

Guilty Gear Judgment FAQ

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G U I L T Y G E A R
J U D G M E N T

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Version 1.0

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Introduction

Guilty Gear Judgment is similar to old side scrolling games like TMNT and Streets of Rage, complete with old side scrolling standbys such as the same enemies but different colors, special powers and extremely cheap bosses.

The game follows a loose storyline (oh yeah and by the way there will be ***SPOILERS*** throughout this) of this nice little hamlet town named Isene, that has quite suddenly been filled with lizards, giant grubs, headless mannequins, stuffed animals, giant golden balls that spawn flying creatures ...and well you get the idea.

Anyway it just so happens that for one reason or another, all of the characters in GGX2 end up there. That's pretty much the intro to the game. Now we are going to take a look at the characters.

Characters

Keep in mind that even if you know these characters from GGX2, they are completely different in this, some of them even changing specials and moves. The kick button now jumps (X), Square is light attack (sometimes I'll call it punch), Triangle is Medium attack(Slash) and Circle is Strong attack (strong slash).

As hard as the developers tried some characters are translated better to side scrolling then others, with some suffering from not being able to easily hit or finish off enemies.

SOL BADGUY:

Probably the first thing you'll notice about this guy is that he has a sword that looks like a rectangular scrap of metal, but this actually does respectable damage(and draws blood?). His strong slash while moving does two descending hits and can push enemies back. His combos rely heavily on the

Volcanic Viper mainly although there are some you can due without using it. His special Tyrant Rave Version 2 is somewhat powerful but Dragon Install is better because it makes comboing easier and makes moves like Volcanic Viper pretty scary. One of the easier characters to use, his problem is the lack of range on many of his attacks and the ones that have range leave him susceptible to attacks. Some of his moves put him into a dangerous situation if blocked. Finally he is not great at knocking enemies down, but is excellent at crowd control and can put the hurt on if he is surrounded, thanks to his specials and pretty good speed.

KY KISKE:

He is former head of the religious Sacred Order of Holy Knights and looks the part. He is Sol's rival too, and in GGX2 the Sol-Ky fights are usually exciting. Unfortunately he is not one of the better characters in this. Both his regular punch combos (where he trips and slashes an enemy) as well as his punch special (Sacred Edge) are very weak. The stun edge is good in that it's a projectile but it isn't a great one, but the charged version is pretty good because you can link it with Vapor Thrust which is probably Ky's best regular move because you can do it in midair as well. His Strong Slash regular moves are good (and it sounds like he is saying "Coconut") And one of them hits for two descending hits similar to Sol. His S move which is like a thrust does fairly good damage and really has excellent range. Finally Ride the Lightning covers a large area, and is much better than sacred edge. Ky has trouble knocking down the bigger enemies and is reliant on connecting with the double Vapor thrusts. Is fast but overall is not a good character in this game.

MAY:

May is a little girl in an orange pirate outfit. You'd think she would be fast and have weaker attacks, but the twist is she carries a giant anchor and is pretty powerful especially in this game. She doesn't have alot of running speed but some of her attacks are both fast and powerful. She shines at regular attacks especially Strong Slashes. Hitting the circle button on your psp unleashes a very fast and pretty damaging hit, so you can keep bashing the enemies to death. Pressing over and Strong slash delivers a blow enemies are even less fond up but one that is slower. If you want to get fancy or are looking for something with more range I wouldn't suggest using any of the dolphin attacks because they aren't very strong and can backfire. Mist Finer can be charged quicker and can knock over enemies. If you absolutely need range or you get surrounded one of her specials has a large whale jump into the screen damaging pretty much everything, and her other special makes her swing her anchor around like crazy hitting everything in her path.

MILLIA RAGE:

Millia is a blonde Russian girl who kills with her hair....quite a cast we are assembling here aren't we? Millia on this game is harder to play as then in GGX2. She still has her amazing speed but she has very few attacks that knock enemies down. She is great at combos, but she has to plan ahead to be able to beat the bigger enemies. Her Strong Slash where she swoops down her hair is good, and as for moves, you want to rely on the lust shaker as it will really kill most of the lizard enemies extremely easy and can even hurt bosses alot. If you are attacking in midair do the Bad Moon. The best special is Winger (descent). If angled right it can do alot of damage. She seems to take a beating really easily, attacks seem to do more damage to her so keep her protected.

I-NO:

Now we have a babe who attacks with a guitar and a hat. She has a Strong Slash like May's but not quite as good. The hat projectile is pretty much junk. Her best moves are the ones that cause shockwaves, and her specials do good damage in a small area. Her worst attribute is when she runs I don't

know what she is doing but she like glides or something on the guitar and usually lands right in the middle of a bunch of angry enemies like. the glide is useful for some combos (I guess?) and to get across cliffs, but it will probably end up costing you quite a few lives because it is a very awkward movement. Overall not a great character.

CHIPP ZANUFF:

Unlock: Complete Stage 2-1 with Sol BadGuy

He is an American ninja and is the fastest character in the game.

Ole' Chipp is probably my least favorite character. He is extremely fast, but he's too fast. Unless you walk with him solely he normally will run right into problem areas of the enemy. His moves like beta blade and the three hit combo he does with the pink aura are nice when they connect, but alot of the problem with Chipp is his attacks only go one way so if there is an enemy behind you you take damage. And this is the biggest failing of Chipp. He seems to take way more damage than any other character, as nice and as many moves he has and as fast as he is, it doesn't matter when he drops dead constantly. Moves that will take off a tenth of another characters life will take at least a quarter off his. The risks definitely outweigh the rewards on him as there are characters with much better moves too, and you will find speed is only useful in certain places in the game.

AXL LOW:

Unlock: Complete Stage 3-1 with Chipp Zanuff

He wields two scythes and wears a outfit with the british flag on it.

Axl Low plays completely different then he does in the regular fighting games, and has quite a few different moves. Overall an average character with slightly below average damage made up for with range.

FAUST:

Unlock: Complete Stage 4-2 with Sol BadGuy

Faust is....well you'll know him when you see him

Faust once again returns sporting some bizarre moves, and absolutely ludicrous range, but you will have to learn this character all over again.

Gone is the random element that consisted of him throwing different objects in the air each having completely different effects. Instead Faust has some notably different moves including a different special. use his range to your advantage.

BRIDGET:

Unlock: Complete Stage 2-1 with Ky Kiske

Bridget is another rather unique character. Yes he actually is a male.

He attacks with a yo-yo and a teddy bear. The yo-yo has range and not terrible damage but rely on combos with this character. you can try to throw the yoyo out there and turn it into a bear if you need to attack something without getting to near it. Bridget is not one of the easier characters to use but not terrible either.

POTEMKIN:

Unlock: Complete Stage 3-2 with Bridget

Potemkin isn't a really well developed character, he comes from a place called Zepp, and his storyline in this is pretty *yawn* too.

Potemkin is the classic slow but strong character stereotype taken to the extreme. He is incredibly slow but makes up for it. I'm quite sure he takes alot less damage then any other character, He really can take an amazing beating and not be all that fazed by it. His slash moves are somewhat quick and take alot of damage, and his strong slash over is a guaranteed knockdown even against the final boss. Combos don't go for alot of hits but that really is irrelevant because of their power. The potemkin buster is bizarre in this game in that it seems to do very little damage to the one receiving it but

yet when the character lands after performing it, other creatures take damage, and sometimes it will outright kill the creature receiving it so I think it may be glitched, regardless you can use it to cancel the final boss' special move. Potemkin's own special move is pretty good itself. Although he takes less of damage the trade off is you will have terrible trouble evading things like spikes, pits, cliffs, and fire columns so sometimes you have to endure some punishment if you want to use him. Overall a very good character.

JAM KURADOBERI:

Unlock: Complete Stage 4-2 with Potemkin

A cook with mad martial arts skills.

Jam is wonderful in this game. All of her attacks are damaging, extremely fluid, and easy to execute. The only thing she isn't great at is attacking at a distance with no danger to herself, but some of her attacks launch her across the screen, and she can knock down enemies and juggle them into some pretty fierce combos. Even bosses have trouble withstanding the constant assault.

TESTAMENT:

Unlock: Complete Stage 4-2 With May

Testament is odd in the fact that he would make a good final boss in most games, but is downgraded to just another playable character and not even one they put a lot of storyline into and not even one that is very popular even. He has a giant sickle made out of blood, he has some of the more violent moves, he can summon monsters at will, he has a raven that is a murderous demonic succubus, I mean this guy has it all. But despite that he really doesn't have much of a personality, he is one of these "guardian" characters who watched over Dizzy before she became a pirate. At any rate he has an amazing range with some of his moves, good specials, but you will probably just stick to pressing triangle on your PSP the most because that can wipe out most enemies without even having to get your hands dirty.

DIZZY:

Unlock: Complete Stage 2-1 with May

Dizzy is a girl with an outfit that was designed with fan-service in mind. She has two wings but is far from an angel. Dizzy is another character that takes a little bit getting used to but ends up one of the strongest characters, with damaging moves, speed, and probably the most damaging special move of all. Some of her attacks although strong are slow and leave her vulnerable. Her giant puffy wings do not exactly help her from a defensive standpoint because they give the enemy more Dizzy to attack. She also features the same type of useful utility attacks that Testament and Eddie have. Her medium attack shoots an icicle that like Eddie's serpent/dragon hits for quite a few hits, and she has an icicle version of his "invite hell". The problem with the moves like that is sometimes they will trigger while you are trying to combo on an enemy directly in front of you and it will leave you wide open.

JOHNNY:

Unlock: Complete Stage 2-2 with Dizzy

Johnny is the womanizing captain of the jellyfish pirates who May and Dizzy belong to. Johnny is a powerful character but much more maneuverable than say Potemkin. You don't have to throw gold at the enemies with this version thankfully, and his mist finer is still quite deadly as is his fearsome strong slash. Not much to say other than one of the better characters.

ANJI MITO:

Unlock: Complete Stage 3-2 With Slayer

Anji-Mito is a Japanese guy who uses fans as a weapon.

He, like Jam, is alot less awkward and more fluid in this game to me than in the fighting game. And also an unlikely source of some powerful moves. It's easy to overlook and ignore this guy but he has the potential to be in the top tier of characters.

SLAYER:

Unlock: Complete stage 2-2 with Millia Rage

Slayer is a vampire who enjoys writing haikus and was quite profound at times at least in GGX2. He is the true head of the assassins guild and has an unorthodox method of fighting. He is deadly in short bursts his dash disappears and reappears and is quite useful. He is by no means immortal like he is supposed to be as a vampire but he's not too bad.

BAIKEN:

Unlock: Complete Stage 2-1 with Millia Rage

A Pink haired samurai. Although she has a hilarious amount of weapons that seem to appear out of nowhere, she really is quite a boring character. None of her moves are particularly of note, she has alright knockdown moves but really a fairly boring character.

EDDIE:

Unlock: Complete Stage 2-1 with I-NO

This character along with Jam and Testament (with honorable mentions Dizzy and Potemkin) make up in my mind the best characters. And Eddie could very well be the best, if not then definitely one of the funnest to use. Eddie is actually not the pale guy, but rather the parasitic shadow creature that is similar to Venom (in spider-man) or the things in the game called "The Darkness". And the pale guy (whose name is Zato-1 and who got eddie in exchange for his vision) is actually dead but maybe not because he hasn't rotten and still calls out the names of the moves the shadow creature does (in other words they wanted to keep the cool shadow creature but were too lazy to develop another sprite or something...also Zato-1's voice actor died) ...anyway in GGX2 Eddie spends story mode looking for another host to inhabit so he can let the poor pale blond guy rest in peace. Well in GG Judgment he still is looking, and his story mode is pretty funny and entertaining because he's probably even more selfish and evil than the final boss, and complements the final boss for doing what he is doing.

He has a good AAir in Shadow Gallery, Damado Fang isn't strong but can cancel out attacks by bigger enemies and bosses. Invite hell is great and can juggle enemies to death. Summon Eddie is like having a little buddy fight with you. His specials aren't anything incredible but get the job done, but where Eddie shines the most is actually in normal attacks. So much so that you'll only rarely see the need to do moves, or specials. His regular punch can knock enemies down, and his slash is amazing. This dragon/serpent head bites the enemies hitting multiple times and drawing alot of blood. His Strong Slash shoots out a bunch of worms which is very effective against enemies on the ground like the grubs. Finally another Strong Slash is a claw the shoots out that has not only great area damage and range but will often rocket the enemy into the air. Finally he is the best character to deal with pits because he can easily fly/glide right over them easily.

VENOM:

Unlock: Complete Stage 3-1 with Eddie

Venom has a romantic obsession with Zato 1, and uses a pool stick as a weapon. One of a the weirder characters in a game with weird characters this guy I really don't understand. His moves are alot easier to do in this game and it's much easier to do alot of damage with the cue balls. He still has the special attack that continues off-screen. He requires a much different strategy than the other characters so pick him if you want a challenge.

ZAPPA:

Unlock: Complete Stage 2-2 with I-NO

If you think you have bad luck, this guy was just a normal guy until he got possessed by all sorts of creatures including:

A Dog that enjoys puking out it's own skeleton

3 ghosts that moan nonstop and harass enemies

A sword

A spirit of lightning

And a girl that is sort of like the one from The Ring.

He is fun to use because a matter of luck is required. His Three Centipedes move can summon all but the last spirit, who I imagine is busy contorting this poor guys bones and making him move. Of all the spirits your final goal is to get the spirit of lighting but you won't get it right away. Here are the advantages of the others

A Dog that enjoys puking out it's own skeleton:

well this one is probably the best of the three centipedes because it sort of travels with you and allows you to attack independently. That dog sometimes has a mind of it's own and will go and attack enemies himself, but don't count on this. It has some nasty moves the skeleton one being probably the most awesome/damaging.

3 ghosts that moan nonstop and harass enemies:

well they do just that and their wacky antics replace your attacks sadly, but you can have them flip and flop around and really tick off enemies.

A Sword:

The sword has some nifty attacks but doesn't have great range so get rid of it if you can.

JUDGMENT:

This guy is a secret character unlockable only after finding the letters to JUDGMENT in stage 6-1. I'll go into it more later on in the FAQ but this is one of the more poorly designed characters I think I've seen in awhile, and hopefully he will provide you with as much entertainment as he did me. Being a secret character his attacks are all naturally very powerful, but it is interesting to note he is far from invincible, and some attacks really leave him exposed to a beatdown. Some of his better attacks are the purple charge move, the giant purple ball (...) and of course his special attack.

Levels

Stage 1: Liberia

1-1: The Hamlet

Welcome to the peaceful valley of Isene..err wait a minute. A green lizard in front of you and watch your back as two more come from behind. Keep going, break the barrels and beat the green and brown lizards. After awhile be attacked by a low flying flock of undead crows. Don't question why undead crows are trying to attack you unprovoked, just kill them or avoid them. After the crows there is a brown lizard and a sandwich you can get from a barrel. When you come to a fountain your almost done. You will fight *gasp* a blue lizard and a bunch of other assorted reptiles and your done.

Stage Clear

1-2: The Old Mansion

A bunch of headless mannequins go down usual with 1 hit and do barely any damage. Down the stairs more dummies and squeaky bats. Next room you are ambushed by green lizards so kill them and keep going, there is a tension up in the barrel near the next room. This room is fairly busy. You have two teal lizards which you actually can tell are better than the green ones (unlike the brown lizards in 1-1) and when you hear rumbling that mean a big roly poly is coming down the stairs so my advice is to run past everyone, hit the barrels for two life ups and exit. More bats and lizards and lots of goodies in the barrels. Downstairs don't overlook the barrels containing points. Last room is an odd assortment of mannequins, bats, and lizards all of which are easy. Stage Clear.

1-3: The Cave

That is quite a noticeable secret passage don't you think? We are treated to a blue lizard that creates acid pits and are more aggressive keep in mind they are different from the blue lizard you faced in 1-1. Alot of them drop from out of the sky and your first fights will be against them and of course those bats you have already grown to hate. Beware of the room with the treasure chest in the open and no enemies, it's a blue lizard ambush. After you deal with them you will meet a green lizard with black claws who is alot tougher than the plain blue ones. The next room is a real nice one, the green and black lizard is back along with bats but that chest has an extra life in it! The rest of the stage is the same enemies but be prepared for one lizard ambush in there.

1-4: The Wasteland

I love the background for this level, but you really only use a little bit of it. Time for our first boss and if you haven't figured out this game is weird this boss should prove it to you.

It is A giant triangular pillar with faces/heads on it. I'm sure it has a clever name but I really don't know how else to describe it. The first head you'll face is distinctly feminine but they seem to rotate at will and for no reason. They have two forms, the one you see and after you do enough damage they will look even more bizarre.

So here we go:

BOSS:

Feminine Head: This head causes big sharp blocks of ice to fall on your head, these are slow and easily avoided but do hurt alot. After you do enough damage she will look more grotesque and will be able to summon more ice.

Masculine Head: This guy creates a thin line of fire below you as long as you aren't standing in the spot of it then the flame will burn over you. When you do enough damage he will create two of these lines.

Robotic Head: In it's first form it causes pillars of earth to jut out in front of you going in that direction, hitting the pillars seems to make them all break. When you hit this head enough it will break and it has a big red eye then pillars will start from both ends and continue to the middle. Hitting them seems to break all of them and so keep up the assault.

When all three have died you win.

Stage 2: Ashnay

2-1: The Swamp

Just great a swamp. As you progress you'll see these purple things that

remind me of a scooby doo villain. I name them Googly Mooglies and you don't see many of them later on in the game and they are weak. As per usual smack the barrels, and continue on until you meet up with green lizards and I think a solitary undead crow. Continue on and you will notice that a weird robotic worm thing is spewing out the green lizards so by all means kill that, and progress to combat more googly mooglies, green and a teal lizard. Pretty easy stuff. Break the barrels and go up against two teal lizards then a pack of green ones, and then 2 undead crows and more googly mooglies. Treat yourself to a sandwich in the barrel and keep going. Your almost done. Next we have...uh oh we have a bunch of green lizards which is fine but there is a Big Ole' dude there too. Big Ole' dudes are very dangerous do not underestimate them, they shrug off most hits and deliver so really nasty shots, they also block and are trying to keep themselves alive better than most enemies.

2-2: The Riverside

This level is seriously one of the most annoying levels and so don't sweat it if you lose a few lives. Starting out you have grubs on the floor, and you can't step on them and are damaged if you touch them so do some low attacks and take them out. Green and Brown Lizards make thier triumphant return so beat some sense into them. Be careful of the beam here you can fall off and it will take off alot of damage, on the plus side the lizards are so completely stupid they generally will fall off and sometimes they will just jump off for no reason. Eventually you will see a undead crow...and two green lizard dispensers which need to be killed asap. Go on through and don't let the undead crow distract you off the edge, and keep an eye out for grubs. More lizards and dispensers and grubs and we come to our first little cliff. Press the jump button and quickly jam over twice and you'll boost over the top with most characters. You can keep running right over the pack of lizards including the newest red lizard. Now is the fun part. There is a cliff and that stupid crow will sometimes knock you off the cliff when you try to boost over try to take it out with a ranged attack. This will happen across quite a few rocks until you get to a land swarming with brown lizards. There are alot more cliffs coming up but you should be able to get past them. Eventually you will be on a plank with two red lizards to face. Probably one will fall off just trying to get to you so deal with them as you see fit. After you beat them you will come to barrel with a free life in it. The last skirmish has brown and red lizards.

2-3: The Raft

This is a fun level after a frustrating one. It drops the pretense of having to run around and jump over cliffs and gives us what the gamer really wants: suicidal lizards jumping off rafts and flocks of undead crows. Seriously this is just a slobber knocker slugfest. It goes: lizards, crows, and ends with lizards including the new purple and red lizard who is actually pretty strong but you can instantly kill him by knocking him off the raft too! ;)

2-4: The Ruin

Had the game just continued with the last stage that would be exciting but we have to get back to reality with a boss battle and...wait a minute it's actually hard?!

BOSS:

Actually this is a very hard battle, with a relentless boss so get ready for it. This boss is a fun mix of a plant and a girl. Although more plausible then the last boss this lady has rather vicious moves, and actually creates an extremely dangerous environment for your character.

The things you need to watch out for away from the boss itself are:

The pinkish/red flower: it is just a flower I know, but this is the number one thing to stay away from. It does a lot of damage and gives life back to the boss, actually a lot of life. And so even though it may not do the most damage to you it is the worst. Keep your distance and hit it with a strong slash and it will go away for a little while, when the boss takes enough damage TWO of these things will really cause a lot of problems.

Thorn pits: These will randomly sprout up, and will normally knock you down often when you are trying to get distance from the flowers they will get you.

Thorn spears: You can actually see these on the boss itself, but they will go underground and shoot up covering a lot of area and if you are hit they do massive damage.

From the boss itself:

A blue aura will surround her, and when you see it run, because this will create a shockwave that does a lot of damage.

As for how to beat her:

run when you see the flowers and blue aura, when you have a free hit do powerful combos, specials, aerial hits, anything. You have to go all out and you may lose a few lives because there is just a lot of stuff to avoid.

Stage: Ksanaka

3-1: The Mine

We are greeted with new lizards this time they look way more high tech. They still aren't very smart. The first part of this level is sort of running around hitting lizards until you fight another one of those big ole' dudes. These guys in some ways are like a miniboss so you might take some damage unless you trap him into a combo. But then something special happens. There is what appears to be a large robotic dog/lizard with a large grinning mouth with sharp teeth and a hilarious underbite. This creature is likeable aesthetically already, but you will grow more fond of it when you jump up and ride it. Sure you can finish the rest of the stage without this critter, but why when it beats everything down so easily? You will lose points for combos by using this but in my opinion just get a huge combo before you come to where it is and then jump on its back. It has only three attacks a headbutt, a tailswipe, and a laser that explodes. The laser is so powerful as to kill lizards in one hit and do severe damage to the big ole' dudes. So continue on annihilating anything in your path. Anything that slips by that creature's head can be killed usually instantly by the tail swipe. Continue on killing lizards and big ole' dudes until the end of the stage.

3-2: The Laboratory

So there is a laboratory inside of a mine inside of a ruin only accessible to a lake that is only accessible to a cave inside of a house with headless mannequins? Anyway this is a short level but has two tricky spots. Mainly lil' demons are going to break into the glass and they are easy, pretty much everything is easy until you come to a big door that opens up to two big ole' dudes and then when you beat them one upgraded big ole' dude. When you come to the glass that is already broken that should clue you in that it's probably an ambush since the lil' demons have obviously already been there. Fairly easy level.

3-3: The Reactor

BOSS:

It's boss time already? This one is against a big red dog (no not Clifford). He's really easy compared to the last boss. It growls sometimes when it is going to attack. It attacks by scratching you with its claws or biting for

minimal damage. The one to look out for is he will jump up in the air and try to pounce on you. It can do a move where it dashes to the other side but this is just an evasion move. It breathes fire which you have to avoid. The secret is to be past it's head, because it seems to have a "blind" spot where it can't hit you with it's moves but you can hit it. If you are in the right spot it will breath fire and you can just pound on it. When it pounces try to be in the middle of where it is going to land not on the edge if you are on the middle you'll get knocked down but won't get injured.

3-4: The Lava Pit

An old friend returns! Jump on it's back and keep proceeding forward your enemies are assorted little demons and that fire wolf. The demons to save time should be dealt with using the headbutt or if they get past that the tail. THE MINUTE YOU SEE THE FIRE DOG SHOOT THE LASER. If you time it right the dog will leave. And return later in the stage. Rinse and Repeat and the short mission ends. And no I don't consider the fire wolf a boss because it's too easy.

Stage: Tower of Wind

4-1: Inside the Tower

If you haven't been paying attention to the story basically all of what has been going on with the island is the doing of Raymond who is in the Tower of Wind. So in this level start out by beating the gold mannequins and red lizards. Up the stairs is more mannequins and bats, through the next door is Tension up and grey little demons. Up the stairs more grey demons and...uh oh a green and yellow big ole' dude. My opinion is to jump over his head break open the chest and go to the next room. Unfortunately you don't have the option of escape here as another big ole' dude and red lizards so beat them and up an easy set of stairs with chests a bat and a red lizard. Then a room with a tension up, grey lil demons and red lizards. Up the stairs are three more red lizards and a soul(!) in one of the chests. This final room has pretty much everything, mannequins, red lizards, grey demons, and a big ole dude.

4-2: Tower Courtyard

Up the stairs we go! This time aquamarine colored lizards are quite happy to see you. Hidden fairly well on the stairs is a purple grub. Bats and more aqua lizard (including two that jump down) are in this room as well as a tension up at the end. Up the stairs you notice the little demons come in acid green. The next room is a new enemy all together, The roly poly. Remember him from stage 1-2? He was rolling down the stairs. He is very slow but does alot of damage when he bothers to attack. You will also notice ALOT of purple grubs on the ground so kill them. The next two rooms have bats and acid green demons but you will notice rumbling and a roly polies will come down after you. For a challenge try jumping over them with Potemkin (it's possible). The next room has acid green demons and a big cliff, and I don't think Potemkin can get over it but everyone else probably can. Next room is more stairs and roly polies. And after that more demons, and a walking roly poly, and a tension up. That's the last room!

4-3: The Big Elevator: This is another slugfest level, which to me are really fun. The only thing to watch out for is enemies getting in front and in back of you which is always in the enemies favor.

Enemies in order of appearance:

purple-pink little demons
green lizards
brown lizards

ALOT of red grubs- do not be in the middle of the elevator after beating the brown lizards.

green and brown lizards

A standing roly poly and lots of red grubs

purple pink little demons

black and red lizard- this one has alot of health and is strong and while your fighting it, green and brown lizards

I regret to inform you that this is the LAST time you see the brown and green lizards. :(

4-4: The Pretty Landscape

We finally meet Raymond and he immediately goes into his "puppet master" phase where he knew you were coming and this all a cleverly devised plan by him all along, regardless of which character shows up. He's amalgam of every video game cliché in existence. He finally goes through a portal and leaves you a really big and bad roly poly to deal with. The background is so scenic and nice but what a difference from what's happening in the foreground, huh?

BOSS:

The creature has an attack where it strikes ground with it's tail stunning or knocking over your character, I believe you can be damaged by it but it's mainly to stun you. You can take damage just but running into it while it's moving. It also has a bizarre looking attack where these tentacles start moving over his head and this for whatever reason shoots out bees, that have basic homing capabilities. Also it starts pumping it's claws into the ground and watch out because razor blades will shoot out of the ground. This attack along with the bees can be pretty hard to evade, but none do a terrible amount of damage. When you kill it, the creature lets loose a cool death scream, but then two more come! One is blue and the other is red. I don't think they are very different from the original in my game the blue is always the last to die so it could be a little tougher, but none of the three have alot of health. When you are faced by the two immediately get out of the middle and go to the edge of either side. That way you can focus on one while the other drags itself over. When it does that you will find you can hit both at the same time, which doubles your damage.

Stage: The Underworld

5-1: Chains and Mist

Well here we go. This is a rather cheerful place isn't it. Now make the most of the weird looking enemies in front of you and that tension up barrel. They were put in the game to give you a chance against the boss. It is especially great for Zappa.

BOSS:

After you go past that barrel you will see Raymond and something that looks like a cross between a locomotive and a skull with an underbite. It eats Raymond and says that anyone that wakes it up will go to hell, which is strange because I thought we were already there but whatever. The creatures name is Inus, and it is probably the hardest battle in the game.

Obstacles:

The object on the far left, will impale you for tons of damage.

Those odd creatures are milling around the stage but are more of an annoyance than anything else.

Those two drum like skulls that are mounted on Inus, if they are not attacked will start blowing your character away from the main head and into the object that impales you.

Attacks:

Inus shoots a green wave at you that does good damage and knocks you over.

A red skull will rise out of ground with chains but this is one of the more avoidable attacks.

A chain will arc horizontally hitting you multiple times.

Of all the attacks the worst by far is the horizontal chain that springs out of the ground, this thing does insane damage and one can potentially kill you outright. This is a very challenging boss because if you stay near it then Inus will kill you with you with the wave and sometimes the chain but if you give it space it is even worse, the two drum skulls will blow you into the obstacle, and the red skulls/regular enemies will kill you. One thing is for absolute sure if you are using a character like Potemkin your only choice is to get right in it's face and challenge it head on. Characters like Bridget are going to have to be creative for him fire the yoyo stay at a distance and turn the yoyo into a razor blade etc. The only way to win is to mix attacking it head on with staying at a distance and avoiding the horizontal chains and the green waves. The best thing to do is jump and do jump combos. That way even if you jump wrong and come down on a chain it won't do the full damage. It may take you several tries, but it will eventually die.

When that happens. it turns out this was all part of Raymond's plan (puppet master again) and he turns into a combination of Inus and himself and that's when the game takes a turn for the hilarious. This new version of Raymond invites to his castle and how can you turn the man down?

Stage: Castle

6-1: Castle Interior

TheLinkedOne has written a great FAQ for obtaining the letters to get to the final boss as a playable character. I'm not going to cover that in this FAQ. What I am going to cover is the general layout of the stage and what new enemies you'll run into (quite a few). The first critters you will run into are from the underworld level and are painfully easy. But then you will notice a green flying creature and a gold ball that spawns them. The flying creatures have a very damaging attack so kill both asap. The general layout of the level is that there are these elevators you walk up to and you descend and ascend a level. There are some dead ends but almost all of them have treasure chests/ JUDGMENT letters. You probably won't get lost because some elevators connect with each other. Your headed in the right direction when you come to a room with green flying things and lots of spikes. When you open a chest that has a piece of meat in it that heals you to full then that is one of the last rooms.

As for enemies besides the ones mentioned:

grey lil' demons

small stuffed animals- these are like grubs

blue skulls- these do damage if they make contact with you

blue flying things- these are tougher than the green ones.

The final room will have two gold balls, green flying things, and the creatures you faced in the underworld.

6-2: Throne Room

Run up the needless stairs.

It turns out that the ultimate life form apparently to the designers of this game is a combination of a frail researcher and a train/skull that turns into: a lean muscled man with dark blue skin and a dark blue outfit with gold

chains around his left leg and arms, blue high heeled shoes, a bunch of planks circling his head which makes him resemble a peacock, and hair that looks not vaguely but exactly like Goku in super saiyan mode. This is the almighty final boss that you have slogged through the entire game and killed thousands of lizards to meet.

BOSS:

Don't laugh to long though, you can be sure that this guy has loads of cheap moves prepared just for you:

Regular attack combo: This is a regular attack combo that ends with a sword looking thing knocking you over. This is fairly powerful but he only uses it when you are standing around near him.

Acid Pit: He extremely rarely will use this but he has a powered up version of what the lizards use, if you step on that space you'll get hurt bad.

Charge: He will glow purple and charge

Big purple ball: He fires a huge purple pulsating ball that is hard to avoid and hits hard

Final move: He faces the screen and shoots out purple swords that do massive damage and can kill you outright.

Strategy: Make careful note of the spacing when he charges because immediately after he stops is the best time to attack. After you knock him down to the ground back off, because whenever he gets up for a split second you can't hit him, and he loves charging anyway. A safe way to beat him is to run to the opposite side and wait for him to come to you, you can avoid the projectile, the charges and the special in this way. The projectile will normally hurt you but not always if he fires it toward the closest to the screen and you are closest to the background it can pass over you. There is a spot when even the special won't connect where you are near the boss but don't try it.

Potemkin is interesting in this battle. He can't obviously get away from the special so a neat trick is to do his Potemkin buster immediately on Judgment and for whatever reason it does no damage but does cancel out the special. If you do it too late a weird glitch will occur where Judgment is body slammed but yet the purple swords still come out and damage you. The throw move cancelling out the finisher I think works with all characters so if you can't get away that's your last resort. Also don't continue to attack him while he's offscreen because unlike alot of the enemies who pretty much take all the damage, Judgment doesn't work like that and will attack you. The best moves to do against him are aerial anti-air combos that knock him down, it's important to knock him down because he won't attack you and that gives you a chance to get positioned. When you beat him congrats, you beat GG: Judgment!!!!

Tips and Tricks

-Never be afraid to be cheap.

If you find a move you can do easily just by pressing a single button and it is effective then just keep using it. Keep in mind the old side scrollers used to have just one attack button themselves.

-Never deal with monsters you don't have to.

It's suprising how many monsters you can just jump right over and skip all together, this is especially true on stairs.

-Knock them offscreen/out of the playing field.

some levels in stage two give you the option of knocking enemies right into the lake effectively eliminating them. Note that often you can knock enemies off the screen and alot of times you can just keep pressing the attack buttons and hit them as the try to get back on the screen, they don't seem to attack as much off screen.

-The lives trick.

If you are really struggling to get past a stage then, go to stage select and keep playing stage 1-3 not too far into it you will come to a chest with a life in it. Get it and then repeat, the game keeps track of how many lives you get so you can go into that Inus battle with 9-10 lives.

Thanks

The creators of GG Judgment: for making me love lizards again

God- for giving me the divine patience needed to keep playing this

TheLinkedOne- so I didn't have to go and look all over for stupid letters

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