

# JoJo's Bizarre Adventure S.Story FAQ

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Updated to v1.0 on Dec 11, 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 - For Playstation (Import)

-----FAQ FOR THE SPECIAL STORY MODE-----

-----UPDATED VERSION 1-----

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First update : 11/12/1999

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UPDATE FOREWORD :

It's been months since the last time I've touched the FAQ myself, but I guess after sometime spent on playing the game and also reading a little Jojo comics related to this game, I guess I have enough knowledge to get me through writing an update.

I must also thank the kind people who have sent me mail regarding the FAQ, big ways or small, I thank you from the bottom of my heart. This is the first major FAQ that did not receive much letters and questions which really set my mind asking if I did a good job for this FAQ or not .....

I will go through the storyline and the gameplay basics, something that had not been done in my original un-updated copy of the FAQ.

As always, please NEVER use this FAQ for any money related matters. Please ask first, respect is something I demand from those who are seeking to copy a piece of info from this FAQ ... so ask before you do anything.

The original foreword ---

Hello, fellow Jotaro or Dio wannabes ....

Welcome to the much awaited game of 1999, JOJO's Bizarre Adventure has truly made a mark in the arcades and now has come home for the Playstation .... I must say that it's one title that's worth the wait !

I'm no Jojo fan mind you, but my co-writer is. He waited for ages for the home version, and meanwhile still beating the crap out of the Arcade version at the local arcades .... I only watched the OVA version of Jojo which was based on the 3rd season of the comic. I admit that while the comic's artwork really stinks like hell, the OVA version is ten if not fifty times better !

I really must say that the Arcade fighter should have been drawn the way the OVA was drawn, for those who say the OVA, you know how different

Dio was in the comic versus the OVA ! Another thing is, there was much taken out of the comic in the OVA version ... but at least the game was smart enough to follow the comic version ...

I think I had enough of typing my foreword ... let's get down to business !!! OHLA !

The SP STORY option is based clearly on the comic version of Jojo's Bizarre adventure. For fans, you'll now play those moments of wild conflicts and great battles as all of Jotaro's ally !

-----A BRIEF SUMMARY OF THE STORY BEHIND THE GAME-----

To make things really brief and simple, the game focus on the 3rd season of the Jojo's bizarre adventure comic series. It focus on the return of a vampire named Dio. Dio had previously beheaded and now uses the body of Joseph Jostar's grandfather as his own.

This causes complications on Joseph's daughter, and he has only 30 days to save her from death, by defeating Dio and his henchmen, who are scattered around everywhere Jotaro and Joseph went.

Alongside with Avadol, and 2 of Dio's ex-henchmen, Kakyoin and Polnareff, and later Iggy the dog, they fight Dio and loses some friends along the way, which you will experience in the SP Story mode itself.

<That's about it, trust me, I think somebody had better correct this summary for me, I think there are mistakes that I can't spot myself !>

-----THE SP STORY MODE-----

This mode is a mode where you are playing as any possible ally to Jotaro, the main lead of the whole comic series.

Each stage is more or less a game or a fight of some sort. You are being graded based on your skill, time, vitality left after each stage. They are graded upon 50 marks, and you will also get an alphabet grade along with your score.

There are also secrets in each of the games, trust me, they can be really tough or impossible to get at times. They will add on to the 50 marks and can determine how good you actually are at times.

Secret factors ARE NOT related to an "S" rank at all ! As mention, the grade or rank will only depend on how well you did in that stage ! Don't mix that up !

After you beat the stage, the scores you've collected and grade will add on to your total score from stage 1, you will use this score to unleash next options in your game, new artworks, sound test and even new characters.

After you have completed the game once, you are given a new set of missions, and also the chance to replay any of the missions you have beaten so far to get better grades and scores. They will still add to your overall score, and boost your chances to get new stuff in the game.

Trust me, the tips I'm giving you are going to push your scores up, even a little bit will mean a lot for you when you first start !

1st stage - Japan

The Police station :

Jotaro is being arrested for fighting (what else) and gets locked inside the police station's jail.

Joseph and Avadol visits Jotaro and Avadol fights Jotaro after blasting

the cell's gates open. At this point of time, Jotaro's first encounter with Avadol releases his Star Platinum stand for the first time.

OPPONENT : MOHAMMAD AVADOL - MAGICIAN RED

Type of situation : 1 on 1 battle

Level of difficulty : Real easy

\*I read that you should not do any STAND related attacks or call your stand out to use as Jotaro is not really sure about what a STAND is in the comic. This should earn you extra marks as a secret factor.

\*Whack Avadol at the rightmost part of the stage. This is where he was defeated in the comic ... this also counts as a secret factor.

2nd stage - Japan

The local hospital :

Jotaro will proceed to this venue and meet up with Kakyoin who is already mind controlled by Shadow Dio already.

OPPONENT : KAKYOIN - HIEROPHANT GREEN

Type of situation : 1 on 1 battle

Level of difficulty : Real easy

\*Feel free to go after Kakyoin's face with a Star Platinum punch. You can use your stand from now on.

3rd stage - On the way to Hong Kong

On board the plane :

The team now consist of Jotaro, Joseph, Avadol and Kakyoin will meet up with a grey bug inside the plane. It kills several people in the plane and later, the aircraft pilot, crash landing the plane

This is a bug known as the Grey Fly, possesses the Tower of Grey stand.

Kakyoin will face it.

OPPONENT : GREY FLY - TOWER OF GREY

Type of situation : 1 on 1 battle

Level of difficulty : Easy

\*The fly is real fast, much faster than Kakyoin in my ways, and has a hammering attack that connects many times in a row and damages plenty !

\*Kakyoin can also take chances by shooting the Grey Fly via mid air, It might not connect much hits, but will keep the bug away from you. Do this fast enough and get a PERFECT vitality for more marks.

\*The secret factor (again related to the comic version) is to use your move where you can extend your stand's arm to attack to kill the Fly.

4th stage - Hong Kong

A park

The team arrives in Hong Kong and bumps into an already possessed Polnareff and Avadol steps into fight him.

OPPONENT : POLNAREFF - SILVER CHARIOT

Type of situation : 1 on 1 battle

Level of difficulty : Easy

\*Use your CROSS FIRE HURRICANE SPECIAL attack on him. This earns you the secret factor marks.

5th stage - Heading for Singapore, South China Sea

On board a ship

The team is taking a boat ride to Singapore, and encounters Captain Teneil, the owner of the Dark Blue Moon stand. He goes after Jotaro and you'll enter your first minigame of the SP Story mode.

OPPONENT : CAPTAIN TENEIL - DARK BLUE MOON

Type of situation : Avoid the punches

Level of difficulty : Easy

\*The rule is simple. There will be directions given for you when the enemy is going to punch or attack you. Before the blow connects, move to any of the given directions and you'll be safe.

\*Jotaro is given 100 hit points in this game. Every blow reduces 20 hit points. 5 chances is all you have.

\*Aim for a "S" grade as this is an easy minigame. You'll gain more Jotaro Ability points and Secret points with every "S" grade.

6th stage - Heading for Singapore, South China Sea

On board the ship

A really funny part of your adventure is here. The team meets up with an intellegent Gorilla in the ship. Look at that Gorilla and hammer it!

OPPONENT : FOREVER - STRENGTH

Type of situation : Sock my face with your punches

Level of difficulty : Tricky but easy

\*Okay, You will given crosshairs for aiming here, move that with your control pad. The other button to press is your Heavy punch button which is to punch. When the Gorilla appears, move your crosshair to it and hammer your punches on it.

\*As you might notice, you have 2 life bars at the bottom. The gorilla will throw junk at you, so punch those away as well. Sock as many blows onto the gorilla's face as possible, the fella's dead sooner or later.

\*When the gorilla's life is very low, a little girl will appear sometimes. Be careful not to punch her or youlose life as well.

\*The secret factor is not to hit the girl at all.

7th stage - Singapore

Hotel room

The team arrives in Singapore finally and check into a hotel. Polnareff finds something amiss about the room, and true enough, somebody's hiding in the room ! He's inside the fridge and his name is Devo.

You will use Polnareff to fight.

OPPONENT : DEVO - ENBONY DEVIL

Type of situation : 1 on 1 battle

Level of difficulty : Moderate

\*For the benefit of those who never really played the Arcade version or mode, Devo's stand in hidden in that little doll on the ground.

\*Once Devo's stand is activated, Devo himself cannot block. The doll can

be very deadly if you do not know where to block. Go for Devo as he is a larger target than the Doll.

\*Acutally, to get the secret factor, aim for the doll, not Devo. Tough but hey, the doll is the main factor of Dveo's curse.

8th stage - Singapore

Sewers

Jotaro meets up with Kakyoin in the sewers. But did you notice that he's yellow instead of Kakyoin's trademark Green jacket ? Obviously it's an imposter ! You'll fight this imposter with Jotaro.

OPPONENT : RUBBER SOUL - YELLOW TEMPERANCE

Type of situation : 1 on 1 battle

Level of diffculty : Freaking Easy

\*Yellow Temperance may have a little bit of Kakyoin's attacks but they are not powerful compared to the original one. Jotaro will kill him in seconds if his attack misses !

\*If you back away long enough, you might notice Yellow Temperance keeps doing a move where he goes "ReRo ReRo" with his tongue, just let him finish and you will get a secret factor score.

9th stage - India, Calcutta

Village slums

Polnareff is being hunted down by a strange being who appears in any reflection. You will end up seeing yourself get stabbed by the being's knife attached to it's hand. Polnareff recalls that his sister was killed the very same way, and once he sees the being, he falls helpless to it. Kakyoin steps in time to save Polnareff and faces a man named Hol Horse, who is able to control the bullets in his pistol.

OPPONENT : HOL HORSE - EMPEROR assisted with HANGED MAN

Type of situation : 1 on 1 battle

Level of diffculty : Moderate

\*Hol Horse has an assistant name the HANGED MAN. He appears to attack you from the ground and he is also part of Hol Horse's super. (Very cool super)

\*The secret factor to earn here is to win by time over .... But this is really near impossible !

10th stage - India, Varanasi

Somewhere in India

Joseph is apperently being hunted down in this section of the story.

OPPONENT : NENA - EMPRESS

The woman, NENA is a Stand user who has the ability to infect people (when they touch her blood) with a tumor that grows into a hideous freak. Joseph is infected and the tumor grows into a little man who tries to kill him while he's running around the city. Meanwhile, the cops are after him, because the tumor has killed someone and they think Joseph did it. When he eventually kills the tumor, the woman dies as well.

Nena was acutally with Polnareff elsewhere in the city when this incident happened. If you read the comics, you'll see how gross this scene really is especially after Joseph found a way to kill the tumor ... very gross.

Type of situation : Avoid the punches

Level of diffculty : Moderate

\*The first part is to avoid a bullet. I don't have to give hints on that.

\*You'll be given 4 directions to avoid rather than the usual Left or Right directions.

11th Stage - India, Delhi

On the road

The team is travelling by car and suddenly meets up with a car that blocked and overtook them. Polnareff complains about the situation and the car later gives way ... only to let the team's car face an incoming truck !

OPPONENT: ZZ - WHEEL OF FORTUNE

Type of situation : Avoid the attacks

Level of difficulty : Moderate

\*All of the attacks from ZZ are pretty fast, so avoid will care.

\*The funny part is that this Stand owner is a puny guy with very big arms ! After you win, you'll get to see the guy, and get a good laugh over it !

12th Stage - Multan, Afghanistan

In a hotel room

The team checks into the hotel. An old lady appears and calls on Jotaro. However Jotaro has given a fake name on the hotel's register, and asks the old lady why she knew his actual name.

This old lady by the way is the mother of the HANGED MAN stand owner.

OPPONENT : ENYA GAIL - JUSTICE

Type of situation : Action minigame + 1 on 1 battle

Level of difficulty : Easy

\*Your stand button is the ORLA ORLA multipunch move. Use this move with care as the timing, if missed, will allow the zombies to chew you !

\*To get the secret factor, just don't stop using your stand button to fight ... for both rounds, without using any other attack buttons.

\*The first part is to fight against a certain amount of zombies coming Jotaro. The amount left to fight off is located at the right edge of the screen.

There are basically a few types of zombies to fight off :

Pale Orange man : They just come at Jotaro slowly.

Pale Red woman : These jump at Jotaro so be careful.

Green baby : These are really hard to hit, Use your fast punches to hit really low or they will bite you fast !

\*The second part involves Enya and the zombies. Attack Enya and also avoid her stand, which is the Skull and hands floating above the screen. Not really easy but still you'll win with ease.

13th Stage - Karachi, Afghanistan

Some village / Joseph's body

The team encounter problems when a stand enters Joseph's body and wreck havoc ! Kakyoin and Polnareff enters into Joseph's body to try to rid the microscopic stand known as the LOVERS.

OPPONENT : STEELY DAN - LOVERS

Type of situation : Shooter

Level of difficulty : Hard

\*Your main control here is Kakyoin's stand. Polnareff is working as your attacker and human shield. REMEMBER THIS POINT !

\*As Kakyoin, you will shoot Emerald blast and Polnareff will charge over and do multi-slashes. To shoot Emerald blast, press and hold Heavy Punch. To slash, press the Stand button. These are the only 2 things you MUST get in your head when playing.

\*Kakyoin is the one in charge of the health bar here. Polnareff has unlimited health so use him to block everything that shoots to you ! Don't let Kakyoin get hurt here !

\*To use Polnareff, you'll just press Stand button, and if you move your controller, he will also attack that particular direction and stay locked facing that direction. I advice to always keep him IN FRONT and press Stand button WITHOUT MOVING ANY DIRECTION AT ALL. He can be a quite a bane at times when you make mistake.

\*Kakyoin can improve his blast attacks by collecting powerups. Every time he gets hit, he loses a power level. His maximum is 4 level points. Polnareff is always at level 2 and cannot improve.

\*When fighting Steely Dan's 1st form, just shoot and avoid all possible hits fired from his pincers. Duck fast and keep firing and sending Polnareff at him only when he's facing you face to face in front.

\*His first form will turn red when it has suffered a lot of damage.

\*His second form is really the tough one, as it is protected by two tube like veins. Blast and slash any of the two, but once one disappears, duck high or low as the tube will appear above or below you. It will swing around and cause much damage.

\*Once the veins disappears and Steely dan is left unprotected by the veins, send Polnareff charging in and slash ! He can inflict much more damage than just shooting from Kakyoin ! It will later recover it's vein and you'll have to blast one vein down again.

\*This second form of Steely Dan can take hell lot of damage so be calm and tackle it in a cool manner. It might take more than 10 tries so please have plenty of time to play this part !

14th stage - Abu Dhabi, Afghanistan

Desert

The team is in the desert and somebody's turning up the heat on them !

OPPONENT : ARABIAN FATS - SUN

Type of situation : Hunt for the image

Level of difficulty : Hard

\*The main window is your view. You have a crosshair to shoot at any object. Use the heavy punch button to shoot.

\*The mirror image is at the right side of the screen, and look at what you see inside. The image is actually from the main window but it is inverted. Look for the non-inverted version in the main window and shoot the location.

\*It is very easy to lose here if you shoot the wrong spot. Your life

bar is above the main window. The timer is on your right corner screen.

\*For Comic fans, the key here is not to fire at the sun, this is not as easy as the comic edition !

\*The secret factor is to beat this stage flawless and really damn quick.

15th stage - ?????

Dreamworld

The team finds an abandoned child and takes a rest. However, they seemingly end up in a dreamworld with a stand, which acutally belongs to the baby they had earlier found !!! Kakyoin discovers the truth and battle the Stand here.

OPPONENT: MANNISH BOY - DEATH 13

Type of situation : 1 on 1 battle

Level of diffculity : Tricky but easy

\*Using Kakyoin to defeat Death 13 is easy if you can fire Emerald shots at it non-stop. You might get PERFECT this round if you are able keep things that way. I got an "A" rank this way !

16th stage - Red Sea

A field

Polnareff finds a lamp and a strange looking genie appears to grant wishes. Polnareff wishes for his late sister to be resurrected. The wish is granted with a twist ... his sister is a zombie ! Avadol steps in to stop the madness. HAIL 2 U !

OPPONENT : CAMEO - JUDGEMENT

Type of situation : 1 on 1 action battle

Level of diffculity : Moderate

\*Your stand button is to execute your stand's uppercut move. It blazes slightly in front and fires upwards soon after.

\*You'll have to attack Cameo but it/he's protected by a zombie of Polnareff's sister and a carbon copy of Avadol himself. They are quite a pain, but get to Cameo and keep pummeling him non stop with your stand button !

\*The secret factor is to acutally kill the shadow Avadol and zombie girl before destroying Cameo. (Fairly easy to get this factor, I got it.)

17th stage - Jiddah

A field

The team takes a break and encounters Midler. Jotaro will step in put an end to her presence.

OPPONENT : MIDLER - HIGH PRIEST

Type of situation : 1 on 1 battle

Level of diffculity : Easy

\*For those who read the comic but do not where Midler is at this fight, after Jotaro bash Midler's stand up, the team finds a woman at the beach covering her face in pain, she is none other than a defeated Midler.

18th stage - Abu Simbel

Desert

This minigame is taken straight out of the Arcade mode. Jotaro's



team is being delivered Iggy the dog, and as the helicopter leaves. After a short while the helicopter crashes and the team arrives to investigate the crash.

To their horror, a blob of water is the main cause of the problem and Jotaro is off to defeat the Stand owner.

OPPONENT : N'DOUL - GEB

Type of situation : Bonus stage

Level of difficulty : Moderate

\*Avoid all contact with water here and make it as quick as possible to your goal, which is marked out by the meter at the right side of the screen.

\*Mainly these are all the water you will encounter in the minigame :

Patches of water that attack as hands (Different Heights)

Patches of water that shoot out at another patch

Patches of water waves x2

Patch of water that will suck you into the ground for damage

\*The main thing here is NEVER STOP moving. Jump, leap dash, run move if you have to. This will get you the secret factor, which is what Jotaro did in the OVA and comic series.

19th stage -Aswan

The team encounters a pair of ugly people, named Oingo & Boingo.

OPPONENT : OINGO AND BOINGO - KHNUM & THOTH

Type of situation : Avoid the punches (Objects)

Level of difficulty : Moderate

20th stage - Komombo

Pillars

Polnareff walks past a man wielding a sword. They turn and eyes meet and the man challenges Polnareff to a duel. Of course being a proud Frenchman, Polnareff accepts the duel.

OPPONENT : CHACA - ANUBIS

Type of situation : 1 on 1 battle

Level of difficulty : Moderate

\*The special ability that Chaca has is to learn the foe's attack.

Chaca should pose squatting with his sword held in front.

If that happens, avoid him and wait for the moment the move stops then nail him !

\*Chaca is a wild fighter and damages really fast. I strongly advise you to execute your super attacks with care, as he might learn your move !

21th stage - Komombo

Town

After Chaca's defeat, Polnareff takes the sword to a nearby town and visits a barber. What ends up to be a trim, turns into a trip to hell as Khan the barber attacks Jotaro with the sword !

OPPONENT : KHAN - ANUBIS

Type of situation : 1 on 1 battle

Level of difficulty : Moderate - Hard

\*Khan may be round and fat but pretty damaging in close contact !  
Keep away and attack !

\*His uppercut sword is an auto stand crush move. Keep your cool and fight with care.

22nd stage - Komombo

Town

After Khan falls and the Anubis sword broken, a curious Polnareff picks up and wields the sword. Making things really worse, he attacks Jotaro as a dual stand user !

OPPONENT : SHADOW POLNAREFF - SILVER CHARIOT AND ANUBIS

Type of situation : 1 on 1 battle

Level of difficulty : Moderate

\*\*\*\*\*

TIP FROM A FELLOW GAMER FOR KHAN & SHADOW POLNAREFF

-To get easy perfects for the 2 of them, just jump + strong attack (Or weak attack) and as soon as you hit ground, press down + strong attack. If this works, then the opponent should fall. The retreat and repeat. You should earn a fast and clean perfect.

\*\*\*\*\*

23th stage - Luxor

DUAL POSSIBILITY ---- Choose any of the following :

MARIAH (Stand : BAST) - Use Joseph and Avadol (Jospeh fights)

ALESSI (Stand : SETHAN) - Use Jotaro and Polnareff (Polnareff fights)

Mariah :

Mariah, the woman with magnetic powers, uses her Stand to make Joseph magnetic. Soon, every metal object he comes near is hurtling towards him and slowly pelting and crushing him to death. Joseph pursues Mariah all around Luxor, and Avdol soon joins the chase, but he too is magnetized and ends up stuck to Joseph. Eventually they manage to outwit her and crush her between two magnetized car bodies (they just circle around to opposite sides of her and then let magnetism do the rest).

Alessi:

Alessi is this really annoying character: anyone who steps in his shadow gradually grows younger and younger until they're a baby. One bystander (a woman Polnareff meets when he's running around town as a baby) stays in his shadow so long that she turns into a fetus. Alessi is a complete coward and only attacks people once they're turned to babies, at which point he still needs to use an axe and a submachine gun to fight the helpless infants.

\*For Alessi, once you turn into a baby, rush over and punch Alessi once continue or until you grow back to normal. This will gain a secret factor.

\*As a kid, you cannot block an moves so avoid contact or do your best to attack Alessi.

24th stage - Giza

The team arrives in a cafe where they are enquiring about Dio's whereabouts. Nobody seems helpful and they leave. As they leave, a man calls out to them saying he might have something interesting that the team will want to know about.

He will gamble with the team, and if they CAN win him, he will tell them what is needed.

OPPONENT : DANIAL JD'DARBY - OSIRIS

1st type of gamble :

Which meat will the cat eat ?

Darby vs Polnareff

Level of difficulty : IMPOSSIBLE

\*You are to choose which meat the cat will pick up to eat, however based on the story, the cat will eat BOTH the meat placed out to it !

\*Polnareff has his soul turned into a Casino token.

2nd type of gamble :

The overflowing drink

Darby vs Joseph

Level of difficulty : IMPOSSIBLE

\*No matter how good you think you are, this party still follows the comic and cartoon, Joseph loses his soul to Darby.

3rd type of gamble :

Poker

Darby vs Jotaro

Level of difficulty : Hard

\*For those who do not gamble at all (Like me), this is a part where you need to either understand the rules or you know how to play poker.

\*Darby cheats and there is a little possibility that you'll win against him.

\*There is a number of rounds to survive against him, you will must play until there is a conversation between Jotaro and Darby. This is more of a survival card game than to win against Darby.

25th stage - Cario, Egypt

Town

The party encounters Hol Horse, and this time, Hol Horse's partner is Boingo (hiding in a box). Hol Horse is back with more vengeance and Polnareff seeks to settle this fool !

OPPONENT : HOL HORSE AND BOINGO - EMPEROR AND THOTH

Type of situation : 1 on 1 battle

Level of difficulty : Moderate - Hard

\*Hol Horse's attacks are a bit stronger than before, beware of the sudden appearance of pipes, that's his super attack !

\*Don't stay close to him, as he has a super attack where you are grabbed and flung to an incoming truck !

26th stage - Cario, Egypt

Sewer

Iggy will be used in this battle against Pet Shop, a bird who is also a stand owner !

OPPONENT : PET SHOP - HORUS

Type of situation : 1 on 1 battle

Level of difficulty : Moderate - Hard

\*Depending on how good you are with Iggy, Pet Shop can be a menace from the attack with it's attacks. Good Luck with him !

\*A tip from a fellow gamer, keep using Sand Crush (Charge back + forward +

Strong attack) against Pet shop. You will escape most moves and get chances to attack Pet shop as well.

27th stage - Cario, Egypt

Dio's castle

The team finally arrives and finds Dio's castle. The team is being split into 2 groups of 3 members, you get to choose :

1st Team : JOTARO - JOSEPH - KAKYOIN

2nd Team : POLNAREFF - IGGY - AVADOL

1st team walkthrough :

The team will encounter Darby's brother, Terence on the way to look for Dio.

OPPONENT : TERENCE TD'DARBY - ATUM

Type of situation : Avoid the punches/objects

Level of difficulty : Moderate

\*From what I understand, Terence is really fast in this minigame, do well and you should be able to keep a good S record !

The team will now meet up with Dio as the story progresses on, and the acutal fighting begins.

1st fight :- Kakyoin's death and the secret of Dio's stand

Dio vs Kakyoin

Cario city, rooftops

OPPONENT : DIO - THE WORLD

Type of situation : 1 on 1 battle

Level of difficulty : Hard

\*Dio is really fast, ruthless and damaging ! Your safe bet is to keep tripping Dio down and shoot your blast from afar !

\*Keep Dio away and you'll be shooting at him with peace.

\*The secret factor is REALLY inhuman here. Have DIO do THE WORLD - a time stopping move on you ! This tough as you MIGHT NEVER survive the onslaught !

\*If you really get Dio to stop time, jump as high as possible anywhere. If that's the case, he only can use one super move to hit you, but all other moves can't touch you at all ...

Kakyoin dies in this part as he wanted to see the true power of Dio's stand.

Dio activates it and pauses time. In this stopped time, Dio's World stand punches Kakyoin to death and seeks to kill Joseph for his blood.

2nd fight :- Joseph's desperate escape

Dio vs Joseph

Cario city, Streets

OPPONENT : DIO - THE WORLD

Type of situation : 1 on 1 battle

Level of difficulty : Hard

\*As the previous, Dio is still going after you like a wild boar. Keep your moves for any openings after Dio misses his attacks. Otherwise block and throw him if possible.

\*Use your super move where a lot of scenes from the comic appearing all over the screen and damages your opponent. (This move is called the MASTER'S TEACHINGS.) You'll gain the secret factor soon after.

2nd team's walkthrough =

Dio's castle

The party seem to be walking in a maze of some sort and Iggy seems to have found a mystery about the maze, it's a stand !

OPPONENT : KENNY G - TENORE SAX

Type of situation : Seek and kill

Level of difficulty : Hard

\*Like the earlier minigame, you are supposed to hunt for Kenny G. The same rules more or less applies, except that Kenny G is moving around the stage. Use the mirror at the right to judge where he could be and hit that location.

\*Actually, if you wait long enough, Kenny G will appear for a brief moment and vanish, so hit him fast. Don't try waiting as timing is really short !

Dio's castle

The party arrives in some sort of a hallway. Avadol cast a spell to locate any nearby Stands, but finds none. However, a strange Warp hole appears near him and he pushes Polnareff to safety ... only to be swiped away by the strange warp itself.... leaving a pair of hands on the floor.

The warp unfolds itself to be Vanilla Ice, Dio's most powerful right hand man. He is questioned by Polnareff where he sent Avadol to, but the answer was simply to his death. (Avadol is out of the team)

OPPONENT : VANILLA ICE - CREAM

Vanilla Ice vs Polnareff

Type of situation : 1 on 1 battle

Level of difficulty : Moderate-Hard

\*Unlike the arcade version, this Vanilla Ice's moves are all blockable and he can be knocked out of most his moves. Still pretty hard to fight ....

\*You will get a secret factor if you finish Vanilla Ice with a normal throw.

Iggy also risk it's own life to save Polnareff and dies. After Vanilla Ice dies, Polnareff sees the spirit of Avadol float away to the heavens and Polnareff swore he will make Dio pay for his partners' death.

Cario, city streets

Dio vs Jotaro

OPPONENT : DIO - THE WORLD

Type of situation : 1 on 1 battle

Level of difficulty : Hard

The first time Jotaro confronts Dio for a fight is here.

\*You will get a secret factor if you can get Dio and Jotaro to use their multipunch moves and start a FIST FIGHTING CONTEST ! You will have to tap your keys really fast to get more punches than Dio and beat him to earn the secret factor.

Cario, An alleyway

Dio vs Polnareff

OPPONENT : DIO - THE WORLD

Type of situation : 1 on 1 battle

Level of difficulty : Hard

As Jotaro battles Dio, he gets knocked down into an alley and Dio seeks to kill Jotaro. Just as he tries to land a fatal blow onto Jotaro, Polnareff appears to stop Dio and (Unlike the comic and cartoon, he just stabbed Dio's head) the two will fight.

Polnareff will tell Jotaro that both Iggy and Avadol had passed on and this enrages Jotaro.

The last fight :- The final

Cario city, Bridge

The final clash as Dio manages to suck Joseph's blood to enhance himself. Jotaro arrives too late to stop this, and knows that he will have to kill Dio to settle the score.

OPPONENT : DIO - THE WORLD

Type of situation : 1 on 1 battle

Level of difficulty : Hard

\*Needless to say, the secret factor here is to do what the cartoon and comic did. When Dio stops time, do the same move at the same time. Kill him there after. I can't confirm if this is 100% right, but doing what Jotaro did, will be an accomplishment !

After this, you will get the ending, which is closely related to the comic version. Your tough fight is over, thanks to you and your late buddies who have helped you in your journey !

You deserve a break ! Enjoy the ending !

THE EXTRA STAGES : THE SHADOW DIO'S LEGACY

Only after completing the game, you will see these following stages appear.

They are regarding Shadow Dio's encounter with some characters in the game.

The stages can be found :

1st Shadow Dio stage : After the first stage where Jotaro fights Avadol

2nd Shadow Dio stage : After Kakyoin is defeated by Jotaro

3rd Shadow Dio stage : After Polnareff is defeated by Avadol

4th Shadow Dio stage : After the part where you get to choose either Joseph or Jotaro's path to fight either Mariah or Alessi

(1st Shadow Dio stage)

Cario, city streets

Shadow Dio vs Avadol

OPPONENT : SHADOW DIO - THE WORLD (HIDDEN)

Type of situation : 1 on 1 battle

Level of difficulty : Hard

This is the story that Avadol related about his 1st encounter with Dio.

\*You are to survive the stage with a time out win should you want to get the secret factor !

(2nd Shadow Dio stage)

Cario, city streets

Shadow Dio vs Kakyoin

OPPONENT : SHADOW DIO - THE WORLD (HIDDEN)

Type of situation : 1 on 1 battle

Level of difficulty : Hard

This is the story of how Kakyoin became a slave to Dio after he was beaten by Dio. (Not in the game, but the actual comic !)

\*The secret factor is to get hit by the super where Dio screams and his hair becomes spikes and shiny little things float to you. The damage is very high and your stand is instantly crushed !

(3rd Shadow Dio stage)  
Cario, city streets  
Shadow Dio vs Polnareff  
OPPONENT : SHADOW DIO - THE WORLD (HIDDEN)  
Type of situation : 1 on 1 battle  
Level of difficulty : Hard

This is the story of how Shadow Dio enslave Polnareff to do his evil bidding.

\*The secret factor is the same as Kakyoin's one. Get hit by the screaming hair move and beat Dio up to get the secret factor.

(4th Shadow Dio stage)  
Cario, Dio's castle, The coffin room  
Shadow Dio vs Hol Horse  
OPPONENT : SHADOW DIO - THE WORLD (HIDDEN)  
Type of situation : 1 on 1 battle  
Level of difficulty : Hard

This is one of my favourite stages in the whole game. Why ? Hol Horse is a bad guy not a good one and you get to play as an evil character trying to kill another evil guy ! Cool !

This is where Hol Horse confronts Dio, his master. Hol Horse's ego gets burst here, defeat Dio and find out why .....

\*The secret factor here is to attack Dio when he is reading his book. Dio will appear behind you and attack you, just get hit and survive the fight to get the factor.

SPOILER : Hol Horse tries to kill Dio by taking a point blank shot at Dio. But as he readies to fire, Dio disappears and shocks Hol Horse by appearing behind him and asking Hol Horse to rethink about killing him. Hol Horse knew that Dio had just disappear in a second and appears behind him, he now knows the power of Dio and stays on to serve under him. Hol Horse is really shocked to death by the powers of Dio .....

\*\*\*\*\*

Last note :

By the time you finish, your Jotaro ability points should already be well over 500 points ... which entitles you to one more character and a slew of stuff like a Card game, a book to play all the minigames with any character, record your endings, sound test relation and finally a gallery section to view all the artwork from the game.

>From what I understand the secret characters are as follows :

RUBBER SOUL - YELLOW TEMPERANCE

Earn 350 points to get him

KHAN - ANBUIS

Earn 1000 points to get him

HOL HORSE AND BOINGO - EMPEROR AND THOTH

Earn 1300 points to get these two

(BLIND) KAKYOIN - HIEROPHANT GREEN

Earn about 1450 points to get him

(This version of Kakyoin is special, wearing sunglasses and a gold suit instead of his green one)

You can replay any of the missions by choosing SP mode and selecting the continue option. There are extra stages dealing with each character's past, relating to Shadow Dio available for selection. This is where you are going to earn extra points to gain the special characters.

When replaying your previously played missions, you are supposed to earn a better ranking to increase your Ability points. For unplayed events, they work as per normal in the SP story.

\*Always remember to save as it is not easy to play this mode and complete it !  
Hope you'll have fun reading and completing the whole game soon !

\*\*\*\*\*HELP NEEDED\*\*\*\*\*  
Please assist me with the story and also keep me informed about any stuff relating to the Ability points or new ways to complete hard stages. Do exchange information about the game to make this walkthrought really complete !

As for the info on the secret characters, I would like to thank another FAQ writer on the information. Please read his FAQ for more info on the moves. I will try to look for more stuff and update when I have more info coming in.

Please send your mail on the game ! I will credit you !  
Thanks to :

Myself - For doing this FAQ some justice by giving it an UPDATE !

CAPCOM - Finally having the brains to better the game !

JUMP COMICS - For publishing this hit comic

Kenneth Chan - For having a playstation, the OVA of JoJo's venture and showing me the stages

The Milkman (Irascible, sassy and fancy-free Previews Editor, [www.videogames.com](http://www.videogames.com) & Contributing Editor, Electronic Gaming Monthly) - Thank you for your comments on my FAQ !

MeLAnCHoLy (melancholee@usa.net) - One of the better FAQs around for the game  
Much better than mine.

Kelvin Koh (kelkwl@singnet.com.sg) - The other FAQ author who's doing a solid job on the moves sheet FAQ

Jason@viz.com (Jason Thompson) - For telling me about NENA, MARIAH and ALESSI

markryo@altavista.net - For telling us how Anbuis Polnareff can be an easier opponent to take on.

And you .... for reading this FAQ !

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