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ROADTO

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Thank you for your purchase of Bandai Namco Entertainment Inc.'s NARUTO SHIPPUDEN: Ultimate Ninja STORM 4 – ROAD TO BORUTO for your System. Please be sure to read this instruction manual and follow its warnings and cautions before playing the game.

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The battle for the future is over, and a new wind has begun to blow through the world of the ninjas. With the massive upheaval of the Fourth Great Ninja War behind them, the shinobis continue to live out their lives. Now, in the wake of their hard-fought victory, a new generation has begun to take shape. Though the times may have changed, some things remain the same. The way of the shinobi continues to be passed on, straight and unyielding as ever.

Experience the world of NARUTO SHIPPUDEN! Experience Boruto: Naruto the Movie!

With a hard-won peace behind them, a brand new story is about to begin! Come adventure in the world of ninjas following the Fourth Great Ninja War!

> Enjoy a wide variety of battles online! Test your skills against players from around the world! Fight in versus battles, tournaments, leagues, and more! Create the roster of your dreams with Free Battle!

BASIC INFORMATION

Note 1

Options to set the desired resolution, FXAA, MSAA, Glare, VSync, Motion Blur, Shadow Quality and Framerate 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' using Keyboard. The title also supports Steam Controller which also works in a similar fashion as the Xbox 360 Controller.

BASIC INFORMATION

Note 4

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

BASIC INFORMATION

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

Steam Installation

On purchasing "NARUTO SHIPPUDEN: Ultimate Ninja STORM 4 – ROAD TO BORUTO" through Steam's online storefront, the game will automatically appear in your DLC list. Click on the NARUTO SHIPPUDEN: Ultimate Ninja Storm 4 title to bring up the game page.

(Make sure the expansion has been installed by ticking the checkbox next to it in the DLC list or in the DLC tab of the title's properties)

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.

BASIC INFORMATION

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.

XBOX 360 CONTROLLER

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





BASIC CONTROLS

XBOX 360 CONTROLLER

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Selecting/confirm	ning
left stick/D-pad	Select option
B button	Cancel/Back
button	Confirm/Skip messages
START button	Skip movies
BACK button	Keyboard settings / Return to Game Mode Select Screen
Deut	

ваπιе		1
left stick	Move	
D-pad	Use battle items	
B button	Strike Attack	
A button	Jump (press again in mid-air to Double Jump)	
🗴 button	Shuriken	
Y button	Chakra Load (hold for Chakra Charge)	
right stick	Change Leader	
e	Support Ninjutsu	
RB	Support Ninjutsu	
٩	Substitution Jutsu	
RT	Guard	
START button	Pause Menu	

Adventure (free	adventure mode)	
left stick	Move	
B button	Action (talk, break, examine, etc.)	
right stick	Move camera (if available in the area)	
RS	Reset camera (if available in the area) *RS = push down on right stick	
START button	Main Menu	

BASIC CONTROLS

*Buttons shown are in-game defaults.

KEYBOARD CONTROLS

G

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

Battle		1
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)	1000
K key	Shuriken	
O key	Chakra Load (hold for Chakra Charge)	•
4, 6 keys	Change Leader	
Q key	Support Ninjutsu	1
P key	Support Ninjutsu	
E key	Substitution Jutsu	
l key	Guard	
Enter Key	Pause Menu	1

Adventure (free a	adventure mode)	
W,A,S,D keys	Move	
= key	Action (talk, break, investigate, etc.)	9
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 keyboard	
Enter Key	Main Menu	

KEYBOARD CONTROLS

*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.

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Game Modes

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

STARTING THE GAME



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.

This game supports autosave. While saving or loading, an icon **@** will be displayed. Do not turn off the power during this time.

Skip

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

SAVING



FIGHTING IN THE GAME

An introduction to the basics of battling in Story Mode, Adventure Mode, BORUTO's Tale, Online Battle, and Free Battle.

×

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.

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



Weapon Break

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

Armor Breal

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



Pause Menu

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



X

Boss Battles

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

BATTLE

Mob Battles

You may find yourself facing off against a mob of foes during the game story.



PREPARING FOR BATTLE

Character Select



Select a leader

Select the character you want to use in battle. Press III or III to page through the character list.

Select Support Character

In a Team Match, you'll select Support Character(s) to go with your leader.

*Press **D** or **E** to change character costumes in this screen, if any are available.

Ninjutsu Customization

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





A

Customize Selection

Press the \bigotimes button to select a customized character.

BATTLE

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.



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



6

		Vs Battle	
	Match Type	1P VS C0	DM)
	Match Select	Team Ma	tch
	Round	3	
6	5.	Settings Complete	
1		Darth	Select settings here. (A) Confirm (B) Cance
2.5		Rou	nd settings

Gauges at Start of Next Round

Ser Charles	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	Resets to 0	-

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

BATTLE

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

Fulfilling certain conditions during battle will allow you to acquire special Ninja Treasures. Upon acquiring a Ninja Treasure, a notice will appear on the battle screen to notify you of your acquisition. Ninja Treasures you have collected can be viewed in the Items List, which is accessible from the Main Menu in Adventure Mode and BORUTO's Tale. Once acquired, Ninja Treasures can be exchanged for collection items at the General Store Bandai, which is accessible from Collection and the Online Battle menu.

MOVEMENT

Jump

Leap into the air.



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A button

Double Jump

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

A button while jumping

Ninja Move

left stick + A button while jumping

BATTLE

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



• A button twice rapidly

Ninja Dash

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





DEFENSE

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.

Substitution Jutsu 💽 🗉

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



💽 ला

Counterattack • = + & button just when an attack lands

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



Rebound

Hold down A when sent flying

BATTLE

Make a safe landing from a blow, letting you avoid losing any Chakra Spheres. * Repeatedly pressing the ⁽²⁾ button also does a rebound'



NINJA TOOLS

Use Ninja Tool

Pressing $(\mathbf{i} \leftarrow \mathbf{t} \rightarrow)$ on the D-pad will activate the Ninja Tool assigned to each direction.

You can assign Ninja Tools to directions from the Main Menu in Adventure Mode and BORUTO's Tale.

Edit Ninja Tools		
	Ninja Teola	a statement of the stat
	Cintment	3 i
	💑 🐎 All-Purpese Ointmont	111
6	🧽 Chakra Recovery Potlan	
	📭 🚁 Best Chakza Recovery Potlen	
	Substitution Log	
	😭 Chain Mail	1
	👹 Food Pills	1
		-0
Recover minimal Hea		
and the second second	Back	Select Ninja Tools

6

💽 D-pad

$\{0,1\}$

×

Edit Ninja Tools

BATTLE

You can use Edit Ninja Tools to assign Ninja Tools to the D-pad from the Main Menu in Adventure Mode and BORUTO's Tale. Select the Ninja Tool you wish to use from the list, then use the D-pad to choose a slot on the Item Palette. Press the button to confirm, and the Ninja Tool will be assigned to the Item Palette. Ninja Tools can be purchased at shops.



Chakra Load

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

CHAKRA



X Refilling the Chakra Gauge

You can fill up the Chakra Gauge in two different ways: Hold down the button to perform a Chakra Charge, or pick up the Chakra Spheres dropped by foes when they hit the ground.



Y button

Chakra Load Actions

) Chakra Shuriken

Chakra Load + 🗴 button

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

BATTLE

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.

Chakra Load + B button

Perform your character's unique ninjutsu. Some fighters have air-based ninjutsu which change depending on how long you hold the button down.

SUPPORT

Support Ninjutsu

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

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Support Gauge

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

Max Over 50%

💽 right stick (move 🗕

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.

A

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

X

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

Cover Fire

Attack alongside your player 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

BATTLE

When your foe executes a Ninja Dash or Chakra Dash, your support character appears to guard for

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 fall 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

💽 YY Y 🖪 button

Secret Technique

Perform your character's unique Secret Technique.



Linked Secret Technique

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 O Hold 😗 button until Awakening Lamp lights up

BATTLE

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

X

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.

X



ELEMENTAL AND STATUS EFFECTS

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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 Moye.



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.





BATTLE

END OF BATTLE

Results

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

0



Battle Score Screen



Bonus Requirements Screen

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Mini-Results

BATTLE

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



X

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.

STORY





Chapter List

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

X

X Chapter List Battle Icons



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



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

When a weapon appears on the field, go into the circle and hold down the button until the gauge is at MAX to obtain it. If you can land the final hit of a

combo on your opponent, and successfully input the right command, you can destroy your opponent's weapon.

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.



STORY





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.

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STORY

Number of Attacks

FREE 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.

X Event Details X

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

Change Character

Upon selecting Adventure Mode, you will be taken to the Change Character

screen. Once you have cleared Story Mode, you can use this feature to explore the world of "NARUTO SHIPPUDEN" from the eyes of your chosen character.

Free Adventure Controls



Move

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

Perform Action

ADVENTURE

Approach a target and press the ③ button to engage in actions like talking, breaking, picking up, saving and so on.



View Tutorial

If a tutorial's 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

Click the START' button to bring up the Main Menu.



MAIN MENU

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

6

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



Free Adventure Controls

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 items currently in your possession.
Collection	View all the items acquired throughout the game.
Tutorial	Lists all gameplay tutorials.

ADVENTURE

CONVERSATION

Talking

You can talk to characters with wordballoon icons above their heads. Approach the character, and when the color of the word balloon changes, press the ⁽³⁾ button.



X

X Navigating Conversations

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



Word Balloon Icons



Shown over townspeople you can talk to.

Shown over characters involved with main story events.

Contraction of the second



Shown over characters involved with sub-events.

Shown over characters involved with side quests.



Indicates the completion of a Helping People Event. Talk to the person to receive your reward.

ADVENTURE



Talk to this person to shop for items.

Area Map

MAPS

Press the **①** button during free adventure mode to open the Area Map. Here you can see your current location, the event locations, buildings, and Save Point bird cages. Press the **①** button again to switch to a wider map.

*In BORUTO's Tale, the Save Points are transceivers.



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World Map

You are here

Go to a Warp Point and press ⁽³⁾ button to view the World Map.



ADVENTURE

Cursor

Back (A) Select Movement Destina

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

Village Hidden in the Leaves

Main Event destination

Full Map

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

Vigi Richard in Long Participation Participation

Location list

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 (b) button to turn Event Navigation on and off.

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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.



X

ADVENTURE

As you play through main events and accept side quests, destinations marked by a kunai-shaped arrow will start to appear on the mini map. You can also press to go to the Event Details screen.

TTEM LIST

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

0

Consumable Items

Items that can assist you in battle. You can buy them at shops.

	Consumable Hore Decred
	Power Lunch 25
Key Item	Deluxe Power Lunch 25 7
Ninia Treasure	Ultimate Power Lunch 23
	Bonds Lunch 25
	Deluxe Bends Lunch 24
0-	Ultimate Bonds Lunch 25
	Victory Lunch 25
	Contraction of the Destination of the Destination of the
A Hidden Leaf lunch that f	Its its eater with overflowing strength. Gives you a small attack

Key Items

You can trade Ninja Treasures and collection items at the Bandai Shop in the Hidden Leaf Village. The Bandai Shop can also be found in Collection and Online Battle. For more on the Bandai Shop, please see page 38.



X

X

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 vour Item List.



X

X

ADVENTURE

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 D-pad during a Free Adventure or while you proceed through the game.

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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.



ADVENTURE

BORUTO'S TALE

BORUTO'S TALE

Main Menu Contents

In this mode, you can relive the events of Boruto: Naruto the Movie. Please see the Adventure Mode section on page 27 for instructions on controls and gameplay.

6

Main Menu

Just like in Adventure Mode, you can press the START button during free movement to open the Main Menu, which in turn gives you access to all the other menus.



Main Event Info	Review main event stories, and replay old battles.
Sub-event Details	Confirm the sub-event content.
Boruto's Ten Tasks	Check your progress in completing Boruto's Ten Tasks.
Edit Ninja Tools	Edit the Ninja Tools to use in battle.
Items List	View items currently in your possession.
Collection	View all items acquired throughout the game.
Tutorial	Lists all gameplay tutorials.

MAIN EVENT INFO

Here you can check your current progress and replay completed chapters and battles. Move the cursor to a completed episode, then select the chapter you wish to replay. Episode Chapters start with cutscenes, and Battle Chapters start with battles.

6

Battle Chapter Icons

There are three types of Battle Chapters, each of which has a different icon.

Boss Battle

Free Battle

Dramatic Battle

Score

Here you can see your Best Score for Main Event battles.



BORUTO'S TALE

SUB-EVENT DETAILS

Here you can see your ongoing sub-events, and all the sub-events you have completed so far. Move the cursor to a sub-event and press the O button to see its info. Press the O button to either "Begin" or "Erase" an Event Navigation.

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Event Icons

Upon accepting a sub-event, an event icon that shows how many ongoing sub-events you have will appear in the top right corner of the screen during free adventure mode. You can press a when this icon is visible to open the Sub-event Details screen.



BORUTO'S TALE
If you lose a battle, you will be taken to the Retry screen. In BORUTO's Tale, you can choose from two different Retry methods. Hold down the corresponding direction on the left stick or the D-pad and Press (2) to select the one you want.

6

Fighting Spirit Ablaze

RETRY

Resume the battle at full health and with increased ATK while your opponent's health remains depleted.



Indomitable Will

Resume the battle at full health and with increased DEF while your opponent's health remains depleted.



BORUTO'S TALE

THE COLLECTION MENU

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

6

Collection Menu



General Store Bandai	Buy, sell, or exchange Collection Items.
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.

COLLECTION

GENERAL STORE BANDAI/MATCHING VOICE/NINJA INFO CARD IMAGE

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.



X

X Bulk Purchase/Exchange

To buy several items at once, press and ♥ button to begin making selections. Move the cursor to select the items you want, press and ♥ button again, then press the ♠ button to confirm. When exchanging Ninja Treasures, select the items you want to exchange and check off the checkbox. You can also sell several items at once by entering the number you wish to sell.



Matching Voice

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



COLLECTION

Ninja Info Card Picture



TITLE/NINJA INFO CARD SKIN/SUBSTITUTION ITEM/FINISH CUT-IN IMAGE

6

Title

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



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.



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.



COLLECTION

Finish Cut-In Image

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



ONLINE BATTLE TOP MENU

6

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 can receive a Login Bonus for logging in once per day.



X Limited Time Only Events

Select "Limited Time Only Event" from the top of the menu to view ongoing Limited Time Only events. Select the event you wish to play from the list, then confirm to begin.



H

Online Battle Top Menu Options

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

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

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



ONLINE BATTLE



X

given conditions.

Create Session

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

X

Search Sessions











Character Select

Select your character before time runs out.

0



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

Ranked Match Player Match	The game shows the results, then displays the End of Battle Menu.
League	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.
Tournament	The game returns to the tournament table, showing battle results from the top on down.
Endless	Fight an endless line of opponents and try to build the longest win streak possible.

ONLINE BATTLE

CUSTOMIZE CHARACTER/PRESET

6

Customize Character

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



×	Customize Types
Substitution Select	Select the item to swap in for during a Substitution Jutsu. *Not available for all characters.
Finish Cut-In	Select your Finish Cut-In Image.

Preset

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



- ONLINE BATTLE

NINJA INFO CARD MENU

This lets you view the Ninja Info Cards you've traded for, as well as edit your own 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 💷 and 🖭 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 Ninja Info Card



Edit Ninja Info Card Image

See your online opponent's ninja info cards. Use 💶 and 📼 to move between pages, and the Y button to sort them.

Edit Title

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



ONLINE BATTLE



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.





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



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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.



Check Completion Count Rewards

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



ONLINE BATTLE



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



6

Types of Leaderboards

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



Options Available on Leaderboard Screen

View Your Ranking

Use and to switch between Overall Rankings, Region Rankings, and Friend Order.

Press START button to view your own ranking.

Display Battle Record



ONLINE BATTLE

FREE BATTLE MENU

6

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



Button Guide

Free Battle Menu Options

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

FREE BATTLE

VS BATTLE

VS Battle Game Flow



VS Battle Settings

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

Preparing for Battle

6

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

X

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



FREE BATTLE

X

TOURNAMENT

Tournament Game Flow



Tournament Settings

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

Tournament Table Controls

X

Press the 🐼 button to switch between PLAYER and COM. Press 📾 and select two players to swap their positions in the table.



FREE BATTLE

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.

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.

End of Battle

X them to the



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

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

Free Battle League

Ever-Changing League

Challenge League

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

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

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 S button to switch between PLAYER and COM. Press 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

Survival Game Flow



Survival Settings

Move the cursor 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.



Battle Start Screen

Battles will begin once loading is complete. In Ultimate Survival, battles will begin once the Battle Conditions Roulette has made its selections.

FREE BATTLE

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.

X



X

Preparing for Battle

Select a character. See page 11 for more details.



PRACTICE

Practice Game Flow



Practice Settings

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

0

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. Use the cursor to choose 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.



FREE BATTLE

840

OPTIONS MENU

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".



CREturn to Default B Back

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.

OPTIONS

Reverse Camera

Select this with the cursor and use the left stick or D-pad to select between four camera control types.



Volume Settings

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

Subtitle Display

Select this with the cursor and use the left stick or D-pad to select whether or not to display subtitles.



GRUNDLÄGGANDE INFORMATION

Obs 1

Alternativ för att ställa in önskad upplösning, FXAA, MSAA, Glare, VSync, rörelseoskärpa, skuggkvalitet och bildhastighet 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 (tangentbord/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" om man använder tangentbord. Spelet stödjer även Steam-handkontrollen som även den fungerar ungefär som Xbox 360-handkontrollen.

GRUNDLÄGGANDE INFORMATION

Obs 4

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

GRUNDLÄGGANDE INFORMATION

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

Installation på Steam

När du köper "NARUTO SHIPPUDEN: Ultimate Ninja STORM 4 – ROAD TO BORUTO" från Steams nätbutik, hamnar spelet automatiskt i din DLC-lista. Klicka på NARUTO SHIPPUDEN: Ultimate Ninja Storm 4 för att få upp spelsidan. (Kontrollera att expansionen har installerats genom att markera kryssrutan bredvid den i DLC-listan eller på DLC-fliken under spelets egenskaper)

Obs

Spelet stödjer även tangentbord och handkontroller utöver Xbox 360-handkontrollen för Windows. Användare kan binda tangenterna till vilka kontroller de vill med hjälp av 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 dessutom videoinställningar, där användaren kan välja önskad upplösning, supersampling och även starta spelet i fönsterläge. Videoinställningarna finns under "Options", som nås från skärmen "Game Mode Select ».

GRUNDLÄGGANDE INFORMATION

Din speldata sparas automatiskt i slutet av en berättelse. Du kan även spara på skärmen Game Mode Select, liksom vid sparställen i läget Adventure. *Du måste ha minst 150 KB med ledigt utrymme för att spara.

XBOX 360- HANDKONTROLLEN

6

S-knappen: Kaststjärna
Håll in O-knappen: Chakra Charge
S-knappen: Attackera
S-knappen (upprepade gånger): Kombo
A-knappen: Hoppa
+ O-knappen (tryck snabbt): Ninja Dash
Vänster styrspak + O-knappen: Ninja Move (medan du hoppar)

Ӿ medan du rör dig: Kaststjärna medan du rör dig

Fas 1 Fas 2



GRUNDLÄGGANDE KONTROLLER

XBOX 360- HANDKONTROLLEN

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Välja/bekräfta	
Vänster styrspak/ styrknappen	Välj alternativ
B-knappen	Avbryt/tillbaka
A-knappen	Bekräfta/hoppa över meddelanden
START-knappen	Hoppa över filmer
BACK-knappen	Tangentbordsinställningar/Tillbaka till spellägesskärmen

Strid		6
Vänster styrspak	Rör karaktären	
Styrknappen	Använd stridsföremål	
B-knappen	Slagattack	
A-knappen	Hoppa (tryck igen mitt i hoppet för att dubbelhoppa)	
⊗ -knappen	Kaststjärna	
	Chakra Load (håll in för Chakra Charge)	
Höger styrspak	Byt ledare	
ß	Support Ninjutsu	
RB	Support Ninjutsu	
	Substitution Jutsu	
RT	Försvara	
START-knappen	Pausmenyn	

Adventure (fritt äventyrsläge)	
Vänster styrspak	Rör karaktären
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 höger styrspak
START-knappen	Huvudmenyn

GRUNDLÄGGANDE KONTROLLER

*Knapparna som visas är spelets standardknappar.

TANGENBORDS -KONTROLLER

G

Välja/bekräfta	
W,A,S,D	Piltangenterna
=	Avbryt/tillbaka
Enter	Hoppa över filmer
Backsteg	Tangentbordsinställningar/Tillbaka till spellägesskärmen
L	Bekräfta/hoppa över meddelanden

Strid	
W,A,S,D	Rör karaktären
Piltangenterna	Använd stridsföremål
=	Slagattack
L	Hoppa (tryck igen mitt i hoppet för att dubbelhoppa)
К	Kaststjärna
0	Chakra Load (håll in för Chakra Charge)
4, 6	Byt ledare
Q	Support Ninjutsu
Ρ	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)	
	Н	Återställ kameran (om det går i området) *H = Tryck ner höger styrspak	
Enter Huvudmenyn		Huvudmenyn	

*Knapparna som visas är spelets standardknappar.

PERUSTIETOA

Huomautus 1

Voit muuttaa Game Mode Select -ruudun Options-valikossa asetuksia, kuten näyttötarkkuutta, reunojen pehmennysasetuksia (FXAA ja MSAA), heijastusta (Glare), pystytahdistusta (VSync), liike-epäterävyyttä (Motion Blur), varjojen tarkkuutta (Shadow Quality) ja ruudunpäivitysnopeutta (Framerate).

Huomautus 2

Voit ottaa peliohjaimen käyttöön palaamalla pelin aloitusnäyttöön ja painamalla mitä tahansa peliohjaimen painiketta. Tämän jälkeen peli hyväksyy vain peliohjaimen komentoja. Vain yksi syöttölaite (näppäimistö tai peliohjain) on käytettävissä pelin aikana.

Huomautus 3

Peli tukee PC-peliohjaimia. PC-peliohjaimet toimivat samalla tavalla kuin XInputtilassa oleva Xbox 360 -ohjain. Tässä tilassa näppäinkehotteet esitetään Xbox 360 -ohjaimen näppäinkuvakkeina käytössä olevasta laitteesta huolimatta, eikä näppäinmäärityksiä voida muuttaa. Näppäimistön 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.

PERUSTIETOA

Huomautus 4

PC-peliohjaimia voidaan käyttää DirectInput-laitteena. Tällöin näppäinmäärityksiä voidaan muuttaa.

PERUSTIETOA

Syöttölaite	Näppäimet määritettävissä
Näppäimistö	Kyllä
Xbox 360 -ohjain	Kyllä
Xbox One -ohjain	Kyllä
Steam-ohjain	Kyllä

Pelilaajennuksen asennus Steamissä

Kun olet ostanut "NARUTO SHIPPUDEN: Ultimate Ninja STORM 4 – ROAD TO BORUTO" -pelilaajennuksen Steamin verkkokaupasta, peli lisätään automaattisesti Lisäsisältö-listaan. Napsauta NARUTO SHIPPUDEN: Ultimate Ninja Storm 4 -pelin kohdalla tuodaksesi esiin pelin sivun.

(Varmista, että pelilaajennus on asennettu laittamalla rastin ruutuun pelilaajennuksen kohdalla Lisäosa-listalla tai pelin ominaisuuksien Lisäosavälihdellä.)

Huomautus

Peli tukee myös näppäimistöä ja peliohjaimia Xbox 360:n Windows-ohjainta lukuun ottamatta. Näppäimistön näppäimet voidaan määrittää pelin Keyboard Settings (Näppäimistön asetukset) -valikosta. 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. Pelissä on myös videoasetukset, jossa voit valita halutun näyttötarkkuuden, super samplingin ja aloitetaanko peli ikkunatilassa. Videoasetuksia voi muuttaa Game Mode Select -ruudun Optionsvalikosta

PERUSTIETOA

Peli tallentaa etenemistiedot automaattisesti jokaisen tarinan lopuksi. Voit myös tallentaa Game Mode Select -ruudussa sekä Adventure-tilan tallennuspisteillä

*Pelin tallentamiseksi kiintolevyllä on oltava vähintään 150 Kt vapaata tilaa.

XBOX 360 -OHJAIN

6

Opainike: Shuriken
Pidä Opainike pohjassa: Chakra Charge
Opainike: Hyökkäys
Opainike (toistuvasti): Yhdistelmä
Opainike: Hyppää
+ Opainike (nopea painallus): Ninja-pyrähdys
Vänster styrspak + Opainike: Ninja-liike (hypyn aikana)

⊗-painike liikkumisen aikana: Shuriken liikkeen aikana

Phase 1 Phase 2



PERUSOHJAIMET

XBOX 360 -OHJAIN

(G

Valinta/vahvistus	
vasen sauva / D-alusta	Valitse vaihtoehto
B-painike	Peruuta/takaisin
	Vahvista / ohita viestit
START-painike	Ohita välivideot
BACK-painike	Näppäimistön asetukset / palaa Game Mode Select Screen -ruutuun
Taistelukomennot	
vasen sauva	Liiku
D-alusta	Käytä taisteluesineitä
B-painike	Hyökkäys
	Hyppää (tee kaksoishyppy painamalla toisen kerran ilmassa)
⊗ -painike	Shuriken
♥-painike	Chakra Load (pidä pohjassa Chakra Charge -liikettä varten)
oikea sauva	Vaihda johtohahmoa
I B	Tuki-ninjutsu
RB	Tuki-ninjutsu
U	Substitution Jutsu (korvaa hahmon esineellä)
RT	Torjunta
START-painike	Taukovalikko

Adventure (vapaa seikkailutila)			
vasen sauva	Liiku		
B-painike	Toiminto (puhu, riko, tutki jne.)		
oikea sauva	Liikuta kameraa (vain tietyillä alueilla)		
RS	Palauta kamera oletusasentoon (vain tietyillä alueilla) *RS = paina oikea sauva pohjaan		
START-painike	Päävalikko		

PERUSOHJAIMET

*Ohjeessa mainitut näppäimet ovat pelin oletusohjaimet.

	** **			
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6

Valinta/vahvistus		
W,A,S,D-näppäimet	Suuntanäppäimet	
=-näppäin	Peruuta/takaisin	
Enter-näppäin	Ohita välivideot	
Askelpalautin	Näppäimistön asetukset / palaa Game Mode Select Screen -ruutuun	
L-näppäin	Vahvista / ohita viestit	1

Taistelukomennot

W,A,S,D-näppäimet	Liiku		
Suuntanäppäimet	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)		
Numeronäppäimet 4, 6	Vaihda johtohahmoa		
Q-näppäin	Tuki-ninjutsu		
P-näppäin	Tuki-ninjutsu		
E-näppäin	Substitution Jutsu (korvaa hahmon esineellä)		
I-näppäin	Försvara		
Enter-näppäin	Taukovalikko		

Adventure (vapaa seikkailutila)		
W,A,S,D-näppäimet	Liiku	
=-näppäin	Toiminto (puhu, riko, tutki jne.)	
Numeronäppäimet 8, 4, 2, 6	Liikuta kameraa (vain tietyillä alueilla)	
H-näppäin	Palauta kamera oletusasentoon (vain tietyillä alueilla) *H-näppäin = paina oikea sauva pohjaan	
Enter-näppäin	Päävalikko	

Näppäimistön Ohjauskomennot

*Ohjeessa mainitut näppäimet ovat pelin oletusohjaimet.

BASISINFORMATIE

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.

BASISINFORMATIE

Opmerking 4

Gamepads voor de PC kunnen ook worden gebruikt als een directe invoerapparaat. In deze modus kun je de besturing aanpassen.

BASISINFORMATIE

Invoer-apparaat	Aanpasbare besturing
Toetsenbord	Ja
Xbox 360	Ja
Xbox One	Ja
Steam-controller	Ja

Steam-installatie

Als je "NARUTO SHIPPUDEN: Ultimate Ninja STORM 4 – ROAD TO BORUTO" via Steam koopt, verschijnt de game automatisch in je lijst met downloadbare content. Klik op de NARUTO SHIPPUDEN: Ultimate Ninja Storm 4-titel om naar de gamepagina te gaan.

(Zorg dat de uitbreiding geïnstalleerd is door het vakje ernaast in de lijst van downloadbare content of in de DLC-tab van de eigenschappen van de game aan te vinken)

Let op

De titel biedt ook ondersteuning voor toetsenbord en gamepad, naast de Xbox 360-controller voor Windows. De toetsen van het toetsenbord kunnen naar wens worden ingesteld in het 'Keyboard Settings'-menu van de game. De game ondersteunt ook

BASISINFORMATIE

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. Ook is de optie Video (beeldinstellingen) beschikbaar. Hier kun je de gewenste resolutie, beeldverhouding en supersampling instellen. Ook is het mogelijk om de game in een venster te spelen. Je kunt de video-opties vinden onder het 'Options'-menu, dat toegankelijk is via het 'Game Mode Select'-scherm.

Aan het einde van een verhaal worden de gegevens van de game automatisch opgeslagen. Je kunt ook opslaan in het Game Mode Select-scherm en bij opslagpunten in het speltype Adventure. *Er moet minimaal 150 KB vrije ruimte zijn om op te slaan.

XBOX 360-CONTROLLER

6

Shuriken
Houd Y ingedrukt: Chakra Charge
Aanvallen
(herhaaldelijk): Combo
Springen
+ (a) (snel drukken): Ninja Dash linker stick + (a): Ninja Move (tijdens springen)

⊗ tijdens bewegen: Shuriken tijdens bewegen

Fase 1 Fase 2



STANDAARDBEDIENING

XBOX 360-CONTROLLER

6

Selecteren/bevestigen			
inker stick/navigatiepad	Optie selecteren		
6	Annuleren/Terug		
A	Bevestigen/Berichten overslaan		
START	Filmpjes overslaan		
BACK	Toetsenbord-instellingen / Terugkeren naar Game Mode Select-scherm		
Goverhten			
Gevechten			
linker stick	Bewegen		
navigatiepad	Gevechtsvoorwerpen gebruiken		
0	Slagaanval		
	Springen (opnieuw indrukken in de lucht voor een		

Chakra Load (ingedrukt houden voor Chakra Charge)

dubbele sprong)

Leider veranderen Ondersteuning ninjutsu

Jutsu wisselen

Blokkeren

Pauzemenu

Ondersteuning ninjutsu

Shuriken

A

X

Ø

LB

RB

)LT RT

START

rechter stick

Avontuur (free adventure-modus)

A CANALA A KANALA ANA

linker stick	Bewegen
B	Actie (praten, breken, onderzoeken etc.)
rechter stick	Camera bewegen (wanneer mogelijk in het gebied)
RS	Camera resetten (wanneer mogelijk in het gebied) *RS = rechter stick indrukken
START	Hoofdmenu

STANDAARDBEDIENING

*Getoonde knoppen zijn standaard zo ingesteld in de game.

TOETSENBORDBESTURING

()

Selecteren/bevestigen		
W,A,S,D-toets	Richtingstoetsen	
=-toets	Annuleren/Terug	
Enter-toets	Filmpjes overslaan	
Backspace-toets	Toetsenbord-instellingen / Terugkeren naar Game Mode Select-scherm	
L-toets	Bevestigen/Berichten overslaan	

Gevechten Bewegen W,A,S,D-toets Piltangenterna Gevechtsvoorwerpen gebruiken Slagaanval =-toets Springen (opnieuw indrukken in de lucht voor een L-toets dubbele sprong) K-toets Shuriken Chakra Load (ingedrukt houden voor Chakra Charge) O-toets Leider veranderen 4, 6-toets Q-toets Ondersteuning ninjutsu Ondersteuning ninjutsu P-toets Jutsu wisselen E-toets I-toets Blokkeren Enter-toets Pauzemenu

Avontuur (free adventure-modus)

W,A,S,D-toets	Bewegen
=-toets	Actie (praten, breken, onderzoeken etc.)
8, 4, 2, 6-toets	Camera bewegen (wanneer mogelijk in het gebied)
H-toets	Camera resetten (wanneer mogelijk in het gebied) *H-toets = rechter stick indrukken
Enter-toets	Hoofdmenu

___ TOETSENBORDBESTURING

*Getoonde knoppen zijn standaard zo ingesteld in de game.

INFORMAÇÃO BÁSICA

Nota 1

As opções para definir a resolução desejada, FXAA, MSAA, Glare, VSync, Motion Blur, Shadow Quality e Framerate podem ser alteradas no menu de opções acessível através do ecrã Game Mode Select (seleção de modo de jogo).

Nota 2

Para fazer do comando um dispositivo de controlo ativo, tens de regressar ao ecrã inicial e premir um botão qualquer no comando para o poderes usar. Apenas um dos métodos de controlo (teclado/comando) poderá estar ativo no jogo.

Nota 3

O jogo suporta comandos de PC. Os comandos de PC funcionam de forma semelhante ao Comando Xbox 360 quando usados em modo X-Input. Neste modo, as indicações dos botões irão sempre exibir ícones do Comando Xbox 360 independentemente do dispositivo selecionado para jogar e os controlos não podem ser modificados. Prime a tecla Backspace no ecrã Game Mode Select para acederes ao menu Keyboard Séttings e às definições do teclado. O jogo também suporta o Comando Steam que funciona de forma semelhante ao Comando Xbox 360.

INFORMAÇÃO BÁSICA

Nota 4

Os comandos de PC podem ser usados como dispositivos Direct-Input e neste modo é possível modificar os controlos.

INFORMAÇÃO BÁSICA

Dispositivo de controlo	Controlos personalizáveis
Teclado	Sim
Xbox 360	Sim
Xbox One	Sim
Comando Steam	Sim

Instalação no Steam

ao comprares o "NARUTO SHIPPUDEN: Ultimate Ninja STORM 4 – ROAD TO BORUTO" através da loja online do Steam, o jogo surgirá automaticamente na tua lista de conteúdos transferíveis. Clica no título NARUTO SHIPPUDEN: Ultimate Ninja Storm 4 para abrires a página do jogo.

(Certifica-te que a expansão foi instalada ao marcar a caixa junto à mesma na lista de conteúdo transferível ou no separador do conteúdo transferível das propriedades do título)

Nota

o jogo também suporta teclado e comando para além do Comando Xbox 360 para Windows. O utilizador pode definir as teclas de acordo com os controlos desejados no jogo através do menu Keyboard Settings. O jogo também pode ser controlado com um comando de PC e funciona de forma semelhante ao Comando Xbox 360 para Windows, mas as indicações dos botões irão sempre exibir ícones do Comando Xbox 360 para Windows independentemente do dispositivo selecionado para jogar. Estão também disponíveis opções de vídeo para que o utilizador possa selecionar a resolução desejada, o Super Sampling e também iniciar o jogo em modo de janela. As opções de vídeo podem ser encontradas no menu Options acessível através do ecrã Game Mode Select.

INFORMAÇÃO BÁSICA

Os teus dados do jogo serão gravados de forma automática após cada história. Também podes gravar os teus dados no ecrã Game Mode Select e em pontos de gravação no Adventure Mode.

*Necessitas de pelo menos 150 KB de espaço livre para gravar.
COMANDO XBOX 360

6

Shuriken
Manter premido botão V: Chakra Charge
atacar
(repetidamente): combo
saltar
Botão A + botão A (premir rapidamente): Ninja Dash
Manípulo analógico esquerdo + botão A : Ninja Move (em salto)

Botão ጰ em movimento: Shuriken em movimento

Fase 1

LT LT ou gatilho esquerdo RT RT ou gatilho direito RB ou botão superior direito LB LB ou botão superior esquerdo C LS ou manípulo analógico esquerdo BACK **Botão BACK** R RS ou Botão START manípulo **Botão START** direcional analógico. direito Guia Xbox

CONTROLOS BÁSICOS



Selecionar/confirma	r
Manípulo analógico esquerdo/botão direcional	selecionar opção
Botão B	cancelar/retroceder
Botão 🔕	confirmar/saltar mensagens
Botão START	saltar vídeos
Botão BACK	definições do teclado/regressar ao ecrã Game Mode Select
Batalha	
Manípulo analógico esquerdo	movimento
Botão direcional	usar artigos de batalha
Botão B	ataque Strike
Botão 🙆	saltar (premir de novo no ar para salto duplo)

Chakra Load (manter premido para Chakra Charge)

Shuriken

mudar líder

defender

Support Ninjutsu

Support Ninjutsu

Substitution Jutsu

Adventure Mode (modo de aventura livre) Manípulo analógico esquerdo movimento Botão I ação (falar, partir, investigar, etc.) Manípulo analógico direito mover câmara (se disponível na área) RS reposicionar câmara (se disponível na área) *RS = premir manípulo analógico direito Botão START menu principal

CONTROLOS BÁSICOS

*Os botões mostrados são os originais do jogo.

Botão START menu de pausa

Botão 🐼

Botão 💕

direito

LB

RB

RT

Manípulo analógico

CONTROLOS DO TECLADO

Selecionar/confirma	r
Teclas W,A,S,D	selecionar opção
Tecla =	cancelar/retroceder
Tecla L	confirmar/saltar mensagens
Tecla Enter	saltar vídeos
Tecla Backspace	definições do teclado/regressar ao ecrã Game Mode Select

G

Batalha		
Teclas W,A,S,D	movimento	
Teclas de direção	usar artigos de batalha	
Tecla =	ataque Strike	
Tecla L	saltar (premir de novo no ar para salto duplo)	1
Tecla K	Shuriken	
Tecla O	Chakra Load (manter premido para Chakra Charge)	
Teclas 4, 6	mudar líder	
Tecla Q	Support Ninjutsu	
Tecla P	Support Ninjutsu	1
Tecla E	Substitution Jutsu	
Tecla I	defender	
Tecla Enter	menu de pausa	6

Teclas W,A,S,D	movimento
Tecla =	ação (falar, partir, investigar, etc.)
Teclas 8, 4, 2, 6	mover câmara (se disponível na área)
Tecla H	reposicionar câmara (se disponível na área) *Tecla H = premir manípulo analógico direito
Tecla Enter	menu principal

CONTROLOS DO TECLADO

*Os botões mostrados são os originais do jogo.

INFORMACJE PODSTAWOWE

Uwaga 1

Zmiana rozdzielczości ekranu i ustawień FXAA, MSAA, blasku, synchronizacji pionowej, rozmycia w ruchu, jakości cieni i liczby klatek jest możliwa w menu opcji dostępnym na ekranie wyboru trybu gry.

Uwaga 2

W celu przełączenia aktywnego sterowania na kontroler musisz powrócić na ekran tytułowy i nacisnąć dowolny przycisk na kontrolerze. Od tej pory możesz korzystać z tego kontrolera. Podczas gry aktywna może być tylko jedna metoda sterowania (klawiatura / kontroler).

Uwaga 3

Gra obsługuje gamepady PC. Gamepady PC w trybie X-Input działają analogicznie do kontrolera dla konsoli Xbox 360; informacje na ekranie będą wtedy zawierały ikony przycisków kontrolera dla konsoli Xbox 360 niezależnie od wybranego urządzenia, a zmiana ustawień jest niemożliwa. Naciśnięcie klawisza Backspace na ekranie wyboru trybu gry pozwoli przejść do ustawień klawiatury. Gra obsługuje również kontroler Steam Controller, działający analogicznie do kontrolera dla konsoli Xbox 360.

INFORMACJE PODSTAWOWE

Uwaga 4

Gamepady PC mogą być również wykorzystywane jako urządzenia Direct-Input. Możliwa jest wtedy zmiana ich ustawień.

INFORMACJE PODSTAWOWE

Urządzenie sterujące	Możliwość dostosowania ustawień
Klawiatura	Tak
Kontroler dla konsoli Xbox 360	Tak
Kontroler dla konsoli Xbox One	Tak
Kontroler Steam Controller	Tak

Instalacja wersji Steam

Po zakupie gry "NARUTO SHIPPUDEN: Ultimate Ninja Storm 4 - ROAD TO BORUTO" w sklepie sieciowym Steam gra automatycznie trafi na twoją listę DLC. Kliknij tytuł NARUTO SHIPPUDEN: Ultimate Ninja Storm 4, żeby wyświetlić stronę gry.

Upewnij się, że dodatek został zainstalowany, zaznaczając pole obok niego na liście DLC lub w zakładce DLC na karcie właściwości gry.

Uwaga

Poza kontrolerem dla konsoli Xbox 360 w systemie Windows gra obsługuje również klawiatury i gamepady. Użytkownik może przydzielać klawisze do różnych działań w menu ustawień klawiatury. Grą można również sterować za pomocą gamepada działającego analogicznie do kontrolera dla konsoli Xbox 360 w systemie Windows, ale wyświetlane na ekranie informacje będą zawsze zawierały ikony przycisków kontrolera dla konsoli Xbox 360 w systemie Windows niezależnie od wybranego urządzenia. Dostępne są również opcje graficzne pozwalająca na dostosowanie rozdzielczości i supersamplingu oraz uruchomienie gry w oknie. Ustawienia graficzne są dostępne w menu-opcji, dostępnym z ekranu wyboru trybu gry.

INFORMACJE PODSTAWOWE

Dane gry będą zapisywane automatycznie po zakończeniu fabuły. Możesz również zapisać je na ekranie wyboru trybu gry oraz w punktach zapisu podczas trybu przygody.

*Do zapisu stanu gry potrzeba przynajmniej 150 KB wolnego miejsca.

KONTROLER DLA KONSOLI XBOX 360

6

Przycisk 🏵 : rzut shurikenem Przytrzymaj przycisk 🏵 : pęd czakry Przycisk 🕃 : atak Przycisk 🕃 (wielokrotnie): kombinacja ciosów Przycisk 🏝 : skok Przycisk 🏝 : kok Przycisk 🏝 + 🏝 (szybko): pęd ninja Lewy drążek + przycisk 🏝 : ruch ninja (w czasie skoku)

Przycisk 🗴 podczas ruchu: rzut shurikenem w czasie ruchu

Faza 1

LT lub lewy spust RT RT lub prawy spust RB lub prawy bumper LB LB lub lewy bumper 8 Lewv drażek lub LS BACK Przycisk BACK R Prawy Pad drążek Przycisk START kierunkowy lub RS \bigotimes Przewodnik konsoli Xbox

PODSTAWY STEROWANIA

G

Wybór / Zatwierdzanie	
Lewy drążek/pad kierunkowy	wybór opcji
Przycisk B	anuluj / wstecz
Przycisk \Lambda	zatwierdź / pomiń
Przycisk-START	pomiń filmy
Przycisk-BACK	ustawienia klawiatury / powrót na ekran wyboru trybu gry

Walka		6
Lewy drążek	ruch	ò
Pad kierunkowy	użycie przedmiotu	
Przycisk B	atak	
Przycisk	skok (naciśnij ponownie w powietrzu, by wykonać podwójny skok)	and the second
Przycisk 🔇	shuriken	
Przycisk 🜒	ładowanie czakry (przytrzymaj, by wykonać pęd czakry)	
Prawy drążek	zmiana przywódcy	
ß	technika wsparcia	-
RB	technika wsparcia	
۵	technika podmiany ciała	1
RT	obrona	Ś
Przycisk START	menu pauzy	Ş

Tryb przygody		
Lewy drążek	ruch	
Przycisk B	akcja (porozmawiaj, zniszcz, zbadaj, itd.)	
Prawy drążek	ruch kamerą (jeśli jest możliwy na tym obszarze)	
RS	zresetuj ustawienie kamery (jeśli jest to możliwe na tym obszarze) *RS = naciśnięcie prawego drążka	
Przycisk START	menu główne	

PODSTAWY STEROWANIA

*Podane przyciski są przyciskami domyślnymi.

STEROWANIE - KLAWIATURA

6

Wybór / Zatwierdzan	ie
W, A, S, D	wybór opcji
Klawisz =	anuluj / wstecz
Klawisz L	zatwierdź / pomiń
Klawisz Enter	pomiń filmy
Klawisz Backspace	ustawienia klawiatury / powrót na ekran wyboru trybu gry

Walka		
Klawisze W, A, S, D	ruch	
Klawisze kierunkowe	użycie przedmiotu	
Klawisz =	atak	
Klawisz L	skok (naciśnij ponownie w powietrzu, by wykonać podwójny skok)	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Klawisz K	shuriken	
Klawisz O	ładowanie czakry (przytrzymaj, by wykonać pęd czakry)	
Klawisze 4, 6	zmiana przywódcy	
Klawisz Q	technika wsparcia	1
Klawisz P	technika wsparcia	
Klawisz E	technika podmiany ciała	1
Klawisz I	obrona	
Klawisz Enter	menu pauzy	Ş

Tryb przygody

Klawisze W, A, S, D	ruch	
Klawisz =	akcja (porozmawiaj, zniszcz, zbadaj, itd.)	
Klawisze 8, 4, 2, 6	ruch kamerą (jeśli jest możliwy na tym obszarze)	
Klawisz H	zresetuj ustawienie kamery (jeśli jest to możliwe na tym obszarze)	
Klawisz Enter	menu główne	

STEROWANIE - KLAWIATURA

*Podane przyciski są przyciskami domyślnymi.

Основная Информация

Примечание 1

Настроить такие параметры, как разрешение экрана, FXAA, MSAA, свечение, вертикальная синхронизация, размытие в движении, качество теней и частота кадров можно в меню настроек, на экране выбора режима игры.

Примечание 2

Чтобы включить контроллер, вернитесь на начальный экран и нажмите любую кнопку на контроллере. После этого вы сможете использовать его в игре. Одновременно в игре можно использовать только одно устройство ввода (клавиатура либо контроллер).

Примечание 3

Эта игра поддерживает ПК-контроллеры. ПК-контроллеры работают так же, как геймпад Xbox 360 в режиме X-Input. Для отображения подсказок используются значки кнопок геймпада Xbox 360 вне зависимости от того, какое именно устройство вы используете. Изменить параметры управления в этом режиме нельзя. Нажмите "Backspace" на экране для выбора режима игры, чтобы открыть меню настроек клавиатуры. Также эта игра поддерживает управление при помощи Steam Controller, который работает так же, как геймпад Xbox 360.

Основная Информация

Примечание 4

ПК-контроллеры можно использовать в качестве устройств прямого ввода. В этом режиме вы сможете самостоятельно настраивать параметры управления.

Основная Информация

Устройство ввода	Настройка управления
Клавиатура	Да
Xbox 360	Да
Xbox One	Да
Steam Controller	Да

Установка в Steam

После приобретения "NARUTO SHIPPUDEN: Ultimate Ninja STORM 4-ROAD TO BORUTO" в магазине Steam игра автоматически появится в списке дополнительного контента. Чтобы открыть страницу игры, выберите "NARUTO SHIPPUDEN: Ultimate Ninja Storm 4". (Проверьте, что установили дополнение, поставив рядом с ним отметку в списке дополнительного контента или на вкладке "Доп. контент" в свойствах игры).

Примечание

Помимо геймпада Xbox 360 для Windows, игра также поддерживает клавиатуру и другие контроллеры. Пользователь может самостоятельно назначать клавиши для различных элементов управления в меню "Настройки клавиатуры". Игра поддерживает управление с контроллера, используя его как геймпад Xbox 360 для Windows и отображая все подсказки при помощи значков геймпада Xbox 360 для Windows, вне зависимости от того, какое устройство вы используете. Также доступны настройки изображения: пользователи сами выбирают разрешение экрана, режим игры (полноэкранный или в окне); настраивают параметры сглаживания. Настройки изображения можно найти в меню параметров на экране выбора режима игры.

Основная Информация

СОХРАНЕНИЕ: Ваш прогресс автоматически сохраняется после каждого боя. Кроме того, игру можно сохранить на экране выбора режима игры, а также в точках сохранения в Режиме приключения и в Истории Боруто.

*Для сохранения необходимо иметь не менее 150 Кб свободного дискового пространства.

ГЕЙМПАД ХВОХ 360

6

Кнопка 🕅: сюрикен Удерживать кнопку 🏹: заряд чакры Кнопка 🕃: атака Кнопка 🕃: (многократно): комбо Кнопка 🔄: прыжок Са + Кнопка Са + кнопка Са (многократно): рывок ниндзя Левый джойстик + кнопка Са: движение ниндзя (в прыжке)

🗴 в движении: бросок сюрикена в движении

Фаза 1 Фаза 2



Управление

ГЕЙМПАД ХВОХ 360

6

Выбрать/подтвер	дить	
Левый джойстик/ крестовина	Выбор параметра	
Кнопка 🕒	Отмена/Назад	
Кнопка 🚯	Подтвердить/Пропустить сообщение	
Кнопка START	Пропустить ролик	
Кнопка ВАСК	Настройка клавиатуры / Вернуться на экран для выбора режима игры	
Бой		
Левый джойстик	Перемещение	
Крестовина	Использование снаряжения ниндзя	
Кнопка 🕒	Атака	
Кнопка	Прыжок (нажмите еще раз в воздухе, чтобы выполнить двойной прыжок)	
Кнопка 🔕	Сюрикен	
Кнопка 🜒	Заряд чакры (удерживайте, чтобы накопить заряд чакры)	
Правый джойстик	тик Смена предводителя	
LB	Ниндзюцу поддержки	
RB	Ниндзюцу поддержки	
u	Дзюцу подмены	
RT	Защита	
Кнопка START	Меню паузы	

Приключение (режим свободного приключения)

	Левый джойстик	Перемещение	
	Кнопка 🕒	Действие (поговорить, сломать, изучить и т.д.)	
	Правый джойстик	Управление камерой (когда доступно)	
1	RS	Сброс камеры (когда доступно) *RS = нажать на правый джойстик	
No. And	Кнопка START	Главное меню	

Управление

*Эти кнопки используются в игре по умолчанию.

Клавиатура

Выбрать/подтвердить		
W, A, S, D	Выбор параметра	
=	Отмена/Назад	
L	Подтвердить/Пропустить сообщение	
Enter	Пропустить ролик	
Backspace	Настройка клавиатуры / Вернуться на экран для выбора режима игры	
Бой		
W, A, S, D	Перемещение	
Стрелки	Использование снаряжения ниндзя	
=	Атака	
L	Прыжок (нажмите еще раз в воздухе, чтобы выполнить двойной прыжок)	
К	Сюрикен	
0	Заряд чакры (удерживайте, чтобы накопить заряд чакры)	
4, 6	Смена предводителя	
Q	Ниндзюцу поддержки	
Р	Ниндзюцу поддержки	
E	Дзюцу подмены	
1	Защита	
Enter	Меню паузы	

6

	Приключение (режим свободного приключения)		
W, A, S, D		Перемещение	
= Действие (поговорить, сломать, изучить и т		Действие (поговорить, сломать, изучить и т.д.)	
1	8, 4, 2, 6	Управление камерой (когда доступно)	
H Сброс камеры (когда доступно) Enter Главное меню		Сброс камеры (когда доступно)	
		Главное меню	

🚬 Клавиатура

*Эти кнопки используются в игре по умолчанию.



CUSTOMER SERVICE SUPPORT

Australia	1902 26 26 26	\$2,48/min (may change without notice)	au.support@bandainamcoent.com.au
België		Support en français:	fr.support@bandainamcoent.eu
Deutschland	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883	1,240/min aus dem dt. Festnetz Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
España	+34 902 10 18 67	Lunes a jueves: 09.00 – 18.00 Viernes: 09.00 – 14.00	es.support@bandainamcoent.eu
Ελλάδα	+30 210 60 18 800	Αστική Χρέωση Δευτέρα - Παρασκευή: 09.00-17.00	gr.support@bandainamcoent.eu
France	0825 15 80 80 0,156/min ndi-Samedi: 10.00-20.00 non stop	Support Technique CS80236 33612 CESTAS	fr.support@bandainamcoent.eu
Italia			it.support@bandainamcoent.eu
Nederland		Support in English:	customerserviceuk@bandainamcoent.eu
New Zealand	0900 54263	\$1.99/min (may change without notice)	au.support@bandainamcogames.eu
Nordic Countrie Nederland	Sweden Norway Finland Denmark	Support in English:	customerserviceuk@bandainamcoent.eu
Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655	€1,35€/min Montag-Samtag:14.00 - 19.00 Uhr	de.support@bandainamcoent.eu
Portugal	+34 902 10 18 67	Segunda a Quinta: 09.00 – 18.00 Sexta Feira: 09.00 – 14.00	pt.support@bandainamcoent.eu
Schweiz	Technische: 0900-829300 Spielerische: 0900-770780	2,50 CHF/min Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoent.eu
Singapore	+65 6538 9724		support@bandainamcoent.asia
United Kingdom	1	Monday - Friday: 09:00 - 18:00 GMT	customerserviceuk@bandainamcoent.eu

Please visit www.bandainamcoent.eu/support For the full list of support contacts