

# One Piece Grand Battle 2 (Import) FAQ/Walkthrough

by hushicho

Updated to v2.0 on Sep 8, 2004

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One Piece - Grand Battle 2
PSX FAQ
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version 2.0

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version 2.0 - I DID IT!!! Yes, that's right, I bounced that stupid anchor 100 times in a row. It wasn't easy, but check down in the Secrets and Fun Stuff section to find out my advice on accomplishing this massive and often frustrating feat. The stage unlocked is well worth the trouble.

I've also added a few things, amended a few other things, and generally spruced up the FAQ. Enjoy!!

version 1.0 - I have most of the information compiled but I still haven't been able to certify whether or not the Training Mode stage is unlocked by doing 100 guards with the anchor. If anyone has done this please let me know.

If you have any corrections or comments, I'd be happy to hear them! Also, if anyone wants to give me any information that I've omitted and they think would make anything clearer or more comprehensive I'd love that; in some cases I've been required to make some assumptions.

i - Introduction

The greatest treasure of the world, One Piece, is said to lie along the Grand Line, and this revelation sparked the age of exploration in the world. There are Marine and there are Pirates, and all are after the power of One Piece. However, the Marine are cruel and unfeeling, and the Pirates operate on a system of their own. Some are good and some are evil. Regardless, Marine want to stamp them all out.

When he was a boy, Luffy was saved by Shanks, a pirate, at the cost of Shanks' arm. Luffy ate devil's fruit and became a rubber man, able to stretch himself as far as he wanted, but it was at the cost of being hated by the sea. Anyone that eats the devil's fruit is hated by the sea and finds it difficult to swim. But Luffy decided that he wanted to be the greatest pirate ever, the Pirate King!

He set out on his journey and gradually recruited others to join him, like Zoro, Usopp, Nami, and Sanji. Soon, even more joined them like Bibi and Chopper, and their adventures continued the world over as Luffy tried to right the wrongs he came across and instill a belief in people that Pirates are not bad as the Marine try to make them believe. All this was in the process of his quest to become the King of Pirates!

This is the story of Luffy and his friends!

## 1 - The Characters

There is a huge variety of characters that you can use in this game, which is one of the things that makes it so fun! I've gone through and provided my feelings about the characters here, and how I felt playing them.

### \*Luffy\*

The up-and-coming Pirate King (at least, if you listen to what he says) who tries his best to do what's right. I like Luffy, even though sometimes he can be more than a little bit stupid. His heart is usually in the right place, although his impulsiveness often lands him and his friends in trouble!

He can be a difficult character to master, even though he's usable and can be powerful if you know what to do. His rubbery distance attacks are great if you want to stay clear of a powerful opponent, and his combinations can be good if you get them in the right place. However, unfortunately his combinations are difficult to pull off at best, and he's easily trapped in an attack chain.

Try to keep your attacks brief and keep your distance. If necessary, wait out the fight after getting in a few hits. Luffy can be difficult to use, and especially against certain foes.

### \*Zoro\*

Luffy's first mate, a talented swordsman who likes to eat and sleep. I love to use Zoro for just about anything...he's one of my favorites from the series too! His three-swords technique makes him an unstoppable opponent if you can play him well enough.

Zoro is fast and powerful, and his combinations are great since he has both defensive and offensive combinations. He's one of the best to use overall because he's not overpowered in any certain area or particularly imbalanced to the extreme like some of the other characters. Strike fast and hard, or be patient and wait for them to come to you.

### \*Nami\*

A thief who seems to care little about her allies and seeks only to steal as much treasure as she can. However, sometimes she's the (unheeded) voice of reason and practicality amongst the crew of the Going Merry.

She is quick, however, and limber, which means she can move quickly and make her attacks fast. She isn't as powerful as some of the other characters though, so you'll have to attack often and make do with the tricks she can use to win. The move where she flings her rod at an opponent can be very useful if you're trying to keep your distance.

If you can time it right, use her flirt combo to immobilize them, and then follow up with her lightning tempo combination. This will do a good amount of damage and soften them up for your later assaults, but make sure you refill your levels and make sure your opponents don't recover!

### \*Usopp\*

Depending on whom you ask, Usopp is either a compulsive liar or a talented storyteller. Whichever way it goes, he's not really a fighter by heart and prefers to avoid conflict. This could be why he's not the best of the best when it comes to characters to use.

Usopp's best points are his distance attacks. With Usopp, you want to avoid, avoid, avoid. Get them from a distance if you can and stay away, although his defense combination can be very useful if they just won't get the picture. Try different tactics depending on the stage, but typically with Usopp you'll want to stay as far away as is practical and still manage to hit them with your attacks.

### \*Sanji\*

Sanji aspires to be the greatest cook ever, and he's also a shameless flirt who tries very, very hard to impress most girls that he meets. Perhaps it's his earnest approach coupled with his bad habits and poor attitude that cause him to fail at this! He has a bad temper and doesn't stand for being insulted, which can at times make him seem as impulsive as Luffy.

He's not easy to use, I won't delude you there. His moves mainly consist of kicks and only kicks, but when he does manage to connect he's got some power behind them.

The best part about Sanji is that almost all of his most powerful attacks are ones that can be charged up so you can wait on your opponent and then strike. Still, some opponents won't come close if they see you charging on up, so be quick with the buttons and make sure you know where each combo will take you; you might leap right over your foe if you don't use a combination with a target in mind! Fortunately you can use the control pad to steer Sanji somewhat, but it's still very fast and very hard to perfect. Do your best!

### \*Bibi\*

Bibi is the spirited princess of Alabaster, who infiltrated Baroque Works briefly as Miss Wednesday in order to try and stop their insidious plans for her home. She then met up with Luffy and his friends and went along with them on their travels, striking up a great friendship with Nami and making her a little more pleasant. For that I'm very grateful!

Although she isn't particularly powerful in terms of raw attacks, she is a very good character to play with if only because of the fact that she has an excellent stun combination that leaves an opponent wide open for her offensive combo. She has a pretty good range too, so if you keep her moving quick and plan out the use of her

stun, combined with her offense, you should do very well. She can charge up her stun attack, which gives her more distance and more smoke, and most of the time an opponent will walk right into it if you wait for them.

#### \*Chopper\*

Chopper is a reindeer who became a reindeer-man and was ostracized by the other deer. Aspiring to become the greatest doctor, he joined Luffy and his crew. You wouldn't think it to look at him, but he can actually summon immense reserves of strength when he needs to!

Chopper is pretty fun to play with because he's small enough to avoid certain attacks and nimble enough to avoid the rest. His combinations are also pretty easy to pull off, so just gauge your opponent and let them have it! Make sure you don't wait too long though, because the combinations can at times be tricky to hit your foe with. Act as fast as possible, and you'll be fine.

#### \*Smoker\*

Smoker is a Marine captain who believes in 'absolute justice', which means that basically he sees the world in terms of people who are with him, and people who are against him. Unfortunately for most everyone else, there's no middle ground. He often travels with Tashigi, whom he has taken under his wing as a personal project. I don't like Smoker very much, but he is a strong character.

Smoker is a bit slow, but his combinations are extremely powerful and easy to pull off. You can charge up his smoke-snake, which pulls an opponent into a chain of attacks, and if you time it right his smoke-man attack can be devastating. All of his combos are very powerful, so it's up to you when you should use them. Try to strike first, though, because he's the kind of character who needs the advantage of timing to make up for his slowness.

#### \*Tashigi\*

Tashigi is Smoker's protege and underling of sorts, who is impossibly clumsy and constantly losing her glasses, without which she can't see very well at all. She has trained herself rather impressively though, even if she does trip over her own feet constantly; she can strike pretty well even without using her sight! Sadly she's still quite unpolished in terms of skill.

If you must play as her, treat her like an inferior Zoro. Don't rely on her combinations, because quite often they will leave her wide open for attack afterwards. She's just nowhere near Zoro's level of swordsmanship, so move quickly and try to use speed and strategy to wear your opponent down. Use her defense if you get pinned down, and try to avoid an attack-heavy opponent unless you can accomplish her defense combo in quick succession.

#### \*Wapole\*

Wapole is a large and boorish hulk wearing a white hippo on his back. He's slow but powerful and surprisingly versatile. While he's not my first choice to play, he's not a bad one to use.

With him, you have to compensate for his lack of speed. Plan out your moves in advance and be sure to take advantage of his combinations. Make sure you spot items quickly and get to them first, or else you could be in a disastrous situation. Try to make a chain of attacks successfully connect for the greatest advantage.

#### \*Mr 2 Von Kray\*

Von Kray is a transvestite who holds feminine grace, beauty, and poise above all things, and he makes his underlings share this practice. Unfortunately for him and them all, none of them are particularly gifted in terms of natural beauty or grace, and certainly not effeminate in the slightest. This makes him a disturbingly funny character...or perhaps that's amusingly disturbing, I don't know.

He's quick and light on his feet at least, so plan for moving around a lot to avoid your foe's attacks. The fact that he has a very good spinning jump attack should be taken advantage of often, and so should all his combinations that you can pull off. As always, grab combos are difficult, so stay away from that unless you're sure you can get it successfully done.

\*Mr 3\*

A bizarre man with an even more bizarre flaming hairstyle, he can spontaneously generate wax, with which he attacks. He wishes he were cool and impressive, but sadly for him he is hardly that. He can also use his hair, and he has several odd and sometimes disgusting underlings that assist him.

The first thing to remember is to use those underlings! Mr 3 is fairly good on his own, but he's just about unstoppable if you use one of his friends to help soften up your opponent. He can also attack with his hair, flaring up the flame like a bonfire, which is useful when an opponent is right above you. Be careful not to get picked off and trapped in a chain by your opponent though, and make sure if you use a chain yourself that you have the distance figured in.

\*Mr 0 Crocodile\*

A terrifying and imposing pirate, Mr 0 Crocodile is all about power. He's easy to win with since he uses every advantage he can. I'm not all too fond of using him, but this could be due to his cruel personality and merciless disposition. He's also one of the larger characters, which can make it difficult for him to avoid attacks.

He is of course a little slow due to his size, but he makes up for this with his incredible combinations and attacks. Since he can turn his body into sand and also call up underlings in his combos, he's truly a force to be reckoned with. Position him well and draw your foes in, and they'll fall right into your hands with your devastating combos.

\*Miss All Sunday\*

Properly named Nico Robin, Miss All Sunday is the partner of Crocodile and one of the most powerful characters in the game, although she is quite slow. Her devil's fruit ability involves multiple hands, and she is also extremely intelligent; one of her favorite hobbies is reading and finding out new knowledge.

She's fast enough and powerful enough to take out an opponent in a fair match, and her chains that keep adding more hands to hold your foe in place certainly help. However, her combinations must be carefully timed and placed, or else you will leave yourself wide open, and although they can be powerful her distance attacks are hard to perform in a timely manner. It also more or less cripples your attack power while you're waiting for your hat to return so you can attack again, so use distance attacks sparingly.

\*Karoo\*

A large ducklike bird who travels along with the crew, like Chopper he is capable of great things. He is one of Bibi's closest friends and is surprisingly quite

resourceful when he needs to be. He's also hilarious to watch in action!

Karoo is very tricky to get used to, especially his frantic flapping descent which lets him float down gracefully and, if used right, gives him more distance on his aerial maneuvers. The fact that his screeching is a weapon should be used to greatest advantage, but I'd stay away from attack chains and running-tackles since they put him in a vulnerable spot. Make sure you have a secure place and charge up his screech combo, and victory is assured.

#### \*Mihawk\*

A legendary swordsman, Mihawk is a self-absorbed dandy with a high opinion of himself. He's a bit tricky to use, and I wouldn't recommend him either; not just because of that, but because his fashion sense is painful on the eyes!

To fight with him, remember that his range, frankly, sucks. You're going to have to be close to any foe in order to get off a successful chain, although combos can be somewhat easier to pull off...definitely an advantage for him. He can do a wavelike distance attack, but only after pulling off a couple of other ones beforehand, and this can be frustratingly difficult if you're up against anyone competent. However, he lacks quite the effectiveness of Zoro or even Tashigi in terms of balance or speed, and overall I can't recommend him.

#### \*Ace\*

Ace is Luffy's long-lost brother who tends to pop up out of nowhere at the oddest times. As odd if not odder than Luffy, Ace carries the same eccentric determination and impulsiveness that his younger sibling does, as well as the immense and raw power to back it up. With the ability to harness flame from his body, he's an extremely versatile and monstrously strong fighter.

Fighting with him is easy as long as you remember to keep moving. He also has great combos that he can use, especially if you go for the one-two with the stun, then the flaming punch. His level 3 combo is also extremely powerful and has a great distance to it, but it can sometimes be tricky to pull off. He's very quick, so he is a great choice for most opponents, and an extra bonus is that he doesn't take damage from being set afire by the lamp, so you can use that to your advantage and run up to an opponent, turning the tables!

#### \*Shanks\*

A famous pirate captain, Shanks sacrificed his left arm while saving Luffy's life. The straw hat that Luffy holds so dear was given to him by Shanks, and Luffy's dream is to meet Shanks and talk as equals. He wants to make Shanks proud, and he looks forward to the day they can meet again.

Shanks is quick and does well to use his combinations for both attack and defense. Still, he can pack quite a punch just using normal attacks and is fast when doing so. Surprise your opponent with diagonal attacks and keep moving, planting combinations for them when they get too close. The fact that he has a defensive combo is great for when you're pinned down.

#### \*Kuro\*

A sinister, deceitful, backstabbing, no-good scum of a pirate, Kuro has a chilling yet somewhat disturbingly endearing habit of pushing his glasses back on his face with the heel of his palm. This is because his attack style uses long claws. He's a very, very bad man.

His combinations are good but can be tricky to draw opponents into. His long reach, however, is great for keeping foes at bay and striking at a distance. You should at least once take advantage of his slashing combination in which he vanishes and strikes at a foe. Charge it up to get distance and go for it when they step inside your zone. His speed is what makes him truly fearsome as a fighter, so use it to your advantage.

#### \*Creek\*

Creek is a well-known but boorish and violent pirate, who's also not quite the sharpest twig in the bunch. Still, he's decked out in heavy armor that includes heavy artillery! I don't like him, but he's powerful to use and easy to win with if you become familiar with his style.

He's slow due to his size and armor, but his attack range is very good, even normal attacks. Use those along with a few of his combinations (his missile combo is especially good for distance) to quickly put an opponent down. Make sure you don't get trapped in a combo when an opponent is guarding or dodging, because against a nimble opponent Creek is at an extreme disadvantage. You will be well advised to guard yourself and avoid as much as possible.

#### \*Arlong\*

Arlong is a greedy and cruel pirate who more or less enslaved an entire island, including Nami. He's got a jagged nose that he can use to fight, and he's about as no-good as Kuro and Creek. He's not as easy to use as them, however.

Keep moving with him and don't use your regular attacks if you can really help it, unless you're diving down on an enemy. Even then, be careful they don't turn it on you! It's hard, but it's possible for them to do so. Arlong's attack chains leave him open if you don't connect, so be careful you don't do that. Keep your combinations going to stop your opponent cold. Also keep in mind that in stages with water, if you press the jump button just as you get thrown into water, Arlong can leap back out and take no damage!

#### \*Bagi\*

Bagi is a sinister clown who also ate the devil's fruit and got a power. His, unlike Luffy's, was the ability to separate his body into parts and then combine it again. I don't like using him at all because he irritates me by turning into a rather slow-moving car to move around, and his combinations have a very slight range.

To use Bagi, keep moving and trying to get away from your opponent. Hit him or her with distance attacks as you can, and if you can get them to fall into a combination, you're lucky; Bagi's are probably the most haphazard you're going to get! Keep avoiding and striking, and you will eventually wear them down, even if it's by waiting out the timer.

#### \*Albeda\*

Albeda is a glamorous but vain pirate who uses her charms on others, as well as her massive mace. She glides along instead of actually walking, and she is reasonably fast. She didn't always look the way she looks here, by the way; once upon a time she was a huge, ugly hulk of a woman. But things changed, as they often do. I like using her just because her flirt stun combo is hilarious to watch.

And that's really the cornerstone of using her to fight: use her stun combo and then her offense combo, and you'll do massive amounts of damage. Make sure you charge her combinations a bit though, because they are worth it and they do make it a lot easier. They're also her best bet for a win. She does very well in a fight, and as long as you keep moving you should do fine.

\*Pandaman\*

Pandaman is an odd wrestling-type character who apparently appears randomly at times and is a known personality. He is unfortunately not the easiest or the best character to use, but he's fun just for his silliness factor.

Keep moving with him and use his attacks, because he is pretty quick. You may wish to call his shark friend, but keep in mind that it is a rather slow combination and it may leave you wide open. If you're not careful, you may take damage from them before your shark is able to initiate the combo. His other combination is good, but it is tricky because it requires a grab to pull off. You may just want to outmaneuver your opponent and do your best with the shark and his regular moves.

## 2 - The Controls

Here is the notation I will use for the buttons:

Triangle - ^  
Square - []  
Circle - O  
X - X

The default functions are as follows:

^ - jump  
[] - grab/pick up item/put down item  
X - guard/cancel  
O - attack/confirm/throw item  
L1/R1 - prepare to execute a combination  
Start - pause

After you jump, you can press ^ again while in the air to jump again, and in this way you can double-jump. This is useful for reaching high platforms, treetops, and similar places.

Even when you're struck down, don't stop pressing! A well-timed hit or jump can help you recover from a knockdown more quickly and, in the case of some of the fighters, pressing the O button when you're down can enable you to leap back and get in a sneaky hit on an unsuspecting opponent!

You can put down items by pressing [] again or by pressing O and down when standing. If you are in the air, though, you will throw the item downwards. Pressing O and down tends to give it more force even while standing, so be aware of that fact.

When you fight, your character will have a life bar and a level sphere, which has three segments to it. When your sphere is full, that means you can do a level three, a level two and a level one, or three level one combinations before you have to restore levels. You do this by way of food items, which have the added bonus of restoring health! You may also use the compass if there is one, which will restore all your levels...just make sure it's pointing north and not south!



Once a character's health bar reaches its end, the fight will typically be over. However, sometimes the One Piece Heat can come into play, and they will return in Heat Mode, more powerful and faster than before. They can be defeated again, and depending on the mode they may or may not return. A character defeated with a combination will typically not return with One Piece Heat.

One last note: you can choose a character's alternate costumes once you've completed Event Battle with them by selecting them with L1+O, R1+O, or L1+R1+O.

Here is a listing of each character's special moves. It can be assumed unless otherwise noted that you must press L1 or R1 before performing the move. Moves where it's noted you hold X, you can build up power by doing so, then release X to execute the move. Typically if you hold X, you can increase both the strength and the distance spanned by the move, making the chance greater that you will be able to initiate the combination.

Almost all combinations can be blocked or defeated with a combination themselves, cancelling out each other. However, with direct combinations such as the grab combos, this is not likely to happen! You can also stop a combination before it starts, in the case of combos that a character charges up, by hitting them yourself or with an object before they release the charge.

#### Luffy

Lv1 - ^O

Lv2 - X then [] to grab

Lv3 - []^O

#### Zoro

Lv1 - XX

Lv2 - ^O

LV3 - ^[]X and hold X

#### Nami

Lv1 - OX and hold X

Lv1 - XX when attacked

Lv2 - ^O

#### Usopp

Lv1 - XX when attacked

Lv2 - []X and hold X

Lv2 - ^O

Lv3 - []^O

#### Sanji

Lv1 - []X and hold X

Lv2 - ^O

Lv3 - ^[]X and hold X

#### Bibi

Lv1 - []X and hold X

Lv2 - X^

Lv2 - ^O

#### Chopper

Lv1 - X then [] to grab

Lv2 - ^O

Lv3 - ^[]X and hold X

Smoker

Lv1 - []X and hold X

Lv2 - ^O

Lv3 - []^O

Tashigi

Lv1 - XX when attacked

Lv2 - []X and hold X

Lv2 - ^O

Wapole

Lv1 - X^

Lv2 - ^O

Lv2 - []^O

Mr 2 Von Kray

Lv1 - ^O

Lv2 - X then [] to grab

Lv3 - []^O

Mr 3

Lv1 - X^

Lv2 - ^O

Mr 0 Crocodile

Lv1 - ^O

Lv2 - []^O

Lv3 - ^[]X and hold X

Miss All Sunday

Lv1 - X^

Lv2 - X then [] to grab

Lv3 - []^O

Karoo

Lv1 - []X and hold X

Lv2 - ^O

Mihawk

Lv1 - XX when attacked

Lv2 - []X and hold X

Lv3 - []^O

Ace

Lv1 - ^O

Lv2 - []^O

Lv3 - ^[] and hold X

Shanks

Lv1 - XX when attacked

Lv2 - X^

Lv3 - []^O

Kuro

Lv1 - X^

Lv2 - []X and hold X

Creek

Lv1 - ^O

Lv1 - X^

Lv3 - []^0

Arlong

Lv1 - X^

Lv2 - ^0

Bagi

Lv1 - X^

Lv2 - ^0

Albeda

Lv1 - []X and hold X

Lv2 - ^[]X and hold X

Pandaman

Lv1 - X^

Lv2 - X then [] to grab

### 3 - The Items

Various items will appear throughout the battle, either by themselves, thrown in by the crowd, or liberated from chests and crates. You can open containers by attacking them once, but be careful! If you touch a harmful item, you may be damaged. Take care to pick them up, and try to use them against your opponent. Also beware of explosive items, because they might send you packing if you get too violent with containers they're in.

Something you might not know but will probably see the CPU player doing is that you can catch some projectiles! You do this by pressing [], just as if you were picking them up. You can do this without harm to yourself and then throw the item back, such as bombs!

You can also hit crates and chests and the like at your opponent by doing a dash attack on the item. Make sure to time this right so that they are too close to dodge, and they will be stunned momentarily, leaving them wide open for an attack.

If you block at exactly the right time, you will execute a Bingo Guard, which is extremely useful in that you gain a level by doing it. This is useful both in fights and in unlocking things, so use it wherever you can!

Barrels tend to hold recovery items like foods (although be careful because some food may come out spoiled at random), treasure chests tend to hold bonus items like the sword and shield, and crates tend to hold utility items such as lamps, shuriken, and bombs.

#### FOOD

Food recovers health and usually one level. However, if food is left out too long, it will start to blink purple and then spoil, turning fully purple. Spoiled food can be a serious matter, and it can leave you regretting your contact with it by taking off health and, in some cases, taking off levels and leaving you stunned.

Meat - Recovers the most health.

Beer - Recovers some health.

Rice Ball - Recovers some health.

#### BONUS

These items augment your condition in one way or another.

Gem - Gives you sword, boot, and shield bonus.

Sword - Increases attack temporarily.

Shield - Increases defense temporarily.

Boot - Increases speed temporarily.

Compass - Restores levels to full. (once picked up, this points south instead of north and takes away all levels if touched)  
Incidentally it is called Eternal Pose.

#### WEAPONS

These are items that can only be used offensively.

Shuriken - This throwing star will travel in a straight line once thrown, in whichever direction it is thrown.

Lamp - Fragile and will break easily and spew fire all around it. Touching it will set you on fire, but hitting an opponent with it will do the same for them. You can also break one by throwing something at it or firing a distance shot, which will send four flames across anyone or anything nearby.

Bomb - Automatically detonates in a short time if left alone, before which it will flash red more and more quickly. It also detonates on contact with any character, item, or structure.

Poison Mushroom - On contact with any character, it poisons them temporarily. If thrown, it generates a field of poison spores that will poison any character immediately upon contact. The field can be dispersed by hitting it, but be careful because it goes invisible after a time.

Hot Pepper - Causes slight damage and makes character run constantly, making it impossible for them to block.

#### STAGE-SPECIFIC ITEMS

Nut (Little Garden) - Can be thrown; bounces around and causes damage.

Animal Trap (Arlong Park) - Attaches to character upon contact, causes damage if they attempt to attack.

Cactus (Bikoshi Crab) - Causes confusion upon contact, mixing up the directions on the control pad.

Anchor (Training Grounds) - Can be thrown at opponents.

#### 4 - Event Battle

This is the first option you'll see on the screen, with Luffy wearing his very dashing captain's coat! Select it to see a bar where the characters have gathered. You can select any of the characters who have assembled there, so just move the selector around to see their names and choose one. If you select one with bodyguards or assistants, you will need to select which one you would like to use this time. Don't ignore the posters on the wall, as they are also selectable characters.

Initially on this screen you may also notice that some of the characters have flashing stars on them. This means that you have cleared Event Battle using them, and so it also means that you've unlocked their alternate costumes!

In Event Battle, you can choose which opponent out of the two you would like to face. At stage 5, you fight your character's main foe, who will be unlocked the first time you defeat them! Play through with all the characters to make sure everyone is unlocked that can be.

You can also play through on normal difficulty after this and, if you reach the fifth battle without continues using any character, you will unlock Karoo after you defeat the main foe.

If you play through Event Battle with every single character ten times on any difficulty, then play through on Difficult using Smoker, you will encounter Ace at the end. Defeat him to unlock him!

See the Characters section for information on each character and his or her fighting style, and here are a few tips that should carry you well through the Event Battle!

-Always choose the opponent who is at a disadvantage to you, if you can. You can also choose an opponent for a more advantageous (or treacherous) stage.

If you are playing a very slow character, don't choose an extremely fast opponent unless you're prepared to compensate for your lack of speed.

-There's nothing wrong with doing some damage and then avoiding your opponent until the clock runs down, just be careful that he doesn't grab a food item in the meantime!

-If you have the option, choose Pandaman to battle. His stage is so ridiculous that he often ends up defeating himself by plunging into the water!

## 5 - Grand Battle

This is the option with Zoro and Sanji having a lovers' quarrel on it! (^\_^;) With Grand Battle, you can choose any of the unlocked characters to fight battles, in any setting you want.

When you start this mode, you will be given a screen where you pick a character to play, then an opponent to fight. Choose those, and you will be taken to a second screen. Some characters (such as Bibi and Shanks) have bodyguards or assistants they can choose from. If you choose a character who has those, most of the time you will have to choose which one you want to fight with before advancing to the next screen.

Here, you can choose a stage to play in. Going from left to right, top to bottom, the stages are: In Order (red box), Whiskey Peak (Zoro's Stage), Little Garden (Mr 3's Stage), Drum Castle (Chopper's Stage), Bikoshi Crab (Bibi's Stage), Omakase (random stage), Albana (Mr 0 Crocodile's Stage), Seaside Path (Usopp's Stage), Floating Restaurant Baratie (Sanji's Stage), Arlong Park (Nami's Stage), Iroiro (one randomly-chosen stage per round), Golden Roger's Execution Square (Smoker's Stage), Lavun's Stomach (Pandaman's Stage), Fusha Town (Luffy's Stage), Training Grounds.

If you want to, you can change the options on this to suit you more perfectly. If you can read Japanese, of course, it's a lot easier! However, if you're fine with things the way they are, you can just press the O button again. If not, select the other option and press O. You will now be able to change the options.

Time Limit - 99 is default; press left for infinite, right for 60.

Number of Rounds - 2 is default; press left for 3, right for 1.

Handicap 1P - Normal is default; one left is weak, two left is feeble, one right is strong, two right is strongest.

Handicap 2P - Normal is default; one left is weak, two left is feeble, one right is strong, two right is strongest.

Food Charge - Full is default; press left for hungry.

Items - Normal is default; press left for many, right for few.

Then choose the bottom option and choose the option presented to you after that to enter battle.

Most of the stages that are a character's stage (meaning when you fight them in Event Battle, you appear at that stage) are advantageous to that character. Keep this in

mind if you want to choose an appropriate stage for the Grand Battle mode.

#### \*Whiskey Peak\*

The main hazards to worry about in this stage are the giant bird that drops bombs when you hit the sign at the top left, and Luffy's stomach (or if you're using Luffy, a trampoline) which will send you flying if you jump on it! You can do a second jump while sailing through the air to stop yourself, so don't fall in the water!

The top floor of the building is destructible, and inside it is a compass. Break in if you need it; you can also use it as a route through instead of going over, but be careful not to get pinned down inside.

#### \*Little Garden\*

Don't worry about the giant flying weapons, because they won't do damage to you. They do at times prove to be a frustrating and random addition however! Be careful of the nut, as once it's disposed of one time, it'll appear in another container at random soon afterwards, to be discovered again. It bounces, and it can bowl you over. Also, the water under the bridge can be surprisingly treacherous. Use the trees for vantage points and for taking the occasional breather.

#### \*Drum Castle\*

This is a complex stage with many different aspects and hazards to it. One of the most effective ways of pinning an opponent down is by tricking them into falling down off of the castle itself to the lower left, and dropping things on them while at the same time getting recovery items for yourself. It can be very difficult to get back up from there unless the wall is demolished though, but once the wall is taken out your opponent can easily return to where you are. Keep this in mind when attempting to toss bombs down on them.

Speaking of which, bombs will fly freely through this stage, so be careful not to be hit. Don't attack any of the animals in the stage, or it may cause them to make a fuss and bring a huge snowball rampaging through. Also, don't touch the fireplace in the room at the bottom of the castle, or you will be burned. The man in the car on the wire will throw off helpful items, so if you need them and happen to be on the bottom left, try to catch them! Remember, you can jump in the tree if you need to get more altitude.

#### \*Bikoshi Crab\*

This stage is constantly moving, in almost every way! The crab's claws move back and forth, up and down, and so they can provide good platforms to escape a merciless foe temporarily. They can also be used well to trick people from above, and the open sides of the stage are good for knocking opponents off and doing damage that way.

Be careful not to get knocked off yourself, and be sure not to be hit by one of the cactus items that appear only in this stage. It's particularly nasty if you get hit by one and become disoriented, because it will leave you wide open for a combo! Remember your block button and try to avoid the cacti if at all possible. Remember, if you find an item you don't want used against you and you're not sure you can use effectively yourself, throw it off the stage!

#### \*Albana\*

A fighting pit if there ever was one, the stage of Albana is particularly nasty if you're not prepared for it. The platforms at either side on the very top rotate, making it impossible to remain there for very long, and the people throw things into the pit, not all advantageous items. On either side there is water to fall into, and if that weren't enough a rush of sand flows through the bottom of the level from time to time.

Advice here is to keep moving and don't let yourself get backed into a corner. Also, try to avoid the bottom level because the sudden sand flow can catch you off guard

and throw you up against containers, bad items, or even throw you into the water. Be careful of things flying in from the people at the top of the pit, and don't stay on the rotating platforms.

#### \*Seaside Path\*

Another potentially treacherous stage, this has a large water area on the right and the tide moves in and out, making it sometimes difficult to maneuver. Furthermore, the Kuroneko Pirate ship periodically fires on the shore, sending explosive cannonballs much like bombs sailing down upon everyone there. The oil on the incline makes it easy to slip down onto the shore and difficult to climb up onto the island proper.

You'll hear when the ship fires its cannons, so all you have to do is keep an eye out for the shadows; they'll tell you where the cannonballs are going to land. You can pick them up and throw them at your opponent, but this is risky. If you must use them offensively, perhaps try tossing an item at them from afar when your opponent is close by, to catch them with the explosion.

The oil can be a frustrating feature to this stage, but sometimes it can also catch unwary foes and enable you to seize victory more easily. Be careful of the tide at the bottom of the incline though, because it can really affect your movement. The water itself can be easily stumbled into, causing damage to you.

#### \*Floating Restaurant Baratie\*

The ship on the right rocks back and forth, making the items and containers on it slide accordingly. They can also fall off onto you, which will stun you! Be careful not to let that happen. Also, be careful not to fall off the ship yourself. It's a tricky thing to manage.

Baratie, on the left, is usually the best place to dwell for the fight as it is easy to position yourself to pull off a combo successfully on any one of the platforms on the ship. It can be very difficult to do anything on the right, because the constant movement of the ship can be confusing and the shifting of the items can hinder any attempt at laying a trap or charging a combo.

#### \*Arlong Park\*

Water, water, water. Lots of water in this stage make it ideal for Arlong, not so ideal for the rest of the characters. You can fall in the water on the far right, over the wall, so be aware of this and use it to your advantage if you get in a fight in the tree. Don't allow yourself to get backed into the corner near the tree though, because that can be a prime place to get pinned down and thoroughly trounced. The small structures just to the left of the tree and to the far left of the stage are good for surprise attacks upward or fighting on the roofs.

The traps in this stage are useful if you can use them against your opponent, but don't let yourself be caught by them or it could be serious! If you are caught, just avoid and don't attack under any circumstances. Attacking is what sets them off and causes damage to you, but you can still pick up and throw items freely. Be sure to time your jumps right and avoid the two major water hazards in this stage.

#### \*Golden Roger Square\*

Where there's thunder, there's lightning! And in this stage that is the largest danger. Be careful, because there will be an area on the ground that you can see is different from the rest before the lightning strikes. Avoid it at all costs, because when it gets darker the lightning will strike, and anything in its path will be fried, causing a good bit of damage and leaving any characters stunned as well!

It's very difficult to use this to your advantage, so just avoid the lightning and try to carry on with your battle. The platforms on either side of the stage can make things easier or more difficult depending on the characters, but overall it isn't as

hazardous or complex and confusing as many of the other stages.

#### \*Lavun's Stomach\*

The first thing to keep in mind is that you're not imagining things...the islands really do get closer and farther apart! So don't make jumps and attacks thinking that they're always the same distance apart. Also, be careful of the house because its inhabitant is armed and can be very dangerous!

The water in the stage is the greatest hazard, so use it to your advantage. Stay chiefly on the left island because it is larger, but stick to the rooftop because the surface leaves you open for attack by not only your opponent but the native! The boat on the far left is good for periodical item-grabbing, but don't stay there unless you're baiting your opponent for a combo.

#### \*Fusha Town\*

There is water on either side of this stage, so that is of course one of the hazards as always. The windmill provides a good altitude and also random bonus items for you in the fight. You can bait some opponents by waiting just off the ramp, on the ship, and launch into a combo when they get close enough. It's also a good stage for Luffy because he can easily position himself under a foe for one of his combinations as well.

Use the windmill and the multi-level ship for a good strategy. They can be very useful, especially if you have combos you might need special positioning to pull off successfully.

#### \*Training Ground\*

This stage is smaller than some, but thankfully it also doesn't have any places to fall. Unfortunately it also doesn't have any platforms upon which you might jump to avoid your foe, so it really does work like a training ground! By the time you unlock it, you'll probably be intimately familiar with the layout of the stage.

Be sure to keep moving and attacking as you can, and don't use any lengthy combos that will leave you wide open unless you happen to be between your opponent and the anchor. If you aren't careful, your opponent will use the anchor at almost every opportunity!

### 6 - Training Mode

This is the option with Chopper on it. In it, you can practice your skills against an opponent of your choice without worrying about them or you taking actual damage or wasting your special moves, because both health and levels regenerate.

#### -Pause Menu in Training Mode-

Commands - Displays the moves available to your character

One Piece Heat - This puts your character in Heat Mode, basically as if they'd just recovered from a near-defeat.

COM - Turn CPU control for 2P on or off.

Character Select - Return to the Character Select Screen

Title - Return to the title screen.

When you look at the command list through the pause menu, there is a circle to the left of the name of the command. To the right is a diagram of what you must do in order to perform the move. Most of these are self-explanatory. Once you perform a move for your character, the circle to the left of the move will turn red and you will get an 'OK' on the screen for doing it right. You have to actually hit your opponent with a move to successfully pull it off.

First, make sure you've done all the moves as outlined in the list. This includes



both standing moves and moves done in the air. You can use the anchor to throw at your opponent and knock them in the air; make sure you choose a training opponent who is actually going to go some distance in the air. I recommend Mihawk, Nami, or Karoo if you have him unlocked. Also, remember that some moves can only be done when you're being attacked, so you may have to turn on the COM player in order to accomplish this. Remember that each character has a grapple move that is performed by pressing [] when close enough.

A 'Complete' will flash on the screen when you have successfully performed every move in the list for your character.

There were a few characters that I felt may need further notation in order to complete their moves list.

Miss All Sunday - To accomplish her most difficult move, the up + O aerial move, move up close to your opponent and then jump and throw the anchor upwards. Make sure you move back so it doesn't hit you, then quickly jump and throw her hat up so it will be waiting for them when they come down. It can take a couple of times, but you will eventually succeed. With Miss All Sunday, you need to remember that you typically need distance and air between you and your opponent; this technique will also work for her diagonal upwards + O move.

Usopp - His final attack on the list (you can see it if you look just above the combination attacks) is accomplished by pressing O when he's been hit so much that he's knocked down. Make sure your opponent is close (you need to have the COM on to attack you to this point, and you may want to turn off COM when they get close enough to be hit) and then press O, and he will make a surprise attack.

Karoo - Karoo has a final list attack that's done exactly the same as Usopp, so just do it the same way.

## 7 - Treasures

This is the option with Nami on it (quite naturally!) Choose it, and you'll be taken to a room with four treasure chests. In here, you will have four options to view.

Character Data - This is the first chest, the red one.

In the Character Data room, you can view the characters and see who they are. If you press left or right on the first box, you alternate between characters. If you press down and select the second box, pressing O will play the currently selected voice sample. You can press left or right to choose different samples. In the third box you can read about the characters and, if you press right, you can see how many times they've completed Event Battle and how many battles they've been in. The second page is unlocked after completing Training Mode, and there are two more pages available by completing Event Mode at Strongest difficulty.

Theater - This is the second if you go right, the blue one.

Here you can choose to view any cinemas that you have unlocked. Simply press up or down to select the one you want to watch, then press O to watch it.

Gallery - This is the third if you go right, the green one.

The Gallery holds all the pictures you've unlocked so far, typically by completing Event Battle and unlocking characters, or by progressing in the game. You can use the control pad to select any picture you've unlocked and view it with O.

Visual Adventure - This is the fourth if you go right, the yellow one.

Here you can see various galleries of very special pictures that you can unlock through gameplay. These pictures are, as far as I can discern, unlocked by completing Event Battle on Difficult level.

Once you unlock it, there will be a fifth chest available.

Sound - This is the fifth if you go right, the grey one.

Here you can watch Chopper dance to various selections of music from the game, and also one hidden selection just below the last numbered choice. It's an amusing and bizarre clip. The selections do loop, so you can watch Chopper dance (or, in the case of the last one, stand in puzzlement) as long as you like.

## 8 - Options

Difficulty - Simple Normal Difficult (Hardest - Unlockable)

Sound - Stereo/Mono

Autosave - On/Off

Memory Card - choose this to go to a window that reads: load/save; you can also press X or press down and select the bottom option to cancel out of this window.

Rumble Feature - 1P: On/Off

2P: On/Off

System Voice - press O to choose from a list of announcers for your fight. Whoever is the announcer will appear on the loading picture in the bottom right

corner of the screen. Most of the characters playable in the game who can be announcers can be unlocked by going through Event

Battle

with them on Normal difficulty. Here is the list:

Luffy

Zoro

Nami

Usopp

Sanji

Chopper

Ace

Bagi

Mihawk

Shanks

Doree

Brogi

Kureha

Default - choose this to return all options to their default values.

## 9 - Secrets and Fun Stuff

-You can unlock Mihawk by completing Event Battle with Zoro a second time, and you can unlock Shanks by completing Event Battle with Luffy a second time.

-You can unlock Karoo by completing Event Battle on Normal difficulty without using continues, after everyone else but Ace is unlocked.

-As mentioned above, you can unlock Ace by completing Event Battle with each character 10 times on any difficulty level, then going through with Smoker on Difficult.

-To view details about how many times each character has completed Event Battle and how many battles they have been in, complete Training Mode with that character.

-To unlock the Hardest difficulty, complete Training Mode with everyone.

-To unlock Sound Mode, where Chopper dances to selections of music from the game which you can choose from a list, complete Event Battle with everyone.

-The Training Mode stage, the Training Grounds, can be unlocked by executing a perfect Bingo Guard and bouncing the anchor off your character 100 consecutive times. This is not an easy task by any means, but here are some tips.

Personally I used Arlong, and my opponent was Nami. I don't think it makes any difference who you use, but Arlong really seemed to be good to use due to his shape. First, I would recommend picking up the anchor and taking it a bit to the left; don't touch your opponent,

your aim here is to get just enough view of the stage so that you can see the anchor rise and fall, so you can prepare for its impact.

Now throw it up in the air and press down, so that you're squatting. Hit the X button when

it gets just above your head, which you should be able to see better since you're squatting.

Standing is possible (I got up to 93 with Crocodile before I heard about squatting to make it easier), but I've not reached 100 with anyone standing up.

I find that when it's around where the 'Lv Up!' messages appear, that's about when you should try to guard. You'll get the rhythm down in time, and I would recommend that if you're easily distracted, focus on a part of the screen where you can see the anchor rise and fall, and just relax and keep hitting the guard button when the time is right. If you need to blink, blink quickly as you guard and then snap back to attention.

Also, I find it's useful to avoid looking at the tally and just concentrate on the anchor. If you look at the total, you might get nervous and mess up. So just do your best to stay as relaxed as possible, and when you hear the distinctive sound, you'll know you've just unlocked the most exclusive and difficult to unlock feature in Grand Battle 2!

-Some characters, when allowed to stand idle for a short time, will actually do useful things. For example, Sanji will create food that can be used to replenish health and levels! Wapole also eats while he waits, with much the same effect.

#### CHEAT DEVICE CODES

These should work on Gameshark and Pro Action Replay. I take no responsibility for lockups or memory messups, as I have only experimented with one of these codes. Codes should only be on during battles, not during the ending.

Infinite Time                    80198CD4 22A9

Infinite Health P1            80198D14 006B  
                                  80198D16 006B  
                                  80198D18 006B  
                                  80198EE0 006B  
                                  80199434 006B  
                                  801A422E 006B

Final Round                    801A969C 0400

Infinite Continues            801B6910 0005

All Characters Unlocked 801B6964 FFFF  
301B6966 00FF

Sound Test and Max 301B6963 0006  
Difficulty

Here are the specifics about the Final Round code:

The way to use it is to activate it, then switch it off when the game starts to load. Go and choose your character for Event Battle as normally, then after the first battle begins (when the announcer says 'Battle 1'), activate it. You can deactivate it right away or you can wait, but it must be off before the battle ends. Then it will go right to the ending for that character and they will be credited one more Event Battle clear.

#### UNLOCKING CODES

Recently I happened to stumble across some new information that I had not known before about Grand Battle 2! There are codes that you can enter during the ending credits, after playing through as a character, to unlock characters that would normally only be unlocked by other circumstances. You can only input one set of codes per every time through Event Battle, and anyone unlocked normally by your Event Battle victory will still be unlocked. You'll receive the appropriate entries in the Gallery as well, for unlocking the characters in question.

Smoker

Up, Up, Down, Down, Left, Left, Right, Right

Tashigi

Up, Down, Left, Left, Right, Down, Left, Left

Wapole

Left, Right, Up, Down, Left, Right, Left, Right

Von Kray

Right, Down, Up, Left, Up, Left, Right, Down

Mr 3

[], X, X, ^, O, X, X, ^

Mr 0 Crocodile

^, ^, O, X, X, [], ^, ^

Miss All Sunday

O, [], X, ^, [], O, X, ^

Karoo

Down, ^, Down, O, Down, [], Down, X

Mihawk

^, Up, X, Down, [], Left, O, Right

Ace

Down, Up, [], O, Right, Left, ^, X

Shanks

Left, [], Down, Down, O, ^, O, []

Kuro

X, X, [], [], O, ^, O, ^

Creek

^, ^, ^, Up, X, X, X, Down

Arlong

Up, Down, ^, Left, X, O, X, O

Bagi

X, O, Left, Left, Up, Down, [], X

Albeda

Left, Up, Right, Down, [], ^, O, X

Pandaman

^, O, [], X, Up, Right, Left, Down

10 - Credits and Thanks

A HUGE thank you to Hanahana Taka sama for giving me the sterling advice on Usopp's super-frustrating surprise attack.

Thank you to Eiichiro Oda for creating such an interesting series.

Thanks to Bandai for releasing this magnificent game! Without it I undoubtedly would not have picked up One Piece again after getting a little frustrated with it that first time.

Thank you to Lardychan for helping me find this game.

Thank you to the people in #Captain\_N and at <http://www.captainn.net> for always being supportive...even when they had no idea what One Piece even was. ^^;

And thank you most of all to the readers of this FAQ. I hope you've enjoyed it. This is the culmination of literally months of work, so I hope you got something good from it.

Thanks again!

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