

NARUTO ULTIMATE NINJA 2

Naruto: Ultimate Ninja 2, is the second installment of the fighting game series *Naruto: Ultimate Ninja*. The game was released on September 30, 2004, in Japan, June 13, 2007 in North America, and October 19, 2007 in Europe.

Ultimate Ninja 2 features a similar gameplay experience to *Ultimate Ninja*, featuring many of the same gameplay elements and geography. The game replaces the arcade-style story mode from the original game with an RPG-esque story mode that loosely covers the events up to episode 96 in the anime as well as a filler arc made up for the game involving a special seal made by Orochimaru. This is the last game to feature support characters until *Ultimate Ninja 5* as they were excluded in *Ultimate Ninja 3*. This time, the support characters are no longer fixed and all characters in the game have the ability to become support characters.

There is a total of 32 characters featured in the game. All characters have the ability to activate special modes during battle (unlike the original game which restrict the modes to several characters).



Did you know?
Many reviews had criticised the massive difficulty level of harder CPU levels in the game and that some of the controls, such as timing substitution jutsus, were nearly impossible, as compared to its prequel.



Left Analogue Stick	Move
D - Pad	Move
Start Button	Pause
L1 / R1	Scroll Items
L2 / R2	Guard
O Button	Attack
X Button	Jump
Triangle Button	Secret Technique
Square Button	Use Item