

CAPCOM



NEW  
"CPS III"  
GAME

# JoJo's Venture

2D Head-to-Head  
Fighting Game



# Let my "Stand" make Judgment over you!

One of the most popular comics in Japan, "JOJO's Bizarre Adventure" is now making its appearance in video games!

A new breakthrough! The "Stand System!" Switch freely. Keep your opponent guessing the next move.

## STAND ON

This systems allows the player to control the characters "Stand" only. While in this system, combinations can be easily made through the "Stand Rush". A Wide range of players, from novice to hard core, can enjoy this game.



Program the command for the "Stand" to attack.

## TANDEM ATTACK

Allows the player to program the attack command for the "Stand" and set the ultimate special combo move in motion. Main characters can also attack simultaneously.



Attack with the main character while the "Stand" is attacking.

The Power That Lies Within The Lull

### Jotaro

Stand: "Star Platinum" - Takes pride in it's precise accuracy and speed.

Precision moves, fascinating power and speed renders him invincible in close combat.

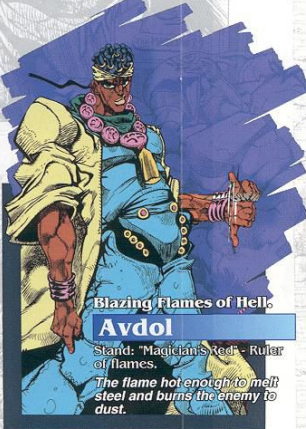


Cold On The Outside But a Loyal Friend.

### Kakyoin

Stand: "Hermit Purple" - Has an elastic body.

He takes pride in his special move "Emerald Splash" that shoots countless amount of bullets.

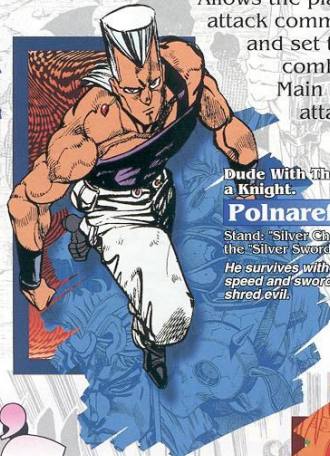


Blazing Flames of Hell.

### Avdol

Stand: "Magician's Red" - Ruler of flames.

The flame hot enough to melt steel and burns the enemy to dust.



Dude With The Code of a Knight.

### Polnareff

Stand: "Silver Chariot" - Uses the "Silver Sword".

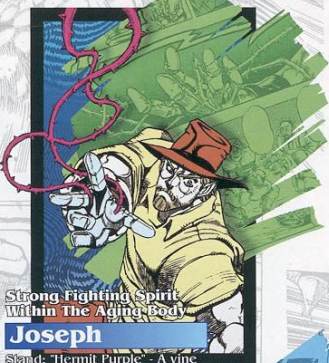
He survives with his lightning speed and swordsmanship to shred evil.

Stray Beast With High Hopes

### Iggy

Stand: "The Fool" - A cloud of sand that transforms into any shape.

This "Stand" has the superior power to levitate and/or submerge into the ground.



Strong Fighting Spirit Within The Aging Body

### Joseph

Stand: "Hermit Purple" - A vine with unique Grandfather of Jotaro.

A veteran fighter with complete control and understanding of his "Stand" and the "HAMON" (The psychic energy).



Feeds Off Of Grudges.

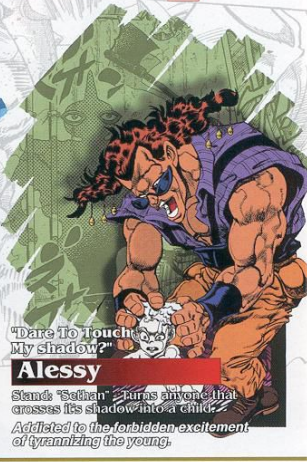
### D'bo

Stand: "Ebony Doll" - Has the ability to control dolls.

Intentionally waits for the first attack and comes back with a vengeance.



# JOJO's Venture

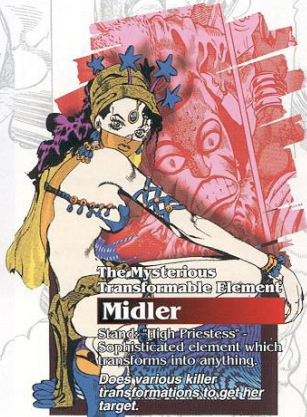


"Dare To Touch My shadow?"

### Alessy

Stand: "Behn" - Turns anyone that crosses its shadow into a child.

Addicted to the forbidden excitement of tyrannizing the young.



The Mysterious Transformable Element

### Midler

Stand: "High Priestess" - Sophisticated element which transforms into anything.

Does various killer transformations to get her target.

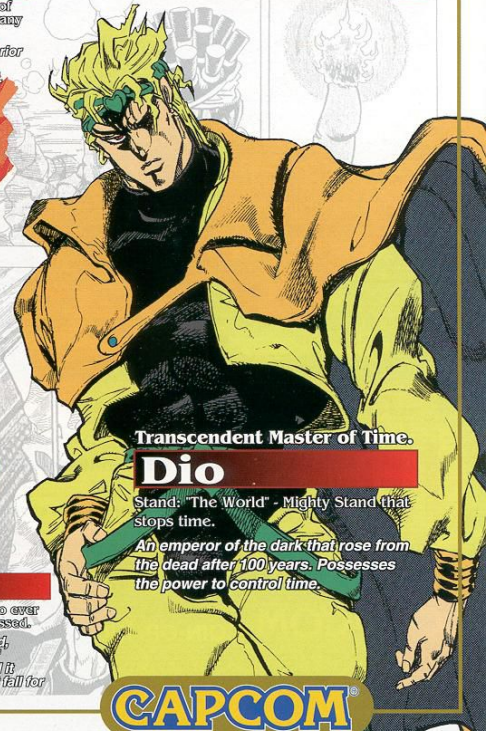


Spell Binding Mystical Sword

### Chaca

Stand: "Annihilis" - Who so ever holds it shall be possessed.

A spirit within the sword, possessing the body of "Chaca". Once attacked it remembers and will not fall for the same attack again.



Transcendent Master of Time.

### Dio

Stand: "The World" - Mighty Stand that stops time.

An emperor of the dark that rose from the dead after 100 years. Possesses the power to control time.



CAPCOM



# World of "JOJO"

# JOJO's Venture™

"JOJO's Bizarre Adventure" is one of the most popular comics in Japan with a long standing publishing run.

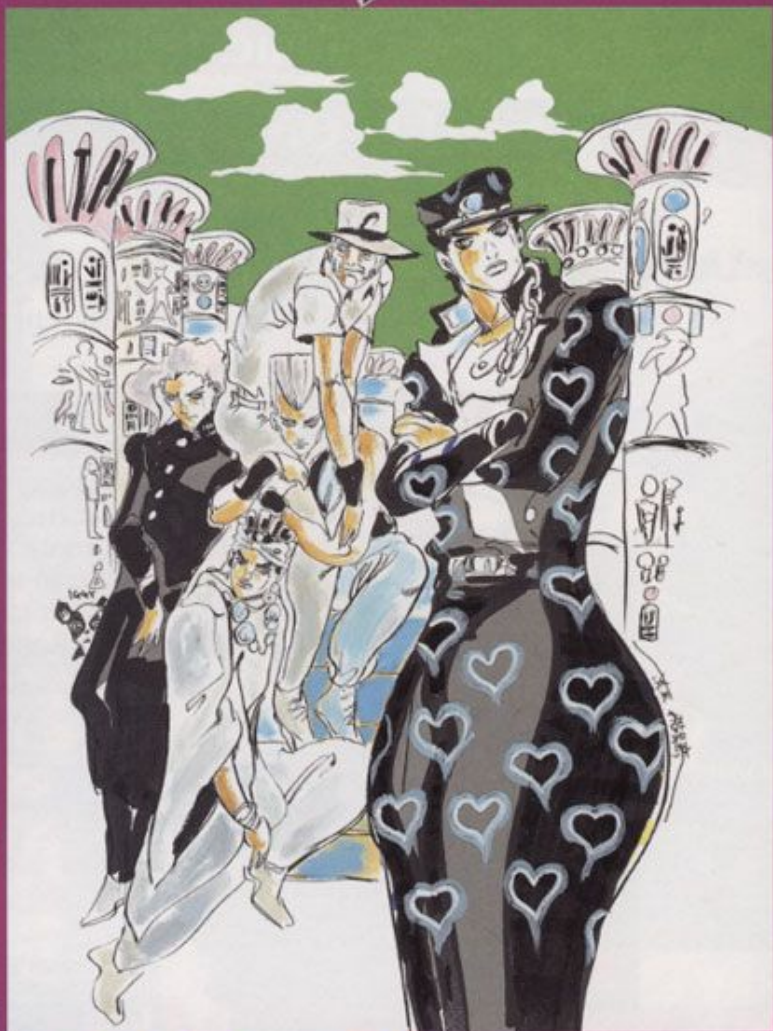
The characters in the story has a certain inner-spiritual self that takes the shape as a "Stand".

They control the "Stand" to prevail against good and evil.

The peculiar world of "JOJO" was believed impossible to be reproduced in animated graphics. But now, Capcom has made it possible, with the great support of the author, Hirohiko Araki, to have this amazing world come to life.

Moreover, this game is based on the most popular episodes of the JOJO series, Chapter 3.

High-tech graphics made possible by the great capabilities of the "CP-SYSTEM III" backed with years of experience and technology of 2D graphics has revived "JOJO" in complete detail.



## New Systems

Alas, through improvements and evolution... the "Stand System."

This, never seen or heard before system, allows the player to use his character and the "Stand" (the inner-spiritual self, created by the soul and energy of the character) at the same time.

The players determine how the "Stand System" dictates the game. It is a strategic game that makes you want to challenge again and again.



## Originality

A peculiar world with 10 amazing characters, all with a unique "STAND"... conscientiously recreated in this game!!

Other than the original story line from the comic, totally new ones based on sub/evil characters have been added and can only be seen in this game. Along with new stories, H. Araki has designed a new character especially for this game.

Various endings that can never be seen in the original comic will surely captivate the players' adventurous spirit.



### CAPCOM homepage:

Access CAPCOM homepage in the internet! There we have new game screenshots, classic game museums, designer's bulletins, and alot more!

**Address:** <http://www.capcom.com/>

- The game screens displayed are of the Japanese version.
- The contents may be changed without notice.
- This catalogue was printed on December '98.

Not for sale

**CAPCOM** COIN-OP, INC.

475 Oakmead Parkway Sunnyvale, CA 94086  
Phone : (408)774-0500 Fax : (408)522-5331

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STATE SALES & SERVICE CORP  
3431-A BENSON AVENUE  
BALTIMORE, MARYLAND 21227  
(410) 646-4100