



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.001	Raises Combo Attack Power(min)	-	★	wind	200	available as default
No.002	raises the amount of Chakra recovery(min)	-	★	wind	300	Tale of Young Naruto Uzumaki Chapter 11
No.003	Raises Ninjutsu Attack Power(min)	-	★	wind	800	Earn 30,000 Ryo in Total
No.004	Raises Throw Attack Power(min)	Raises Combo Attack Power(min)	★	wind	not for sale	Tale of Young Naruto Uzumaki Chapter 11
No.005	raises the amount of Chakra recovery(min)	Raises parameters when awakening(min)	★	wind	300	Use the First Naruto as leader
No.006	Increases the distance of Ninja Move(min)	Raises Ninjutsu Attack Power(min)	★	wind	400	Finish Tale of Young Naruto Uzumaki Chapter 1
No.007	Raises Team bonus(min)	Raises Combo Defense Power(min)	★	wind	400	Finish Tale of Young Naruto Uzumaki Chapter 1
No.008	Raises Throw Attack Power(min)	Raises Ninjutsu Defense Power(min)	★	wind	not for sale	Finish Tale of Young Naruto Uzumaki Chapter 1
No.009	Raises Coordinated Secret Technique Attack Power(min)	-	★	wind	200	available as default
No.010	Increase Travelling Power(min)	increase the ability of support 2(min)	★	wind	900	Use Naruto Uzumaki as leader
No.011	Increase Travelling Power(min)	-	★	water	600	Use The First Sakura as leader
No.012	Raises Coordinated Secret Technique Attack Power(min)	Increase the number of Ninja Tools(min)	★	water	300	Finish Survival Introductory fight 5
No.013	Increases the distance of Ninja Move(min)	Raises Ninjutsu Defense Power(min)	★	water	200	available as default
No.014	Raises Combo Attack Power(min)	increase the ability of support 1(min)	★	water	300	Finish with Ninjutsu
No.015	Extend the duration of Bad Status(min)	Raises Secret Technique Attack Power(min)	★	water	400	Use Sakura Haruno as leader
No.016	Raises Secret Technique Attack Power(min)	-	★	water	600	Total Playing Time: 1 hour
No.017	Increases the distance of Ninja Move(min)	Raises Combo Attack Power(min)	★	fire	not for sale	Finish Survival Introductory fight 1
No.018	Raises parameters when awakening(min)	Increase the number of Ninja Tools(min)	★	fire	200	available as default
No.019	Increases the distance of Ninja Move(min)	Raises Ninjutsu Attack Power(min)	★	fire	not for sale	Finish Finish Tale of Sasuke Uchiha Chapter 2
No.020	Raises Ninjutsu Attack Power(min)	Increases the distance of Ninja Move(min)	★	water	not for sale	Use Sai as leader
No.021	Raises Secret Technique Defense Power(min)	Raises the amount of the recovery of substitution gauge(min)	★	thunder	400	Use Kakashi Hatake as leader
No.022	Increase the abilities of both supports(min)	-	★	thunder	200	available as default
No.023	Raises parameters when awakening(min)	-	★	thunder	800	Finish with Ninjutsu
No.024	Raises Ninjutsu Defense Power(min)	Increase the abilities of both supports(min)	★	thunder	not for sale	Finish Finish Tale of Kakashi Hatake Chapter 10
No.025	Raises Combo Defense Power(min)	-	★	thunder	600	Earn 30,000 Ryo in total
No.026	increase the ability of support 2(min)	-	★	earth	200	available as default
No.027	Raises Team bonus(min)	Extend the duration of Bad Status(min)	★	earth	400	Finish Tale of Young Naruto Uzumaki Chapter 1
No.028	Raises Combo Attack Power(min)	Raises Ninjutsu Attack Power(min)	★	thunder	500	Use the First Neji as leader
No.029	Extend the duration of Awakening(min)	-	★	thunder	not for sale	Finish Survival Introductory fight 3
No.030	Raises Combo Attack Power(min)	Raises Throw Attack Power(min)	★	earth	600	Use The First Lee as leader
No.031	increase the ability of support 1(min)	-	★	earth	200	available as default
No.032	Increase Travelling Power(min)	Raises Combo Attack Power(min)	★	earth	400	Use Rock Lee as leader
No.033	Extend the duration of Bad Status(min)	Increases the distance of Ninja Move(min)	★	earth	not for sale	Finish offline tournament Chunin 1
No.034	Raises Throw Attack Power(min)	raises the amount of Chakra recovery(min)	★	water	not for sale	Finish Offline Tournament Genin 1
No.035	Increase the number of Ninja Tools(min)	-	★	water	600	Use Tenten as leader



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.036	Raises the amount of the recovery of substitution gauge(min)	-	★	fire	not for sale	Finish Survival Introductory fight 9
No.037	Raises Coordinated Secret Technique Attack Power(min)	Raises Ninjutsu Defense Power(min)	★	fire	800	Use Might Guy as leader
No.038	Increase Travelling Power(min)	Raises Secret Technique Defense Power(min)	★	fire	300	available as default
No.039	Raises Throw Attack Power(min)	Extend the duration of Bad Status(min)	★	earth	500	Use the First Shikamaru as leader
No.040	Raises Ninjutsu Attack Power(min)	increase the ability of support 2(min)	★	earth	not for sale	Finish offline tournament Chunin 3
No.041	Raises Combo Attack Power(min)	Raises Team bonus(min)	★	earth	300	Earn Battle Point up to:100
No.042	Raises Combo Defense Power(min)	Raises Throw Attack Power(min)	★	earth	400	Use The First Choji as leader
No.043	Raises Throw Attack Power(min)	increase the ability of support 1(min)	★	earth	600	Total Playing time: 1 hour
No.044	Raises the amount of the recovery of substitution gauge(min)	Raises Coordinated Secret Technique Attack Power(min)	★	thunder	not for sale	Finish Survival Beginner fight 5
No.045	Increase the number of Ninja Tools(min)	increase the ability of support 1(min)	★	thunder	200	available as default
No.046	Raises Secret Technique Attack Power(min)	increase the ability of support 1(min)	★	wind	not for sale	Use Asuma Sarutobi as leader
No.047	Raises Combo Attack Power(min)	increase the ability of support 2(min)	★	thunder	500	Use the First Kiba as leader
No.048	increase the ability of support 1(min)	Raises Secret Technique Attack Power(min)	★	thunder	800	Use Kiba Inuzuka as leader
No.049	Increases the distance of Ninja Move(min)	Increase the number of Ninja Tools(min)	★	thunder	not for sale	Finish Offline Tournament Chunin 2
No.050	Extend the duration of Bad Status(min)	-	★	earth	not for sale	Finish Survival Introductory fight 7
No.051	Raises the amount of the recovery of substitution gauge(min)	Raises Ninjutsu Defense Power(min)	★	earth	600	Use Shino Aburame as leader
No.052	Raises Ninjutsu Defense Power(min)	-	★	water	200	available as default
No.053	increase the ability of support 2(min)	Raises Combo Defense Power(min)	★	water	600	Use Hinata Hyuga as leader
No.054	increase the ability of support 1(min)	Raises Team bonus(min)	★	water	not for sale	Total Playing Time: 1 hour
No.055	Raises Combo Defense Power(min)	Extend the duration of Awakening(min)	★	earth	400	Finish All Offline Tournament Genin
No.056	Extend the duration of Bad Status(min)	Raises Ninjutsu Attack Power(min)	★	earth	500	Use the First Gaara as leader
No.057	Increases the distance of Ninja Move(min)	Increases the distance of Ninja Move(min)	★	earth	300	available as default
No.058	Raises parameters when awakening(min)	Raises Combo Attack Power(min)	★	earth	500	Win 50 fights in total
No.059	Increase the abilities of both supports(min)	Raises Team bonus(min)	★	earth	not for sale	Finish Finish Tale of Gaara Chapter 8
No.060	Raises Secret Technique Defense Power(min)	-	★	earth	800	Finish with Secret Technique
No.061	Raises Ninjutsu Defense Power(min)	Raises Combo Defense Power(min)	★	earth	600	Use the First Gaara as leader
No.062	Increase the number of Ninja Tools(small)	-	★	wind	not for sale	Finish Offline Tournament Genin 2
No.063	increase the ability of support 1(min)	raises the amount of Chakra recovery(min)	★	wind	600	Use Kankuro leader as leader
No.064	Raises Ninjutsu Defense Power(min)	Raises Team bonus(min)	★	wind	400	Use The First Temari as leader
No.065	increase the ability of support 2(min)	Raises Secret Technique Attack Power(min)	★	wind	not for sale	Win 50 fights in total
No.066	raises the amount of Chakra recovery(min)	Increase Travelling Power(min)	★	fire	200	available as default
No.067	Increases the distance of Ninja Move(min)	-	★	fire	600	Finish Tale of Young Naruto Uzumaki Chapter 11
No.068	Raises the amount of the recovery of substitution gauge(min)	increase the ability of support 1(min)	★	fire	900	Use Jiraiya as leader
No.069	Raises Ninjutsu Attack Power(min)	Raises Combo Defense Power(min)	★	fire	not for sale	Finish Finish Tale of Jiraiya Chapter 7
No.070	increase the ability of support 1(min)	Extend the duration of Bad Status(min)	★	fire	400	Use Jiraiya as leader



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.071	Raises Throw Attack Power(min)	-	★	fire	900	Win 50 fights in total
No.072	Raises Combo Attack Power(min)	increase the ability of support 1(min)	★	fire	600	Win 50 fights in total
No.073	Extend the duration of Awakening(min)	Raises Ninjutsu Attack Power(min)	★	water	500	Use Tsunade as leader
No.074	Extend the duration of Bad Status(min)	increase the ability of support 2(min)	★	earth	400	Use The First Shizune as support
No.075	Raises Team bonus(min)	Increase Travelling Power(min)	★	earth	300	Finish all Offline tournament Genin
No.076	raises the amount of Chakra recovery(min)	Increase the abilities of both supports(min)	★	earth	200	available as default
No.077	Raises the amount of the recovery of substitution gauge(min)	Increase the abilities of both supports(min)	★	wind	200	available as default
No.078	increase the ability of support 1(min)	Raises Secret Technique Defense Power(min)	★	wind	400	Earn Battle Point up to:500
No.079	increase the ability of support 2(min)	raises the amount of Chakra recovery(min)	★	fire	not for sale	Online tournament rank 1 winning award
No.080	Increase the number of Ninja Tools(min)	Raises Combo Attack Power(min)	★	fire	500	Use Tsunade as leader
No.081	Raises Ninjutsu Defense Power(min)	increase the ability of support 2(min)	★	fire	not for sale	Online tournament rank 2 winning award
No.082	Extend the duration of Bad Status(min)	-	★	fire	500	Earn Custom Battle Point up to:2500
No.083	Raises Combo Attack Power(min)	Increase Travelling Power(min)	★	fire	200	available as default
No.084	Raises Ninjutsu Attack Power(min)	Increases the distance of Ninja Move(min)	★	fire	400	Earn Custom Battle Point up to:2500
No.085	Increase the number of Ninja Tools(min)	Raises the amount of the recovery of substitution gauge(min)	★	thunder	400	Finish Survival Introductory fight 2
No.086	increase the ability of support 2(small)	-	★	earth	400	Use Shikamaru Nara as leader
No.087	Raises Ninjutsu Attack Power(min)	Increase the abilities of both supports(min)	★	fire	400	available as default
No.088	Raises Combo Defense Power(min)	Increases the distance of Ninja Move(min)	★	water	not for sale	Online tournament rank 3 winning award
No.089	Raises Throw Attack Power(min)	Raises parameters when awakening(min)	★	fire	500	Use Obito as leader
No.090	Raises Coordinated Secret Technique Attack Power(min)	Raises Team bonus(min)	★	thunder	not for sale	Online tournament rank 1 winning award
No.091	Increase the number of Ninja Tools(min)	Raises Ninjutsu Attack Power(min)	★	fire	400	Finish Survival Introductory fight 2
No.092	increase the ability of support 2(min)	Increase Travelling Power(min)	★	wind	500	Finish all offline tournament Genin
No.093	increase the ability of support 1(min)	Raises Coordinated Secret Technique Attack Power(min)	★	earth	800	Use Granny Chiyo as leader
No.094	Raises the amount of the recovery of substitution gauge(min)	Raises Throw Attack Power(min)	★	earth	300	available as default
No.095	Increases the distance of Ninja Move(min)	Raises Combo Defense Power(min)	★	earth	500	Finish Survival Introductory fight 6
No.096	Raises Ninjutsu Attack Power(min)	Raises Secret Technique Defense Power(min)	★	earth	400	Earn Custom Battle Point up to:1500
No.097	Increases the distance of Ninja Move(min)	Raises Secret Technique Attack Power(min)	★	earth	600	Finish all offline tournament Genin
No.098	Raises parameters when awakening(min)	Extend the duration of Awakening(min)	★	earth	not for sale	Use Orochimaru as leader
No.099	Raises Combo Defense Power(min)	Raises Coordinated Secret Technique Attack Power(min)	★	earth	300	available as default
No.100	Raises Secret Technique Attack Power(min)	Raises parameters when awakening(min)	★	water	not for sale	Finish with Ninjutsu
No.101	raises the amount of Chakra recovery(min)	Raises Combo Defense Power(min)	★	earth	500	Use the first Jirobo as support
No.102	Raises Combo Defense Power(min)	Increase the number of Ninja Tools(min)	★	fire	500	Use the First Kidomaru as support
No.103	Increases the distance of Ninja Move(min)	raises the amount of Chakra recovery(min)	★	water	500	Use the first Ukon/Sakon as support
No.104	Extend the duration of Bad Status(min)	Increase the number of Ninja Tools(min)	★	wind	500	Use the First Tayuta as support
No.105	Raises Combo Attack Power(small)	-	★	thunder	300	available as default



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.106	Increase the number of Ninja Tools(min)	Raises Secret Technique Defense Power(min)	★	water	600	Finish Finish Tale of Sasuke Uchiha Chapter 2
No.107	raises the amount of Chakra recovery(small)	-	★	earth	not for sale	Battle Result: attain more than 40 hits
No.108	Reset Bad Status	-	★	earth	800	Finish Finish Tale of Sasuke Uchiha Chapter 2
No.109	Raises parameters when awakening(small)	-	★	wind	700	Finish Finish Tale of Sasuke Uchiha Chapter 2
No.110	Raises parameters when awakening(min)	Increases the distance of Ninja Move(min)	★	fire	not for sale	Battle Result: Win within 20 counts
No.111	Raises Secret Technique Attack Power(min)	Extend the duration of Awakening(min)	★	fire	400	available as default
No.112	Raises Throw Attack Power(small)	-	★	water	not for sale	finish Survival Introductory fight 2
No.113	Increases the distance of Ninja Move(min)	Extend the duration of Bad Status(min)	★	earth	not for sale	Use Deidara as leader
No.114	Raises Secret Technique Defense Power(small)	-	★	earth	900	Use Sasori as leader
No.115	Increase the number of Ninja Tools(min)	Raises parameters when awakening(min)	★	earth	not for sale	Battle Result: Activate Breaking Guard more than 1 time.
No.116	Raises Ninjutsu Defense Power(small)	-	★	fire	900	Use Hidan as leader
No.117	Extend the duration of Awakening(min)	Raises Coordinated Secret Technique Attack Power(min)	★	earth	1000	Use Kakuzu as leader
No.118	Raises the amount of the recovery of substitution gauge(min)	Raises Secret Technique Defense Power(min)	★	fire	1000	available as default
No.119	Raises the amount of the recovery of substitution gauge(small)	-	★	water	900	finish Survival Introductory fight 2
No.120	Raises Throw Attack Power(min)	Extend the duration of Bad Status(min)	★	thunder	400	Earn Battle Point up to:2500
No.121	Raises Ninjutsu Attack Power(min)	Raises Throw Attack Power(min)	★	thunder	400	Use Pain as leader
No.122	raises the amount of Chakra recovery(min)	Raises Ninjutsu Defense Power(min)	★	thunder	400	Earn Battle Point up to:2500
No.123	Raises Ninjutsu Defense Power(min)	increase the ability of support 1(min)	★	thunder	400	Finish all offline tournament Genin
No.124	Increases the distance of Ninja Move(small)	-	★	thunder	400	Earn Battle Point up to:1500
No.125	Increase Travelling Power(min)	raises the amount of Chakra recovery(min)	★	thunder	400	Finish Survival Introductory fight 2
No.126	Raises Coordinated Secret Technique Attack Power(min)	Extend the duration of Awakening(min)	★	thunder	300	Earn Custom Battle Point up to:500
No.127	Increase the abilities of both supports(min)	Raises parameters when awakening(min)	★	thunder	500	Use Pain as leader
No.128	Reset Bad Status	-	★	thunder	not for sale	Online tournament rank 2 winning award
No.129	Extend the duration of Awakening(small)	-	★	fire	800	Finish with Secret Technique
No.130	Raises Secret Technique Attack Power(small)	-	★	fire	1000	Use The Masked man as leader
No.131	Raises Team bonus(min)	Increase Travelling Power(min)	★	earth	600	Finish Survival Introductory fight 2
No.132	Raises Ninjutsu Defense Power(min)	Raises the amount of the recovery of substitution gauge(min)	★	earth	500	Use Akatuchi as support
No.133	Raises Coordinated Secret Technique Attack Power(min)	Increases the distance of Ninja Move(min)	★	earth	500	Use Kurotuchi as support
No.134	Increase Travelling Power(min)	Raises Combo Defense Power(min)	★	thunder	not for sale	Finish off with support
No.135	increase the ability of support 1(min)	Raises Combo Attack Power(min)	★	thunder	400	Earn Custom Battle Point up to:1500
No.136	Increase the abilities of both supports(min)	Raises Secret Technique Defense Power(min)	★	thunder	400	Finish Survival Introductory fight 6
No.137	increase the ability of support 2(min)	Raises Ninjutsu Defense Power(min)	★	thunder	400	Finish all offline tournament Genin
No.138	Increase Travelling Power(small)	-	★	water	not for sale	Finish Tale of Zabuza Momochi/Haku Chapter 6
No.139	Extend the duration of Bad Status(min)	Raises Combo Defense Power(min)	★	earth	200	Earn 30,000 Ryo in total
No.140	Raises Team bonus(min)	Raises Secret Technique Defense Power(min)	★	earth	300	Earn Battle Point up to:100



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.141	Increase Travelling Power(min)	Raises Ninjutsu Defense Power(min)	★	earth	300	Use Zabuza Momochi as leader
No.142	Raises Combo Attack Power(min)	Raises Coordinated Secret Technique Attack Power(min)	★	earth	not for sale	Online tournament rank 1 winning award
No.143	increase the ability of support 1(small)	-	★	fire	400	Earn Battle Point up to:1000
No.144	Raises Secret Technique Attack Power(min)	Increase the number of Ninja Tools(min)	★	earth	500	Earn Custom Battle Point up to:1000
No.145	Raises Secret Technique Defense Power(min)	increase the ability of support 2(min)	★	water	not for sale	Finish offline tournament Genin 3
No.146	Increase the abilities of both supports(min)	Raises Coordinated Secret Technique Attack Power(min)	★	wind	900	Finish Tale of Young Naruto Uzumaki Chapter 11
No.147	Raises Ninjutsu Attack Power(small)	-	★	wind	600	Use Kakashi Hatake as leader
No.148	Raises Team bonus(small)	-	★	thunder	2500	Finish all Offline tournament Genin
No.149	Increase Travelling Power(min)	Raises Secret Technique Attack Power(min)	★	fire	400	Use Might Guy as leader
No.150	raises the amount of Chakra recovery(min)	Raises Throw Attack Power(min)	★	water	300	Earn Custom Battle Point up to:100
No.151	Raises Combo Defense Power(small)	-	★	wind	400	Finish Survival Introductory fight 6
No.152	Raises Team bonus(min)	Raises Coordinated Secret Technique Attack Power(min)	★	water	600	Use Konan as leader
No.153	increase the ability of support 2(min)	Extend the duration of Awakening(min)	★	water	500	Use Jiraiya as leader
No.154	Raises Secret Technique Defense Power(min)	Increase the abilities of both supports(min)	★	fire	400	Use Itachi Uchiha as leader
No.155	Extend the duration of Bad Status(min)	Raises the amount of the recovery of substitution gauge(min)	★	fire	500	Use The Third Hokage of Chapter 1 as leader
No.156	Raises Coordinated Secret Technique Attack Power(min)	Increase Travelling Power(min)	★	fire	400	Finish all Offline tournament Genin
No.157	Raises Coordinated Secret Technique Attack Power(small)	-	★	earth	not for sale	Finish off with Secret Technique
No.158	Extend the duration of Awakening(min)	Extend the duration of Bad Status(min)	★	fire	400	Use Itachi Uchiha as leader
No.159	Raises Team bonus(min)	-	★	fire	400	Use Itachi Uchiha as leader
No.160	Raises Combo Defense Power(min)	Increase the abilities of both supports(min)	★	water	200	Use Mizukage as leader
No.161	increase the ability of support 1(min)	Raises Coordinated Secret Technique Attack Power(min)	★	fire	300	Earn Battle Point up to:1000
No.162	Raises Throw Attack Power(min)	Raises Secret Technique Attack Power(min)	★	fire	400	Earn Custom Battle Point up to:100
No.163	Raises the amount of the recovery of substitution gauge(min)	Raises Ninjutsu Attack Power(min)	★	water	200	Finish Survival Introductory fight 6
No.164	increase the ability of support 1(min)	Raises Team bonus(min)	★	water	400	Earn Battle Point up to:500
No.165	increase the ability of support 2(min)	Increase Travelling Power(min)	★	water	400	Earn Battle Point up to:1500
No.166	Extend the duration of Awakening(min)	Raises the amount of the recovery of substitution gauge(min)	★	water	500	Finish all offline tournament Genin
No.167	Raises parameters when awakening(min)	Raises the amount of the recovery of substitution gauge(min)	★	water	600	Earn Custom Battle Point up to:500
No.168	Raises Secret Technique Defense Power(min)	Raises Throw Attack Power(min)	★	water	not for sale	Battle Result: Remaining health is more than 90%
No.169	Increase the abilities of both supports(small)	-	★	water	600	Finish all offline tournament Genin
No.170	Extend the duration of Bad Status(min)	Extend the duration of Awakening(min)	★	water	800	Finish Survival Introductory fight 6
No.171	Increase the abilities of both supports(min)	raises the amount of Chakra recovery(min)	★	earth	500	Finish all offline tournament Genin
No.172	Raises Secret Technique Attack Power(min)	Extend the duration of Bad Status(min)	★	thunder	500	Finish off with awakening
No.173	Raises Secret Technique Defense Power(min)	Raises parameters when awakening(min)	★	wind	700	Earn Custom Battle Point up to:1000
No.174	raises the amount of Chakra recovery(min)	Raises Combo Attack Power(min)	★	fire	not for sale	Finish off with awakening
No.175	Extend the duration of Awakening(small)	Raises parameters when awakening(min)	★★	wind	1200	Young Naruto Uzumaki Chapter 11



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.176	raises the amount of Chakra recovery(small)	Increase the number of Ninja Tools(min)	★★	wind	2000	Earn 100,000 Ryo in total
No.177	Raises Secret Technique Attack Power(small)	Raises Combo Defense Power(min)	★★	wind	1500	Finish survival basic
No.178	Increases the distance of Ninja Move(small)	Raises the amount of the recovery of substitution gauge(min)	★★	wind	1200	Use Naruto Uzumaki as leader
No.179	Raises Combo Attack Power(small)	raises the amount of Chakra recovery(min)	★★	wind	2500	Finish Tale of Young Naruto Uzumaki Chapter 1
No.180	Increases the distance of Ninja Move(small)	increase the ability of support 1 (min)	★★	water	700	Finish Survival Beginner fight 7
No.181	Raises parameters when awakening(small)	Raises Combo Attack Power(min)	★★	water	1200	Finish offline tournament Genin 1
No.182	Raises the amount of the recovery of substitution gauge(small)	Raises Ninjutsu Attack Power(min)	★★	water	2500	Use Sakura Haruno as leader
No.183	Increase the number of Ninja Tools(small)	Increase Travelling Power(min)	★★	fire	1200	Finish Survival Introductory fight 1
No.184	Raises Throw Attack Power(small)	Raises Ninjutsu Defense Power(min)	★★	fire	1500	Earn Battle Point up to:7500
No.185	Raises the amount of the recovery of substitution gauge(small)	Extend the duration of Bad Status(min)	★★	fire	not for sale	Finish Survival Introductory fight 1
No.186	Increase Travelling Power(small)	Increases the distance of Ninja Move(min)	★★	fire	1500	Use Sai as leader
No.187	Raises Combo Attack Power(small)	Raises Throw Attack Power(min)	★★	fire	1700	Finish offline tournament Genin 2
No.188	Raises Ninjutsu Attack Power(small)	Raises Secret Technique Attack Power(min)	★★	fire	not for sale	Win 100 fights in total
No.189	Raises Ninjutsu Defense Power(small)	Increases the distance of Ninja Move(min)	★★	fire	2000	Finish offline tournament Jonin 1
No.190	Raises parameters when awakening(small)	Raises Secret Technique Defense Power(min)	★★	fire	not for sale	Finish Finish Tale of Sasuke Uchiha Chapter 2
No.191	Increases the distance of Ninja Move(small)	Raises Combo Attack Power(min)	★★	fire	1200	Earn Custom Battle Point up to:4500
No.192	Raises parameters when awakening(small)	Extend the duration of Awakening(min)	★★	fire	1500	Finish off with Ninjutsu for 10 times
No.193	Extend the duration of Awakening(small)	Raises Ninjutsu Attack Power(small)	★★	fire	not for sale	Use The First Sasuke as leader for 4 times
No.194	Raises Throw Attack Power(mid)	-	★★	water	1700	Finish off with awakening for 10 times
No.195	Raises Secret Technique Attack Power(small)	Raises parameters when awakening(min)	★★	thunder	1500	Finish Finish Tale of Kakashi Hatake Chapter 10
No.196	Extend the duration of Awakening(small)	Raises Ninjutsu Defense Power(min)	★★	thunder	1700	10 successive wins in Ultimate Survival
No.197	Raises Secret Technique Defense Power(small)	Raises Ninjutsu Attack Power(min)	★★	thunder	2000	Finish Survival Beginner fight 3
No.198	Raises Combo Defense Power(mid)	-	★★	thunder	1700	Finish offline tournament chunin 2
No.199	Raises Throw Attack Power(small)	Raises Combo Defense Power(min)	★★	earth	1500	Use The First Lee as leader
No.200	Increase Travelling Power(small)	Increase the number of Ninja Tools(min)	★★	water	1700	Finish Survival Introductory fight 8
No.201	Increase the number of Ninja Tools(mid)	-	★★	water	1700	Use The First Tenten as leader
No.202	Raises Secret Technique Attack Power(small)	Extend the duration of Awakening(min)	★★	fire	not for sale	Finish Survival Beginner fight 1
No.203	Raises Combo Defense Power(small)	increase the ability of support 1 (min)	★★	earth	1500	Use The First Shikamaru as leader
No.204	increase the ability of support 1 (small)	Raises Ninjutsu Defense Power(min)	★★	earth	1700	Finish Offline Tournament Chunin 1
No.205	Raises parameters when awakening(small)	Raises Combo Defense Power(min)	★★	earth	1500	Finish Survival Introductory fight 1
No.206	Extend the duration of Bad Status(small)	Increase the number of Ninja Tools(min)	★★	thunder	1200	Finish Offline Tournament Chunin 1
No.207	Raises Combo Attack Power(small)	Extend the duration of Bad Status(min)	★★	thunder	2200	Use The First Ino as leader
No.208	increase the ability of support 2 (small)	Raises Combo Attack Power(min)	★★	thunder	1700	Finish Survival Intermediate 3
No.209	Raises the amount of the recovery of substitution gauge(small)	Increase Travelling Power(min)	★★	thunder	1200	Earn Custom Battle Point up to:6000
No.210	Increases the distance of Ninja Move(small)	raises the amount of Chakra recovery(min)	★★	thunder	700	Finish Offline Tournament Chunin 3



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.211	Raises the amount of the recovery of substitution gauge(small)	raises the amount of Chakra recovery(min)	★★	earth	1000	Use The First Shino as leader
No.212	Extend the duration of Bad Status(small)	Raises Ninjutsu Defense Power(min)	★★	earth	1500	Finish Offline Tournament Chunin 1
No.213	increase the ability of support 2(small)	Increase the number of Ninja Tools(min)	★★	water	1500	Finish offline tournament Genin 2
No.214	Raises Ninjutsu Defense Power(small)	Increase the abilities of both supports(min)	★★	water	1700	Use The First Kurenai as support
No.215	Reset Bad Status	Raises Combo Attack Power(min)	★★	earth	2000	Use The First Gaara as leader
No.216	Raises Combo Defense Power(small)	Raises Ninjutsu Defense Power(min)	★★	earth	1700	Finish Offline Tournament Genin 3
No.217	Raises Ninjutsu Defense Power(mid)	-	★★	earth	not for sale	Finish Finish Tale of Gaara Chapter 8
No.218	Raises Secret Technique Defense Power(small)	Extend the duration of Bad Status(min)	★★	earth	1000	Use The First Kankuro as leader
No.219	Extend the duration of Bad Status(small)	Increases the distance of Ninja Move(min)	★★	wind	1200	Earn Custom Battle Point up to:4500
No.220	Increase the number of Ninja Tools(small)	Raises Combo Attack Power(min)	★★	wind	not for sale	Finish Offline Tournament Genin 3
No.221	Increase the number of Ninja Tools(small)	Raises Ninjutsu Defense Power(min)	★★	wind	1700	Finish offline tournament chunin 2
No.222	Raises Ninjutsu Defense Power(small)	Raises Throw Attack Power(min)	★★	wind	1500	Use The First Temari as leader
No.223	Raises Throw Attack Power(small)	Raises Ninjutsu Attack Power(min)	★★	wind	not for sale	Finish off with coordinated secret technique for 5 times
No.224	Raises Throw Attack Power(small)	increase the ability of support 1(min)	★★	fire	1200	Earn Custom Battle Point up to:4500
No.225	Raises Combo Attack Power(mid)	-	★★	fire	1500	Finish Finish Tale of Jiraiya Chapter 7
No.226	Raises Throw Attack Power(small)	raises the amount of Chakra recovery(min)	★★	water	1500	Earn Custom Battle Point up to:3500
No.227	Extend the duration of Bad Status(small)	increase the ability of support 1(min)	★★	water	not for sale	Finish Survival Introductory fight 5
No.228	increase the ability of support 1(mid)	-	★★	earth	1200	Finish Survival Intermediate 3
No.229	Increase the number of Ninja Tools(small)	Extend the duration of Bad Status(min)	★★	earth	1500	Use The First Shizune as support
No.230	raises the amount of Chakra recovery(mid)	-	★★	fire	1200	Win 100 fights in total
No.231	increase the ability of support 2(mid)	-	★★	fire	1500	Earn Battle Point up to:7500
No.232	Raises Team bonus(small)	Raises Secret Technique Attack Power(min)	★★	fire	2200	Use The Third Hokage of Chapter 1 as leader
No.233	Raises Ninjutsu Attack Power(small)	Raises the amount of the recovery of substitution gauge(min)	★★	water	not for sale	Use The Second Hokage as leader
No.234	Increases the distance of Ninja Move(small)	increase the ability of support 2(min)	★★	fire	1000	Use Young Kakashi as leader
No.235	raises the amount of Chakra recovery(small)	Raises Team bonus(min)	★★	water	1200	Earn Battle Point up to:3500
No.236	Raises Ninjutsu Attack Power(small)	Raises Secret Technique Defense Power(min)	★★	wind	not for sale	Online tournament rank 1 winning award
No.237	Raises Ninjutsu Defense Power(small)	Increase Travelling Power(min)	★★	wind	1500	Finish Survival Beginner fight 6
No.238	Raises parameters when awakening(small)	Raises Secret Technique Attack Power(min)	★★	earth	1700	Earn Battle Point up to:9000
No.239	Increase the number of Ninja Tools(small)	Raises parameters when awakening(min)	★★	fire	1700	Finish Survival Beginner fight 5
No.240	Raises Combo Attack Power(small)	raises the amount of Chakra recovery(min)	★★	water	not for sale	Finish offline tournament chunin 2
No.241	Extend the duration of Bad Status(small)	Raises Secret Technique Attack Power(min)	★★	wind	not for sale	Use The First Temari as leader
No.242	Raises Ninjutsu Defense Power(small)	Extend the duration of Awakening(min)	★★	thunder	1700	Use The First Tayuta as support
No.243	Raises parameters when awakening(small)	Raises Combo Defense Power(small)	★★	thunder	not for sale	Finish survival basic
No.244	increase the ability of support 2(small)	Increases the distance of Ninja Move(small)	★★	earth	1200	Use Karen as leader
No.245	Raises Team bonus(small)	Raises the amount of the recovery of substitution gauge(min)	★★	fire	1500	Earn Custom Battle Point up to:7500



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.246	Increase Travelling Power(small)	Raises Combo Attack Power(small)	★★	fire	1500	Finish off with awakening for 10 times
No.247	Extend the duration of Bad Status(mid)	-	★★	fire	not for sale	Finish survival intermediate 2
No.248	Raises Secret Technique Defense Power(mid)	-	★★	fire	1500	Earn Battle Point up to:6000
No.249	Extend the duration of Awakening(small)	Raises Combo Defense Power(small)	★★	earth	1200	Finish Offline Tournament Chunin 3
No.250	Raises Coordinated Secret Technique Attack Power(small)	Increase the abilities of both supports(min)	★★	wind	1200	Finish off with Ninjutsu for 10 times
No.251	Raises Coordinated Secret Technique Attack Power(small)	Raises Secret Technique Attack Power(min)	★★	fire	1700	Earn Battle Point up to:9000
No.252	Increases the distance of Ninja Move(small)	Raises parameters when awakening(min)	★★	fire	not for sale	Online tournament rank 5 winning award
No.253	Extend the duration of Awakening(small)	Raises Combo Defense Power(min)	★★	wind	not for sale	Use Danzo as leader
No.254	increase the ability of support 1(small)	Increase Travelling Power(min)	★★	water	1200	Earn Custom Battle Point up to:7500
No.255	Raises Secret Technique Defense Power(small)	Extend the duration of Bad Status(min)	★★	water	1500	Earn Battle Point up to:3500
No.256	increase the ability of support 2(small)	Raises Coordinated Secret Technique Attack Power(min)	★★	earth	1200	Use Torune as support
No.257	Extend the duration of Bad Status(small)	Raises Ninjutsu Attack Power(min)	★★	earth	not for sale	Finish off with awakening
No.258	Increase Travelling Power(small)	Increase the abilities of both supports(min)	★★	earth	not for sale	Finish offline tournament chunin 2
No.259	Increases the distance of Ninja Move(small)	Raises Throw Attack Power(min)	★★	earth	2200	Finish offline tournament Genin 1
No.260	Raises Secret Technique Defense Power(small)	Raises Secret Technique Defense Power(min)	★★	earth	1500	Use Akatuchi as support
No.261	Raises Combo Attack Power(small)	increase the ability of support 2(min)	★★	earth	1500	Finish Offline Tournament Chunin 3
No.262	Extend the duration of Awakening(small)	Raises Secret Technique Attack Power(small)	★★	water	not for sale	Finish offline tournament chunin 2
No.263	Extend the duration of Bad Status(small)	Increases the distance of Ninja Move(min)	★★	water	2000	Earn Battle Point up to:4500
No.264	increase the ability of support 1(small)	raises the amount of Chakra recovery(min)	★★	water	1500	Use Ao as support
No.265	Raises Ninjutsu Defense Power(small)	Raises Coordinated Secret Technique Attack Power(min)	★★	water	1700	Win 100 fights in total
No.266	increase the ability of support 2(small)	Increase the number of Ninja Tools(min)	★★	water	1500	Use Chojuro as support
No.267	Raises Ninjutsu Attack Power(mid)	-	★★	water	not for sale	Online tournament rank 2 winning award
No.268	Increase Travelling Power(small)	Raises Combo Attack Power(small)	★★	thunder	2000	Finish offline tournament chunin 2
No.269	increase the ability of support 1(small)	increase the ability of support 2(min)	★★	thunder	1500	Finish off with Secret Technique for 5 times
No.270	Raises Ninjutsu Attack Power(small)	Raises Ninjutsu Defense Power(small)	★★	thunder	not for sale	Use Shee as support for 3 times
No.271	increase the ability of support 2(small)	Raises Coordinated Secret Technique Attack Power(min)	★★	thunder	1500	Use Darui as support
No.272	Raises Ninjutsu Attack Power(small)	Increase the abilities of both supports(small)	★★	thunder	not for sale	Finish off with support for 10 times
No.273	Increases the distance of Ninja Move(small)	increase the ability of support 2(min)	★★	water	1700	Finish Tale of Zabuza Momochi/Haku Chapter 6
No.274	Raises Secret Technique Defense Power(small)	Extend the duration of Awakening(min)	★★	water	not for sale	Battle Result: Remaining Health is more than 90%
No.275	Raises Combo Attack Power(small)	Raises Combo Defense Power(min)	★★	water	1700	Use Zabuza Momochi as leader for 5 times
No.276	Raises Secret Technique Attack Power(small)	raises the amount of Chakra recovery(min)	★★	earth	1200	Use Kisame Hoshigaki as leader
No.277	increase the ability of support 1(small)	Raises Team bonus(min)	★★	wind	1500	Finish off with support for 10 times
No.278	Raises Coordinated Secret Technique Attack Power(mid)	-	★★	wind	1700	Battle Result: Win only with melee attack
No.279	Raises Throw Attack Power(small)	Increases the distance of Ninja Move(min)	★★	wind	1200	Finish Survival Beginner fight 9
No.280	Raises Combo Defense Power(small)	Raises Ninjutsu Attack Power(min)	★★	wind	2500	Finish Survival Introductory fight 8



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.281	Raises Team bonus(small)	increase the ability of support 2(min)	★★	wind	1500	Finish off with support for 10 times
No.282	Raises Secret Technique Defense Power(small)	Raises Team bonus(min)	★★	wind	1200	Total Network Playing Time: 1 hour
No.283	Increase the abilities of both supports(mid)	-	★★	wind	1200	Finish Survival Beginner fight 1
No.284	Increase Travelling Power(small)	Raises Secret Technique Attack Power(min)	★★	wind	1700	Finish off with Secret Technique for 5 times
No.285	Raises Throw Attack Power(small)	Raises parameters when awakening(min)	★★	fire	not for sale	Online tournament rank 3 winning award
No.286	raises the amount of Chakra recovery(small)	Extend the duration of Bad Status(min)	★★	wind	1200	Finish off with support
No.287	increase the ability of support 2(small)	Raises Ninjutsu Defense Power(small)	★★	wind	1500	Use Haku as leader
No.288	Increase the abilities of both supports(small)	Raises Coordinated Secret Technique Attack Power(min)	★★	fire	1700	Win 100 fights in total
No.289	Raises Team bonus(small)	Raises Ninjutsu Attack Power(small)	★★	fire	1200	Use Orochimaru as leader for 3 times
No.290	Raises Secret Technique Attack Power(small)	raises the amount of Chakra recovery(min)	★★	wind	not for sale	Use The Third Hokage of Chapter 1 as leader
No.291	Raises Team bonus(mid)	-	★★	thunder	1500	Use Jugo as leader
No.292	raises the amount of Chakra recovery(small)	Raises Ninjutsu Attack Power(min)	★★	earth	1200	Earn Battle Point up to:6000
No.293	Increase the abilities of both supports(small)	Raises Team bonus(min)	★★	earth	not for sale	Finish offline tournament Genin 1
No.294	Raises Coordinated Secret Technique Attack Power(small)	Increase Travelling Power(min)	★★	earth	1500	Use Tuchikage as leader
No.295	Increase the abilities of both supports(small)	Increase the number of Ninja Tools(small)	★★	water	1500	Use Mizukage as leader
No.296	Increase the abilities of both supports(small)	Raises Secret Technique Attack Power(small)	★★	thunder	1500	Use Raikage as leader
No.297	Raises Coordinated Secret Technique Attack Power(mid)	-	★★	thunder	1700	Finish off with coordinated secret technique for 5 times
No.298	Raises Team bonus(mid)	Raises Coordinated Secret Technique Attack Power(min)	★★	wind	1200	Finish off with Ninjutsu for 10 times
No.299	Increase the abilities of both supports(mid)	-	★★	wind	1200	Finish Survival Intermediate 6
No.300	Raises Throw Attack Power(small)	Raises Secret Technique Defense Power(min)	★★	wind	1500	Use The Third Hokage of Chapter 1 as leader for 3 times
No.301	Raises Ninjutsu Attack Power(small)	increase the ability of support 1(min)	★★	wind	1200	Earn Battle Point up to:4500
No.302	Raises Secret Technique Attack Power(mid)	-	★★	water	1500	Finish Survival Intermediate 3
No.303	Raises Secret Technique Defense Power(mid)	-	★★	wind	1500	Finish Finish Tale of Gaara Chapter 8
No.304	Raises parameters when awakening(mid)	-	★★	wind	not for sale	Finish off with awakening for 10 times
No.305	Extend the duration of Awakening(mid)	-	★★	fire	not for sale	Online tournament rank 4 winning award
No.306	Raises Ninjutsu Attack Power(small)	Extend the duration of Awakening(min)	★★	earth	1200	Finish off with support for 10 times
No.307	Raises Secret Technique Attack Power(small)	Extend the duration of Bad Status(small)	★★	earth	1500	Use Kakuzu as leader
No.308	Increase the number of Ninja Tools(small)	Raises Throw Attack Power(small)	★★	earth	1700	Use Sasori as leader
No.309	Raises Coordinated Secret Technique Attack Power(small)	Raises the amount of the recovery of substitution gauge(min)	★★	earth	1200	Total Playing time: 1 hour
No.310	Raises the amount of the recovery of substitution gauge(small)	increase the ability of support 2(small)	★★	earth	1200	Use Konan as leader
No.311	Raises Team bonus(small)	Raises the amount of the recovery of substitution gauge(min)	★★	earth	1500	Total Network Playing Time: 5 hours
No.312	Raises Throw Attack Power(small)	Raises parameters when awakening(small)	★★	earth	1700	Total Playing time: 10 hours
No.313	Increases the distance of Ninja Move(mid)	-	★★	earth	2000	Use Deidara as leader
No.314	Raises Combo Defense Power(small)	Increase the abilities of both supports(small)	★★	fire	1700	Finish Finish Tale of Sasuke Uchiha Chapter 2
No.315	Increase the number of Ninja Tools(small)	increase the ability of support 2(small)	★★	fire	1200	Use the masked man as leader



Ninja Info Cards: How to unlock (Part 1)

This is the list of Ninja Card available in Naruto Shippuden Ultimate Ninja Storm Generations

Once the conditions to unlock a card is fulfilled, the card is available on the shop to be purchased.

Some cards don't need to be purchased and become immediately available once unlocked.

'Not for Sale' items can be unlocked either through codes available on Naruto Shippuden collectible Cards - Sage's Legacy Series - or when fulfilling the conditions in the game.

Battle Point are earned when winning Online Matchmaking fights and Custom Battle Points are earned when winning Customized Matchmaking online fights

Card	Effect 1	Effect 2	rarity	element	price	Conditions to unlock
No.316	increase the ability of support 1(small)	Extend the duration of Awakening(small)	★★	fire	1500	Use Kakuzu as leader
No.317	increase the ability of support 2(small)	Raises Team bonus(min)	★★	fire	1500	Total Playing time: 5 hours
No.318	Increase the abilities of both supports(small)	Raises Secret Technique Defense Power(small)	★★	fire	1200	Finish Tale of Itachi Uchiha Chapter 4
No.319	Raises Coordinated Secret Technique Attack Power(small)	Increases the distance of Ninja Move(small)	★★	fire	not for sale	Use Jiraiya as leader
No.320	Increase Travelling Power(small)	Raises the amount of the recovery of substitution gauge(min)	★★	fire	1500	Earn Custom Battle Point up to:9000
No.321	raises the amount of Chakra recovery(small)	Raises Throw Attack Power(min)	★★	thunder	1200	Use The First Kimimaro as leader
No.322	Raises Combo Defense Power(small)	Raises the amount of the recovery of substitution gauge(min)	★★	thunder	not for sale	Use the masked man as leader
No.323	Raises Secret Technique Defense Power(small)	Raises parameters when awakening(min)	★★	thunder	1200	Battle Result: Do "Guard Break" for more than 1
No.324	Increase the number of Ninja Tools(small)	Raises Team bonus(min)	★★	thunder	1000	Use Sasuke (Gokage Meeting) as leader for 5 times
No.325	Extend the duration of Awakening(small)	increase the ability of support 1(small)	★★	thunder	1500	Use Naruto Uzumaki as leader
No.326	Raises the amount of the recovery of substitution gauge(mid)	-	★★	thunder	not for sale	Finish Tale of Young Naruto Uzumaki Chapter 1
No.327	Raises Team bonus(small)	Raises Secret Technique Defense Power(small)	★★	thunder	1200	Earn Custom Battle Point up to:9000
No.328	Raises Throw Attack Power(small)	Extend the duration of Awakening(small)	★★	thunder	1700	Finish off with Secret Technique for 5 times
No.329	Raises Combo Attack Power(small)	Raises Secret Technique Defense Power(min)	★★	water	not for sale	Battle Result: Do "Guard Break" for more than 1
No.330	Raises Combo Defense Power(small)	Raises Coordinated Secret Technique Attack Power(small)	★★	water	1700	Use Naruto (Gokage Meeting) as leader
No.331	Raises Ninjutsu Defense Power(small)	Raises the amount of the recovery of substitution gauge(min)	★★	water	1200	Use Kabuto Yakushi as leader
No.332	Increase the number of Ninja Tools(small)	Raises Throw Attack Power(min)	★★	water	not for sale	15 successive wins in Ultimate survival
No.333	Extend the duration of Awakening(small)	Raises Team bonus(small)	★★	water	1500	Use Zabuza Momochi as leader
No.334	Raises Coordinated Secret Technique Attack Power(small)	Raises parameters when awakening(min)	★★	water	1200	Use Danzo as leader
No.335	Raises the amount of the recovery of substitution gauge(small)	increase the ability of support 1(small)	★★	water	1500	Use The First Sasuke as leader
No.336	Increase Travelling Power(mid)	-	★★	water	1700	Finish Finish Tale of Madara Uchiha Chapter 5
No.337	Raises Team bonus(small)	Increase the abilities of both supports(small)	★★	water	2000	Win 100 fights in total
No.338	Extend the duration of Bad Status(small)	Increase Travelling Power(small)	★★	water	1000	Earn Custom Battle Point up to:7500
No.339	Raises the amount of the recovery of substitution gauge(small)	Raises Throw Attack Power(small)	★★	wind	1200	Battle Result: Win within 20 counts
No.340	Increase Travelling Power(small)	Increase the number of Ninja Tools(small)	★★	wind	not for sale	Finish off with Secret Technique for 5 times
No.341	Raises Team bonus(small)	Raises Coordinated Secret Technique Attack Power(small)	★★	wind	not for sale	Finish off with support for 10 times
No.342	Extend the duration of Bad Status(small)	Raises Team bonus(small)	★★	wind	700	Use Naruto Uzumaki (Sage) as leader
No.343	Raises Throw Attack Power(small)	Increase the abilities of both supports(min)	★★	wind	2000	Finish Tale of Minato Namikaze Chapter 3
No.344	Increases the distance of Ninja Move(small)	Extend the duration of Bad Status(small)	★★	wind	not for sale	Finish Tale of Young Naruto Uzumaki Chapter 11
No.345	Increase Travelling Power(small)	Extend the duration of Awakening(min)	★★	wind	2500	Battle Result: win only with long distance attack
No.346	Raises Combo Defense Power(small)	Increase Travelling Power(min)	★★	wind	not for sale	Finish Tale of Minato Namikaze Chapter 3