

# JoJo's Bizarre Adventure FAQ

by MeLAnCHOLy

Updated to v0.2 on Nov 5, 1999

This walkthrough was originally written for JoJo's Bizarre Adventure on the PSX, but the walkthrough is still applicable to the DC version of the game.

JoJo's Bizarre Adventure FAQ v0.2  
for the Playstation  
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INTRODUCTION  
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For those who don't know, this game is based on the anime series of the same name ( JoJo No Kimiyouna Bouken, Part 3). It has been ported to the arcades and now to the Playstation console. In the tradition of great fighting games made by Capcom Entertainment, JoJo's Bizarre Adventure is one of the most unique of them all. This game makes use of things called Stands, sorta like familiars which helps in the brawling.

The game makes use of Stands (mentioned earlier) which most of the characters use by pressing a stand button. For those who have played this in the arcades, coping with this one won't be a hassle.

Another thing is that when you thought that Capcom is gonna base the console game on the original arcade game, well they didn't. They actually based it on the newly released 'remix' version which adds new characters (Dark Polnareff, Mariah, Pet Shop, and Hol Horse) on the roster. Also the then secret characters are now fully accessible.

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Revision History:  
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11/5/99  
v 0.2  
-taken out those 'untested moves', seems like they are no such moves...  
sorry!  
-changed the move list to much easier list  
-added a lot on sp story (including a lot of secret factors!)  
-changed some move names  
-added point system section  
-retouch on the whole thing  
-acknowledgements added

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Move List:  
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Legend:

F - forward  
B - back  
U - up  
D - down  
W - weak attack  
M - medium attack

K - kick or strong attack  
S - stand  
QCF - D, DF, F motion  
QCB - D, DB, B motion  
SRK\* - F, D, DF motion  
RDP - reverse M3 motion  
CBF - charge B, F motion  
CDU - charge D, U motion  
360 - 360 motion  
720 - twice 360 motion  
HCF - B, D, F motion  
HCB - F, D, B motion  
A - press any attack button  
2A - press two attack (any) buttons  
H\* - hold \* button, then release

\*-SRK means ShoRyuuKen :P

#### COMMON MOVES:

QCB+HS, input combo, then release  
the tandem attack. your stand does what you input while you are free to  
command your character, only works for those stands who can walk :P

#### QCF+2A , QCB+2A

all characters (except for Joseph, Iggy, Hol Horse w/Boingo and Rubber Soul)  
have BOTH these commands for their respective super combos, so i'll just add  
those which do not have the said commands. this means, once you input these  
commands, all characters except those mentioned above will have their  
respective moves so don't expect these on their move lists.

## actually, to make everything simpler, QCF + 2A IS the only one that all  
characters have, but most of the characters also have QCB + 2A ##

#### F+2A

this command will release the stands of Kakyoin, Avdol, and Polnareff. when  
so, their stands will be fully controllable without the characters themselves  
following. this depends on your strategy, the opponent cant block you because  
you can attack him/her on the back where they cant block you, on the other  
hand, you still receive damage when they hit either the stand or the character  
himself...

#### QCF+S

will cause stand to attack as it appears

#### INDIVIDUAL MOVES:

\*\*=reminder: i will not write super moves that are indicated above, all  
charaters 'cept for joseph, iggy, hol horse w/ boingo and rubber soul have  
both of them, i'll only include those which require a different button  
sequence.

\*\*\*=another reminder: i made up a lot of move names here, coz i cant read  
kanji nor could i translate those other than simple japanese conversions of  
english words (i.e. those in kana's)

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1-Jotaro Kujo (Stand: Star Platinum)  
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#### NORMAL MOVES:

Ora-Ora

QCF + A (tap A repeatedly for extra hits)

Mach-Ora

QCB + A

Star Finger

SRK + A

SUPER MOVES:

Star Platinum "The World"

(must have stand)- F, M, W, F, S (takes away 3 levels)

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2-Muhammad Avdol (Stand: Magician's Red)

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Cross Fire Hurricane

QCF + A

Fire Wall

SRK + A

Flame Tracker

QCB + A

Fire Eagle

while jumping QCF + A

Flames of Hell

HCB + A

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3-Kakyoin (Stand: Heiropbant Green)

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Emerald Splash

QCF + A

Tairap Snake

B, HCB + HA (release A to attack)

Majestic Field

QCB + HA release button as you attack

SUPER MOVES

ShichiJikan

(Stand needed) - W, W, F, M, K

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4-Jean Pierre Polnareff (Stand: Silver Chariot)

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NORMAL MOVES

Million Spit

Tap A repeatedly

Raydarts

BF + A

Shooting Star

DU + A

Multi Slash Attack

QCB + A (stand needed)

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5-Joseph Joestar (Stand: Hermit Purple)

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NORMAL MOVES

Sunlight Yellow Overdrive

SRK + A

Hamon's Beat

360 + A

Strategist's Profession

QCB + A

Turquoise Blue Overdrive

QCF + A ( no stand)

Hermit Web

QCF + A then press Back + A  
or tap A repeatedly

SUPER MOVES

Master's Teachings

QCF + 2A

Hamon Overdrive

720 + 2A

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6-Iggy (Stand: The Fool)

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NORMAL MOVES

Sand Crush

BF + A

Sand Attack

DU + A

Sand Clutch

QCB + A

Sand Magic

SRK or RDP + all 3 Attack buttons

Float

press U while on the air then A to shoot

SUPER MOVES (Iggy doesn't have a M2 + 2A move)

Sand Storm

W, W, F, M, K

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7-Dio (Stand: The World)

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NORMAL MOVES

Muda-Muda

QCF + A

Mudaaa!

QCB + A

The World

SRK + A (no stand)

Wocone!

SRK + A (with stand)

KuretsuGanshiha

F, K, M, W, F

#### SUPER MOVES

Yonoyo-tomare!

F, K, W, F, S

-----  
8-Shadow Dio (Stand: The World)  
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Throw Knives

HCF + A

then HCB + A

KuretsuGanshiha

HCB + A

"Scales of Horror"

RDP + A

Nazimuzo!

SRK + A

World 21

HCF + S

#### SUPER MOVES

Yonoyo-tomare!

W, F, K, B, S

(requires 3 or more Super Gauge Levels)

-----  
9-Young Joseph (Stand: none)  
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#### NORMAL MOVES

Hamon Cola

SRK + A

Hamon Cutter

QCF + A

Iron Bowgun

HCB + A

Cracker Boomerang

QCB + S

Cracker Volley

QCF + S, then S, then F + S (Overhead attack)  
or D + S (Low attack)  
or U + S (Uppercut)

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10-D'bo (Stand: Ebony Devil)

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NORMAL MOVES

Piranha Dive

QCF + A

Propellor Cutter

D,D + A

Hopping Hunter

QCB + A

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11-Alessy (Stand: Sethan)

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NORMAL MOVES

Hachi no Nosu-da

HCF + A (Press S to cancel the Scope)

Gakinchiyoga

HCB + A

Kasabai-teyaru

2A with stand

Kage no Bashi

HS on stand mode

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12-Midler (Stand: High Priestess)

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NORMAL MOVES

Harpoon Shot

QCF + A

Motor Head

QCB + A

Iron Wild

SRK + A

SUPER MOVES

Dinner Time

SRK + 2A

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13-Chaca (Stand: Anubis) [all chaca's moves require stand]

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NORMAL MOVES

KakuEtazo  
QCB + A (counter move)

KirenZan  
QCF + A (can be performed up to 3 times)

TsubameGaeshi  
SRK + A

SUPER MOVE (this is chaca's only move without stand Anubis)

JigenZan  
QCF + A

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14-Vanilla Ice (Stand: Cream)  
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NORMAL MOVES

Dark Space  
QCF + A

BaRaMateyaru  
RDP + A Stand mode

Cream!?  
QCB + A

Futsubashiteyaru  
DU + A Stand mode

SUPER MOVES

Circle Locus  
SRK + 2A Stand mode

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15-Hol Horse (Stand: Emperor/Hanged Man)  
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NORMAL MOVES

HajikiDa!  
QCF + A

J. Gail's Hanna!  
SRK + A

Hanged Man  
QCB + A

SUPER MOVES

Dangan No Modou  
RDP + 2A

-----  
16-Mariah (Stand: Bast)  
-----

NORMAL MOVES

Correction  
QCF + A

Gunbatch Kick?  
QCB + A

Loose Wire  
SRK + A

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17-Pet Shop (Stand:Horus)

---

NORMAL MOVES

Ice Barret  
QCF + A

Icicle Pick  
HA, then release

Ice Lance  
QCB + A

SUPER MOVES

Freezer Bombardment (made the name up)  
W, W, F, M, K

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18-Anubis Ni Toh Ryuu\* Polnareff (Stand:Anubis)

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NORMAL MOVES

move 1  
QCB + A

move 2  
SRK + A

move 3  
QCF + A then,  
    option 1= QCF + A  
    option 2= QCB + A

\*FYI- for those who dont know Ni means 2, Toh is sword and Ryuu is like a fighting style. put them together and poof! (Okashira Shinomori...)

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19-Rubber Soul (Stand: Yellow Temperance)

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NORMAL MOVES

Gunk Shot  
QCF + A

Goop Trap  
QCB + A

SUPER MOVES

20 mm Yellow Gunk Splash  
QCF + 2A

Torture Rack  
720 + A



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20-Khan (Stand: Anubis)  
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NORMAL MOVES

Sword Dash

BF + A

Rising Sword

SRK + A

Counter Sword

QCB + A  
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21-Hol Horse w/ Boingo (Stand: Emperor & Thoth)  
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NORMAL MOVES

Gun Shot

QCF + A

Ceiling Shot

SRK + A

Power Shot

S , after shot the bullet is free to control

SUPER MOVES

Gun Shot Flurry

QCF + 2A

Pipe Dreams :)

RDP + 2A

Look Out For That Truck!!!

720 + A (stand close... and watch one of my fav moves..)  
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22-New Kakyoin (Stand: Heiropphant Green)  
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NORMAL MOVES

Emerald Splash

QCF + A

Tairap Snake

B,HCB + HA (release A to attack)

Majestic Field

QCB + HA release button as you attack

SUPER MOVES

\* - this Kakyoin has same super moves as the old one with these differences

1- he doesnt have the shichijikan move

2- he has two versions of the 20mm emerald shot (/w and w/o stand)  
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The story mode is an extra game where you take control of the main heroes on their quest to defeat the vampire Dio. it flows like the story itself from the manga and plays as well too. here you will test your wits in various games to complete the whole game. personally this one compensates for the monotony of this fighting game.

This is the most unique thing on this game, to unlock all the secrets, you must finish this whole thing. But the problem is, you will be ranked (E -> S) every time you finish one chapter. all in all there are 39 chapters, and getting an S rating is hard, real hard! what i'll include in this FAQ is what you need to do to get that S, it needs updating (...a lot of updating) on how to get each S. basically what i've found out is that, it isn't necessary for you to perfect the other criteria, getting at least an A on others and getting the "secret factor" will ensure you an S rating... but to get the secrets, you must still get a complete 50 on all 39 chapters.

Most of the whole story mode will be a vs mode type game where you control a computer assigned character must battle certain opponents, and each time you will need to perform ten specific tasks which are:

\*- each one you get awards you 1 point.

- 1.)Copper Hit - do 30 hits damage
- 2.)Silver Hit - do 35 hits damage
- 3.)Gold Hit - do 40 hits damage
- 4.)Platinum Hit - do 45 hits damage
- 5.)Half Gauge - have exactly 50% vital left
- 6.)Last Chance - you manage to win with no vital left
- 7.)Empty Gauge - as it says, your super gauge is empty
- 8.)Max Gauge - max super gauge!!!
- 9.)Big Hit - Super Finish!!!
- 10.)Stand Jam - Tandem Finish
- 11.)Beat Crush - combo finish
- 12.)Overthrow - throw finish
- 13.)Cheap Win - time over win
- 14.)No Jump - did not use jump
- 15.)No Special - did not use special moves
- 16.)Stand Seal - did not use stand
- 17.)Keep Gauge - did not use super moves
- 18.)Fensive Attack - use lots of guard cancels
- 19.)Rush Hour - use lots of combos
- 20.)Throw Mania - use lots of throws
- 21.)Guard Mania - guard a lot
- 22.)Break Down - Stand Crush your opponent
- 23.)Noisy Appeal - do taunt a lot
- 24.)First Attack - pretty obvious!!
- 25.)Butterfly Dance - perfect w/o guarding
- 26.)Same Number - score results have the same numbers
- 27.)Lucky 7 - score results have a lot of 7's!

10 will be enough for any vs game chapter.

thank you to Kelvin Koh!!! man! your great! to get 10 is almost impossible for me, and you got 27, and explained them all too! man your the best!!! im not worthy, im not worthy...:P

besides this, you must get incredibly fast time and perfect vital. and to get perfect 50/50 on this you must be able to perform a "secret factor" which

when performed automatically awards you with 10 points. these are the stuff that happened in the manga ( i think) and if have read jojo before just do as they did on the manga.

\*\*the first name that appears is the character you will control, the next will be your opponent, enclosed in brackets [] is his/ her stand and in() the type of game.\*\*

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POINT SYSTEM explained  
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points here correspond as you win, perfect score is 50. to get an S...just do good, real good!

vs game:

VITAL= 15pts S = perfect

TIME = 15pts S = used only 10 secs or less

CONDITION POINTS = 10pts S = one point for each condition met, 10 max

SECRET FACTOR = 10pts when met!

adv game:

VITAL= 20pts S = perfect

RESPONSE= 20pts S = perfect (just dont miss)

SECRET FACTOR = 10pts when met!

chapter 6:

VITAL= 15pts S = perfect

TIME = 15pts S = only 10 secs used or less

MISS = 10pts S = 10 to none

S FACTOR =10pts when met

chapter 13:

TIME = 15pts S = ? just do it as fast as you can

VITAL= 15pts S = perfect

KILLS= 10pts S = 120 or more? just kill a lot!

S FACTOR= 10pts when met

chapter 14/28:

SHOTS= ? S = perfect 4 left

TIME = ? S = 70'00" left or less?

GREAT= ? S = get 4 great!!! or center hit!!

S FACTOR = 10pts when met

chapter 18:

VITAL= ? S = perfect

TIME = ? S = 85'00" or less left

KILLS= ? S = 20 spouts killed

S FACTOR = 10pts when met

chapter 25:

TIME?

LOSES= ? S = 2 or less

GAMES= ? S = 6 games or less

S FACTOR = 10pts when met! (well just finish this one with an S)

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CHAPTERS  
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1-Jotaro vs. Avdol [Magician's Red] (vs. game)

\*Secret Factor: in the right-side most of the stage is the outside of the cell beat avdol there.

2-Jotaro vs. Kakyoin [Heirophant Green] (vs. game)

\*Secret Factor: finish him with any super move (w/ exception to the world)

3-Kakyoin vs. Gray Fly [Tower of Gray] (vs. game)

in this one, you will battle a small insect like thing... same requirements as others.

\*Secret Factor: beat him with india's arm super (QCB +2A)

4-Avdol vs. Polnareff [Silver Chariot] (vs. game)

\*Secret Factor: finish with Cross Fire Hurricane Super (QCB + 2A)

5-Jotaro vs. Capt. Teneil [Dark Blue Moon] (adv. game)

this is the first of 5 adventure games. adventure games are basically response games where you watch (and understand if you can) a part of the jojo storyline, then when time calls for it, you will need to act. the screen will show an object heading your way with d-pad buttons, all you have to do is press the right button when it lights up before you get hit. this is probably the easiest way to get an S rate since all you have to do is to successfully dodge all attacks, and also once you finish this you automatically gain a secret factor.

\*Secret Factor: finish this part(or any adv game) perfect!

6-Jotaro vs. Forever [Strength] (shooting game)

there will be a monkey roaming around the hull, just shoot it as it appears while avoiding to hit the girl. he flings stuff at you so you should shoot those too for they eat up your vitals.

\*Secret Factor: Dont hit the girl..

7-Polnareff vs. D'bo [Ebony Devil] (vs. game)

\*Secret Factor: duck under the bed/ finish with million spit

8-Jotaro vs. Rubber Soul [Yellow Temperance] (vs. game)

\*Secret Factor: let him do his ReRoReRo? move...

\*\* actually when you read it, it does say rerorererero over and over again...

\*\*

9-Polnareff vs. Hol Horse [Emperor and Hanged Man] (vs. game)

\*Secret Factor: Cheap Win (win by time over)

10-Joseph vs. Nena [Empress] (adv. game)

\*Secret Factor: perfect

11-Kakyoin vs. Z.Z [Wheel of Fortune] (adv. game)

\*Secret Factor: perfect

12-Jotaro vs. Enya Gail [Justice] (action/vs. game)

this one starts you off beating the crap out of zombies, then when the indicator reaches 0 you face off with enya gail and justice, with zombies on the side of course. by the way, controls are the same, only, instead of a stand button, it is replaced by a special move button.

\*Secret Factor: finish with ora-ora

13-Kakyoin and Polnareff vs. Steely Dan [Lovers] (action game)

a shooter type game where you control both heroes' stands through someone's bloodstream. controls are simple, L1 and L2 buttons are speed down and speed up respectively, R1 button is for heirophant green to create a string trap, square or circle are heirophant shots and triangle or X plus the d pad is

chariot slash.(chariot automatically wards off any bullets headed your way when he is in the way, when shot, chariot delivers a flurry of slashes to his opponent). when string trap is made, it protects you from enemies and slowly kills them as they pass, except for the white ones.

\*Secret Factor: ?

14-Jotaro vs. Arabia Fats [Sun] (shooter game with a twist:P)

you must find arabia fats in the desert by referring in the small screen beside the big one, just match the picture and shoot at the spot shown there. take note though, the scenario shown on the small screen is a mirror reflection. so be warned, look at it inversely.

\*Secret Factor: dont miss!!! finish fast!

15-Kakyoin vs. Mannish Boy [Death 13] (vs. game)

\*Secret Factor: let heirophant green finish death 13 separated from you (F + 2A) to separate, attack from the back when separated!

16-Avdol vs. Cameo [Judgement] (vs. game)

this one is like a lumberjack match where you face off with three opponents, with 2 lumberjacks, just concentrate on keeping them at bay and kicking the heck out of the flying robot.

\*Secret Factor: finish the two side kicks before kicking the flying jack to Timbuktu!

17-Jotaro vs. Midler [High Priestess] (vs. game)

\*Secret Factor: finish with star finger

18-Jotaro vs. N'Doul [Geb] (action game)

just like n'doul's level in the arcade mode

\*Secret Factor: dont stop walking/ jump a lot!!!

19-Jotaro and Gang vs. Oingo and Boingo [Khnum & Thath] (adv. game)

\*Secret Factor: just as any adv game, perfect it!

20-Polnareff vs. Chaca [Anubis] (vs. game)

\*Secret Factor: finish with Last Blade (QCB + 2A)

21-Jotaro vs. Khan [Anubis... again] (vs. game)

\*Secret Factor: finish with Mach Ora (QCB + 2A)

22-Jotaro vs. Dark Polnareff [Anubis, yet again] (vs. game)

\*Secret Factor: finish with super Ora-Ora (QCF + 2A)

then after this chapter, you will be asked to choose...

23-Joseph vs. Mariah [Bast] (vs. game)

\*Secret Factor: let her hit you with shocker move 5 times....

or

24-Polnareff vs. Alessy [Sethan] (vs. game)

\*Secret Factor: let him transform you to a kid, then hit him

back to one path

25-a) Polnareff vs. Daniel J D'Arby [Osiris] (predict the cat)

a gambling game where you guess which out of two slabs of meat will the cat eat first. almost impossible to get this one right/ maybe totally impossible!

b) Joseph vs. Daniel J D'Arby [Osiris] (coin game)

another gambling game, you plop up to five coins in a glass of water, first one to spill the water loses. the catch is, there is a meter in the bottom right of the screen with 2 arrows facing opposite directions, when asked to, you must try to make both arrows stop as close to each other as possible. the more coins you put, the faster the speed of one arrow. and the farther the arrows are away, the shakier your hand will be creating a bigger splash.

arrows look like this:

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\ /
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 / \
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the arrows move at different speeds  
one moves at a regular rate, the other  
will move depending on the number of  
coins as mentioned. try to stop them  
as close to each other...

c) Jotaro vs. Daniel J D'Arby [Osiris] (poker match)

once you lose on both games, you come to the last one, a poker game, here he has no advantage, unlike in the other 2 games, the computer makes him almost invincible. try to win in smaller number of games and smaller number of loses and get your well deserved S.

\*Secret Factor: seems you get this if you win with an S

26-Polnareff vs. Hol Horse and Boingo [Emperor and Thoth] (vs. game)

\*Secret Factor: let him do his "Ouch!! This Truck Super Move Really Bites!" on you?

27-Iggy vs. Pet Shop [Horus] (vs. game)

\*Secret Factor: be sure to do the Sand Magic move in the battle (SRK + A)

path splits to two..

28-Iggy vs. Kenny G [Tenore Sax] (shooting game)

this one is similar to the sun game, the only difference is that your target is moving and the stage is more confusing. although the picture is at right's not the reflection like the other one.

\*Secret Factor: ???

29-Polnareff vs. Vanilla Ice [Cream] (vs. game) "Iggy and Avdol dies"

\*Secret Factor: Overthrow... win with a throw

or

30-Jotaro and gang vs. Terence J D'Arby [Atum] (adv. game)

\*Secret Factor: do i still need to write this...PERFECT THIS STAGE!!!

and your path branches again in two parts:

31-Kakyoin vs. Dio [The World] (vs. mode) "kakyoin dies here"

\*Secret Factor: let DIO hit you with the time stop move.

32-Joseph vs. Dio [The World] (vs. mode)

\*Secret Factor: finish with QCF + 2A

or

33-Jotaro vs. Dio [The World] (vs. mode)

\*Secret Factor: bring out Star Platinum, then as the "World" does punch flurry move (Muda-Muda) do punch flurry move yourself (Ora-Ora). there will be a punching scene when successful.

34-Polnareff vs. Dio [The World] (vs. mode)

\*Secret Factor: free? just finish him off with normal moves...?

path will branch back to one

35-Jotaro vs. Dio [The World] (vs. mode)

\*Secret Factor: ???

once you finish off Dio, you can select which chapter you would like to come back to. also four more chapters will be added

36-Avdol vs. Shadow Dio [The World] (vs.mode)

\*Secret Factor: Cheap Win (win by time out)

37-Kakyoin vs. Shadow Dio [The World] (vs. mode)

\*Secret Factor: let DIO hit you with 'charisma' move

38-Polnareff vs. Shadow Dio [The World] (vs. mode)

\*Secret Factor: let DIO hit you with 'charisma' move

39-Hol Horse[emperor and hanged man] vs. Shadow Dio [The World] (vs.)

\*Secret Factor: let DIO use his counter move on you... the one where he disappears when you hit him as he reads a book.

=====  
SECRET UNLOCK SEQUENCE  
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once you reach 250 points (from the story mode), you will get a secret unlocked, and every 50 points you add, another will be unlocked.

- 1- Tower of Gray mini game in the Book (250 pts)
  - 2- Strength shooting game accessible (300 pts)
  - 3- Rubber Soul playable (350 pts)
  - 4- Tarot card game opened (400 pts)
  - 5- Gallery Effect Test opened (450 pts)
  - 6- Gallery opened (500 pts)
  - 7- Justice vs mini game opened (550 pts)
  - 8- Lovers mini game opened (600 pts)
  - 9- The Sun mini game opened (650 pts)
  - 10- Death 13 vs mini game opened (700 pts.. and so on)
  - 11- Judgement vs mini game opened
  - 12- Stage Design gallery opened
  - 13- N'Doul mini game opened
  - 14- Sound Test opened
  - 15- Character Design gallery opened
  - 16- Khan playable
  - 17- Sound Design gallery opened
  - 18- Secret File gallery opened
  - 19- J D'arby cat game opened
  - 20- J D'arby coin game opened
  - 21- J D'arby card game opened
  - 22- Hol Horse and Boingo playable
  - 23- Pet Shop vs mini game opened
- after this one, i still have no idea...

when you finish the story mode for the first time, you can access any chapter at any time and gain those S that you missed, but points that will be awarded will be different, example on the first try you got 24/50 in chapter 1 then on your second try you get 35/50, instead of adding 35 on your point standing, only 11 will be given. and when it happens that your next trial's result is

worse than your first one, the old score will remain and will only change once you surpass it(per category).

tip: when coming back to play the chapter again, an easy way to get that S is to perfect each category one by one. for example, in N'Doul's chapter, in the first try, try to reach N'Doul with 85 secs left in the clock, get an S in time, next play the level again and kill all 20 opponents, includes water spouts just before N'Doul (4-5 of them) and get an S in kills, for the last time, try to reach N'Doul w/o damage and get your S at vital... now if only you knew what the secret factor is...and get 50/50. you can do this in all chapters.

tip2: oh yeah, i forgot to mention that you can get S w/o obtaining the 50/50 requirement, but you must get all 50/50 to complete the secrets :P

The Book option can be opened by either gaining access to the first secret or finishing the arcade mode, but still you must fill it up with the secret stuff you get from playing the sp story mode.

=====  
NOTES  
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the point system has errors and a lot of em! just tell me which ones are wrong and fill in the blanks that i still have if you wish, and for those who do... thanks!!!

the whole game is the property of its creator, designers, etc, and the characters are from the author.

this FAQ is mine, MeLAnCHOLy, and can't be sold to anyone, it's for your personal use only, have others get this FAQ for themselves.

THANK YOU'S AND SALUTATIONS TO:

these people's faqs are the best there is, when you dont like mine at all, get theirs, they are the best there on the net!!

Kelvin Koh (kelkwl@mbox4.singnet.com.sg)-  
a great move faq + the 27 fight conditions = one great reference

Mickey (Mickey@metawire.com)  
i used his faq for secret factors

Dexter (dexngkof@mbox4.singnet.com.sg)  
for testing those 'untested moves' and telling me they are flukes!!

if you have any suggetions, comments, violent reactions and of the kind, just mail me at: dont sue me for anything pls, ill put down this faq when someone doesnt agree with it.

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