

INSTRUCTION BOOKLET

SHONEN JUMP™

NARUTO™

UZUMAKI CHRONICLES™ 2



⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the 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™

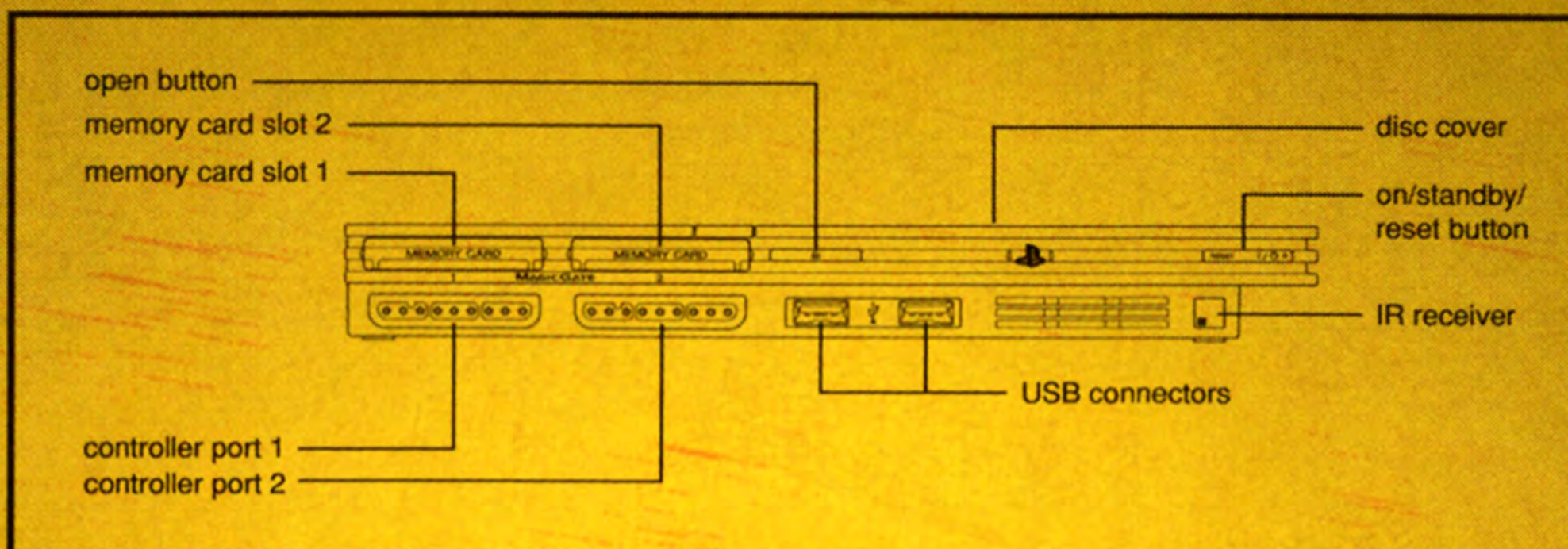
NARUTO

UZUMAKI CHRONICLES™ 2

Getting Started	2
Starting Up.....	3
Game Controls	4
Starting the Game	6
Game Modes.....	7
Story.....	8
Missions.....	14
Survival	15
Level Up	16
Skill Plate.....	17
Shop	20
Options.....	21
2P Battle	22
Credits.....	23
Warranty	29



GETTING STARTED



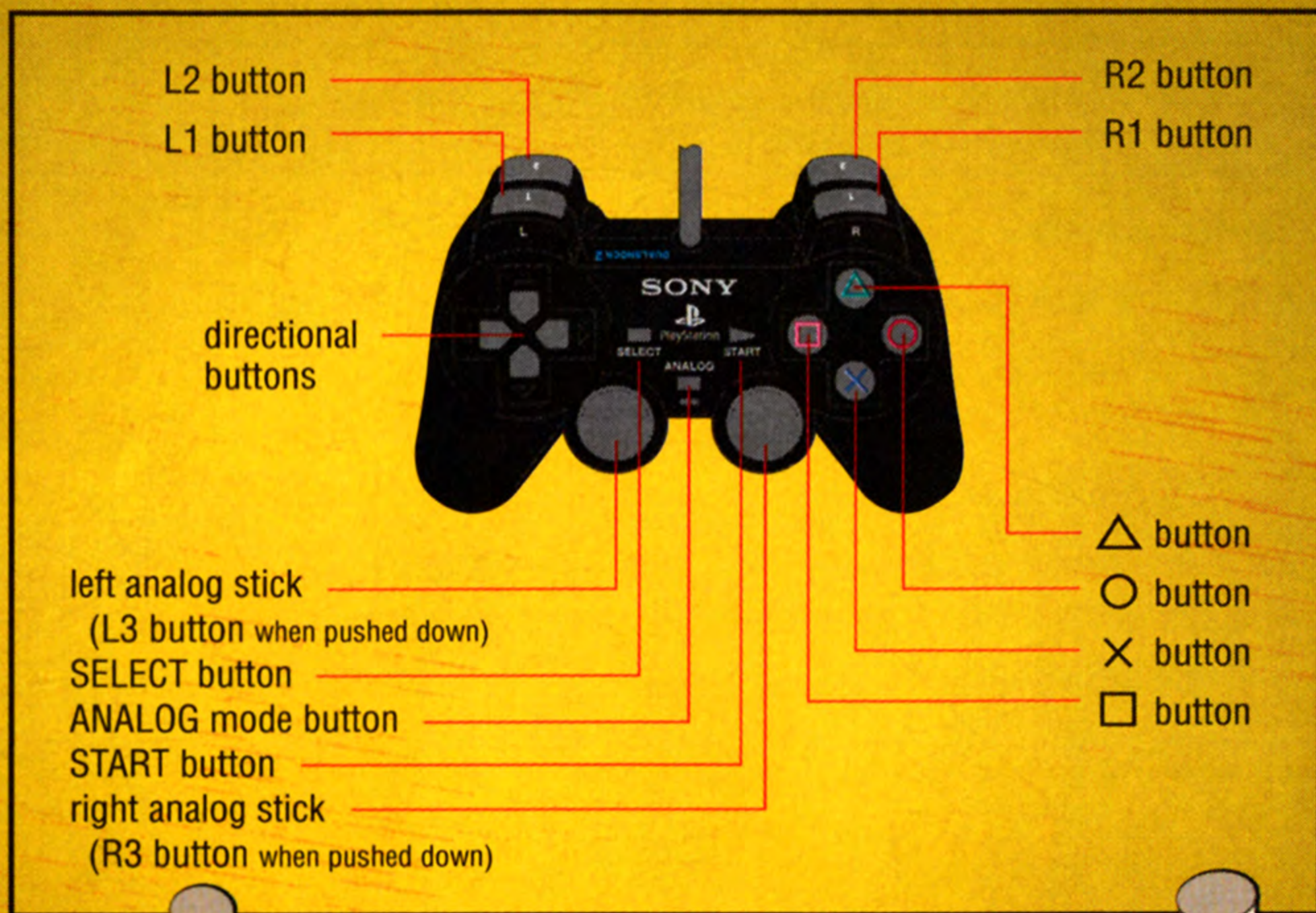
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **NARUTO™: Uzumaki Chronicles™ 2** disc in the system with the label side facing up. Attach game controllers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

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

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

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

BASIC CONTROLS

⊗ button.....	Confirm / skip message
△ button.....	Cancel
directional buttons	Move cursor / select menu
Left analog stick.....	Same as directional buttons
START button	Skip movie / display Camp Screen (while controlling character)

- This game can only be played with a DUALSHOCK®2 analog controller.
- Be sure to connect the DUALSHOCK®2 analog controller to controller port 1.
- When playing 2P battle or 2P co-op play, be sure to connect a second DUALSHOCK®2 analog controller to controller port 2.
- The ANALOG mode button should always be ON (mode indicator: Red).
- The control scheme shown above is the default setting. You can change the button configuration settings from the "Controls" option under "Options."
- You can turn the vibration feature of the controller on or off from the "Settings" option under "Options." (see page 21)

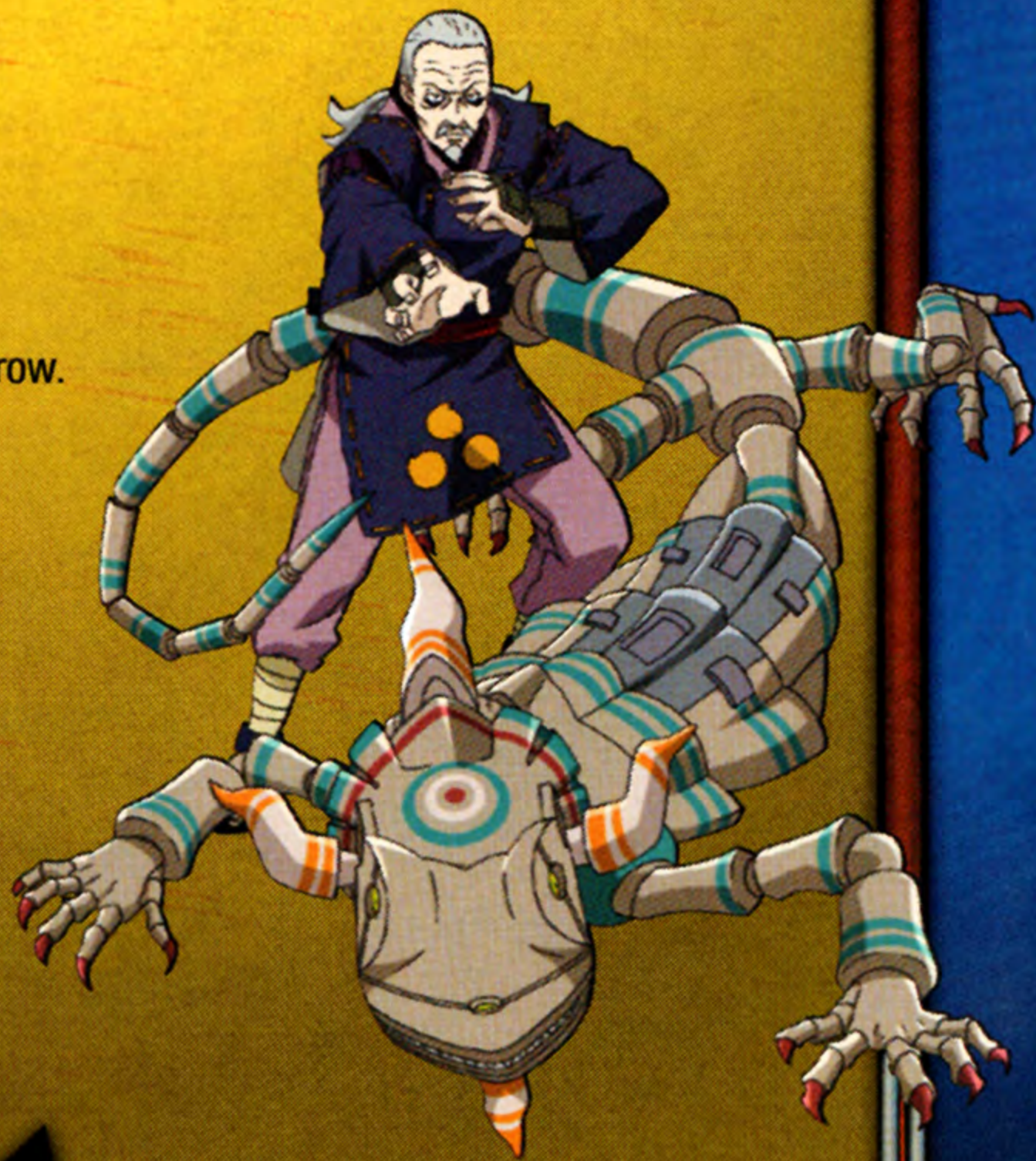
Button input display

△ button + □ button:

Indicates pressing buttons simultaneously.

□ button, □ button, □ button:

Indicates pressing □ button 3 times in a row.



CONTROLS DURING BATTLE

- Directional buttonsChange targets
- buttonWeak attack
- △ buttonStrong attack
- buttonItem attack (when attack item is equipped)
- × buttonJump / Dash (press twice while moving) /
Substitution Jutsu (when attacked)
- Left analog stickMove character
- Right analog stickMove camera (press down to switch to front view)
- L1** buttonLock onto nearest target
(press button while locked on to release)
- L2** buttonChange character (when playing with team)
- R1** buttonNinjutsu 1
- R2** buttonNinjutsu 2
- START** buttonDisplay Camp Screen (except during movie)
-

NINE-TAIL AWAKENING

When the Spirit Gauge is full, press **△** button + **○** button

Charge the Spirit Gauge with multiple hits!



MAX!!



**Nine-Tail
Awakening!!**

GAME MODES

SELECT GAME MODE

Select "Begin!" and clear the prologue in Story Mode, or select "Continue!" to enter the Select Mode Screen. Using the directional buttons, select a game mode and press **X** button to confirm.



LIST OF GAME MODES

Story

Play through the original storyline.

*See page 8 for details.

Missions

Challenge various missions. You can unlock this mode by meeting certain conditions.

*See page 14 for details.

Level Up

Level up each of your characters.

*See page 16 for details.

Shop

Buy or sell items and chips here.

*See page 20 for details.

2P Battle

Battle a friend in this 2-player mode.

*See page 22 for details.

Save

Save your game progress.

???

A secret mode you can unlock by meeting certain conditions.

Survival

Test your skill against powerful opponents. You can unlock this mode by meeting certain conditions.

*See page 15 for details.

Skill Plate

Customize your character's skills.

*See page 17 for details.

Options

Set various game options such as sound and button configuration.

*See page 21 for details.

Return to Title

Return to the Title Screen.

STORY

Follow the original storyline to play through various missions and battles. You can progress through the story by successfully completing your mission.



STORY MODE OVERVIEW



View the story!

Once you select Story mode, the cinematic will begin. You can skip the movie by pressing the START button.



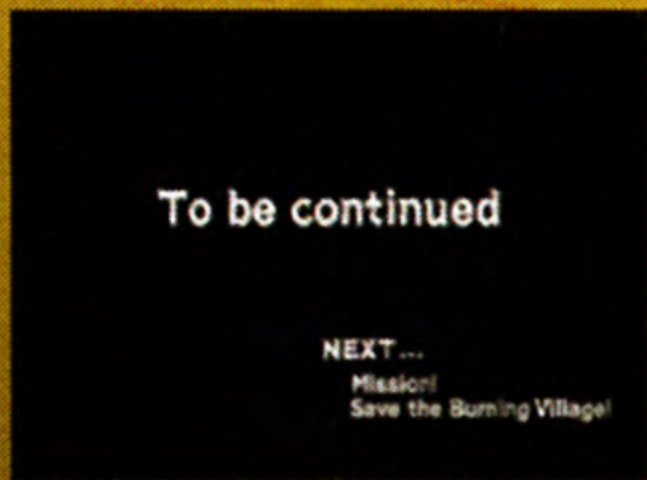
Receive your mission!

You can receive your mission from a conversation in the cinematic, or by going to Hokage's Room after viewing the cinematic. The missions you receive will determine your next destination.



Fight!

Engage in battle. Some battles require you to meet certain conditions in addition to defeating the enemy.



What lies ahead?

By completing your mission, you clear the chapter and move onto the next chapter. At this point, you can save your game or level up your character.

SCREENS



Leaf Village Gate Screen

From this Gate Screen, you can go to Hokage's Room to receive missions, leave the village to perform your mission, and save your game. Move the cursor using the directional buttons or the left analog stick, and press **X** button to confirm.



Map Screen

When you select "Leave village" in the Leaf Village Gate Screen, you will go to the Map Screen. Use the directional buttons or the left analog stick to move the cursor to where you want to go, and press **X** button to move your character there. When you have arrived at the destination of your mission, press **X** button to enter that location. While you are moving around, enemies will attack randomly. Defeating all enemies will return you to the Map Screen.



Camp Screen

Press the START button to go to the Camp Screen. Here you can use your items, check your team members' status, and see the details of your mission. Move the cursor using the directional buttons or the left analog stick, and press **X** button to confirm. See page 13 for details.

BATTLE SCREEN

1. Health gauge

Shows the Health of the player's character. If the gauge runs out, you will automatically switch places with another team member. Once the Health gauges of all your team members run out, the game is over.

2. Chakra gauge

Shows the current Chakra level of the player's character. If the gauge runs out, you will not be able to use your Jutsu.

3. Display items

Shows the type of attack items currently equipped, as well as the number remaining.

4. Spirit gauge

When playing as Naruto, you can score multiple hits to increase the size of the flame, and when the **△** button + **○** button icons are displayed, you can use the power of the Nine-Tail. Some characters other than Naruto can power up by pressing **△** button + **○** button.



5. Skill/Jutsu display

Shows the skill or Jutsu of your current character.

6. Show team members

Shows the characters currently in your team as well as their Health and Chakra level.

7. Radar

Shows the position of your enemies relative to your position.

STORY CONTINUED...

BATTLE

The battle system uses a free-roaming system, where you can move around freely in the field.

Battle rules

Once the Health gauge of your character and your team members all run out, the game is over.



MOVE



Dash

While running, press \otimes button twice quickly to dash.



Jump

Hold down \otimes button to jump.



Flash Jump

Tap \otimes button to do a Flash Jump. You can use this jump to dodge enemy attacks.



Triangle Jump

Jump toward a wall, and then press \otimes button to kick off the wall and jump even higher.

** You can also do various other moves by setting Skill Chips on your Skill Plate.*

ATTACK



Weak attack

Press **□** button to do a weak attack. This is a quick attack, allowing you to score multiple hits.



Strong attack

Press **△** button to do a strong attack. This attack uses big motions, which makes it effective when you are surrounded by enemies. You can also combine this attack with a weak attack to keep scoring hits.



Attack with items

Press **○** button while your attack item is equipped to do an item attack. You can pick up items that the enemies drop during battle and equip them.

** Certain characters have items already equipped when entering battle.*

Attack item examples



Kunai

Inflicts damage on individual enemies.



Shuriken

Pursues the enemy and hits multiple times.



Fire Bomb

Blows up to inflict damage on multiple enemies.



Flash Bomb

Temporarily immobilizes the enemy.



Lock on

You can lock onto the nearest enemy during an attack. When using a Jutsu, skill or items to attack, you will increase your accuracy by locking on to your target. You can change the target to lock onto using the directional buttons.



Skills, Jutsu

Press **R1** button or **R2** button to execute a skill or Jutsu. You expend your Chakra when you use skills or Jutsu; you must have a certain amount of Chakra in order to use them.

** You can use different skills and Jutsu by equipping Skill Chips in your Skill Plate. For details on the Skill Plate, see page 17.*

STORY CONTINUED...

DEFENSE



Substitution Jutsu

Press **X** button when attacked to use the Substitution Jutsu and get behind the enemy. Using the Substitution Jutsu will expend your Chakra.

** You can use different defenses by equipping Skill Chips in your Skill Plate.*

SEARCH

Search with Shadow Clone Jutsu

When using the Shadow Clone Jutsu, clones of your character will appear and search the area if there are no enemies present.

CHANGE CHARACTER



Switching characters

When playing with a team, you can switch to another team member by pressing **L2** button. Press the START button on the 2P controller during battle, and the second player can join in for two-player cooperative play.

DEFEAT ENEMIES FOR ITEMS

You can collect various items by defeating enemies in battle.



Virtue Orb
Collect these to level up.



Item bag
Contains recover items and money.



Chakra Orb
Restores your Chakra.



Attack item
Can be equipped by picking them up.



Health Orb
Restores your Health.

RECOVER



Recover with items

Press the START button while controlling your character. When the Camp Screen appears, select "Items" and press **X** button to confirm. Select a recover item from your inventory. If you are playing with a team, move the cursor to the character you want to recover and press **X** button to confirm.

Recover item examples

Medicine C

Restores 25 Health.

Rations C

Restores 25% Chakra.

Dual C

Restores 100 Health and 25% Chakra.

Medicine B

Restores 80 Health.

Rations B

Restores 50% Chakra.

ABOUT CAMP SCREEN

You can select items and other menus from the Camp Screen.



Items

View and use items in this menu.

- **ITEMS:** List of items you have.
- **VALUABLES:** List of important items like character info cards.



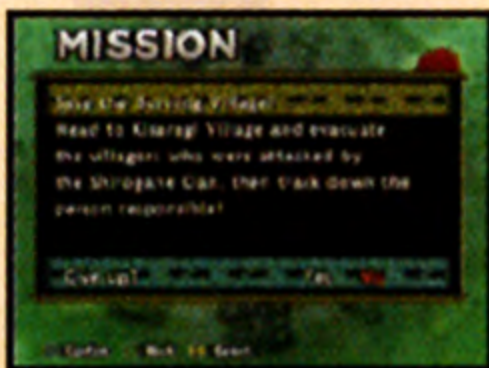
Skill Plate

View and equip Skill Chips in this menu. You can customize your character by equipping Skill Chips in your Skill Plate. For details on the Skill Plate, see page 17.



Status

Check the status and parameters of your character as well as your team members, and view character profiles in this menu.



Mission

Check your current mission. You can also quit your current mission from this menu. When you quit a mission, you will lose all the Virtue Orbs and money you have collected so far on that mission, and you will return to the Select Mode Screen.



Options

Set various game options such as sound and button configuration. See page 21 for details.

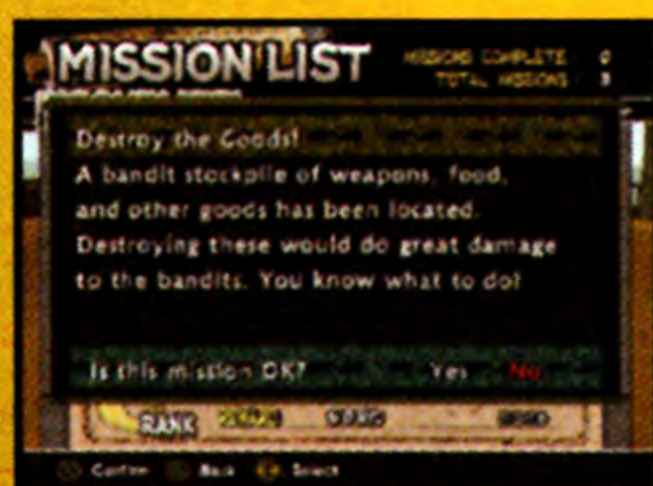
MISSIONS

ABOUT MISSIONS



In the Select Mode Screen, select “Missions” to go to the mission list Camp Screen. Based on your current level, you can choose from various missions ranked from D to S. Use the directional buttons or the left analog stick to select a mission you want to take on, and press **X** button to confirm. You will earn money, items, or Skill Chips by successfully completing your mission.

CHECK YOUR MISSION



Once you’ve selected a mission from the mission list, you can check the details of that mission. Select “Yes” if you want to accept that mission, or select “No” to go back to the mission list. Press **X** button to confirm your selection.

CHOOSE YOUR TEAM



Once you’ve accepted a mission, you will go to the team select Camp Screen where you will choose your team members for the mission. Use the directional buttons or the left analog stick to select characters, and press **X** button to confirm. The number of characters to choose as team members will increase as you progress through the Story mode.

CHECK MISSION CONDITIONS



Once you’ve selected your team members and embark on the mission, the conditions for your mission will be displayed. You can complete the mission and earn rewards by meeting those conditions.

SURVIVAL

ABOUT SURVIVAL



In the Select Mode Screen, select “Survival” to go to the Character Select Screen. Use the directional buttons or the left analog stick to select the character you want to use, and press **X** button to confirm. The number of playable characters will increase as you progress through the Story mode.

SELECT SURVIVAL



Use the directional buttons or the left analog stick to select the Survival challenge you want to take on. Check the details of the challenge and its reward, and press **X** button to confirm. Once you clear the challenge, a new challenge will be added to the list.

ABOUT PAUSE MENU

While playing a Survival challenge, press the **START** button to display the Pause Menu. Use the directional buttons or the left analog stick to select menu items and press **X** button to confirm.

Continue

Close the Pause Menu and return to the challenge.

Return to Character Select

Quit the current Survival challenge and go back to the Character Select Screen.

Return to Mode Select

Quit the current Survival challenge and go back to the Mode Select Screen.



LEVEL UP

ABOUT LEVEL UP



In the Select Mode Screen, select “Level Up” to go to the Level Up Screen. Use the directional buttons or the left analog stick to select the character and the skill you want to level up, then press **X** button to confirm. You can also level up your character from the Leaf Village Gate Screen.

LEVEL UP

Once you’ve selected the character and the skill you want to level up, use the Virtue Orbs you have collected to level up the character’s skills. Press **X** button to confirm your entry.

Level Up Entry Screen

1. Current Levels

Shows the current Health and Chakra levels, and the number of Virtue Orbs for the selected character.

2. Skill Gauge

Shows the current skill levels of the selected character.

3. Current

Shows the current level of the skill you want to level up.

4. Level Up Gauge

Use the directional buttons or the left analog stick to raise or lower the skill level you selected. The increased amount will flash red in the gauge. You will not be able to lower the gauge further than the current level (green).

5. Raise To

Shows the resulting skill level after leveling up.



6. Virtue Needed

Shows the number of Virtue Orbs needed for leveling up. If you have enough Virtue Orbs, the number will be displayed in white and you will be able to level up. If you don't have enough, the number will be displayed in red and you will not be able to level up.

SKILL PLATE

ABOUT SKILL PLATE



In the Select Mode Screen, select “Skill Plate” to go to the Skill Plate Entry Screen. Use the directional buttons or the left analog stick to select the Skill Chip you want to equip as well as the location in the Skill Plate to equip to, and press **X** button to confirm. Press **L1** button or **R1** button to switch characters. You can also open the Skill Plate from the Camp Screen.

SELECT SKILL CHIPS



Use the directional buttons or the left analog stick to select the Skill Chips from the list of chips you have, displayed at the left of the screen, and press **X** button to confirm. Skill Chips that are displayed in red cannot be used by that character and are not selectable. Use the directional buttons or the left analog stick to switch to a window where the Chips are sorted by categories.

SELECT LOCATION



Once you have selected a Skill Chip, you can equip it in the Skill Plate displayed at the right of the screen. Use the directional buttons or the left analog stick to move the Chip to the location you want, and press **X** button to set the Chip there. When choosing a location to equip, you can press **L1** button or **R1** button to rotate the Chip.

SKILL PLATE TIPS

When you equip Skill Chips in the Skill Plate, you can create added effects by completely filling up your skill plate. Empty Chips do not have a special effect of their own, but you can use them to close gaps between other Chips. The Skill Plate can also be expanded at the Shop, allowing you to equip more Skill Chips.

SKILL PLATE CONTINUED...

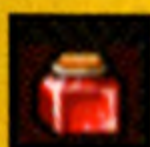
SKILL CHIP EFFECTS

The Skill Chips contain various effects. By equipping them in a character's Skill Plate, you can increase that character's level or add new moves, Jutsu or skills, allowing you to customize each character. Skill Chips can be bought at the Shop or earned by successfully completing missions. For details on the Shop, see page 20.

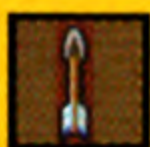
Skill Chip examples

TAIJUTSU CHIPS

With this Chip, you can increase the damage inflicted by your Taijutsu or decrease the damage inflicted by your enemy's Taijutsu. You can also add effects to your attacks.

**Health Up A**

Maximum Health increases by 50.

**Added effect:****Drain effect (weak)**

Enemies hit with repeated Taijutsu attacks will drop Chakra Orbs.

NINJUTSU CHIPS

With this Chip, you can enhance the Chakra needed for Ninjutsu, or decrease the damage inflicted by your enemy's Ninjutsu.

**Chakra Boost A**

Maximum Chakra level increases by 50.

**Nin-Shield A**

Damage from Ninjutsu is reduced by 15%.

SPECIAL CHIPS

With this Chip, you can add special actions or special effects.

**Air Dash**

Dash in midair.

**Invincible Dash**

Become invincible while dashing on the ground.

**Recovery**

Automatically recover from being knocked down whenever possible.

**Get Up!**

Regain stance no matter how many times the enemy knocks you back.

INDIVIDUAL CHIPS

With this Chip, you can use or enhance the Jutsu or skills specific to that character.

**Sexy Jutsu**

Press **R1** button + **R2** button to use this Jutsu.

**Naruto U Barrage**

Jump while locked onto an enemy, then press **R1** button + **R2** button to use this Jutsu.

**True Rasengan**

Enhances the maximum strength of Rasengan.

USING SPECIAL ACTIONS WITH SKILL CHIPS

~ When playing as Naruto ~



Jump further with Air Dash!

While in midair after a normal jump, you can tilt the left analog stick and press **X** button to do an Air Dash. By using Air Dash, you can go further than a normal jump.



Slip through enemies with Invincible Dash!

By equipping Invincible Dash in the Skill Plate, your normal dash becomes invincible, and you will not be hit by any enemy attack. This is useful when hordes of enemies are blocking your path, allowing you to get past them without being hit.



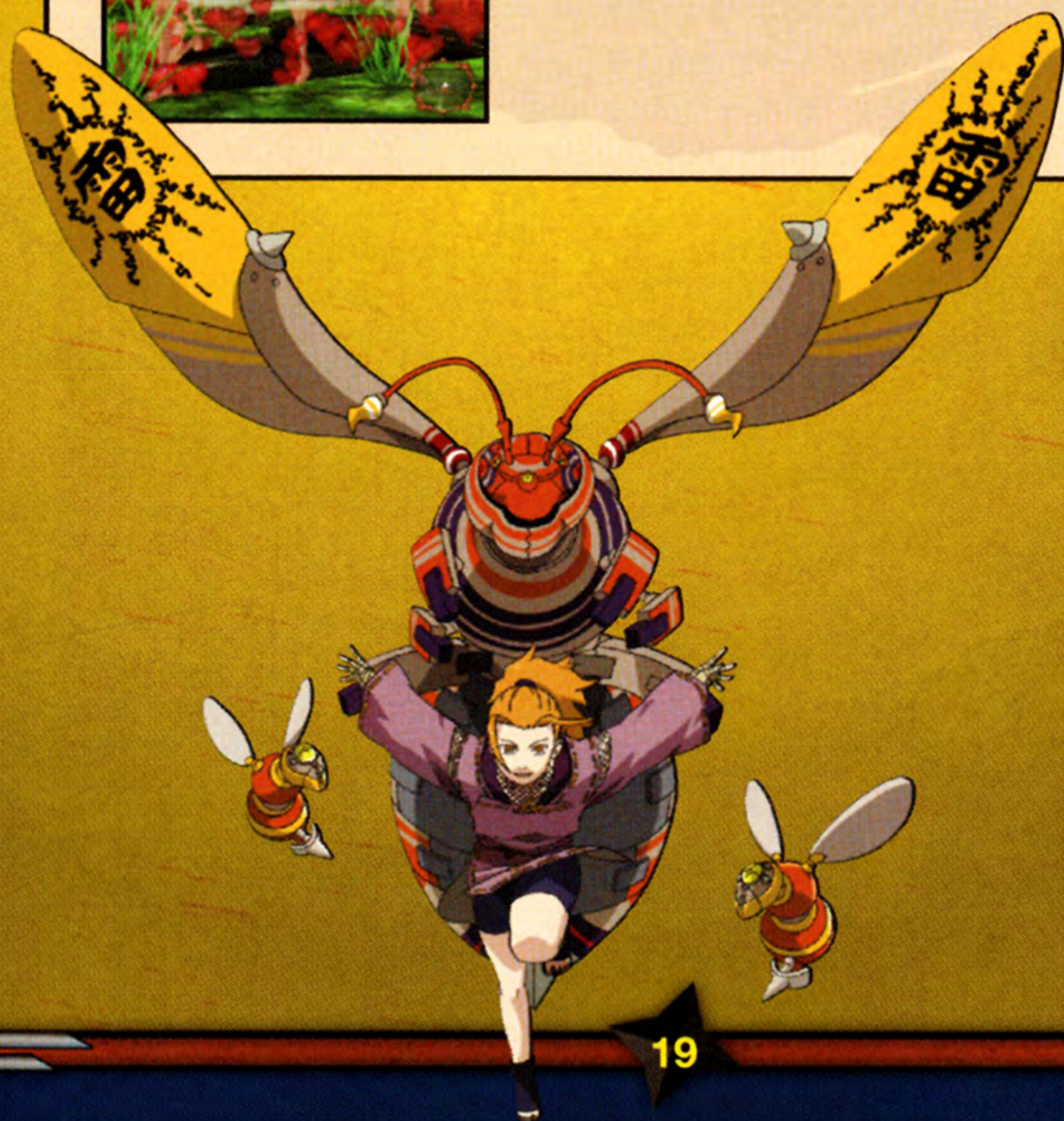
Counter-attack instantly with Recovery!

By equipping Recovery in the Skill Plate, you can automatically recover from being knocked down whenever a recovery is possible. This will allow you to quickly counter-attack without falling down.



Harem Jutsu!

While the Shadow Clone Jutsu is in effect, use Sexy Jutsu to turn it into "Harem Jutsu." However, this Jutsu is not effective against the Kunoichi or the puppet walkers.



SHOP

ABOUT THE SHOP



You can buy and sell items to restore Health and Chakra at the Shop. You can also buy Skill Chips and expand your Skill Plate here. Select a menu item using the directional buttons or the left analog stick, and press **X** button to confirm.

Buy Items

Select this to buy items. Use the directional buttons or the left analog stick to choose an item you want to buy, and press **X** button to confirm. Next, use the directional buttons or the left analog stick to determine how many to buy. If the total price or the price of the item is displayed in red, it means you don't have enough money to buy that item.



Sell Items

Select this to sell the items you own. Use the directional buttons or the left analog stick to choose an item you want to sell, and press **X** button to confirm. Next, use the directional buttons or the left analog stick to determine how many to sell, and press **X** button to confirm.



Buy Skill Chips

Select this to buy Skill Chips. Use the directional buttons or the left analog stick to choose a Skill Chip you want to buy. At this point, only the characters that are highlighted in the menu can use the Skill Chip you chose. After you make a selection, press **X** button to confirm.



Expand Skill Plate

Select this to expand your Skill Plate so that you can equip more Skill Chips. Use the directional buttons or the left analog stick to switch between characters.



Exit

Return to the Select Mode Screen.

OPTIONS

ABOUT OPTIONS



Here you can select various game settings. Use the directional buttons or the left analog stick to select a menu item, and press **X** button to confirm.

Settings

Turn the analog controller vibration function, radar display, and various message displays ON or OFF.



Sound

Switch between Stereo and Mono settings, and set volume levels for the background music and sound effects.



Controls

Customize the controller button configuration.



Back

Return to Select Mode Screen, Title Screen, or Camp Screen.

ABOUT SAVE

You can save your game in the Select Mode Screen or Leaf Village Gate Screen. You can also save at Save Points found at various points in the game.



2P BATTLE

ABOUT 2P BATTLE



2P Battle is a battle mode for two players only. Both players choose a character and face each other in a free-roaming battle.

CHOOSE CHARACTER



Each player should use the directional buttons or the left analog stick to select a character they want to use, and press \otimes button to confirm. Both players cannot select the same character. Once both players have selected a character, press the START button to move to the battle stage selection.

CHOOSE STAGE



Use the directional buttons or the left analog stick to select a stage, and press \otimes button to confirm. Either Player 1 or Player 2 can choose a stage. Once the stage is selected, press \otimes button to begin battle.

2P Battle Pause Menu

Press the START button during battle to display the Pause Menu. Use the directional buttons or the left analog stick to select a menu item, and press \otimes button to confirm.



CREDITS

Original Story And Art
Masashi Kishimoto
Weekly **SHONEN JUMP**

Developed by:
CAVIA Co., Ltd.
RACJIN Co., Ltd.

Produced by:
NAMCO BANDAI Games Inc.

Published by:
NAMCO BANDAI Games
America Inc.

NBGI STAFF

Producer
Yusuke Sasaki

Associate Producer
Sayaka Mori

Localization Producer
Naotaka Higashiyama

Localization Specialist
Andy Tsai
Seiji Sugimoto

PRODUCTION

Director
Takahiro Sasanoi

Senior Product Manager
Atsushi Minowa

Associate Localization
Producer
Nobuaki Taguchi

Localization Specialist
Andrew Davis

MARKETING & PR

Director of Marketing & PR
Todd Thorson

Product Marketing Manager
In Joon Hwang

Marketing Translator
Chiemi Kuroyanagi

PR Manager
Arne Cual-Pedroso

PR Specialist
Robert Cogburn

SALES

National Sales Manager
Brian Schorr

Channel Marketing Manager
Jae Chang

Channel Marketing Specialist
Ryan Chennault

PRODUCT SERVICES

Director of Operations
Glen Cureton

Senior Operations Manager
Jennifer Tersigni

QUALITY ASSURANCE

Video / Product Coordinator
Daryle Tumacder

QA and Customer Support
Manager
Chuck McFadden

QA Lead
Mike Peterson

QA Assistant Lead
Shaun Woo

CQC Team
Y Pham
Shaun Woo
Leticia Duenas
Ken Mah
Geoff Tuttle

QA Testers
Arjang Taiby
Jason Randall
Rae Canlas
Mike Desenganio
Darren Agellon
Ernesto Estrada
Johnny Moya
Robert Hart

Special Thanks To:

Genichi Ito
Makoto Iwai
Shuji Nakata
Andrew Leichuk
Kim Morgan
Ken Mah
Wako Yokoyama
Masahiro Knittel
Shinsuke Mori
Moto Aida
Rob Ely
Janna Smith
Tom Usher Designs
Petrol
Studio Tiga
Prima
Beck Interactive

SUPERVISED BY

VIZ MEDIA, LLC
Weekly SHONEN
JUMP/Shueisha Inc.

NARUTO © 2002 MASASHI
KISHIMOTO Program © 2007
NAMCO BANDAI Games Inc.
Uzumaki Chronicles is a
trademark of NAMCO BANDAI
Games America Inc. All other
trademarks belong to their
respective owners.

SHONEN JUMP™

NARUTO

TM



TOONAMI
jetstream

Your online source for the finest full-length anime.

TOONAMIJETSTREAM.COM



SHONEN JUMP™
NARUTO™

Constructed from cold-cast porcelain, the GAARA SAND COFFIN statue arrives fully painted, and portrays Gaara executing his deadly "Sand Coffin" attack!

GAARA™
SAND COFFIN

www.toynami.com
www.naruto.com



© 2002 MASASHI KISHIMOTO
Manufactured and distributed by Toynami, Inc. Toynami and the Toynami logo
are trademarks of Toynami, Inc. All rights reserved.
Proto-type shown. Pending licensor approval.

Limited Edition Statue
Only 2,000 units worldwide!

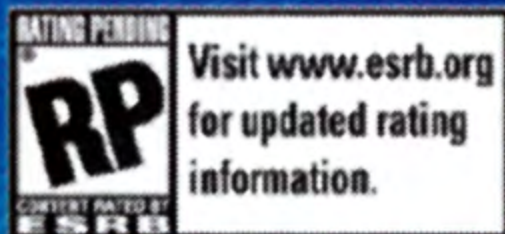
OWN THE LATEST NARUTO™ VIDEO GAMES!



**NARUTO™: UZUMAKI CHRONICLES™ 2
IN STORES SEPTEMBER 2007**

**NARUTO™: ULTIMATE NINJA HEROES™
IN STORES AUGUST 2007**

**JOIN THE BATTLE AT:
[HTTP://NARUTO.NAMCOBANDAI.COM](http://naruto.namcobandai.com)**



Visit www.esrb.org
for updated rating
information.



NARUTO © 2002 MASASHI KISHIMOTO Program © 2004-2007 NAMCO BANDAI Games Inc. Ultimate Ninja Heroes is a trademark of NAMCO BANDAI Games America Inc.
NARUTO © 2002 MASASHI KISHIMOTO Program © 2007 NAMCO BANDAI Games Inc. Uzumaki Chronicles is a trademark of NAMCO BANDAI Games America Inc.
"PlayStation", "PS" Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately).
The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.

SHONEN JUMP™ NARUTO™ Collector

Price: \$9.99 US, \$12.99 CAN Each

NARUTO Collector is the definitive source for everything **NARUTO**, including coverage of the anime, manga, card series, video games, toys and merchandise. For the latest issue information, please visit www.shonenjump.com.

On Sale Now!



www.shonenjump.com

www.naruto.com

© 2002 MASASHI KISHIMOTO. All rights reserved. SHONEN JUMP™ and NARUTO™ are trademarks of Shueisha, Inc. in the U.S. and other countries.



www.viz.com

SHONEN JUMP™

NARUTO

Read where the ninja action began in the manga!



Volumes 16-18 in stores in September!

ONLY \$7.95 EACH



On sale at: www.shonenjump.com
Also available at your local bookstore and comic store.

MANGA VOLUMES 1-15 ON SALE NOW!

www.naruto.com

NARUTO © 1999 by Masashi Kishimoto/SHUEISHA Inc.



Lost Ninja Mission!

Catch the latest adventures of Naruto and his fellow ninja in this special OVA!

SHONEN JUMP™

NARUTO™

THE LOST STORY

NARUTO
Movie and TV series also on DVD!



Includes **EXCLUSIVE** extras!

- Free Naruto CCG card in specially marked packages
- Extended trailer for *Naruto The Movie: Ninja Clash in the Land of Snow*



© 2002 MASASHI KISHIMOTO



www.shonenjump.com



www.viz.com



NOTES

A page with a yellow background and horizontal lines for writing. The page is framed by a red border with silver rivets at the corners. A black banner at the top contains the word 'NOTES' in yellow. The page number '28' is located at the bottom center.

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?

Having problems getting your game to work properly?

**Now you can get one-on-one help from NAMCO BANDAI Games America Inc.
using your web browser!**

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

**NAMCO BANDAI Games America Inc.
ATTN: Customer Service
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054**

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namcobandaigames.com or contact us at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

**NAMCO BANDAI Games America Inc. Online:
www.namcobandaigames.com**

Visit our Website to get information about our new titles.

LIMITED WARRANTY

NAMCO BANDAI Games America Inc. warrants to the original purchaser that this NAMCO BANDAI Games America Inc. game pack shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, NAMCO BANDAI Games America Inc. will repair or replace the defective game pack or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall NAMCO BANDAI Games America Inc. be liable for consequential or incidental damages resulting from the possession or use of this product. The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

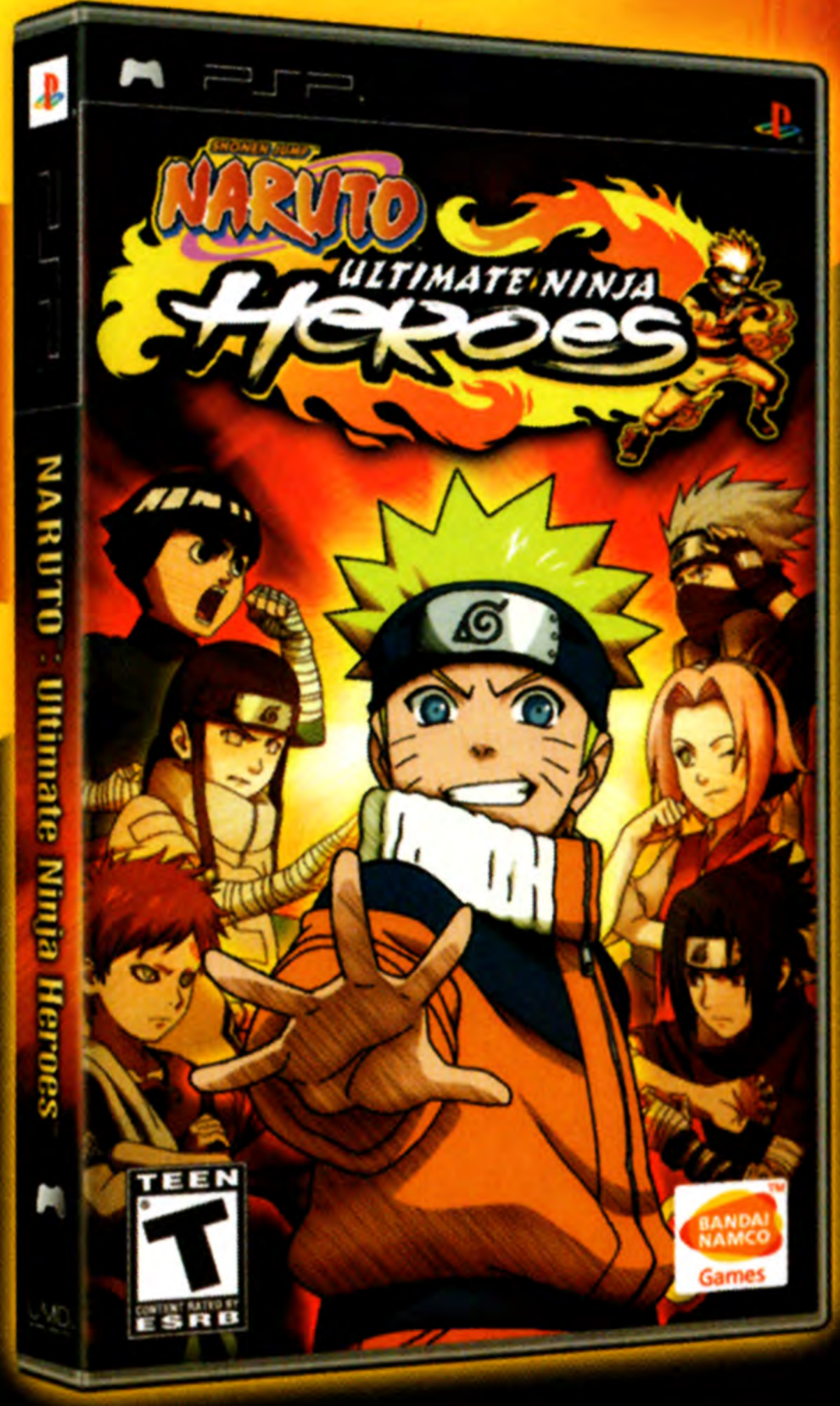
To register product online go to
WWW.NAMCOREG.COM



Great Ninja Aren't Born...
They're Made.



Join The Ultimate
Battle of Heroes!
Anywhere! Anytime!



[HTTP://NARUTO.NAMCOBANDAIGAMES.COM](http://NARUTO.NAMCOBANDAIGAMES.COM)

TEEN T
CONTENT RATED BY ESRB

Cartoon Violence
Comic Mischief
Simulated Gambling
Suggestive Themes
Violence



NARUTO © 2002 MASASHI KISHIMOTO Program © 2004-2007 NAMCO BANDAI Games Inc. Ultimate Ninja is a trademark of NAMCO BANDAI Games America Inc. NAMCO BANDAI Games logo is a trademark of NAMCO BANDAI. NARUTO © 2002 MASASHI KISHIMOTO Program © 2004-2007 NAMCO BANDAI Games Inc. Ultimate Ninja and Ultimate Ninja Heroes are a trademarks of NAMCO BANDAI Games America Inc. "PlayStation", "PS" Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.