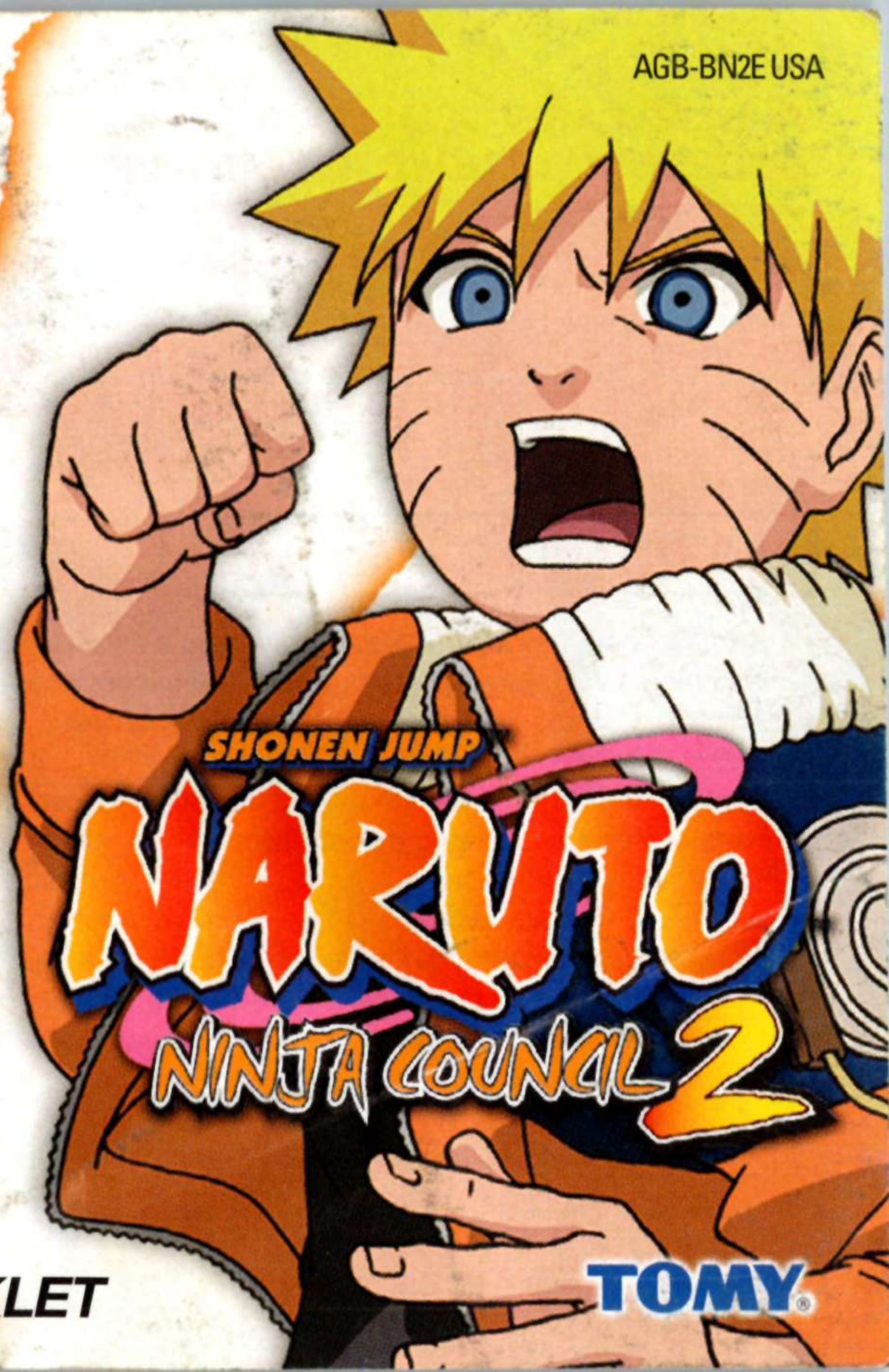


GAMEBOY ADVANCE

AGB-BN2E USA

INSTRUCTION BOOKLET



SHONEN JUMP

# NARUTO

## NINJA COUNCIL 2

TOMY



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

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To avoid battery leakage:

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- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



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# THE STORY

Naruto, Sasuke, and Sakura have graduated from the Ninja Academy, and are ready to take their Chunin Exams. However, the enigmatic Orochimaru has been awaiting just this moment to make a move. Now the ninja team must pass their exams and stop Orochimaru before it's too late!





## L Button

Change character

## R Button

Block

## B Button

Attack / Throw Item

## A Button

Jump / Select Menu Option



## +Control Pad

Move character

## SELECT

Select Scrolls

## START

Pause Game

## GAME TIP:

Holding the L Button and R Button then pressing any direction on the +Control Pad lets you look around the area. Use this to discover out of reach items and look ahead for danger.



# GAME OVERVIEW



1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of Naruto: Ninja Council 2 into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The Title Screen will appear (if you don't see it, begin again at step 1).

**WARNING:** Rapidly switching the POWER may cause a battery-backed Game Pak to lose your stored information.



From the Main Menu, you can choose one of four options. Use the +Control Pad and the A Button to make your selection.

**New Game** – Begin a new game

**Continue** – Continue a saved game

**Co-op** – Cooperative gameplay for two players (uses Communication Mode)

**VS. Mode** – A Ninja Battle for two to four players (uses Communication Mode)

- The game will bring up a Save Dialog after each chapter is completed. Three slots are available, so you have room for you and your friends to each have a spot to save!



# GAME SCREEN



- 1 **Health Bar** – Your current character's total health. The gauge will go from green to blue, then to yellow, and finally to red. When the red runs out, that character is defeated.
- 2 **Combo Meter** – The current number of hits in the combo the character is executing
- 3 **Timer** – Used in certain stages, this shows how much time is left to complete the stage
- 4 **Enemy Health Bar** – Shows remaining enemy health.
- 5 **Scrolls** – Shows the scrolls currently held by the group.
- 6 **Weapon Inventory** – Shows the Throwing Weapon currently held by the party.

## PAUSE MENU

**Pause Menu** – Appears when **START** is pressed. This allows you to view your current score or quit the game if desired.





# BASIC CONTROLS

## BASIC ATTACK

**B**

Press B Button to execute a basic attack. Repeatedly press the button to perform combo attacks.



## UPPERCUT

**B** ↑

Press +Control Pad Up and B Button to knock your enemy into the air.



## THROW

**B**

Press B Button to attack with a Throwing Weapon, if one is being carried.



## JUMP

**A**

Press A Button to jump. Press A Button again while in the air to perform a double jump. Press B Button while jumping to execute a Jump Attack.





## WALK

← OR →

Use the +Control Pad to move the character left or right.



## DASH

←← OR →→

Press the +Control Pad twice in the direction you are facing to make the character dash left or right. Press B Button while dashing to execute a Dash Attack.



## DUCK



Causes the character to duck, avoiding some enemy attacks and projectiles.



## DODGE

→→ OR ←←

Press the +Control Pad twice in the opposite direction you are facing to make the character dodge backwards.



## BLOCK

R

Press and hold R Button to block incoming attacks and projectiles.





# ADVANCED CONTROLS



## COMBOS

Ground Combo: **B**, **B**, **B**, **B**

Uppercut Combo: **B**, **B**, **B**, **↑**, **B**

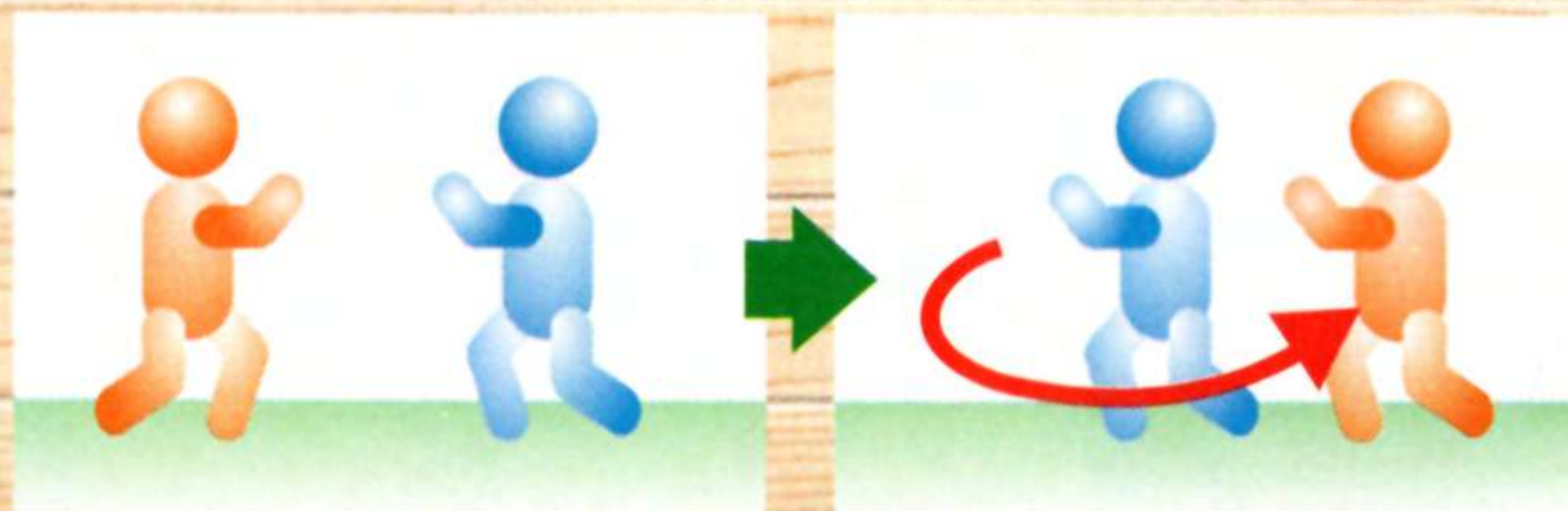
Jump Attack Combo: **B**, **B**, **B**, **A**, **B**



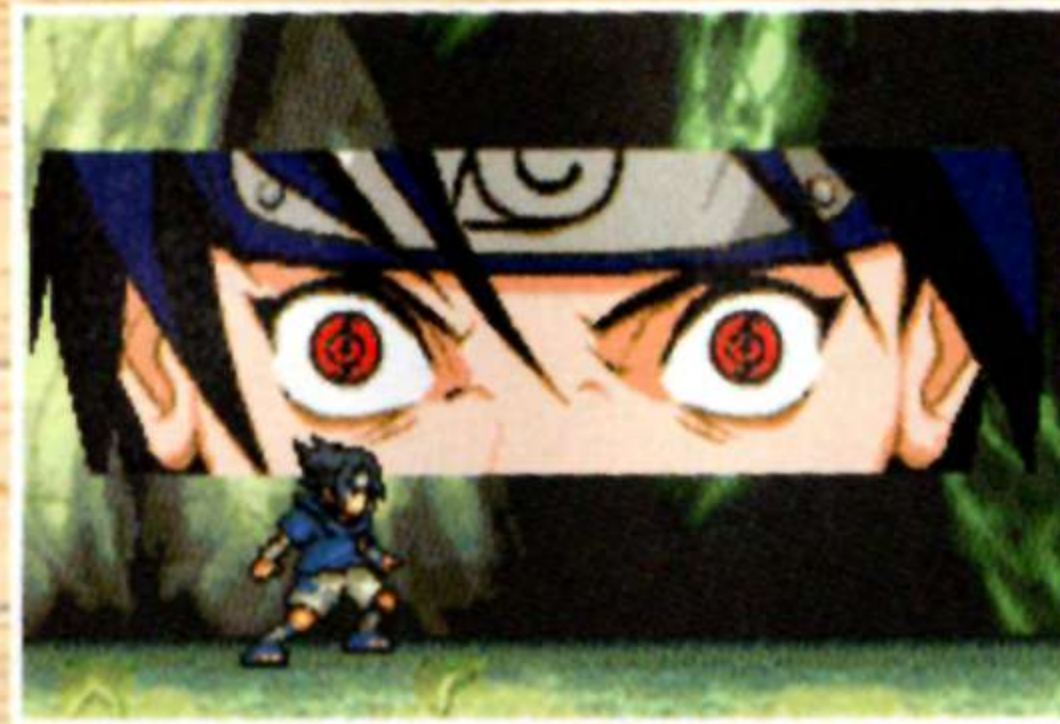
Combo Attack

Teleport: **↓** + **A**, **↑** + **A**

Press +Control Pad Down and the A Button to teleport and appear behind your opponent. Press +Control Pad Up and the A Button to teleport upwards, allowing the character to move through certain ledges.







**Special Jutsu:** ↓, ↓, **B** or ↓, ↑, **B** or ↑, ↑, **B**

By pressing +Control Pad Down twice then pressing B Button (or the other two listed variations) you can execute one of the character's three Special Jutsu abilities. These powerful attacks can increase your speed, slow enemies, or deal out massive damage. Each time a jutsu is performed, a certain amount of health will be taken from your character as well. If you do not have enough health remaining, the jutsu will not be usable.



# CHARACTER CHANGE

By pressing the L Button, you can switch between the characters in the group, making use of each of their varied attacks and abilities. Each character has their own individual Health Bar. When this Health Bar is reduced to empty, the next character in the group will jump on-screen and continue the fight. If all three characters are defeated, it's Game Over.



The order the characters will switch in is Naruto, Sasuke, then Sakura, and back to Naruto again. If one character has been defeated, it will skip instead to the next undefeated character.



**Game Tip:** Some stages will not allow you to switch characters, so get used to each of them so that you can do better when these areas come up!





# SCROLLS



During each stage, you will come across different scrolls that will summon other characters to help you out. When more than one scroll is collected, you can press SELECT to cycle through the available scrolls. Press R Button and A Button at the same time to use the selected scroll and call the character the scroll represents to your aid. You can only carry up to three scrolls at once, and any others that are picked up will simply vanish.



## KAKASHI SCROLL

Attacks the nearest enemy with lightning for big damage.



## KIBA SCROLL

Hits any enemies in the path of Kiba and Akamaru.



## SHIKAMARU SCROLL

Stops time for all enemies on-screen for a short period of time.



## SHINO SCROLL

Hits all enemies on the ground with a swarm of Parasitic Insects.



## CHOJI SCROLL

Choji bounces on-screen to roll over the nearest enemy and those in the immediate vicinity to that enemy, dealing huge damage.



## OTHER ITEMS



Throughout the stages, various items can be found and picked up by the characters.



**HEALTH KIT** – This will restore some health for the character that picks it up.



**THROWING ITEMS** – These items can be picked up then thrown at enemies. Only one can be held at a time, and each character has a different method for throwing each of the items. Experiment to find out which characters use each of these most effectively.



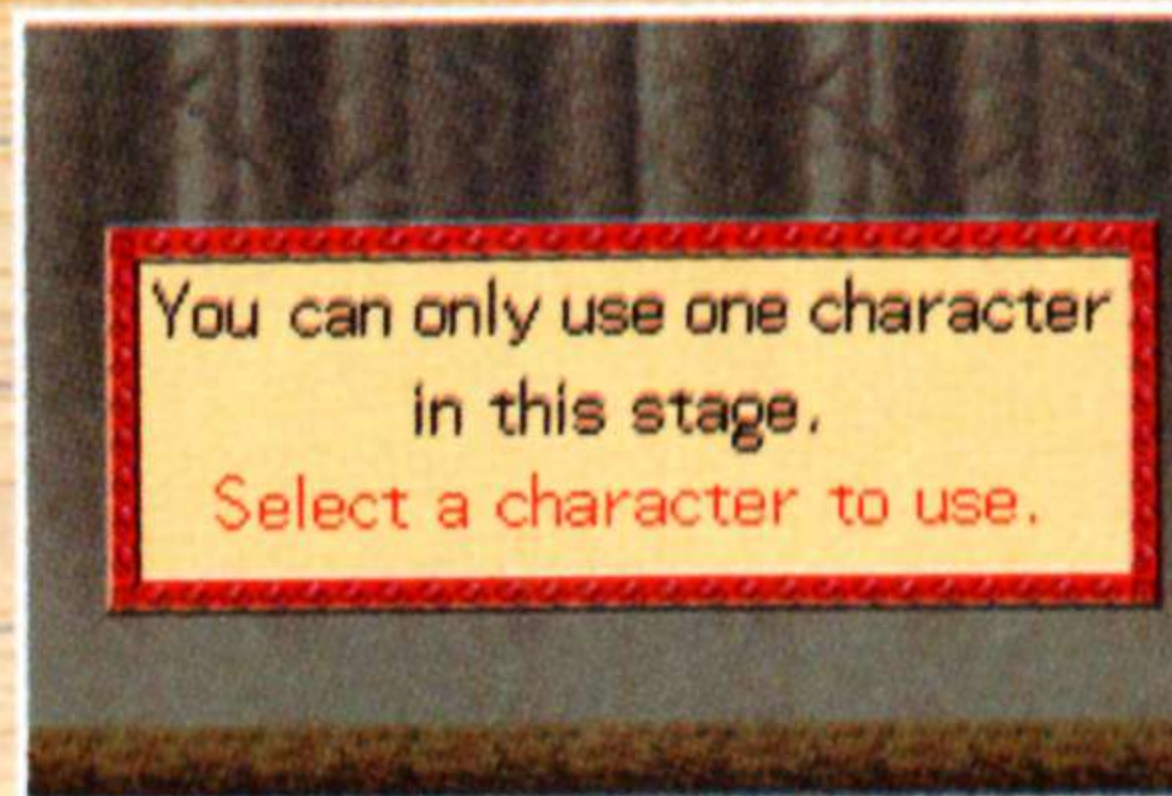
**LEAF SYMBOL** – These will raise your overall score. Collect as many as possible to get the highest score.



# STAGE INTRODUCTION



During each stage, you will come upon points with certain objectives and restrictions. Some areas will state that all enemies will need to be defeated, others will state that characters may not be changed out until the area is complete. Take these directions into account as you move through the stages.



## TRAPS



During some stages, you will come across traps set to stop you in your tracks. Duck, jump, and dodge to get past them and continue on your journey.

Results		Go For Further Growth
Time Remaining	07:03	C
Characters	4/3	A
Enemies Defeated	020/030	B
Leaves Collected	078/075	A
Score		0848389

After each stage is complete, a scoring screen will be displayed showing the time remaining, remaining characters, enemies defeated, and Leaves collected. Get an A rank in all categories and go for a high score!





## CO-OP MODE



Play through the entire game with the aid of a second player! To begin, select Co-op Mode in the Main Menu. Once the second player has successfully joined, press the A Button to continue. You'll now be taken to the Load Screen, where you may either load previous save data or begin a new game altogether. From here, you will be taken to the Character Select screen. Once both players have selected their characters, you may begin playing through Co-op Mode.

- Scrolls may be collected for points but cannot be used.
- The screen is constantly locked on to the host player, if the joined play happens to travel off-screen, they'll be transported back to the location of the host player.
- The joined player may die, but if the host player dies first, both players will be taken to the Continue Screen.





## VS. MODE



Challenge your friends to a battle royale consisting of up to four players! To begin, select VS. Mode from the Main Menu. Once the desired amount of players have joined, press the A Button to continue. You'll now be taken to the Match Point screen, where the host may choose the amount of points required to win a match. After doing so, the host may now select the amount of scrolls each player will possess. You are now done with the prematch setup, once all desired characters are selected, you may begin. Attack your opponents in order to steal their scrolls. When the timer runs out, the player with the most scrolls wins the round.



## CHARACTERS

### NARUTO UZUMAKI

Naruto is mischievous yet always has good intentions. He dreams of one day becoming next Hokage. Because he possesses the spirit of the Nine-Tailed Fox within him, he is often shunned by the rest of the villagers.



### SPECIAL JUTSU

#### Uzumaki Barrage:



Deal a significant amount of damage to one enemy with a barrage of kicks and punches.

#### Sexy Jutsu:



Temporarily daze and confuse enemies with a scantily clad illusion.

#### Summoning Jutsu\*:

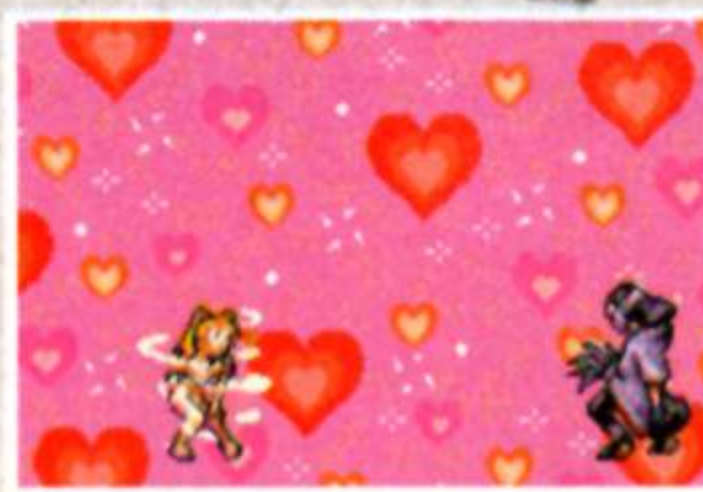


Summon the giant Chief Toad to deal a large amount of damage to all enemies on screen.

\* Be cautious when using this jutsu because it could possibly fail.



Naruto Uzumaki Barrage



Sexy Jutsu



Summoning Jutsu



## CHARACTERS

### SASUKE UCHIHA

Naruto's rival, teammate, and the last remaining member of the Uchiha clan. Sasuke is very dark and serious. Sasuke's main focus is his training, because he always strives to become stronger.



### SPECIAL JUTSU

#### Special Attack:

↓, ↓, B

Deal a significant amount of damage to one enemy with a powerful lightning strike.

#### Barrage of Lions:

↑, ↑, B

Inflict a large amount of damage to a single enemy by hitting them up into the air and slamming them to the ground.

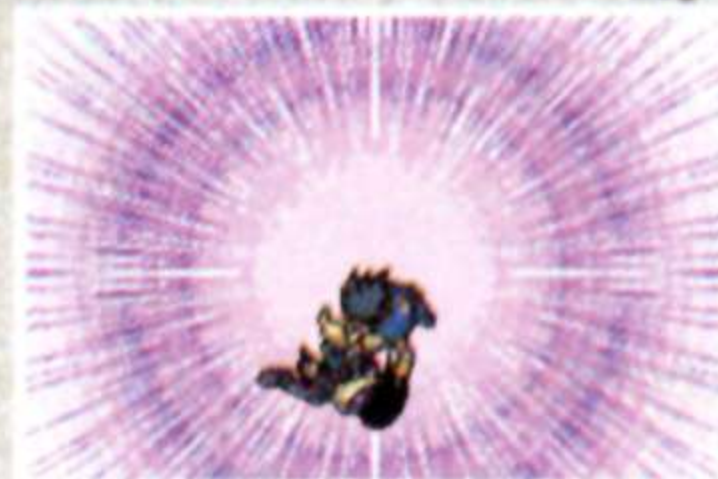
#### Sharingan:

↓, ↑, B

Temporarily decrease the speed of all enemies around you.



Special Attack



Lions Barrage



Sharingan



## CHARACTERS

### SAKURA HARUNO

Sakura is witty and perhaps the smartest ninja trainee. Don't let her sweet and innocent looks deceive you, on the inside, she is one tough ninja.



### SPECIAL JUTSU

Chaaa!!!:



Deal a large amount of damage to a single enemy with a barrage of lightning fast punches.

Perfect Chakra:



Temporarily increase Sakura's speed and attack power.

Chaaa!!! Barrage:



Temporarily allow Sakura to execute the Chaaa!!! jutsu with every attack.



Chaaa!!!



Chaaa!!! Barrage



Perfect Chakra



## CHARACTERS



### KAKASHI

A clever and strict instructor as well as a powerful ninja. Kakashi is the sensei of Naruto, Sasuke, and Sakura.



### SHIKAMARU

Perhaps the smartest Genin; however, the laziest. Shikamaru's use of his unique Shadow Imitation jutsu and extreme intelligence often help him win battles.



### KIBA

A Genin who is a member of a clan which specializes in beast style attacks. Kiba is always accompanied by his small but extremely tough puppy, Akamaru.



### CHOJI

A Genin who always happens to be eating something. Choji is very sensitive to comments regarding his weight and will become very angry when he is made fun of.



### SHINO

A mysterious Genin who possesses special insects that feed off of his chakra and attack at his command.

**THERE ARE MANY SECRETS TO UNLOCK IN NARUTO: NINJA COUNCIL 2. KEEP PLAYING AND SEE IF YOU CAN FIND THEM ALL.**



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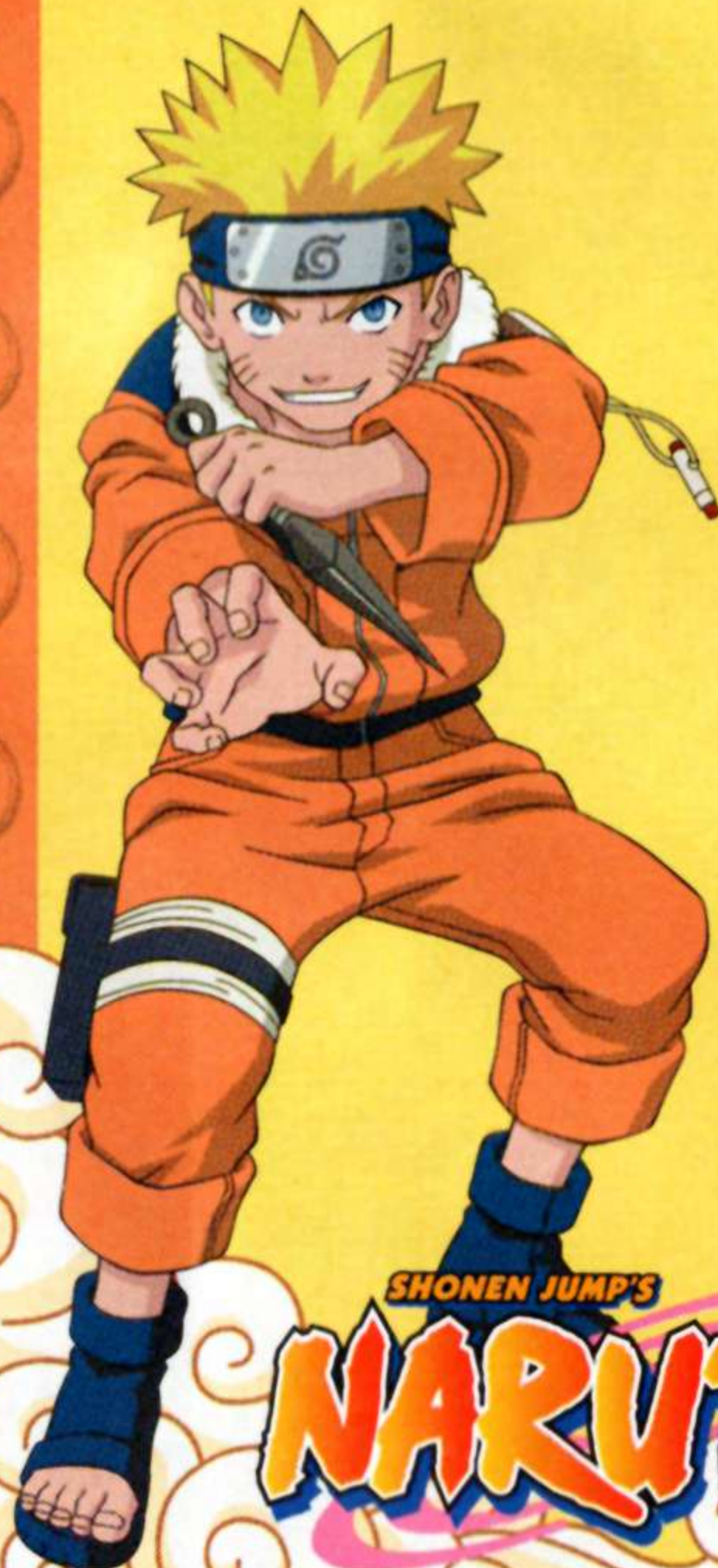
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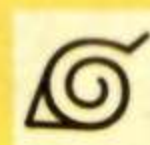
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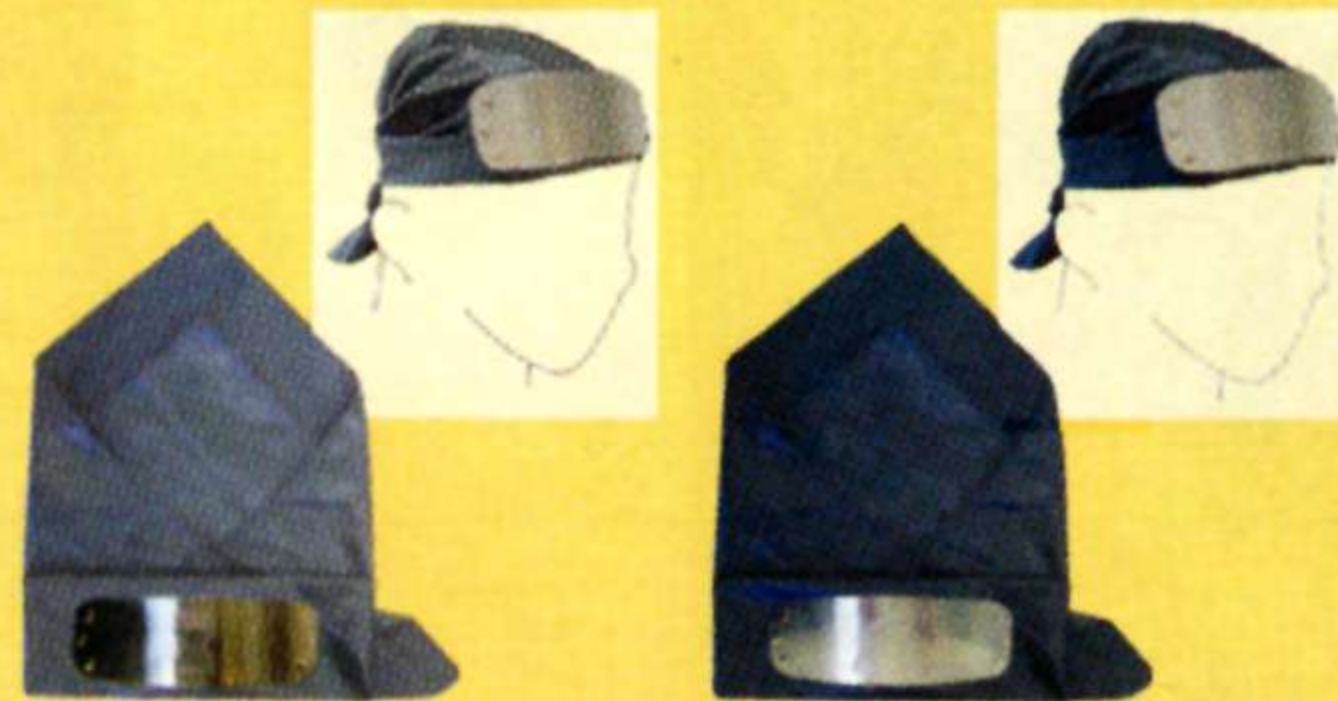


**light image**

**Head Band**



**Bandanna**



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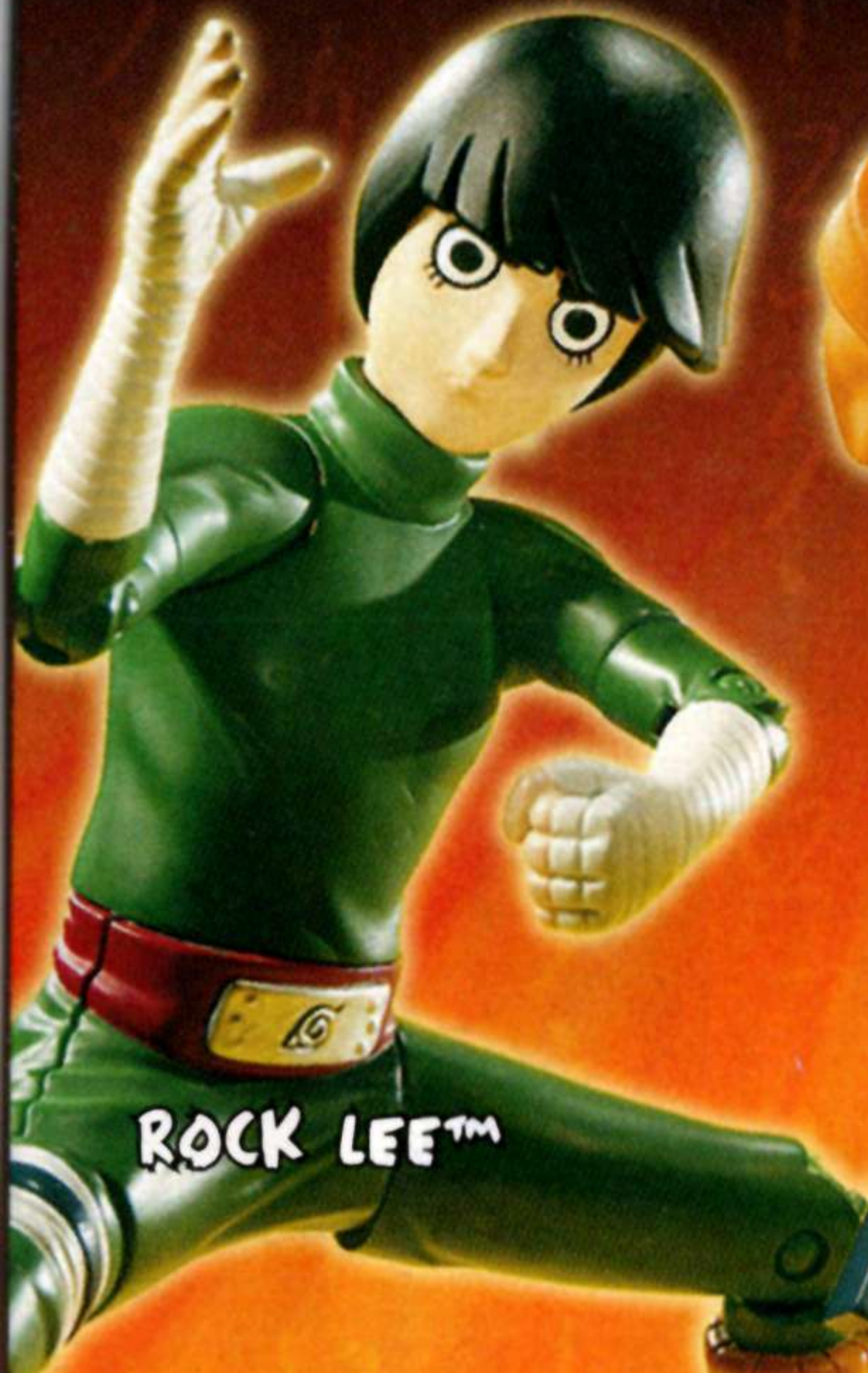


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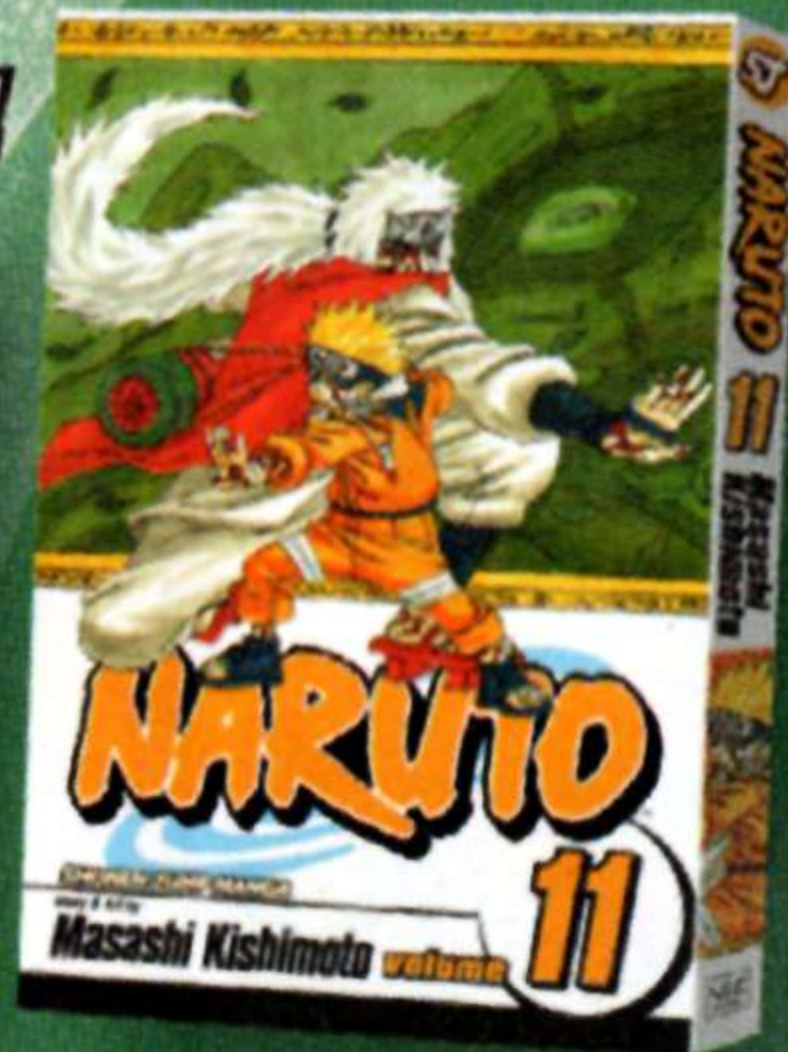


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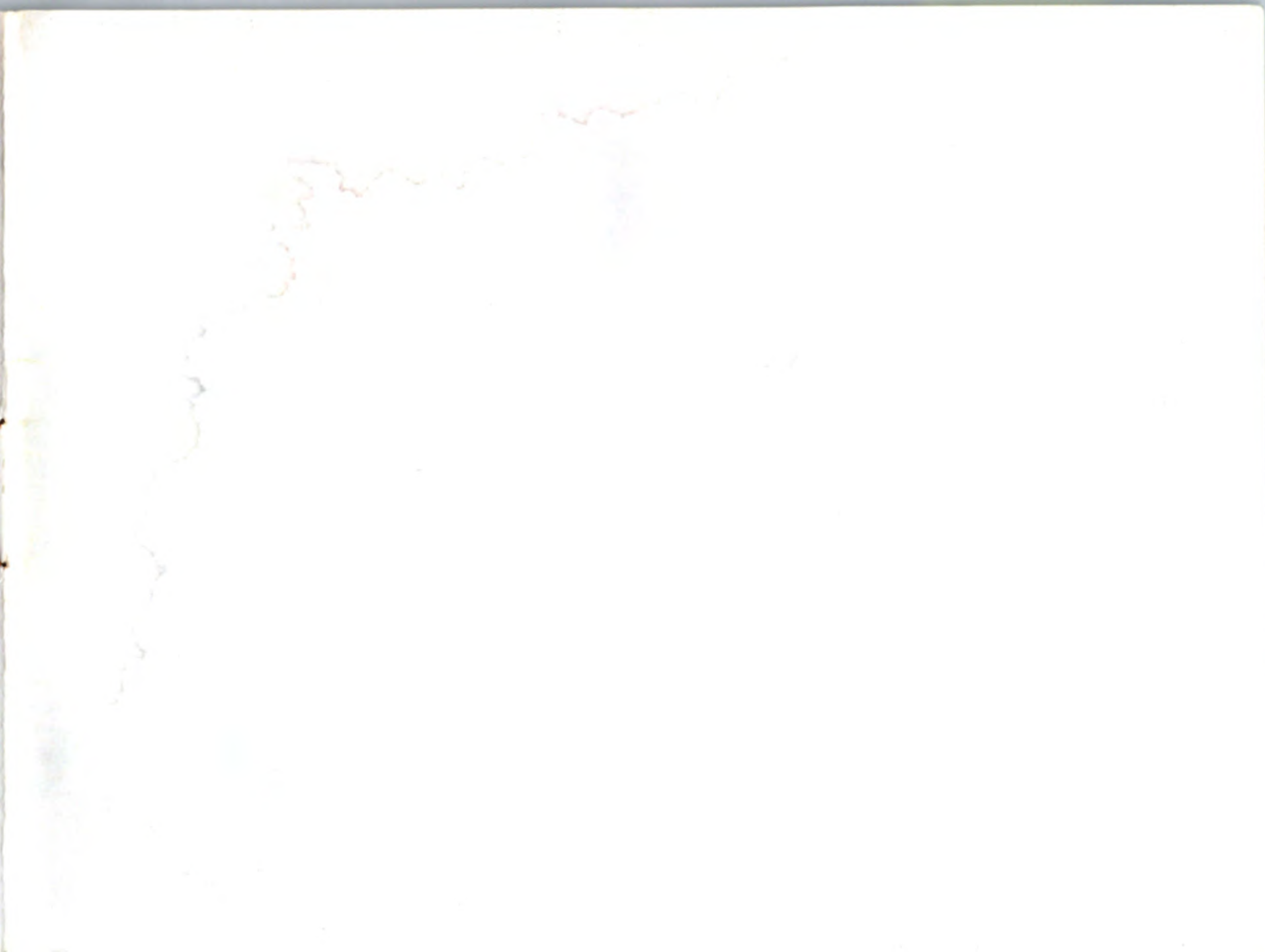
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