

# Viewtiful Joe Ultra V-Mode Walkthrough

by PIHKAL

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Viewtiful Joe Ultra V-Mode Walkthrough  
Copyright 2003  
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Things to be added: Correct names for enemies and possibly level walkthroughs.

## Version History:

(Oct. 17th 2003) Thanks to Quaker Oats I found I forgot Gran Bruce (oops). I also added T. through X. in the little baddies section. (Will add level by level puzzles next week.)

(Oct. 28th 2003) Added Puzzle FAQ and Ultra V-Rated Tips. This will most likely be the final version of this FAQ I hope it has helped and will help more people in the future. Good luck.

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## 1. Introduction

Thanks for using my FAQ for Viewtiful Joe Ultra V-Rated. If you have gotten this far I applaud you, it is not exactly easy. As you may already know in the Ultra V-Rated difficulty you will not have the benefit of the skull marks that have helped you get this far. It does make the game considerably harder but hopefully after reading this we will get you on the right track to victory over Captain Blue's plans to take over the real world from movie land. The main part of this FAQ will consist of ways to tell if the enemies will attack you high or low without the skull marks. I may add more later so if you want me to add something email it to me and out VJ FAQ in the message box. Everyone will be given credit for anything submitted.

Hopefully by this point you already have purchased most of your hearts and if you do not have all of the abilities purchased from the shop you may want to go back and go through Adult mode again to build up some V's.

## 2. Controls (Default)

Menu Controls

Control Pad: Highlights options

A, Y or X: Confirms highlighted selection

B or Z: Cancels selection

#### Action Controls

Control Pad: Controls Joes movements

Control Stick: Controls Joe and is used to doge upper or lower attacks

L button: Slow Motion

R button: Mach speed

C Stick or B: Zoom

A button: Jump

Y button: Punch

X button: Kick

Z button: skips introductions

Start/Pause: Pause

### 3. Viewtiful Tips and Tricks

A. Never let your VFX run out completely, if you do Joe will take double damage from anything that hits him. Double damage may not have been a lot on earlier difficulties but on Ultra V-Rated it will spell disaster. It is quite possible to die in one hit this way.

B. If your VFX is starting to run low and you are in a heap of trouble it is best to Viewtiful Forever out of an attack. After your close up you will be invulnerable to attacks until just before you go to your henshin form, which is usually enough time to get out of harms way.

C. Ukemi, Ukemi, Ukemi. If you are hit try your hardest to Ukemi, if it works you will gain back one heart. One heart may not seem like a lot but every heart is going to count in Ultra V-Rated. If you can't get it about 70% of the time you need to start practicing.

D. Always try to keep a supply of Voomerangs and Shocking Pinks. The Voomerangs are good for bats and other flying enemies and the bombs will help you to get background boxes when no enemies are around, just drop a bomb and attack it in Mach Speed.

E. When battling tanks and helicopters and planes always try to use the foot soldiers it sends after you against it. They will cause more damage than punching back bullets and physically attacking the armored vehicle with Joe.

F. What is SlowZ RHOH? A term made popular by Sonsaru on Gamefaqs.com, you'll see it a lot in this FAQ as it is the strongest mode of attack against most enemies and bosses. It is Slow Zoom Punch or Red Hot One Hundred. If you are on Ultra V-rated and you have not figured this one out yet I am would be very surprised.

### 4. Shopping

In the shop you will be able to buy different moves for Joe. I will list them and give a brief description of each.

A. Cheeseburger: Gives you one heart of your health back. Same as in the game.

B. Shocking Pink: Hold down the kick button to drop a bomb on your foot and kick it slightly in the direction you are facing.

C. Vommerangs: Metal boomerangs that will hit several enemies on the screen. Good for flying enemies and to deflect projectile weapons.

D. Sliding Kick: Nice move to get closer to the ones you love. Press kick and down and you will perform a low sliding kick that will hit the enemy and bring you closer to where most likely he "was" standing.

E. Air Joe: An airborne combo performed by alternating between punch and kick while in the air.

F. Red Hot Kick: Press down and kick, also known as a dragon kick, if you pause in mid kick you will see a red dragon formed on Joe's foot. Can sometimes be used in secession to attack multiple times against one enemy. Also if you use Zoom after starting your kick you will be engulfed in flames and any enemy you hit will be caught on fire.

G. Mach Speed 2 and 3: Will increase the number of clones thrown off by Joe when attacking in Mach Speed. Good for hitting background boxes and background enemies.

H. Viewtiful Forever: Very useful move, when you are hit in slow motion if you zoom in you will spin out of it and perform an attack that will damage any enemies touching you.

I. Ukemi: Hard to perform but if you hit zoom just as you hit the ground after being attacked you will flip and land on your feet. It will also give you one heart back and will not lower your defense rating allowing you to still get a rainbow V.

J. VFX Turbo Charger: Will restore your VFX twice as fast. Should always be the first thing you buy.

K. Life: Adds one heart to your life meter. By the final battle in Ultra V rated you should have almost all of them.

L. Take 2: Very useful, it allows you to continue after losing all your health, does not use or require you to have an extra life. Great for some bosses.

M. LIV: (Life is Viewtiful) A 1-up

5. Little Baddies

This will hopefully tell you how to beat all the small guys the easiest. There

are no skull marks but almost all of them show you weather they will hit high or low. I will give the names and a brief description. I would also like to thank Quaker Oats and Viewtiful Forever from GameFags for helping me with the names to everyone.

A. Normal Bianky:

The first enemies you meat in the game are also the easiest on Ultra V Rated. When they go to attack low they will get dancing feet like Mohammad Ali in a boxing ring, only their feet will move though. The high attacks will come right after they put up their fist like they were heading into a fist a cuff. After they are dizzy SlowZ RHOH them to send them flying to their doom.

B. Bianky-Prima:

These attacking ballerinas are the only one I do not see a way to tell if they are going to attack high or low. When they are spinning they are very vulnerable to the SlowZ RHOH and hitting them 3 or 4 times consecutively will get your enemies targeted for mass destruction anyways.

C. Bianco Billy:

This is the gun-slinging cowboy, who actually is no different from the other levels, will usually attack with his six shooters. He may also do a jump kick but will usually broadcast it on national television to let you know. Like in previous levels you'll want to punch his bullets at him to make him Dizzy. In Ultra V rated you are rarely put up against just one of these guys; which makes it a little more interesting. Make sure to keep an eye for bullets coming from off screen.

D. Bianky Sailor:

same as normal Bianky.

E. Diver Bianky:

Come in Normal, Prima and Sailor Bianky. Use same method as above.

F. Verdy Chopper and Verdy Jet:

The only difference between these two is Slow will not cause the Verdy Jet to loose altitude. They also will broadcast their moves the same as the normal Bianky.

G. Red Leader:

The enemy with a sword that is all in red. The first thing you want to notice about the red leader is he is left-handed. He has two sword attacks one high and one low. The low attack is obvious but hard to pick up on at first, he will slash his sword across his body from Right to left. The high attack will go from his left to right. When he goes to go across his body he makes a small turning motion before the attack and that's what you have to start to pick up on.

H. Black Leader:

This guy is a royal pain in the ass. His high/low sword attack is the same as the red leaders but he has a couple of other attacks that make him stand out. For the first one he will start spinning his sword and send out clones of his sword, there will be four swords and they will attack either vertically and horizontally. You can deflect them back at the other enemies but they do not

cause a lot of damage. The next one is the one to worry about, you'll see him kind of lean back and put his sword out in a slight downward angle. He will then charge at you and try to turn you to Swiss cheese. Either jump over him and SlowZ RHOH him or slow and spin out of it. If he hits you no amount of life will save you.

I. The Joker:

You meet him almost once in every level and in Ultra V Rated the only thing that makes him harder is that there are extra distractions around like laser and fire that you have to avoid while fighting him. Trying to find a relatively safe place, usually on top of the slot machine is good. Wait for him but if he starts to spin hit slow because he may pop up right next to you. As soon as he does let him have a few SlowZ RHOH, after a few he may get targeted and then you have one shot to kill him almost instantly.

J. Rosetta:

The ladies in red who show up two at a time usually are pretty easy to tell if they will attack high or low. For a low attack they crouch down and for a high attack they wiggle their hips and give a high kick. They have more attack where they kind of turn around and do a roundhouse kick that will hit you if you no matter which way you dodge. I would either try to attack her first or get out of her way.

K. Gelby:

This giant yellow enemy is very powerful. He is also very easy to beat. He is vulnerable from behind and only has three attacks. If you are far away from him he will throw a rock at you. If you are up close he will either try to punch you where he will pull his arm way back. When he does this try to just over him to the other side he will be confused as to where you went and begin looking for you, this is the time to attack. Give him about 5 or 6 SlowZ RHOH in the back and he will be out of your life. He is much faster with his punch in Ultra V-Rated so be more care than before. For his other attack he will beat his chest and then leap and spin over you. If you stay still right next to him he will not hit you, then repeat as said above when he starts looking for you. Also be careful cause sometimes he will punch then immediately do his spinning attack when you are above him. A lot of times, especially in later levels they will attack in pairs, if you stay in the middle be careful if one of them or both of them decides to punch. If they spin over you take at least one of them out when they land.

L. Normal Cromarty:

Look slightly like the Normal Bianky but black in color. They are much better fighters though. You must dodge four quick attacks to make them dizzy. The first attack is the only one you will see coming, they will do the same thing as the Bianky. For a low attack thy will move their feet and for a high attack they will move their fist. There are 4 possible combos for them and you should be able to tell what the rest of the combo will be by the second attack.

- a. High, High. Low, High
- b. Low, Low, High, Low
- c. High, Low, High, Low
- d. Low, High, Low, High

If you do not want to go through dodging their attacks you can wait till they start to attack and then jump over them and attack them from behind and kill them with about 4 SlowZ RHOH. You have to do it when they are giving the sign

that they will attack or they will turn around too quickly.

M. Bazooka-Cromarty:

Same as Normal but with a bazooka. The bazooka fire shells similar to the tanks and can be punched back at them. Beside that they attack the same way as the Normal Cromarty and can be easily dealt with the same way. They are definitely more menacing though and I recommend dealing with them first and foremost.

N. Heat-Seeking Cromarty:

This one has a heat seeking rocket launcher that cannot be deflected back at him. It will follow you for about as long as a rocket from a plane or chopper.

O. Surver-Cromarty:

Only found in the first part of level 3. They are either Bazooka or Heat Seeking Cromarty. Slow bombs work well on these guys. Make sure to check up after they blow up because a couple of them have infinite VFX potions.

P. Tanks:

There are 2 types of tanks there is your basic camouflaged tank and the space tank found in level 7. Both are defeated the same way either punch the tank shell or laser blast back at the tank. It is quicker though to dizzy the near by enemies and punch them at it but if they are Cromarty you have to be fast to dodge all four attacks before the tank fires sometimes.

Q. The Helicopter:

As being the first boss you fight in the game and you have probably fought him a million times now you should have no problem. Using slow will always stop its propellers and cause it to loose altitude. Usually this will drop out a bunch of Normal Bianky making it easy to knock the enemies in to the copter. If it shoots bullets at you be sure to try to knock the bullets back. If you jump and come down right in front if you do a SlowZ spinning kick right where the bullets come out you can cause a lot of damage. The helicopter will also fire missiles, which are great damage when punched back.

R. The Harrier:

The Harrier is jet powered so slow will not effect it. It attacks the same way as the helicopter. To beat it you will also use the same strategy but instead of dropping Bianky the harrier will drop some Normal Cromarty making it a little harder to knock enemies into him.

S. Metal Leo:

Of course he is a lot easier than his chapter 6 counterpart. When he is not spinning Leo will attack high with only his right hand and low with his left. You will see him pull the hand back but you have to be fast or he will hit you. Dodge him and SlowZ RHOH him repeat until you break his shield. After you break his shield he will take one more swing at you, give him a couple more hits and get ready because he is going to start spinning. He'll start spinning and he will give a little laugh when he attacks low and a short grunt when he goes high. Dodge the attacks and you should finish him.

T. Piranhas:

Little green fish found in a few levels that will bite onto you and do more

damage if they stay on longer. Press side to side on the controller to break its grip.

U. Bomb Fish:

Found in a couple levels. They will set a course after you and explode on contact. They are fast but can't turn very easily and will not pursue you for very long before going off to explode.

V. Bomb Frogs:

I don't think these are named in the credits but they are only found in Ultra V-Rated. They are the first thing you will see when starting your game and can be easily punched or kicked away. If you stand too SLOW will appear around them and they will explode. Use it to your advantage if you can but most likely they will just explode before you do anything but punch them.

W. Jumping Turtles:

Only in Ultra V-Rated and I think they are only found in level 2. They are only annoying if you do not take care of them. All they do is jump up through the screen. They do not give any warning where they are going to pop up just punch them or kick them to get them out of the way.

6. Bosses- Big Baddies

A. Charles the 3rd

On Ultra V Rated Charles is no harder than on kids except for his health is level 6 he is not different. Use Voomerangs to knock him out of the air and SlowZ RHOH him till he is dead. His attacks are the same but will still cause an absurd amount of damage.

B. Hulk Davidson:

The lack of skull marks does not affect much on Ultra V-Rated. Hulk is a little slowed down from V-rated it seems. When he does the 3-skull attack you will see him wind up for it. Dodge it and SlowZ RHOH him till he brings his axe back to block it. Do that 3 times then he will charge one of the walls. While he is dizzy SlowZ RHOH him for some big damage, repeat this till he is gone. You still have to be careful of the big skull attack but just make sure you leave yourself enough VFX to at least spin out of it. If you stick close to him he will not throw his axe if he does and it hits you I hope you have another life left. You do not want to take chances in this fight just be patient, especially in level 6 where he has tons of health.

C. Gran Bruce

Most likely the easiest boss in the game. In Ultra V rated you can not get cocky against him. He causes a lot of damage and he has quite bit of health. His moves are all the same but he breaks pattern quite a bit. The only thing that doesn't change is he always spits out either the exploding fish or the piranhas and after that he will summon mines around his fish tank. That is the time to get big damage. Get as close to him as possible while putting a mine directly between you and him. As soon as it is stuck in his mouth run over and SlowZ RHOH him, the bomb will explode as well dishing out huge amounts of damage. Some times he will use his biting attacks when there are no bombs and then it is very important that you dodge him. He will head in a straight line towards you until you are on the opposite side of him, then he will turn around and chase to the spot you were at when he turned around. Jump and mach speed work well here but don't run out your VFX especially in level 6 where you'll have less than in level 3. Also make sure to watch out for when he runs away

panting this means he is gaining back life, make sure to stay close to him when he does this.

D. Another Joe:

If you can follow this guy pretty fast the battle should be over quick. He has the same attacks as Joe but doesn't use them often. Follow him as close as possible and anticipate his next move. He will normally stick to the platforms on either side of the room. When you jump after him immediately start to SlowZ RHOH him 5 times, then runaway as fast as possible to avoid his spin kick. He will quickly move to another platform. He will sometimes call clones of himself. Sometimes they will circle you and sometimes him. If they are around you or you are close to him use a Voomerang to try and throw him off. When the clones begin to fly around the level to attack you use the spin kick to fight them off, the whole time zoom in and out to see what is coming if you can save some VFX try to. He has another clone attack where he moves around leaving them everywhere, if you hit the real AJ you will block the whole attack. Voomerangs work well here again. When he calls Six Majin, it will either drop bombs from the top or fire lasers from the side that get bigger with slow. Try to get rid of it fast and get the burger if you need it. You have to be fast enough to stop him from doing these attack as long as you stay on top of him you will not get hurt.

E. Alastor:

I find that Voomerangs help a great deal with Alastor. When ever he tries on of his lightning bolt attacks where he disappears and reappears a Voomerang will almost always get him if you time it right. When he does his "Round trip" he send swords after you, use the spin kick to send the back to do some damage to him. He also has his electrical attack where he sends out 5 stones and they shoot an unavoidable current straight down. Jump over these or hit them to stop them and try to find him sometimes a tossed Voomerang will knock him down long enough to get over to him. Then try to punch him or Red Hot Kick him into the fire. After he falls in the fire he returns in the water fountain closest to the side he fell in. Red Hot Kick him two times and he will fly in to the air again. Unleash another Voomerang to bring him down again.

F. Leo:

The biggest problem with getting to learn Leo's pattern is he changes it sometimes at random. You have to get used to his pattern and his changes before you can master him. When he runs around dodge jump over him and get to the closest rock, use mach speed kick for 3 seconds and you should catch on fire. You will stay heated up for 10 seconds from the time you turn red. You cannot heat up again till it wears off. Get to Leo as fast as possible and SlowZ RHOH him. When he swings at you let him hit you while holding slow. Viewtiful Forever out of it. Keep you distance from him till your VFX goes back up, during this time you will be invulnerable to the fireballs still flying around. As soon as you henshin back to VJ move in close and SlowZ RHOH again and dodge his attacks this time. he will swing low with his left hand and high with his right, just be careful which direction he is facing but it will always be left/low and right/high. You'll break his shield and he will swing one more time before he starts spinning. While spinning he will make 2 different noises one for high hits and one for low. Learn to tell these two sounds and you will be dancing for victory in no time. When you get him down to very little health, a little over the last bar he will go nuts and move at a high speed. Sometimes he will also go around twice and he may even stop to throw a few fireballs in between. You'll only have to stop him once or twice more. If you are very fast it is also possible to keep Leo from jumping back into the lava after his spinning attack. As you may have noticed on your last punch Leo is knocked back a bit but still takes a swing at you. Right here quickly use a red Hit Kick and hit him before he jumps in and he will start spinning again.



#### G. King Blue

He is very quick and has an unreal amount of health in Ultra-V Rated. I recommend getting a take 2 before this boss and getting 100 Voomerangs. He can be very easy for you if you want and I recommend it on Ultra V-rated only. When the battler starts jump and mach Speed Kick to bring him forward and hit him a few times. Immediately throw a Voomerang and slow when it hits him, he will try to do his lightning attack and you will stop him from doing it. Keep repeating this till he is dead. It will take about 65 Voomerangs to kill him.

#### H. Captain Blue:

In his early forms in the game he is quite depressing actually. It usually only takes a couple hits but in level 7 this guy has some speed and a lightning attack that will get you good. If he goes for the lightning attack try to hit him as fast as possible to stop him, a Voomerang helps if you are far away. The Voomerang will knock of his shield and you can charge him and get in some hits. He doesn't have much more energy than he did before and his moves have not changed much. Take him down and finally you have unlocked Captain Blue as a playable character.

#### Puzzle FAQ and Ultra V-Rated Tips:

##### Level 1

Q. What do I do to get through the door just past the Slot Machine?

A. The slot machine has several different pictures on the three spinning reels use slow to get a good look at what's coming up. If you get the skulls you will receive an electric shock and take some damage so don't get three skulls. If you get three coins a bunch of V coins will be thrown from the top of the slot machine, you will need these to get Rainbow V's in V-Points for the level. If you are low on life three burgers on the slots will get you one life back, it's not much but it helps. You need to get three of the red V's to get the key to go through the door.

Q. What do I do at the Four Stone Pillars?

A. Right before you get to the boss there will be 4 stone pillars that stand a little higher than Joe. You need to mach speed these till a fire lights in them. You must have all lit at the same time to get through the door so the best way to do it is to kick them from the right side. DKicking it from the right will cause some of the clone Joes to hit the on you are going to next making it quicker to light.

##### Level 2

Q. How do I get past the pillar of water?

A. Jump on the floating platform and use Mach speed. You can also use slow to lower the platform.

Q. I am in a sewer and there are two poles that light up when I hit them, what do I do?

A. First, make sure you have zoom, if you don't go back up on the platform and

go to the right and beat Captain blue. He will give you zoom. Use the zoom and kick to do a spin kick and light up the poles at the same time.

Q. I am on a floating platform on some water but I can't seem to jump high enough to get to the next part of the level.

A. Use mach speed to fill up the water faster.

\*Ultra V-Rated TIP\*

\*In the next room there is a floating platform and lots of laser that were not They're on the easier difficulties. Use Voomerangs to kill all the bats and the Verdy by knocking them into the lava. The biggest tip I have for lasers in this level and later levels is to never concentrate on just one laser, always focus on the next two lasers. They will cross the 2D line at slightly different times and will be coming from opposite direction.\*

Q. I am in a room with a bunch of bats and a Cromarty with a heat seeker missile launcher and a machine making an electrical charge?

A. Use slower to make the charge bigger till it opens the door.

Q. I killed the joker but the slot machine is too small to see while using slow.

A. Use zoom and slow at the same time. Make sure not to run out of VFX, there is nothing worse than messing up on the last one because you ran out.

Q. How do I get the bus over the gap?

A. Use slow motion till the jets are fired up then let go and you should make it.

Q. How do I open the first door inside the hotel?

A. Above the chandelier in the middle of the room there is a switch, use your zoom jump attack to hit the switch to lower than two chandeliers on either side of it. There is one gem on each side the room, use your mach speed kick to destroy the statue and retrieve the gems. Bring them one at a time to the door to the right.

Q. Where is the key in the next room?

A. The key is in the chandelier near the ceiling; destroy it to get the key.

Q. I blew up a door on the left and killed the Rosetta to get the key but I do not know where to go now.

A. In the room with the bomb use slow motion and uppercut the bomb then immediately jump and kick it towards the left of the screen, You will blow up another glass leading up.

Q. How do I light the bomb to blow up the glass?

A. Mach speed kick and once it lights use slow for a larger explosion.

\*Ultra V-Rated Tip\*

\*In this room with the large bombs there are lots of lasers. Lure the enemies downstairs to kill them easily.\*

Q. What do I do to get the ladder to come down?

A. Use you downward zoom/jump attack and hit the switch on the left.

\*Ultra V-Rated Tips\*

\*The room in the hotel where the joker is staying has tons of lasers. Stand on top of the slot machine to avoid them and use slowZ RHOH to kill him from there. The laser are in the way of you hitting the slot machine so be careful and use good timing to get the key.\*

Q. How do I get out of the room under the bathtub?

A. There is a table to the right, stand on top of it and jump through the ceiling.

Q. How do I get the bomb to the highest chandelier? \*Ultra V-Rated Tips\*

A. \*In Ultra V-Rated there are lasers to dodge as well\* Slow uppercut it to the next level and jump up while dodging the lasers at the top-level jump over it and immediately punch it to the right in slow motion. It will light on its own and blow up the glass.

Level 3

\*Ultra V-Rated Tips\*

\*In the first half of level 3 there are more enemies than in the previous difficulties. There are at least 2 of them carrying red potions, make sure to get these guys because you will need them.\*

Q. How do I get through the first door when I get underwater?

A. Defeat all the enemies and get the remote control for the floating platform. Use slow to lower the platform on the switch.

\*Ultra V-Rated tips\*

\*This level is pretty straightforward. After you lower the water you do not need to kill anymore enemies you just need to get back to the beginning of the level.\*

Level 4

\*Ultra V-Rated Tips\*

\*I do not recommend taking the shortcut in this level on Ultra V-Rated, most likely you will take to much damage and die before you get through.\*

Q. How do I avoid getting hit by all the missiles?

A. There are little places to hide above and below you. Look for small pieces of light shining through the cracks. Use your zoom jump attacks to break them.

Q. How do I get to the next floor?

A. Just before the sign that tells you to either go up or to the right there is a part of the floor that can be broken. Break it and get the remote control. Run to the beginning of the level and get the floating platform. Head back to where you got it stopping on the way to make sure you don't lose the platform. Get the platform in front of the fan and use mach speed to get to the next level quickly.

Q. How do I stop the gears near where the Gelby attacks me?

A. Use slow and you will see one part of the gear is yellow, punch that part and it will stop.

Q. What do I do with the 2 poles that light up?

A. Use your zoom kick to light them all up then watch the screen it will show you a view of all the blocks above you. Three blocks will flash, hit those in the time limit and you will shut off the missiles. Fail and you will have to do it again.

\*Ultra V-Rated Tips\*

\*Escaping the sub is much harder on Ultra V-Rated. It is the same as other difficulties till you get to the part where you have to use slow to charge the missile to get to the higher part. At this point there are a bunch of lasers to make your life more difficult. When jumping and avoiding the lasers you will need to pay attention to the next laser as well. They move a little faster than earlier as well. Just be patient and don't make a jump till you are confident you will not be hit.\*

Level 5

Q. I can't make it across the lava, what do I do?

A. Jump and use slow motion to get the water drops up above to grow and drop they will make little platforms to stand on. Use mach speed to raise the level and then use slow to get across.

Q. I have killed the Joker but there is not a key or way out of the room, what do I do?

A. After killing the Joker move to the right and either throw a Shocking Pink in the tube on the right or use the bombs on the slot machine and kick it into the tube. After kicking the bomb in the tube quickly jump onto the slot machine and use slow. The slot machine will rise to the street level.

\*Ultra V-Rated Tips\*

\*For me his was the hardest part of Ultra V-Rated, there are a few extra Cromarties with rockets that will give you a run for your money. It also kind of a longer section as well so a Take 2 may be a good purchase for this part. Try to dizzy the enemies and get some good hits on as many as you can.\*

\*Ultra V-Rated Tips\*

\*The train is pretty easy and you can get lots of points here. Make sure o break all the safes and get the 2 red potions that are available in the level. Try to keep your combos going so one hit will send everyone flying here.\*

Q. How do I stop the train?

A. All you have to do it stand on the brakes for about 10 seconds. You do not need to use slow or mach speed to do it.

Level 6

\*Ultra V-Rated Tips\*

\*Make sure to get all the V's in this level you will need them versus Leo in the end. When fighting Charles make sure to knock the stalactites in the air to get the 14 unreachable ones\*

\*When fighting Gran Bruce make sure to get him to stop near the left top of the screen. Use mach speed and get the V's that are hidden above.\*

Level 7

Q. How do I unlock the door in the first room?

A. There are three switches in the room. To activate them you must get to the highest point above them and double jump and use your downwards zoom attack in regular speed but start to slow when you get close to the platform.

Q. How do I get past the missile room?

A. This room is really easy if you do not move to far to the right no enemies will appear. Just sit on the edge of the first missile and use slow to punch or kick it then go to normal speed and use slow again before it hits the ship. You can get all the ships from there and most likely will not be bothered by the lasers at all. If the Metal Leo does come out he will not jump to the other side but his head of blue fire will destroy the missiles as you hit it. You do not have to fight the Leo just jump in the air and hit the missiles in mid-air away from his head.

\*Ultra V-Rated Tips\*

\*The last part of this level is a few rooms where there is brown gas being pumped in to the room. Each room has a time limit and when the time limit reaches zero you will begin taking damage making it very hard if not impossible to finish the room. Use SlowZ RHOH to get through the rooms as fast as possible. Some of the enemies will not appear unless you go to a certain point

in the room, get those enemies out as fast as possible and get rid of them even quicker. The second to last room contains 4 Gelby that will come out two at a time. Get them to the bottom level and try to get in the middle of them when they spin over you get rid of them fast and get the other two out the same way. The last room will be 4 Metal Leos. Try to get them on one side of you and take them out quickly one by one.\*

8. Thanks

Thanks for reading this and I hope it helped at least a little. As my first FAQ I am sure to receive tons of hate mail so please put "hate mail" in the subject box. I would like to thank everyone that helped me, especially my girlfriend who took some notes for me as I played. I also want to thank Quaker oats and Viewtiful Forever on GFAQS for their help with the enemy names.

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