Viewtiful Joe: Red Hot Rumble FAQ/Move List

by aiRBat

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This walkthrough was originally written for Viewtiful Joe: Red Hot Rumble on the GC, but the walkthrough is still applicable to the PSP version of the game.

Viewtiful Joe: Red Hot Rumble Character FAQ and Move List by aiRBat papayamander@yahoo.com v 1.0 1-31-06 _____ Hola muchachos, this is a guide to the Gamecube beat'em up Viewtiful Joe: Red Hot Rumble (just like in the title. ¿Crazy, no?). This is my second FAQ to date. If you have any info/ASCII art to contribute to this, please do! My email addy is all over this thing, just be sure to put "Viewtiful Joe FAQ" in the title, otherwise I probably won't read it. Hopefully this guide will be somewhat helpful to you. _____ _____ NOBODY BUT THE LISTED SITES CAN USE THIS. All of this is © airBat (papayamander@yahoo.com). Don't change this around and claim it as your own. Don't put your name in my place and submit it elsewhere. I will know and I will hunt you down and destroy you. Actually, I won't. Everyone will just think you are a jerk. Feel free to email me about using this guide on your site or whatever. As long as it has "Viewtiful Joe FAQ" in the title, I will read it. Sites that have my permission to use this: www.gameFAQs.com www.neoseeker.com www.lup.com If you see this listed on any other site, please let me know. I will dropkick the offending party's grandmother into a pit bull. That is to say that I will kick their gran- oh nevermind. _____ _____ Like so many FAQs, this one features a built-in search feature. Just look in the Table of Contents to find the section that you want to look up. Next to it a code will be displayed in brackets like so: [-**-]. Hit ctrl+f to bring up your browser's (or windows's if you are looking at this offline)FIND window. Just type in the corresponding code and you will be taken to the section you want. It is like magic I tells ya.

- Get correct info on -???- sections. Probably not going to happen anytime soon. Don't hold your breath on that one.

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When I first started playing this game, I was actually surprised at how
 complex a lot of the move sets and abilities of the characters were. I
 did not have Internet access when I received the game via Gamefly, so
 I had no way to read the manual and see what the moves were for each
 character. I decided to start this guide as a way to help me learn all the
 the character moves and as a way to pass the time.
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..... -B1- Controls and Abbreviation Guide .....
 If you have ever read a fighting game FAQ, this is probably is all
 familiar territory:
 L = LEFT on the control stick
 UL= UP LEFT on the control stick
 U = UP on the control stick
 UR= UP RIGHT on the control stick
 R = RIGHT on the control stick
 DR= DOWN RIGHT on the control stick
 D = DOWN on the control stick
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DL= DOWN LEFT on the control stick

//* = all the control stick positions what will activate a move Example: L/R/U means that L, R, or U will perform the move and the move will go in whatever direction that you used. (U would shoot up, etc)

B = B button (Y works too!)
X = X button

(AIR) indicates that a move can be done in air (AIR ONLY) indicates that a move can ONLY be done in air If neither is indicated, it means that move must be done on the ground

-???- This means that I am still not 100% sure on all the variables of a move. Any feedback on these is appreciated!

When I refer to distances, like 1/4th the screen, this distance was calculated using the rehearsal stage.

I have broken down each character into: Special Info, Ex Costumes, Basic Moves, Special Moves, and a section called The Good, the Bad, and the Ugly (this IS a movie inspired franchise after all). Special Info goes over what requirements you need to meet to unlock characters. Ex Costume describes what the character's Ex Costume is. Basic and Special Moves go over the basic and special moves. The Good, the Bad, and the Ugly gives a rundown on each of the Pros and Cons of each character. If any of the moves has a -???- in it, it means I still am not 100% on how that move operates, and could use input on it from readers.

..... -01- The Midnight Thunderboy, ALASTOR

HOLD JUMP - Float

Alastor spreads his wings and floats slowly downwards. You can control his descent with the control stick. You can activate the float at any point he is in the air. He can use moves while floating, but will fall as soon as the move is over (unless you hold the JUMP button down again).

B - Sword Strike

A double-handed overhead sword swing. You can perform a 3-hit combo if you press the B button 3 times rapidly.

B (AIR ONLY) - Lighting Blast Alastor attacks with his trademark purple lightning. He fires a single bolt in the direction he is facing.

D+B (AIR) - Backhand Slice An overhead sword attack that can hit enemies on either side of Alastor.

A quick sword strike in the direction pressed. Can pass through ledges. U+B - Sword Upper A rising strike that launches enemies upward. U+B (AIR ONLY) - Aerial Kickflip Alastor flips backward and kicks upward. X (AIR) - Lightning Sword Alastor focuses energy into his blade and unleashes an electrically charged sword attack that hits multiple times. Hold down X to charge, and you can move around as you charge it. It can be charged up to 3 levels, with the blade growing with each level. It has a 270° range: STRIKE ZONE --->/ \ \| <--- NO HIT ZONE Not the best diagram, but you get the point. Any opponents caught in the strike will get hit, and it will miss those in the no hit zone. Anyone directly next to Alastor when he executes a fully charged attack will suffer heavy damage. Can pass through platforms. L/R+X (AIR) - Air Raid Alastor extends both of his arms and shoots a bolt of lightning to either side. The bolts are as twice as long as his B button lightning attack, and the attack ends as soon is it connects. U/UL/UR+X (AIR) - Vortex (but I like Volt Hex better Dammit) An electric spinning uppercut in the direction pressed. Think demonic Shoryuken. Great for getting to hard to reach platforms. D/DL/DR+X (AIR ONLY) - Hex Drill -???- An electric spinning drill move that continues in the direction pressed until Alastor touches the ground or an enemy. The electric field dissipates after 1 sec. I am not sure if the electric field on these moves can actually hurt enemies. D/DL/DR+X - Hex Slide Alastor slides across the ground surrounded by his stylish purple demonic aura. You are able to cross gaps and ledges with this move. {{{{The Good, the Bad, and the Ugly}}}}}}}}}}}}} The Good -Alastor has an extremely versatile and well-rounded set of moves. -He has excellent aerial maneuverability. His float and Vortex moves allow you to reach just about any area of the stage that you need to. -His Lightning Sword is a powerful move that can hit just about anybody within jumping distance of you. The Bad -His Lightning Sword will only hit multiple times if the enemies are beside you. There is also that no hit zone that can be annoying. The Uqly -No cool demon Alastor form a lá Viewtiful Joe 2 -Yeah, so there is really nothing too bad/annoying about Alastor, he is an overall solid character!

..... -02- The Suave Swordsman, STYLISH ALASTOR To unlock Stylish Alastor complete Riddle of the Incan Empire! Special Edition. Stylish Alastor is arguably the hardest un-henshined character to unlock because he is not a complete joke. Basically, it is a purple suit with wings and an octopus (complete with tentacles) helmet. You can get a better look in the Concept Art Gallery. ****** Stylish Alastor has all the same moves as regular Alastor except: - No floating ability. - He has the ground B sword slash instead of lightning. - No Lightning Sword special attack. - In place of his Air Raid special, he has Round Trip. X (AIR) - Round Trip Alastor tosses his sword about 1/2 the distance of the screen. It spins in place for about 2 sec. before returning to Alastor. You can toss it and run around and it will damage any enemies that it hits on the way back to you. You can only use special attacks while his sword is out. $\{\{\{The Good, the Bad, and the Ugly\}$ The Good - Stylish Alastor is pretty fast and has absolutely INSANE jumping ability. - Round Trip is a pretty solid move (I think I like it more than Air Raid.) and is great for sticking and moving. The Bad - He doesn't have regular Alastor's floating ability. The Ugly - THE BEST UN-HENSHINED CHARACTER. Period. You can actually USE Stylish Alastor against people and win. Amazing. -03- The Old School Hero, CAPTAIN BLUE Instead of a helmet, Blue wears his red and white director's cap. **** HOLD JUMP - Hover You can hover any time after Blue performs a double jump. He will hover for as long as you hold the JUMP button. You can control his horizontal movement with the control stick. While hovering, Blue can only perform special moves. After you perform a move, you can resume your hover by holding the JUMP button once again. B (AIR) - Punch Standard punch. You can perform a 3-hit spinning backhand combo if you press the B button rapidly.

UL/DL/UR/DR+B (AIR) - Spinning Roundhouse

A roundhouse kick that launches an opponent in the direction pressed. U+B - Uppercut An uppercut punch that launches characters upward. Standard hero fare. U+B (AIR ONLY) - Spinning Kickflip Blue flips backwards and kicks upwards. D+B (AIR) - Overhead Smash A double-fisted overhead attack that slams opponents downward. X (AIR) - Blue Thunder A blue electrical field radiates outward from Captain Blue. It can hit enemies on all sides of him. Useful if you are surrounded or need to hit targets. You can also use this move to knock away incoming projectile attacks. U+X (AIR) - Electric Blade Captain Blue raises his hand to the Heavens and calls down 1 bolt of lightning. It travels the length of the screen and can pass through platforms. It also launches enemies upwards when it connects. D+X (AIR ONLY) - Hisatsu! Blue slams into the ground unleashing lightning where he lands. DL/DR+X (AIR ONLY) - Diving Thunder Blue dives toward the ground in the direction pressed, and when he he lands, he begins rolling along the ground surrounded by lightning. If you connect with a normal-sized enemy, you will grab them. -???-When you are holding an enemy, you can move around with the control stick at a reduced speed, and perform a limited jump. Hitting any direction + X/B will throw them in the direction pushed. If you jump up and press X/B, you will perform a Spinning Electric Tiger Piledriver that can slam opponents through platforms. All of his throws do massive damage and can finish off throw-able opponents in 4 moves. Getting hit while holding someone will cause you to drop them. I am unsure if they can free themselves any other way (i.e. mashing buttons). If you connect with a larger enemy or boss, Blue will simply continue rolling, but still damage them as he rolls. D/DL/DR+X - Rolling Thunder The same as Diving Thunder, but Blue starts out in the rolling phase. {{{{The Good, the Bad, and the Ugly}}}}}}}}}}}}} The Good - Blue has some powerful moves at his disposal. Electric piledrivers are nasty. - The ability to hover, Electric Blade/Blue Thunder, then resume hovering is a definite asset. You can wreak a lot of havoc on aerial stages, and, well, in general once you get the hang of it! The Bad - Blue has ZERO long-range attacks other than his Electric Blade.

It can be rough going up against people with heavy long-range

offensive capabilities. I cringe everytime I have to play a Flag Scramble match with Blue.

The Ugly - Be careful when using Blue's Rolling Thunder. You can't control your direction once you start it. If you aren't careful you could end up rolling off screen or down a hole.

..... -04 - The Filmmaker Extraordinaire, DIRECTOR BLUE

Director Blue has all the same basic attacks as Captain Blue, but lacks the ability to hover.

X (AIR) - Grab

Blue raises his arms and dashes forward, attempting to grab an opponent. If he successfully grabs an opponent, you can press ANY DIRECTION+X/B to execute his Blue Throw. If you jump up in the air and press X/B, you will perform his Spinning Electric Tiger Piledriver instead. If you attempt to grab a boss, or other large enemy, the grab will fail and only do a tiny tick of damage.

You can charge up the grab by holding the X button. The longer you charge it, the more ground Blue will cover when you release it (up to a little more than 1/2 the screen at max). It will automatically release after 4 seconds.

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D/DL/DR+X - Slide
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Blue slides across the ground, knocking down any foe he connects with. Can be used to cross gaps and ledges.

 $\{\{\{The Good, the Bad, and the Ugly\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}$

- The Good Blue's Grab attack is easy to execute and does huge damage when you throw/piledrive somebody. Looks cool too.
- The Bad No other specials other than his slide.
- The Ugly It's rough to fight bosses with Director Blue. The only way you are going to get good damage in is to toss other players or Biankies into them, unless you are awesome at basic attacks. More than likely to lose the "damage the boss the most" stages to enemies that can hit harder and faster.

Ex Costume

[[[[Basic Moves]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]
HOLD JUMP - Hover You can hover at any time while Blue is in the air. He will hover for as long as you hold the JUMP button. You can control his horizontal movement with the control stick. While hovering, Blue can only perform special moves. After performing a special move, Blue will fall back to the ground.
B (AIR) - Punch Standard punch. You can perform a 3-hit spinning backhand combo if you press the B button rapidly.
UL/DL/UR/DR+B (AIR) - Spinning Roundhouse A roundhouse kick that launches an opponent in the direction pressed.
U+B - Uppercut An uppercut punch that launches characters upward. Standard hero fare.
U+B (AIR ONLY) - Spinning Kickflip Blue flips backwards and kicks upwards.
D+B (AIR) - Overhead Smash A double-fisted overhead attack that slams opponents downward.
<<< <special moves="">>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>></special>
X (AIR) - Blue Thunder -???- A blue electrical field radiates outward from Captain Blue. I believe it is slightly larger than Old Captain Blue's. It hits enemies all around Blue.
You can also use this move to knock away incoming projectile attacks.
L/R+X (AIR) - Thunder Punch Captain Blue draws back and charges up an electric punch. It can be charged up to 3 levels and hits multiple times. Does very heavy damage and can hit enemies directly behind Blue. *NOTE* You have to make sure that the first blue corona appears before you release the X button. If you don't, the punch will not have an electrical charge and only do slightly more damage than a regular punch.
This move also has a totally sweet Blue Tiger graphic, as do a few of Captain Blue's moves.
<pre>U+X (AIR) - Electric Blade Captain Blue raises his hand to the Heavens and calls down 3 bolts of lightning. They hit the enemy multiple times and launch them upwards. They also pass through platforms and run the length of the screen even with where Blue is standing (they won't hit enemies that are below him). There is also a gap between the bolts, so you have to get used spacing on them. D+X (AIR ONLY) - Hisatsu!</pre>

Blue slams into the ground unleashing lightning where he lands.

DL/DR+X (AIR ONLY) - Diving Thunder

Blue dives toward the ground in the direction pressed, and when he he lands, he begins rolling along the ground surrounded by lightning. If you connect with a normal-sized enemy, you will grab them.

-???-When you are holding an enemy, you can move around with the control stick at a reduced speed, and perform a limited jump. Hitting any direction + X/B will throw them in the direction pushed. Getting hit while holding someone will cause you to drop them. I am unsure if they can free themselves any other way (i.e. mashing buttons). If you do successfully throw them, they will be hit multiple times by the electric bolt that follows them.

If you connect with a larger enemy or boss, Blue will simply continue rolling, but still damage them as he rolls.

D/DL/DR+X - Rolling Thunder The same as Diving Thunder, but Blue starts out in the rolling phase.

 $\{\{\{The Good, the Bad, and the Ugly\}$

- The Good Possibly the best character in the game. He is extremely fast, and can even hover faster than come characters can move. All of his moves (with the exception of the Thunder Punch) execute. very fast with no delays.
 - All of his attacks do heavy damage. The Electric Blade allows you to pretty much just spam it over and over and win just about every time. Extremely cheap, but extremely effective.
- The Bad He has no double jump, but his single jump is almost as high as most character's double jumps.
 - He has no vertical ascension move. It can be annoying to get to high ledges (like the Flag Scramble in Gulliver's Battles).
- The Ugly As great a character as Young Captain Blue is, you still have to be careful at being caught at the bottom of the screen. His hover ability will save him from falling off, but his lack of vertical ascension move can trap him down there, leaving you at the mercy of others and environmental damage.

..... -06- The Youthful Protégé, CAPTAIN BLUE JR.

ANY DIRECTION+B (AIR) - Yo-Yo Attack Blue Jr. uses his yo-yo to attack in the direction pressed. Good range and can pass through platforms as well.

HOLD X (AIR) - Yo-Yo Cyclone After 2 sec. of spinning his yo-yos, a cyclone appears directly in front Blue Jr., damaging any enemies that get caught by it. It is possible for for characters to get trapped by it (or bosses who will stop right in the middle of it). If this happens, they will be hit multiple times and take heavy damage.

The cyclone also shoots out energy blades while you hold down the X button. They only rise upward, however, and will usually only hit airborne enemies.

NOTE Once you release the X button, there is a 2 sec. delay where Blue Jr. is vulnerable. The cyclone will remain onscreen for about 10 sec. after you release X. It will usually shoot around 3-5 more energy blades as well.

-???-If you are hit at any point during the Yo-Yo Cyclone, you will release it but it will still remain on screen for 10 sec. and shoot any remaining energy blades.

You can also start this move in mid-air, but the cyclone will not appear until you are on the ground.

ANY DIRECTION+X (AIR ONLY) - Air Cyclone Cutter

Blue Jr. shoots one yo-yo in the direction pressed, and another in the opposite direction. If you hold down X, they will continue to spin in place until they: strike any combination of enemies for a total of 3 hits, you release the X button, or 13 sec. has passed.

If one yo-yo is recalled because of the 3 hit total, the other will remain in place until any of the three aforementioned conditions are met.

When the yo-yos are recalled, they will home in on Blue Jr. and damage any enemies that get in the way. This move can pass through platforms.

NOTE Blue Jr.'s movement speed is doubled while the yo-yos are spinning in place. Use this to your advantage!

 $\rm U/UL/L/UR/R+X$ - Ground Cyclone Cutter

This move is exactly the same as his Air Cyclone Cutter, but cannot be activated using D/DL/DR as this will trigger the Rolling Cutter. If you wish to send a yo-yo downward, press U/UL/UR and this will send one down as well as up.

D/DL/DR+X - Rolling Cutter Blue Jr. launches a Cyclone Cutter at the ground, and is pulled across the screen damaging enemies that are hit by the yo-yo or Blue Jr. Can be used to cross gaps and platforms.

 $\{\{\{The Good, the Bad, and the Ugly\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}$

- The Good All of Blue Jr.'s moves have nice range.
 His Yo-Yo Cyclone can hit a lot of enemies at once and absolutely destroy a lot of bosses.
 Blue Jr. is extremely awesome with the Zoom power-up.
- The Bad Not a lot of versatility in his moves.
- The Ugly NO VERTICAL ASCENSION MOVES! No way to get any higher than his double jump.

..... -07- The Yo-Yo Youth, YOUNG BLUE JR. To unlock Young Blue Jr. you must finish Viewtiful Cartoon World Special edition. His Ex Costume is kid Joe (what Joe looked like as a kid). You can look at it in detail in the Concept Art Gallery. ***** Young Blue Jr. has all the same moves as Blue Jr., but they perform a little differently. Young Blue Jr.'s Yo-Yo Cyclone move does NOT generate the stationary cyclone He will just rapidly attack with his yo-yos as long as you hold down the X button. Also, when Young Blue Jr. has his Cyclone Cutters out, he moves insanely fast. He becomes the fasted character in the game (if he is not already. -???- I am pretty sure that his Rolling Cutter has greater range and is faster too, but I am not 100% on that. {{{{The Good, the Bad, and the Ugly}}}}}}}}}}}}} The Good - Really fast. Good for snagging power ups and V-Coins. The Bad - Yo-Yo Cyclone doesn't generate the stationary cyclone. The Ugly - The nerfed Yo-Yo Cyclone really hurts his offensive capacity. - Very easy to run off the edge when you are tearing across the screen if you are not careful. -08- The Dark Fiend, CHARLES THE III To unlock Charles the III, you must beat any 1 movie with any two characters. A Batman outfit! Instead of the bat symbol, he has the Jadow symbol. One of my favorite Ex Costumes. *********** Charles the III is always airborne and cannot fall off screen unless he is launched by an enemy/explosion/etc. He moves very slowly but can air dash quickly in any direction by pushing the JUMP button and the direction you wish to go. The air dash is a set distance (about the distance of Joe's single jump) and should be taken into consideration as it can cause you to go off screen if you are not careful. L/DL/UL/R/DR/UR+B (AIR) - Sonic Attack

Charles emits a Sonar blast in the direction pressed. Very Fast.

D+B (AIR) - Dark Bicycle Kicks Charles unleashes multiple downward kicks. INSANELY FAST. U+B (AIR) - Crescent Kick Charles flips backwards and kicks upwards. X (AIR) - Dark Swarm Charles transforms into a swarm of bats for roughly 1 second, then back into his original form. Great for dodging attacks. You cannot move while the swarm state, and will reappear at the same spot you transformed. You can immediately launch an attack when you transform back. L/D/R+X (AIR) - Aerial Drill Charles performs his signature attack. Can land multiple hits on enemies. You can also use it to move quickly across the screen in lieu of the JUMP button. U+X (AIR) - Stalactite Drill Charles performs an upward Aerial Drill, but at the end of it, two stalactites appear on either side of him and come crashing down damaging any enemy that gets caught underneath them. There is a slight delay (1 sec. or so) when starting this move, so take that into account when using it. UL/DL/UR/DR+X (AIR) - Crescent Blade Charles launches his crescent-shaped energy blades in the direction pressed. $\{\{\{The Good, the Bad, and the Ugly\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}$ The Good: - He Can Fly! You pretty much own any match that has aerial elements to it. Lots of stages become ridiculously easy when you use Charles. - All of his attacks are fast and only one has a delay (a pretty short delay), so you will be able to dish out punishment pretty regularly without having to worry about getting caught off guard. - His Dark Swarm move allows you to avoid a LOT of attacks, and his speed allows you to counterattack pretty effectively. The Bad: - Is slow when not air dashing/Aerial Drilling. - It is easy to overshoot your mark when you are air dashing. The Ugly: - You will probably soak up a lot a damage when first playing with Charles. Since he is airborne all the time, he is more prone to getting whacked by stray projectiles than other characters. You will probably forget (I did at least) that you have the Dark Swarm to avoid stuff. -09- Jadow/Gedow Henchmen, FIGHTER BIANKY & FRIENDS To unlock Fighter Bianky & Friends, you first have to unlock Red Hot Rumble, then complete it.

The Ex version of the Biankies is their metal skeleton. You know, the part that is left behind when you blast off their shell in the other VJ titles. *********** Pointless outfit info: different colors are actually different types of Biankies. They are as follows: Beige-Just like a regular Bianky, but beige. Has a cool walk. My fave. Gedow Bianky- The Bianky from VJ2. This one has a blue hood and trim. Female Bianky- A Bianky with boobs. Gedow Robot- A boxy robotic Bianky. B (AIR) - Jadow Punch A straightforward punch. If you press B rapidly enough you will perform a a four-move combo: a high punch, then kick, followed by a low punch ending in a sweep kick. U+B - Jadow Uppercut An uppercut that launches opponents skyward. U+B (AIR ONLY) - Jadow Kickflip Bianky flips backward and kicks upward. UL/UR+B (AIR) - Jadow Roundhouse A roundhouse kick that launches foes in the direction pressed. D+B (AIR) - Jadow Smash A two-handed overhead attack that slams enemies downward. DL/DR+B (AIR) - Jadow Crescent A downward kick move that knocks opponents to the ground. X (AIR) - Bianky Kick Bianky puts his fists up and a skull icon appears (just like it does when a Bianky is about to attack in the other VJ games). You can charge up the attack by holding in the X button. The higher the lvl of the charge, the further the kick will go and the more damage it will do. *NOTE* There is a 1 sec. delay before the lvl 1 attack will execute. The lvl 2 and 3 attacks will launch as soon as you let go of the X button. It will automatically release after 4 seconds. U+X (AIR) - Bianky Spin Bianky flips straight up, damaging any enemies he connects with. This move is very similar to Samus's Screw Attack from Smash Brothers. The height of the attack is slightly higher than Bianky's single jump. It can hit an enemy multiple times and can be done once per jump. UL/UR+X (AIR) - Prop Throw Bianky pulls out a random prop, tosses it at a random arc at a random speed. It could be anyone of the following items: axe, boomerang, bomb,

mine, tomahawk. The prop can hit an enemy multiple times.

D+X (AIR ONLY) - Bianky BOOM BOOM Bianky slams downward feet first, causing an explosion where he lands. The size and damage of the explosion depends on the height Bianky was when he performed the move. *NOTE* The explosion will damage Bianky as well. You can kill yourself using this move. Also, if he is in the air for more than 2 sec. while performing this move (like doing it from the top of the screen), the explosion will happen at the 2 sec. mark, regardless of where Bianky is at that time. DL/DR+X (AIR ONLY) - Diving Kick Bianky does a diving kick downward in the direction pressed. When you connect with an enemy, you will bounce back off them. D/DL/DR+X - Bianky Slide Bianky dives headfirst and slides across the ground, knocking any enemies down if he connects with them. Can be used to cross gaps and platforms. $\{\{\{The Good, the Bad, and the Ugly\}$ The Good - Bianky is fairly speedy and has good aerial maneuverability thanks to his Bianky Spin. - Bianky BOOM BOOM can do a lot of damage to a lot of enemies simultaneously. For maximum effect, use it when you are invincible (when using the Slow power-up, or when you are recovering from an attack). The Bad - Prop throw is too random to be very effective. If there was a way to control the arc, or if the different props had different effects, it might be a better move. - Use caution when using the Diving Kick against foes on ledges. The knockback effect could push you over a gap and cause you to fall off screen. The Bianky Spin will help somewhat with this, but it can only move straight up. The Ugly - Argh. Fighter Bianky could've been a lot better character with just a little tweaking to his moves. -10- The Aquatic Terror, GRAN BRUCE To unlock Gran Bruce, you must beat any 1 movie with any four characters. Bruce's Ex outfit is just a orange and white color scheme with yellow boots and tanks. I am pretty sure this is supposed to be a Koi costume. ***** Gran Bruce moves pretty slowly (possibly faster in water???) on land. You can make him move much faster by pushing B rapidly. He will start chomping and move in the direction that you are pressing. It also has the added bonus of damaging people you run into. His Great White Bite is also an excellent way to get around the screen and do damage at the same time.

L/DL/R/DR/D+B (AIR) - Shark Bite

Bruce chomps madly as he moves forward about 4 steps. You can use this move to "swim" any of the directions that pull off this move. Very useful for navigating stages with lots of platform jumping and avoiding attacks. It almost makes up for Bruce's less than stellar land movement abilities.

U+B (AIR) - Head Whip Bruce whips his head backward and launches any enemy that it connects with.

UL/UR+B (AIR) - Mine Lay Bruce spits out a mine at a 45° angle. They stay in place for roughly 4 sec. before they explode, damaging all enemies caught in their blast radius. If an enemy hits them, or you attack them before the timer runs out, they will explode. You can have 4 on screen at a time (you might be able to have more, but 4 is all I could manage before the first one's timer ran out).

X (AIR) - Tail Typhoon

Bruce turns around and creates a whirlpool with his tail, hurting any any enemy caught inside it. Only hits one time, and has a 1.5 sec. delay after you use it. It is very effective for detonating mines, but not much else.

ANY DIRECTION+X (AIR) - Great White Bite

There is a 1 sec. delay as Bruce rears back, and then begins to chomp like a madman. You can move him in any direction as he chomps. *NOTE* If you do not attack or swallow an enemy within 5 sec. Bruce will run out of breath and stop and gasp for air for 3 sec. While gasping for air you are vulnerable to attacks.

While you are performing the Great White Bite you are able to swallow normal sized enemies (Biankies, almost all of the "human" shaped opponents), and will enter the "full-mouth state." If you use the Great White Bite against larger enemies and bosses, you will simply hit them multiple times until you cancel the bite or Bruce begins gasping for air.

-???- While in the full-mouth state, your movement speed is reduced, and you are only able to perform a single jump. The only attack you can use is the Great White Throw. If an enemy hits you when you have your mouth full, whoever was inside will be released and you will be back to your normal state. I am not sure if a swallowed enemy can release themselves any other way (i.e. mashing attack buttons).

ANY DIRECTION+X/B (AIR) - Great White Throw

Bruce will spit out the enemy he swallowed in the direction that was pressed (except straight up or straight down, the enemy will only launch out up or down at a 45° angle). Jumping up and throwing up or down does more damage than standing throws.

 $\{\{\{The Good, the Bad, and the Ugly\}$

The Good: - Great White Bite is a great move. It lets you maneuver all over the place, and lets you pull off one of the strongest. moves in the game: the Great White Throw. You can also use Great White Bite's startup delay to hover for a VERY long time

at the top of the screen. Just keep releasing the X button before the bite's animation starts. If you time it right, it will never count against your 5-second limit the bite has. My record was about 30 sec. but I know you could go for a lot longer. A cheap, but effective way to win flag levels (granted that you never get hit, of course) - Always jump up when using the Great White Throw. 4 jumping Great White Throws will finish off any non-boss opponent. - Laying mines can cause a lot of chaos. It is also extremely fun to try to pull off chain reactions with them. The Bad: - Fairly sluggish movement when not using Great White Bite or Shark Bite. - Limited movement capabilities when in full-mouth state. The Ugly: - Tail Typhoon. Pretty much useless. Why no multi-mine move? -11- The Iron Ogre, HULK DAVIDSON To unlock Hulk Davidson, you must beat any 1 movie with any three characters. Hulk is white and has a yellow squeaky hammer. He has black underoos and black knee-high boots. His belt buckle is the Jadow logo. He has gray shoulder pads and red and black gauntlets helmet. The back of his jacket has a kanji character surrounded fire. **** Hulk's different outfit colors are more than just than palette swaps, they feature different weapons, as well as different designs and kanji on the back (anybody have any translations?). The differences are as follows: Pink Hulk - blue and white outfit with squeaky hammer and heart on back of jacket. Gray Hulk - red and yellow outfit with baseball bat with nails sticking out of it and fire design on back of jacket. Yellow Hulk - blue and light blue outfit with tape/bandages around stomach and giant Japanese fan with a red Kanji symbol on back of jacket (the same symbol on the fan?). So yeah, this section kinda pointless, but I liked the outfits dammit! B (AIR) - Axe Swing A quick swing of Hulk's axe. D+B - Axe Chop An overhead swing of Hulk's axe. D+B (AIR ONLY) - Downward Axe Chop Hulk chops downward. Can hit enemies through platforms.

U+B - Horn Launcher Hulk launches the enemy up using his horns.

UL/UR+B (AIR) - Cross Swing Hulk swings his axe diagonally upwards.

U+B (AIR ONLY) - Cross Swing Yup, same move listed above.

X (AIR) - Axe Guard

-???- Hulk goes into defensive stance with his axe. It seems to indefinitely block normal attacks, but can be guard crushed with special attacks that hit multiple times. I am not 100% sure on this, however, as I need to do more research on it.

L/UL/R/UR+X (AIR) - Axe Throw

PHASE ONE: Hulk starts spinning around while holding onto his axe. He will severely damage any enemy that he comes into contact with, hitting them multiple times. You can maneuver Hulk while he is spinning with the control stick. If done in mid-air, Hulk will slowly descend while spinning, allowing you to cross gaps. *NOTE* If you do not let go of the X button within 5 sec., Hulk will become dizzy for 3 sec. allowing enemies to attack you. If you are dizzy, you will still slowly descend, but have no control over your movement.

-???- PHASE 2: Hulk tosses his axe up at roughly a 45° angle and begins to ricochet off the screen, damaging any enemies it connects with. If it connects with no opponents, it will return to your hand after one ricochet; it seems to bounce longer if it connects with enemies. I also haven't been able to determine if it does more damage if you charge Hulk's spin longer. *NOTE* After you release your axe, you can only perform special moves that do not require his axe (Magma Horn, Hulk Rush, Hulk SMASH!, Dust Kick).

U+X - Magma Horn

The same as Hulk's Horn Launcher, but does more damage, hits multiple times, and has a longer start-up delay.

U+X (AIR ONLY) - Axe Tornado

Hulk spins his axe like a helicopter. Press X rapidly to cause Hulk to ascend upwards. You can control his horizontal movement with the control stick, but not his vertical. You can fly indefinitely as long as you keep mashing the X button. Once you stop, he will drop back down.

D/DL/DR+X - Hulk Rush

Hulk charges straight across the screen in the direction he was facing. You can use this to cross gaps/platforms, but Hulk will stop as soon as he connects with an opponent.

D/DL/DR+X (AIR ONLY) - Hulk SMASH! (© Marvel)
Hulk butt slams downward in the direction pressed, causing an explosion
where he lands.

 $\{\{\{The Good, the Bad, and the Ugly\}$

The Good - All of Hulk's attacks do a good chunk of damage. You

probably won't hit as often as other characters, but people will feel it when you do.

- Almost all of Hulk's attacks can hit enemies all around him.
 Attack like a madman if you are surrounded, you are guaranteed to get some good licks in.
- Thanks to his Axe Tornado, Hulk has UNLIMITED vertical ascension. I find that this more than makes up for his slow speed and poor jumping ability.
- His large size makes protects him from some of the heavy damage attacks in the game (Gran Bruce's and Captain Blue's throws.
- The Bad Very slow and has poor jumping ability. It can make it hard to get around in mini-boss/boss fights, and stages that require you to get gems or flag scrambles.
 - The Axe throw can leave you extremely vulnerable to attacks if you miss, or if you get dizzy.

- B (AIR) Sword Slice A simple sword attack. You can perform a 1-2 combo by pressing B rapidly.
- D+B (AIR) Overhead Slice A Overhead sword attack that launches foes downward.
- UL/DL/UR/DR+B (AIR) Diagonal Stab A quick sword stab in the direction pressed.
- U+B (AIR) Sword Upper A rising sword attack that launches enemies upward.

All of Jet's specials depend on the strength of his aura (the purple energy surrounding him). It has 4 levels (0, 1 charge, 2 charges, and 3 charges) which will determine the range, number of hits, and power of the move.

Once Jet performs a special move, his aura is completely depleted and has to recharge (it will automatically recharge). From lvl 0 it takes 1 sec. to reach lvl 1, 2 sec. to reach lvl 2, and 4 sec. to reach lvl 3, so you will never have to wait more than 4 sec. to have a fully recharged aura.

If Jet is attacked, his aura will completely dissipate.

-???- I only have rough estimates for the damage/range/hit calculations on all of Jet's specials. I need to do more research to get more precise values. X (AIR) - Fury Cutter Jet rapidly unleashes multiple sword slashes. Lvl 0: almost no range, average damage Lvl 1: x2 range as lvl 0, x1.5 damage as lvl 0 Lvl 2: x1.5 range as lvl 1, x1.5 damage as lvl 1 Lvl 3: x1.25 range as lvl 2, x2 damage as lvl 2 L/UL/DL/R/UR/DR+X (AIR) - Energy Orb Jet shoots an orb of dark red energy from his hand. The move has a recoil, so remember to take it into consideration. Lvl 0: small orb, 1 step recoil, low damage Lvl 1: x2 size of lvl 0, 2 step recoil, medium damage Lvl 2: x2 size of lvl 1, 3 step recoil, medium damage Lvl 3: x2 size of lvl 2, 5 step recoil, heavy damage The recoil is more in the air as the momentum will carry you further. You can shoot the Energy Orb downward to help launch yourself higher. You can shoot an orb up to 3 times in the air before you fall back down. U+X (AIR) - Energy Blades Purple energy blades circle Jet acting as a damage shield. The blades have to hit an enemy multiple times before they disappear, or they will remain until their timer runs out. You can only have 1 set of blades out at a time. Lvl 0: 1 blade, 5 sec. duration Lvl 1: 1 blade, 8 sec. duration Lvl 2: 2 blades, 8 sec. duration Lvl 3: 2 blades, 12 sec. duration D+X (AIR) - Issen An extremely powerful, single blade strike that carries Jet across the the screen as shadow clones and cherry blossom petals follow him. Lvl 0: 1/4th screen distance, 1 hit, medium damage Lvl 1: 1/2 screen distance, 2 hits, heavy damage Lvl 2: 3/4th screen distance, 4 hits, heavy damage Lvl 3: 3/4th screen distance, 5 hits, extreme damage Three lvl 3 Issens will kill any other player. Yowza. {{{{The Good, the Bad, and the Ugly}}}}}}}}}}}} The Good - Jet has the most powerful move in the game. Issens ain't nothin' to be messed with. The fact that Jet can have a a lvl 3 ready to go every 4 sec. is a scary thought. - Jet can use the Energy Orb attack to carry you to the top of of the stage. They charge up very fast, allowing you to cover a lot of ground quickly. They also act as a great deterrent to keep people from following you. The Bad - The fact that Jet's aura dissipates when he is attacked can make it hard to pull off his really powerful moves. Nothing like having a lvl 3 Issen ready to pull off, only to have it cancelled by a rogue Bianky or stray projectile.

The Ugly - You have to become a master strategist if you want to use Jet effectively. Well, not really, but you have to learn how

to plan your attacks out in advance. Just spamming Issens and lvl 0 energy orbs will get you killed pretty quick. The main problem I had when first playing with Jet was I would spazz out after I was attacked, and just let off a bunch of lvl 0 moves. Becoming an artful dodger (ha) helps, but your aura recharges so fast that getting hit shouldn't hurt you too bad. If you land a lvl 3 Issen, they are going to FEEL it. Jet can pretty much own any Boss fight if you master the art of timing. - Be careful with those Issens. They can easily shoot you off screen if you are not careful. -13- The Theatre Proprietor, MANAGER JET To unlock Manager Jet, simply complete Gulliver's Battles Special Edition. A red basketball uniform. Kinda looks like the Chicago Bulls jersey. ****** Manager Jet has all the same basic moves as Captain Blue, but executes them slightly faster. X (AIR) - Wrench Throw Jet throws a wrench at a random arc and speed. Can hit multiple times. D/DL/DR (AIR ONLY) - Air Wrench Throw Jet throws a wrench in the direction pressed at a random speed. Can hit multiple times. U+X (AIR) - Basketball Jet pulls out a basketball, dribbles it a few times, and shoots it upward. If it hits an opponent, it will hurt them. The ball will remain on screen until it is attacked by you, or another player. It will then proceed to bounce off the screen until it is hit again, or hits the edge about five times. The angle and speed depends on the attack it was hit with. You also knock foes into the ball to launch it as well. D/DL/DR - Jet Slide Jet slides across the ground, damaging any opponent he connects with. can be used to cross gaps and platforms. {{{{The Good, the Bad, and the Ugly}}}}}}}}}}}} The Good - Fairly speedy. - It is fun to knock enemies around with the basketball. The Bad - The delay on the Basketball move leaves you open to attacks. - Wrench throws are crummy. The Ugly - Just not a good character. -14- The Reformed Villain, DARK HERO JET BLACK

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To unlock Dark Hero Jet Black you have to first unlock Boss Boss Bang Bang,
 and then complete it.
The same as his regular costume minus the helmet.
******
 Dark Hero Jet Black has the ability to float, just like Alastor. Simply
 hold the JUMP button after you jump and Jet will slowly float to the ground.
 You can also perform an unlimited number of special attacks while floating,
 but will fall to the ground if you perform a basic attack (except U+B, this
 will not cause you to break your float for some reason).
 Dark Hero Jet Black also has the exact same moves as regular Jet Black, but
 they operate differently.
 Fury Cutter:
   Exactly the same as regular Jet Black's, but it is faster and does more
   damage.
 Energy Orb:
   Lvl 0 - travels 1/2 screen
   Lvl 1 - travels full screen, fast
   Lvl 2 - travels full screen, very fast
   Lvl 3 - travels full screen, extremely fast
 There is no recoil on these energy orbs.
 Energy Blades:
   Lvl 0 - 1 blade, lasts 8 sec.
   Lvl 1 - 2 blades, lasts 8 sec.
   Lvl 2 - 2 blades, lasts 12 sec.
   Lvl 3 - 2 blades, lasts 20 sec.
 Issen:
   Exactly the same as regular Jet Black's but it is faster and does more
   damage. It seems to hit more times as well.
{{{{The Good, the Bad, and the Ugly}}}}}}}}}}}}}
   The Good - Extremely heavy hitter. Arguably does the most damage in the
            entire game.
          - You can launch an infinite number of attacks while floating.
            Since the Energy Orbs travel farther and do more damage, you
            can cause some serious havoc.
          - He has excellent jumping ability. He is right up there
            with Stylish Alastor in that department.
   The Bad - Moves VERY slow when on the ground. It is a good idea to stay
            in the air as much as possible. Use Issens to help move you
            across the screen.
   The Ugly - The fact that his energy orbs have no recoil make him much less
            versatile in the air than regular Jet Black. I guess if they
            did leave in the recoil, it would probably just make Dark Hero
            Jet too powerful.
..... -15- The New Generation Hero, VIEWTIFUL JOE .....
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Six Majin, Joe's giant robot. A very sweet Ex outfit. ****** B (AIR) - Fire Punch A burning, straight punch. Can perform a 3-hit combo if you press B fast enough. L/R+B (AIR) - Thrust Punch The same as Joe's Fire Punch, but covers more ground and cannot combo. U+B - Burning Uppercut A fiery uppercut that launches opponents skyward. U+B (AIR ONLY) - Burning Kickflip Joe flips backward and kicks upward. UL/UR+B (AIR) - Roundhouse Blaze A scorching roundhouse kick that launches foes in the direction pressed. D+B (AIR) - Flame Smash A two-handed overhead fire attack that slams enemies downward. DL/DR+B - Crescent Burn A downward kick move that knocks opponents to the ground. DL/DR+B (AIR ONLY) - Red Hot Kick Just like his Red Hot Kick in other Viewtiful Joe titles. Joe kicks downward in the direction pressed until he connects with the ground or another character. If he connects with the enemy, Joe will be pushed backward from the force of the impact. X (AIR) - Red Hot One Hundred (RHOH) Joe unleashes a rapid series of punches for as long as you hold down the X button. In the air, this will greatly slow your descent, while on the ground it will pull you slowly forward. If you can trap an enemy in the corner of the screen, you can beat them to death with this move. It is also extremely effective on bosses. L/R+X (AIR) - Dragon Fist Joe draws back and powers up a powerful fire punch. If you hold down X you can charge this move up to three levels. It will automatically release at lvl 3 after charging for 4 sec. The longer it is charged, the further it travels across the screen, and the number of hits and amount of damage increases as well. *NOTE* You must wait until the first red corona appears before you release X. If you do not, Joe will just use a Thrust Punch that only does slightly higher damage than normal. D/DL/DR+X - Sliding Kick A fiery sliding kick that travels quickly along the ground. Can be used to cross gaps and platforms.

Joe flips forward as he unleashes a fire-powered punch with a 180° hit radius. Good for hitting people directly below you. DL/DR+X (AIR ONLY) - Dragon Kick Similar to the Red Hot Kick, but Joe is surrounded by a fiery dragon graphic. Does more damage, and has a larger hit radius, but travels more slowly. U+X (AIR) - Rising Dragon Joe spins upward surrounded by a burning dragon. Can pass through platforms and ledges. Good for vertical ascension. You can perform one once per jump; so you can jump once, do a Rising Dragon, jump in mid-air, then perform another Rising Dragon. UL/UR+X (AIR) - Blaze Hurricane Joe travels upward in the direction pressed as he performs a fiery helicopter kick. Another good vertical ascension move. Like the Rising Dragon, you can perform it once per jump. $\{\{\{The Good, the Bad, and the Ugly\}$ The Good - Joe is THE most balanced character in the game. He combines power, speed, and versatility into one stylish package. - Joe has awesome aerial ascension capabilities. You can do one Rising Dragon and one Blaze Hurricane per jump, for a total of SIX vertical moves in one go. - The RHOH is NAS-TEE. They can wipe the floor with just about any boss in the game and land you a ton of V-Coins in the process. The Bad - The knockback on Joe's Red Hot Kick can be annoying if you hit a foe that is on a ledge. The recoil can push you back over a gap and cause you to fall off screen. Fortunately, Joe's arsenal of vertical ascension moves shouldn't make this too much of a problem. The Ugly - No "Another Joe" character from Viewtiful Joe 1! Okay, granted that was actually Alastor in disguise, but how cool would it be to have that "Henshin A Bye-Bye!" move? And the ability to summon Six Machine? - Yeah, as you can tell Joe is extremely solid. Nothing else to know. -16- Captain Blue's #1 Fan, MOVIE FAN JOE To unlock Movie Fan Joe complete Captain Blue Begins Special Edition. A white tuxedo with matching baseball cap. ***** Movie Fan Joe has all the same basic attacks as Viewtiful Joe, minus the fire effects. Instead of a Red Hot Kick, he has an air crescent kick.

Joe pulls out a soccer ball and kicks it a few times before it lands on the ground. Once it is on the ground it can be launched by any player that attacks it. The speed and angle of the launch depends on the attack. It has medium size and good speed. It is probably the best ball move out of the three. It just seems to control better. U+X (AIR) - Basketball Joe pulls out a basketball, dribbles it a few times, and shoots it upward. If it hits an opponent, it will hurt them. The ball will remain on screen until it is attacked by you, or another player. It will then proceed to bounce off the screen until it is hit again, or hits the edge about five times. The angle and speed depends on the attack it was hit with. You also knock foes into the ball to launch it as well. D/DL/DR+X (AIR ONLY) - Hat Throw Joe throws a hat in the direction pressed. Moves slowly and only hits once. D/DL/DR+X - Joe Slide Joe slides along the ground, knocking down any foe he connects with. Can be used to cross gaps and platforms. {{{{The Good, the Bad, and the Ugly}}}}}}}}}}}}} The Good - Joe has alright speed. - Joe has two ball moves, and one of them is the best ball move in the game (granted there are only three of 'em). The Bad - Hat throw is not very good. The Ugly - Un-henshined characters just don't have a lot going for them. -17- The Sexy Android, RACHEL To unlock Rachel, simply complete the Les Acteurs Incroyable stage. A Playboy Bunny outfit with cat ears. ***** B (AIR) - Straight Kick A straightforward kick move. If you press B fast enough, you can hit an opponent 2 times before they move out of striking distance. D/DL/DR+B (AIR) - Overhead Smash Rachel brings both fists downward, smashing enemies downward. U+B (AIR) - Spinning Uppercut A standard uppercut move with a spin. UL/UR+B - Angle Kick A diagonal kick. Nothing special. UL/UR+B (AIR ONLY) - Spinning Flip Kick A kick with a flip. Whoopee.

Rachel's special moves all revolve around her satellites. She only has access to 2 special moves without them. It is imperative that you always have satellites out for Rachel to be at her maximum effectiveness. D/DL/DR+X - Rock Smash Rachel punches the ground and shards of rock appear in the direction she is facing. The enemy has to be in front of where the punch hits the ground for it to connect. D+X (AIR ONLY) - Rock Breaker Similar to her Rock Smash, but the rock shards appear on both sides of the point of impact. The enemy still has to be in front of where it it connects to receive damage. DL/L/UL/U/UR/R/DR+X (AIR) - Satellite Launch Rachel launches 1 satellite in the direction that you pressed. You can have up to 3 satellites onscreen at any given time. They do not hurt enemies if they touch them, and cannot be removed unless you activate them. ***Satellite Moves*** X (AIR) - Activate Satellites This move has different effects dependent on the number of satellites out: 1 - Electric Field An energy field surrounds the satellite, damaging enemies that are within its radius. 2 - Electric Barrier The 2 satellites activate their electric fields and a stream of energy appears between them. The barrier is a set distance, so the satellites will move closer to accommodate this. If you are standing on the ground, throw 1 satellite up and one to the left or right; this will give you the exact length of the barrier. 3 - Electric Wheel The 3 satellites will move together in a delta formation and a small electric barrier will form between them. The wheel will then begin spin around the screen, damaging any enemies that get caught in its path. The attack lasts about 5 seconds. If you press X while the wheel is in motion, it will be summoned back to Rachel and begin to spin around her acting as a damage shield. This effect only lasts two seconds before the satellites are recalled. Whenever any of these moves finish, or hit an enemy, the satellites will be recalled back to Rachel. ANY DIRECTION+B (AIR) - Pulse Laser The Satellites will shoot a small blue laser bolt in the direction that you pressed. Each satellite will shoot 1 bolt, so you if you multiple out they will all shoot a bolt in the direction that you pressed.

ANY DIRECTION+X (AIR) - Satellite Transmission

Rachel will become electrically charged and be pulled towards the closest satellite in the direction that you pressed. Any opponents that get in her path will be damaged. A GREAT move for getting to platforms. Can be done up to 3 times in the air. {{{{The Good, the Bad, and the Ugly}}}}}}}}}}}}}

- The Good Rachel's Satellite Transmission is one of the most useful moves the game. You can use it for huge vertical ascension (from one end of the stage to another!). You can launch a satellite, use Satellite Transmission, repeat twice, and then still use your mid-air jumps; for a character with no flight/hover, she has awesome aerial capabilities.
 - Rachel is one of the speediest characters in the game, which is always helpful for snagging power-ups, gems, and V-coins.
- The Bad ???- All of her moves only hit once. Of course at the time of writing, I still have no idea if multiple hits mean anything or not. I have the suspicion that the more hits a move lands, the more V-coins it gets you. ONLY TIME WILL TELL!
- The Ugly While Satellite Transmission is an awesome move, it still can be hard to control. Lots of times I have been aiming at one satellite, or preparing to launch one, only to be pulled across the screen by a satellite I wasn't even near. It is also easy to forget that you have a satellite lurking off-screen somewhere.

..... -18- The Lovely Heroine, SILVIA

She also wears knee-high boots with these as opposed to her regular ones.

B (AIR) - Laser Shot Silvia fires a single blue laser bolt that travels a little more than half the distance of the screen before it turns into a heart.

D+B (AIR) - Overhead Smash A double-fisted overhead smash with a blue fire effect. Wowee.

DL/DR+B (AIR) - Roundhouse Kick A roundhouse kick that knocks enemies down.

UL/UR+B (AIR) - Diagonal Kick A fiery blue kick that launches enemies upward. It has a different animation if performed in the air.

U+B (AIR) - Pom-Pom Uppercut Silvia does the splits and launches enemies upward with this move.

-???- Silvia charges her Sexy Beam move. You cannot move when charging, and it takes about 1 sec. to fully charge, however, if you quickly tap the X button you will partially charge the Sexy Beam. It does take longer to charge it this way, but it does allow you to move and reduces the chance of getting hit while you are charging it. It takes about 3 taps of the X button to fully charge the Sexy Beam. If you get hit while you have a charge, you will lose it. I am still not sure if being hit will cause you to lose your partial charge if you use that method instead. With Charge: ANY DIRECTION+X (AIR) - Sexy Beam Silvia unleashes a massive blue laser beam that travels the distance of the entire stage hurting any enemies it touches. It has a 1 sec. start-up time and enemies that are directly in front of you when you execute it will be hit multiple times. Can pass through platforms and ledges. Without Charge: ANY DIRECTION+X (AIR) - Multi-Shot Silvia shoots 3 blasts from her laser gun in rapid succession. You can move the control stick during this move to fire in multiple directions. D/DL/DR+X - Sexy Slidekick Silvia slides very quickly across the ground, knocking down any enemies she connects with. She travels roughly the 1/2 the distance of the screen and can cross gaps and platforms with this move. $\{\{\{The Good, the Bad, and the Ugly\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}$ The Good - Silvia is one of the fastest characters in the game and probably has the best jumping skills in the game. - Her Sexy Beam is great for hitting opponents all the way from the safety of the other side of the stage. The Bad - If you try to pull off multiple Multi-Shots in mid-air, there there is a good chance that you will start charging up the Sexy Beam instead. This will cause you to fall like a stone and go off screen. - No vertical ascension moves. Her excellent jumping ability isn't enough to get out of a lot of situations. The Ugly - Silvia just isn't that good of a character. She doesn't have anything really going for her other than her speed. You could say the same thing about Captain Blue Jr. I guess, but at least he is fairly effective at dealing lots of damage, and Silvia isn't. - Complete pointless fact: If you use Silvia's Multi-Shot in the rehearsal stage, and time it so that it hits the enemy just after they finish flashing red (getting up from a previous attack, etc.), you will get coins. You might be able to do it with other characters that have fast, multi-hit moves (like Jet or Joe) as well, but Silvia is the only character I have been able to do it with. Not that it really matters, as it is just the practice stage and all, but it was an interesting discovery nonetheless. -19- The Damsel in Distress, HEROINE SILVIA

To unlock Heroine Silvia just beat The Truth of the Black Film Special

Edition. A white wedding dress. Matches Joe's tuxedo. ********** Pointless outfit info: Her tan skin/white dress outfit has a bare midriff. Heroine Silvia has the exact same basic attacks as regular Silvia except her Laser Bolt move is instead replaced with: B (AIR) - Heavy Heart Shoulder Slam Silvia smashes into an opponent with her shoulder as a pink heart appears behind her. This move is extremely powerful and will kill most foes in 3 hits. Not as effective on bosses though. U+X (AIR) - Volleyball Silvia tosses up a volleyball and serves it. If it hits an enemy it will hurt them. Once the ball is on the ground, any player can attack it to launch it. The speed and angle of the launch depends on the attack. You can knock enemies into it to launch it as well. X (AIR) - Spike Silvia flips forward and does a volleyball spike. Can use it to launch the volleyball or just as a regular attack. It only does slightly more damage than her other regular attacks (other than Heavy Heart Should Slam) D/DL/DR+X - Silvia Slide Silvia slides across the ground, knocking down any foe that gets in her way. Can be used to cross gaps and platforms. $\{\{\{The Good, the Bad, and the Ugly\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}\}$ The Good - Heavy Heart Shoulder Slam is pretty insane and pretty fun to use. The Bad - Everything else. The Ugly - Just makes me want to play Rival Schools instead. Now there is a game that knows how to make useful volleyball characters. -20- The Beautiful Producer, SPROCKET To unlock Sprocket you just have to beat any 1 movie 1 time with any character. A vampire-esque outfit. Little black dress, thigh high boots, elbow-length gloves, big red flared V-collar. ****

ANY DIRECTION+B (AIR) - Sprocket Kisses Sprocket blows 3 kisses in the direction pressed. Sprocket's movement stops when performing this move, so you can use it to float down or across gaps.

X (AIR) - Baseball Bianky GO!

A big Bianky appears and throws a baseball all the way across the screen, damaging any opponents it connects with. You can charge this move by holding the X button down. At its maximum level, the baseball tears up the ground behind it, pulling up shards of rocks (even if there is no ground beneath it!) that damages enemies upon contact.

*NOTE*You can move around and attack with the B and Y buttons while you are charging this move.

- L/R+X (AIR) Sword Bianky GO!
 A sword-wielding Bianky appears and dashes forward slashing 4-5 times as
 he goes.
- D+X (AIR ONLY) Quickdraw Bianky GO! A cowboy Bianky appears and fires one bullet straight up, and another straight down. The bullets will pass through platforms.
- D/DL/DR+X Sliding Bianky GO!
 A Bianky appears and Sprocket hops on its back and rides it as it slides
 across the ground, hurting anyone who gets in the way. You can use this
 to safely cross gaps and platforms.
- DL/DR+X (AIR ONLY) Diving Bianky GO! A Bianky appears and does a dive kick in the direction pressed. Can pass through platforms.
- U+X (AIR) Quickdraw Bianky GO! A cowboy Bianky appears and fires one bullet straight up, and another straight down. The bullets will pass through platforms.
- UL/UR+X (AIR) Buzzsaw Bianky GO! A big Bianky appears and does a buzzsaw spin in the direction pressed. Can pass through platforms.

NOTE You can have up to 2 Biankies on the screen at any time.

 $\{\{\{The Good, the Bad, and the Ugly\}$

- The Good Sprocket's Kiss move is great for slowing your descent and dodging attacks. It packs a nice little wallop too.
 - All of Sprocket's projectile attacks can pass through platforms, which is great for hitting enemies from a safe distance and stealing flags.
 - Sprocket can freely move after she summons a Bianky (except the Sliding Bianky), which allows her to unleash an attack and get to a safe distance. Stick and move!
- The Bad There is a slight delay in some of her special moves.Opponents have to be IN FRONT of the Biankies to get hit by them.

The Ugly - Sprocket has NO WAY to vertically ascend other than her double jumps. This is very frustrating in levels that have moving platforms, or require you to chase after a moving target. You can use her Kisses move to help slow you down and land on another platform if you miss a jump, but a lot of times you can easily end up falling off screen.

[Dirty Beta]

0.1 - 1/24/06

Started this thing. Basic format done. I know I have to make a LOT of corrections, like move names and such. Not having internet access sucks. Gwah. I like my names though... yeah. Added Table of Contents, Control Guide, Charles the III, Gran Bruce, and Hulk Davidson. Am I spelling Blanky Right?

0.2 - 1/26/06

Added Rachel and Sprocket. Tweaked the format. Added introduction info, search info, and a few other things.

0.3 - 1/26/06

Added Alastor, Young Captain Blue, and Jet Black. Fixed some format errors and added The Good, the Bad, and the Ugly section that I left off of Hulk Davidson. WHOOOPS. Insomnia is F-U-N.

0.4 - 1/26/06

Fixed my formatting so GameFAQs would actually except it. I had forgotten that boxes aren't accepted and don't display right. Blargh. Fixed some other formatting stuff while I was at it.

0.5 - 1/27/06

Added Blue, Blue Jr., Joe and Silvia. Now I just have to unlock the last 4 characters. I can actually get back to playing the game, for FUN too. Wow.

0.6 - 1/28/06

Quick update. Added a complete list of characters and got rid of the alphabetical listing of characters. It was easier just to group all the Joes together, all the Blue's together, etc. Also added information on Blue's Blue Thunder.

0.7 - 1/28/06

Updated the legal section. Added the people who were kind enough to email me for permission for this guide. Fixed the code system SO IT ACTUALLY WORKED. Changed some small stuff and fixed a few typos. Spelled "Bianky" right finally.

[Full Version]

1.0 - 1/31/06

Finished the rest of it. Added Fighter Bianky, Dark Hero Jet Black, Movie Fan Joe, Heroine Silvia, Manager Jet, Young Blue Jr., Director Blue, and Stylish Alastor. Added all the Ex Costumes for characters. Fixed some

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format things. Corrected Joe's move names. Added stuff to credits and
  thanks. Going to take a LONG BREAK NOW.
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_____
This thing was written and formatted by none other than myself:
  aiRBat (papayamander@yahoo.com)
Additional info by:
  From the gameFAQS boards
  Cyberlink420 - thanks for setting me straight on all the characters!
  Metalsonicsword - thanks for the various info. HOWEVER *I* like
            "Volt Hex" better, so it is going to stay! Until I can
            get a fully translated move list anyway.
Thanks to all the following people and parties for their part in all this:
  Capcom and Clover for making such a great game
  GameFAQs for hosting this thing
  Gamefly for allowing to me to play this great game
  Nullsoft and for allowing to maintain my sanity while writing this
  For everyone else that had a part in this that I forgot
_____
.....
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