



**NARUTO**  
**SHIPPUDEN**

**ULTIMATE NINJA**

**STORM 4**



Thank you for purchasing NARUTO SHIPPUDEN: Ultimate Ninja STORM 4 by Bandai Namco Entertainment for your system. Please read this manual to learn how to play the game and understand the warnings before you begin playing.

\*This software uses fonts from Fontworks Japan Co., Ltd. Fontworks, the Fontworks Japan name, and all font names are trademarks or registered trademarks of Fontworks Japan Co., Ltd.

## Table of Contents

■ Basic information.....	03	■ Online Battle.....	36
■ Basic Controls.....	05	■ Free Battle.....	44
■ Keyboard Controls .....	07	■ Options .....	50
■ Starting the Game .....	08	■ Quickstart (Nederland).....	51
■ Battle.....	10	■ Quickstart (Svenska).....	56
■ Story.....	23	■ Quickstart (Suomi).....	61
■ Adventure .....	26	■ Customer service support.....	66
■ Collection.....	33		

**\* Do not attempt any of this game's action moves in real life.  
Doing so is dangerous and may cause an accident or serious injury.**



## BASIC INFORMATION

3

## BASIC INFORMATION

**Note 1:** Options to set the desired resolution, FXAA, Glare, VSync, Motion Blur and Shadow Quality can be set in Options Menu which can be accessed from the 'Game Mode Select' screen.

**Note 2:** To make the controller as an active input, you would need to return to the title screen and press any button on the controller and you can only use the controller from then onwards. Only one of the input methods (Keyboard/Controller) will be active at any point of time throughout the game.

**Note 3:** The title supports PC Gamepads. The PC Gamepads work in a similar fashion as the Xbox 360 Controller when used in X-Input mode, in this mode the button prompts will always display Xbox 360 Controller icons regardless of the device selected to play and the controls cannot be customized in this mode. Pressing 'Backspace' in 'Game mode select' screen will provide access to 'Keyboard settings'. The title also supports Steam Controller which also works in a similar fashion as the Xbox 360 Controller.

**Note 4:** The PC Gamepads can be used as a Direct-Input device as well. In this mode, you can customize the controls.

Input Device	Customizable Controls
Keyboard	Yes
Xbox 360	Yes
Xbox One	Yes
Steam Controller	Yes

# BASIC INFORMATION

4

## BASIC INFORMATION

### Steam Installation

On purchasing “NARUTO SHIPPUDEN: Ultimate Ninja Storm 4” through Steam’s online storefront, the game will automatically appear in your Games list. Click on the NARUTO SHIPPUDEN: Ultimate Ninja Storm 4 title to bring up the game page. Click on the install button at the top of the page to begin download and installation.

**Note:** The Title also supports Keyboard and Gamepad apart from the Xbox 360 Controller for Windows. User can bind the keyboard keys to any desired controls through in game ‘Keyboard Settings’ menu. The game also takes input from Gamepad and works in the similar fashion as that of the Xbox 360 Controller for Windows, but the button prompts will always display as that of the Xbox 360 Controller for Windows regardless of the device selected to play the game. Also video options are available, wherein the user can select the desired resolution, super sampling and also start the game in Windowed mode. The Video options can be found under the ‘Options’ menu which can be accessed from the ‘Game Mode Select’ Screen.



# XBOX 360 CONTROLLER



## BASIC CONTROLS



- X button: Shuriken
- Hold Y button: Chakra Charge
- B button: Attack
- B button (repeatedly): Combo
- A button: Jump
- A + A button (press rapidly): Ninja Dash
- left stick + A button: Ninja Move (while jumping)

X while moving:  
Shuriken while moving

Phase 1



Phase 2

# XBOX 360 CONTROLLER






6

## BASIC CONTROLS


### Selecting/confirming

left stick/D-pad	Select option
<b>B</b> button	Cancel/Back
<b>A</b> button	Confirm/Skip messages
 button	Skip movies
 button	Keyboard settings / Return to Game Mode Select Screen

### Battle

left stick	Move
D-pad	Use battle items
<b>B</b> button	Strike Attack
<b>A</b> button	Jump (press again in mid-air to Double Jump)
<b>X</b> button	Shuriken
<b>Y</b> button	Chakra Load (hold for Chakra Charge)
right stick	Change Leader
 button	Support Ninjutsu
 button	Support Ninjutsu
 button	Substitution Jutsu
 button	Guard
 button	Pause Menu

### Adventure (free adventure mode)

left stick	Move
<b>B</b> button	Action (talk, break, investigate, etc.)
right stick	Move camera (if available in the area)
RS	Reset camera (if available in the area) *RS = push down on right stick
 button	Main Menu

\*Buttons shown are in-game defaults.



# KEYBOARD CONTROLS



## BASIC CONTROLS

### Selecting/confirming

W,A,S,D keys	Direction keys
= key	Cancel/Back
L key	Confirm/Skip messages
Enter key	Skip movies
Backspace key	Keyboard Settings / Return to Game Mode Select Screen

### Battle

W,A,S,D keys	Move
Direction Keys	Use battle items
= key	Strike Attack
L key	Jump (press again in mid-air to Double Jump)
K key	Shuriken
O key	Chakra Load (hold for Chakra Charge)
4, 6 keys	Change Leader
Q key	Support Ninjutsu
P key	Support Ninjutsu
E key	Substitution Jutsu
I key	Guard
Enter Key	Pause Menu

### Adventure (free adventure mode)

W,A,S,D keys	Move
= key	Action (talk, break, investigate, etc.)
8, 4, 2, 6 keys	Move camera (if available in the area)
H key	Reset camera (if available in the area) *H key = push down on right stick
Enter Key	Main Menu

\*Buttons shown are in-game defaults.

## SELECTING A GAME MODE

Press the **A** button on the title screen to select a game mode. Once you choose a mode to play, the game will begin. You can also use the buttons in the guide at the bottom of the screen to save game data or adjust options.



Button Guide



## STARTING THE GAME

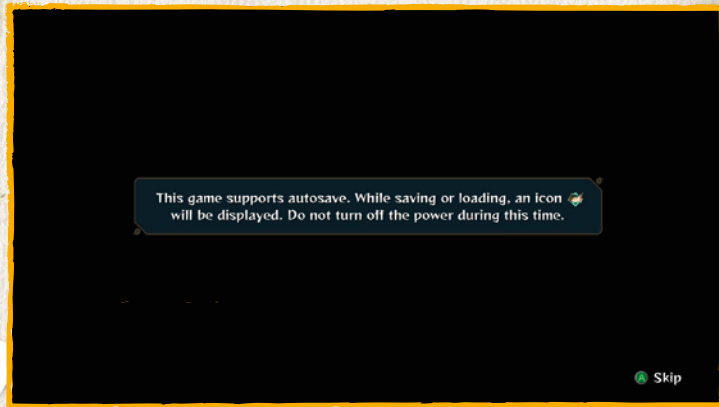
### Game Modes

<b>Story</b>	Play through the events of the Naruto Shippuden story.
<b>Adventure</b>	Adventure through the world of Naruto Shippuden in a story that takes place after the main story.
<b>Collection</b>	View the items you've obtained and other gameplay data.
<b>Online Battle</b>	Battle against opponents all over the world via your network connection.
<b>Free Battle</b>	Create and play the battle of your choice.



# SAVING

Your game data will automatically be saved at the end of a story. You can also save at the Game Mode Select screen, as well as at Save Points in Adventure mode.



\*You must have at least 150KB of free space to save.



# STARTING THE GAME

## Manual Save

### Game Mode Select screen

Press  button in the Game Mode Select screen to save.



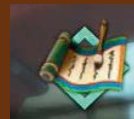
### Adventure

You can save your game at the Save Points found in Adventure.



### Caution when Saving

You'll see an icon onscreen while the game saves your data. Do not turn off the power while this icon is shown.



## FIGHTING IN THE GAME

10

BATTLE

This section describes the basic controls when fighting in the Story, Adventure, Online Battle, or Free Battle modes.

In addition to basic combat, some battles have additional gameplay elements to work with.




### Battle Rules



- If you bring your foe's Health to 0 within the time limit, you win.
- If both fighters' Health is the same after time expires, or they KO each other simultaneously, the round is a tie.
- If time expires, whichever fighter has more Health wins.

### Pause Menu

Press the  button during battle to bring up the Pause Menu. The options available depend on which game mode you're in.

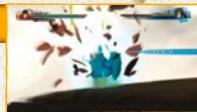


### Weapon Break

You may trigger an animation that destroys your foe's weapon.

### Armour Break

Strike your foe under the right conditions, and you may damage their costume, lowering their defense but boosting their attack.



### Boss Battles

Onscreen buttons or afterimages show you what to do in these interactive action sequences.

### Mob Battles

You may find yourself facing off against a mob of foes in the Story mode.





# PREPARING FOR BATTLE



## BATTLE

### Character Select



#### Select a leader

Select the character you want to use in battle. Press **LB** or **RB** to page through the character list.



#### Customize Selection

Press the **X** button to select a player character that you've previously customized.

#### Select Support Character

In a Team Match, you can select Support Characters to go with your leader.

\*Press **LT** or **RT** to change character costumes in this screen, if any are available.



#### Battle Settings



Adjust the battle options, if the current game mode lets you. Press the **START** button in the Character Select screen to access. Use the left stick or D-pad to change settings.



### Ninjutsu Customization

Change the ninjutsu you'll use in battle. Select "Settings Complete" to go on.



### Select Stage

Select the stage to fight in, if the current game mode lets you. In stages with a "Drop! Watch out!" icon, you'll take damage if you fall into a pit.



## ROUND SETTINGS

You can set the number of rounds in an Online Battle or Free Battle. If you opt for three rounds, whoever wins two rounds is the winner. You can also move around and change leaders between rounds.



Round settings

12

BATTLE

### Gauges at Start of Next Round

	Round Winner	Round Loser
Life Gauge	Retained from end of last round	Refilled to MAX
Chakra Gauge	Refilled to MAX	
Substitution Gauge	Refilled to MAX	
Storm Gauge	Reset to zero	



# BATTLE SCREEN

13

BATTLE

## 1 Life Gauge

Displays your current Health.

## 2 Chakra Gauge

Displays your current chakra level.

## 3 Substitution Gauge

Required to use your Substitution Jutsu. This fills over time, among other ways.

## 4 Storm Gauge

This fills as you call for support or use moves that consume chakra. When it's maxed out, you can perform a Linked Secret Technique.

## 5 Support Gauge

Displayed around your Support Character's icon. Consumed when you use Support Ninjutsu or change leaders.



## 6 Time limit

The amount of time you have until the end of battle.

## 7 Ninja Tools

The types and quantities of Ninja Tools at your disposal.

## 8 Battle Round

The count of rounds in the battle.

## 9 Ninja Treasure Notice

Notifies you when you earn Ninja Treasures, special items earned by fulfilling certain conditions in battle. Ninja Treasures can be traded for Collection Items at the General Store Bandai, the shop accessible from Collection, Online Battle mode or Adventure mode.

**Jump**○ **A** button

Leap into the air.

**Ninja Move**○ left stick + **A** button while jumping

Execute some fancy footwork in the direction you move the left stick to keep your foe flat-footed. Keep the **A** button held to execute a chain of Ninja Move sidesteps.

**Double Jump**○ **A** button while jumping

Press the **A** button to jump, then press it again to execute a Double Jump.

**Ninja Dash**○ **A** button twice rapidly

Make a high-speed dash toward your foe. During a Ninja Dash, you'll automatically deflect any kunai, shuriken, or other flying objects.





# ATTACK

15

# BATTLE

## Strike Attack

 B button


Execute a strike move.



## Combo

 B button rapidly

Execute a combo. Click the left stick in certain directions to change the type of combo. See the 1P (or 2P) Combo List in the Pause Menu to see what's available.

\*Some characters perform combos with the  button



## Throw

 Guard + B button

Throw your enemy. Throws cannot be guarded against.



## Shuriken

 X button

Throw a shuriken or kunai.



**Guard**

Guard against enemy attack. Guard too many attacks in a row, and your foe will trigger a Guard Break and knock you out for a period of time. Move the left stick back and forth and press the buttons repeatedly to recover a little faster.

**Counterattack** + button just when an attack lands

Get the timing just right, and you'll counter your foe's attack and send them flying.

**Substitution Jutsu**

Substitution Jutsu lets you dodge enemy attacks. One notch will be taken off your Substitution Gauge every time you perform one.

**Rebound** Hold down when sent flying

Make a safe landing from a blow, letting you avoid losing any Chakra Spheres.  
\*Repeatedly pressing the button also does a rebound.





# NINJA TOOLS



## BATTLE

### Use Ninja Tool

D-pad

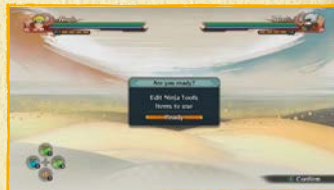
Use the Ninja Tool assigned to each D-pad (↑ ↓ ← →). You can change your Ninja Tools just before battle starts, or at the Main Menu in Adventure mode.



### Edit Ninja Tools



Select the Ninja Tool you want to use from the list, use the D-pad to select where to assign it to, then press the **A** button to place the Ninja Tool in your Item Palette. Ninja Tools can be purchased at the shop, as well as awarded after battle.



## Chakra Load

 Y button

Release your chakra to surround yourself in a blue aura, letting you unleash assorted Chakra Load moves.



## Refilling the Chakra Gauge



You can fill up the Chakra Gauge in two different ways: Hold down the **Y** button to perform a Chakra Charge, or pick up the Chakra Spheres dropped by foes when they hit the ground. Chakra charging near these dropped Chakra spheres will also pick them up.





## Chakra Load Actions

 **Chakra Shuriken** — Chakra Load + **X** button

Fire a shuriken that's stronger than normal ones. Some characters might throw different weapons as well.

 **Chakra Dash** — Chakra Load + **A** button

Dash towards your foe, automatically deflecting any kunai, shuriken, or other flying objects. This has more range and speed than a normal Ninja Dash. Hold the left stick back to execute a Chakra Back Dash with this move.

 **Charged Chakra Dash** — Chakra Load + hold **A** button

Dash along the ground with more range and speed than a Chakra Dash.

 **Ninjutsu** — Chakra Load + **B** button

Perform your character's unique ninjutsu. Some characters will use different types of ninjutsu, depending on how long you hold the **B** button down.



## Support Ninjutsu



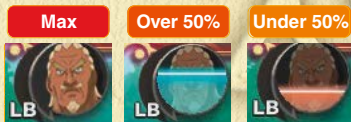
Use a Support Ninjutsu when your support character's Support Gauge is at MAX.



## Support Gauge



The Support Gauge is used when unleashing a Support Ninjutsu or changing leaders. It gradually refills over time.



## Change Leader



If your support character's Support Gauge is over 50% full, this lets you change control to that character. You can also do this during combos to connect the combo to the other character.



## Support Actions



Once your Storm Gauge is full enough, your character will glow yellow and automatically launch a Support Action. Each character has their own Support Actions they can unleash.



### Strike Back

Add an extra strike to moves that blow the enemy away. If your foe executes a Strike Back, press **LB** or **RB** to execute a Counterattack Substitute, regardless of how full your Storm Gauge is.

### Cover Fire

Attack alongside your Support Character when using Chakra Shurikens.

### Charge Assist

Boosts the speed of a Chakra Charge.

### Charge Guard

When a Guard Break triggers, your support character appears to guard for you.

### Dash Cut

When your foe executes a Ninja Dash or Chakra Dash, your support character

appears to guard for you.

### Secret Technique Substitution

When your foe executes a Secret Technique, your support character takes the strike, leaving you undamaged. The support character will not be available for a period of time afterward.

### Falling Substitute

When you are falling into a pit, your support character falls in for you and puts you back in the field. The support character will not be available for a period of time afterward. All characters can do this, regardless of how full their Storm Gauge is.

# SECRET TECHNIQUES AND AWAKENINGS

20

BATTLE

## Secret Technique

 button

Perform your character's unique Secret Technique.



## Linked Secret Technique

 button

This becomes available if your Storm Gauge is maxed out. Using it brings the gauge back down to zero. Depending on who's in your team, the final move launched might be a Combination Secret Technique.



## Awakening

 Hold **Y** button until Awakening Lamp lights up

Once your Life Gauge goes below a certain level, the Awakening Lamp will appear next to your Chakra Gauge. Keep charging chakra to light the Awakening Lamp and unlock this move.



## Awakening Combo

Perform an Awakening when your Storm Gauge is maxed out, and everyone on your team will Awaken at once. Depending on your team's makeup, this could trigger an Awakening combo.





# ELEMENTAL AND STATUS EFFECTS

## Elemental Effects

If you're hit by a Fire, Lightning, or Water-Style move, you'll get an Elemental Effect. Once you do, your body will take continual damage. Elemental Effects go away quickly if you execute a Ninja Move.



## Status Effects

Your character's status may change after being hit by certain attacks, using certain Ninja Tools, or going out of an Awakening. When this happens, you'll see a Status Effect icon underneath the Substitution Gauge.



## Status Effect Icons



	Strength Up		Defense Up		Movement Speed Up
	Strength Down		Defense Down		Movement Speed Down
	Better Chance of Guard Break		Life Gauge Drain		Cannot Take Action
	Cannot Use Chakra		Automatic Substitution Jutsu		Awakened
	Can't Awaken (Post-Awakening)		Recovery Speed Up		Chakra Recovery Speed Up Deflecting Enemy Shuriken
	Easier to Build Chakra Gauge Easier to Build Substitution Gauge				

# END OF BATTLE

# 22

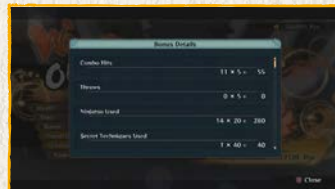
# BATTLE

## Results

If you win the battle, you'll see your battle score and Ryo earned on this screen. Press the **X** button to view the requirements needed to earn bonuses.



Battle Score Screen



Bonus Requirements Screen



## Mini-Results



After boss battles in Story, you'll see your battle score in a simplified results screen.



## Auto-Save

After battle, the game will auto-save your progress and continue forward. Do not turn off the power while the auto-save icon is onscreen.

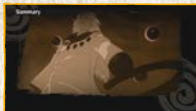


Auto-Save Icon



# PLAYING THROUGH STORY

## Story Game Flow



### Summary

Select Story, and you'll see a summary of the story so far. In subsequent plays, the game will move on to the Storyboard afterward.

### Event Scene

You'll then view an event scene.

\*Some episodes consist of nothing but event scenes.



### Battle

Satisfy the requirements of the battle, and you'll finish the stage and move on in the game. Story contains a variety of battles for you to challenge.



### New Episode Unlocked

After viewing the Episode Results, a new episode will be unlocked and you'll view a preview movie. Select the unlocked episode from the Storyboard to move on in the game.

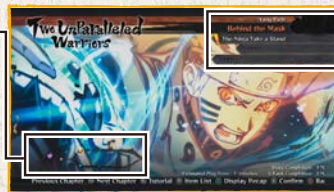


## The Storyboard

Select an episode from the Episode Board, then choose a chapter to play.

### Episode Board

Finish an episode, and the next episode will be unlocked.



### Chapter List

The battle icons show you what kind of battle this is. Ranks are also shown for previously-beaten chapters.



## Chapter List Battle Icons



Boss Battle



Free Battle



Mob Battle



Dramatic Battle

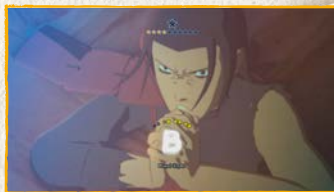
Select a chapter, and a confirmation screen will appear. Make any selection to start the game.

# BOSS BATTLES

Boss battles usually involve more than basic fighting. Other gameplay elements will also show up, depending on the situation.

## Interactive Actions

During battle, press the buttons or inputs displayed onscreen to successfully trigger the action.



## Afterimage Actions

If an afterimage appears in battle, use the left stick to match its moves and successfully trigger the action.



## Weapon Destroying

If a weapon appears in the battlefield, go into the circle and hold down the **B** button until the gauge is maxed out to pick it up. Once you deal enough damage, your foe's weapon will also be broken.



## Gigantic Foes

At times you'll find yourself toe to toe with huge foes, such as beasts and summons. The controls here are the same as in regular battle. You'll also see Secret Actions and Afterimage Actions trigger.





# MOB BATTLES

Mob Battles involve fighting a large number of foes at once. The controls are the same as in regular battle, but you'll also be able to trigger Interactive Actions by pressing the onscreen buttons or inputs.



25

STORY

Player's Life Gauge

Number Defeated



Number of Attacks

# FREE ADVENTURE

26

ADVENTURE

Free Adventure lets you take on assorted missions and explore the world of Naruto Shippuden in a tale that takes place after the main story.

## The Free Adventure Screen

While in Free Adventure, you'll see assorted onscreen displays to help you along.

### Target Display

This shows the destination you must reach to proceed with the story.



### Mini-Map

Your current position and surrounding area. Press the **Y** button to view the Area Map.



## Event Details



In Free Adventure, press **RB** to view your current progress and information on the current event.



## Free Adventure Controls

### Move

Push the left stick a little to walk and all the way to run.



### Perform Action

Approach a target and press the **B** button to engage in actions like talking, breaking, picking up, saving, and so on.



### View Tutorial

If a tutorial is shown under the Mini-Map, press the corresponding D-pad to view it. You can also view tutorials off the Main Menu.




### Open Main Menu

Press the **START** button to bring up the Main Menu.





# MAIN MENU

Press the  button in Free Adventure to bring up the Main Menu. Select the action you want from the options available.

\*More options will be added as the game goes on.

## Free Adventure Top Menu Options



Main Menu List

Main Menu Description

Event Details	View your current progress and information on the current event.
Edit Ninja Tools	Edit the Ninja Tools you use in battle.
Item List	View the items in your possession.
Collection	Browse through the items you've collected so far.
Tutorial	View a list of tutorials to help you with the game.

## Talking

You can talk to characters with word-balloon icons above their heads. Approach the character, and when the color of the word balloon changes, press the **B** button.



## Word Balloon Icons



Shown over townspeople you can talk to.



Shown over characters involved with main story events.



Shown over characters involved with sub-events.



Shown over characters involved with side quests.



Indicates the end of a sub-event. Talk to this person to earn a reward.



Talk to this person to shop for items.



## Navigating Conversations



Press the **A** button to move on in the conversation. Some conversations allow you to press the **START** button to skip them.





## Area Map

In Free Adventure, press the **Y** button to open the Area Map, which shows your position, places where events are triggered, and Save Point. Press the **Y** button again to switch to the Full Map.



## World Map

Go to a Warp Point and press **B** button to view the World Map.



## Full Map

In the Area Map, press the **Y** button and select an area from the list to teleport there instantly.



Location list

Move the cursor to where you want to go and confirm your selection to go there instantly.



Main Event destination

# EVENT DETAILS

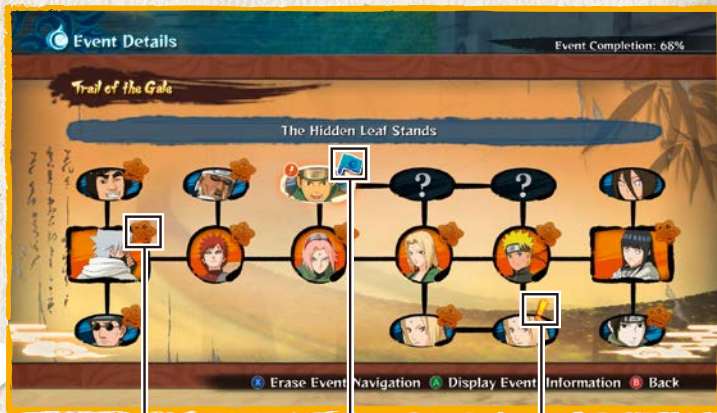
This shows you the events you've accepted, both now and in the past. Bring the cursor to an event and press the **A** button to view details on that event. Press the **X** button to turn Event Navigation on and off.



## Event Navigation



Event Navigation can only be used with sub-events. Turn it on, and you'll see target destinations pointed out for you on the map.



Event complete icon

Main Event in progress

New event





# ITEM LIST

View and use the consumable and story-related key items in your inventory.

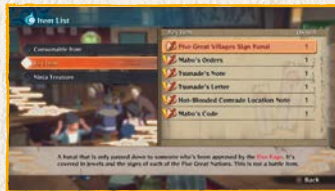
## Consumable Items

These items help you along in battle and throughout the game. You can purchase them at stores or discover them in Free Adventure.



## Key Items

These items are used in sub-events and other areas.

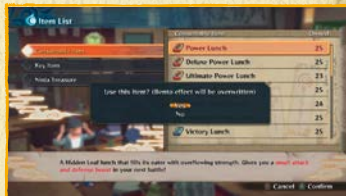


## Using Items



Use the cursor to navigate through the lists and select an item to use it.

\*Some items, such as those used during battle, cannot be used from your Item List.



## Shopping



Talk to a store owner, then choose whether to purchase or sell items. Select an item or its price, use the left stick or D-pad to change the quantity, then confirm your selection.



This lets you browse through the tutorials shown when you press the directional button during a Free Adventure or while you proceed through the game.

## Tutorial Top Menu

The top menu displays a list of tutorial categories. Select the one you want and confirm to move on.



## Tutorial Sub-Menu

Select the tutorial you want from the list and confirm to view it.



## Viewing Tutorial Pages



If a tutorial spans multiple pages, press the **A** button to move to the next page, or use **LB/RB**, the left stick, or the D-pad to flip through pages.





# THE COLLECTION MENU

33

COLLECTION

This menu lets you buy, sell, or exchange Collection Items, as well as view the items you've acquired up to now. Select the action you want from the Collection options available.

## Collection Menu



General Store Bandai	Buy or sell Collection items and exchange Ninja Treasure
Matching Voice	Listen to the Matching Voices used in the game.
Ninja Info Card Picture	View the images you can put on your Ninja Info Card.
Title	View the titles you can put on your Ninja Info Card.
Ninja Info Card Skin	View the frames available for your Ninja Info Card.
Substitution Item	View the Substitution Items you can equip on characters.
Finish Cut-In Image	View the Finish Cut-In Images of the game's characters.

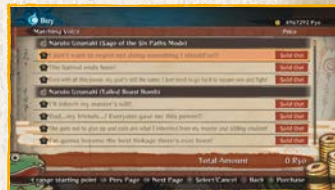
### General Store Bandai

From the shop menu, you can opt to Purchase or Sell, as well as Exchange Ninja Treasures for Collection Items. Make a selection to move on to the item selection screen.



### Matching Voice

Select the Matching Voice you'd like to hear from the list. Press the **X** button to listen to it.



### Bulk Purchase/Exchange



Press the **RT** and **Y** buttons to select a range of items. Move the cursor to select the items you want to purchase in bulk or exchange individually, press the **RT** and **Y** buttons again, then press the **A** button.



### Ninja Info Card Picture

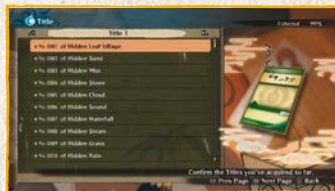
Use the cursor to select a Ninja Info Card Image. You'll see a preview of your Ninja Info Card with the image on the right side of the screen. Press the **X** button to open a sort window that lets you change the order of the list.





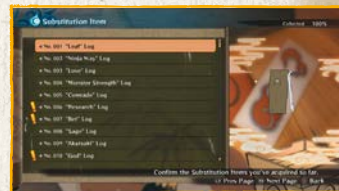
## Title

Move the cursor to scroll through the available titles. Press the **LT** or **RT** to change Title 1 and Title 2.



## Substitution Item

Move the cursor to scroll through the available items. Bring the cursor over a Substitution Item, and you'll see it on the right side of the screen.



## Ninja Info Card Skin

Use the cursor to select a Ninja Info Card Skin. You'll see a preview of your Ninja Info Card with the skin on the right side of the screen.



## Finish Cut-In Image

Select the Finish Cut-In Image you want to see from the list and press the **A** button to play it.



# ONLINE BATTLE TOP MENU

36

ONLINE BATTLE

Select the game type you want to play from the Online Battle Top Menu. Follow the button guide on the bottom of the screen to view your battle record and Play Matching Voice.

\*You must have an active Internet connection to play online.

\*Once you complete online authorization, you will receive a Login Bonus for logging in once per day.



## Limited Time Only Events



If a limited-time-only event is underway, select the option 'Limited Time Only Event' below the banner to play it.



## Online Battle Top Menu Options

<b>Online Battle</b>	Select a game mode and battle online.
<b>Customize Character</b>	Add or remove character accessories and make various edits.
<b>Preset</b>	Save the characters you want to use in battle in advance.
<b>Ninja Info Card Menu</b>	View your available Ninja Info Card parts, customize your own card, and look at cards you've exchanged with others.
<b>Check Bingo Book</b>	View your Bingo Book.
<b>General Store Bandai</b>	Purchase Collection Items. Go here for details
<b>Leaderboards</b>	View the current Leaderboards.



# ONLINE BATTLE

37

# ONLINE BATTLE

Select the Battle Mode you want from the options available in the Battle Menu. You'll then configure your session in the next sub-menu.



## Battle Menu Options

<b>Ranked Match</b>	Battle with players worldwide for Leaderboard fame.
<b>Player Match</b>	Fight a one-on-one battle using whatever settings you want.
<b>League</b>	Fight against other players in a round-robin championship.
<b>Tournament</b>	Fight against other players in a tournament-style championship.
<b>Endless</b>	Fight an endless line of opponents and try to build the longest win streak possible.
<b>Friend Search</b>	Search the session hosted by your Steam friends.

## Session Settings



### Quick Search

Search for available sessions without defining any conditions.

### Session Search

Search for available sessions that match your given conditions. Search conditions available depend on the battle type you selected.



### Create Session

Define settings, create a session, and wait for opponents. You can also invite friends to your session unless you went for a Ranked Match.



## Search Sessions



You will find a session that matches your given conditions.



# THE LOBBY

38

## ONLINE BATTLE

Select the action you want from the Room Menu options available. The lobby screen provides assorted data for your convenience.

### Room Menu Options

<b>Battle OK</b>	Prepare for battle. In Endless mode, battle begins once the top two players select Battle OK.
<b>View Battle Record</b>	View your foe's battle record.
<b>Remove Player</b>	Kick the player out of the lobby, if you're the host.
<b>Invite Friend</b>	Invite your friends to join the battle.
<b>Leave Session</b>	Leave the lobby.

The screenshot shows a lobby for a 'Ranked Match' between two players, both using the character Naruto. The interface includes a 'Session Info' window at the bottom left, a 'Ranked Match Record' window at the bottom center, and a 'Host' button at the bottom right. Callouts point to various menu options: 'Voice Chat' (top center), 'Friends' (top right), 'Connection Status' (middle right), 'Session Info' (bottom right), 'Private Slots' (bottom left), 'Single Match' (bottom center), 'Team Match' (bottom center), 'Host' (bottom right), and 'Number of Rounds' (bottom center, showing '1').



# BATTLE FLOW

39

## ONLINE BATTLE



### Character Select

Select your character before time runs out.

### Select Stage

Select the stage to play in, if you're the host.



If you're playing a League or Tournament, the host can adjust the matchup table.



### Battle

Fight out the battle.

### End of Battle

What happens after battle depends on which mode you chose.



### End of Battle

<b>Ranked Match</b>	The game shows the results, then displays the End of Battle Menu.
<b>Player Match</b>	
<b>League</b>	Once all the battle results are announced, the game goes back to the league table. If there's a tie for 1st at the end of the League, there will be a tiebreaker fight to crown the champion.
<b>Tournament</b>	The game returns to the tournament table, showing battle fixtures for the next round.
<b>Endless</b>	Fight an endless line of opponents and try to build the longest win streak possible.

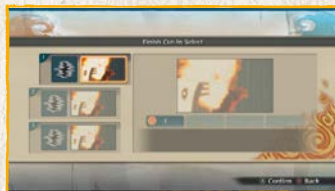
# CUSTOMIZE CHARACTER/PRESET

40

## ONLINE BATTLE

### Customize Character

You can create and save up to three customizations per character.



### Preset

You have the option of creating a team before starting play. Select the leader and support members you want from the character list.



### Customize Types



#### Substitution Select

Select the item to swap in for during a Substitution Jutsu.  
\*Not available for all characters.

#### Finish Cut-In

Select a Finish Cut-In Image for the character.



# NINJA INFO CARD MENU



## ONLINE BATTLE

This lets you view the Ninja Info Cards you've exchanged, as well as edit your own card.



### Edit Ninja Info Card

#### Edit Ninja Info Card Image

Select the image you want to put on your Ninja Info Card.



### View Ninja Info Cards

View the Ninja Info Cards you've collected from online opponents. Select the card you want to view. Press the **LB** and **RB** to page through.



\*You can keep up to 300 Ninja Info Cards. Once you go past that, your oldest cards will be overwritten with the new ones.

\*You can lock Ninja Info Cards to prevent them from being overwritten. Up to 100 cards can be locked.

#### Edit Title

Select the titles you want to put on your Ninja Info Card. Press the **LT** or **RT** to switch between the Title 1 and Title 2 tabs.



#### Edit Ninja Info Card Skin

Select the skin you want to put on your Ninja Info Card.



#### Edit Matching Voice

Select the Matching Voice you want to use.



# BINGO BOOK

You can earn rewards for battling Bingo Book characters online. Your Bingo Book is updated once per day.



## Check Bingo Book

View the characters you're asked to battle today. Select a character to view the rewards you can earn for battling them.



42

# ONLINE BATTLE

## Check Completion Count Rewards

View the available rewards, which change depending on your completion count.





# LEADERBOARDS

This lets you view the Leaderboards, determined by the Battle Points (BP) earned in Ranked Match. Press the **A** button to change Leaderboard display conditions.



## Options Available on Leaderboard Screen

### View Your Ranking



Press the **START** button to jump to your place in the Leaderboard. If you're out of the Leaderboard entirely, nothing will happen.

## Types of Leaderboards

Press the **LB** and **RB** to switch between sorting the leaderboard by overall stats, stats by area, or friends only.



### Display Battle Record

Select a player from the Leaderboard and press the **X** button to view that player's battle record.



# FREE BATTLE MENU



## FREE BATTLE

Select the battle mode you want to play from the Free Battle Menu.



Button Guide

### Free Battle Menu Options

<b>VS Battle</b>	A normal match between two opponents.
<b>Tournament</b>	A tournament-style championship held with four to eight players.
<b>League</b>	A round-robin style championship.
<b>Survival</b>	An elimination championship where your health is refilled after each battle depending on the battle results.
<b>Practice</b>	Practice fighting under any conditions you like.
<b>Customize Character</b>	Edit Substitution Items and Finish Cut-In Images.
<b>Preset</b>	Save the characters you want to use in battle in advance.



# VS BATTLE

45

FREE BATTLE

## VS Battle Game Flow



### VS Battle Settings

Highlight and use the left stick or D-pad to change settings.

### Preparing for Battle

Select the characters and stage to use.



### Battle Start Screen

View your battle records up to this point. Once loading is complete, the battle will begin.



### End of Battle



The game shows the results, then displays the End of Battle Menu. Select the action you want from the options available.



# TOURNAMENT

46

FREE BATTLE

## Tournament Game Flow



### Tournament Settings

Move the left stick or D-pad to change settings.

## Ever-Changing Tournament



### Preparing for Battle

Select Ever-Changing Tournament from the Tournament Settings, and the conditions of battle will change with each fight. Player one selects characters (starting with 1P), the game shows the tournament table. You'll then choose a stage to play in.

### Tournament Table Controls

Press the **X** button to switch between PLAYER and COM. Press **RB** and select two players to swap their positions in the table.



### Battle Start Screen

Once loading is complete, the battle will begin. If this is an Ever-Changing Tournament, loading will begin after the next battle conditions are set.



### End of Battle



The game shows the results, then applies them to the tournament table. If the tournament is over, a final results screen appears. Press the **A** button to return to the Free Battle Menu.





# LEAGUE



## FREE BATTLE

### League Battle Game Flow



#### League Settings

Highlight and use the left stick or D-pad to change settings.

#### Free Battle League

Select Free Battle League from the League Settings to stage a normal round-robin championship.

#### Ever-Changing League

Select Ever-Changing League from the League Settings, and the conditions of battle will change with each fight.

#### Challenge League

Select Challenge League from the League Settings, and you'll be asked to select a rank and course. New ranks are unlocked after winning each course.



#### Preparing for Battle

Once character selection is complete (starting with 1P), the game shows the league table. You'll then choose a stage to play in.

#### League Table Controls

Press the **X** button to switch between PLAYER and COM. Press **RB** and select two players to swap their positions in the table.



#### Battle Start Screen

Once loading is complete, the battle will begin. If this is an Ever-Changing League, loading will begin after the next battle conditions are set.



#### End of Battle



The game shows the results, then applies them to the league table. If the league is over, a final results screen appears. Press the **A** button to return to the Free Battle Menu.



## Survival Game Flow



### Survival Settings

Highlight and use the left stick or D-pad to change settings.

### Ability Cap Survival

Select Ability Cap Survival from the Survival Settings, and you'll be asked to select a rank and course. Beat all the courses to unlock new ranks.



### Preparing for Battle

Select the characters.



### Battle Start Screen

Once loading is complete, the battle will begin. If this is Ultimate Survival, loading will begin after the next battle conditions are set.



### End of Battle



- If your Life Gauge hits zero
- If you defeat all opponents in Ability Cap Survival

Win a battle in Survival, and you'll regain Health depending on the battle results.





## Practice Game Flow



## Practice Settings

Highlight and use the left stick or D-pad to change settings.

## Battle Practice

Select Battle Practice from the Practice Settings, and you'll see a training list. Select the type of training you want, and you'll move to the Battle Start screen.



## Battle Start Screen

Once loading is complete, the battle will begin.

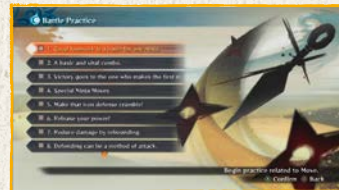
## Free Practice

Practice fighting as you adjust assorted conditions. Settings can be changed by opening the Pause Menu and selecting Practice Settings. Highlight the option you want to change, then use the left stick or D-pad to change it.



## Battle Practice

Practice the basics of battle. Perform the moves displayed onscreen to proceed through practice. Once you've completed practice, you'll see an End of Practice Menu.



# OPTIONS MENU

50

## OPTIONS

This allows you to adjust the game's options. Select the options you want to customize. Press the **BACK** button to restore the option to its default setting. Once you're done, select "Settings Complete".



### Option Controls



#### Control Settings

Change the buttons used during battle and elsewhere. Select the control you want to change, then press the button you'd like to associate with that action. Use the left stick or D-pad to change your vibration settings.

#### Reverse Camera

Highlight and use the left stick or D-pad to select between four camera control types.



#### Volume Settings

Select a volume type and use the left stick or D-pad to adjust the volume.



#### Subtitle Display

Highlight and use the left stick or D-pad to select whether or not to display subtitles.







**Opmerking 1:** De gewenste resolutie, FXAA, Glare (schittering), VSync, Motion Blur (bewegingsonscherpte) en Shadow Quality (kwaliteit schaduwen) kunnen ingesteld worden in het menu Options in het scherm 'Game Mode Select' (speltype selecteren).

**Opmerking 2:** Om de controller te gebruiken, ga je terug naar het titelscherm en druk je op een willekeurige knop op de controller. Vanaf dat moment kun je alleen de controller gebruiken. Slechts één bedieningsmethode (toetsenbord/controller) kan tijdens het spelen gebruikt worden.

**Opmerking 3:** De titel ondersteunt gamepads voor PC. Als gamepads voor de PC gebruikt worden in de X-Input-modus, werken ze op een vergelijkbare manier als de Xbox 360-controller. De knoppencommando's op het scherm maken dan altijd gebruik van de pictogrammen van een Xbox 360-controller, ongeacht welk apparaat je hebt gekozen om mee te spelen. De bediening kan in deze modus niet worden aangepast. Druk in het scherm 'Game mode select' op Backspace om naar 'Keyboard settings' (instellingen toetsenbord) te gaan. De titel ondersteunt ook de Steam-controller die op dezelfde manier werkt als de Xbox 360-controller.

**Opmerking 4:** Gamepads voor de PC kunnen ook worden gebruikt als een directe invoer-apparaat. In deze modus kun je de bediening wel aanpassen.

Invoerapparaat	Aanpasbare bediening
Toetsenbord	Ja
Xbox 360	Ja
Xbox One	Ja
Steam-controller	Ja

## Installatie Steam

Als je “NARUTO SHIPPUDEN: Ultimate Ninja Storm 4” via Steam koopt, verschijnt de game automatisch in je lijst met games. Klik op NARUTO SHIPPUDEN: Ultimate Ninja Storm 4 om naar de gamepagina te gaan. Klik op de installatieknop bovenaan de pagina om de download en de installatie te beginnen.

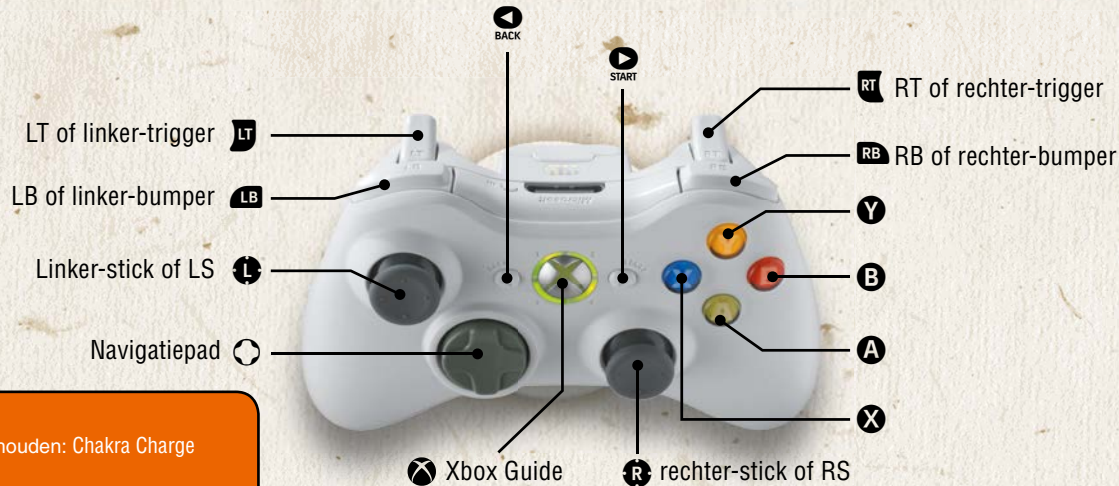
**Opmerking:** De titel biedt ook ondersteuning voor toetsenbord en gamepad, naast de Xbox 360-controller voor Windows. De gebruiker kan diverse acties aan specifieke toetsen toewijzen in het menu ‘Keyboard Settings’ (instellingen toetsenbord). De game ondersteunt ook bediening via gamepads. Dit werkt op een vergelijkbare manier als met de Xbox 360-controller voor Windows, maar de knoppenaanwijzingen in beeld tonen altijd de knoppen van de Xbox 360-controller voor Windows, ongeacht het bedieningsapparaat dat je gekozen hebt voor de game. Tevens zijn er opties voor beeldinstellingen beschikbaar. Hiermee kun je de gewenste resolutie, beeldverhouding (aangezien de game geen optie bevat om de beeldverhouding in te stellen) en supersampling instellen. Ook is het hier mogelijk om de game in een venster te spelen. De optie ‘Video’ (beeld) is beschikbaar in het menu Options (opties) in het scherm ‘Game Mode Select’ (speltype selecteren).



# XBOX 360-CONTROLLER

53

STANDAARDBEDIENING



- X : Shuriken
- Y ingedrukt houden: Chakra Charge
- B : Aanvallen
- B (herhaaldelijk): Combinatie
- A : Springen
- A + A (snel indrukken): Ninja Dash
- linker-stick + A : Ninja Move (tijdens springen)

X tijdens bewegen:  
Shuriken tijdens bewegen

Fase 1

Fase 2

# XBOX 360-CONTROLLER

54

## STANDAARDBEDIENING

### Selecteren/Bevestigen

Linker-stick / navigatiepad	Optie selecteren
<b>B</b> -knop	Annuleren/Terug
<b>A</b> -knop	Bevestigen/Berichten overslaan
<b>START</b> -knop	Filmpjes overslaan
<b>BACK</b> -knop	Toetsenbordinstellingen / Terug naar het scherm 'Game Mode Select'.

### Gevecht

Linker-stick	Bewegen
Navigatiepad	Gevechtsvoorwerpen gebruiken
<b>B</b> -knop	Slagaanval
<b>A</b> -knop	Springen (druk in de lucht opnieuw in om een dubbele sprong te maken)
<b>X</b> -knop	Shuriken
<b>Y</b> -knop	Chakra Load (ingedrukt houden voor Chakra Charge)
Rechter-stick	Andere aanvoerder
<b>LB</b>	Ninjutsu-ondersteuning
<b>RB</b>	Ninjutsu-ondersteuning
<b>LT</b>	Jutsu wisselen
<b>RT</b>	Verdedigen
<b>START</b> -knop	Pauzemenu

### Adventure (vrije avontuurstand)

Linker-stick	Bewegen
<b>B</b> -knop	Actie (praten, vernielen, onderzoeken, enz.)
Rechter-stick	Camera bewegen (als deze beschikbaar is in het gebied)
RS	Camera resetten (als deze beschikbaar is in het gebied) *RS = rechter-stick indrukken
<b>START</b> -knop	Hoofdmenu

\*Getoonde knoppen zijn standaard zo ingesteld in de game.



# TOETSENBOORDBEDIENING

# 55

## STANDAARDBEDIENING

### Selecteren/Bevestigen

W,A,S,D-toetsen	Pijltoetsen
=-toets	Annuleren/Terug
L-toets	Bevestigen/Berichten overslaan
Enter-toets	Filmpjes overslaan
Backspace-toets	Toetsenbordinstellingen / Terug naar het scherm 'Game Mode Select'

### Gevecht

W,A,S,D-toetsen	Bewegen
Pijltoetsen	Gevechtsvoorwerpen gebruiken
=-toets	Slagaanval
L-toets	Springen (druk in de lucht opnieuw in om een dubbele sprong te maken)
K-toets	Shuriken
O-toets	Chakra Load (ingedrukt houden voor Chakra Charge)
4- en 6- toetsen	Andere aanvoerder
Q-toets	Ninjutsu-ondersteuning
P-toets	Ninjutsu-ondersteuning
E-toets	Jutsu wisselen
I-toets	Verdedigen
Enter-toets	Pausemenu

### Adventure (vrije avontuurstand)

W,A,S,D-toetsen	Bewegen
=-toets	Actie (praten, vernielen, onderzoeken, enz.)
8-, 4-, 2-, 6-toets	Camera bewegen (als deze beschikbaar is in het gebied)
H-toets	Camera resetten (als deze beschikbaar is in het gebied) *H-toets = rechter-stick indrukken
Enter-toets	Hoofdmenu

\*Getoonde knoppen zijn standaard zo ingesteld in de game.



## GRUNDLÄGGANDE INFORMATION

56

GRUNDLÄGGANDE  
INFORMATION

**Obs 1:** Alternativ för att ställa in önskad upplösning, FXAA, Glare, VSync, rörelseoskärpa och skuggkvalitet finns under "Options", som nås från skärmen "Game Mode Select".

**Obs 2:** För att använda handkontrollen behöver du gå tillbaka till titelskärmen och trycka på en knapp på handkontrollen, så kan du enbart använda handkontrollen därefter. Endast en av kontrollmetoderna (tangentsbord/handkontroll) kommer att vara aktiv vid någon tidpunkt under spelets gång.

**Obs 3:** Spelet stödjer PC-handkontroller. PC-handkontrollerna fungerar ungefär som Xbox 360-handkontrollen när de används i läget XInput. I detta läge visas alltid Xbox 360-handkontrollens knappar på skärmen oavsett vilken kontroll man spelar med och kontrollerna kan inte anpassas i detta läge. Om man trycker på "Backspace" på skärmen "Game mode select" kommer man till "Keyboard settings". Spelet stödjer även Steam-handkontrollen som även den fungerar ungefär som Xbox 360-handkontrollen.

**Obs 4:** PC-handkontrollerna kan även användas som DirectInput-enheter. I detta läge kan du anpassa kontrollerna.

Indataenhet	Anpassningsbara kontroller
Tangentbord	Ja
Xbox 360	Ja
Xbox One	Ja
Steam-handkontroll	Ja



### Installation av Steam

När du köper "NARUTO SHIPPUDEN: Ultimate Ninja Storm 4" från Steams nätbutik, hamnar spelet automatiskt i din spellista. Klicka på NARUTO SHIPPUDEN: Ultimate Ninja Storm 4 för att få upp spelsidan. Klicka på knappen Installera längst upp på sidan för att påbörja nedladdningen och installationen.

**Obs:** Spelet stödjer även tangentbord och handkontroller utöver Xbox 360-handkontrollen för Windows. Användaren kan binda tangentbordstangenterna till valfri handling via menyn "Keyboard Settings" i spelet. Spelet stödjer även handkontroller och fungerar ungefär som Xbox 360-handkontrollen för Windows, men knapparna på skärmen kommer alltid visas som de på Xbox 360-handkontrollen för Windows oavsett vilken kontroll man spelar med. Det finns även videoinställningar, där användaren kan välja önskad upplösning, bildförhållande, eftersom detta inte går att ändra i själva spelet, supersampling och även starta spelet i fönsterläge. Videoinställningarna finns under menyn "Options" på skärmen "Game Mode Select".

# XBOX 360-HANDKONTROLLEN

58

GRUNDLÄGGANDE  
KONTROLLER



**X** : Kaststjärna

Håll in **Y** : Chakra Charge

**B** : Attackera

**B** (upprepade gånger): Kombo

**A** : Hoppa

**A** + **A** (tryck snabbt): Ninja Dash

Vänster styrspak + **A** : Ninja Move (medan du hoppar)

**X** medan du rör dig:  
Kaststjärna medan du rör dig

Fas 1

Fas 2



# XBOX 360-HANDKONTROLLEN

59

GRUNDLÄGGANDE  
KONTROLLER

## Välja/bekräfta

Vänster styrspak/ styrknappen	Välj alternativ
<b>B</b> -knappen	Avbryt/tillbaka
<b>A</b> -knappen	Bekräfta/hoppa över meddelanden
<b>START</b> -knappen	Hoppa över filmer
<b>BACK</b> -knappen	Tangentbordsinställningar/Tillbaka till skärmen där man väljer spelläge

## Strid

Vänster styrspak	Rör karaktären
Styrknappen	Använd stridsföremål
<b>B</b> -knappen	Attack
<b>A</b> -knappen	Hoppa (tryck igen mitt i hoppet för att dubbelhoppa)
<b>X</b> -knappen	Kaststjärna
<b>Y</b> -knappen	Chakra Load (håll in för Chakra Charge)
Höger styrspak	Byt ledare
<b>LB</b>	Support Ninjutsu
<b>RB</b>	Support Ninjutsu
<b>LT</b>	Substitution Jutsu (undanmanöver)
<b>RT</b>	Försvara
<b>START</b> -knappen	Pausmenyn

## Adventure (fritt äventyrsläge)

Vänster styrspak	Rör karaktären
<b>B</b> -knappen	Handling (prata, gör sönder, undersök, osv.)
Höger styrspak	Rör kameran (om det går i området)
RS	Återställ kameran (om det går i området) *RS = tryck ner på höger styrspak
<b>START</b> -knappen	Huvudmenyn

\*Knapparna som visas är spelets standardknappar.

# TANGENBORDSKONTROLLER

60

GRUNDLÄGGANDE  
KONTROLLER

Välja/bekräfta	
W,A,S,D	Riktningknappar
=	Avbryt/tillbaka
L	Bekräfta/hoppa över meddelanden
Enter	Hoppa över filmer
Backsteg	Tangentbordsinställningar/Tillbaka till skärmen där man väljer spelläge

Strid	
W,A,S,D	Rör karaktären
Piltangenterna	Använd stridsföremål
=	Attack
L	Hoppa (tryck igen mitt i hoppet för att dubbelhoppa)
K	Kaststjärna
O	Chakra Load (håll in för Chakra Charge)
4, 6	Byt ledare
Q	Support Ninjutsu
P	Support Ninjutsu
E	Substitution Jutsu
I	Försvara
Enter	Pausmenyn

Adventure (fritt äventyrsläge)	
W,A,S,D	Rör karaktären
=	Handling (prata, gör sönder, undersök, osv.)
8, 4, 2, 6	Rör kameran (om det går i området)
H	Återställ kameran (om det går i området) *H = tryck ner på höger styrspek
Enter	Huvudmenyn

\*Knapparna som visas är spelets standardknappar.





## PERUSTIETOA

61

PERUSTIETOA

**Huomaus 1:** Asetukset, kuten näyttötarkkuus, FXAA, Glare (heijastus), VSync, Motion Blur (liike-epäterävyys) ja Shadow Quality (varjojen tarkkuus), ovat muutettavissa Game Mode Select -ruudun Options Menu -kohdasta.

**Huomaus 2:** Ota käyttöön peliohjain palaamalla pelin aloitusnäyttöön ja painamalla mitä tahansa peliohjaimen painiketta, jonka jälkeen peli hyväksyy vain peliohjaimen komentoja. Vain yksi syöttölaite (näppäimistö tai ohjain) on käytettävissä pelin aikana.

**Huomaus 3:** Peli tukee PC-peliohjaimia. PC-peliohjaimet toimivat samalla tavalla kuin XInput-tilassa oleva Xbox 360 -ohjain. Tässä tilassa näppäinkehotteet esitetään Xbox 360 -ohjaimen näppäinkuvakkeina käytössä olevasta laitteesta huolimatta ja näppäinmääryksiä ei voida muuttaa. Askelpalauttimen painaminen Game Mode Select -ruudussa vie sinut Keyboard Settings -ruutuun (Näppäimistön asetukset). Peli tukee myös Steam-ohjainta, joka toimii samalla tavalla kuin Xbox 360 -ohjain.

**Huomaus 4:** PC-peliohjaimia voidaan käyttää myös DirectInput-laitteena. Voit muuttaa näppäinmääryksiä tässä tilassa.

Syöttölaite	Muokattavat ohjaimet
Näppäimistö	Kyllä
Xbox 360	Kyllä
Xbox One	Kyllä
Steam-ohjain	Kyllä

### Steam-asennus

Kun ostat "NARUTO SHIPPUDEN: Ultimate Ninja Storm 4" -pelin Steamin verkkokaupasta, peli lisätään automaattisesti Pelit-listaan. Napsauta NARUTO SHIPPUDEN: Ultimate Ninja Storm 4 -pelin kohdalla tuodaksesi esiin pelin sivun. Aloita pelin lataaminen ja asentaminen napsauttamalla sivun yläosassa olevaa Asenna-painiketta.

**Huomautus:** Peli tukee myös näppäimistöä ja peliohjaimia Xbox 360:n Windows-ohjainta lukuun ottamatta. Voit uudelleenmäärittää näppäimistön näppäimet-pelin Keyboard Settings -valikossa. Peli tukee myös peliohjaimia, ja ne toimivat samalla tavalla kuin Xbox 360:n Windows-ohjain. Näppäinkehotteet esitetään kuitenkin Xbox 360:n Windows-ohjaimen näppäinkuvakkeina pelissä käytettävästä laitteesta huolimatta. Videoasetuksissa voit valita halutun näyttötarkkuuden, kuvasuhteen (kuvasuhdetta ei voi muuttaa pelistä käsin), super samplingin ja aloitetaanko peli ikkunatilassa. Videoasetukset ovat Game Mode Select -ruudun Options-valikossa.



# XBOX 360 -OHJAIN

63

PERUSOHJAIMET



- X : Shuriken
- Pidä Y pohjassa: Chakra Charge
- B : Hyökkäys
- B (toistuvasti): Yhdistelmäliike
- A : Hyppy
- A + A (nopeasti painettuna): Ninja Dash
- Vasen sauva + A: Ninja Move (hypyn aikana)

X liikkeen aikana:  
Shuriken liikkeen aikana

Vaihe 1    Vaihe 2

# XBOX 360 -OHJAIN

64

## PERUSOHJAIMET

Valinta/vahvistus	
Vasen sauva / D-alusta	Valitse valikkovaihtoehto
<b>B</b> -painike	Peruuta/takaisin
<b>A</b> -painike	Vahvista / ohita viestit
<b>START</b> -painike	Ohita välivideot
<b>BACK</b> -painike	Näppäimistön asetukset / palaa Game Mode Select -ruutuun (Pelitilan valinta)

Taistelu	
Vasen sauva	Liiku
D-alusta	Käytä taisteluesineitä
<b>B</b> -painike	Hyökkäys
<b>A</b> -painike	Hyppää (tee kaksoishyppy painamalla toisen kerran ilmassa)
<b>X</b> -painike	Shuriken
<b>Y</b> -painike	Chakra Load (pidä pohjassa Chakra Charge -liikettä varten)
oikea sauva	Vaihda johtohahmoa
<b>LB</b>	Support Ninjutsu
<b>RB</b>	Support Ninjutsu
<b>LT</b>	Substitution Jutsu (korvaa hahmon esineellä)
<b>RT</b>	Torjunta
<b>START</b> -painike	Taukovalikko

Adventure (vapaa seikkailutila)	
Vasen sauva	Liiku
<b>B</b> -painike	Toiminto (puhu, riko, tutki jne.)
Oikea sauva	Liikuta kameraa (jos käytettävissä alueella)
RS	Kameran oletusasento (jos käytettävissä alueella) *RS = paina oikea sauva pohjaan
<b>START</b> -painike	Päävalikko

\*Ohjeessa mainitut näppäimet ovat pelin oletusohjaimet.



# NÄPPÄIMISTÖN OHJAIMET

65

PERUSOHJAIMET

Valinta/vahvistus	
W,A,S,D	Nuolinäppäimet
=-näppäin	Peruuta/takaisin
L-näppäin	Vahvista / ohita viestit
Enter-näppäin	Ohita välivideot
Askelpalautin	Näppäimistön asetukset / palaa Game Mode Select -ruutuun (Pelitilan valinta)

Taistelu	
W,A,S,D	Liiku
Nuolinäppäimet	Käytä taisteluesineitä
=-näppäin	Hyökkäys
L-näppäin	Hyppää (tee kaksoishyppy painamalla toisen kerran ilmassa)
K-näppäin	Shuriken
O-näppäin	Chakra Load (pidä pohjassa Chakra Charge -liikettä varten)
Näppäimet 4 ja 6	Vaihda johtohahmoa
Q-näppäin	Support Ninjutsu
P-näppäin	Support Ninjutsu
E-näppäin	Substitution Jutsu (korvaa hahmon esineellä)
I-näppäin	Torjunta
Enter-näppäin	Taukovalikko

Adventure (vapaa seikkailutila)	
W,A,S,D	Liiku
=-näppäin	Toiminto (puhu, riko, tutki jne.)
Näppäimet 8, 4, 2, 6	Liikuta kameraa (jos käytettävissä alueella)
H-näppäin	Kameran oletusasento (jos käytettävissä alueella) *H-näppäin = paina oikea sauva pohjaan
Enter-näppäin	Päävalikko

\*Ohjeessa mainitut näppäimet ovat pelin oletusohjaimet.



## CUSTOMER SERVICE SUPPORT

<b>Australia</b>	1902 26 26 26	\$2.48/min (may change without notice)	au.support@bandainamcoent.com.au
<b>Belgie</b>		Support en français: Support in English:	fr.support@bandainamcoent.eu customerserviceuk@bandainamcoent.eu
<b>Deutschland</b>	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883	1,24€/min aus dem dt. Festnetz Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
<b>España</b>	+34 902 10 18 67	Lunes a jueves: 09.00 – 18.00 Viernes: 09.00 – 14.00	es.support@bandainamcoent.eu
<b>Ελλάδα</b>	+30 210 60 18 800	Αστική Χρέωση Δευτέρα - Παρασκευή: 09.00-17.00	gr.support@bandainamcoent.eu
<b>France</b>	0825 15 80 80 0,15€/min Lundi-Samedi: 10.00-20.00 non stop	Support Technique CS80236 33612 CESTAS	fr.support@bandainamcoent.eu
<b>Italia</b>			it.support@bandainamcoent.eu
<b>New Zealand</b>	0900 54263	\$1.99/min (may change without notice)	au.support@bandainamcogames.eu
<b>Nordic Country Nederland</b>	Sweden Norway Finland Denmark	Support in English:	customerserviceuk@bandainamcoent.eu
<b>Österreich</b>	Technische: 0900-400 654 Spielerische: 0900-400 655	€1.35€/min Montag-Samstag: 14.00 – 19.00 Uhr	de.support@bandainamcoent.eu
<b>Portugal</b>	+34 902 10 18 67	Segunda a Quinta: 09.00 – 18.00 Sexta Feira: 09.00 – 14.00	pt.support@bandainamcoent.eu
<b>Schweiz</b>	Technische: 0900-929300 Spielerische: 0900-770780	2.50 CHF/min Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
<b>Singapore</b>	+65 6538 9724		support@bandainamcoent.asia
<b>United Kingdom</b>		Monday - Friday: 09:00 - 18:00 GMT	customerserviceuk@bandainamcoent.eu

Please visit [www.bandainamcoent.eu](http://www.bandainamcoent.eu) For the full list of support contacts

© 2002 MASASHI KISHIMOTO / 2007 SHIPPUDEN All rights reserved.

© 2002 MASASHI KISHIMOTO/2007 SHIPPUDEN © NMP 2014

Game © 2016 BANDAI NAMCO Entertainment Inc. Distributed by BANDAI NAMCO Entertainment and its subsidiaries. Published by BANDAI NAMCO Entertainment Europe S.A.S. Developed by CyberConnect2 Co., Ltd. All rights reserved. Made in Austria. All Rights Reserved. ©2016 Valve Corporation. Steam and the Steam logo are trademarks and/or registered trademarks of Valve Corporation in the U.S. and/or other countries.