

# Viewtiful Joe Rainbow V Adult Mode Guide

by zemickey

Updated to v1.14 on May 1, 2006

Step by Step Rainbow V challenge in Adult mode by ZeMickey.

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## \*\*\*\* 0. Versions \*\*\*\*

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- 1.0 First post. Level one description only.
- 1.1 Fixed paragraphing, spelling, and added the level 2 description. Added a few more tips in the introduction.
- 1.2 Added the level 3 description.
- 1.3 Added Level 4 and level 5 and the description of how to defeat Cromartys.
- 1.4 Added level 6 description.
- 1.5 Added level 7 description and how to handle Metal Leos.
- 1.6 Humm... part of King Blue was gone... re-submitted it.
- 1.7 Added infos about take 2, joker, level 7, and captain blue.
- 1.8 Added updates on level 2 for captain Blue.
- 1.9 Added another technique to level 7 part 2.
- 1.10 Added technique of "backward voomerang" for fire Leo.
- 1.11 Added technique of level 3 challenge 5 of Space Age Samurai. Also added a new technique on level 2 joker, and info on level 2.
- 1.12 Added section for the hall of fame and videos.
- 1.13 Added table of content.
- 1.14 Corrected the bianco billy of stage 2.1. I Thought it was correct all along :p

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## \*\*\*\* 1. Table of Content \*\*\*\*

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## \*\*\*\* 2. Introduction \*\*\*\*

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Rainbow V challenge is about unlocking a super character, which has unlimited VFX power. This is about having a rainbow V rating at each challenge of the entire game.

This faq is another type of the faq of Blue (Enzan). Since I could not contact him to enhance/correct his faq, I made this one. Which is from scratch so that it gives a different approach. I finished the rainbowV challenge in kids mode, which could be different from adult mode to get rainbowVs. If this is the case I'll specify. But this faq is about adult (normal) mode. If you want to contact me use my email: zemickey@yahoo.com. This faq is intended for experienced players of viewtiful Joe, and you need to read the BOSS faq of BWood.

Reading the other faqs will also help, and give reward to their authors ;) If you are good enough to achieve the rainbowV challenge, I'll be happy to add you to my hall of fame at :

<http://zemickey.free.fr/games/viewtifuljoe/halloffame/halloffame.html>

And if you need an example, check my videos section below.

The main problem with rainbow V challenge, is to know :

- \* how much V points you need,
- \* how long you have to complete the task.

Once you know these things you'll need to know how to achieve them...

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\*\*\*\* 3. What you need to know before to start \*\*\*\*

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\* What is SlowRHOH: I do not know who invented this term but it is the one everybody uses. It means Slow Red Hot One Hundred. It is actually to slow, zoom, keep pressing punch. It is the most powerful (in 99% of cases) attack of Joe. Usually when I speak of SlowRHOHing something, you'll have to avoid a skull from it before, except when talking of "SlowRHOH without warning"

\* Do not do this challenge in Kids (easy) mode if you want to have a super character (infinite VFX). Once you finish with Joe the rainbow V challenge on adult mode, you will be allowed to play with super Joe on any difficulty level. If you want to have a Super Silvia, you'll have to finish the rainbow V challenge with Silvia.

\* Finish the game with all power ups. Get full of bombs and voomerangs.

Voomerangs are the key!

\* Only the part from a "Go for it" to the print of the results is important; do whatever you want between these phases (such as collecting items and VFX points).

\* use mach speed in slow mode in order not to waste time!

\* The melee technique:

If you are in a melee, prefer to line your opponents in front of you, avoid a skull, enter rock on mode, slowRHOH the first opponent so that he hits all of the others, unzoom, keep the slow button press and mach speed to the next one, SlowRHOH him so that he hits all of the other, etc...

\* Rock on mode is when you targeted an enemy (avoid a skull for example) and slow. You exit rock on mode when you release the slow button.

\* Ukemi is your absolute friend when you get hit despite your expert attempts. So get the use of it: slow when hit, and when you almost reach the ground, zoom in.

\* A "take two" will count as a ukemi when used! so this will help you, especially with Silvia, who really lacks life! (yeah even ukemi cannot give you back full life, so you might come to a situation where you lost a lot of life without being threaten on rainbow V :) )

\* I use to think that a few Cromartys (the little black guys), were the most difficult enemies of the game. Until I read a post from Yogo540 that explains how to avoid their hits. They hit 4 times, knowing that the 2 last times (with no skull) are to be determined from the 3rd blow.

Here are the patterns:

Up - Up - Down - Up

Down - Down - Up - Down

Up - Down - Up - Down

Down - Up - Down - Up

\* For the Gelbys, check there stance:

\* steam and arm stretch to his back -> jump over it

\* King Kong , and shout -> crouch

Once you are in their back SlowRHOH 2 times, go forward, SlowRHOH another 2 times, go forward again and finish it.

\* For Metal Leos:

SlowRHOH him 3 times; Then he'll try to hit you: release slow when you have already started to dodge, then slowRHOH him again. Repeat.

If you do this correctly, he'll never be able to enter the spin attack, cancelled by your hit. The release of slow while dodging should give you back enough VFX power to carry on the technique until he's destroyed.

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\*\*\*\* 4. Hall Of Fame \*\*\*\*

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The Hall of Fame is for those you succeeded in rainbow V challenge, and are so bold as to take a picture to prove it.

<http://zemickey.free.fr/games/viewtifuljoe/halloffame/halloffame.html>

If you want to be part of it, send me your picture at [zemickey@yahoo.com](mailto:zemickey@yahoo.com)

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\*\*\*\* 5. Rainbow V videos \*\*\*\*

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I made videos of rainbow V runs with Joe. But this does NOT replace this faq, which contain far more details about what to do against specific situations. However it is a good example.

You may find links on this page:

<http://zemickey.free.fr/games/viewtifuljoe/index.html>

Again if you want to have your videos linked ask me at [zemickey@yahoo.com](mailto:zemickey@yahoo.com)

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\*\*\*\* 6. Level 1\*\*\*\*

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Well, this a toughie for a start: 8 challenges to go before the savepoint... quite a nasty one.

1 First encounter

Leave enough space between you and the pink box for the Biancky to stay where he is (or he'll roll on your left side). Do not jump on the platform. Avoid the hit of the Biancky and then SlowRHOH the Bianckys and the pink box (do not forget to get the coin!).

2 4 guys to go

Just avoid the skull, and slowRHOH them all.

### 3 Blue

When "GO!" slowRHOH him straight away. 2 hits and he's gone (one for his blue shield, one for him).

### 4 joker

When "GO!" do not move, and slowRHOH him. Get all the coins from the machine slot and then all the V.

How to do this without wasting time (very important):

- \* Avoid at all cost to transform back into simple Joe or you might hit the machine slot out of Slow, thus not getting the correct sign.
- \* Do not stay on slow, waiting for the correct sign to appear. Prefer a hit\_slow/see/release\_if\_not\_satisfied/hit\_slow\_without\_waiting. Doing this the machine slot has done half to a 3/4 of a turn between the release and the press of slow\_again. You should then be able to scan where the sign you want is, as well as the next one.
- \* You have to know that the time frame for error is very small. You're allowed to recharge only 1 maybe 2 times your full VFX gauge.
- \* Know this: coins will fly to you if you are far or in the air. Else they will stay where they are if you have been close to them once, and then disappear. But you need ALL of them. So the advice: when you get the 3 signs of coin, jump as high as possible in the air, stay here (with punching the air), and all the coins will fly to you.

### 5 The book room

Go to the center of the room make a little jump so that you'll be at level to the incoming Bianco Billy (cowboy), and slowRHOH him in the air. Once it's destroyed, go right (close to the button) and get all the Bianckys align in front of you (on your left); you should be close to the first incoming biancky. Avoid its skull and SlowRHOH him ONCE then unzoom press the mach speed button (with the slow still pressed) to get close to the next biancky, SlowRHOH him ONCE, and repeat until you have hit 3 of them at least. This way you'll get enough V points. This method is to get the punched biancky to hit all the others. If one biancky is still alive after that, avoid his skull and finish him with slowRHOH. Punch normally the books until they land on the button, skip the video with the Z button. Mach speed to the door with slowRHOHing the box with the hamburger on the way.

### 6 The banquet room

When the Verdys appear slow to make them land. Avoid the skull, hit NORMALLY 2 times only the dizzy verdy then slowRHOH him, and then the other one. The 2 normal punches are to get a maximum of V points before entering rock on mode (trust me you'll need them!) Do the same with the other.

Turn on the switch:

- \* you could send a verdy on the switch.
- \* you have time to go on the flying platform, slow and hit the switch.
- \* Or you could at the end of the table send a voomerang. Mach speed to the descending chandelier, and jump to the right. You'll take the VFX points

after the results ;)

7 The corridor with ballerinas Go under the first chandelier, thus 2 ballerinas should appear on each side of Joe. Avoid the skulls. Try not to use slow to avoid the skulls or you'll be sorry to miss a V for the time!... Well you can use it if the skulls are both down and up, but only at the crucial moment. Hit NORMALLY 3 times each of the dizzy ballerina, then slowRHOH them, mach speed (still with slow pressed) under the descending axe (jump onto it if necessary), get hit and do a viewtiful forever (zoom). Go to the next chandelier and apply the same method.

## 8 The chopper

Keep in mind that you must NOT change back to normal Joe here. When the chopper appears, wait for him to start firing. Slow and get close to it. Kick a bullet (not punch! or the bullet won't go upward to the chopper) so that it hits the chopper and stop it from firing. You can also go under it -avoiding the first bullets- and kick the bullet from behind (safer method for your VFX gauge). I do not advise to use uppercut (to make the bullet go upward) there or you'll get hit and lose a lot of VFX.

Go right, use a bit of mach speed. The chopper will try to get close to you, then once it passed you, it'll go backward left. This should give you time to collect the VFX points. Then it'll start firing again; apply the same method as previous. Only this time you won't be able to dodge the bullet and hit from behind. Once done this it should launch a few bianckys, and this is the crucial moment: avoid a skull and send the dizzy guy onto the chopper or another during rock on mode. Remember; kick is for sending diagonally upward, and punch is for sending straight. This should destroy the chopper, but carry on with slowRHOHing the remaining bianckys.

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---Timeout---  
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Gosh if you've done only rainbow V, Congratulations! You surely are proud by now :) .  
Do not forget to get plenty of bombs and voomerang before to save!

## 9 The water and the barrels

Right after the "GO!", slow and double jump over the falling water, do a red hot kick on the first bat. While hitting the bat, the water should be pushing the button. From now on, do not use the slow button until you reached the gate. Mach speed to the right for about 1 second and a half, then avoid the 1st incoming barrel. During your jump launch a voomerang to kill some bats, then mach speed a little bit (less than a second) to the right. Avoid a second barrel and launch another voomerang. Mach speed to the gate.

## 10 Blue

SlowRHOH him only. Do not wait for skull or anything. Only avoid his cap'tain blue kick.

## 11 Rolling Barrel

At "GO" Mach speed to the right until a biancky appears to your LEFT, then slowRHOH him. Do this a second time. Once the second biancky is destroyed mach speed to the end of the stair.

#### 11 Spiked rolling Barrel

Same as above.

#### 12 Charles the 3rd

This one is the ultra easy part of this level. At "GO!" jump and punch him. Then zoom and do a tornado kick to kill some bats. Then land and throw normally a voomerang. This should get Charles on the ground. SlowRHOH him; during this the red spiked disk he sent you might touch you, then do a viewtiful forever which should have for effect to finish him. If not, it'll send stones to you after hitting the roof. Send back the rock to him or use a voomerang and (if not already dead ??) slowRHOH him.

Check the level 6 description for more details about this boss.

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**** 7. Level 2 ****
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Woohoo! Well, well, well... Let's carry on shall we?  
Just to let you know: the challenge below 2 and 3 are optional. You do not have to complete them to achieve rainbow V: just skip them. However, if you attempt them and do not get a rainbow V, then you are screwed.  
So why bother? to have more VFX point I guess :)

#### 1 Two bianco billys

This is where I shall start with (not with the left hand side challenge). This for one reason: vfx power is much more interesting for the 2nd challenge than for this one.  
Oh, btw, I spent quite a lot of time finding exactly what to do here.... if you find another way... tell me!  
The challenge will start at the moment you fall from the green water wall. Mach speed to the ground and head to the right. Release mach speed and wait for the bianco to shoot. Slow and send back the bullet with a punch. Release slow and mach speed punch the dizzy bianco and finish him if you turn back to normal Joe. This should have open the burger box on the first floor, so jump to the platform (1st floor) and take the burger for a few V points. Wait for the second bianco to shoot. Even if you changed to normal, you should have changed back to V Joe before he actually shoots the bullet. Once he fires, slow and send back the bullet, while he is dizzy, jump onto the second floor and open the burger box and get a nice meal. Then finish the still dizzied bianco billy with mach speed.  
Update with Captain Blue: Since he is stronger (does more damages), he kills the billys too fast to get all V points. You'll have to first SlowRHOH the hamburger box on the second floor before going to the 1st Billy. Be fast!  
Another way from OldSkoolProGamer: After dizzing the billy, mach speed him for a little bit and when he's about to be destroyed, (you kind of have to estimate this, but it isn't hard at all) I SlowZ RHOH him (it's usually 2 times). And then I repeat the process for the second bianco.

## 2 The free melee (optional)

Once you have collected all the VFX points -even those in the sewer- return to the start point and head left.

Keep the left side and wait for the bianckys to line up. Slow to make land the verdys. Once you entered rock on mode, bit the biancky so that it touches all the other ones.

One of the verdys will give you a red 10 VFX points which should give you another gauge of VFX power (quite very useful here).

Time is -almost- your friend here.

## 3 Blue (optional)

Nothing to worry. Just Slow-RHOH him with at least one hit on his blue shield.

## 4 The sewers

Mach speed most of the time to get down. Do not forget to get the VFX points and open the crates to get the coins. Mach speed on the first log, you should be able to get the VFX points with a double jump. Mach speed to the second log then pass the gate. Go right with jump and slow when the verdys appear to make them land. Avoid a skull, slowRHOH both. Do the same with the next 2.

Try to get the VFX points while avoiding lasers, and pass the 2nd gate. When it closes, slow a bit to jump on the flying platform. Send a voomerang or two to destroy the bats and then mach speed up, avoiding the lasers. Hit the flag. After that you'll have plenty of time to get the remaining VFX points.

## 5 Joker

You have 3 tactics here. Let me start with the safest:

- \* Mach speed without warning the biancky as soon as you see it. Your after-images will destroy any bat around. Do this until no more biancky appear.

- \* keep close to the biancky, and avoid a skull to mach speed him. Do this 6 times.

- \* keep close to the biancky, and wait for him or a bat to hit you. Slow to do a Viewtiful Forever. Do this 6 times. This method is longer and more risky but might reward you with more V points if enough bats are close during the viewtiful forever move.

Of course you can mix the 2nd to the 1st, especially if you have to avoid a hit.

A voomerang or two does not hurt afterward, but I do not advise to use it multiple times to get all the bats down. This could indeed leave you free with the biancky, but will waste too much time.

Then head left, slow at the right time to get the electricity to open the door. When almost arrived to the level of the pink crate, double jump to the left and start a red hot kick. At this time Joker will appear and get hit by your kick. Slow it, continue with a zoomed red hot kick, and Joker will run away to the right, jump and try to pummel you with bullets. You have to be on him when he does that: slowRHOH him. If this is not enough

to kill him (he escapes), then try to red hot kick him again to force him to restart his jump-bullets attack so that you may slowRHOH him again. A voomerang will also make him do the jump/fire. Use this if he goes out of the jump/fire loop.

For the coins machine, apply the same technique as previous...

Also I think the machine has less slots so you might keep the slow pressed a little longer to find the correct symbols.

6 Their driving is really bad...

Go right and mach speed to the ground; when touching the ground mach speed to the left grid. if you've done it correctly you should have 4 bianckys in front of you with 2 verdys.

Apply the melee technique: keep the bianckys lined up and slow to make the verdys land.

7 The trap

One important thing before to start this challenge: do NOT destroy the hamburger box above Joe or you'll never be able to complete the next challenge. This means no voomerang, no mach speed, and not kick or uppercut.

Mach speed left to stick to the car, until 4 bianckys are on your right. Avoid a skull and slowRHOH them all. This should bring you to the right hand car. Stick to it, and you'll have the most chance to avoid the rosettas to do a electric attack. SlowRHOH them without avoiding a skull.

8 The jumping Jet Bus

Be very quick! You only have one try! If you destroyed the hamburger box at the previous challenge... well too bad...

At "GO!" jump normally to the hamburger box. SlowRHOH it, then do the second (double) jump going left (keeping the slow pressed).

As soon as you land on the bus like that , release the slow button.

The bus will then jet to the jump. Your VFX should have recharged a bit when the bus starts to tilt (on the jump pad). Slow again with the rest of your VFX. This should give the bus much enough to jump the gap. If you missed a bit your timing and the bus might miss the jump, then finish with a double jump followed by a red hot kick.

Update with Captain Blue: you do not have the double jump. So you'll have to do something else. Zoom in and slow. Then jump twice (the spinning jump is able to do it twice even with Blue). Then red hot kick back onto the bus. Release slow push back slow at the ramp as previously stated. This technique works with any character.

Another technique mentioned by lemonlime21 for Blue is the following:

Just SlowRHOH the box and hover to the other side of the gap at mach speed. No need to get onto the bus.

9 The 2 choppers

This one is quite easy. When the 1st chopper flies by you normally SlowRHOH it any way you want. If it is firing, slowRHOH it so that your arms are at the level of the machine gun, and your head at the level of



the cockpit. This should prevent you from getting hit by the bullets, and send them back to it. The main difference with the chopper of the 1st level is that it does not descend or ascend a stair :), so you have plenty of room and you can be more accurate of where you place yourself.

When it'll give you plenty of bianckys, enter rock on mode and send them to the chopper. Finish the chopper with SlowRHOH.

Keep 1 or 2 bianckys to send them on the second chopper.

V points should not be a problem here. Even time should not be such a big deal.

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---Timeout---  
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You know what? After all this, the second part of level 2 should be so much fun and easy! Let's go!

#### 10 The Jewels

There are 2 Bianco Billys that could be annoying. Go straight to the 1st of them and slowRHOH him without warning. Wait for the 2nd billy to appear and SlowRHOH him.

Carry on and deal with the other opponents: avoid a skull and SlowRHOH 3 to 4 bianckys/ballerinas in rock on mode. And again...

After that get the stones (do not forget to mach speed the statues) and mach speed them to the door.

#### 11 The book-bathroom-bedroom melee

Well, quite a long, but easy challenge. First slow to get the flying platform to you then mach speed to the roof, and get the arrow.

In the second room, use the melee technique above. For the Leaders simply SlowRHOH them without warning.

Then go up through the bath and go left with the double jump. Enter the room with the pink crate and the 2 bianco billys. SlowRHOH them without warning (no need to return any bullet)like this: slow mach speed to the left to the 1st billy and SlowRHOH it. Then go right to the second billy that is appearing and SlowRHOH it also. Once done this, get all the VFX points then go back under the pink crate; throw a bomb and mach speed it to get the red bottle from the pink box.

Get down to the bedroom and SlowRHOH the biancky leader. Go left through the door... and let's have FUN! Avoid a skull, slow and send the dizzy biancky to the roof with a uppercut (to get the 10 VFX points). From now on you can keep the slow button pressed until the red bottle VFX wares out. During this time, SlowRHOH any incoming opponent. Once you get the key, exit to the left.

#### 12 The Bomb challenge

Mach speed the first bomb to open the pink crate, then punch it to the door and slow to open it. Enter the room, SlowRHOH without warning the leader and the bomb. This should open the right door and get rid of the leader. Go to the right room, and SlowRHOH the rosetta without warning. Go back left and deal with the bianckys (you have the time to, but do not forget to maximize the V points). Punch an incoming bomb to the left, then slow

uppercut it to the roof to open the way. Jump up to the left, and SlowRHOH without warning the incoming leader or ballerina to the right. Carry on to the right under the lasers. If I noticed well there are 2 ballerinas and 2 leaders. Mach speed the bomb that should now be close to the door and slow during explosion. Before getting the key to the door, avoid a skull of a boxer and SlowRHOH them.

### 13 Joker

Another melee, Yeahee! Maximize your V points with SlowRHOHing the opponents. Do not forget to send one with an uppercut to the roof to get the VFX points.

Enter the left room, and again line up the bianckys. Once you've get rid of them, press the button and go upstairs. When the slot machine appears, go back over it, and go close to the Joker. Once again red hot kick it until he jumps to fire, where you can SlowRHOH him. This joker should not be as bad as the previous one.

Get the coins and Vs then head left. SlowRHOH the billy without warning, then go right, through the bath and SlowRHOH without warning the Rosetta.

### 14 Hulk Davidson

Here, keep in mind that the time is your worst enemy here. Do not force Hulk to launch bombs of fire. That is: when you SlowRHOH him over 300 V points (marked 30 combos) or if he blocks more than one of your hits. Simply avoid a low attack, SlowRHOH him up to a max of 30 combo or when he starts to block your punches, then stop and wait for another low attack. If he start to charge you , avoid it with jumping onto a chandelier, then go to him and SlowRHOH him, and start again.

If however you missed and he sends bombs, use mach speed to get rid of the fire. And if he starts sending rockets (because you broke his axe) send voomerangs to calm him down and reverse the rockets to him. But if one of these happens, I doubt that you'll be on time.

Check the level 6 description for more details about this boss.

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**** 8. Level 3 ****  
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Nice. Well, rest a bit: this one should be a bit less complicated.

### 1 The ride

Hum, quite difficult to give a real step by step on this one....

First, let me tell you what you need to accomplish:

\* V points are OK. I don't recall any score other than V on this challenge, even in my careless attempts.

\* Time however is quite crucial. Do not spend any second in a slow motion state unless you really need it. I'll develop that later on.

Second, what tips you need to know:

\* To keep in the time frame you are allowed to, mach speed whenever you can.

\* A succession of green piranhas are easily destroyed by a bomb in slow. However this cost time. Prefer a mach speed laser (e.g. mach speed punch)

to get them.

\* A set of bats won't resist to a mach speed laser.

\* Series of blue flying fish bombs are taken care of by a zoom kick (not in slow motion).

\* Verdys however will need a bomb in slow motion. Do not attempt any other attack on them or they'll fly away to send rockets and causing you to lose time.

\* For Cromartys, you can use slow motion laser, but prefer bombs slow motioned. Actually it is even better to use both slow-motioned laser AND bombs on them, since when you get to them, you should be enhanced by a red VFX bottle. Be careful not to hit their surf board, or they'll fall (which is good) but with their treasures (which is very bad), especially red VFX bottles.

\* Yes, you'll have to get the 2 red VFX bottles from cromartys to complete successfully this challenge, (or else it'll be very difficult).

\* Rockets of Verdys are to be handled with a laser, or a tornado kick.

#### Part A: the little badies

OK now let's see... Start with mach speed laser on bats and piranhas. Do not let any of them escape, since their death triggers the arrival of other badies. When verdys comes, use as soon as possible bombs slow-motioned. If they escape, you'll probably have to reverse one of their rockets on them. This way you won't have to run after them and waste your time.

When the first Cromarty comes, destroy him with 3 slow motioned lasers, or one slow motioned bomb.

From there, it is up to you. Be fast to reduce to ashes all you see without letting escape, or fall. When the 5 or 6 series of flying dark fishes come, keep tornado kick (zoom kick NOT slow motioned) until they are gone.

When the 4 or 5 Cromatys come, use slow motioned bombs and laser (starting close to them) since you still should be under the effect of the red bottle. One of them ( 2nd from the bottom, 3rd from the top if I remember well) should drop another red bottle; get it as soon as possible.

#### Part B: The plane

Oh please! It is too easy: if you did not waste time, you should still have plenty of red bottle time. Slow motion bombs and laser it when it comes to you. Then once it is behind you, release slow until it is at you level (it should be firing going upward), then tornado kick in slow motion.

Restart once it is back in front. Done!

Do not forget to get the VFX points after defeating it, knowing that the pattern is: middle, left, middle, right.

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Before to start the challenges, get the VFX points while falling. They'll be of use.

#### 2 The flying platform and the switch

Once you felt in the water, pass the first gate and the challenge will start. Go to the right in order to have all the ballerinas aligned on your left (if necessary jump over one of them, or slide under it).

Do not wait, and SlowRHOH without warning the first on you left, which should hit all the other, then (as usual) slow mach speed to the next one, until you send each of them to hell.

4 boxers will take their place, do exactly the same.

2 rosettas, will then come, SlowRHOH them without warning, as well as the next 2 Bianco Billys.

Mach speed to the remote control, and then to the first gate, which triggers the arrival to you of the flying platform. Cross again the gate to the right, then mach speed to the corner of the wall (leading to the closed door) and jump on the platform. Mach speed it to the surface and double jump to get the pink crate containing a red VFX bottle. Mach speed to the right and slow when the remote control disappears. When the door opens, cross it, and step to the white line on the floor to get your results. If you go farer, another challenge will start without giving you time to appreciate if you got the rainbow V.

### 3 Six bianckys

Simple (since you are under the red bottle effect), but be careful: V points and time are very strict, so do like this:

mach speed to the first 2 bianckys, avoid a skull, hit the dizzy biancky with 3 normal punches then SlowRHOH it to the 2nd, and slowRHOH the second in the same rock on mode. Mach speed to the right to get the 2 other bianckys to appear to your left. Repeat.

Mach speed to the right to the last 2 bianckys. Repeat.

Once this challenge is done, do not forget to get the VFX points and the red VFX bottle from the 2 switch on the right side of the room.

### 4 Six bianckys and 2 guards

Once you pass the gate, the challenge will start. With the red bottle VFX, mach speed to the first biancky, avoid a skull, enter rock on mode, and send it to the guard that should be right above you (uppercut the biancky), then kick the second biancky.

Release slow, and mach speed to the 3rd biancky. Avoid a skull from it, and enter rock on mode. If correctly positioned, you should have the pink box on the left of Joe. If not press mach speed and push the biancky to the correct position. Kick, and it should hit the 2nd guard.

Yes, it is enough V points to complete the task.

Get all the VFX points then mach speed a biancky to open the pink crate with another red bottle.

### 5 Bianco Billys and Guards

I insert the new technique of Space Age Samurai in first place, since it is the easiest and safest.

You have to have handled the previous part (4) very well: you should have used only 2 or 3 bianckys to defeat the challenge.

Then use one of the remaining bianckys (or a shocking pink bomb) to open up the pink crate and get the red VFX bottle. Avoid a skull from one of the remaining biancky, and enter rock on mode. Destroy as much biancky left as possible, and enter (still holding slow, meaning still in the same rock on mode) the next challenge. So, the Billys should be pink targeted. Send one on the first guard, and use the other for the second guard, or use a voomerang. Do not forget to kill a few smaller enemies on the way to get V

points.

The trick of this technique is that usually, the V points and rock-on mode are reset at the beginning of a challenge, but not this one.

Old technique:

Let me start with what you have to accomplish: 6 to 7 viewtiful forever depending on how many enemies get involved in the flash of your VFs.

For my part, I hate guards, and the less I have to deal with them, the better I am.

As soon as you touch the conveyor belt you should have 2 flying dark fishes that comes to you, as well as a bianco billy and 4/5 piranhas. VF with the first dark fish. Go a few step forward and VF again on another dark fish. Then it look for more VFs: use the bullet of the bianco billy, one of its 'red hot kick', or (if you have been quick enough) another dark fish.

To VF on bullets of a bianco jump close to it when it starts to fire in the air. I suggest that previously you ran to the left so that it won't be protected by a guard. Once the billy destroyed (by VFs) jump to the same altitude of the guard, but far on the its left, so that you only see a very small part of it, or even only its sparkles.

Prepare a Voomerang, and when you have released it, press slow, and the guard should be destroyed.

Go forward, VF incoming dark fishes (you should be able to VF like this twice). Depending on the number of VF you have done, you might need to do some more with the second bianco billy.

When done, voomerang the guard as previous.

I did not look for returning the bullet to the billys, and sending them to the guards. This might be another solution to get enough V points...

6 Joker

Go under the platforms to reach the spot of the joker. I would jump at the 2nd VFX point and red hot kick for an encounter starter. When his cut scene is over, slow, and you might hit him, or at least make him jump/fire.

As usual, try to make it jump/fire his guns after trying to red-hot kick him.

Then for the slot machine, apply the technique for the joker of the first level. But this time you'll have to handle the slot machine while jumping. The only (weak) advise I can add, id to use punch if you are too low, kick if you are too high, and red hot kick if really too high.

Do not forget to get the coins from the machine!

7 Go back

On this one, time should be your friend.

First get mach speed to the 2 red leaders. SlowRHOH the first one without warning so that you send it flying to the 2 others. As always, carry on and slowRHOH the second to the 3rd and finally the 3rd.

Pass the gate and mach speed to the other gate, and get right behind the mine launcher. Do not pass the gate, or it'll close! the mach speed made you avoid the blow of all the mines and also avoid sparkles of guards.

SlowRHOH the mine launcher (since you are behind), then unzoom to make the verdys fall. Avoid a skull from one of them, enter rock on mode and send them to a guard. Do not miss any guard this way, or you'll be short with your V points. When all verdys are exhausted, do the same with the next

room.

The 3rd room is a little trickier, since you cannot mach speed to behind the mine launcher since it is protected by a guard.

What I advise you to do is to mach speed to the centre of the room, Slow (to avoid the blow of the closest mine), turn back and slow to make land the verdys. Take care of them as usual. This time you won't have to destroy the guard nor the mine launcher. Just SlowRHOH 4 verdys.

Then mach speed yourself out of the room, to get to our friend Bruce!

8 Gran Bruce

My dear friend Bruce...

You only need: 2 Viewtiful Forever, and the rest in SlowRHOHing him while he is exhausted.

When he starts, he sends you trashes. Use them to VF. That may make him attack you with a small whirlpool if you did it close to him. It should spit another time, which will allow you to VF another time.

Then it'll start do the bite attack or spit again. The bite attack preparation has this only difference with the preparation of the spit attack: an added metal whistle sound over the bizarre breath sound.

If this is the spit attack, do another VF (can't hurt, but should not be needed)

If it is the bite attack, mach speed to the very right end of the room. Wait him here and avoid him in a triangle schema: bait him to the right, then, when close, double jump to bait him upward, and wait him under the first platform . When coming toward you, go back to the right, etc...

When he stops (exhausted), SlowRHOH him. If you have an entire VFX gauge (even without one slot) you should get all his life out.

If not, he will jump into the water if you damaged him enough. In this case follow him and finish him!

Else he will raise the water. If it is the case, you have 2 choices:

\* he has close to a half life gauge left, in that case you can attempt to finish him with a slowRHOH before he starts another attack.

\* you missed (or you had to slowRHOH him in the air, so that he felt to the ground before making you stop(\*)), then mach speed to the left and wait at the edge of the -now flooded- pool. Slow Zoom Kick when the fishes Bruce sends you are coming. Then mach speed to the left and wait that Bruce makes the mines appear. Wait for him to get stuck on one while on the way to bite you. Slow, hit him with the mine in the mouth, or just wait in slow that the mine blows. Bruce will make the water get down, and then back to the bite attack.

Well, I had a hint for another technique that makes that guy even easier. This was suggested by jamescom1 and consists in bringing Bruce into a loop. When the battle starts, Bruce will jump over you. Before he lands, SlowRHOH him and land 5 hits (which makes a 100 V points, one line of V combo) and no more! Unzoom and avoid the small whirlpool he does. After he ends this, he'll turn around. Before he's done turning around restart SlowRHOHing him. If you miss and let him completely turn around, he'll do the bite attack. Repeat until he's dead.

This technique can also be launched when you hit him in the air when he is exhausted (check the (\*) above).

Check the level 6 description for more details about this boss.

\*\*\*\*\*  
\*\*\*\* 9. Level 4 \*\*\*\*  
\*\*\*\*\*

When I arrived at level 4 I just wished I wasn't only at half the game... The problem with this level is that it is quite annoying... Then I read a post on gamefaq from ZeI20 about skipping the level 4! He describes that you could reach the end of the level with only having to cope with another Joe and the escape of the sub. So when the first challenge starts, get all the VFX points you can (smash the crack floors, and ceilings). Get to the map and wait for the rocket to pass by. Then mach speed to the VFX points. Close to them on the right there is space in the roof where you can wait for the rocket to pass. For that, punch the air so to stay there. Then mach speed again to the right so to go under the arriving rockets: there are 2 little spots where you can wait crouching. Well you do not care to loose life there. It does not count for a challenge. Then head right again and double jump. You should recognize the spot where you have to mach speed from one side to the other on a rocket. Then later, stop the fast revolving gears with slowRHOH or VF. then fall to reach Another Joe.

## 1 Another Joe

Anyone will tell you: do not let him escape or get out of sight! There is no problem about V points here, so you should not have to VF. When the stage starts, slow and get close to him (he is on the right). SlowRHOH him, until he starts a zoomed kick: avoid it or do a VF. Follow him wherever he goes, and SlowRHOH him at all occasion. Use mach speed to reach him when he goes far away. If you do well, he should not be able to launch any special attack. If he does, here are the advises:  
\* One thing that has been annoying me before, is when he starts creating copies of him. He has three ways to do it: clones fly around you in circles; around him in circles; or he teleports himself and each time he stops leave one clone behind. Anyway Voomerangs are your friends here: when he starts one of these attack, throw as many voomerangs as possible, knowing that slow will increase the number of clones it kills but when he teleports himself. In this case prefer sending a lot of voomerang normally, in order to hit the real AJ (and will cancel his attack). If any are left, double jump to avoid the first incoming, then mach speed to avoid the others. If they are definitely too many, slow zoom kick them. Anyway, your ability to succeed Ukemi will probably be again put to the test.  
\* if he makes a six machine come, wait for it and slowRHOH it without warning, or it could become quite annoying.

## 2 The Escape

What you have to achieve:

V points might be a problem. I believe you have to (at least) do a VF and SlowRHOH 3 hamburger boxes. Maybe it is less, but anyway achieve the previous goal should be quite easy. Time is however a close one. Mach speed when you can, and avoid to slow time.

Start with SlowRHOHing the hamburger box. Mach speed to the right and jump. For the gears, normally jump left, and you are in the middle of them double jump back to the right. That's the fastest way. Then mach speed jump to the first Rocket. Slow uppercut, then mach speed under to the left. Bis. Then mach speed jump the platforms, or normally double jump them, if not enough VFX. Get on the rocket and slow for about 2 seconds. During the ascent SlowRHOH the hamburger box that will appear in the middle of the

rocket.

Then it'll be up to you. The idea is to go up and up without using the slow but when you see that you'll get hit by a laser. You probably will, and that'll be the occasion to VF.

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*****  
**** 10. Level 5 ****  
*****
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### 1 The tank

Get close to the tank, but not under the canon. Stand still and wait for a biancky to get between you and the tank. Avoid a skull and slowRHOH it, sending it to the tank. The more bianckys between you and the tank the better it is. Do not waste time returning the bullets. If the tank is about to fire and the biancky did not yet tried to hit you, slow duck (if the biancky is under the canon, so that you keep it alive), or just duck.

Once the tank destroyed, you can send the remaining bianckys flying to the last VFX point you cannot reach, to get it back.

### 2 The plane

Before to start the challenge, drop a bomb and mach speed it to get the red bottle from the pink box.

When the plane starts firing, jump onto it, and start SlowRHOHing it. When it is about to cross the fire column, double jump (and get the VFX points) and land again on it, when it comes back. Start SlowRHOHing it again.

Repeat until destroyed. Get all the coins before getting the arrow and ending the challenge.

There is another way to do: avoid the cromartys blow, and send them to the plane. I do not advise such a technique, it is more dangerous that the previous.

### 3 Lava fun

Time should be your major concern, and right after do not forget to get just enough V points.

After passing the gate, jump on the VFX points and mach speed to the ground. Repeat on other column of VFX points. When at the level of the pink box (which you do not need to open), mach speed to make the level of lava go up. Slow to get the water drop to grow. Remember that punching the air will save you if no platform is below you, until a water drop comes to help. Try to get all the VFX points, mach speeding to the created platforms (making the lava going up).

After passing the second gate, do not care anymore for VFX points. You should concentrate on SlowRHOHing the 3 hamburger boxes (that's the only thing you need for your V points). The platforms won't move if slow is kept pressed, but be careful not to miss it if you release to soon the slow ;)

On the before-last platform keep on the left side of it, and mach speed to go up. Jump on the last platform when to get close, then double jump and red hot kick to get the flag.

Now you'll have plenty of time to return and get the VFX points. Before that, mach speed one of your bombs to get in fire so you can walk in the lava :)

Then step on the flying platform to go up on the right of the flag. It'll



lead you to more pink boxes with VFX points.

#### 4 Joker

Yes! he appears on the left side!

After his cut scene, slowRHOH him as he'll land in front of you.

As usual, for the slot machine, apply the same method as in the 1st level. Get the coins symbols, and while the coins will fly to you, open the pink box containing VFX points.

You have time to get the V symbols (for VFX points), then go to the right of the room, stepping on the little heap of earth and drop a bomb into the hole on the right. Jump back on the slot machine, Slow, and you're gone!

#### 5 Bianckys, Cromartys, Gelbys and plane

As soon as possible, SlowRHOH the bomb launcher. Then get the bianckys in a line, avoid a skull, and apply the melee technique.

Then you'll have Cromartys. Use the technique at the beginning of the faq to figure out what will be their 2 last blows, and SlowRHOH them in rock on mode.

For the plane, apply the same technique as in challenge 2.

#### 6 The tank and the plane

Before to start, go back to the building named "Roses", making a corner with another street. Drop a bomb and mach speed it. You should get a red VFX bottle. Once done apply the same methods as in challenges 1 and 2.

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---Timeout---  
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#### 7 The mad train

Time is the major concern here. But you always have the time to get the VFX points.

Get the 5 VFX points on the roof, then mach speed to the inside. Avoid a skull SlowRHOH the bianckys. Mach speed to the left side of the wagon; open the pink box with a red VFX bottle. Avoid a skull, enter rock on mode, and do not leave it until you destroyed the last rosetta. Get the arrow key, go on the roof, get the 10 VFX points, and enter the next wagon.

In this one do not hit any enemy or you'll lose time. Mach speed to the safe, open it with SlowRHOH and get the 3 VFX points behind it. Go back Jump on the 2nd floor, mach speed to the left (avoiding the cromartys), pass the grid, jump over and open the 2nd grid.

Stay on the 2nd floor to open the safe which contains the arrow key. Get back and down, mach speed to the left, pass 2 grid and double jump to open the door. Exit to the roof before the gelbys even realize.

Get the 10 VFX points and enter the 3rd wagon. Stay on the 2nd floor, and SlowRHOH the safe, and get the 3 VFX points. Mach speed to the Cromarty and SlowRHOH him without warning. He should escape to the left, so throw him a voomerang that should finish it. Go down and left at mach speed. SlowRHOH the Cromarty and (if he escape) finish it with a voomerang. Mach speed left

to the 2nd floor and open the safe which will give you the red VFX bottle. SlowRHOH without warning the rosettas, then go down to the gelby. Destroy it, then mach speed left to the 2nd gelby. Jump to the roof, and get all the VFX points.

When the Black leaders, appear jump to the first of them. Since you were below them, the first should be jumping down. Do not waste time and jump to it and SlowRHOH it without warning. Since it is in the air, it should get targeted after 3 hits. So enter rock on mode and SlowRHOH the second.

Go to the switch after getting the VFX points.

## 8 Alastor

As when you met him as Another Joe, the main idea with Alastor is: do not let him go away or out of sight!

When you start, he'll come at you at high speed. Avoid him with a jump.

He'll get stuck on the fountain and loose his aura.

<begin step>

You have 2 choices:

\* hit him from the left to drive him into the lava. if he gets into it, he will re-appear in the fountain dizzy and more hurt. From there hit him from the right to drive him to the big stone tomb (is it a tomb?).

\* hit him from the right and drive him to the big stone tomb (are you sure it is a tomb?)

Anyway do this:

Go to him and SlowRHOH him. You'll be able to land 2 punches, then he'll be ejected forward. Follow him and as he stand up, SlowRHOH to land 2 hit again. At the third attempt (and 6th hit) he'll fly away and hit you. Do not VF on it, but follow him! Even if you think he has flied far away, he is actually not very far.

If he flew straight forward, he is at the vertical of you, at about a double jump and a half. If he flew diagonally, he should be at a height of a double jump.

In any case, he is at reach from the top of the tomb, or (if he went diagonally) from where you are.

So, jump at him and SlowRHOH him again, he'll fall; repeat at previous step.

If, unfortunately, he escapes, he'll do one of these attacks:

\* "round trip": throw swords at you. Before he actually starts, throw a voomerang at him in slow. This should touch him and make him come to you. Punch any incoming swords

Punch any incoming swords

\* Cast lightnings to you: jump to avoid the lightning, or stay in the air.

Try sending a voomerang at slow to make him fall.

\* Makes cylinders of stone go around with pillars of lightning: The worst attack for rainbow V challenge. There is not much I can tell you about that one. I personally SlowRHOH them to have the field clear. BWood suggest stepping on the stones and let them ride you.

Speaking of BWood, I just read from his faq, that if you set Alastor in fire with a dragon kick (red hot kick then zoom) it will always go refresh himself in the fountain, so that you can always return him there after 2 SlowRHOH hits, and easily defeat him.

Damn... I should have read that sooner... That proves reading faq is good for you ;p

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\*\*\*\* 11. Level 6 \*\*\*\*

\*\*\*\*\*

VFX points hunting is very crucial on this level. So I'll explain the way to get them between and in the challenges.

This level is very difficult to finish, since you have to be flawless in a single shot

## 1 Charles the 3rd

He's a very easy boss. Basically if you only voomerang him, he's dead without a chance to launch an attack. But that would be too easy...

What you have to accomplish:

- V points are very easy to achieve, so do not bother with gaining any.
- Time should not be a problem either, but still be careful.
- Life: if you use voomerangs, you'll never get hit.

Know this: voomerang and red hot kick make Charles fall to the ground, opened to any attack. All the other attacks scatter him into bats.

What he hates: voomerangs slowed, especially when he is on the ground: it takes about a full bar of life.

Start off with taking all VFX points you can, except for those in column in the air. When "GO!" double jump. You should be on top of Charles, so red hot kick him. It will make him fall to the ground: mach speed punch him to open the pink box with 10 VFX points. Get the 5 VFX points on the top right, and (while still in the air) throw a voomerang: this will cancel his attack (red circles), and makes him fall to the ground. Go to the left under the column of VFX points. Wait for Charles to come close.

To get the columns of VFX points, you need a stone from the ceiling, thus you need Charles to do his "spinning to the ceiling attack". For this you have to scatter him into bats, then take most of them out with a zoomed double jump followed by a zoomed kick. If, when he gets re-unified, he flies to the ceiling, slow to avoid the stones, then slow uppercut the stone(s) below the VFX points columns to get the points. Of course avoid to hit Charles in the operation...

If, after reunification, you are unlucky, he will do one of these attacks:

\* Throw red circles. To avoid them just duck. If you are in the middle of these circles, you won't be hurt: only the edges do. Slow if necessary to avoid the hit.

\* Spin horizontally. He'll be at the altitude you were where he turns around or starts this attack.

In any case if you see that he is not spinning to the ceiling, throw a voomerang in his direction to cancel his attack. Then wait for him to fly again, scatter him and restart....

Usually, here is the pattern of attacks:

red circles -> spin to ceiling -> spin horizontally.

Unfortunately this is not always the case.

About the time: you have time only to let him do 7 attacks. More than that and you risk to fail the V for time. So do not be greedy: what you really need is only one of the 2 column of VFX points.

When you have what you want, destroy Charles with slowed voomerangs.

## 2 Hulk Davidson

He is pretty tough to achieve rainbow V if you break his axe and let him launch missiles. Else, he is quite easy.

His pattern:

3 low attacks followed by a ram attack, then 3 low attacks, etc...

Do not hit his axe while he blocks!

First get the VFX points on the 1st platform and the 5 ones on the top left. Then jump onto the platform of the middle, this will trigger the start of the challenge. At "GO!" mach speed to get all the VFX points of the middle platform, then jump to get the 4 VFX points in the air at the middle of this platform. This should be done while Hulk is jumping to the right. Then jump down and land close to the left of Hulk. He'll do the 1st low attack: avoid it then mach speed him to open all the boxes in the background including the pink box with 10 VFX points. Avoid a 2nd low attack and SlowRHOH him 4 times (not more or he'll block), then mach speed left to get the red VFX points and the hamburger.

Hulk will jump to follow you (simply jump to avoid the shock wave when he lands). Avoid the 3rd low attack, and SlowRHOH him 10 times (he should not block the attacks). Then jump over him to land on his right. He'll launch a ram attack: mach speed to the right platform and get the VFX points. Double jump to get the 4 last VFX points in the top right (you should be close to the right wall), then zoom in to perform a shock wave attack (suggested by Jaiven 192): when you get close to the ground slow it so that the wave maxes out the damage it does to the dizzy Hulk, and in the mean time, start SlowRHOH him 5 times.

From now on, stay close to the wall, avoid 3 low attacks, each time SlowRHOH him; then when he makes his ram attack, double jump to avoid it, shock wave him in slow, as well as slowRHOHing him 5 times.

Repeat until he's dead.

Learn to recognize when he'll block your attacks: it is about a stance of his knee while you slowRHOH him. I figured that, usually, the 1st and 3rd low attack, he can take 10 hits. But at the 2nd low attack, he'll frequently only bear 5 attacks.

Another tip: when you have achieved to lower his health to about half a bar, you can use voomerangs slowed. It is cheap, but about 4/5 of them in slow and he should be finished. He cannot block voomerangs with his axe. So this is a technique to apply when you think that you have hit his axe too much and that it is about to break.

What to do if you break his axe:

Be quick: get close to him, and he'll jump to the middle platform. Follow him, and if necessary, get hit by the shock wave he does while landing on it: do a viewtiful forever. This should stop him from launching missiles. If you avoided the shock wave, slow RHOH him (your head should be at his feet level). Then land back on the ground, and wait for him to get down with his new axe.

If you failed stopping him launching missiles, your only chance not to waste time is to use voomerang (not in slow mode). But this is a 80% chance to fail the challenge because of the time.

### 3 Gran Bruce

Do not break the pink boxes open until the challenge has not started.

First, get all the VFX points you can (including the ones in the pool).

When you arrive at the last top left platform with VFX points, the challenge will start.

Carry on to the left and get the last VFX points, and break open the hamburger box with a slowRHOH.

Get down to Bruce, and apply the technique of jamescom1 : bring Bruce into a loop. If you are quick enough he should not be done jumping around. Before he lands, SlowRHOH him and land 5 hits (which makes a 100 V points, one line of V combo) and no more! Unzoom and avoid the small whirlpool he

does. After he ends this, he'll turn around. Before he's done turning around restart SlowRHOing him. If you miss and let him completely turn around, he'll do the bite attack.

Do this technique until he is close to the red life bar.

If you missed the land and starts spitting stuff at you, avoid it (do not VF this time), and wait for him to jump again, then apply the technique.

He'll do next his bite attack. Run to the middle of the level (above the pool) and lure him to this location, jumping to the top middle platform. Do not lure him to the water or else you'll be sorry!

When he is exhausted mach speed him until he runs away. This should have opened the pink boxes releasing the coins. Get them (or just put enough distance between you and them, so that they'll fly to you).

Go down to Bruce that should be regaining life breathing in the pool. SlowRHOH him.

If you did well with jamescom1 technique, this should be the end of Bruce.

If not, you'll have to handle him the normal way (check level 3 description), starting with a bite attack.

About kid's mode: This boss is very weak in kid's mode. So achieve a rainbow V with him for V points if quite hard, since he dies with SlowRHOH too quickly to reward you with enough V points.

I did not try the jamescom1 technique on him at the time I did the Rainbow V challenge in kid's mode, so I can't tell if it'll help.

I had to hit Bruce only with slow punches (not RHOH) and let him breath to take back a life bar. This made the challenge very difficult, because I had to take a lot more risks, and I was close with the time limit.

#### 4 Another Joe

(Grunt...) Do not let him get away!!!!

Do not VF (you'll loose time and V points are obtained another way).

Time should not be you concern, however V points are crucial: you'll have to open all the yellow boxes with coins.

If you go to the left side the challenge will start, with AJ being on the opposite side of you , which is bad.

Start with getting all the VFX points on the RIGHT side. And get the VFX points above the place you started. Then head right: the challenge will start once you would have crossed the electric pool. AJ will be right close to you: mach speed him. This should make a lot of coins fly to you. Be careful not to get hit by AJ's zoomed kick.

Follow the dude, slowRHOing him each time before he starts a special attack. When he gives you a skull avoid it, and mach speed him to get the rest of the coins that you did not get the first time.

For more precisions about what to do in case you let him do a special attack, check level 4 description.

You should be at about 10 VFX points of getting your 4th VFX gauge out of 5. If you can, grab them while following AJ.

If AJ stayed on the first right side of the level, then you can throw Voomerangs normally to keep him busy, while you get the VFX points.

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---Timeout---  
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#### 5 Fire Leo

The easy one after the previous guys...

No problem of time, No problem of V points. Just get him and stay un-touched!

<begin\_step>

Mach speed the rock falling close to you. When you got in fire (get this information by the sound it does rather than by the visual) mach speed to Leo, and break his fire shield. Go away from him to have time to avoid the fire balls that would still be there. Yes avoid them, because you can't rely too much on your fire shield: it may wield out too soon...

From now on, every time you have a skull from him, try to gain time and VFX with slowing just enough to realize where the skull is, then release slow and avoid normally the skull. If you do it well, you should regain a bit of VFX, and also sometimes canceled his spinning attack or his runs way.

So... avoid a skull from Leo, and SlowRHOH him. Repeat until he spins. Step at about a character of distance of Leo, so that he hits the air while you regain your VFX power. Then make him come to you (with stepping even more away from him) or wait that he finishes his 5 attacks.

Slow only to see (or hear) where he'll hit. Release slow to avoid the hit.

Repeat 5 times until he is dizzy. Your VFX gauge should be full. Start SlowRHOH him, and at the 6th hit he'll jump backward. Unzoom and follow him. Avoid the hit, and SlowRHOH him again. If you have been quick enough, you should have canceled his jump back into lava, and he'll try to hit you again. Do this until you lack VFX, of that he finally jump into lava. If you are very good, he may start spinning again.

When he comes back from lava, jump over him in slow to avoid any rock he may throw, then repeat to <begin\_step>.

When Leo will be at a life bar and a half, he'll get crazy and speed up.

Jump over him as usual, but do not mach speed the rock: wait for him to pass by you a second time, then you can mach speed the rock.

Incredible technique: the "backward voomerang".

Here is an even cheaper way to kill Leo very fast and with rainbow V.

When he gets dizzy, turn backward and send a voomerang. Turn back again to face Leo, and when the voomerang is about to come back on him, SlowRHOH the beast. With the voomerang, you'll get a LARGE piece of health out of him. Carry on with the technique above to stop him from returning to lava.

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\*\*\*\* 12. Level 7 \*\*\*\*  
\*\*\*\*\*

### 1 Three switches

Time and V points are quite difficult to achieve here. Thankfully, it is the very first challenge and the other 2 are easy.

Run to the right to the first platform. Head straight to the top platform and double jump above the column of VFX points. At the top of the jump, throw a voomerang to the right. It should open up the yellow box containing a red VFX bottle. Zoom in to perform a smash attack, and when you are about to hit the switch: slow until the switch is entirely pressed. If you were quick, no die fighter should have been in your way.

Once the switch is pressed get the red bottle that is waiting for you on the right. And start have fun ;). Stay between the 1st and second switch: there are yellow boxes in a column line containing coins. The aim is to open them while in rock on mode: try to send the enemies with a kick to

the right to open them. Do not leave rock on mode until you have enough points. To give you an idea of when to stop: I made it with a 70x14 on the screen (700 hundred V points and 14 different guys hit) with 3 or 4 yellow boxes opened.

Then, hurry to the platform on the top of the second switch (climb on die fighters for that). Repeat for switch number 3 (pick number 3 my lord!), and you are done.

## 2 The tanks

Well neither V points nor time should be a problem. You really have plenty of time.

Wait for the tank to release cromarties. Lure them in front of the tank, and wait for the later to fire: do not slow, just keep ducking. The shot will hit the cromarties and dizzy them. If you want, mach speed one to open the pink box with a red VFX bottle. Or simply enter rock on mode and send the little dudes onto the tank.

Once the tank is destroyed, head right to the second tank. Do not open the pink box there: it'll be much more useful for the next challenge.

Handle the tank the same way than the first one.

## 3 Metal Leos

Start with SlowRHOHing the top left hamburger box. Then go to the platform with the pit below. SlowRHOH the second hamburger box there, then jump up to face the first metal Leo. Apply the technique described at the beginning of this faq. Then jump up onto the little edge on the left, then jump back on the right to get to the 4 pink boxes. Open them to get the coins.

Jump down, but before to go to the bottom of the pit SlowRHOH the hamburger box on the top right (close to the exit gate).

Face the second Leo at the bottom of the pit with the same technique.

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---Timeout---  
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## 4 Joker

Once again, you only need to get the coins from the machine to achieve the goal in V points.

While on the moving platform, I suggest you stay at the right end when it goes upward. This way, no flame thrower can touch you.

There are 2 techniques to achieve your goal:

### 1) The ram technique:

Mach speed to the right, avoid a skull and rock on 4 badies.

Keep the 5th for a full vfx gauge: rock on and slowRHOH to make appear the gelbys; slow RHOH them whike still in same rock on mode.

Then rosettas appear, so smash the ground and recover VFX. Retrieve the VFX points and SlowRHOH without warning the rosettas, but only when they stand or lie down, not to loose any VFX. Then the cromartys will come: slowRHOH without warning the one on the very left hand side (or right hand side), then turn around and slowRHOH the air to send back the missile so that to make the cromarty with bazooka dizzy. Recover a bit of VFX, then enter rock on mode on him.

You have to grab as much VFX points as possible. Also, keep in mind that

you should be under the slot machine when it'll appear, so that you only have to slowRHOH the appearing Joker. If not make him jump and shoot as usual (check above).

2) The red bottle wise man technique:

After you've arrived to the moving platform, wait for it to reach the 3rd laser (with vfx points in a column). Then mach speed any opponent, and make appear a red bottle. Then, have fun with rock on mode until you've destroyed the 3 black dudes. Then you may use mach speed to speed up the platform in order to regain the time you have lost in slow motion.

## 5 Rockets, Gelbys and spaceships

V points might be the only difficulty here, also as usual you should not waste too much time. Here is how to do it:

Go to the first Gelby. SlowRHOH him without warning on the front (the invulnerable) side, so that you grab a nice solid amount of V points.

You need to do this only once.

Afterward, avoid his attack, get in his back as usual, but instead of SlowRHOHing him, mach speed him so that your after images destroy the spaceships. This might not work for the space ship on the right side, but this is not a problem. Once there are no new little space ship coming up, destroy the remaining incoming Gelbys. Do not go over the 2nd launch pad to face the remaining Gelbys, this is not necessary.

Then you have 2 choices:

- \* Go back to the first launch pad (SlowRHOHing the hamburger box on the way) and punch the rockets to send them on the space ships. Slow when the rocket attains the target to increase the damages.

- \* Go get the other Gelbys with mach speed on the right, but I find this solution just a bit more difficult since your after-images might not get to all the targets of the long spaceships. Also it is a bit more dangerous to face the gelbys with multiple mad lasers on you...

Once this done, get all the VFX points including the 10 red VFX points from the last Gelby.

## 6 Metal Leos

As the challenge 4, time is not really a problem, neither are V points. The only difficult thing is to stay untouched until the platform in starting going up. When it does, keep on the right end of the platform in order not to be bothered by the flame throwers.

For this you have 2 solutions:

- \* destroy the first Metal Leo anyway you can while avoiding the flames thrower. This is a good choice if you manage to get in the middle of 2 flame throwers and manage to destroy the metal Leo the fastest possible (about 12 hits).

- \* do not take any risk: avoid his hits until the platform goes up (my best bet. Or avoid his spinning attack, and wait the platform to go up while he is dizzy.

## 7 the stinking tower part1

V points are difficult here.

Mach speed to the right. double jump to get to the top right platform. This should have made appear 4 enemies and a bianco billy. Go back down keeping to the right wall and wait for them to be lined up. Avoid a skull, enter rock on mode and send the first on the other, bla bla bla (see melee



technique). I used to destroy the bianco billy alone first, but this made me miss the V points I needed.

Once the 5 guys are destroyed, go back left, SlowRHOH the hamburger box. Return inside the tower, and head to the left up platform where 2 rosettas and another bianco billy await you. SlowRHOH them without warning.

#### 8 the stinking tower part 2

Mach speed right, jump left, mach speed left and go back down where you started. This should have made appeared 4 cromartys. Avoid the 4 hits of one of them (check the technique/ pattern in the introduction) and SlowRHOH them all in rock on mode.

Go up, SlowRHOH the hamburger box. Double jump to the top platform, and after landing, jump down back while the 2 black leaders appear. After landing on the platform below wait about a half second and SlowRHOH the air. The first black leader should fall into your hits, and become targeted after a few of them. While in rock on mode destroy the second black leader that should be very close.

Make appear the 2 last cromartys, with jumping on the up-left platform, or top platform. Avoid the 4 hits and slowRHOH them in rock on mode.

#### 9 the stinking tower part 3

Jump onto the very end left side of the middle platform. This should make appear 2 Gelbys. Jump down back, and place yourself below the edge of the left platform. One Gelbys should be landing in front of you, his back turned on you: SlowRHOH him without warning, then handle the second the normal way. Being in the middle of tower at the lowest level should leave you enough space to take care of him.

Jump onto the top left platform (do not stay here because of the gas), that should make appear the last 2 Gelbys.

Return to the same spot as previously, and handle them the same way.

#### 10 the stinking tower part 4

Jump onto the second left platform to make appear the 2 Metal Leos. Jump down to the left corner of the room, and wait for the first Leo to come to you. Handle him the way described at the beginning of the faq.

If the second metal Leo is stuck somewhere, run to the right corner of the room, and he should be arriving soon. Destroy him as the previous one.

#### 11 King Blue

Hah... Piece of cake.

What you need: One Viewtiful Forever making a 50 at the score, and the rest in SlowRHOH.

While he is floating around he'll come close enough to you for SlowRHOHing him. Then he'll say "Go back to school", which means he'll shoot lightnings that won't touch you if he you stay still.

Then he'll call on die fighters. For only one time do this:

jump such as six machine's head will be at level of King Blue's shoulders. Start SlowRHOHing him, and when you get touched by the die Fighters, do a Viewtiful Forever. This should make a 50V printed on screen if you keep long enough the slow pressed. After this run away from king blue and duck to avoid the vertical lightnings, and the one horizontal (from king Blue's staff).

All the other time he'll call Die Fighters, SIMPLE jump so that King's Blue head is at level of Six Machine's shoulders or belly. SlowRHOH him until

you get 30V printed on the screen. Then release slow, make the double jump (you should have done only a simple jump to reach blue) to escape from Blue. Duck to avoid the incoming lightnings.

If you are about to get hit by the laser during your duck, use slow.

Then a ugly black tower should be appearing, and king Blue will say:

"Say bye bye!". Mach speed the tower to stop King Blue random lightnings attacks and destroy the space ship. About a second after you have done this, missiles should be incoming. There are 2 patterns:

\* The missiles starts with one close to the ground: avoid it with a up on the stick, then avoid the second with a duck. Re-start mach speeding the tower until gone.

\* The missiles starts with one in the top of the screen: mach speed the tower until you get the missile at you head level: duck, then up on the stick to avoid the last one.

Once this is done, Blue will do a "Go back to school" attack, and afterward will loop to the die fighters attack....

## 12 Captain Blue

Time and V points are easy to achieve, only if you don't ONLY use voomerangs on him. Still do not waste time.

This one could be VERY annoying, unless you do as follows:

Any time he gets out of reach, throw a voomerang and when it gets close to Blue, slow it so to knock Blue down. Then go to him and SlowRHOH him without warning, until he jumps or escape. Then throw another voomerang and repeat.

The voomerang will cancel any state in which is Blue: blue aura, mach speed (thus stopping those mad lightnings everywhere), electricity smash, captain Blue kick...

With this, you should find him easy to defeat.

Well, he still might be able to launch lightnings. In case he does, double jump over them and stay in the air punching/kicking, until they are gone.

Here are his most unnerving patterns:

\* Show uppercut and say nothing: will launch a serie of lightnings coming to you. In that case, jump in the air as high as possible, and punch/kick the air to stay out of reach of the lightnings.

\* mach speed: 2 choices: send him directly a voomerang slowed to stop all his attacks; or jump high to avoid the lightnings (same as above), then when he is in range, voomerang slow him.

\* smash ground with electricity: send a voomerang slowed.

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\*\*\*\* 13. Legal Info \*\*\*\*  
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