED ITEMS

You can pick these items up after defeating opponents.



VIRTUE ORBS

Collect these items to power up your abilities.



CHAKRA ORBS

These will restore your stamina.



ITEM BAG

These contain healing and attack items.

SKILL CHIPS AND PLATES AND POWERING UP

You can set chips into your skill plate to improve Naruto's abilities, give him new actions, and otherwise customize him. You can gain new skill chips by performing missions or by exchanging Virtue for them.

TAIJUTSU SKILL CHIPS

Most of these chips will raise your taijutsu attack power or lower the amount of damage that you take from weapon and taijutsu attacks.

NINJUTSU SKILL CHIPS

Most of these chips will raise your ninjutsu attack power or lower the amount of damage that you take from ninjutsu attacks.

SPECIAL ATTACK SKILL CHIPS

These chips give Naruto numerous special abilities.

LIMITED-USE SKILL CHIPS

These chips allow uncommonly powerful attacks, but you can only use them a certain number of times before they're used up.

EMPTY CHIPS

If you fill up an entire skill plate with chips, you can activate certain special powers. Empty chips do not allow any special abilities on their own, but they can be used to fill up otherwise unused portions of the skill plate.

SKILL PLATES



You set skill chips into these diagrams. You will receive skill plates as rewards for completing missions.

EXAMPLE SKILL CHIPS



HEALTH BOOST (L)

Increases your maximum Energy by 50.



DRAIN EFFECT

Your attacks can cause Chakra Orbs to fall from your opponents.



STAMINA BOOST (S)

Increases your maximum Stamina by 20.



STAMINA BOOST (L)

Increases your maximum Stamina by 50.



NARUTO U BARRAGE

Lock-on to an opponent and summon four Shadow Clones for a special combo attack.



PERFECT STRIKE

Completely fill your Chakra Gauge before launching a Power Strike to summon Shadow Clones and trigger an even more devastating attack.



SUPER UZUMAKI

This doubles the power of the Naruto Uzumaki Barrage.



SUPER STRIKE

This doubles the power of the Power Strike.

POWERING UP ABILITIES



You can use saved-up Virtue to replenish your energy and stamina or to buy new skill chips.

YOUR MISSIONS

The Third Hokage will assign you a variety of missions, graded by difficulty from D to A and then finally S rank. These missions form the bulk of the gameplay in **NARUTO: Uzumaki Chronicles**.



At the Hidden Leaf Village Gate Screen, choose "Hokage's Room" to get a mission from the Third Hokage. Select a mission from the list and get cracking!



Complete a mission successfully to see the Mission Complete Screen, where you will receive Virtue and various other rewards.



Fail a mission, and you'll see the Mission Failed Screen. Careful! Failing some missions will result in a Game Over.

MODIFYING YOUR TEAM

Some missions allow you to choose allies to accompany you as a team.



During certain missions, "Create a Team" will be displayed on the Hidden Leaf Village Gate screen. Highlight this option and select it to go to the Ally Selection screen.



Highlight the character that you wish to take along. Doing so will display a graph of ability parameters, ninjutsu skills, and other attributes. You can choose this character to be an ally by pressing the **X** button.



When "OK" is displayed next to an ally's name, press the **L2** Button to bring that character into the battle. See pages 24-25 for details.

THE CHARACTERS



NARUTO UZUMAKI

Contained within his body is the Nine-Tailed Fox Spirit, whose amazing power is occasionally released to do overwhelming damage to his opponents. Naruto is able to use Jonin-level Shadow Clones and focus his energy to perform a Power Strike. He also has his unique Sexy Jutsu at his disposal.

R1 button: Shadow Clone Jutsu

R2 button: Power Strike

R1 + **R2** button: Sexy Jutsu



SASUKE UCHIHA

Sasuke is the last of the Uchihas, and from that noble bloodline he has inherited highly developed reach, power, and speed. His Fire Style: Phoenix Flower Jutsu can damage enemies from far away, and his Chidori attack can inflict serious damage against those who stand against him.

R1 button: Fire Style: Phoenix Flower Jutsu

R2 button: Chidori



SHIKAMARU NARA

Shikamaru uses his 200 IQ to complete missions with superior strategies and tactics. He controls the flow of battle using booby-trapped Kunai with proximity triggers, while his Shadow Possession Jutsu incapacitates his enemies.

R1 button: Trap Kunai

R2 button: Shadow Possession Jutsu



CHOJI AKIMICHI

His chubby exterior hides the power that he's able to put behind his attacks. His Human Boulder is powerful enough to shatter stone, and his Partial Expansion Jutsu can mow down several enemies at once.

R1 button: Human Boulder

R2 button: Partial Expansion Jutsu



NEJI HYUGA

Neji is a member of the Hyuga clan, one of the strongest families in the Hidden Leaf Village, and as such his power has already exceeded that of a genin ninja. His Rotation is the perfect defense and can block any attack, and even more impressive is his 8 Trigrams 64 Palms, which releases a flurry of powerful blows at his opponents.

R1 button: Rotation

R2 button: 8 Trigrams 64 Palms

NOTE: For characters other than Naruto, you can activate their Jutsu simply by pressing the **R1** or **R2** buttons. For details on using Naruto's Jutsu, see page 6-7.

TAIJUTSU

Taijutsu arts are the fundamental elements of battle! Mastering these physical techniques will make your ninjutsu all the more effective!

Dashing is one of the most important ninja techniques! Use your amazing sprinting ability to keep your opponents on their toes!

CLOSE IN!



Move the left analog stick in the direction that you want to move, and press the  button twice!



You'll dash in the direction you're facing...

appearing right in front of your opponent!



HINDER YOUR OPPONENTS' ATTACKS!



If you become surrounded by several enemies...

Dashing can be a defensive move, allowing you to buy some time or run past to foil your opponents' moves.



you can escape from them by using the dash move...

which also makes it much harder for them to hit you.



RUSH IN ON YOUR OPPONENTS!



If you see several enemies bunched up...

An even more effective way of closing in on your opponents is when you seem to appear right in the middle of them.



use the dash move to jump right in their midst.

You can then press the **△** button (Strong Attack) to take them out with a single spinning kick!



NOTE: The **△** button attack will change according to the situation. In this case, it will become a spinning kick.

TAIJUTSU (CONTINUED)

When you grow as a ninja, so will your attack moves! Use dashes and jumps to master your ninja skills!

You can learn variations on the basic dash and jump skills by placing chips in your skill plate.

A MIDAIR DASH WILL LET YOU JUMP FARTHER!



Perform a jump, and when Naruto is in midair, move the left analog stick in the direction that you want to go and press the **X** button once more.

You can learn how to do an Air Dash by setting the appropriate skill chip.



You will instantly move in a midair dash.

Since you're dashing in midair, you will of course travel much farther than normal.



GET THE JUMP ON YOUR ENEMIES WITH THE FLASH JUMP!



With the Flash Jump chip, you can get some air instantaneously.

Press the **X** button twice while standing to instantly leap as high as possible. From that point, you can launch a devastating attack. If you keep the **X** button held down, you'll stay in the air even longer!

NINJUTSU

You can't be a ninja without mastering ninjutsu. Use your imagination and insight to master the ninja's way of battle!

Ninjutsu is what makes a ninja the fearsome warrior that he is! It's up to you to use these techniques to the utmost of their potential!

USE A SHADOW CLONE COMBO TO RACK UP MULTIPLE HITS!

You can greatly increase the number of multiple hits you score by using your Shadow Clones a little at a time.



While performing a **□** button combo, try repeatedly tapping the **R1** button.



By timing it right with a jump, you can block enemy attacks while landing your own!

USING NINJUTSU



You trigger ninjutsu skills (with the exception of Substitution Jutsu) by holding down the **R1** button or the **R2** button to build up chakra and then releasing it to start the attack. The effect of the attack will vary according to how much chakra you use.

NINJUTSU (CONTINUED)

USE SUBSTITUTION JUTSU TO TAUNT YOUR ENEMIES!

Press the **X** button just as you are hit by an opponent—doing so will allow you to take a minimal amount of damage and perform a counter-attack. This skill uses a small amount of stamina.



The Substitution Jutsu will allow you to move behind your opponent and land a counter-attack! Counter-attacks can cause enemies to drop their guard, and if you take that opportunity to perform a combo attack, you'll be just inches away from victory.

CREATIVE USE OF THE POWER STRIKE CAN MAKE YOU EVEN MORE POWERFUL!

When a Power Strike locks on to an enemy, it will chase that enemy down until it hits. If you time things right, and release the Power Strike from just the right place, you can inflict great damage on multiple enemies at the same time.



Hold down the **R2** button to build up chakra, and lock on to an enemy when many of them come close together. When you let go of the **R2** button, you'll unleash the Power Strike, possibly enveloping several enemies at once!

Shadow Clone Jutsu + Sexy Jutsu = Harem Jutsu!

You can combine multiple skills to deliver even more damage!



SHADOW CLONE JUTSU!

Press and hold the **R1** button to save up chakra, and release it to create up to four shadow clones!



SEXY JUTSU!

Get close to your enemy and press the **R1** and **R2** buttons together to use the Sexy Jutsu, which will knock out your opponents for a short time. What do you suppose happens when you combine this skill with the Shadow Clone Jutsu?



HAREM JUTSU!!

When the Shadow Clone Jutsu takes effect, immediately press the **R1** button and the **R2** button simultaneously! Your actual body and all of its copies will turn into a girl, damaging multiple enemies! Be careful, though. There are some enemies, such as Kunoichi (female ninja), that aren't affected by this attack.

TACTICS

Teamwork is vital to your success! Some missions will be difficult to complete alone, so be sure to master teaming strategies!

The way you fight will change according to your mission and location! Understanding the characteristics of your teammates is key to finding the best strategy!

During battle, you can change places with teammates that you have brought along. Your allies can use their Jutsu without using up chakra, but it will cost them stamina.

YOU CAN HAVE ALLIES TRADE PLACES WITH YOU INSTANTLY!

You can exchange your character with an ally when "OK!" is displayed on the ally's Stamina Gauge. The "OK!" indicator will only appear if your ally has enough stamina, so if he's out, just wait for him to charge back up again!



Press the **L2** button when your ally's stamina gauge says "OK!" to instantly trade places.



You can control the character until his stamina gauge is empty. Naruto will automatically come back on the scene when that occurs. If you want Naruto back before your ally's gauge empties out, just press the **L2** button again.

MAKE EFFECTIVE USE OF SHIKAMARU'S TRAP KUNAI!



Use the **R1** button to place a trap in a location where an enemy is likely to approach.



When an enemy comes near, the Kunai will explode!

KNOW THE BEST TIME TO USE CHOJI'S HUMAN BOULDER!



Find a good time to unleash this force, powerful enough to shatter stone!



If you have enough space, you can quickly deal a lot of damage to multiple foes!

TACTICS (CONTINUED)

Will you be able to master Naruto Uzumaki's true abilities?

TRANSFORM THE POWER STRIKE INTO THE SUPER-CHARGED PERFECT STRIKE!

You can gain the Perfect Strike ability by placing the appropriate chip into your skill plate.



Lock on to an enemy and press the **R2** button to build up your chakra to a full charge!



Release the **R2** button to summon Shadow Clones and release a destructive blast of pure chakra!

NARUTO'S "NARUTO UZUMAKI BARRAGE"

You gain the Naruto Uzumaki Barrage by placing the appropriate chip into your skill plate.



Lock on to an enemy and hold down the **R1** button until you get a full chakra charge!



Release the **R1** button to create four Shadow Clones, then give your unfortunate target a clone-fueled smackdown!

DESPERATE ATTACK

Release the forbidden Power of the Nine Tails!



When you've landed enough combo hits, the Nine-Tail Gauge in the lower-left corner of the screen will change from blue (Sealed) to red (Unsealed).



When your health gets low, you will be able to activate Nine-Tail Power.



Press the  button and  button simultaneously to activate!

SETTINGS

OPTIONS

You can set game options on the Options Screen by choosing "Options" at the Title Screen.



VIBRATION

Sets the vibration feature of the DUALSHOCK®2 analog controller to ON or OFF.

RADAR MAP

Turns the Battle Screen Radar Display ON or OFF.

SOUND

Allows you to set sound output as stereo or monaural.

BUTTON CONFIG

Allows you to change the button assignments for the DUALSHOCK®2 analog controller.

SET TO DEFAULTS

Undo all configuration changes that you have made.

BACK

Return to the Start Menu.

LOADING A GAME



Choose "Continue" from the Start Menu to load saved data, allowing you to start from a saved point in the game. The Load Screen will appear if there is a memory card (8MB)(for PlayStation®2) containing game data in Memory Card Slot 1.

SAVING A GAME



You can save the game either at the Hidden Leaf Village Gate Screen or at one of the save points that will appear throughout the game. When saving game data to a memory card (8MB)(for PlayStation®2) for the first time, the Create Save File Screen will appear. Choose "Yes" to create a new save file.

CREDITS

Original Story And Art

Masashi Kishimoto
Weekly SHONEN JUMP

Developed by:

CAVIA Co., Ltd.

Produced by:

NAMCO BANDAI Games Inc.

Published by:

NAMCO BANDAI Games
America Inc.

PRODUCTION**Senior Vice President**

Naruo Uchida

Senior Product Manager

Atsushi Minowa

Localization Manager

Brian Glazebrook

Localization Specialist

Andrew Davis

MARKETING & PR**Marketing Director**

Yoko Nakao

Marketing Consultant

Kim Morgan

**Associate Marketing
Manager**

In Joon Hwang

PR Manager

Kristin Calcagno

PR Specialist

Robert Cogburn

SALES**National Sales Manager**

Brian Schorr

**Channel Marketing
Manager**

Jae Chang

**Channel & Business
Development Specialist**

Ryan Chennault

PRODUCT SERVICES**Director of Publishing
Support**

Glen A. Cureton

Senior Operations Manager

Jennifer Tersigni

QUALITY ASSURANCE**QA Manager**

Chuck McFadden

QA Supervisor

Daryle Tumacder

QA Lead

Mike Peterson

QA Testers

Jesus Barragan

Brian Ellak

Gina Salvador

Stephen Chin

Ricardo Rivera

Mark Sudano

Adam Lee

Alfredo Gerardo

Special Thanks To:

Genichi Ito

Nobuhiro Kasahara

Garry Cole

Makoto Iwai

Shuji Nakata

Takahiro Sasanoi

Yoshinobu Matsuo

Wako Yokoyama

Masahiro Knittel

Shinsuke Mori

Kristeen Kennedy

Moto Aida

Charmaine Morena

Mika Kelly

Rob Ely

Janna Smith

BANDAI Collectible

Tom Usher Designs

The Ant Farm

Beck Interactive

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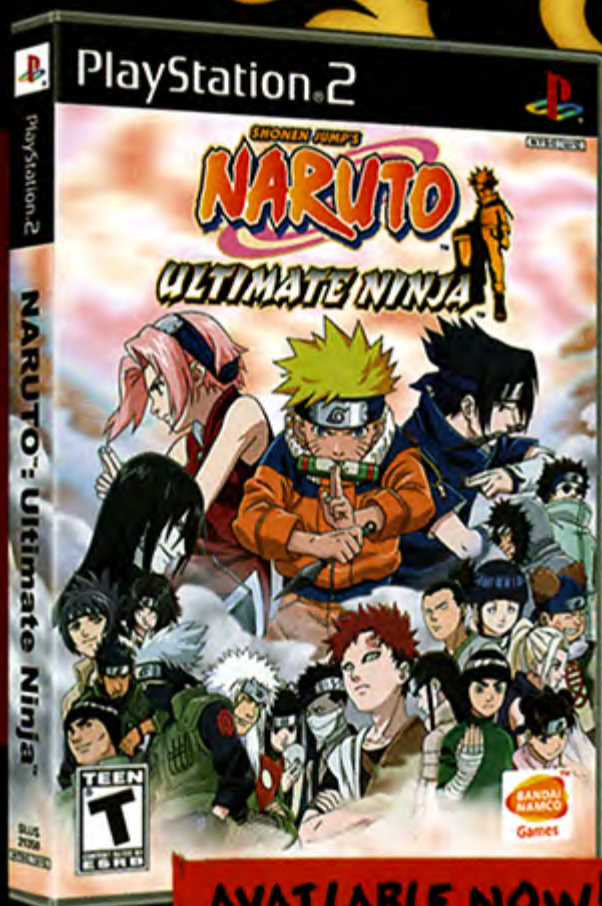
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