

Viewtiful Joe Alastor Rainbow-V Challenge Guide

by Skya

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Viewtiful Joe
Rainbow-Viewtiful Challenge As Alastor
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**** II. History ****

09/01/06

1- "Gimme a break! I love a challenge!!"

Finished every sections, later corrected some spelling mistakes and modified some techniques.

01/02/06

1.40- "A man's true passion lies in battle."

Added the Alastor Tutorial, also modified the strategy for some parts, corrected some spelling mistakes and rewrote some parts that were a complete mess.

31/03/06

1.80- "Now's your chance! Finish him off!"

I revised my walkthrough and found out that it was a big mess, so I rewrote a lot of parts. I changed a bit of the Alastor Tutorial. I added the strategy for the two tasks I hadn't put in stage 2-1, the "Normal Way" in stage 4 and made the walkthrough for stage 3-1.

**** III. Introduction ****

The Rainbow-V Challenge is a really hard challenge, particularly with Alastor, but you should have unlocked Alastor if you're reading this, so you should have mastered the game enough to stand a chance. It consist of obtaining a perfect rate (RV) at every task of every stage. To obtain such a rate, you must have the perfect rate (V) in each of the three aspects of the tasks which are: V-Points, Defense and Time. Each task have a determined amount of V-Points to collect and a determined time you must not exceed. The Defense however, is always the same. You must never get hit or if you do, you MUST do a Ukemi, doing so will save the day, or at least yours. Remember that only parts where Silvia says "Just Go For It!" until she says "Finished!" are tasks, you can relax and do anything you want between them, like collecting canisters or life you might have missed but remember that you can't always go back. Finishing the Challenge will unlock Super Alastor, which possess infinite VFX. I think it's clear that you must have finished the game at least once on the save you're going to attempt it on to have all (or most if you want the challenge to be harder) the power-ups nessessary to accomplish the challenge, as well as getting used to Alastor's gameplay style. Finally, I must mention I did this FAQ to have a guide specifically made for Alastor, since other RVs guides aren't really accurate because of his particularities.

**** IV. Introduction to Alastor and the others ****

Here are my short descriptions of every characters you meet in the game.

}}}}WARNING{}}

This part contain some major spoilers about the storyline of each characters.

}}}}WARNING{}}

-Alastor-

Alastor is the sword master, half of a powerful ancient demon ruler of the underworld. All he ever wants is to test his strenght, he isn't even interested in the throne of evil that he is supposed to occupy. After he challenges Blue while watching him fight in one of his movies, Blue kidnap and traps Goldie in the movie and before he knows it, Six Majin takes him into the movie too. Now even with his dark magic blocked by the V-Watch Blue gave him, he roams in movieland to test his strenght, find some preys to kill, defeat Blue and save Goldie.

-Goldie-

Goldie is the twin sister of Silvia, Alastor's girlfriend. In Alastor's scenario, she get kidnapped by King Blue which wants to use her sacrifice to get his hands on the true powers of Alastor. In Silvia's scenario, she get kidnapped by King Blue which wants to sacrifice her to steal the soul of Silvia and rule the world together. At the end in Silvia's scenario, she beg her father (Blue) to give her a V-Watch in order to follow Silvia in her

adventures. At the end in Alastor's scenario, she beg her father (Blue) to give her a V-Watch in order to follow Alastor in his adventures.

-Joe-

Joe is the biggest fan of Captain Blue, he never missed one single movie of him. After King Blue kidnapped Silvia and took her into the movie, Six Machine takes him into the movie too. With the help of the V-Watch, gift of Blue, he become Viewtiful Joe and rush to the rescue of Silvia with his viewtiful moves.

-Silvia-

Silvia is Joe's passionate and devoted girlfriend. She get kidnapped by King Blue while they were watching an old movie of Captain Blue and wait tirelessly for Joe to come and save her during the whole movie. At the end, she beg her father (Blue) to give her a V-Watch in order to follow Joe in his adventures.

-Captain Blue-

Blue is the hero of his own movies since he got mysteriously dragged in one of them. He became a tad bit too much obsessed by his superhero powers and soon forgot his family. He in fact became so obsessed that he decided to take his revenge on humanity by getting out of the movie with his army and dominate the universe. How original.

-Ivory-

Ivory is Blue's wife. Not much is known about her. She gets kidnapped by the dark side of Blue, King Blue, which wants to get Blue's power in order to be the supreme emperor of light and darkness. At the end, she beg her husband (Blue) to give her a V-Watch in order to follow him in his adventures.

**** V. Important Necessary Informations ****

Here I collected all the important informations you MUST know before beginning your RV.

-The Challenge must be made in Adult, V-Rated or Ultra V-Rated in order to get Super Alastor. I know it seem easier in Kids but you wont get anything from it, except anger from having to do it again. But remember this guide is based on the supposition that you are playing on Adult.

-DT mean Devil Trigger, and UT means Untrigger. Don't forget that to trigger or untriger it's the Z button. I'll use these words frequently.

-The S-RHOH is my term for the Slow-Zoomed Red Hot One Hundred, a great friend. This move is performed by using Slow-Zoomed continually (Slow+Zoom+Y and hold). This technique is the most V-Point rewarding and most powerful in the game so you'll use it a lot of times. When I talk about S-RHOHing an enemy to death it means to S-RHOH him until he couic. Unless I say so, don't dodge when I tell you that.

-Ukemi is another good friend. To use it, Zoom when you are merely touching the floor after getting hit by an enemy. Don't forget you must buy it to use it. Also if you are not sure when you'll land, you can try to Zoom-in, Zoom-out like crazy to get an 80 percent or so chance of sucess, this is mostly used in stage 6 when you fight Raging Gran, or you can do like me and use your instinct. Using a take two is the same as using an Ukemi. Why? Because if you get hit and it takes all your life (like Raging Davidson's charge attack), you can't make an Ukemi. But if you happen to have a take two, you will get up and all your life is back, no penalty. And when you think about it, you fall, you

get up and get life back. Similar to an Ukemi right? Ok, I shut up.

-Rock-on mode begins when you target an enemy (by dodging his attack for example), press and hold Slow (Zoom and Mach Speed can be used at the same time but Slow is necessary). In the rock-on mode, you'll get your V-Points accumulated during it multiplied by the number of enemies you hit, some enemies can be hit multiple time (Cromartys and Gelbys for example). It will end when you release Slow, get hit or run out of VFX.

-The best way to get V-Points in a melee of normal enemies (Biancky and Cromarty of all types) is to line them then to dodge the attacks until the one in the front is dizzyed, hit him four normal times (three punches and one kick so you won't trigger his sword combo), DT and S-RHOH the first in the line so he hit the others, then hit the second so he hit the others and so on. This technique is officially known as *zemickey*'s. I used the technique before even knowing this but I won't protest about this since *zemickey* is the first one who claimed it as his. No offense to *zemickey*, of course. ;D

-To destroy quickly with lot of V-points Metal Leos, simply get in front of him, dodge his first attack and DT, S-RHOH him until he slash again, UT, dodge, DT and S-RHOH him until he slash again, UT, dodge then DT and S-RHOH him until he die. But if you can't manage to kill it before he spins, don't worry, simply dodge his attacks until he gets dizzyed, then S-RHOH him to death or you can try to get far away from him and he will maybe stop. Thanks to *zemickey* for the technique.

-The Bianco Billy technique I invented is as far as I know the best way to kill them quickly with a lot of V-Points. Get in front of him, and wait until he begin to spin his guns. Right when he's gonna fire, DT and Slow punch, if you did this quickly and in the right order, you just punched the bullet. UT and run to him, he's dizzyed now, if you did everything correctly. Make sure he got a wall behind him. Punch him twice normally then DT and Slow. Hold slow and punch him normally, jump to him and punch him again, then use a kick to finish him. You just got 160 V-Points, if my memory is good.

-Use Mach Speed when in Slow to move faster then you normally do in Slow.

-Don't think, when I say to UT/DT there IS a reason. Because I have the answer to the meaning of life.

-To use your Super Alastor you must make a new game then when you select your character, put your cursor over Alastor then press and hold Z until the word "super" appear over Alastor then accept. You must have finished the challenge for this to work, of course.

**** VI. Enemies ****

Here I have collected informations about every enemies you fight in the game. I have put on each baddy its name, description, attacks and a rank on its resistance based on VJ.

Bats

Description: Black mechanicals bats with a oversized red eye.

Attacks:

-Grip: He will dive on you and immobilize you until he explode

Resistance: D'oh.

Biancky

Description: The common enemy you'll find during all the game. They are also about the easiest enemy you'll fight (except the rare one-hit-kill enemies). They are white with some black stripes. One of his eye is red and the other is closed and his mouth is a speaker.

Attacks:

-Punch: He will weave his hands then make a high punch.

-Kick: He will dance like a boxer and weave his hands then make a low kick.

Resistance: Crappy.

Biancky Boxer

Description: A Biancky wearing a white helmet with blue stripes and spiked gloves.

Attacks:

-Punch: He will weave his hands then make a high punch.

-Kick: He will dance like a boxer and weave his arms then make a low kick.

Resistance: Baaad.

Biancky Primas (aka Ballerina)

Description: A Biancky wearing a white helmet with yellow visor, a yellow dress and ballet shoes.

Attacks:

-Spin: He will spin and attack high or low.

Resistance: Crappy.

Bianco Billy

Description: A tall biancky wearing a cowboy uniform and guns.

Attacks:

-Shot: Spin his guns like a cowboy during about a second and fire at you.

-Multiple Shot: Jump, spin his guns like a cowboy in the air and fire four shots, one in ever directions or in every diagonals.

-Plunge: Jump, spin in the air and dive diagonally in your direction.

Resistance: Baaad.

Black Leader

Description: A tall guy wearing a black uniform, a red military cap and a weird sword.

Attacks:

-Slash: He deliver a single sword slash either high or low.

-Multiple Slash: He deliver a rain of swift stabs without precise aim.

-Rain of Swords: He spin his sword creating swords either over your head or on your side and make them attack you.

-Plunge: Jump, spin in the air and dive diagonally in your direction.

Resistance: Viewtiful

Black Thunder

Description: A combat helicopter

Attacks:

-Bullets: Aim down and shoots bullets at you.

-Enemies: Lets out four Bianckys/Cromartys to attack you

Resistance: Rainbow-Viewtiful

Cromarty

Description: A black Biancky wearing a black helmet with a black visor.

Attacks:

-Multiple Attack: Punch or kick four times. The two first will have a skull indicator then the third is the opposite of the second and the fourth is the opposite of the third.

-Plunge: Jump, spin in the air and dive diagonally in your direction.

Resistance: Awesome.

Cromarty-Bazooka

Description: A Cromarty with a huge bazooka on his back.

Attacks:

-Multiple Attack: Punch or kick four times. The two first will have a skull indicator then the third is the opposite of the second and the fourth is the opposite of the third.

-Plunge: Jump, spin in the air and dive diagonally in your direction.

-Bazooka: Take his bazooka, aim, then fire a really big bullet.

Resistance: Awesome.

Cromarty-Grenade

Description: A Cromarty with a small gun on his back.

Attacks:

-Multiple Attack: Punch or kick four times. The two first will have a skull indicator then the third is the opposite of the second and the fourth is the opposite of the third.

-Plunge: Jump, spin in the air and dive diagonally in your direction.

-Grenade: Take his gun, aim, then fire a homing bullet.

Resistance: Awesome.

Gelby

Description: A huge yellow creature with black stripes and a black chest.

Really powerful.

Attacks:

-Punch: He draws his arm back then deliver a great punch.

-Jump: He beats his chest while he yells and do a spin jump over you.

-Baseball: He draws his arm back then throw a baseball ball at you. (he'll only do it if you're far from him)

Resistance: Viewtiful

Harrier

Description: A combat plane

Attacks:

-Bullets: Aim diagonally and shoots bullets at you.

-Enemies: Lets out four Bianckys/Cromartys to attack you.

-Missiles: Send some missiles to attack you.

Resistance: Rainbow-Viewtiful

Metal Leo

Description: A metal lion with a shield and his head covered with a blue flame. (the flame is occasional, but if he doesn't have one he can get one from the sort of floating blue flamethrowers)

Attacks:

-Slash: He deliver a single slash with his claws either high or low

-Spin: Spin and deliver five slash randomly high or low.

-Fireball: Spit a blue fireball in your direction.

-Raine of Fire: Sometimes when he spins he can let some little blue fireballs fall on you, like snowflakes. I think he mainly do it when you try to jump over him when he spins.

Resistance: Viewtiful

Red Leader

Description: A tall guy wearing a red uniform with a strange red helmet and a weird sword

Attacks:

-Slash: He deliver a single sword slash either high or low.

-Plunge: Jump, spin in the air and dive diagonally in your direction.

Resistance: Baaad

Rosetta

Description: A hostess with pink clothes.

Attacks:

-Punch/Kick: She make a weird little dance then either punh or kick high or low.

-Pound: She jumps in the air then pound the earth creating a wave of electricity.

-Super Rose Kick: She jumps in the air and make something similar to the Ultra Violet Kick

Resistance: Baaad

Tank

Description: A really big tank with a Cromarty in the cockpit.

Attacks:

-Shot: He charge then make a loud sound and shoot a big rocket at you.

-Charge: He become red then charge to about three meters in front of him.

-Spin: He become red then spin on place.

-Biancky: He send six Bianckys at you.

Resistance: Rainbow-Viewtiful

**** VII. Alastor Tutorial ****

Since most people have difficulties mastering Alastor, I made this tutorial that explains everything about how to control Alastor. First, we will go over the basics you learn in the game, as well as Alastor's little details that makes him so special

*** VII.I Controls ***

These are the default action controls, I recommand you to stick with those.

-Control Pad: Move Joe around (not recommended)

-Control Stick (up): High Dodge/Make Alastor fall slower (if you jump while high dodging it will be counted as a Air Hike)

-Control Stick (down): Low Dodge/Make Alastor fall faster (remember that Alastor will hover slowly automatically when transformed, you have to make him fall manually)

-Control Stick (left/right): Move Alastor around (works when hovering too)

-L Button: VFX Slow

-R Button: VFX Mach Speed

-C Stick(up): Zoom-In (not recommended)

-C Stick (down): Zoom-Out (not recommended)

-Z Button: Devil Trigger(DT)/Untrigger(UT)/Skip Event

-Y Button: Punch

-X Button: Kick

-A Button: Jump: Air Hike

-B Button: Zoom-In/Zoom-Out

-Start/Pause: Pause the game

*** VII.II VFX ***

These are all the powers you gain as a demon from the underworld.

-1/6 Show No Fear-

"With a fearless grin, he sidesteps the most vicious attack. His life-or-death

battles only serve to sharpen his ninja instincts!"

This is simple, when an enemy attacks you low, a skull mark will tell you so. When you see it, high dodge. This will cause the enemy to spin and become dizzy. When dizzy the enemies have their defense weakened and you can start a Rock-On combo by holding slow and hitting them.

-2/6 War Dance-

"Quailing before Alastor's rage, the enemy flails helplessly. His last vision is of a dance of death; a demon and its prey."

Just like before, when an enemy attacks you high, a skull mark will tell you so. When you see it, low dodge. This will cause the enemy to spin and become dizzy. When dizzy the enemies have their defense weakened and you can start a Rock-On combo by holding slow and hitting them.

-3/6 Invincible Demon

"This demon from the past fights with VFX! When the energy reaches Full, press the Z Button to pull the Devil Trigger!"

This is VFX Slow. When using it, everything turns slow, hence it's name. Slow's characteristics are...

-Some enemies that can't be hurt during certain attacks or when they have an aura can be hurt while in Slow.

-Dodging is easier and make some attacks that can't be dodged are dodgeable by using the auto-dodge (like with bullets).

-Some attacks can also be used to your advantage by sending them back to your opponents.

-Rock-on mode can be activated

-4/6 Kamikaze Demon-

"Alastor the Destroyer- His anger strikes like a thunderbolt from the blue, leaving a trail of charred destruction in its wake.- from "Delinquent Devils" Vatican Library Special Edition"

This is VFX Mach Speed. When using it, everything becomes accelerated, you AND the enemies. Mach Speed's characteristics are...

-You can hit multiple enemies as well as things in the background by hitting something while in Mach Speed, which sends after-images.

-5/6 Demons Don't Cry-

"The last VFX Power. Before the mighty beast, enemies stand petrified. More petrifying than Medusa, Alastor's gaze promises death to all who behold him."

This is VFX Zoom. When using it, the camera zooms on you and you make an awesome pose. Zoom's characteristics are...

-The weak enemies shake at the sight of you.

-When you attacks while you are in Zoom-in, holding the button will make Alastor continue his attack until you let go of it or until you run out of VFX.

-In puzzles, it's mainly used to hit those poles you must hit 5 times simultaneously.

-6/6 A Battle Out of Legend-

"He rises towards the sky like a lightning blade, and descends to earth with the power of an earthquake. In a realm beyond imagination, a legendary battle is about to begin!"

This is again VFX Zoom. This time it's about the unique powers you get while using Zoom-In. These are...

-When you jump by using it, Alastor will use Vortex.

-When you use it when you fall, Alastor will do Shockwave, the shockwave created by this attack will hit anything near the ground within about a 5 foot radius.

*** VII.III Moves ***

Alastor possess most of those moves to begin with but he needs to buy some. Some needs him to have his transformation activated and sometimes Mach Speed or Zoom.

Normal Moves

- Punch (Y): A simple, good punch.
- Kick (X): A simple, good kick
- Punch Combo (Y,Y,Y,Y,Y): Three punches, Alastor hit with his sword and another punch.
- Kick Combo (X,X,X,X,X): Five kicks.
- Uppercut (down+Y): Alastor uppercut the enemy high in the air.
- Trip (down+X): Alastor kicks the enemy in the legs.

{Transformed Moves}

- Air Alastor (in the air, Y+X+Y+X... until forever if you want): Nothing special, it only looks nice. Bought.
- Sliding (down+X): Alastor will slide for about 6 feet. Bought.
- Ultra Violet Kick aka UVK (in the air, down+X): Alastor will do a powerful drop kick in whatever direction you face. Bought.

VFX Moves

- Vortex (Zoom+jump): Alastor will jump in the air while spinning and will have a purple aura, you can double jump with this too.
- Shockwave (fall+Zoom): Alastor will fall rapidly to the ground like an arrow and will have a purple aura. This create a shockwave. Best used with Slow.
- Spinning Kick (Zoom+X): Alastor will spin horizontally while kicking. It kicks on the left and on the right sides at the same times. You are invincible as long as you keep doing it.
- Red Hot One Hundred aka RHOH (Zoom+Y): Alastor will punch continually. This is the most powerful attack of the game if used with Slow.
- After-Images Level 1/2/3 (Mach Speed+Y or X and hold): If you hit something repeatedly in Mach Speed, images of Alastor will fly to something near or in the background that can be hit.
- Stylish Forever aka SF (right after auto-dodging, Zoom-In): After you auto-dodge, if you Zoom-In Alastor will strike a pose so stylish enemies will be hurt. Best combined with Slow. Bought.
- Ukemi (before hitting the ground after hit, Zoom-In): If you ever get hit and you are sent flying, you can save your rank by using Zoom-In right before you hit the ground. The best way to do this is by using Slow a before entering the "ground zone" and using Zoom at the right moment. Sometimes, Slow makes the ground too much dark to see, so you'll have to either rely on your instinct (my favorite) or you can press B as fast as you can while holding Slow to get an 80% or so chance to succeed. Bought.

*** VII.IV Tips for improvement ***

Those are little tips concerning Alastor that should improve your skills.

- You should practice Ukemis a lot, they are life savers and at the same time can be very difficult and tricky to pull off (thinking about the disappearing floor when zooming for absolutely no reason).
- When DT, remember Alastor floats because of his wings. As annoying it can be, this might come in handy sometimes. Just remember, if you wish to hit the ground, you must either hold down to make him fall of UT, which is sometimes more risky but a lot of times useful and rewarding.
- When your VFX is not absolutely needed or when you get a few seconds free of enemies or tasks, UT immediately. Remember that VFX is crucial and a minimum (the first bar filled) is **needed** to be able to DT.

-When you are not DT, you can still air hike, a feature of Alastor which is required in some cases, seriously.

-SF is a strange move. It is both useful and deadly, it depends on when and how you use it. Using it to rack some points, to get rid of some annoying little enemies, to get out of a tight situation and maybe all at once is a good idea. On the other hand, your VFX is assured to run out when it's used, you will be left vulnerable for a little while and a lot of enemies don't care about it and are unaffected. This move should only be used when necessary and only when your VFX bar is about to reach its limit.

**** VIII. Alastor The Devil ****

This stage is not too hard, there are a lot of tasks before the first save, which can be annoying. The only real threats to your success are the Corridor and the two Barrel tasks.

Part One

First Bianckys

Don't get too close to the box to let the Biancky stand in front of you. DT, then S-RHOH him and the other one to death and UT. Wait until the third one comes down, DT and S-RHOH him to death. You can now proceed.

Four Enemies

Wait until the Biancky and the Biancky-Primas are lined up and you are to the left of them, DT, dizzy the Biancky and S-RHOH him. Run to the Biancky-Primas (which should be lying on the floor now), S-RHOH him twice and give a last S-RHOH to destroy the Biancky then UT. Now a Biancky and a Biancky Primas should be to your left. Repeat the process.

Captain Blue

As soon as Blue appear in front of you, S-RHOH him twice. Finished, not too though huh?

First Joker

When the cutscene begin, press Z to skip it, then immediately S-RHOH in front of you until he's dead. Then put the coin in the Machine Slot. Get the three coins symbols, jump high and punch/kick in the air until you got all the coins. Now get the three viewtiful symbols, get the key and Mach Speed to the exit. *Note: To get a good time in this task, you must be quick with the Machine Slot. Press Slow/ Have a look/Release if not satisfied/Press Slow Again etc until you get the 3 symbols you need. UT if you begin to run out of VFX and then DT when you got enough. Don't let the VFX run out because you might hit out of slow, thus not getting the correct symbol.

Library

Let the Bianco Billy begin to spin his guns, then use the Bianco Billy technique (refer to the important necessary informations part). Now turn to face left, and wait for the Bianckys. Make sure the Bianckys are lined up and dodge the first one's attack. Punch him twice then DT and use the technique UT when they are all finished. When the books comes out, kick it to the right until they get on the switch. Now quickly, jumps twice and Dragon Kick to hit the door.

*Note: The Bianco Billy trick is a little hard at the beginning, make sure to master it since you will use it about each time you see one.

Banquet Hall

As soon as the task begins, walk a bit to get the two Verdys to come out. Get between them, DT and Slow to get them to fall to each of your sides. Dodge both of their attacks (DT, use Slow and UT if necessary), punch both TWO times each, DT and S-RHOH both of them. Now UT to the other end of the table until you see the Verdy and get in the middle of them. When your VFX is back, repeat what you have done with the others. Now you can either from the end of the table launch a Round Trip at the switch (this is the easiest but it can fail) or jump on the platform, DT, Slow to get the platform to go down and slide to the switch. After having done either of them, Mach Speed slide to the chandelier and jump on it, UT, then when you're all the way up, DT and Mach Speed to the end.

Corridor

This is more though, run under the little chandelier to make the Biancky-Primas appear. Dodge the attacks of both of them, punch both twice and DT, Slow, kick the right one in the armor and uppercup the left one in the little chandelier. Repeat on the other Biancky-Primas until you get the key, then run to the door. *Note: It's important to kick the Biancky Primas to your right into the armor before sending the other in the little chandelier, because if the little chandelier falls on the left one before you kicked him, he will get destroyed.

Black Thunder

As soon as you get the control of yourself, Mach Speed to the right until you are at the top of the stairs. UT and get the canisters. When the Black Thunder comes back and begins to shoot, jump, Air Hike and punch/kick in the air until he stop shooting. Repeat until he lets out Bianckys. Dodge one's attack, S-RHOH him and another one in the wall, S-RHOH the third one into the Black Thunder as well as the fourth one and he's probably dead. If not, S-RHOH him until he's destroyed.

<Break Time>

Nothing special to buy, maybe some Round Trips for Charles The Third but it's far from being necessary.

<Break Time>

Part Two

Water Barrels

Right when you get control of yourself, walk forward a bit, then Slow, jump to the bat and S-RHOH him. The drop of water should have activated the switch by now. Sprint to the right with quick hits on Mach Speed and jump over the barrels until you reach the end. But before exiting S-RHOH one-two bats so you get enough points. You can now proceed.

Captain Blue Second

All you have to do is S-RHOH him, but be sure to hit him two or three times on is blue shield.

Barrel

Mach Speed to the right until a Biancky appear to your left, S-RHOH him to death. Do the same for EVERY Biancky and then you can Mach Speed to the end.

Spiked Barrel

Basically the same as the last barrel, except this barrel seems to be faster, be really careful. Of course, you can turn the situation in your favor by using a Ukemi after getting hit by him, but I warn you, it's hard because the stairs needs an "uncertain ground Ukemi" (refer to the Ukemi training section).

Dark Fiend, Charles The Third

This is the easiest of all the bosses. Of course it's the first one so it's kinda obvious. As soon as the fight begins, jump and UVK him or simply send a Round Trip to knock him out of thin air. Now all you have to do is S-RHOH him and knock him out of thin air again when he gets up with another UVK or Round Trip and repeat if he is not already dead. Fast huh?

**** IX. Some Like It Red Hot ****

If you're enough satisfied of the first stage being completed, let's continue shall we? This stage isn't really though but the Bus part in the beginning is REALLY annoying, since if you miss it, you must start over from the beginning.

Part One

_Unnecessary Task One; Red Canister _

This task can be found by going left at the beginning of the stage. As soon as you trigger it, go completely to the left of the screen. Line the enemies, dizzy the first one and apply the technique. The best way to not get hit by any missile is to send a Biancky in it. After applying the technique four or five times all the enemies should be dead.

*Note: If one of the Verdys go up high and you can reach him, either Air Hike as high as you can and throw a Round Trip or wait for him to launch a missile and send it back to him.

Twin Billy

Get in front of the first Bianco Billy, then use the Bianco Billy technique. Jump on the above platform and get to the other Billy. Repeat the technique with this one and you got your RV.

Unnecessary Task Two; Captain Blue Third

This task can be found by going where you usually get the Zoom VFX. Fight him as usual, S-RHOH him and make sure to land a few hits on his blue shield.

Water Sewers

When the task begins, UT and fall off the platform. From there, DT and Air Hike, Alastor's wings are finally useful for the RV. After the door closes behind you, walk forward to make appear to Verdys. Slow when you're between them to get one on each of your sides. Dizzy both, then punch the left one twice then S-RHOH the left one twice, and the right one once, if he's not hit already (which is good). now make appear two other Verdys and repeat. You should get at least 400 points in total. Now Mach Speed to the exit. Jump on the floating platform, UT and wait. DT and Mach Speed when the lasers already passed and jump to the flag.

Second Joker

Go next to the first Biancky and wait for him to try to hit you. DT, Stylish Forever and hold to get a maximum of V-Points. Repeat until you did it 7 times. Now Mach Speed slide to the electricity, UT and wait. DT and Slow the electricity to open the door, then Mach Speed slide through the door and until the Joker cutscene appears. Run to him and use a Dragon Kick to stop any attack he's beginning. S-RHOH him to death, then do as usual with the Machine Slot.

Eight Enemies

Walk around to trigger the enemies, DT and Slow down to make land the Verdys, then UT to recover some VFX, DT and use the technique. I'd say get about 800 points, then destroy what's left the most quickly as possible.

Trap

UT, and stay where you are until the Bianckys are placed to both of your sides. Jump over the three Biancky to your right and turn around to face the first. Dizzy him and use the technique to get at least 1000 points. When the Rosettas come, simply S-RHOH them until they die.

*Note: It's REALLY important to not get hit during that part and to leave the hamburger box above you untouched. You will soon see why.

Cat-Driven Bus

As soon as possible, WITHOUT SLOWING, Zoom and double jump to break the hamburger box, you MUST ABSOLUTELY NOT MOVE. After the second jump, UT and punch/kick in the air until the bus is under you and let yourself fall on it. When the bus is about to climb the ramp, DT and Slow, to get the reactors of the bus at full power, then let go of Slow and immediately Mach Speed. You should reach the road.

*Note: If you don't reach the road, you won't have enough VFX to DT and UVK to the road, so immediately reset. Also, it's possible that you may not start this task immediately under the hamburger box, if it happens go under it as fast as possible.

Aerial Attack

Do as you did with the first Black Thunder, dodge the bullets until some Bianckys are let out to attack you, dizzy them, send two in the Harrier and S-RHOH the rest. Repeat with the second Harrier. Don't worry, this is an easy task.

*Note: To dodge to bullets, it's better to simply go in Slow and hold Mach Speed to run under the bullets, the auto-dodge consume too much VFX, don't think or try to use it.

*Note: You can deal half of a life bar of damage while getting a decent amount of V-Points by using a Slow-Zoomed Round Trip when one of them are on the ground, but make sure that the Round Trip hits him completely, otherwise it's just a waste of VFX and time.

<Break Time>

Aaah, finally :). Buy some Shoking Pinks for the next part, and again, don't forget to save. Thinking of taking a break would be good too, even if the hardest part of the stage is gone, this part still contains tricky parts. The fun is coming :)

<Break Time>

Part Two

Entrance Hall

Go to the Bianco Billy, send him back his bullet and S-RHOH him, then S-RHOH the Biancky and the Biancky Primas. When the other Bianco Billy, Biancky and Biancky Primas appear, repeat the same tactic. Then use the technique on the other enemies until none seems to appear anymore. Then climb the big chandelier and at the top, DT, Zoom-in and jump to activate the switch. Then Mach Speed kick (or punch, although I think kicks are better) the statues, collect the gems and Mach Speed to the door.

*Note: A good way to get the gems really fast is to destroy the left statue first, collect the gem and then destroy the right statue. Put the gem in the door and do a really high Air Hike and the left gem should magically come

through the floor to you.

The Private Frenzy

Air Hike, DT at the peak of your Air Hike and Slow to get the platform to your level. Jump on it then Air Hike to reach the little chandelier and destroy it. UT, take the key and drop to the door, now proceed to the next room. Use the technique on the Bianckys until the two Red Leaders appear. Dodge one's attack and immediately S-RHOH him and the other. Collect the books, put them in then climb the bookshelve, DT and Zoom-in jump to break the ceiling. Go through the door and wait for the Bianco Billy to come out. Then, when he does, DT, S-RHOH him and the other one coming. After that, take out a Shoking Pink, and Mach Speed punch it to break the pink box in the background. Collect the red bottle and break through the ground on the left. Simply DT and S-RHOH the Red Leader to death, then head through the door. Now this is the fun part I was talking about. Dodge the attacks of the Biancky, then uppercup one in the ceiling (to get the red canister) and S-RHOH the rest until you have no more VFX. If you didn't killed everything, destroy the rest anyway you want, take the key and proceed.

Bombing

DT and Mach Speed the bomb until the box in the background break, then punch it and Slow until it breaks open the door and UT. Enter the room, DT, S-RHOH the bomb and jump over the Red Leader. Slow when the bomb is about to explodes to make it break the door. Enter the little room, S-RHOH the Rosettato death and take the key. Now the enemies to get a maximum of point. When all the enemies are gone, Slow uppercup the bomb, then when it reaches the ceiling, kick it to the left and hold slow. The ceiling should be destroyed, go through it and some of the enemies there. Then go to the door, take out a Shoking Pink to destroy it and drop down. Before putting the key in the two boxers.

Third Joker

the Bianckys in this room and get the most points possible. When you finished them off, press the switch and climb the stairs. DT and Mach Speed to the exit. When the cutscene starts, skip it with Z and S-RHOH the Joker to death. Do as usual with the Machine Slot and exit left. S-RHOH the Billy to death and go right. Go down through the bath, S-RHOH the Rosetta to death, collect the key and run to the exit.

Iron Ogre, Hulk Davidson

Get in front of him and wait until he will begin to swing his axe. Dodge high, then DT and S-RHOH him eight times and UT. Dodge high again, DT, S-RHOH him eight times again and UT. Now dodge a third time but this time, S-RHOH him twice only. He will now try to rush at you. Simply jump on one of the chandelier and he will hit the wall, and get dizzied. Now go to him and S-RHOH him eight times. Repeat this process until he dies. Try not to hit him more then I said or do anything else then the tactic or he will probably drop fire bombs or send missiles. If he drops fire bombs, Mach Speed to get rid of the fire, jump on one of the chandelier and wait for him to hit the wall. If he sends missiles, the best is to continue the tactic and to ignore them and dodge them as much as you can, he wil stop sending them.

**** X. 2,000,000 Leagues Under The Sea ****

Now you must be very proud, but don't let your guard down. This time, the whole stage might may probably make you want to throw your controller in the wall but it can be done with some practice. Some really long practice.

Part One

First Flight

You should have a look at those tips, because my walkthrough here is a little bit hard to follow.

-When you get a group of five little enemies (such as bats), go up and down while shooting and tapping Mach Speed, the shots should go like this / and \, creating a barrage which should take out the group after three shots (the shots should look like this: \/\\)

-When you get to the part where you get a lots of bomb-diving fishes, (you should have gotten a red bottle) Zoom-in, Mach Speed and use a spin kick, until there is no more.

-To kill the surfing Cromartys or Verdys, simply get in front of them, Zoom-in and punch, this is a variant of the Vortex.

-If a Verdy send a missile and get somewhere you can't see him, don't chase him, simply send the missile back to him by shooting him. Make sure you Slow-Zoom the missile's explosion, otherwise it's a missed opportunity.

-To get rid of the Harrier, get in front of the cockpit in Slow a bit higher than it's level, Alternatively, press Y and X while holding slow. This is the best way I know of. If he's going to let out missiles, go in front of him and Slow spin kick, the missiles will do major damage to him combined with your spin kick.

-Points in this isn't the problem, but don't forget to kill the most enemies possible.

-Time is very precious, so only go in Slow when necessary, and use Mach Speed often.

-You cannot use any kind of Ukemi, so you CANNOT get hit.

So when you begin, you're in Six Machine, which means you cannot DT or UT, the VFX works like anybody else's right now. First, a group of bats should appears high, then another one low and another one high, kill them, then go as low as you can and keep firing in /\ / until two groups of pirhanas are dead. Now two groups of bats should appear, high and low, kill them and the two other groups coming. Now you'll hear a Verdy launching a missile and he'll try to get to the other side, kill before he does with a Slow-Zoom punch. Now go high and Mach Speed spin kick until the fishes are dead, go low and repeat. Kill the other Verdys coming and kill the groups of bats. Go low and kill the pirhanas and the group of bats coming low. Now three Verdys should be coming, packed together, kill them all with one or two Slow-Zoom punches. Now destroy the two new groups of bats and the group of fishes, kill the Cromarty and get the Red Bottle. Stay in Mach Speed and get rid of the five next groups of bats. Two Cromartys and a Verdy should be coming, kill them all with a single Slow-Zoom punch.

Immediately after, go low and use a Mach Speed spin kick continually to destroy the six groups of fishes coming at you. Now another Verdy and this time three Cromartys should come shortly after, get rid of them as well as the four Cromartys and four Verdys right after, making sure to kill the highest Cromarty first to get the Red Bottle, shoot any missiles coming at you. Now you are against the Harrier, as soon as you can, hold Slow and get in front of him while continuously shooting and dropping bombs. If he doesn't die before going to the other side, evade attacks until he get to the right side and repeat the tactic. If he throws missiles at you, get at the level of the cockpit and Slow spin kick continuously, he'll die soon.

<Break Time>

Buy some Round Trips, you shall need one at least. Save, and take a break to relax a bit, the next part is kinda hard to get the hang of.

<Break Time>

Part Two

Underwater

Before the task, collect most of the canisters in the hamburger boxes, there are fourthy of them, try to collect between fourthy and thirty-five. Now, when the task begins, try to get between the the two Biancky Primas on the right. Dodge both attacks and punch normally three times the two. Now be quick, jump over the one to your right and DT, S-RHOH him to the left so that he hits all the others and continue with the technique. When the Rosettas arrive, S-RHOH them to death, and do the same for the two Bianco Billys. Now after the cutscene, Mach Speed slide to the remote control. After the other cutscene, Mach Speed slide to the flying platform and get it near the switch. Now jump on it, Mach Speed to get it over the water and Air Hike to reach the pink box. S-RHOH the pink box and collect the juice, now Mach Speed down and get in front of the door. When your heard that the platform is at the correct place, quickly slow down and when you see that it will land on the switch, slide, you will get in the little pace under the door while it opens, it might save you crucial time. Now Mach Speed a bit to get the task to end, but don't Mach Speed too far, or you won't see your result.

Biancky Chamber

Dodge the first Biancky's attack and punch him normally three times. Now them, and follow them in Mach Speed, but don't let go of Slow. Look closely to the floor, and when you reached some sort of line, wait there for two more Bianckys to appear. Again, S-RHOH them and continue. When you reached another line (this one must be close to the end of the chamber), wait again and the two last Biancky. Then let go of Slow.

*Note: Before leaving it's important to make the two switch puzzle, to get the L.I.V. and the red bottle!

Guard Chamber One

You must have gotten the red bottle from the last room, or it will be harder. Now dodge the first Biancky's attack, walk a bit to get him under the guard and Slow uppercup him into it, then S-RHOH the other one. Mach Speed without letting go of Slow. When you reached one of those "line" on the floor, wait for the two Bianckys, S-RHOH the first one, then push the other one at the right position, then kick him in the other guard.

*Note: Before exiting, and this is really important, go at the pink box in the background and Mach Speed a shoking pink to get the red bottle. Now the rest of the Bianckys to get a multiplier of two before proceeding in the next room.

Guard Chamber Two

You should have a multiplier of two and still be in Rock-on mode. When the Bianco Billy comes out, he should jump in the air. Let him shoot, and when he gets to the ground, kick him. If done correctly, he'll fly in the first Guard, hit a hamburge box and hit the other Guard.

Joker Chamber

When the cutscene begins, as usual press Z to skip it and S-RHOH the Joker to death. Now do as usual with the Machine Slot, when you get the card key Mach Speed to thew slot and this will end the task.

Comeback

Now this is the worst part of the stage. When the three Red Leaders arrive, melee them and proceed to the next room, be sure to have plenty of VFX left. When the door closes behind you, Mach Speed until you get in front of the mine

launcher, jump over it and S-RHOH it twice. Now get between the two guards. Now this is more or less chance. Seize the first opportunity and get both Verdys to the ground. Send both in a guard. If you missed a guard, you can send one of the next two Verdys into the remaining guard and S-RHOH the other one. Repeat for the next room. The other room is a little trickier (the one that was before the Biancky Chamber). Again, Mach Speed to the mine launcher and S-RHOH him twice in the back. Now let immediately go out of Slow or you will get hit by the guard and get out of the room unvoluntarely. Now Mach Speed to the right of the guard. Now you'll need a lot of luck to get the three verdys to the ground. When you did got them to the ground, dizzy one and send him into the guard. Now S-RHOH the two Verdys without letting them enough time to escape. Now Mach Speed to the end of the task.

Aquatic Terror, Gran Bruce

When the battle begins, let him spit his junk to get four Stylish Forevers, four I said. Now when you get the occasion, S-RHOH him eight times and go away a bit to avoid his little tornado. Right after his tornado, go back to him and S-RHOH him again eight times. He should be dead now. If not, he will use his bite attack. jump over him when he comes in your direction until he's tired. Now S-RHOH him to death.

**** XI. The Viewtiful Escape ****

Now this is the really fun stage. Because there is simply two task you *must* complete!!! Well, you can do the other tasks but you should not do them if you are waiting eagerly to have your Super AI.

[]SHORT WAY{ }

Part One

Obstacle Course

Remember that since this task will never ends, you won't get rated on this one, so if you get hit, don't get any V-Points or take hours it ain't a problem. When it begins collect as much as you can of the canisters (including the ones in the cracked floor/ceiling) until you get to the place with the remote control. Wait until a torpedo passes over you then get up and jump where you usually places the Flying Platform to get four of the five canister (you can't reach the fifth). Wait until another torpedo passes, then Mach Speed to the right, collect the bunch of canisters then jump where there is some sort of hole in the ceiling. Wait there until the torpedo passes, then Mach Speed to where the torpedos comes from. Jump on the next-launched torpedo and Mach Speed to the right until you get behind it. Now proceed like you do usually between the torpedoes until you get to another direction panel. Go down, and you will get to Another Joe. If you have any problem with this part just read it again ;)

<Break Time>

If you got hit by the torpedos, get some hamburger to regenerate your life. Otherwise, buy at least two Round Trips (twenty), if Another Joe makes clones you shall need them.

<Break Time>

Part Two

Another Joe

When the battle begins, run to him and S-RHOH him four times. He will do a Red Hot Kick, use it to get a SF. Follow him, S-RHOH him four times, SF when he make his Red Hot Kick. After this, follow him everywhere and never let him escape. When you get to him, DT, S-RHOH him five times and do a Spin Kick, UT while doing the Spin Kick. Why a Spin Kick you ask? Because after five S-RHOHs, Another Joe will make a Spin Kick, and when you make a Spin Kick, you are merely invincible. So when both of you make one, no one gets damaged. If you let, by accident, AJ make clones, if they are around you, Slow-Round Trip them to make the explosion get the others. If they are around him, do the same, but if he sends clones everywhere on the platforms, send a lot of Round Trips without Slowing. The Round Trips will destroy a lot of clones, and might hit AJ, which will stop him doing his attacks, which is even better.

Escape

When it begins, Mach Speed to then end of the floor, UT and jump until you get as high as you can. Now Slow uppercup the torpedo then slide twice, still in Slow to get to the other side. Repeat with the other torpedo. Now jump up the platforms until you get on the top of the torpedo. Now DT and Slow to get his reactor to get maxed and let go. When you get near a platform, jump on it. Now you must be quick, wait for an opening and jump when the lasers are out of the way. Always look out for both the lasers, the one over you and the one over the platform. When both are out of the way you can jump, if you go like this you will get to the top soon. When you see the exit, use the two last lasers to get four SFs, then escape.

[]NORMAL WAY[]

Part One

Obstacle Course

Now this is a really hard task for the beginning, this task has one of the hardest to accomplish time. As soon as you can, Mach Speed to the hole to the right of the cracked floor and wait for the torpedo to pass, S-RHOH an enemy meanwhile to get the required points. Then Mach Speed to the right until you get to the cracked floor in front of the panel and use a Shockwave to destroy it. Then Mach Speed left until you get on another cracked floor and break it, hold Slow immediately after to make the floating platform stay safe. Hold Slow and DT/UT periodically until the torpedo passed. Run to the right by pressing Mach Speed regularly but not too long, otherwise the platform which should following you will get stuck in the ceiling. When you get in the hole in front of the panel, hide in it and hold Slow to prevent the platform from getting struck by the torpedo. When it passed, Mach Speed to the right of the panel and wait for the platform to get to you. Jump on it and Mach Speed to get to the top and hit the flag.

Bridge

Go up and you'll meet the first Gelby in the game. Go up to him and hit him normally a few times. Your hits should bounce off and make him attacke you. If he draws his arm, jump over him, if he shout, duck. either way, you'll get behind him. S-RHOH him five times in the back to kill him, collect the key and bring it to the left to turn the submarine around.

<Break Time>

The save is pretty early, don't you think? Oh well, save and buy one or two

Round Trips, you will need them.

<Break Time>

Part Two

Upside-Down Sub

Immediately go to the right just enough to be safe from the electric of the Guard and throw a Slow-Round Trip to destroy it. Hold Slow to get on the platform, Mach Speed to get the door open and repeat the tactic with the other Guard. Go up and Mach Speed to the right, making sure that you don't fall in a hole or jump in the torpedoes. When you get to the launching place, time it right and Mach Speed slide to the right, drop through the platforms, wait, Mach Speed slide to the left, drop through the platforms, then finally Mach Speed slide right. Mach Speed hit a Biancky to break the pink box in the back and use the Red Bottle to melee them until there's none left, then proceed. On your way, be careful to stop every spinning things you see, particularly the one in the ceiling and be careful to not be hit by the baseballs the the Gelby might throw at you. Destroy the Gelby then proceed.

Machinery Room

Slow punch the Verdys to make them fall then melee both them and the Gelby. Use a spin kick on the poles to activate them and make a quick mental note of where each points you must hit. Hit them and proceed.

<Break Time>

Buy a few Round Trips and go on.

<Break Time>

Another Joe

When the battle begins, run to him and S-RHOH him four times. He will do a Red Hot Kick, use it to get a SF. Follow him, S-RHOH him four times, SF when he make his Red Hot Kick. After this, follow him everywhere and never let him escape. When you get to him, DT, S-RHOH him five times and do a Spin Kick, UT while doing the Spin Kick. Why a Spin Kick you ask? Because after five S-RHOHs, Another Joe will make a Spin Kick, and when you make a Spin Kick, you are merely invincible. So when both of you make one, no one gets damaged. If you let, by accident, AJ make clones, if they are around you, Slow-Round Trip them to make the explosion get the others. If they are around him, do the same, but if he sends clones everywhere on the platforms, send a lot of Round Trips without Slowing. The Round Trips will destroy a lot of clones, and might hit AJ, which will stop him doing his attacks, which is even better. Repeat the tactic until he dies.

Escape

When it begins, Mach Speed slide to the right end, UT and jump until you get as high as you can. Now Slow uppercup the torpedo then slide twice, still in Slow to get to the other side. Repeat with the other torpedo. Now jump up the platforms until you get on the top of the torpedo. DT and Slow to get his reactor maxed and let go. When you get near a platform, jump on it. Now you must be quick, wait for an opening and jump when the lasers are out of the way. Always look out for both the lasers, the one over you and the one over the platform. When both are out of the way you can jump, if you go like this you will get to the top soon. When you see the exit, use the two last lasers to get four SFs, then escape.

**** XII. The Midnight Thunderboy ****

This one's really easy, except the Train part which is really annoying sometimes, since you might get hit like an idiot a lot of times. You should pass the first part of the stage in one try, just as I did ;) . Oh, and don't forget to buy some shocking pinks.

Part One

Tank

Wait until the Bianckys are lined up in front of you, (at least three) dizzy the first one then send him into the Tank. Send two other Bianckys into the Tank and he's finished. Fast, huh?

Harrier

Before the challenge, DO NOT DESTROY THE PINK BOX. Keep avoiding him until he sends a bunch of Cromartys. Dizzy one and send it in the Harrier, do the same for everyone of them. If the Harrier isn't finished already, repeat the same tactic and make sure to get the coins. Before the next challenge, break the pink box to the left of the sewer entrance and collect the Red Bottle.

Melting Sewers

Collect the canister until you get to the pink box. S-RHOH it and take the hamburger. Now Air Hike to the left to go back on the corner near the ceiling. Make sure you are not DT, jump once to the right, when you reach as far as you can Air Hike, still going right and DT to float slowly to the platform. When the door close, I assume you still have the Red Bottle effects, take out a shocking pink while facing the door and Mach Speed punch it until you get the heat aura. Mach Speed slide through the lava and jump on the last flying platform. Mach Speed and be careful for the fire coming out. When you're high enough, jump on the next platform, Air Hike to the right and reach for the piece of land before the flag. S-RHOH the two Rosettas to death and hit the flag. Now you can think of getting back and fetching your missing canisters (don't forget those on the secret place after the flag).

Bomb Joker

As usual, S-RHOH him to death after skipping his cutscene. Do as usual with the Machine Slot, get the coins, then get the Vs, but this time the Vs will give you a red canister. Now jump on the Machine Slot, Air Hike and destroy the pink box. Collect the canister then DT, Mach Speed to the right until you get to the hole. UT and wait for your VFX to come back. Now DT, take out a shocking pink (make sure your facing the hole) and it should go in the hole. Now immediately jump on the Machine Slot and Slow down. Let the explosion happens in Slow for some time then let go of Slow.

Baddies and Harrier

Line up the Bianckys, dizzy one and use the melee technique. melee the two other Bianckys that will appear. Then you will get four Cromartys. Just dizzy one and melee them. Now you shall get two Gelbys. S-RHOH them in the back when they don't know where you are. Now Mach Speed as fast as you can until you get to the last bomb thrower. Get in front of it, this will trigger the Harrier. Now dispose of the Harrier the same way then the last one, simply don't forget that you do not have unlimited VFX this time.

*Note: Before leaving, Mach Speed a shocking pink in front of a building called "Roses" to get a red bottle. Thanks to *zemickey* for this information.

Tank and Harrier

You should have a red bottle now. This is easy, do as you did with the last Tank, send dizzied Bianckys in it. Now an Harrier should come, Do exactly as

you did with the last, S-RHOH him to death.

<Break Time>

This was easy huh? :) . but the annoying part comes, so BEWARE! Nothing special to buy, maybe some Round Trips for Alastor but it ain't necessary.

<Break Time>

Part Two

Train-ing

As soon as it begins, Mach Speed to the canisters and drop down. Mach Speed to get all the canisters in there then S-RHOH the pink box to get a red bottle, now I found a really useful technique. Get the Biancky trapped between you and a wall, dizzy him then jump and pound on him not in Zoom-in. If you did it correctly, he will fly in the wall, but next time, S-RHOH him, and you will get another multiplier! This mean you can get twice the number of multiplier you usually can get (I myself got a multiplier of fifteen, I think the maximum is sixteen). If you get more then nine-thousand points, you don't have to kill any other enemies. Anyway, when you got the key, put it in the roof and exit. Collect the canisters and get in the other wagon. Now, go down, collect the canisters and then go up and proceed. Mach Speed to get out of the way of the cromartys and again, go up. Break the safe to get the key, and now get as fast as you can to the exit. Collect the canisters and enter the wagon. Get as fast as possible to the exit and kill the Gelby holding the key and exit the wagon. Get to the emergency break and when the Black Leaders comes out, use Slow Dragon Kicks to get rid of them. Now get on the emergency break and wait for it to stop the task, DO NOT PRESS SLOW OR MACH SPEED!, it doesn't help, it just make it longer. You must finish before the counter drop under a hundred.

Blade Master, Alastor

When it begins, jump in the air and punch/kick and wait for him to appear in front of you after his Stinger. S-RHOH him from the left side of him twice, then run up to him and S-RHOH him twice again. He will fall in the lava and reappear in the fountain to the left and he will be dizzied for a little time. UT, Get to him, DT and S-RHOH him twice and he will fall out of the fountain. UT, Get to him, DT and S-RHOH him four times. He will get out of reach. Now it's up to you to follow him and S-RHOH him in the air to make him fall. If he lets out Round Trips, get near him, and get him down with a S-RHOH or with a Slow Round Trip if he's out of reach. If he makes stones with lighting under them, simply jump over them when they get near or S-RHOH them until they are destroyed. If he makes another Stinger, simply jump and he will miss you, and get back to him to S-RHOH him.

**** XIII. The Magnificent Five ****

This stage is though for one reason: you must beat it in one shot, no save. Raging Charles, Raging Davidson and Leo aren't though, but Raging Gran and Raging Joe are different. Bruce needs a tricky technique, and somehow Joe can get you to run a lot in his battle, thus losing precious time.

Raging Charles

Collect the canisters (except the two columns in the air) before the fight. As soon as the fight begins, throw a Round Trip, UT and wait for it to knock Charles on the ground. DT and Mach Speed punch him until the pink box breaks. Collect the red canisters and those in the air, then run to the second platform

to the left. Wait until he throws his sort of Round Trips, dodge them (not in slow) and wait for him to bring stones from the ceiling. Send a stone (two if needed) to the column of canister to get it, don't try to get the other one. After that, it'S more or less up to you, send him Round Trips or UVK him to get him down, S-RHOH him seven times (or eight if you have enough time) and repeat. When he have only his red life bar, to take him out quickly, let him go and UVK him. I'm not sure, but if you keep down the stick down after the UVK and UT right after hitting him, you will fall at the same time then him and get right next to him. Now do this, but right before touching the floor (or a bit before if you lack pratise) DT and Slow, to make a pound attack. Do not UT or anything, simply S-RHOH him normally. Both attack combined takes a good chunk of life, about one and a fourth life bar. This is a good technique to get him dead soon in a Speed Run. This technique is MY discovery. So BEWARE OF SKYA! I can bite >: (

Raging Davidson

This one is simple. Before the task, collect the canisters on the left platform and in the upper-left corner. Now jump on the middle platform to trigger the fight. Mach Speed to collect the canisters there, over the platform, on the right platform and in the upper-right corner. Now get to Davidson, which should be somewhere around the middle of the room. UT and wait until he begins to swing his axe. When he does, dodge high, begin to hit him in Mach Speed until you know the pink box behind the desk his open and UT. If you don't stop hitting him, you will probably provoke him into doing his big axe swing, which is bad. Simply avoid the swings of his axe until he begins to rush, jump over him and wait for him to hit the wall, get to him and S-RHOH him eight times. Wait for him to swing his axe, dodge high, S-RHOH him four times and UT. Wait until he swing dodge, S-RHOH four times and UT. Now when he swings, dodge high but this time S-RHOH him twice. When he rush, avoid him and wait for when he hit a wall and repeat the technique. If you break his axe, you must be REAL QUICK! DT, hold Slow and Mach Speed, get to him and ASAP, S-RHOH him eight times before he begins to launch missiles. If he lets out fire missiles, deal with them as usual.

Raging Gran

Get the canisters (including those in the pool) until you're on the last platform before the sort of upper-left corner, it will trigger the fight. Mach Speed to collect the canisters left on the platform and in the "corner" and break the hamburger box. Before he jumps for the second time, go down next him. When he's gonna land, S-RHOH him five times. Now UT and walk away a bit to avoid the small whirlpool he does. After the whirlpool, he'll turn around to make the bite attack, DT and Slow, to get five S-RHOHs before he completely turns. Now he'll do the small whirlpool again, repeat the tactic. When he has only the red life bar left, go away. He'll try to get into the pool to get back life. S-RHOH him once when he begins to breath to stop him. He'll try to bite you, get him around (not in the pool) until he gets tired. Now take this chance to take out shoking pinks to break both pink boxes. Be sure to break the TWO boxes. Collect ALL the coins, then kill him as fast as possible. The bombs that he makes are useful to kill him quickly.

Raging Joe

Collect the canisters on the RIGHT side platforms. Then come back and collect the canisters on the platform over where you begun. Now head to the right, and as soon as the challenge begins, Mach Speed him to get the coins in the back, avoid his Red Hot Kick and follow him to wherever he goes. Mach Speed hit him again to get the rest of the coins. Now get the canisters as you follow him until you get your fourth VFX gauge. Now all you have to do is to follow him, S-RHOH him five times, spin kick, UT and follow him, like you did in stage four and make sure he never has the time to make his "Henshin" moves. Repeat until he's dead.

<Break Time>

When you finally got there by a lot of attempts, you should be proud :) . Try not to fail at Leo, since he is way easier then the rest, and to get there it's hard :P . Buy a set of Round Trips.

<Break Time>

Fire Leo

This one isn't hard at all, whatever anyone said to you. When it begins, UT and wait for the rocks to come down. DT and Mach Speed Punch the rocks, when you get your heat aura, run to Leo in Mach Speed (since there is no point in walking normally) and punch him once, get out of the way (you should have UT now by lack of VFX) and dodge the fireball and Leo until you get your VFX back. Without DT, get in front of Leo and dodge his attack. DT and S-RHOH him three times. Begin to dodge his attack and UT while you dodged it to get some VFX back. DT again, S-RHOH three times to get his shield down and two more times to get his attention. When he begins to spin, get a character's distance from him, get full VFX. When he gets to you, DT, and when you know where he's gonna hit, Slow the time to begin to dodge and immediately UT. Repeat until he's dizzied. UT and wait until you get enough VFX. Now DT, face in the opposite direction of him and throw a Round Trip, turn around and S-RHOH him until he jumps backward away from you. Don't pursue him, let him go, you need the VFX and you don't have to waste it for the little (or maybe no) damage you'll do. Now repeat the technique, without the Round Trip, until you kill him. Don't forget that he will get crazy when he has one and a half bar of health left.

**** XIV. Alastor&Goldie ****

The first part of the stage is easy, but the second part is harder. You should probably have no problems with this one, compared to the former stage.

Part One

Locked Door

When it begins, run and jump on the platforms, and get to the top one as soon as possible. Then, when you reached it, jump to the left, DT and make a pound attack, DO NOT HOLD SLOW! Unzoom to see when you reach the switch, and right when you do Slow, it should work if you've done exactly like I said. Now jump on the Tie Fighters to get to the hamburger box between the two platforms. Now break it and collect the red bottle, now it's up to you to melee the enemies to get between six thousand and seven thousand points. Now be wuick and activate the rest of the switches. After this, you can collect all the canisters you want (don't forget there is a red one hidden in the background where you begin). And before leaving, collect the red bottle in the pink box over the third switch.

Space Tanks

Get in front of the tank and wait for the cromartys to come to you. Lure them around until the tank shoots. Duck to avoid the shot, the cromartys should get hit and get dizzied. Send two in the tank, S-RHOH the tank some time to get points, and now send a third one in the tank. Now take out a shoking pink to get the red bottle in the pink box, and run to the next space tank. Repeat the same tactic that you used on the last.

Twin Leos

Get on the glass platform in the middle, and get the Metal Leo to appear. Dodge his attack once, S-RHOH him three times, dodge again, S-RHOH him five times, dodge and finish him. Now get on the borders on the left or on the right, and jump on the hidden platform. Destroy all the boxes and collect the coins. Now get as fast as possible to the place where the second Metal Leo lies, and use the same tactic. Now you are free to collect the canisters or to kill the last Leo, which have a life.

<Break Time>

This one is too soon, it should have been placed later, for the rest of the stage is long. Well, nobody's perfect. Nothing special to buy, for now.

<Break Time>

Part Two

Joker Platform

As soon as it begins, wait five seconds and then Mach Speed one of the enemies to get a life. Then wait five more seconds and Mach Speed the enemies again to get the red bottle. Now melee them, I got a trick for this one. If you simply kick/punch the enemies in rock-on mode, in Slow, without holding Zoom-in, you can get two multiplier per enemies, three per Gelby and three per Cromartys. I got around twenty-five multipliers, and if you get more than six thousand or seven thousand points, you won't have to get the coins from the machine slot. After the Cromartys are beaten, Mach Speed until you get to the Joker. Kill him, get the key from the machine slot and run for the exit.

Missile Room

Get on the other side of the thing that launches missiles, get the Gelby to appear and get behind him (by jumping over him or ducking if he jump) DT and Destroy him with S-RHOHs. Now all the next Gelbys, get behind them, DT and Mach Speed punch them, until they try to hit or jump over you. Get behind them and Mach Speed punch them etc etc. The after-images will destroy the ships. If you Mach Speed punch the Gelby and the ships do not get destroyed, you probably are Mach Speeding the Gelby in the wrong area. If you can't get the Gelbys to come out, you can simply punch/kick missiles and Slow-Zoom when they are gonna hit the ships. When you finished you can collect whatever you want.

Leo Platform

This one's a piece of cake, simply apply the Metal Leos tactic until there is none and Mach Speed to the end.

Gas Tower First

Dodge one of the Biancky's attack and melee them with a good number of multiplier and let them die. Now jump on the platform to get two Bianckys to appear to your sides, Dodge an attack and melee them, don't forget the Biancky who probably fell. Now get to the last platform and S-RHOH the Rosettas to death.

Gas Tower Second

Jump on one of the platforms where the gas come from, and immediately jump on the highest platform. then drop through the platform when the two leaders comes out. Now melee the Cromartys after dodging one's four attacks. melee the rest until there is nothing left.

Gas Tower Third

Simply apply the Gelby technique, and don't forget to jump on the highest platforms to make them come out.

Gas Tower Fourth

Make the Metal Leos come out and run to the RIGHT side. Now apply the Metal Leo technique on both.

<Break Time>

You may want to buy some Round Trips, but you won't use them unless it's really needed.

<Break Time>

The Omnipotent, King Blue

As soon as the fight begins, UT and wait a bit. When you know he's coming into the foreground, DT and jump. At about half of your jump begin to S-RHOH, and KB should be caught in them. S-RHOH him sixteen times then jump away from him. He should call the black tower. Mach Speed punch the tower, and when the missiles comes out in the background, pay attention to them. If they comes out from right to left, dodge high the first missile and Mach Speed punch the tower again. If it comes out from left to right, continue to Mach Speed the tower until it's destroyed and dodge the missiles when they come at your level. Then when he calls the lightnings stay calm and do not move! The lightnings should surround you without hurting you. Then he should call the Die Fighters. Jump to get your head to his chest level and S-RHOH him (your punches should get to his knee), you should hit at least two Dies. If you auto dodge one by accident, SF to get a good fifty V points on the screen. Then repeat the tactic depending of his attacks. Don't forget that even in Six Majin you need to DT and UT. And even in Six Majin you can Ukemi, even if you should not get hit. An important thing to note is that when he makes the lighnings appear one by one by spinning his staff, usually when he calls the black tower, you better go and hit in Mach Speed the tower because those are *really hard* to avoid.

Captain Blue

As soon as it begins, jump in his direction to make a Slow Shockwave attack. Use these to get him cornered. Then you must repeat a simple process. S-RHOH him five times, begin to jump and UT, when you are about to land you must be quick, DT Slow and Zoom, this should make the Shockwave attack really close to the ground and make him fall off his feets. S-RHOH him five times and repeat until he's dead. If he escapes, send a Round Trip (Slow when it's about to hit him) or use pounds to get him cornered. Be careful about the time and *particularly* about the defense but the points aren't a problem.

**** XV. Conclusion ****

Now you should be pretty happy now, I personally danced around during half an hour. DO NOT FORGET TO SAVE! This may seem stupid but if you don't save you need to do it again from the last save. Now you say, what should I do with Super Al? Well I have personnally three things I found out to be really fun. First is to get to stage three, part two and when it begins, watch Al fall during five minutes, this is INCREDIBLY fun! Litterally. The second is to make the highest combo in stage seven part one. The last one is to simply get in DT, because of the fact you usually can't stay in DT more then fifty seconds. You can also do a Speed Run, you can do ANYTHING you want with him. And you can show him to everyone you know just to make them know you're the best (after me of course :P). Now that you have Super Al, you can also think of getting the other Super characters (Blue is the best choice after Al).

**** XVI. Hall of Fame ****

If you succeeded finishing the RV with Alastor, I strongly suggest you take a picture of your results and send it to the Hall of Fame made by *zemickey*. <http://zemickey.free.fr/games/viewtifuljoe/halloffame/halloffame.html>

**** XVII. F.A.Q. ****

Q: Does Alastor possess more strenght than the other characters such as Joe?

A: As far as I and other veterans of the game are aware of, no noticable difference between the strenght of Alastor and the strenght of Joe has been seen. Even if there was a slight difference, nobody yet found and proved it.

Ask any question you might still have after reading this guide at my e-mail adress and I will answer it as well as I can here.

**** XVIII. Thanks ****

-Thanks to zemickey for basically telling me about the Metal Leos technique and for some of his RV tricks. Also for letting me use his guide as an example to make my first guide, although he doesn't know it, yet... >_>

-Thanks to jamescoml for the technique with Gran Bruce in stage six. Although he didn't tell it to me directly >_>

-Thanks to carterboy for his sort of support when I was discouraged of the challenge.

-Thanks to my cat Cachemire, for being there when I needed to cool off during my first RV.

-Thanks to my dog Maya, for being here when I needed to kick something :P

Everyone who contributed to this guide will be mentionned here. To provide me with any information I didn't put in the guide or give any suggestion to make this guide better and easier to use contact me at my e-mail adress.

**** XIX. Legal Informations ****

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