

5 June 2008

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Up and down

[Naruto: Clash of Ninja Revolution Comes to Wii Again](#)

The Leaf Village will surely be saved one more time

When it comes to [Naruto](#) games, I must admit that I am absolutely clueless: I have lost their counting and if you tell me a title (released or upcoming), I will have no idea what platform it's going to be released on. The same happens with *Naruto: Clash of Ninja Revolution 2* - when I saw the title, I spent a few seconds thinking "Was there a first one, too?" It was and, just like this second iteration, it was a Wii exclusive inspired by the *Naruto* universe. *Naruto: Clash of Ninja Revolution 2* is the result of the collaboration between TOMY Corporation and D3Publisher of America and it will hit North American markets sometime during this fall (when, probably, a thousand more *Naruto* games are released for other consoles). "Because *Clash of Ninja Revolution 2* is an original title for the U.S., we have had the opportunity to blend new features with the best elements from the previous games," announced Laura Yoshioka, director of consumer software at TOMY Corporation. "In addition to the new storyline, we have worked closely with the development studio, Eighting, to implement fan feedback. We actively pursued advice from tournament players to update the fighting mechanics and create balanced characters to improve the gameplay experience." This also means that you will get improved gameplay mechanics and fighting engine, plus a huge amount of playable characters you already know if you are a fan of the TV series. *Naruto: Clash of Ninja Revolution 2*'s action is set after Sasuke leaves the Leaf Village to gain more power from Orochimaru and it also brings characters designed specifically for the game. *Clash of Ninja Revolution 2* features destructible stages and four-player multiplayer battles, along with gameplay modes never seen in another *Naruto* game. Of course, the developers have forgotten to detail these.