

The Strangest Fighters Around

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Having only played the arcade game once, when I found out that Jojo's Bizarre Adventure was going to be released on the Dreamcast, I was thrilled. The DC version features two games on one disc—the original Jojo and its upgraded sequel (which never made it to U.S. arcades).

Based in the world of the Japanese Jojo manga (specifically, the third series), JBA is a unique 2D fighting game with some very nice features. In particular, the Stand system makes the game more interesting than your typical fighter; unfortunately, though, not every character has a Stand.

The DC Jojo is definitely solid, but there aren't enough extras to keep you going forever (the PS version has a lot more). However, if you're looking for a perfect arcade conversion or just a different kind of fighter, this is the game for you!

database

- time to complete **20 hours**
 - challenge **Obscene**
 - best character **D'Bo**
 - worst character **Alessy**
 - best advice **Buy an Arcade Stick, pronto**
 - also try **DarkStalkers 3 (PS)**
 - system **Dreamcast**
 - publisher **Capcom**
 - developer **Capcom**
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CONTENT RATED BY
ESRB
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GAMEDIFFERENCES

Listed below are the several minor differences between the original Jojo's Venture and its sequel.

- A changed Guard Cancel motion.
- New moves for several of the returning characters.
- A minor change to Jotaro's Puttsun Ora Super Combo.
- Dio is now selectable from the beginning, Iced becomes a playable character, and a major variation of Polnareff is available.
- Three brand new characters are selectable: Pet Shop, Mahrahia, and Hol Horse.
- There are four additional hidden characters.
- The opening and closing credits are different.
- The "Survival" option has been replaced by a 10-battle "Challenge Mode" in the Arcade Mode.



Death has never been a match for a little dog with sand attacks! Iggy's about to lay a beatin' on this joker.

EASY/NORMALMODES

At the beginning of each game, the player can select to play in Easy or Normal Mode. In Easy Mode, the following changes take place.

- Selected Special moves can be automatically performed by pressing the A2 or A3 buttons.
- A selected Super Combo can be automatically performed by pressing the Taunt button.

Easy Mode is good for beginners who have yet to master the Fireball or Dragon Punch motions with the joystick. The ability to pull off some of the more advanced moves in the game, however, is seriously hampered. Additionally, using Easy Mode removes the ability to perform Stand Combos or any A2 or A3 moves (except between some attacks). This makes some characters practically unplayable.

ICED/DEATH13

Iced:

Most characters will face Iced in his Cairo stage. His attacks are pretty basic. He disappears and transforms into an energy ball, then he flies across the screen at you. Although you can duck, jump, or move out of the way of most of these attacks, the easiest method is to dodge (A1 + A2 + A3) as soon as the ball begins its attack. After each attack, Iced appears and stands there, letting you get in several quick hits. He occasionally takes a swing or two at you, but for the most part he'll just disappear again in a few seconds and try the ball attack again.

He does have two Supers that you need to watch out for. The first one creates a huge series of explosions in the middle of the stage. Your best strategy here is to get to the edge of the stage. The second Super creates an energy ball that spirals around the stage. For this Super, you'll need to get to the edge and dodge the first go-round of the ball. It's not all that difficult.

Again, the easiest way to beat him



Iced and Cream, how creative is that? These writers are amazing...

is to dodge like mad, then hit him with a Stand Combo or fast Super when he reappears. Some of the slower Supers and Special Moves will get you killed, as Iced will disappear in the start-up time before the move actually hits.

Death 13:

If you meet certain conditions, Death 13 will appear and challenge you to a fight. He tends to float about and throw his scythe at you, and he isn't much of a real challenge. Just jump and bash him.



CHALLENGE MODE

Having trouble beating 10 opponents in a row? There's a couple of things you can do to make it easier to unlock those hidden characters.

- Unless you're using Jotaro, always choose Normal Mode. The benefit you get from Stand Combos alone far outweighs any easy Special move bonus.

- Make smart choices at the end of each round. If you have less than 75% health, take the health bonus. Otherwise, pump up the Combo gauge.

EXTRA HINTS

- Jotaro's and Dio's Time Stop moves can be used to counter each other.

- Block damage changes dramatically depending on whether you're in Stand Mode. With your Stand, he'll absorb the block damage for you.

- At the same time, keep an eye on your Stand bar. You don't want to be Stand Crushed and left open for a Super Combo.

- If two Stands hit each other at the

same time with the same intensity, the screen changes and the two Stands then begin to battle it out with each other. The more you slam on the buttons, the better your chances of winning this short battle.

- Don't forget the importance of turning off your Stand. For example, with his Stand, Jotaro's Puttsun Ora hits 12 times for 33 points damage. Without the Stand, Jotaro can join in and deliver some extra hits to create a 40-hit Combo for 45 points damage.

SUPERCOMBOS

- Each character has one or more Super Combos that can cause extreme damage when it connects with an opponent. The ability to perform Super Combos is guided by a Super Combo gauge at the bottom of the screen. At

the beginning of each stage, the Combo gauge is filled to Level 1 and can be increased over time by performing various attacks on the opponent. Up to nine Super Combo levels can be stored in all.

- Super Combos are performed either by performing a Joystick motion and pressing two or more attack buttons at the same time or by entering a quick succession of button and Control Pad moves.

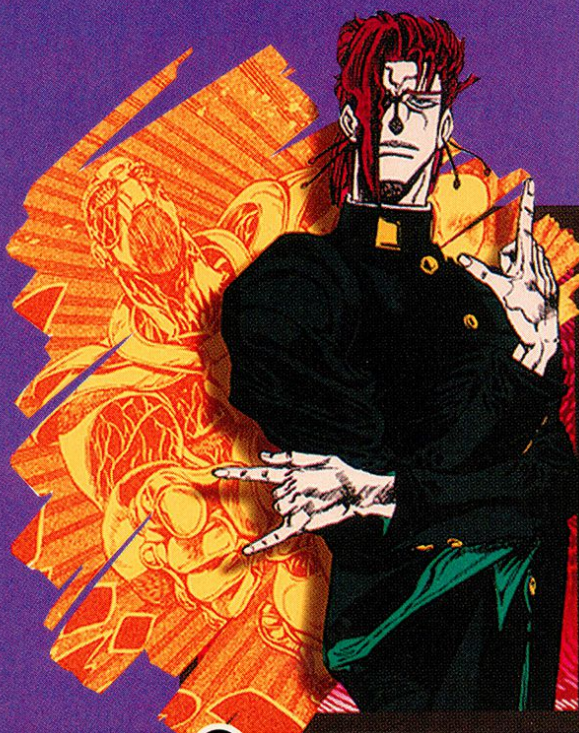
COMMON MOVES

The following moves can be performed by all characters (except as noted).

MOVE	DESCRIPTION	NORMAL COMMAND
Dash	Dashes toward the opponent.	▶, ▶ quickly
Back Dash	Dashes away from the opponent.	◀, ◀ quickly
Dodge	Dashes forward slightly behind the opponent. <i>Note: Can only be performed with Stand off. Character cannot be hit during a dodge.</i>	A1 + A2 + A3
Taunt	Taunts the opponent.	T (Taunt Button)
Throw	Throws the opponent.	Near opponent, ▶ + A3
Advancing Guard	Breaks a guarded attack and moves forward.	While actively guarding from an attack, A1 + A2 + A3
Mid-Air Recovery	After being juggled into the air, regains control.	A + A
Guard Cancel	Breaks a guarded attack into a counterstrike. <i>Note: This motion changes between the two games!</i>	*While actively guarding from an attack, ▼, ▲, ▶ + A **While actively guarding from an attack, ▼, ▶, ▲ + A
Stand Appearance Attack	The Stand appears and attacks the opponent. <i>Note: Can only be performed with Stand off. Only available to characters with a Stand Bar.</i>	▼, ▲, ▶ + S
Tandem Attack	Stores up a series of moves, then releases the Stand to attack the opponent. <i>Note: Can only be performed with Stand off. Uses a Super Combo level. Only available to characters with a Stand Bar.</i>	▼, ▶, ◀ + Hold S -> Input Moves while holding S -> Release S
Double Jump	Jumps a second time while in mid-air. <i>Note: Must be performed in Stand mode. Only characters with a Companion Stand can perform.</i>	In mid-air, tap ▲

ABBREVIATIONS & SYMBOLS

ABBREVIATION	DESCRIPTION
A	Any Attack button
A1	Light Attack button
A2	Medium Attack button
A3	Heavy Attack button
S	STAND button
T	Taunt button (START button in the arcade)
▶	Forward (Toward the opponent)
◀	Backward (Away from the opponent)
▼	Down
▲	Up
1, 2, 3	Perform action 1, then 2, then 3 in very quick succession
1 -> 2 -> 3	Perform action 1, then 2, then 3 in quick succession
1 + 2	Perform actions 1 and 2 at the same time
*	Indicates a feature that is only available in the first game, Jojo's Venture
**	Indicates a feature that is only available in the second game, Jojo's Bizarre Adventure



THE STAND SYSTEM



In the world of Jojo, a Stand is the psychic manifestation of a person's spiritual power. It is constantly with the character (hence the name "Stand"), ready to be called upon at a moment's notice. Only a Stand-user can harm another Stand-user, and when a Stand is damaged, the Stand-user is hurt as well. The Stand names are inspired by the standard and Egyptian Tarot cards.

In both Jojo games, the Stand can be called upon at any time with the S button. There are three types of Stands in the game.

- The Companion Stand:** For most characters, the Stand appears alongside them when called and attacks in place of (or along with) the character. When a Stand takes damage, the character is damaged as well.

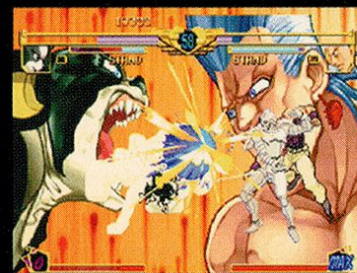
- The Weapon Stand:** Joseph and Chaca's Stands take the form of weapons. These characters can deliver different stronger blows with their Stands, but only fight with their own bodies.

- The Inactive Stand:** Most of the hidden and "new" characters don't have a Stand to call upon. Instead, they play as "regular" fighting characters. For these characters, the S button acts as an additional attack button.

For characters with a Companion or a Weapon Stand, a Stand Bar is positioned below the character's life bar. As the Stand takes hits, the Stand Bar is depleted. If a Stand Bar is emptied, a "Stand Crush" occurs and the Stand disappears, leaving the character stunned (and open to attack) for a brief period. When the Stand is not active, the Stand bar quickly recharges. The Stand can be turned on and off as many times as necessary.

While in Stand Mode, almost all characters gain the ability to perform chain Combos (Stand Combos), which usually run in the sequence A1 -> A2 -> A3. This is a near-automatic Combo that is almost impossible to mistime.

Several characters can also "release" their Stands, which puts the player exclusively in control of the Stand while the character remains in place. Both the Stand and character can still take damage during this time.



JOTARO

CHARACTERNOTES

The "main" character of Jojo's Bizarre Adventure, Jotaro is a fairly easy character to begin with. His Blazing Fists and Blazing Strike moves are powerful, and the two "regular" Super Combos can dish out a good deal of damage as well. His Time Stop move, Star Platinum, is pretty, but it's hard to deal a huge amount of damage, as every hit is counted as part of a Combo (whose damage levels decrease for each hit).



STANDCOMBOS

COMBO 1: $\blacktriangle + A1 \rightarrow \blacktriangle + A1 \rightarrow A2 \rightarrow A2$

COMBO 2: $\blacktriangle + A1 \rightarrow \blacktriangle + A1 \rightarrow A2 \rightarrow \blacktriangledown + A3$

SPECIALMOVES

BLAZING FISTS

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A$

STAND ENHANCE: Press the attack button repeatedly for more hits. Can be performed in mid-air.

BLAZING STRIKE

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A$

STAND ENHANCE: Can be performed twice in succession.

**Note: A second hit launches the opponent into the air.

STAR FINGER

NORMAL COMMAND: $\blacktriangle, \blacktriangledown, \blacktriangle + A$

Note: Control the attack by holding and then releasing the button.

SUPERCOMBOS

PUTTSUN ORA

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A + A$

**STAND ENHANCE: Can be performed in mid-air.

STAR BREAKER

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A + A$

Note: Control the attack by holding and then releasing the button.

STAR PLATINUM

NORMAL COMMAND: $\blacktriangle \rightarrow A2 \rightarrow A1 \rightarrow \blacktriangle \rightarrow S$

Note: Requires three Combo meter levels. Uses all available Combo meter strength.

INFINITECOMBO

In Stand Mode: Blazing Fists, cancel into Blazing Strike, Blazing Strike, and repeat (over and over).

AVDOL

CHARACTERNOTES

Avdol is a great all-around character with a good combination of projectile and up-close attacks. The Fire Aura is a great juggling move and the Fire Eagle is great for aerial attacks. Avdol's Supers need to be performed close: the Napalm Bomb needs the juggle to hit for any real damage; the Crossfire Hurricane Special is powerful, but short-range; and the Shokunetsu no Ankh is good only to start off a juggle Combo.



STANDCOMBOS

COMBO 1: $A1 \rightarrow A2 \rightarrow A3$

COMBO 2: $\blacktriangledown + A1 \rightarrow \blacktriangledown + A2 \rightarrow \blacktriangledown + A3$

SPECIALMOVES

CROSSFIRE HURRICANE

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A$

FIRE AURA

NORMAL COMMAND: $\blacktriangle, \blacktriangledown, \blacktriangle + A$

HONOO NO TANSAKI (BLAZING DETECTOR)

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A$

Note: Hold the button to follow the opponent.

FIRE EAGLE

NORMAL COMMAND: In mid-air, $\blacktriangledown, \blacktriangle, \blacktriangle + A$

JIGOKU NO GOUKA (HELL'S HELLFIRE)

NORMAL COMMAND: $\blacktriangle, \blacktriangle, \blacktriangledown, \blacktriangle, \blacktriangle + A$

STAND RELEASE

NORMAL COMMAND: $\blacktriangle + A + A$

Note: Can only be performed in Stand Mode.

SUPERCOMBOS

NAPALM BOMB

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A + A$

CROSSFIRE HURRICANE SPECIAL

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A + A$

**SHOKUNETSU NO ANKH (ANKH'S HARD HEAT)

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A + A$

Note: This move can be hidden by holding down the attack buttons.

KAKYOIN

CHARACTERNOTES

Thanks to the Mystic Cloak and Mystic Trap, Kakyoin is a great defensive character. These two moves provide a plethora of counter-strike opportunities, as long as you're thinking ahead. Unfortunately, Kakyoin's Specials and Super Combos aren't very damaging compared with the other characters' (except for the newly added Heiropphant Finish), so you'll be relying on Stand Combos and general sneakiness more than anything.



STANDCOMBOS

COMBO 1: $A1 \rightarrow A2 \rightarrow A3$

COMBO 2: $\blacktriangledown + A1 \rightarrow \blacktriangledown + A2 \rightarrow A2 \rightarrow \blacktriangledown + A3$

SPECIALMOVES

EMERALD SPLASH

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A$

STAND ENHANCE: Can be performed in mid-air.

MYSTIC CLOAK

NORMAL COMMAND: $\blacktriangle, \blacktriangle, \blacktriangledown, \blacktriangle, \blacktriangle + A$

STAND ENHANCE: While the opponent is wrapped, fire emeralds with A.

Note: Control the attack by holding and then releasing the button.

MYSTIC TRAP

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A$

Note: Set a trap by holding down the button to hide the move.

Can be performed in mid-air.

SUPERCOMBOS

20 METER RADIUS EMERALD SPLASH

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A + A$

STAND ENHANCE: Shot angle varies front and back. Can be performed in mid-air.

INDIA'S ARM

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A + A$

Note: Controller operates the arm.

OSHIOKI NO JIKAN (HOUR OF PUNISHMENT)

NORMAL COMMAND: $A1 \rightarrow A1 \rightarrow \blacktriangle \rightarrow A2 \rightarrow A3$

Note: Can only be performed in Stand Mode.

**HEIROPHANT FINISH

NORMAL COMMAND: $\blacktriangle, \blacktriangledown, \blacktriangle + A + A$

Note: Can only be performed in Stand Mode.

JOSEPH

CHARACTERNOTES

Joseph is one of the more interesting characters in the game. He also has some great set-up moves. The Energy Snare is best used to grab opponents, shock them a few times, then draw them close (with B + A) for an Energy Tempest or Super Combo. With a non-traditional Stand, Joseph has no double jump—but he gets a great variety of attacks to make up for it. With the Stand, the Sakushi no Waza is a great corner juggler.



STANDCOMBOS

COMBO 1: $A1 \rightarrow A1 \rightarrow A2 \rightarrow A3$

COMBO 2: $A1 \rightarrow A2 \rightarrow \blacktriangledown + A3$

SPECIALMOVES

ENERGY CRASH

NORMAL COMMAND: $\blacktriangle, \blacktriangledown, \blacktriangle + A$

ENERGY TEMPEST

NORMAL COMMAND: $\blacktriangle, \blacktriangle, \blacktriangledown, \blacktriangle, \blacktriangle, \blacktriangle, \blacktriangle, \blacktriangle + A$ (360° motion)

SAKUSHI NO WAZA (STRATEGIST'S ACTION)

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A$

STAND ENHANCE: Adds to the attack.

TURQUOISE BLUE OVERDRIVE

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A$

Note: Can only be performed without Stand.

ENERGY SNARE

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A$

Note: Can only be performed in Stand Mode.

SUPERCOMBOS

SHI NO OSHIE (TEACHER'S LESSON)

NORMAL COMMAND: $\blacktriangledown, \blacktriangle, \blacktriangle + A + A$

OVERDRIVE

NORMAL COMMAND: 720° motion $\blacktriangle + A$ (like a double Energy Tempest)



POLNAREFF

CHARACTERNOTES

Polnareff's attacks are designed for offense. Million Pricks is great for button-bashers, the Harikushizashi no Kei is a great table-turning move (as long as you watch that nasty start-up time), and the Armor Takeoff is one of the more damaging Super Combos available. Polnareff is great for beginners—especially in Easy Mode, where his two charging Special Moves are replaced with simple button presses!



STANDCOMBOS

COMBO 1: A1 -> ▼ + A2 -> ▼ + A2

COMBO 2: ▼ + A1 -> ▼ + A2 -> ▼ + A3

SPECIALMOVES

MILLION PRICKS

NORMAL COMMAND: Press A repeatedly

RAY DART

NORMAL COMMAND: Charge ◀, ▶ + A

SHOOTING STAR

NORMAL COMMAND: Charge ▼, ▲ + A

Note: Hold A longer for a higher powered attack.

HARIKUSHIZASHI NO KEI (NEEDLE SKEWER ATTACK)

NORMAL COMMAND: ▼, ▲, ◀ + A

Note: Can only be performed in Stand Mode.

Control the attack by holding and then releasing the button.

STAND RELEASE

NORMAL COMMAND: ▶ + A + A

Note: Can only be performed in Stand Mode.

SUPERCOMBOS

ARMOR TAKEOFF

NORMAL COMMAND: ▼, ▲, ▶ + A + A

LAST SHOT

NORMAL COMMAND: ▼, ▲, ◀ + A + A

Note: Can be performed in mid-air.

**REQUIEM NO HENRIN (PIECE OF REQUIEM)

NORMAL COMMAND: ▶, ▲, ▼, ▲, ◀ + A + A

Note: Requires (and uses) three Combo meter levels.

IGGI

CHARACTERNOTES

One of the most unusual characters in any fighting game ever, Iggi can't be hit by many attacks without his Stand. His forward and backward dashes can be held indefinitely, and his float move can get him out of harm's way fairly quickly. Another good character to use in Easy Mode, his charge moves are replaced with button presses for lots of cheap fun! Sand Magic is great for getting out of tight spots.



STANDCOMBOS

COMBO 1: A1 -> A2 -> A3

COMBO 2: ▼ + A1 -> ▼ + A2 -> ▼ + A3

SPECIALMOVES

SAND CRUSH

NORMAL COMMAND: Charge ◀, ▶ + A

SAND ATTACK

NORMAL COMMAND: Charge ▼, ▲ + A

SAND CLUTCH

NORMAL COMMAND: ▶, ▲, ▼, ▲, ◀ + A

SAND MAGIC

NORMAL COMMAND: ▶, ▼, ▲ + A OR ◀, ▼, ▲ + A

KUUCHUU FUYUU (AIR FLOAT)

NORMAL COMMAND: Press ▲ while jumping

Note: Can only be performed while in Stand Mode. Drop bombs by pressing A1.

SUPERCOMBOS

BIG BAND WAVE

NORMAL COMMAND: ▼, ▲, ▶ + A + A

SAND STORM

NORMAL COMMAND: A1 -> A1 -> ▶ -> A2 -> A3

D'BO

CHARACTERNOTES

D'bo is one of the nastiest offensive characters in the game. In Stand mode you will control only the Dummy—which is fine. The Dummy Cutter alone can cut away a big chunk of health, and the other two Specials are effective as well. When not in Stand mode, the combination of D'Bo's attacks and the Dummy's Special Moves can wear down an opponent very fast.



STANDCOMBOS

COMBO 1: A1 -> A2 -> A3

COMBO 2: ▼ + A1 -> ▼ + A2 -> ▼ + A3

SPECIALMOVES

DUMMY DIVE

NORMAL COMMAND: ▼, ▲, ▶ + A

Note: Without Stand, can be performed in mid-air.

DUMMY CUTTER

NORMAL COMMAND: ▼, ▼ + A

STAND ENHANCE: Press the attack button repeatedly for more hits

Note: Without Stand, can be performed in mid-air.

DUMMY HUNTER

NORMAL COMMAND: ▼, ▲, ◀ + A

STAND ENHANCE: Once it connects, press ▼ + A button repeatedly for more hits

Note: Can be performed in mid-air.

SUPERCOMBOS

JUNK CARNIVAL

NORMAL COMMAND: ▼, ▲, ▶ + A + A

Note: Control the attack by holding and then releasing the button.

BARREL ROLL CRASHER

NORMAL COMMAND: ▼, ▲, ◀ + A + A

Note: Can be performed in mid-air.

**RISEN TORMENTOR

NORMAL COMMAND: ▶, ▼, ▲ + A + A

MIDLER

CHARACTERNOTES

Thanks to her Stand, Midler is a great medium to long-range character. She has a fairly good range on her normal attacks and the Motor Show Super is great for keeping opponents on the other side of the screen, where they're easier to Harpoon. The two Harpoon moves are a bit too slow to be used up close, but they're surprisingly effective against the CPU.



STANDCOMBOS

COMBO 1: A1 -> A2 -> A3

COMBO 2: ▼ + A1 -> ▼ + A2 -> ▼ + A3

SPECIALMOVES

HARPOON SHOT

NORMAL COMMAND: ▼, ▲, ▶ + A

MOTOR HEAD

NORMAL COMMAND: ▼, ▲, ◀ + A

**IRON WILD

NORMAL COMMAND: Charge ▶, ▼, ▲ + A

Note: Hold A longer for a higher powered attack.

SUPERCOMBOS

MEGA HARPOON STRIKE

NORMAL COMMAND: ▼, ▲, ▶ + A + A

MOTOR SHOW

NORMAL COMMAND: ▼, ▲, ◀ + A + A

DINNER TIME

NORMAL COMMAND: ▶, ▼, ▲ + A + A



CHACA

CHARACTERNOTES

Chaca is a great offensive character with one amazing defensive bonus that sets him apart. His weapon, Anubis, is something you'll want to have on almost all the time. While his attacking Specials and Supers are great (and fun to Combo with), the Forget Me Not allows Chaca to "learn" an opponent's attack. Likewise, the Zenfuoboe Ta! allows you to instantly learn every move, although it only lasts until you take a hit.



STANDCOMBOS

COMBO 1: **▶ + A1 -> A2 -> A3 -> A2**

COMBO 2: **▶ + A1 -> A2 -> A3 -> A1**

SPECIALMOVES

FORGET ME NOT

NORMAL COMMAND: **▼, ▲, ◀ + A**

Note: Can only be performed in Stand Mode.

When guarding against a learned attack, counter it with any attack button.

OGRE SLASH

NORMAL COMMAND: **▼, ▲, ▶ + A**

Note: Can only be performed in Stand Mode.

Can be performed three times in succession.

REFLECTION SLASH

NORMAL COMMAND: **▶, ▼, ▲ + A**

Note: Can only be performed in Stand Mode.

SUPERCOMBOS

KETSUKAZAN

NORMAL COMMAND: **▼, ▲, ▶ + A + A**

Note: Can only be performed in Stand Mode.

BLOODY FLOWER

NORMAL COMMAND: **▼, ▲, ▶ + A + A**

Note: Can only be performed without Stand Mode.

ZENFUOBOE TA!

NORMAL COMMAND: **▼, ▲, ◀ + A + A**

Note: Can only be performed in Stand Mode.

Requires and uses two Super Combo levels.

** JOJO

CHARACTERNOTES

Thanks to Alessy, Joseph gets his youth back and is ready for action. The Hamon Cola is a juggler, his S Specials are nasty, and the Iron Bowgun is fun to use as a Combo setup if you can look that far ahead. The Wasurenu Omoi is a great close-in Super Combo, but the Eija no Akimigi takes far too much time to set up.



STANDCOMBOS

NONE: Does not have an active Stand.

SPECIALMOVES

HAMON COLA (COLA WAVE)

NORMAL COMMAND: **▶, ▼, ▲ + A**

HAMON CUTTER (CUTTER WAVE)

NORMAL COMMAND: **▼, ▲, ▶ + A**

IRON BOWGUN

NORMAL COMMAND: **▶, ▲, ▼, ▲, ◀ + A**

Note: A3 hits from behind.

EXTRAMOVES

CRACKER BOOMERANG

NORMAL COMMAND: **▼, ▲, ◀ + S**

CRACKER VOLLEY

NORMAL COMMAND: **▼, ▲, ▶ + S**

**Note: Follow up with S, then S, or ▼ + S, or ▶ + S

SUPERCOMBOS

WASURENU OMOI (UNFORGETTABLE FEELINGS)

NORMAL COMMAND: **▼, ▲, ▶ + A + A**

EIJA NO AKIMIGI

NORMAL COMMAND: **▼, ▲, ◀ + A + A**

Note: The Eija no Akimigi is unblockable.

DIO

CHARACTERNOTES

As a boss character, Dio is powerful, but not too unbalanced. He plays a little like an enhanced Jotaro, but has a few extra moves to set him apart. His power is offset by the fact that most of his Specials knock down the opponent and he doesn't have a good juggle setup move. Most of his Specials and Supers, although damaging, have fairly long start-up times and are pathetically easy to block.



STANDCOMBOS

COMBO 1: **▶ + A1 -> ▶ + A1 -> A2 -> A2**

COMBO 2: **▶ + A1 -> ▶ + A1 -> A2 -> ▼ + A3**

SPECIALMOVES

BLAZING FISTS

NORMAL COMMAND: **▼, ▲, ▶ + A**

STAND ENHANCE: Press the attack button repeatedly for more hits.

Can be performed in mid-air.

BLAZING STRIKE

NORMAL COMMAND: **▼, ▲, ◀ + A**

STAND ENHANCE: Can be performed twice in succession.

SUPER SURPRISE TIGGYAIZU

NORMAL COMMAND: **▶ -> A3 -> A2 -> A1 -> ▶**

THE WORLD

NORMAL COMMAND: **▶, ▼, ▲ + A**

Note: Can only be performed without Stand.

SHINE!

NORMAL COMMAND: **▶, ▼, ▲ + A**

Note: Can only be performed with Stand.

SUPERCOMBOS

ROAD ROLLER DA

NORMAL COMMAND: **▼, ▲, ◀ + A + A**

Note: Can only be performed without Stand.

Can be performed in mid-air.

CHECKMATE DA

NORMAL COMMAND: **▼, ▲, ▶ + A + A**

STAND ENHANCE: Can be performed in mid-air.

TOKIYO TOMARE! (TIME STOP)

NORMAL COMMAND: **▶ -> A3 -> A1 -> ▶ -> S**

Note: Requires (and uses) three Combo meter levels.

**CHI NO SHOUKAN (BLOODY SUMMONING)

NORMAL COMMAND: **A2 -> A1 -> ▶ -> A1 -> A3**

ALESSY

CHARACTERNOTES

Alessy's character gimmick is transformation. Every Special or Super that connects with an opponent (except the Target Mark) transforms that person into a child, at which point the foe becomes quite helpless. Unfortunately, Alessy is far too slow to take advantage of the transformation unless he uses his Target Mark. Alessy's is a neat concept, but he's burdened with no Stand Combos and very slow attacks.



STANDCOMBOS

NONE

SPECIALMOVES

TARGET MARK

NORMAL COMMAND: **◀, ▲, ▼, ▲, ▶ + A, A to shoot**

Note: Cancel scope with S.

SHRINK-WRAP

NORMAL COMMAND: **▶, ▲, ▼, ▲, ◀ + A**

SHADOW AXE

NORMAL COMMAND: Hold **A + A** and then release to attack

Note: Can only be performed in Stand Mode.

SUPERCOMBOS

ZETSUBOUOOO DANE! (HOPELESSNESS)

NORMAL COMMAND: **▼, ▲, ▶ + A + A**

USHI USHI USHI!

NORMAL COMMAND: **▼, ▲, ◀ + A + A**

Note: Press the attack button repeatedly for more hits.



ICED

CHARACTERNOTES

As a playable character, Iced is completely different from his CPU form. When in Stand Mode, Iced is actually inside of Cream, making him almost a separate character. His normal attacks are highly damaging and his Specials are incredibly powerful, leaving opponents in shreds in a matter of seconds. The Supers also deal out a good deal of damage, making Iced a horribly powerful character.



STANDCOMBOS

COMBO 1: A1 -> A2 -> A3

COMBO 2: ↓ + A1 -> ↓ + A2 -> ↓ + A3

SPECIALMOVES

DARK SPACE

NORMAL COMMAND: ↓, ↘, → + A

STAND ENHANCE: Change direction with D-Pad + A

Note: Can be performed in mid-air.

DEVASTATION

NORMAL COMMAND: ←, ↓, ↘ + A

Note: Can only be performed in Stand Mode.

CREAM

NORMAL COMMAND: ↓, ↘, ← + A

FUTTO BASHIYARU (BLOW FLY)

NORMAL COMMAND: Charge ↓, ↘ + A

Note: Can only be performed in Stand Mode.

SUPERCOMBOS

DO CHIKASHOU GA!

NORMAL COMMAND: ↓, ↘, → + A + A

CIRCLE LOCUST

NORMAL COMMAND: →, ↓, ↘ + A + A

Note: Can only be performed in Stand Mode.

MADNESS SORROW

NORMAL COMMAND: ↓, ↘, → + A + A

Note: Requires (and uses) two Combo meter levels.

** HOL HORSE

CHARACTERNOTES

Hol's got a gun, which, as you might have guessed, makes him a good long-range character. Unfortunately, he doesn't have nearly enough close-range moves to make him an effective fighter. The slowness of the Hanged Man makes him almost impossible to use and the Emperor shot is too slow to fool anyone, even with its direction-changing ability. The lack of Combos puts Hol at a real disadvantage.



STANDCOMBOS

NONE: Does not have an active Stand.

SPECIALMOVES

MIGHTY GUN

NORMAL COMMAND: ↓, ↘, → + A

GAIL

NORMAL COMMAND: →, ↓, ↘ + A

Note: Can be performed in mid-air.

HANGED MAN

NORMAL COMMAND: ↓, ↘, ← + A

EXTRAMOVES

EMPEROR

NORMAL COMMAND: S

Note: Use D-Pad to direct the shot. Can be performed in mid-air.

SUPERCOMBOS

BUSAMAKERO!

NORMAL COMMAND: ↓, ↘, → + A + A

Note: Can be performed in mid-air.

SAIKYOU NO KONBI

NORMAL COMMAND: ↓, ↘, ← + A + A

DANGAN NO KIDOU

NORMAL COMMAND: ←, ↓, ↘ + A + A

Note: Use the D-Pad to direct the shot. Continue to hold A + A to fire more shots.

** PET SHOP

CHARACTERNOTES

With no Stand Combos, limited attack range, and some very slow Specials, Pet Shop can be quite a chore to use effectively. On the other hand, the Ice Lance is a good juggle tool, the Death Freeze is a great fast trap move, and his Supers are fairly strong and fast.



STANDCOMBOS

NONE: Does not have an active Stand.

SPECIALMOVES

ICE BULLET

NORMAL COMMAND: ↓, ↘, → + A

Note: Can be performed in mid-air.

ICICLE BREAK

NORMAL COMMAND: Hold A and then release to attack.

Note: Can be performed in mid-air.

ICE LANCE

NORMAL COMMAND: ↓, ↘, ← + A

Note: Can be performed in mid-air.

EXTRAMOVES

KILL FREEZE

NORMAL COMMAND: In mid-air, S

DEATH FREEZE

NORMAL COMMAND: While ducking, S

FREEZE-ON

NORMAL COMMAND: In mid-air, ←, ↘, ↓, ↘, → + S

SUPERCOMBOS

SUPER FREEZE-ON

NORMAL COMMAND: ↓, ↘, → + A + A

Note: Can be performed in mid-air.

DEATH PENALTY

NORMAL COMMAND: ↓, ↘, ← + A + A

Note: Can be performed in mid-air.

BANCHOU NO MOKOU (FIERCE ATTACK OF THE WATCHING BIRD)

NORMAL COMMAND: A1 -> A1 -> → -> A2 -> A3

Note: Can be performed in mid-air.

** MAHRAHIA

CHARACTERNOTES

Even without an active Stand, Mahrahia can be quite dangerous. Bust no Jiryoku can be used to power up the Electric Shock and the two Supers to an incredibly powerful level, and it also increases the range of the Mysterious Web. The Homing Collection has a bit of a start-up time, but it is slow enough for you to jump in and give some extra hits in a Combo.



STANDCOMBOS

NONE: Does not have an active Stand.

SPECIALMOVES

HOMING COLLECTION

NORMAL COMMAND: ↓, ↘, → + A

Note: Can be performed in mid-air.

MYSTERIOUS WEB

NORMAL COMMAND: ↓, ↘, ← + A

ELECTRIC SHOCK

NORMAL COMMAND: →, ↓, ↘ + A

EXTRAMOVES

BUST NO JIRYOKU (MAGNETISM OF BUST)

NORMAL COMMAND: S

Note: Can be performed in mid-air. Increases damage caused by other moves.

SUPERCOMBOS

IRON CRUSHER

NORMAL COMMAND: ↓, ↘, ← + A + A

NANISOUZOU SHITENNOSA

NORMAL COMMAND: ↓, ↘, → + A + A

Note: Can be performed in mid-air.

** HOL HORSE & VOING

CHARACTERNOTES

Hol here just loses the Hanged Man, which changes up his basic moves and gets the Pipe Maze Super (which is just a joke that takes far too long to hit). Oh, the Kochi ha Zettai is added as well, which is a little more effective.



STANDCOMBOS

NONE: Does not have an active Stand.

SPECIALMOVES

HAJIKI DA!

NORMAL COMMAND: ↓, ↘, → + A

GLASS SHOWER

NORMAL COMMAND: →, ↓, ↘ + A

Note: Can be performed in mid-air.

EXTRAMOVES

EMPEROR

NORMAL COMMAND: S

Note: Use the D-Pad to direct the shot. Can be performed in mid-air.

SUPERCOMBOS

BUSAMAKERO!

NORMAL COMMAND: ↓, ↘, → + A + A

Note: Can be performed in mid-air.

PIPE MAZE

NORMAL COMMAND: ←, ↓, → + A + A

KOCHI HA ZETTAI

NORMAL COMMAND: →, ↘, ↓, ↙, ←, → + A

SHADOW DIO

CHARACTERNOTES

Without his Stand, Dio gets nasty. No Stand Combos, but his Specials and Supers have been tuned up slightly. The Kyoufu no Henrin is a great countering move and Throw Knives is a horribly fast projectile. Without a Stand, the S button now calls on his shadow, World, to throw a punch. WORLD21 not only hits for good damage but it also juggles your opponent.



STANDCOMBOS

NONE: Does not have an active Stand.

SPECIALMOVES

THROW KNIVES

NORMAL COMMAND: ←, ↗, ↓, ↘, → + A

Note: Follow up with →, ↘, ↓ + A

SUPER SURPRISE TIGGYAIZU

NORMAL COMMAND: →, ↘, ↓, ↙, ← + A

Note: Pauses before execution, but it's unblockable.

KYOUFU NO HENRIN (TERRIBLE PIECES)

NORMAL COMMAND: ←, ↓, → + A

NAJIMUZO

NORMAL COMMAND: →, ↓, ↘ + A

EXTRAMOVES

WORLD21

NORMAL COMMAND: ←, ↗, ↓, ↘, → + S

SUPERCOMBOS

PUNISHMENT

NORMAL COMMAND: ↓, ↘, → + A + A

CHARISMA

NORMAL COMMAND: ↓, ↗, ← + A + A

Note: Requires (and uses) two Combo meter levels.

TOKIYO TOMARE (TIME STOP)

NORMAL COMMAND: A1 -> → -> A3 -> ← -> S

Note: Requires (and uses) two Combo meter levels.

**WRRYYYY!

NORMAL COMMAND: ↓, →, ↘ + A + A

Note: Can be performed twice in succession. The second hit is from behind.

** NEW KAKYOIN

CHARACTERNOTES

Kakyoin hasn't changed much aside from the sunglasses. His basic moves are changed-up a little bit, and he gains an extra Super, but there's nothing much more than that here.



STANDCOMBOS

COMBO 1: A1 -> A2 -> A3

COMBO 2: ↓ + A1 -> ↓ + A2 -> ↓ + A3

SPECIALMOVES

EMERALD SPLASH

NORMAL COMMAND: ↓, ↘, → + A

Note: Can be performed in mid-air.

MYSTIC CLOAK

NORMAL COMMAND: ↓, ↗, ← + A

Note: Can only be performed without Stand. Control the attack by holding and then releasing the button.

MYSTIC TRAP

NORMAL COMMAND: ↓, ↗, ← + A

Note: Can only be performed in Stand Mode. Set a trap by holding down the button to hide the move. Can be performed in mid-air.

STAND RELEASE

NORMAL COMMAND: → + A + A

Note: Can only be performed in Stand Mode.

SUPERCOMBOS

20 METER RADIUS EMERALD SPLASH

NORMAL COMMAND: ↓, ↘, → + A + A

Note: Can only be performed without Stand.

SHIN 20 METER RADIUS EMERALD SPLASH

NORMAL COMMAND: ↓, ↘, → + A + A

Note: Can only be performed in Stand Mode. Can be performed in mid-air.

INDIA'S ARM

NORMAL COMMAND: ↓, ↗, ← + A + A

STAND ENHANCE: Controller operates the arm.

OSHIOKI NO JIKAN (HOUR OF PUNISHMENT)

NORMAL COMMAND: A1 -> A1 -> → -> A2 -> A3

Note: Can only be performed in Stand Mode.

** KAN

CHARACTERNOTES

Finally, a new unique hidden character! Kan is nasty, with Chaca's Forget Me Not move and a whole host of attacks. If you want to play cheap, pick him in Easy Mode. Block, counter, attack, kill. You can easily Zangaizan indefinitely in the corner as long as you have a Combo Meter, which can really ruin someone's day.



STANDCOMBOS

NONE: Does not have an active Stand.

SPECIALMOVES

KIKOUZAN (KILL DEVIL STEEL)

NORMAL COMMAND: Charge ←, → + A

KINUIZAN (KILL LIFE ALREADY)

NORMAL COMMAND: →, ↓, ↘ + A

FORGET ME NOT

NORMAL COMMAND: ↓, ↗, ← + A

Note: Follow up with A after successful guard on a learned attack.

EXTRAMOVES

RENKAZAN (KILL FLOWER COMPANION)

NORMAL COMMAND: Hold S

SUPERCOMBOS

ZANGAIZAN (KILL WRECKAGE)

NORMAL COMMAND: ↓, ↘, → + A + A

ICHTACHI (ONE SWORD):

NORMAL COMMAND: ↓, ↗, ← + A + A

INFINITECOMBO

In the corner, Zangaizan repeatedly as long as you have a Combo Gauge!



** BLACK POLNAREFF

CHARACTERNOTES

This should teach you not to play with strange swords. Polnareff happens upon Chaca's broken Anubis sword and becomes possessed by it. This, in turn, creates a character closer to Chaca than Polnareff with some awesome Specials and Supers. Polnareff gets Chaca's awesome Forget Me Not; the Double Sword Master hits 20 times if you can connect with it; and the Chariot Prick is a fast 6-hit Combo.



STANDCOMBOS

NONE: Does not have an active Stand.

SPECIALMOVES

FORGET ME NOT

NORMAL COMMAND: ↓, ↘, ← + A

Note: When guarding against an attack, counter it with any attack button.

DOUBLE SWORD MASTER

NORMAL COMMAND: →, ↓, ↘ + A

OGRE SLASH

NORMAL COMMAND: ↓, ↘, → + A

Note: Follow up with ↓, ↘, → + A or ↓, ↘, ← + A

EXTRAMOVES

CHARIOT PRICK

NORMAL COMMAND: ↓, ↘, → + S

SUPERCOMBOS

DAME OSHI IJU YATSUDA

NORMAL COMMAND: ↓, ↘, → + A + A

ZETTAI NI MAKEN NO DA!

NORMAL COMMAND: ↓, ↘, ← + A + A

** ROBBER SOUL

CHARACTERNOTES

Of all the characters to mimic, why Kakyoin? A slightly taller Kakyoin, Robber Soul gets a countering move with the Jakuten Hanai, a trap move in the Shokuttyaru and a faux short Emerald Splash with the Head Busa Hakina! Unfortunately, Robber Soul is even weaker than Kakyoin as an offensive character. To add insult to injury, he has no Combos to boot.



STANDCOMBOS

NONE: Does not have an active Stand.

SPECIALMOVES

JAKUTEN HANAI

NORMAL COMMAND: ↓, ↘, ← + S

SHOKUTTYARU

NORMAL COMMAND: ↓, ↘, ← + A

HEAD BUSA HAKINA

NORMAL COMMAND: ↓, ↘, → + A

EXTRAMOVES

HEIRO FAKE

NORMAL COMMAND: S

SUPERCOMBOS

COCONUT BACK BREAKER

NORMAL COMMAND: →, ↘, ↓, ↘, ←, → + A

JAM NISHITEKURERUZEI!

NORMAL COMMAND: ↓, ↘, → + A + A

GAMESECRETS

Jojo's Venture

■ Unlock Dio as a Selectable Character:

Beat Arcade Mode with Jotaro. (Any settings, any number of continues.)

■ Unlock Shadow Dio as a Selectable Character:

Beat Arcade Mode with Dio. (Any settings, any number of continues.)

■ Unlock Jojo as a Selectable Character:

Beat Arcade Mode with Joseph. (Any settings, any number of continues.)

■ Fight Death 13:

Using one of the six "heroes" (Jotaro, Polnareff, Avdol, Iggy, Joseph, or Kakyoin) in Story Mode, finish the first five opponents off without losing a round and use a Super Combo to win every final round. After the fifth round, Death 13 will appear.

■ Fight Death 13:

Using one of the six "heroes" (Jotaro, Polnareff, Avdol, Iggy, Joseph, or Kakyoin) in Story Mode, finish the first five opponents off without losing a round. After the fifth round, Death 13 will appear.

Extras

■ Speed up the Closing Credits:

Hold down the X button.

■ Set Initials to CAP When Entering:

Press the START button.

Jojo's Bizarre Adventure

■ Unlock Robber Soul as a Selectable Character:

Beat Challenge Mode with Jotaro. (Any settings.)

■ Unlock Shadow Dio as a Selectable Character:

Beat Challenge Mode with Dio. (Any settings.)

■ Unlock Jojo as a Selectable Character:

Beat Challenge Mode with Joseph. (Any settings.)

■ Unlock New Kakyoin as a Selectable Character:

Beat Challenge Mode with Kakyoin. (Any settings.)

■ Unlock Kan as a Selectable Character:

Beat Challenge Mode with Black Polnareff. (Any settings.)

■ Unlock Hol & Voing as a Selectable Character:

Beat Challenge Mode with Hol Horse. (Any settings.)

■ Unlock Alessy Mode:

Beat Challenge Mode with Alessy. (Any settings.)

Alessy Mode

Once you unlock Alessy Mode, you have the option to fight in Versus Mode as a child (like when Alessy transforms you).

There are four menu options under Alessy Mode that set up the battles.

■ **Stand Crush:** A player is transformed whenever his Stand is crushed.

■ **10 Second Alternate:** One player is transformed every 10 seconds.

■ **From the Beginning:** Both players are always transformed.

■ **Reset:** Returns Versus Mode to normal.

